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# ELECTRONIC GAMING MONTHLY

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## ROGUE Squadron

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Pages of  
Previews

## OVER 25 REVIEWS

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level of shadows...  
you'll love Rogue  
squadron*



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October 1998  
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「日本全部死刑に」

北平で「日清戦犯」を処刑する様子

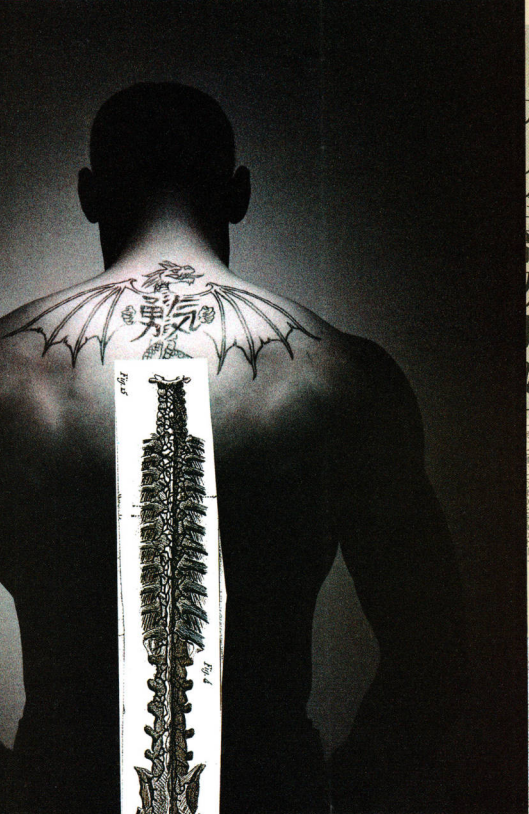
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down their  
freshly exposed  
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**TURBO PROP  
RACING**



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Electronic Gaming Monthly, October 1998, Issue 111

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### 200 - Arcade Previews

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We blow out the entire Final Fantasy VIII demo. Check pg. 100 for info on new characters, spells and other cool-as-stuff.



# PLAY IT LOUD!

**Cut your console free from that crappy TV. Hook it to our hi-fi gear instead and crank it to 11. Our 10-page guide to building the ultimate gaming system begins on page 234.**



[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL

# ACTIVISION.



Move without sound. Merge with air. Strike with precision and stealth. You are a ninja in sixteenth century Japan and your first mission is to assassinate the evil merchant Sogyo-ga.



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



So, if you're good, the first time someone sees you, will be the last. And your enemy will learn that silence isn't actually golden, but rather, blood red.

# TENCHU™

## 天誅

### STEALTH ASSASSINS

LIVE BY HONOR.  
KILL BY STEALTH.

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CORDS OF A PALACE GUARD.]



HE CAN'T LOOK HIS ENEMIES IN THE EYES.  
**AT LEAST NOT UNTIL HE**



# BLOWS OFF THEIR KNEE CAPS.

"Tiny Tank's effects are some of the most impressive seen on a PlayStation... the game itself is a technical wonder."

-Next Generation



In the future, evil robot warriors have driven mankind underground. And it's

THE ADORABLE KILLING MACHINE

up to Tiny Tank to save the world. Sure he's small, but he's no wuss. He's got enough fire power to start

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

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

[www.tinytank.com](http://www.tinytank.com) [www.nintendo.com](http://www.nintendo.com)

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# Letters

Compiled by Shoe

## Eye Eye

It'd like to wish Kelly Richards the best of luck with what's going on in his personal life. Keep strong and come back to the Review Crew soon.

Howc114@aol.com

## A Dangerous Trick

In your response to a letter sent in by Howard Kwak, you said the only way to play Saturn import games that require the 4 MB RAM cart is to get your Saturn modded. This is clearly not the case since I play my friend's

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## Letter of the Month

### Stick 'Em Up, Vader!

In reference to video game violence being detrimental to the minds of young people, I have to say this: Mr. Politician, censorship is a form of Nazism Hitler had his cronies going around confiscating and destroying material that he and the governing body found offensive to them. Blaming video games for real-world violence is an easy out Mr. Politician. You know it. I know it. Most acts of violence can be traced back to psychological and physical abuse from something in a person's past, not from a cartridge or a CD. I've been playing video games for almost 20 years now. In those 20 years, I haven't killed a single person so I could stick a quarter in his or her mouth or hit the Reset button to try again.

Mr. Politician, the things that need taking care of are the drug dealers, pimps, child molesters, rapists, murderers, thieves and our revolving door of justice, not reputable companies like Nintendo, Sony, Capcom, Konami, Midway and the countless other game developers.

Mr. Politician before you spend all this money and all this time on the video game referendum, spend it where it truly needs to be spent: educating our children, bettering our schools, cleaning up our streets and helping those who have been

physically and mentally abused.

Save the children who are being abused and those who are starving to death on our streets before tackling an issue that has no impact whatsoever to the child who lies in a gutter, eating out of the trash behind Joe's Diner.

Video games allow us to become the receiver who catches the winning touchdown pass for the Super Bowl, to become the batter who hits the grand slam that wins the World Series, to become the hero who saves his or her world from destruction. They allow us to snowboard down a mountain without running into a real tree at 60 miles an hour, drive a race car, fly a fighter jet, travel to exotic locales and alien worlds.

Mr. Politician, when you were once a child, did you not go out with your cowboy vest and six shooters and pretend to shoot up a trio of desperados, or in my case Darth Vader and his army of Stormtroopers? Video games are no different from doing exactly that, except that you don't get any exercise or fresh air or sunshine (uh-oh, looks like I just gave Mr. Politician something new to bark about. I can see the next anti-video game issue now, "VIDEO GAMES MAKE KIDS FAT AND LAZY").

The horror. Oh, the horror.

Jay Ruddy  
Irwinton, GA

So, you dressed up as a cowboy when you "fought" against Darth Vader and his Stormtroopers? What a strange little rebel scam you were!

Seriously, you sure know how to put things in perspective.

We get a lot of mail this month from readers angry regarding the new concerns raised by politicians over

violence in video games (see our new story "Plasticized Reality" last issue). We will always provide a forum for our readers' opinions, but don't forget to write your local lawmakers as well. They are the ones whose minds need enlightenment. We all need to show them how pointless and unjust some of their bills are.

Congratulations, you've won an EGM contest. You will be receiving a Nintendo 64, an EGM Stick (SAT) or a Starbuck Pro 64 Stick.

CONTEST #1: Win a Nintendo 64, an EGM Stick (SAT) or a Starbuck Pro 64 Stick. To enter, visit [www.zinet.com/2dsubs/egm/contests/](http://www.zinet.com/2dsubs/egm/contests/) and complete the contest form. Contest ends 12/31/99. Winner selected by random drawing. Prizes are limited to one per person. Void where prohibited. ©1999 EGM. All rights reserved.



copy of X-Men vs. Street Fighter on my Saturn with no internal modifications. All you need is the game, the 4 MB RAM cart and a Saturn import converter cartridge.

1) Pop in your X-Men vs. Street Fighter CD and your Saturn converter cartridge.

2) When you turn the power on, it should go to the CD Control Screen. From there, select "Start Application."

3) You will get the little rings spinning around this button. As soon as they stop spinning, QUICKLY remove the import converter cartridge and insert the 4 MB RAM cart. You must do this very quickly. It may take a few tries, but it's worth it for a game such as X-Men vs. Street Fighter. Enjoy!

Aaron Garcia  
uag1@trixnet.com

Cool, thanks for the trick! Just let us know if you fry your Saturn, import converter or RAM cart from yanking cartridges in and out of a live machine.

For a safer method, read the next letter.

## A Safe Trick

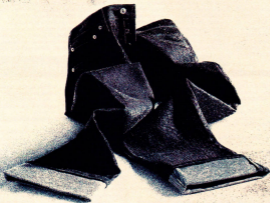
OK, I own a U.S. Saturn, and I have X-Men vs. Street Fighter. It's great—arcade perfect. Now, how can I do this? Well, I have a rifty cart called the Action Replay Plus. It is four carts in one. It is a converter (to play foreign games), a 4-Meg RAM cart, a memory cart and a cheat cart. It lets you play all your favorite Japanese games, including the great Capcom fighting games.

Nick Spolec  
VTSnake@aol.com

Oh, we failed to mention these wonderful devices that will let you play 4-Meg RAM cart games on your U.S. Saturn



SO STIFF, YOU'LL HAVE TO  
**LEARN**  
**TO WALK**  
ALL OVER AGAIN.



HARD JEANS



without a GameShark. That's a big boo-boo...sorry.

You can find the Action Replay Plus or Ultra Madness Turbo Key (a similar product) at video game import shops. Or check out [www.tronweb.com](http://www.tronweb.com) or the Torneo ads found in the back of EGM for more information. Just be warned—these things are not perfect. You need to find recent versions of these products (the older ones may not work with Vampire Savior) and you may experience troubles with certain 4-Meg cart games, like Samurai Shodown 4.

## What's The Pain?

What is with the ad for Panzer Dragoon Saga on the back of the September issue of EGM? It is a cut-out mask for use by those unlucky souls (myself one of them) who were unable to get their hands on a copy of the game. This ad can't be designed to sell Panzer Dragoon Saga, because it came out a while ago and is already sold out everywhere. So why was this ad made and put in such a prominent position: the back cover of the magazine? In this part of an ad campaign for a rerelease of the game in larger quantities!

Oh is Sega playing with our minds by telling us that our imaginations and a crappy mask can make up for the lack of owning an awesome game? Since my imagination has been used so little in the past few years (video games leaving less and less to the imagination and all), I hope this is not their view, and that the former hypothesis will prove correct.

[jdnoct@aol.com](mailto:jdnoct@aol.com)

The ad serves two purposes: 1.) It's keeping the Sega name brand alive until Dreamcast comes out, and 2.) It's promoting the next shipment of Panzer Dragoon Sages. At the time of this writing, Sega is preparing to ship out the fourth run of this hot RPG. Better grab it if you can.

## How Do They Do That?

I've read in your magazine how problems with RAM are preventing games like X-Men vs. Street Fighter from coming to the PlayStation in complete form. Yet at the same time, I read about Tekken 3 being ported over to the PlayStation in near-perfect arcade style, with extras like Force Mode. My question is, if 2D fighters are so "simple," why are they being brought home in such poor shape? If the PlayStation doesn't have enough RAM to have tag-teaming in X-Men vs. SF, how can Tekken 3 be so large and stay so close to perfect?

Jason Shephard  
[shepfam@sisu.edu](mailto:shepfam@sisu.edu)

Think of 2D fighting game characters as little cartoons, with many cells of animation. Each frame of animation is a sprite (a flat, malleable 2D object such as the fighters in X-Men vs. SF) has to be stored in a system's graphics RAM (Random Access Memory—temporary memory that can be accessed instantly, as opposed to ROM or Read Only Memory—permanent memory that reads off of various storage formats like CDs or cartridges). So when a 2D RYA is on the screen, the system has already loaded off the CD and into RAM all of his animations "cells," from walking, crouching and jumping to throwing fireballs and launching dragon punches; every possible pose and step Rya can take on is in RAM, ready to display in an instant.

For most 2D fighting games, the system has to have animation ready in RAM for two fighters at a time. No problem there. The problem with X-Men vs. Street Fighter is, a CD-based console has to have enough RAM to store four characters' sets of animation, unless you want to wait for long load times each and every time you swap characters (either that or it has to be a cartridge-based console, so the machine can quickly access

the ROM for the extra characters' animations). Since these swapping load times could completely ruin the game, Capcom opted instead to take out tag-teaming altogether (in their opinion, the lesser of two evils), thus saving what little RAM the PlayStation has for the two main characters and brief appearances by their teammates. Even that sacrifice isn't enough though—that's why you'll see slowdowns and choppy animation.



Why is the Japanese Saturn X-Men vs. Street Fighter so perfect? Because it has the help of extra memory, courtesy of the 4-Meg RAM cart. And yes, theoretically N64 cartridges could support a complete, tag-teaming X-Men vs. SF.

In a 3D fighter like Tekken 3, however, the polygons are calculated in real time by the PlayStation's powerful 3D processors. The PS isn't storing every possible frame of animation Eddy Gordo has, it's drawing what he should look like on the fly with geometry routines (something the PS is very good at), so RAM isn't as much a limiting factor here. You can do this with polygons, but you can't do this with sprites because each sprite is a solid 2D drawing (you can't "calculate" a 2D Ken punching; you have to have drawn out ahead of time each step of a

## Question of the Moment

Extra large, extra fun

### What was your favorite moment (a.k.a. "coolest moment") in a video game?

When I pulled off my first 30-hit combo in Killer Instinct Gold.  
[KL0UDD@webtv.net](mailto:KL0UDD@webtv.net)

Remember that NES game Golgo 13? I thought it was cool when he got laid at the hotel. Cha-ching!  
[address withheld](mailto:address withheld)

Freeing Richter in Castlevania: Symphony of the Night then finding out that there's another whole castle.  
[goF-a-holic@juno.com](mailto:goF-a-holic@juno.com)

Getting clipped by the space shuttle in PinWings 64.  
[BLKelly95@aol.com](mailto:BLKelly95@aol.com)

Finding out there's a whole second adventure in the Legend of Zelda.  
[EvanAggie@aol.com](mailto:EvanAggie@aol.com)

Beating Lunar 2, getting pissed at the ending, finding the epilogue, seeing the real ending. Happy! =)  
[cbaker@inwave.com](mailto:cbaker@inwave.com)

The opera scene in Final Fantasy III.  
[MDevsfan@aol.com](mailto:MDevsfan@aol.com)

I think you guys will agree with me on this—the first time you saw Street Fighter II.  
[weckerj95@juno.com](mailto:weckerj95@juno.com)

In Resident Evil 2, when the licker jumped through the mirror in the interrogation room. Scared the hell out of me.  
[Writingj9@aol.com](mailto:Writingj9@aol.com)

When the Metroid saved you from the Mother Brain in Super Metroid.  
[Dux33@aol.com](mailto:Dux33@aol.com)

Master Chop Chop's rap. The first time you play [PaRappa], you don't know what to expect. All of a sudden, an onion starts bustin' a rhyme.  
[cookeo@golden.net](mailto:cookeo@golden.net)

In Tomb Raider II, when I locked that stupid old butler in the freezer so he couldn't follow me around the house.  
[boywonder4@hotmail.com](mailto:boywonder4@hotmail.com)

When Aeris was killed by Sephiroth, and Cloud put her body into the water in FFVII. Definitely the coolest and most moving moment in gaming history.  
[duan\\_27@hotmail.com](mailto:duan_27@hotmail.com)

The first time I turned off War Gods on my friend's Nintendo 64.  
[jadler@juno.com](mailto:jadler@juno.com)

**Next Month's Question of the Moment:** What is the oldest video game you are still playing today?

Send your short, but sweet, responses to: [EGM\\_Mail@aol.com](mailto:EGM_Mail@aol.com) with the subject heading: QLD

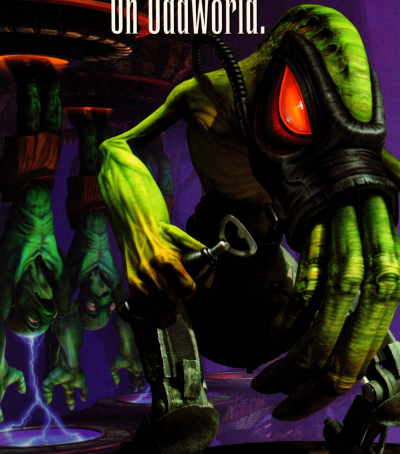
got milk?

But my secret weapon came with a name already in place. Milk. It has more nutrients than sports drinks, plus it's one of the few things I don't have to be upside down to enjoy.

The Madonna, Stale Fish, and 780 McHawk. I've named my share of tricks.

got milk?

Made From The Best Stuff  
On Oddworld.



Some cry because of the challenging gameplay. Others cry for their enslaved brothers. But most Muckdons cry because electrodes are attached to their tear glands, stimulating the ingredients for SoulStorm Brew, the best-selling nauseating elixir from SoulStorm Brewery.

In the classic Oddworld tradition, Abe's Exoddus delivers more intuitive communication and entrepreneurial evil than ever before. Richer language. Lusher environments. Tougher challenges. Deadlier farts.

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ESRB: see inside. \$1.99 for the back issue! Must be 18 years or older or have parental permission to call. Search some games, only.



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punch animation and have enough memory to store all the "cells" for display).

Other little things are involved (like the PlayStation's lack of a dedicated 2D processor), but RAM is what's primarily holding back a good X-Men vs. 3F.

## Gutsy Talk

I have a statement about the new movie, *Saving Private Ryan*. I am 39, and I've been playing video games for more than half my life. Nothing in those 30 years has even come close to preparing me for what I saw on the silver screen. That says a lot—Mortal Kombat, Doom, Quake... whatever. None of them come even close. I had a hard time staying in my seat; I was so disturbed. And those politicians say that video games desensitize us?

Now looking back, video games are really tame, and they should stay that way. I wouldn't want to be in a first-person shooter where guys I know are being torn to shreds by gunfire all around me, and the ones still alive are crying for mommy and begging us to help them. That's disturbing. That's the stuff that warps kids, even grown-up folks. So maybe the folks in Washington should ease up a little.

Address withheld

True, but for some reason, certain lawmakers feel a computer-driven pixelated Kung Lao fatality is more shocking to society's conscience than the infamous ultra-violent, ultra-realistic Omaha Beach scene in *Saving Private Ryan*. But to be fair, the film is rated R, meaning theoretically, few children are supposed to see it.

## A Site To Behold

I am a member of the group against GAEGM. I have been ever since I read their whiny letters. Anyhoo, I have just finished the official Gamers Against Gamers Against Electronic Gaming Monthly Web site. I have posted all the letters so far from GAEGM. The site also has its own chat room.

You can see the site at <http://members.tripod.com/GAEGM/index.html> (the GAEGM must be capitalized). Thanks for the inspiration.

Scott Krone  
hagganootch@earthlink.net

## Dops Part One

I didn't want to pass on the opportunity to thank you for awarding Capcom the Best Tournament at E3. I think we put on a pretty good show. Glad to hear you thought so too.

I wanted to clarify the other mention of Capcom in your "Final Word" (August issue, EGM #109). Capcom is not going to be the publisher of GameTek's *Robotech* product. The announcement we made public at E3 stated Capcom had reached an

agreement in principle with GameTek to distribute *Robotech*. Although many consumers may not know the difference between a publishing or distribution deal, I wanted to clarify the facts with you.

Thanks again for coming to our tournament and for the compliment.  
Melinda Mongelluzzo  
Director Public Relations  
Capcom Entertainment, Inc.

Dops. Sorry about the error. Just so everyone else is clear on this matter: A publisher is in charge of advertising, marketing and promoting a product (i.e., bringing it to the consumers' attention) while a distributor is responsible for getting the product to the store shelves. In most cases, the publisher also acts as the distributor. But once in a while, a smaller publisher (like GameTek in this example) will seek out a company with greater resources (here, Capcom) for help in getting wider distribution for their product.

This may all be moot anyway. GameTek just recently went Chapter 11. Right now, the

future of *Robotech: Crystal Dreams* is up in the air. We'll let you know if someone picks up the unfinished project or not.

## Dops Part Two

Hi...just received the new September issue and I noticed a Saturn Logo next to a PlayStation game, *Gran Turismo*. I'm not a fan of the game, but I'm pretty sure it's a PlayStation game, heck even published by SCEA. Well, it's probably just a small printing error. You guys are still the greatest.  
hgg@juno.com

Hey, check out page 36 in issue #110. I'm glad to see Sony has put its rivalry with Sega in the past and is helping out by giving Sega one of its best games.

strfr0701@aun.com

OK, OK! We get the idea! We goofed—in our Top 20 list last month, we had a brain fart and accidentally listed SCEA's *Gran Turismo* as a Saturn game. We promise never to make another mistake again.

## Letter Art

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### WINNER

Joseph Morrison  
Bloomington, GA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



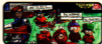
### Close, but no controller



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Baltimore, MD



Marcus Dillard  
Hollywood, FL



Jerry Hernandez—Bronx, NY



David Wong—Missoula (w. Sask., Canada)

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# ASK sushi-



EGM **egm** letters

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, Electronic Gaming Monthly's top video game expert. If you have a specific game-related question for our mysterious ninja hawk, ex-friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to:

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1920 Highland Ave. #222  
Lombard, IL 60148

e-mail: [sushi\\_x@rd.com](mailto:sushi_x@rd.com)

I just got the latest EGM and read the article on Metal Gear Solid. Right at the end, I saw that it is supposed to be released on Sept. 3. I then looked at your release dates section in your mag and it says October. I went to EB's site to check, and it said Oct. 20. I'm just wondering if Sept. 3 is the release date or if it is a typo.

Will Becker  
[wbecker@erols.com](mailto:wbecker@erols.com)

Sept. 3 is the Japanese release date. MS6 is due out in America on Oct. 20. As always, release dates are subject to change.

I have heard rumors that there is a lava world in Banjo-Kazooie. In the game, Gobi the camel says he is leaving for the lava world (he told me this when I spoke to him in the level, Click Clock Wood). I have beaten the game and gotten every single puzzle piece, music note and honeycomb. Yet I still cannot find the entrance to the lava world. I have looked high and low and even had my friends look with me. Maybe you can be of some assistance. Please help.

Corey Barnard  
[Banjo21@aol.com](mailto:Banjo21@aol.com)



Banjo-Kazooie doesn't have a hidden lava level (in fact, the game doesn't have any hidden worlds). Our sources tell us Gobi might be referring to something in Banjo-Tooks, the sequel.

Poy Poy 2 is one of the greatest games of last year (how could you possibly leave it off the top-10 multiplayer games of all time list?). I've patiently awaited the sequel, scheduled to be released in September, according to your Coming Soon list. Last month, Poy Poy 2 was pulled from your Coming Soon list. What happened to this faithful servant of the multiplayer genre? [scottw@bbs.mindspring.com](mailto:scottw@bbs.mindspring.com)

Poy Poy 2 has been pushed back until December.

I was wondering if you could comment on the rumor that Square Soft will be making a Secret of Mana sequel for the N64?

[Hesamj16@aol.com](mailto:Hesamj16@aol.com)

It's just that: a rumor. Square Electronic Arts is a Nintendo 64 publisher (they are publishing Maxie's Sim Copter 64, over in Japan), but Square Soft has no plans to develop anything for the system at this point in time. I guess Square's development dreams are too big to fit on a cartridge. Plus, it doesn't help that the Nintendo 64 is doing so poorly in Japan (the market Square is really concerned about).

Do you think Marvel vs. Capcom will come out for the PlayStation? I keep spending millions of quarters in the arcade. I'd rather just buy the game and save a lot of money!

[LHDANGAR1@aol.com](mailto:LHDANGAR1@aol.com)

Capcom will definitely bring out Marvel vs. Capcom for the PlayStation. The system's selling too well for them not to! But one thing's for sure: The game's gonna look and play like turd. You saw how bad X-Men vs. SF turned out on the PS. You can bet Marvel vs. Capcom will be hacked up much worse (because M vs. C is the most sprite-intensive of the versus games). Don't hold your breath for a great arcade translation...at least not on the PlayStation.

How come in GoldenEye 007, you can get certain weapons with the "All Guns" chest like the shotgun and taser, and not in the regular mode? Are they hidden deep within a certain level?

[PH031@aol.com](mailto:PH031@aol.com)

Nope, they're simply bonus weapons that are only available in the Cheat Mode.

By the way, what's up with all these AOL e-mails? How are you people getting through to send these messages?

I have four questions for Castlevania: Symphony of the Night.

1. How do you get to the second castle?
2. How do you play as Richter?
3. What is the Gold Ring (the one where it says "wait...clock") for?
4. At the big clock where you first meet

Maria, how do you get the statue on the right to move? It only moved once for me. Please help, I'm really stuck!

[Batflet5@aol.com](mailto:Batflet5@aol.com)

Ah...this brings back some fond memories...

1. Make sure you equip the Holy Glasses (found underneath the clock, see #3) in the "Final" fight with Richter. You'll notice something a little unusual. You can probably figure it out from there.
2. Get at least 170 percent in the game, then start a new game with the name "RICHTER."
3. Equip the Silver and Gold ring at the same time in the room with the big clock (in the Marble Gallery).
4. The right statue moves during certain time intervals (every minute or so). Also, by using the Stopwatch in this room.



A lot of stuff can happen in this room...

Since you are the Street Fighter fundamentalist, I was wondering who is your favorite SF character and why? Also, what do you think are the worst fighting games of all time? Finally, what did you think of Karate Champ? Just curious.

Ron Aquino  
[rgma@concentric.net](mailto:rgma@concentric.net)

I can play any Street Fighter character Capcom throws at me, but I have a certain affinity toward Ryu and Blanka. That's why I'm so excited about EX 2 and Alpha 3—the return of Blanka!!

The worst fighting games? Rattle Masters, Shogun, Bloodstain, Time Killers, Bao, Way of the Warrior, Flying Dragon, Rise a...man, I can go on forever. Karate Champ was damn cool, but it's no Street Fighter II!



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**- Mace Daniels**



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## System Shock

*Sony begins developing the successor to its number-one product of all time*



### Format War

Storage, price and flexibility are key when it comes to choosing a format for the PlayStation Next. Historically, video game systems have used cartridges, compact discs or cards to transfer data.

For PlayStation Next, Sony is rumored to be looking into using MiniDisc for re-ventilability (for track editors in racing games, level updates, roster updates for sports games). Another rumor is that Sony will use DVD (Digital Video/ Versatile Disc) as the system's main delivery format.

Price will probably be the deciding factor. MiniDisc is definitely an option, but DVD is still a tad pricey.

If you have a hit game, it's "When's the sequel coming out?" When you have a hit movie, the question is, "Are there plans for a sequel?" When Sony scored a hit with the PlayStation after its launch on Sept. 9, 1995, it wasn't long before the question was asked, "So...when's PlayStation 2 coming out?"

That answer may soon be at hand. It's no secret that video game companies, be it Nintendo, Sega or Sony, are always working on the next best thing, the next technology to build into the next-generation system. That's how technology works. While console systems aren't obsolete the second you walk out of a store with one, it has become increasingly harder for manufacturers to get a significant jump on the power of personal computers. It can be done, as Dreamcast is proving as newer and better screenshots are released of its games.

A recent CNN report stated that we could see PlayStation 2 within the next 18 months. SCEA officials are remaining silent on the topic of the PlayStation's successor, reason being that the PlayStation itself has not yet reached its peak.

However silent SCEA is, Sony Computer Entertainment Inc. vice president and co-CEO Ken



**Ken Kutaragi (above) designed the original PlayStation, which in three years has become the most successful product in Sony's history. The question is, can Sony repeat its success a second time?**

Kutaragi, the designer of the original PlayStation, recently revealed a few details about the PlayStation Next—the first official line we've heard about the system. Kutaragi told *EE Times* that a team of engineers is currently working on developing new graphics technologies for use with the company's next console. Unlike Sega and Nintendo (who have worked with NEC/VideoLogic and Silicon Graphics), Kutaragi says that Sony

is using homebrew computer graphics technologies, which will be a part of PlayStation Next.

"Today's video game computer graphics look like computer graphics," he told *EE Times*. "Our goal is a film-like graphics quality that won't make viewers conscious of or annoyed that they are indeed looking at computer graphics."

Sony tuned to [videogames.com](http://videogames.com) and [EGM](http://EGM) for details on PlayStation Next when we hear them.

### What do you ask first about a new system?

Who is developing for it? 27%

How powerful is it? (32-, 64-bit, etc.) 34%

What do the games look like? 39%

When a new system is announced, there are plenty of questions that need to be asked. We asked [videogames.com](http://videogames.com) readers what their first question is when they hear about a new system. (Source: [videogames.com](http://videogames.com) poll, Wed, Aug. 5, 1998)





## Super Nintendo Forever

The days of Super Nintendo and Genesis have long passed in the United States. Kirby 3 was the last new Super Nintendo game to be released. As we're already saying goodbye to some of the machines once called the next wave—Magic Knight Rayearth will be the very last release on the Saturn—it's amazing that in Japan, this old 16-bit machine is still pumping out new games.



The days of 16-bit are not over. Games like WeeKling Crew '98 (top), Kirby's Super Star Stacker (middle) and Rockman & Forte (bottom) are releasing new life into the Super Famicom in Japan.

One of the reasons is the Nintendo Power (no relation to the magazine) game delivery system located in Lawson's convenience stores in Japan. Basically a video game vending machine, it gives you a way to purchase and download games from a list of selections onto a special flash ROM cartridge for play at home. New games for Nintendo like WeeKling Crew '98, Kirby's Super Star Stacker, Super Punch-Out!!, Dr. Mario, Derby Stallion '98 and others come to the Nintendo Power system before hitting Japanese shelves separately.

WeeKling Crew '98, released on the first of the year 1998, is actually more puzzle game that updates to the NES classic. But if you're a retro fan, it includes the original too. Kirby's Super Star Stacker is the 16-bit counterpart to the Game Boy title, and features a Story Mode as well as keeping track of players' names.

One release that Mega Man fans will want to know about is Rockman & Forte (Mega Man is known as Rockman there, Forte is Bass). Mating enemies and Bosses from the older games as well as new ones, some would say it's the most difficult Mega Man game ever. Rockman & Forte was released separately, not as a Nintendo Power cartridge.

How can you get them? Since few game importers carry Super Famicom releases, you have to go to Japan to get them.

[www.nintendo.co.jp](http://www.nintendo.co.jp)

## Developer Profile



## Bizarre Creations

**Location:** Liverpool, England

**Web Address:** [www.bizarrecreations.com](http://www.bizarrecreations.com)

**Gameography:**

1988 - Combat Crazy (Commodore 64)

1990 - The Killing Game Show (Amiga, Atari ST)

1991 - Total Rewind (Genesis)

1993 - Wlz 'n' Liz (Genesis, Amiga)

1996 - Formula 1 (PlayStation/PC CD-ROM)

1997 - Formula 1 '97 (Championship Edition) (PS/PC CD-ROM)

**Current Projects:** Metropolis - City-based Racer - (Dreamcast Euro launch title), Drive-By - Action Shooter - (PC CD-ROM...for now)

**# of Employees:** 22



Bizarre Creations' previous works include Wlz 'n' Liz as the Genesis (left) and the PlayStation racer Formula 1.

**Daring breaks from late-night programming sessions we:**

- Play Quake
- Cycle our bikes around the inside of the office
- Watch the bunnies outside
- Watch the cats chasing the bunnies
- Run around with replica guns firing BB pellets
- Go to the local bowling alley and drink half pints of shandy
- Play more Quake
- What breaks?

**Favorite programmer snack feeds:**

Current ratings on the Pot Noodle "favorite" stakes:

- Chicken and Sweetcorn - 2:1
- Beef and Tomato - 3:1
- Curry (noodles and rice) - 5:2 favorite
- Spicy Tomato - 7:1
- Sausage and Tomato - 10:1
- Last Christmas' turkey and stuffing - 100:1 rank outsider

**Music that inspires us:** Depends on which desk you're near! There's a wide range of tastes, from heavy metal, through dance music to Manic Street Preachers (ugh). However it's currently definitely NOT the theme music from Jurassic Park...

**Story Behind Our Mascot (Pumpkin head):** Martyr (the MD) had always wanted to have a pumpkin character in one of his games. This eventually happened in Wlz 'n' Liz—where the first incarnation of the logo car just about to be seen 1cm by 1cm on the U.K. box! Then after a couple more versions, during F1 we had the fortune to meet up with the fantasy artist, Rodney Matthews, who agreed to do the logo for us. And with his help, the Pumpkin Man was born, and is currently being modeled and animated for the Metropolis intro screen. He hasn't got a name yet—any ideas?

**Company Motto:** Be Bizarre!

## Blue Hedgehog Returns

It's been a while since Sonic the Hedgehog starred in a headline game for Sega. Sonic R, Sonic Blast—those were good enough, but they seemed to miss that element that made Sonic, well, Sonic. Dreamcast owners will be in for a treat, as Sonic Team and the series creator, Yuji Naka, are once again bringing Sonic to the screen in the form of Sonic Adventure. Sonic Adventure will be available at the Dreamcast's launch in Japan and the United States.

A teaser poster promoting an event on Aug. 22 at the Tokyo Kokusai Forum (the same place Warp's *Da premiere* took place) to unveil the game is the only piece of Sonic Adventure-related artwork released by Sega. In an interesting turn, you'll notice that Sonic has green eyes on the poster and a big grin. Naka says that Sonic's design will change a bit in this game. TV commercials advertising the event have been running in Japan as well, but feature no graphics from the game (damn).

Sonic Adventure was originally a Saturn title, according to Naka, when the team began planning it after *Barring Ringers* was completed. In an interview with *Sega Saturn Magazine*, Naka said that it was initially called Sonic RPG. Even though the game's main focus is action, there will obviously be more to it than just that.

Check out [www.videogames.com](http://www.videogames.com) for full coverage of the Aug. 22 unveiling and other Dreamcast developments.

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



Sonic's new grinning mug is a little different from his old 16-bit look. Could this usher in a new era of the blue dude with the 'tude?



### Quick Bites

#### The Business of Dreamcast

At the Windows World Expo Tokyo '98, Microsoft displayed a Dreamcast console. Basically it was the same model we've seen so far, but with one slight difference. This time it carried the "Powered by Windows CE" logo. Microsoft confirmed that at its release, the DC will sport a gray version of this logo on the front of the machine.

The lawsuit filed against Sega, NEC and VideoLogic by 3dfx claiming that Sega broke its contract with the company over the development of Sega's next-generation hardware was recently settled. The terms were not disclosed.

Sega has begun running ads, promoting the company name starring one of its executives in various strange situations. Called "Good Luck Executive Yukawa," the ads include him getting beaten up and being laughed at by kids. Ouch.

#### Argonaut Casts Off

We recently had a chance to speak with Nick Clarke, the producer of *Back Bomble*, to see what the company's Argonaut plans are. Although he didn't go into specifics, he did make some interesting comments about its performance.

He confirmed that the company is "well into" development on a Dreamcast title, and that Sega Europe would publish the game, rumored to be a 3D shooter. "It's a nice piece of kit," Clarke told us, "hands-down more powerful than Model 3." Ubi Soft, *Back Bomble's* publisher, told us that it has not announced whether it will publish Dreamcast games.

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

150

Number of Dreamcast Internet domain names Sega registered in one day.



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## Survey

**Which of the following Dreamcast games are you most interested in?**

Sonic Adventure 33%

Godzilla Generations 23%

D2 12%

Sengoku Turb 5%

Pen-Pen Tri-Icelon 4%

The Seventh Cross 4%



Dreamcast™

The first crop of Dreamcast games we've seen out of Japan have not been showcase titles. Certainly, a majority of the titles already announced for Japan will never see the light of day in the United States, and for good reason. Front-runners Sonic Adventure, Godzilla Generations and D2 have a substantial lead against third-party titles, and as more companies announce games, that gap is expected to widen. (Source: videogames.com poll, Thurs, Aug. 6, 1998)



## Pen-Pen Tri-Icelon

### Beware of Penguins on the Racetrack

Pen-Pen Tri-Icelon by Japanese developer General Entertainment is one of the strangest games announced yet for the Dreamcast (except maybe those really weird NEC titles). In it, you choose from seven "Pen-Pens," penguin-like creatures. The story behind the characters is that they live on an ice planet, and aren't the brightest of animals. Each has strengths and weaknesses, like speed, stamina, etc. Characters include Jaw (the violent one), Sparty (big-eyed penguin), Back (sealion), Sneak (an octopus), Tina (sleazy), Ballery (cute pink hippo) and Mr. Bow (dog-like Pen).

Your goal is to run, slide and swim your way through various courses to the finish before any of your opponents. Each course consists of areas where all three skills are needed. Animation is said to be very cartoony—for example, when you slam against a wall head-on, you turn into a flat pancake.

Don't let its looks fool you. The Pen-Pen team is made up of programmers and designers who have worked on some big Saturn hits. Respectively, members of the team have worked on such games as the Panzer Dragoon series, course design for Sega Rally and Daytona USA, Kayearth, Sonic 1 & 2 (Genesis), and NIGHTS.

Pen-Pen Tri-Icelon will be released on Nov. 26, the same day the Dreamcast launches in Japan.

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# Godzilla Generations

*He's mean, green, texture-mapped and he'll eat Osaka*

The first official Dreamcast game announced by Sega was *Godzilla Generations*, starring everyone's favorite king of the monsters. In this game *Godzilla* regains his old form once again—not the Dean Cain/Roland Emmerich Hollywood adaptation from earlier this year.

The object is to become *Godzilla* (or another of the series' characters, like *Mecha Godzilla*, as shown on this page) and smash your way through real Japanese cities—Osaka is featured in the pictures here. The designers of the game are attempting to make each city as real as possible, including landmarks like banks and billboards.

While you get medieval on the towns, smashing buildings and cars and anything else that gets in

your way, the military breaks out its defenses and tries to stop the carnage using as much ammunition as humanly possible.

*Godzilla Generations* also uses Atsumete *Godzilla*, the Visual Memory System game that Sega released in Japan in July. Monsters you collect with the VMS can be used in the game. Exactly how this will be done isn't quite clear yet. The game's graphics take full advantage of the Dreamcast's texture mapping, transparency effects and real-time movie capabilities as you can see in these screens.

*Godzilla Generations* is being developed by General Entertainment and Sega, and will be released late this year in Japan.

[www.sega.co.jp](http://www.sega.co.jp)



**Godzilla Generations is a Rampage-style 3D destruction derby, where the goal is to destroy and pillage entire cities. Cool.**



## Frequently Asked Dreamcast Questions

**Q: If I buy a Japanese Dreamcast, will I be able to play U.S. games?**

**A:** Each territory (United States, Japan and Europe) will only be able to play the games made for sale in that territory. There probably will be a way around that, but if you buy a Japanese system, you're taking a chance that you won't be able to play U.S. games later on.

**Q: Is the Dreamcast a 64-bit or 128-bit system?**

**A:** The Hitachi SH-4 at its heart is a 64-bit processor. Sega's saying that the machine has 128-bit graphics performance when you look at the components that support the central SH-4.

**Q: Are there more than four buttons on the controller?**

**A:** Yes, there are two shoulder buttons on the back of the controller for a total of six buttons on the standard Dreamcast controller.

**Q: Will the controller have force feedback like Sony's Dual Shock controller?**

**A:** No. The standard Dreamcast pad does not have a rumble feature or force feedback. However, the second controller cartridge slot of the standard DC controller could be used for one in the future. Sega hasn't said if such a device is planned.

**Q: Will the Dreamcast be backwardly compatible? Will it be able to play Saturn games?**

**A:** It is very unlikely that Dreamcast will be able to play Saturn games. Dreamcast does not have a cartridge slot for Saturn memory cards or for game saves to be transferred.

**Q: Will the Dreamcast have 2D games also, like Street Fighter III and Castlevania?**

**A:** While the Dreamcast is a great 3D machine, Sega says it's capable of handling 2D games as well. None have been announced yet.

**Q: Will I be able to play Dreamcast games against opponents in Japan or the United Kingdom from the United States?**

**A:** No. The latency factor (or transatlantic or transpacific play to be enjoyable) would simply be too great for the kinds of fast-paced games Sega plans to have on the system.

**Q: Is the LCD screen built in to the controller?**

**A:** No. The slot on the back of the controller is for the Visual Memory System (VMS). You put the VMS into the back of the controller and that becomes the controller's display. The VMS is sold separately.

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## Mercurius Pretty



### Virtual Fairies

Life sims are one genre, along with horse racing, shogi and countless other genres, that have not made their way to the United States. Good or bad, the first of these "fringe" genres is making its way to Dreamcast in the form of NEC Interchannel's Mercurius Pretty. Mercurius Pretty is a fairy-breeding simulation based on the world of Alchemy. The basic setting involves you getting a seed of life from your master alchemist and then breeding the seed in an incubator. The result is, of course, an ultra-cute or ultra-scary fairy that you get to watch grow from test tube to teen-ager. Riveting gameplay, surely. Mercurius Pretty is a part of a PC game that was released about five years ago, but with better graphics.

Mercurius Pretty is the first game announced to use the Dreamcast's 2D graphics abilities. According to the developer, it will run in 640x480 resolution with 16 million colors.

# D2 Update

## More on Warp's Dreamcast sequel to D

D2 was the first Dreamcast game shown when the system was unveiled back in May—then only 15-20 percent complete.

Kerji Ero, Warp's president, told Sega Saturn Magazine that he doesn't think the game accurately reflects the true power of the Dreamcast's hardware, and that soon we'll be seeing titles that take full

advantage, even though D2 took center stage at the Dreamcast's unveiling.

"Soon, other titles will come and people will then pay more attention to those. So that will be our two- or three-month incubation period to finish development without being noticed."

[www.warp-jp.com](http://www.warp-jp.com)

Here are additional scenes from the opening minutes of D2. Below is a game screen between you and insect invaders. At the right is a scene from the opening cinema (top) and Laura moving around the game's environment (bottom).



# Monster Breed

## NEC Interchannel unleashes monsters from another world

NEC Interchannel's second announced Dreamcast title is Monster Breed. Like its sounds, Monster Breed is a monster raising, breeding, caring, battling game. As your monster grows, you send it to battle with other creatures, working your way up through the tanks until you become a master breeder. You can also explore a Rogue-like dungeon, featuring randomly generated levels, finding treasures and items along the way.

The game will also be compatible with the Visual Memory System

(VMS). You'll be able to trade monsters with your friends or train your monster while you're on the go. So far the VMS seems to be shaping up as the perfect virtual pet machine.

NEC Interchannel says that, when finished, there will be more than 180 different monsters in the game, and according to the game's director, each monster uses 5,000 polygons. The graphics certainly do look among the cleanest we've seen on the Dreamcast yet. A release date has not been determined.



# 1 Buck Bumble



**BEE PREPARED**

OCTOBER 1998



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## At the Movies

### Demi Gets Crofty

Who is Lana Croft? The rumor going around now is that G.I. Jane star Demi Moore, whose name has the same number of syllables as Core's buxom video game babe (coincidence!), has won the role to play her in the film adaptation.

When contacted, a spokesperson for Eidos Interactive claimed to have heard nothing that would indicate Moore had been chosen. "They're still doing the script, and until the script is done, there won't be any hiring."

If Basil Julia can make a believable M. Bison (in Street Fighter The Movie), then perhaps Demi playing Lana Croft isn't completely out of the question.

It's still only a rumor, so don't get excited yet. As soon as we know who will play Lana in the movie, we'll pass it along to you. Assuming it remains on schedule, the big-budget adaptation of Tomb Raider will hit theaters in the summer of 1999 from Paramount.

[www.core-design.com](http://www.core-design.com)



# At the Arcades

### Arika Goes It Alone

Arika will now officially develop and produce its own arcade games. While not officially "owned" by Capcom, Arika was well known for Street Fighter EX and its sequel. The reason is Arika wants to produce its own games. There is an "EX clone" on the way after the release of EX2 and the newly announced Tetris: The Grand Master—named to be their last Capcom game. Tetris: TGM is an updated version of the old Aleksey Pajhitnov puzzle, with new blocks and power-ups to keep the game fresh.

### Disney Gets Tetrisized

Capcom themselves plan to release Magical Tetris Challenge, a Tetris game starring Disney's lovable characters. This title is also scheduled to hit the N64 in Japan on a 128-Meg cartridge later this year. This will be the very first N64 game developed by Capcom.

### AMOA Turns 50

AMOA is 50! The association whose name is also that of the biggest arcade show in North America will celebrate its 50th birthday at the host facility of the Opryland Hotel. The Expo will be held Sept. 17-19 in Nashville, Tenn., and as always will feature the newest games from Capcom, Namco, Sega and more. A feature of the show brought back from last year will be "Developer's Row" where PC coin-op products can be seen (and will eventually appear in arcades everywhere). Expected games at this year's AMOA are Street Fighter Alpha 3 and EX2, Namco's Soul Calibur, Sega's new Spikeout fighting game, Midway's Blitz '99 and Carnival (sorry no MK5 yet), and a flood of titles from Konami.

### PC Hits Go Coin-Op

Lazer-Thon has announced a manufacturing and distribution agreement with Opus Entertainment and LBE Systems in North America for arcade PC games. New arcade games scheduled to come out in the next six months include: WipeOut, Formula 1, Forsaken, Death Rally Extreme and Jazz Jackrabbit 2.

### The MK5 Rumor Mill

A rumor surfaced recently on the Net that Mortal Kombat 5 was in development and that MK co-creator John Tobias was not going to be part of the team. Both of these are false. According to Ed Boon, the MK development team has just increased its numbers and are prepping to work on two games at once. They are currently developing something "unlike any other genre in arcades today." Work on MK5 will begin after that. Tobias, currently working on an MK Mythologies-style home game called "Special Forces," will still be part of the development team for any future MK titles.

### Cruis'n the Universe

In a related story, the newest Cruis'n game is rumored to be under development, called Cruis'n Universe (working title). Eugene Jarvis will once again head the development team.



Arika takes Tetris to the next level with its enhanced Tetris: The Grand Master.



Capcom's first N64 title, Magical Tetris Challenge, will show up in arcades first before coming home.

## Arcades: On Test

### Atari:

Site 4 (Area 51 sequel) - California  
soth Degree - California

### Capcom:

Street Fighter EX 2 - California, North  
Chicago Suburbs  
Street Fighter Alpha 3 - California

### Konami:

Fisherman's Bait - Downtown Chicago &  
Suburbs

Hip Hop Mania - West Chicago Suburbs  
Racing Jam Chapter 2 - Downtown Chicago  
Hell Night - Chicago

### Namco:

Soul Calibur - California

### Sega:

Daytona 2: Battle on the Edge - California

Tests take place in select arcades only. California tests are likely to be in the Bay Area only. Well-known test sites in the United States are Gelfand in Sunnyvale, Calif., and Diversions in downtown Chicago. Games on test are subject to being pulled at any time. We cannot guarantee that these games will still be on test after press time.

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as a friendly game.



**hustling is the spice of life**  
Shoot in 6 shady pool halls with unique tables, cue sticks and local pros. Select from single and two-player modes, plus, 8-Ball, 9-Ball, 10-1, and Rotation rules.



**swim with the sharks**  
Wages, wit, and nerve as you take on tougher opponents in your quest to hustle all 12 underground champs—each with unique skills, playing abilities, tactics, and betting strategies.



**you can almost smell the beer**  
Master authentic pool techniques like English, draw and jump. Align your shot with the realistic top-down camera. Then, view the 1-0 engine's slow-motion instant replays.



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

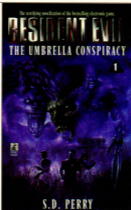
## If Zombies Could Type

The Resident Evil series has become one of Capcom's biggest hits since Street Fighter. So it's no wonder that now there are action figures, a movie, reportedly an animated series coming soon and—books. Pocket Books, a division of Simon and Schuster, is bringing the survival horror action of Resident Evil to the pages of several mass-market novels that go on sale in September.

The series begins with Resident Evil: The Umbrella Conspiracy, a novelization of the first game that expands upon the story and characters we've all grown to know. That title will be followed by an all-original RE novel, Resident Evil: Caliban Cove. The titles will be released simultaneously and bridge events between the first two games.

In March 1999, two more books based on the series will be released, including the novelization of RE2 (called City of the Dead) and a second original work titled Underworld. These titles are penned by author S.D. Perry, author of Virus, Aliens: Labyrinth and co-author of Aliens vs. Predator: Prey.

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



## Tidbits



Three N64 titles have become part of the company's lower-priced Players Choice Series. GoldenEye 007, Diddy Kong Racing and NBA Courtside will take their places next to such games as Mario 64 and Turok as bona-fide hits. These games will be available as Players Choice titles beginning August 24, for a new suggested retail price of U.S. \$39.95. Nintendo plans to back the inclusion of these titles with a \$4 million marketing campaign promoting the series.

## Gex, Kain Jump Into Action

Crystal Dynamics has signed an agreement with Creative Licensing Corporation to license and promote characters from its games Gex: Enter the Gecko and Legacy of Kain: Soul Reaver. Characters include Gex, Raziel and Kain.

## Quick Bites

**989 Studios** will publish Blue Shift's PlayStation racing-on-foot title *Running Wild*. **Burkley Systems** is making a PlayStation version of its hit PC game

show, *You Don't Know Jack*. The over 1,400 question game will retail for a mere \$39.95 MSRP. **Hasbro Interactive** is looking into creating a new **Frogger** title for an undisclosed platform. Guess which one... **Eidos Interactive** will publish Crystal Dynamics' action/strategy game, *The Unholy War*. It's expected for the PlayStation this fall.

## Danger Girl

### Curves Ahead

They're busty, beautiful and have a first name of Danger. It's the stars of *Danger Girl*, a comic book created by J. Scott Campbell and Andy Hartnell and published by Wildstorm/CitRanger Comics. n-Space, the Florida-based developer responsible for Duke Nukem: A Time to Kill (for GT Interactive) and Rugrats (for THQ) among others, has acquired the exclusive interactive rights to bring the women of *Danger Girl* to the small screen on any platform. *Danger Girl* the comic book follows the exploits of an elite spy agency whose ranks include multiple female characters, battle the likes of terrorists and other menacing villains.

*Danger Girl* the game is expected to be out for Christmas 1999. n-Space is in a unique position, owning the rights to *Danger Girl* and being only a developer. A publisher for the title has not yet been decided on.

New Line Cinema has optioned the rights to a film version of the comic.

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



## Lunar Special Pack

Working Designs has a long history of making little "extras" for its games. This time the company is planning something extra special for the release of Game Arts' classic RPG *Lunar: The Silver Star Story* on the PlayStation this fall.

When the game is released, it will come in a special "shel" box featuring art from the game. Inside is the two-disc game, a soundtrack CD with arranged tunes, a "making-of" CD, a cloth map and a hardbound art book/manual.

This is the regular version of *Lunar* that will be offered, so it's not a special "premium" box. The price will be \$69.99 (MSRP), but for what you get, it's definitely worth it.

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

"Homicidal Vacations Since 2001"

# ROGUE TRIP

*Vacation 2012*

## MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

### VACATIONING IN HELL

We road tested 14  
**KILLER KARS** on  
the twisted streets of  
NukeTown

### BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to  
Avoid Premature Ejaculation Once You've Got 'Em

**A<sup>3</sup> BABE OF THE MONTH INSIDE**

Special FREE Issue for Automercenaries



## ROGUE TRIP



Dick Biggs, Editor

## Welcome back, Automercenaries!

Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer staidity of one desperate enough to risk his life for a photo-opportunity.

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

Keep on truckin'!



GREETINGS FROM AREA 51

Mr. Biggs

# HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snappy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we road-tested 14 state-of-the-art tricked-out deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.

**For raw hearse-power, nothing beats the Sidewinder.** Five tons of tank with more firepower than the Third World War. Too big? Well, try on the **Bitch-In Wheels** and put the muscle back where it belongs — behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice — the **Meat Wagon**. This fuel-injected weenie-mobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch **Ozone**, a well-armed ambulance that hurts while it heals.

**You want high-octane performance? Car Combat Ultra?** Look no further than the pulse-pounding **Pyro** — a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

.....continued on page 72



## Sister Mary Lascivious

Thought for the Day

—Thou Shalt Drive Like A Righteous Mad Bastard.  
† So Sayeth the Lord.



## When Was the Last Time a Tourist Hit Your Window at 92 mph?

Hey, it happens. You have a bad day. Someone sends a missile your way and bang — Pressure Ejection! — out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and extrahs all over the windshield.

No problem. Whip out a 40 ounce bottle of ever-lasting **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

Remove  
Harmful  
Road-Splats!



# THE BLAST WORD

Every self-respecting Automercenary knows there are few things in life more enjoyable than vaporizing, burning, bombing and totaling stuff. Here's our hot picks for the lootiest targets the post-apocalyptic world has to offer:

- AIR FORCE ONE** - It's a helicopter. It's the President. It's dual.
- GOLF COURSES** - One driver and 18 holes of fury!
- BLIMPS** - Zap the zepher!



**White House? — White Trash!**



**KILL THE CADDY!!!**

### AUTOMERCERS ON-LINE

On the road? Get on-line for **weekly cheat codes**, the latest updates, screen shots, hints and tips (better than a road map) and killer contests. Go to [www.roguetrip.com](http://www.roguetrip.com) for the lowdown on all the low life.

# FENDER BLENDER

What the well-armed are packing these days (and how to get more bang for your weapons buck.)



### Meteor Balls

They bounce. They burn. 'Nuff said.

\$300 each



### Sticky Weapons

Clamp on to your enemy and sit back while he tries to palm it off on someone else, or go down trying.

10 for \$800



### Pyro Weapons

How you lose with gasoline, then sit back and grin for the kill.

\$5000 each



### Stingers

Killer bees get nothing on these bad boys, so go ahead, hit with confidence.

\$7500 per round

## AUTOMERCENARY FINE OF STAFF

**ELVIS D. KANG**  
"Don't be cruel. Your automercenary is true. Thank you very much."



**AGENT ORANGE**  
"A vacation should be just like war. Only with better photographs."



**NECROBOT**  
"I'm not dead, I'm just... **DEAD!**"



**BITCHIN' BUNNY**  
"There's so much fun waiting for you in my back seat...!"



## FOUR PLAY

Don't drive alone. Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!



## THE BEST RIDE OF ALL

Check out **L1 Gator Bait.**

Some of you automercenaries probably seen her tooling around in her propeller-driven swamp-hopper.

Well, looky here - the A<sup>3</sup> Babe of the Month shows you all her dangerous curves on page 96. Lube up and drive on!



**NEED A HINT? 1-800-CALL-2GT**

88¢ per minute. \$1.00 for fax. Tech support for 15 min or 100¢. Offer or have parents participate to call. Touch tone phones only.





# Quartermann

- PlayStation 2 announcement
- G-Police 2 coming soon
- DVD and MD drives?
- Vis signs on for Dreamcast
- Final Fantasy on Dreamcast
- Play GB games on PlayStation

**A**...a whole page again. After the drought of information over the past few months it's good to see that the whole games industry is waking up again and is buzzing with gossip about all kinds of new projects. The Q and his gang of spies have been able to dig up all sorts of juicy stuff this month.

## PLAYSTATION NEXT

The biggest rumors around at the moment concern Sony's new machine. At E3 SCEA stated that they would not comment on a new machine until 12 months before it was due to hit... well—they've started commenting. That's a start. They're not commenting much in an official capacity, but there are all manner of rumors concerning the specs. The current favorite doing the rounds lies in lots of aspects of Sony as a group and most notably that it has a vested interest in establishing both DVD and MiniDisc as industry standard media. The PlayStation is Sony's most successful product ever, so integrating up-and-coming technology into a new system would certainly help things along. So...can you guess what's coming? How about a system that uses a DVD drive as its primary medium (and to retain CD compatibility—the new machine is reported to be backwards compatible, so it needs one) and then a MiniDisc drive to replace memory cards? This way Sony can have the best of all worlds, outdo the ill-fated 64DD in one fell swoop and ensure that MiniDiscs are accepted as a new storage medium. Cofty, eh? Hell...why not throw in one of every Sony product in there while they're at it? SYMS tapes, a flat plasma-screen TV, a digital video camera and a mobile phone would be pretty useful. Does Sony make espresso machines? They could build the whole thing into a pair of wireless headphones.

If this rumor is true (the DVD/MD thing...silly), we can expect some PC style products with plenty of added features, editors and other fun stuff right from the word go.

Expect to see Sony making an awful lot of noise about the new machine at the end of November...just in time to try to spoil Sega's Dreamcast launch efforts. Apparently there may even be details announced at TGS in Tokyo in October.

## SQUARE'S LITTLE SECRET?

With Final Fantasy VIII coming along very nicely, thank you and ready to ship in Japan before the end of the year, we inevitably have to look to number IX, reportedly in development alongside VII—back to the future style. However, despite Square's assertions that it has "no plans" to develop for any system other than PlayStation at the moment, it has come to our attention that a Dreamcast version of FFIX is a serious possibility. Also, there's apparently a pretty good chance FFVIII may even hit DC thanks to the easy portability of code between the PC (VIII is in the works for PC as we speak) and Sega's box.

## NAUGHTY NAUGHTY

Naughty Dog has recently hinted that its next project ISN'T a Crash Bandicoot game (thank God) and will almost certainly not be for PlayStation. There are also some strong indications that it won't be for any system that is available now. It's already known the team has been expressing an interest in Dreamcast development—but don't be surprised if it turns out to be a pioneer developer for the new PlayStation.

Isn't it exciting when new machines are due to launch?

## BLASTO RETURNS!

The Blasto team, as reported in a previous Q-Mann, has been scooped up and sent off to Japan (presumably to learn how to put a game together properly) to produce a sequel. Unfortunately, due to the untimely death of Phil Hartman the new game will now have to take a different route and steer away from being a straight sequel. Quite how they'll do this—we have no idea. The Blasto universe wasn't exactly the most rich and varied ever to grace a piece of entertainment.

## PSYGNOSIS SEQUEL

After last year's debacle with both G-Police and Colony Wars being released at the same time...and seriously cutting into each other's sales, Psygnosis would appear to have learned from past mistakes and kept quiet about a G-Police sequel. Until now. The Q's spies in the U.K. have informed us that G-Police 2 is well under way and is reputedly considerably more advanced than its predecessor. Expect a PlayStation-exhausting graphics engine and some cool new gameplay features.

## Q-MANN KNOWS HIS RIDGE RACER STUFF

It would seem that a number of the Q-Mann's rivals are avid readers of this column each month as both an online news service and another magazine decided to print news of Namco's new Ridge Racer sequel in the past month. Despite taking credit for the news themselves, it seems to have escaped these rivals that the Q blew the lid off that particular story way back in issue 107...four months ago. Further investigation leads the Q's Japanese spy network to believe that the game will be formally unveiled at TGS in October, ready for a Christmas launch. Watch for a U.S. release before the summer.

## OTHER TIDBITS

Sony is reportedly ready to translate the SCEI RPG Legend of the Legaia and bring it to the United States in '99.

Crystal Dynamics recently dropped some huge hints about forthcoming projects. It would seem that both Legacy of Kain 3 and Gex 4 are already in the very early stages of development.

More teams have signed on to do Dreamcast development, including Scottish team Vis Interactive (currently producing Earthworm Jim 3D and Wedo on PC and console) and many other of the Scottish Alliance teams. Watch for a tsunami of announcements early next year. Indications at the moment seem to be that there are a lot of PC ports on the way, despite Sega boss Bernie Stolar's recent assertions to the contrary in an EGM interview. Hopefully the ports will justify themselves by having DC-specific levels and features. Watch for licensing, SIM, Galactica, (or maybe the sequel) and a number of Unreal engine-powered titles—maybe even Duke Nukem Forever and Unreal itself.

Elsewhere in the Dreamcast camp, rumors persist that the U.S. release will see a 56k modem as standard and possible cable modem support.

## STOP PRESS

Just as EGM goes to press we learned that Rocket Game Products, creators of the N64 Game Booster (which lets you play Game Boy games on your N64), is making a Game Booster for the PlayStation. Now you can play GB games on your PS. Cool huh? Not strictly gossip, but we had to tell you!

# International News

## Neo•Geo Pocket Pals

64DD changes from game delivery to enhancement

Here's a first look at SNK's new portable system, the Neo•Geo Pocket. In this picture the system is gray, but according to SNK, several different colors will be available. It uses two AAA batteries that will last through 20 hours of consecutive play. At this point, SNK has not revealed the specifics with regard to the Dreamcast connection previously announced.

The console will launch in late October, carrying a 6,800 yen (about \$47 at current exchange rates) price tag—much cheaper than the \$300-\$600 Neo•Geo home system, eh? Currently eight games are known to be under development for it. Pocket Fighting Series: King of Fighters R-3, Melon-chan no Seichu Nikki, Neo•Geo Cup '98 (soccer), Baseball Stars, Tennis (tentative title), Tsunagete Pon (a puzzle game), Shogi no Tatsujin (tabletop Shogi game), Dokodemo Mahjong (tabletop game). These games are expected to be launch titles. No word yet on how much games will cost. Other titles will be available by year's end.

[www.neogeo.co.jp](http://www.neogeo.co.jp)



### Specs

CPU: 16-Bit  
 LCD: 160 x 152 dots 8 grade monochrome  
 Internal RAM: 16k byte (memory backup feature provided by lithium battery)  
 Size: 7.4 x 12.2 x 2.4 cm  
 Weight: 130 g  
 Built-in features: Calendar, Astrology, World Clock, Alarm  
 Others: AC adapter pack-in, Stereo head phone connector, link connection feature

### Run, Chocobo, Run!

Square is currently at work on four games starring those ever-present Chocobos. At least two we know of—Chocobo Racing and Chocobo's Mysterious Dungeon 2 (being developed at the Honolulu studio).

Chocobo's Mysterious Dungeon 2 will be released in late December, while Chocobo Racing will be out next spring.

According to Square's Hironobu Sakaguchi, Square wants to develop Chocobo into a corporate mascot and establish Chocobo games as a Square brand that will have broad appeal.

[www.square.co.jp](http://www.square.co.jp)



### International Bits



At the Tokyo Character Show, Namco showed off Tekken drinks and other items for the true fan to consume.

### Full Speed Ahead for N64

Capcom's Yoshiki Okamoto has revealed that Capcom is currently developing several new N64 titles. One features a major dose of zombies (could be either Biohazard or a new Ghouls 'N Ghosts game); another is a fighting game, and a number of sequel titles.

### One Goes to Japan

ASC Games signed an agreement with Capcom under which Capcom would distribute One, ASC's PlayStation shoot-'em-up, in Japan.

### Disney Classics Return

On Oct. 31, Sega will release a one-disc Disney pack which includes Mickey Mouse: Cattle of Illustias and Donald Duck: Quack Shot. The game will carry a 4,800 yen price tag (about \$33 at current rates) in Japan.

### Nintendo TGS No-Show

Previous rumors about Nintendo ditching Space World to exhibit at the Tokyo Game Show appear to be false. As of press time, Nintendo had not appeared on the exhibitor's list, and floor plans have been finalized. The Autumn Tokyo Game Show '98 takes place Oct. 9-11 at Makuhari Messe, Chiba, Japan.

### Bustin' Beats Til Dawn

If you thought PacRappa the Rapper and Bust A Move (Bust A Groove in the United States) were additive, then you'll have to check out Konami's Beatmania.

In it, you have to be the DJ mixing tunes. You have five "keys," which are used like a piano. You hit them as bars come down in the bottom of the screen, becoming the music; you have to make to progress through the game. If you miss the keys, your groove level plummets. You also have to scratch the turntable when a scratch bar falls.

Konami announced a PlayStation version, coming to Japan in early October. It's based on Beatmania 2nd Mix, which is a revision of the original arcade title.

ASCII is releasing a special controller for the game that features the arcade key layout. The game is also Dual Shock compatible, but to get the feel, you need it.

[www.konami.co.jp](http://www.konami.co.jp)



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# Strikes Again!

...WITH MORE CRAZY ANTICS AND ACTION, PLUS THE SAME BREAKTHROUGH PIN PHYSICS.

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3 New Lanes And A New Bumper Bowl Mode!

Instant Replay Action

Incredibly Accurate Bowler Controls



YAKKO, WAKKO, DOT AND THE REST OF THE ANIMANIACS GANG TAKE TO THE LANES IN ANIMANIACS ALLEY. OPEN PLAY OR IN THE WORLD DOMINATION TOURNAMENT.

SAVE THE WORLD FROM THE BRAIN'S EVIL PLAN.



# Ten Pin Alley™



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1	Gran Turismo Sony Computer Entertainment		NEW	2
2	MLB Featuring Ken Griffey Jr. Nintendo		NEW	7
3	Banjo-Kazooie Nintendo		NEW	
4	All-Star Baseball 99 Acclaim		NEW	
5	Tekken 3 Namco		NEW	1
6	GoldenEye 007 Nintendo		NEW	6
7	Quest 64 THQ		NEW	
8	Road Rash 3D Electronic Arts		NEW	
9	1080° Snowboarding Nintendo		NEW	3
10	Mortal Kombat 4 Midway		NEW	
11	Mortal Kombat 4 Midway		NEW	
12	Vigilante 8 Acclaim		NEW	
13	Jeremy McGrath Supercross 99 Acclaim		NEW	
14	MLB 99 Sony Computer Entertainment		NEW	9
15	Yoshi's Story Nintendo		NEW	11
16	Need for Speed III: Hot Pursuit Electronic Arts		NEW	5
17	Super Mario 64 Nintendo		NEW	13
18	Triple Play 99 Electronic Arts		NEW	8
19	Mario Kart 64 Nintendo		NEW	15
20	Kobe Bryant in NBA Courtside Nintendo		NEW	4

Source: NPD 100™ Video Games, May, 1998. Call them at (212) 675-2345 for conditions regarding this list. Top 5 game descriptions written by the GDM staff.

## Gran Turismo

1

Yes, we know that it's a PlayStation game. Those of you that spotted our little faux pas last month are no doubt giggling like school girls. Anyway...SCEA's incredible racing game made a deserved jump to the top spot. If you don't have it...buy it.

9.5 | 9.5 | 9.0 | 9.0

John D. | John R. | Dean | Craig



2

### MLB Featuring Ken Griffey Jr.

Not the best baseball game around for the N64, but not bad by any means. Apparently Nintendo's extensive marketing of this one has paid off. Again.

6.5 | 7.0

John R. | Craig

8.0 | 7.5

Dean | Don



3

### Banjo-Kazooie

Expect this one to stick around near the top spot for months. One of the best N64 games to date, with simply gorgeous graphics and H-U-G-E levels.

9.5 | 9.5

Shawn | Clippie

9.0 | 9.5

John D. | Don



4

### All-Star Baseball 99

Certainly our favorite of the three N64 baseball games, but oddly you don't seem to be paying attention to our reviews. A great game with incredible graphics.

8.0 | 8.0

John R. | Dean

8.5 | 8.0

Craig | Don



5

### Tekken 3

It's been around a while now, but Namco's virtually perfect game is hanging in there. There isn't a better fighter on the horizon, so expect this one to stick around.

10 | 10

Clippie | John R.

10 | 9.0

John D. | Todd

Besides Zelda and Perfect Dark, what other N64 games are you looking forward to?



Source: Videogames.com Poll August 6, 1998

NAME:  
RIPLEY

ELLEN

DUE SOON.

ALIEN  
RESURRECTION

THE GAME



## Top 10 Editors' Picks

1	NFL Blitz Namco		
2	Benjo-Kazama Nintendo		
3	E. Borius TIG		
4	Madden NFL 99 Electronic Arts		
5	Devil Dice TIG		
6	NFL GameDay 99 MFI Studios		
7	Tekken 3 Namco		
8	Parasite Eve Square Electronic Arts		
9	Shining Force III Sega		
10	Gran Turismo Sony Computer Entertainment		

## Top 10 Japan

Courtesy of Famitsu Magazine  
as of July 27, 1998

1	Powerful Pro Baseball '98 Namco	
2	Beave Fencer Musashiden Square	
3	Kizeta Wo Bakushimeta Sony Computer Entertainment	
4	Yuujiin: Monster Cup Breed & Battle Namco	
5	Lunar 2: Eternal Blue GUST/Elect Arts/Natsume States	
6	Kagero: Kakumeikan Shirohou Toshiba	
7	XI [sai] Sony Computer Entertainment	
8	Bakusou Deca Ira Boreatsu Hudson	
9	OverBlood 2 Borealis Soft	
10	Evangelion: Eva to Takai No Nakama Tachi Gambit	

## Top 10 Arcade

Courtesy of Play Magazine  
as of August 1998

1	Tekken 3 Namco
2	Marvel vs. Capcom: Clash of Super Heroes Capcom
3	Golden Tee '97 Incredible Technologies
4	Strikers 1945 II Wataru Productions
5	Metal Slug 2 SNK
6	Super Puzzle Fighter II Turbo Capcom
7	Police Trainer PDP Marketing, LLC
8	Golden Tee 3D Golf Incredible Technologies
9	Bust-A-Move Again Taito
10	19XX Capcom

## Say What?

**"It's absolutely for people over 18. We have no Joe Camel here, and we're not doing any Gummy Bear pack-ins."**

-Harvard Bonin, producer for Virgin's ultra-violent fighter Thrill Kill, explaining that his game's not exactly for the kindergarten crowd.

**"I don't see how Michael Myers (the knife-wielding villain in Halloween) can be seen encouraging kids to shoot other kids. These people (in school crises) are raised around guns. The video games that they play have dehumanized and desensitized them to what real bloodshed is."**

-Janine Lee Curtis, star of Halloween: H20, skillfully removing blame for teen violence from horror movies and placing it on video games.

**"Andy Gavin and I have spent more time on the Crash projects than we spent getting college degrees."**

-Jason Rubin, main-man of Naughty Dog, on higher education.

**"As long as Lara doesn't get drunk and smash up her car, which can happen with cyber characters, they've got a really valuable franchise. You know—she's not going to pull a Spice Girl and quit the group."**

-Sean McGovern, analyst, on CNN's Newsstand Fortune, separating video games from reality.

**"In Biggs' case, a little Dick goes a long way indeed."**

-Sandy Beckstead of SingleTax on its new game, Rogar Trip.  
Source: videogames.com developer diaries

**"The other day, I tried to shred my cereal with claws on my hand, and I don't even remember if it was a dream."**

-Seth Gerson from Activision telling us what it's like to be Wolverine for a day.



Twenty years ago, Michael Myers wreaked havoc on the small screen in Halloween for the Atari 2600.

## Classic '80s Action.



## Sleek '90s Design.



**A**t the super low sticker price of about a buck a game, this baby's fully loaded with 30 of your all-time video game favorites! In the first and largest arcade collection ever, Activision Classics gives you all the gameplay mileage of the original Atari 2600 games, newly "engineered" for your PlayStation® game console. With timeless classics like **Pitfall!**, **River Raid** and **Kaboom!**, you'll be reliving the good old days for hours on end. Handy carrying case, standard.



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extreme-g

# XG2



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# Nintendo 64

Game Directory

- F-Zero X
- NHL 99
- Back Bumble
- S.C.A.R.S.
- WCW/NWO Revenge
- Fighting Force 64
- Space Station Silicon Valley
- Penny Racers
- Ogre Battle 1

PREVIEWS

## F-Zero X

The Fastest Racing Game Ever?

**R**eleased back in 1991 when the Super NES was first launched, F-Zero has gone on to become one of the most well-respected console racing games of all time. Sadly, aside from two 16-Bit Satellaview-only "updates" in Japan, a sequel was never released... until now.

Finally, F-Zero X for the N64 is finished, and we've spent just about every waking hour of the last two weeks playing through the Japanese version in order to uncover all the secrets the game has to offer. Needless to say, this isn't another 'Yoshi's Story; oh no—this is one sequel that's quite worthy of carrying its predecessor's name.

Before we get into detail about the game's structure and play mechanics, let us make one thing very clear—this game is FAST. We're talking 60 frames-per-second, 30 machines on screen at once, ZERO slowdown fast. Get it? The game moves so quickly and smoothly you'll have a hard time ever looking at Extreme-G or Aero Gauge in the same light again. Even the Four-player Mode screams by without a hitch.

If you remember, the first F-Zero featured four different "Machines" to choose from. (Machines are what the hovercrafts are called...if you're lazy you can just call 'em cars. We won't think any less of you.) Well, there are 30 different Machines you can choose from in F-Zero X. At the beginning, you can only choose from the first six (four of which are the ones from the original F-Zero), but as you win Cups at the various difficulty levels, you'll open up more

Publisher/Developer: Nintendo Game Boy

Players/Game: 1-4  
Rating: 75  
October 1998

Web Address: [www.nintendo.com](http://www.nintendo.com)



Although you'll only start with the first six, eventually you'll have 30 different Machines to choose from.

Machines. Each Machine is rated from A (best) to E (worst) in three categories (Body, Boost and Grip), and they each have varying weights which affect their overall performance.

In the main mode of play (GP Race Mode), your challenge is to win each of the game's four Cups (Jack, Queen, King and Joker). Each Cup contains six courses. In the beginning, only the first three Cups are available—to open Joker, you need to win Jack, Queen and King on at least the Standard difficulty level. Once you do that, the goal is to win all four Cups on Expert difficulty—NOT an easy task. In fact, this is one of the reasons F-Zero X is so appealing: It's challenging. Let's face it, Nintendo-made games aren't known for being

### The X Cup

If you've got what it takes to beat the Jack, Queen, King and Joker Cups on the Expert difficulty, you'll open up the insanely tough Master difficulty and the hidden X Cup. The X Cup features completely random tracks, for a new experience every time!





If you find yourself falling behind in the standings, a great way to pull yourself back in is to chase down and destroy your rival (by attacking with either the Side or Spin Attack maneuvers). Doing so will usually put you back in contention.



incredibly difficult, so the challenge involved in F-Zero X makes for a very pleasant experience (especially if you're old-school and think most of today's games are just too damn easy). Anyway, if you do beat all the Cups on Expert difficulty, you'll open up the Master difficulty (which is nearly impossible—only the best of the best will be able to beat it) and the mysterious X Cup. The X Cup rules—each time you play it, the experience will be different. Why? Because the tracks are randomly generated. That's not a typo—the game randomly generates the tracks every time you play.

This not only makes for incredible replay value, but it makes for great multiplayer matches, since no one player will ever have the advantage of knowing a track better than any of his opponents. Even though it's highly unlikely that the 64DD will ever be released in the U.S., gamers in Japan will be able to purchase an Expansion Disk for F-Zero X (for the DD) that will allow them to save these randomly generated tracks to a disk and then edit them. Cool!

The tracks themselves are brilliant—there are twists and turns all over the place, concaves, ramps, tubes (some that you go inside of, and some that you go outside of), patches of dirt and ice that can hinder your progress, traps and more. There are no tracks with wind or magnetic strips (like the original F-Zero), but there's more than enough new obstacles and interesting track layouts to keep you busy. There are four different camera angles that you can use, though to be honest, we found the default camera to be the most useful.

One of the best new features in F-Zero X is your ability to attack opponents. Here's how it works: When racing, the Z and R buttons act much like the L and R ones did in the original game—holding either one while turning will result in a sharp turn in either direction (and to add to this, if you held the analog stick in the opposite direction of the way you

## Death Race

F-Zero X's Death Race Mode lets you aggressive types go all out in an effort to destroy all 29 competing Machines over one relatively small track. The game will keep track of your best time in this extremely addictive (and fun) mode.



After every race in the GP Mode, you're awarded points. To win a Cup, you need to place first overall.



# NINTENDO 64



**Dash Plates** send you zooming ahead at insane speeds. After one lap, you can Boost as often as you like (at the expense of your energy bar).

tap Z or R, you can initiate a sweeping side-attack that can take out an enemy racer in one shot if executed properly. Even better, if you hold Z and double-tap R for hold R and double-tap Z, you'll perform a special spin attack maneuver that can really lay on the damage if it connects with an opponent. Since your overall placing in any Cup depends on how many points you've accumulated over the six courses (first Place will net you 500 points, gradually scaling down to 25 points for finishing 30th), you may find yourself closing down specific racers who are ahead of you in the standings (clearly labeled as "RIVAL" on the screen) in hopes of blasting them into oblivion with these attacks so you can bypass them in the rankings. Nobody said winning would be easy...but it sure is fun!

When you first turn on F-Zero X, you're given the option of playing any of five different gameplay Modes: GP Race, Time Attack, Death Race, Vs. Battle

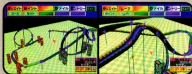


and Practice. There's also an Options Screen that lets you toggle a few settings on and off (CPU racers in multiplayer, Slots in multiplayer and a Handicap setting). We've already explained the GP Race Mode, so let's run through the others.

First up, Time Attack. The Time Attack Mode lets you challenge any course you've opened up so far to compete for the best times. There are no other racers on the track, but you can save your performance as a

## F-Zero X-Pansion

Right here are the first two screens released of the upcoming Track Editor in the 64DD expansion disk for F-Zero X. Unfortunately it'll probably never see the light of day in the U.S. since the DD is all but dead here, but we can always hope, can't we?



Like in the original F-Zero, the character designs are drawn in a U.S. cartoon style, with such hokey names as Captain Falcon, Roger Hunter and Beastman, among others. The original four racers are back, along with 26 new ones.

# S.C.A.R.S.

Hairdoe ala Turbo

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

Lock-Jaw

Dislocated shoulder

Wears "standard issue" race gear 24 hours a day

Ubi Soft  
ENTERTAINMENT

Blistered Paw Hub

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



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## G-Zero

Get you forgot about this one, eh? That's right—Nintendo was actually planning on releasing an F-Zero-inspired flight racing game for the Virtual Boy called G-Zero before the system met with its untimely demise. Too bad it never made it out—It might've been one of the few VB games actually worth checking out.



Multiplayer play in F-Zero X is surprisingly smooth, even with the four-player split screen. Once you open up the X Cup, things get real exciting, as the random tracks make each race an entirely new experience for each player involved.

Ghost and then race against it on the second run-through. This is very cool; unfortunately, you can only save one Ghost at a time, so if you want to save a new one, you'll have to overwrite your old one.

Then there's the ultra-cool Death Race Mode. This mode pits you against the other 29 racers on a relatively small track. The object is simple: Destroy all of your opponents as fast as you can. You get as much time as you need to get the job done, and the game will save your best time so you can compete against your friends. This Mode is very cool, but it's got two downsides: 1) Your opponents aren't very aggressive at all, so you don't have to worry about yourself dying unless you fly off the track, and 2) You can only play this mode with one player. D'oh! This would've made for a great variation on regular Multiplayer play.

Next up is VS. Battle. If you've got friends to race with, this mode rocks. You can race with two, three or four players on any of the tracks you've opened up so far, and the game will keep track of who's got the most wins via a point system (first place gets five points, second gets three, etc.). To add to the excitement, you can switch on the Slot option in the Options Screen. This'll let players who've lost (either by exploding or falling off the track) play a special slot machine that can cause lots of trouble for the racers still on the track. It's a great way to exact revenge on an unsuspecting opponent.

Finally, there's the Practice Mode. This is pretty simple—you just pick a difficulty level and a track from any of the Cups you've opened up so far and go. You'll still have 29 other racers to race against, it just won't count in the end. There's no lap limit here, so you can just race over and over until you've perfected the track.

So there you have it. Nintendo's been up and down in recent months, but F-Zero X is definitely a major up.



It's one of the best N64 games to date, with great gameplay, slick visuals and immense replayability. Add to that the major challenge (especially on the Expert and Master difficulties), and a rockin' soundtrack (arguably the best we've heard from Nintendo on the N64 so far), and you've got another must-own Miyamoto title. Just be prepared to wait a bit—the U.S. version isn't scheduled for release until late October. ●

## More F-Zero? BS!

That's right. It is BS. BS Satellaview, that is—Nintendo's Super Famicom satellite add-on that was only released in Japan. Over there, gamers were treated to two special updates of the original F-Zero that were available for play on the special satellite service. The first one, BS F-Zero Grand Prix, featured the original F-Zero's 15 tracks, plus an all-new track to race on. There were four new Machines to race as too—Blue Thunder, Luna Bember, Green Amazon and Fire Scorpion. In BS F-Zero Grand Prix 2, there were five all-new tracks to race on, and the same batch of new racers as the first BS F-Zero. Both games featured Practice Modes that let you practice the tracks either alone, with a CPU racer, or an exceptional Ghost racer. These games featured the same graphics and music as the original F-Zero, but some of the new tracks were very cool (and challenging), and the vehicles looked slightly different (they were all rendered, like the characters in Mario RPG or DKC).



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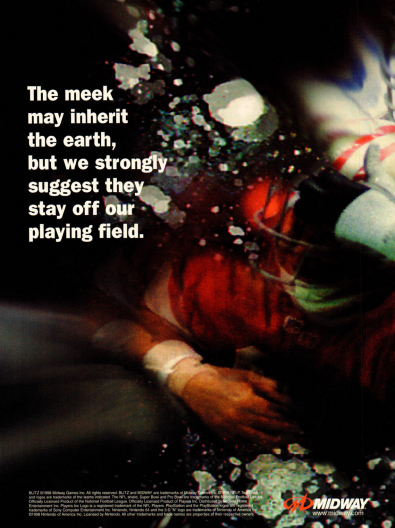


Screen Face™

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may inherit  
the earth,  
but we strongly  
suggest they  
stay off our  
playing field.**

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NFL

# BLITZ



No refs. No rules. No mercy.

Based on the #1 Arcade game.



## NHL 99

## The Best Hockey Game In Town

## My 2 Cents

With the preview version of NHL 99 we received, EA supplied us with a little Q&A with the game's producer, Ken Saylor. When asked about his favorite feature in NHL 99, Saylor responded "...my favorite feature is the intensity of gameplay. The best sports fan is someone who plays the sport recreationally. Having played ice hockey, I have an interest in communicating just how fast, intense and physically demanding the NHL looks to me." This, to me, is the essence of why the NHL series is so damn good. No other hockey game properly re-creates the excitement and intensity that comes with the sport, and I applaud EA and Saylor for realizing this and doing something about it.

-John Ricciani

The N64 has certainly had its fair share of hockey games so far, with last year's Breakaway '98 and Midway's trio of suspiciously similar titles (The Gretzky twins and Olympic Hockey), but to date none of them have been up to par, gameplay-wise, with EA's renowned NHL series. This year it's only going to get tougher for everyone else, as EA is currently putting the finishing touches on their first N64 NHL game, NHL 99.

As you may know, EA's NHL 98 for the PlayStation last year was one of EGM's favorite hockey titles of all time. NHL 99 for the N64 uses an updated version of that very same gameplay engine, and aside from some obvious differences (no FMV, it looks like it may be just as good, if not better than last year's marvel. (We'd expect this from a PlayStation sequel, but for a first outing on the Nintendo 64, this is actually very impressive.)

NHL 99's most impressive aspects lie in the game's realism. The graphics and animation are just fantastic, and the sensation of speed (which is very, very important in hockey—other developers should take note of this) is brilliant. The in-game AI is excellent (and all-around improved over last year's NHL games for the PS and PC), though in this preview version (which seems to be pretty far along), the goalie AI still needs a lot of work. Aside from that however, the AI is definitely where it needs to be. There's obviously plenty to keep the hard-core hockey fans satisfied (don't forget about the on-the-fly offensive and defensive strategy changing, player creation and line editing features), but EA's also looking out for newbies as well. If you're more concerned about just getting on the ice and playing, you can opt for a Quickstart game which'll throw you right into the action.

Overall, NHL 99 is definitely looking sweet right now, but EA definitely needs to address the goalie AI problems and maybe consider getting some new



The 3D graphics in NHL 99 are even more breathtaking than last year's gorgeous NHL 98 for the PS.

voice samples for the (very limited) play-by-play, because the stuff in there now is pretty hilarious. If all goes well, NHL 99 (which allows for four-player play and supports the Kumble Pak, by the way) will be the N64 hockey game to own when it hits store shelves this October. ●



New for 99 is a small shot power meter (above) that you can use to determine the power of your shots.



The NHL series has always been known for great gameplay, and so far, NHL 99 is living up to that standard quite nicely.

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— ESR

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Publisher/Developer	Players/Genre	% Done	Release
Ubi Soft Argonaut	1 Action	60	October 1998
Web Address: <a href="http://www.ubi.com">www.ubi.com</a>			

## Buck Bumble

Beware The  
Bee With The  
Big Gun



**S**tart with Star Fox, add in some Duke Nukem, elements of Mario 64, throw in an all-insect cast, shake it up and out comes Buck Bumble, Ubi Soft's latest N64 offering. As cyborg bee Buck Bumble, your mission is to take out a horde of mutant insects bent on world domination. You control Buck through 20 free-flying mission-based levels—destroying enemies who get smarter and arm themselves with better weapons as you go along. Picture a free-roaming Star Fox, and you're halfway there. At its core, Buck Bumble plays like a classic-style shooter, but borrows elements that work well in 3D platform games, creating a mix of shooting action and mission-based objectives.

Levels include a Forest, Wasteland, Hive, Sewer, House and Groveyard, each becoming more and more unfamiliar to Buck with its own graphic style. Each level is sectioned into specific areas, making it easy to seek, destroy and explore an area completely before moving on to the next. Five Bosses await, with the biggest at the end—the mutated Queen. Additionally, there's a two player Battle Mode with five arenas and a pseudo Soccer-style game called Buzz Ball. Buck Bumble's graphics are a blend of surreal, yet realistic characters and environments. The camera moves nicely, so that the action is always in view. There are two camera angles to choose from during play—a third-person and piggyback view.

Buck has the ability to use almost a dozen weapons, including guns like a Plasma Pistol, Stinger, Frag Cannon, Cluster Bombs, the HGS 2000 and the all-powerful Fusion Cannon.

You'll find certain enemies have weaknesses to particular weapons.



In one mission, you've got to save Buck's home base from being destroyed by the advancing mutant insect horde. There are plenty of enemies on this stage, all focused on attacking you and your friends.

Immediately you'll notice the main Buck Bumble theme, sung by MC Gisco. It's very...strange at first. The music throughout the game is composed of various instrumental techno-ish music/beats and synthesized sounds, with ambient buzzing/nature sounds in the background. Look for Buck to buzz into your favorite store this fall. ●

### Behind the Screens

"We wanted to do something like Buck when we first started looking at the N64," Nick Clarke, producer of Buck Bumble told us. "Something that wasn't a flight sim, but a shooter, and the bee thing came up." So the 1/4M" insect here, Buck, was born.

According to Clarke, the game was crafted using Miyamoto's "fair play" philosophy in mind. "It gives the player a fair chance, even if it's slim. We want the player cursing at the enemies, not at the game," he told us.



In Buzz Ball, the object is to knock the ball into your opponent's goal by bumping, nuzzing or shooting it in.

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Publisher/Developer Players/Genre % Done Release

Ubisoft  
Vivid Image 1-4 Racing 60 October 1998

Web Address: www.ubisoft.com

## S.C.A.R.S.

Cars Shaped Like Animals? Go Figure

**O**K, OK, I'll answer the obvious question first. What does S.C.A.R.S. stand for? Get this...Super Computer Animal Racing Simulation. Don't look at me like that, I didn't make it up—that's what it's called. OK!

Underneath the ludicrous back story this looks like it's going to be an above-average attempt at a racing game on the N64. It's just a shame that it has to have this stupid idea tacked on.

The press stuff we received with the product talks of "the year being 3000 AD" (yeah...we wondered when that would start happening) and that "supercomputers have designed nine hyper-charged vehicles all based around some of nature's most ruthless killers." As you can probably imagine you must take charge of these animal-inspired racers (which are just odd-shaped cars if we're honest) and, well, win races. Once the novelty of driving around in a shark/lion/rhino (?) shaped car has worn off (approximately seven seconds after you noticed that was why the cars look so bizarre), you can sit back and appreciate that this is a pretty snazzy hybrid of the less crappy-looking off-road racing games out there, with a bit of WipeOut and AutoDuel throws in for good measure.

By staging the whole affair "in" a supercomputer, the team at Vivid Image has managed to come up with a pretty believable way of excusing any pop-up in the graphics. The game renders up the track as a grid before laying across the beautiful textures, so if the N64 ever has any trouble rendering stuff, it can revert back to the grid. Not that this is ever an issue though. The graphics throughout are slick, fast and beautifully rendered.

Effective use of lighting and fancy-schmancy effects have been used throughout with different times of day simulated very effectively along with some seriously good-looking weapons effects. There are nine tracks in



Sliding around corners gives a good example of how nicely S.C.A.R.S. controls. Graphics are nice too, eh?

all, each with different bells and whistles associated with them and these vary from snow, to light-sourced (red) lava and apparently later on there's even an underwater stage. Not quite sure how the predatory nature of the rhino I didn't think it was a predator!!!! will cope underwater—but when I see a final version of the game I suppose I'll let you all know.

The single-player game, even in the early stage that we've seen so far, looks like it's going to be quite addictive. Racing to the finish line is obviously the most important aspect of the gameplay, but to help ensure that no one gets in your way the game employs a WipeOut/Mario Kart-esque weapons system. Picking up one of the numerous icons dotted around the track equips you with missiles, shields, weld magnet things that slow people down and turbo boosters, to name but a few. You can carry two different weapons at a time—but only use them in the order you picked them up. Once you've got the hang of the controls the game develops that same satisfying feeling you got with Mario Kart when you could take someone out from miles away with a deftly lobbed shell.

As if the one player game wasn't enough, S.C.A.R.S. also offers a Multiplayer Deathmatch Mode which is still being worked on and refined as we go to press.

### My 2 Cents

I can't help thinking that they're scraping the barrel somewhat for justification for the cars' attributes—but who cares if the end result is good? Although still a couple of months off from being finished, S.C.A.R.S. is already looking impressive. It certainly attracted attention in the EGW office, and that's always a good sign.

—John Davison





Only evil this dark could bring him back.



could do him justice.

The logo for the video game 'Turok: Evil' is centered on the left side of the cover. The word 'Turok' is rendered in a large, stylized, 3D font with a yellow-to-orange gradient and a dark blue outline. The letter 'O' is replaced by a circular emblem containing a detailed illustration of a dragon's eye. Below 'Turok', the word 'EVIL' is written in a white, bold, sans-serif font with a black outline.

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## WCW/NWO Revenge

It's All Fake.  
Right?

40

The number of  
wrestlers you can  
have in the game's  
Battle Royale  
Mode.

80

The number of  
wrestlers you can  
choose from in  
WCW/NWO  
Revenge, 50 of  
which are actual  
wrestlers.

While some may argue about the authenticity of the sport of wrestling, there is no arguing

that it's immensely popular these days. In fact, professional wrestling draws some of the highest ratings on cable TV. It should come as no surprise, then, that wrestling games are incredibly popular as well.

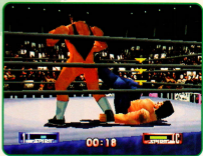
THQ certainly knows this with their successful line of WCW games for the Nintendo 64 and the PlayStation. Now, they are preparing to unleash the sequel to their N64 game WCW vs. NWO: World Tour, entitled WCW/NWO Revenge.

Fans of last year's version should feel right at home here. The gameplay is quite similar to before, but with enough tweaks and additions to make it feel that much better.

For starters, there are a bunch of little features that serve to improve the game. You can now fight in actual WCW Pay-Per-View events such as Bash at the Beach and the ever-spooky Halloween Havoc. The wrestlers saunter into the ring while their theme music plays, just like TV. Even the crowd looks nicer, with crazed fans holding up homemade signs and sporting face paint.

Graphically, the game looks nicer than it ever has before. The wrestlers now look much smoother and animate more fluidly, and you'll be able to identify the pros just by looking at their faces or even their tattoos.

Even though they sport more detail, the total number of wrestlers has been practically doubled from last year. There are now more than 80 wrestlers you can choose from. Out of those, 50 of them are your favorite (or most despised) WCW and NWO stars. With that many characters to choose from, it should be a long time before you master everyone.



There's no doubt about it, this new edition is a heck of a lot nicer looking than last year's World Tour.

You're going to need all those wrestlers, too. One of the new features is a 40 (count 'em) man Battle Royale Mode. Four wrestlers compete in the ring at once, just like in the last game. The only difference is that whenever someone gets defeated, he gets thrown out and a new combatant runs in. This cycle continues until all 40 people have gone. The man left standing in the ring is the winner.

In addition to the Battle Royale Mode, you can also play the Championship Mode which gives you the chance to try to win the different WCW belts. The game will keep track as to your win/loss record and what belts you have won. While you're competing to earn the belts, you can edit your wrestler and change their allegiance from WCW to NWO at will, allowing you to mimic what is currently happening in the real sport.

It's a pretty safe bet that if you enjoyed World Tour, you'll love Revenge. There's plenty of new features that should give this game some very long-term playability.



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### Coming Soon On N64:



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Publisher/Developer Playable/Gears % Done Release

Eidos  
Core Design 1-2 Action 50 October  
1998Web Address: [www.eidosinteractive.com](http://www.eidosinteractive.com)

# Fighting Force 64

Old-School  
Brawlin' On  
The N64

If you were (or still are) a fan of *Streets of Rage* or *Final Fight* from the golden days of gaming, then *Fighting Force 64* from Core and Eidos is right up your butt-kicking alley. Some of you might remember a PlayStation version which came out not too long ago. Well, the N64 is pretty much a twin except on cart instead of CD.

The main difference between this N64 version and its PlayStation cousin are graphics. Using the N64's built-in effects, the *Fighting Force* team is giving soft edges to nearly everything in the game. Also, explosions and other such effects will be anti-aliased. On top of the graphics, the gameplay is being tweaked. *Fighting Force 64* uses the AI from the Japanese PlayStation release due to its later release. Since the *Fighting Force* team had more time to work on the gameplay in the Japanese version, they are basically happier with it. There are less savepoints in the N64 version as well. What all of this contributes to is a far more challenging game. The PlayStation version suffered from being far too easy.

For those of you not familiar with *Fighting Force*, the game is basically a one- or two-player beat-'em-up like *Final Fight* except in 3D. Marc Silvestri of Top Cow Productions (co-producer of the comics *The Darkness* and *Witchblade*, among others) was approached to design the game's characters and give them personalities. With his years in the comic book industry, working for Marvel comics, starting Image



Guys with no shirts, bikers and scantily clad heroines are what await you in *Fighting Force 64*. Hehehe...

comics and now working with Top Cow, Silvestri has the experience to design some kick-ass characters.

*Fighting Force 64*'s story line sounds a lot like a comic book: A madman with a lot of money and power by the name of Dr. Zeng predicts the end of the world, while his followers wait for his prediction to come true. It doesn't, so Dr. Z decides to make it happen himself with a little help from some bio-chemicals. A couple of for-hire do-gooders hear about it, employ two of their friends and the world-saving adventure starts.

Each of the game's four main characters (two bulky males and two voluptuous females) has his/her own unique punches, kicks, slides and rolls along with special moves. You can also pick up objects and weapons to use against Dr. Z's goons. Enemies are standard stock but are generally pretty smart, often blocking and moving out of the way when you attack. The game's 22 levels take you to city streets, subways, up into buildings, onto aircraft and eventually to Dr. Z's secret hideout where the final confrontation takes place. ●

## Dr. Who?

Which Dr. wins?



Dr. Evil:



Dr. Zeng:

One sinister eyebrow Two sinister eyebrows

Advantage: Dr. Zeng

Piercy bald head Piercy bald head

Advantage: Draw

Mad 'yes' style of dress Retro 'bas rock star' gear

Advantage: Dr. Evil

Flashy Polygonal

Advantage: Dr. Zeng

Distinguishing facial features: Lazy right eye with a long scar underneath

Distinguishing facial features: Fu Man Cha beard and heavy eyes

Advantage: Dr. Evil

Dysfunctional Inane

Advantage: Dr. Zeng

Does that pinky thing after saying something especially evil

Shakes his fist and sends his goons after you (until the last level)

Advantage: Dr. Evil

Results: Draw



After kicking the snot out of these fools, go on over to the cola machine for a refreshing can of soda.

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- PlayStation Plus



Publisher/Developer: Players/Games % Done Release

Take 2 DMA Design 1 Action 90 October 1998

Web Address: www.take2games.com

# Space Station Silicon Valley

This Is No  
Mario Clone

## Over 60

How many different animal variations you'll get to play in Space Station Silicon Valley. Some are simply more dangerous versions of another, like dogs with rocket launchers.

The heavy hippo comes in handy when you need to walk around on the floors of bodies of water.



**J**ust when 3D mascot-based games are starting to really look and play alike, along comes Space Station Silicon Valley, a new and innovative 3D action game. Sure you run around and collect icons. Sure you play as a cute and cuddly animal (well, actually several cute and cuddly animals). But the gameplay is totally fresh and original.

You are Eva, an intelligent robot who is sent to investigate the mysterious reappearance of a long-lost space station. The Silicon Valley project started more than 1,000 years ago. It was mankind's first attempt to produce intelligent, self-sufficient machines. A few minutes after the space station launched, however, it disappeared. Now it's back with robotic life-forms that have evolved beyond control.

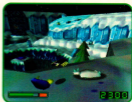
This lighthearted game starts out with a humorous intro that has you crashing into the space station. Eva's body is destroyed, but his mobile and intelligent "black box chip" survives. This chip lets you control any of the robot animals you encounter, provided they are deactivated (i.e., dead).

Each of the 30 primary levels is inhabited with a variety of wildlife. The animals can range from mice to gorillas to piranha to penguins. Every animal has very unique characteristics: some can jump, some can fly, some can bite, some can float, some can swim, some can carpet bomb, etc. To get through each of the stages, you have to figure out what animal you want to control and when. See a hole too small for your lion to crawl through? Find and take over the body of a mouse instead. Got some heavy boulders in your way? Find a strong elephant so you can move them.

Every animal has unique skills that will help you get through the levels. On the stage "Have a Nice Day!" for instance, your objective is to collect all the bonus items and to round up four sheep into a pen. Since sheep are afraid of dogs, you can use a dog to scare them to go where you want. A couple of the bonus items are on islands where the dog can't swim to, however, so you'll have to bite one of the sheep to death so you can take over its body to float to those islands.

As you can tell, Space Station Silicon Valley offers some pretty innovative ideas. It's definitely a change of pace

from the traditional 3D platform-action games we're used to seeing on the Nintendo 64. Don't pass up the chance to



check out this low-profile game that may end up being the sleeper hit of the year. ●

## Behind the Screens

### Playing it safe

A game that has you killing lots of cute animals is bound to draw some controversy. In attempts to draw away potential problems, DMA Design is putting in constant reminders that these animals are actually robots living in a space station, not real animals living in the wilderness. That's why you'll notice a lot of metal in the stages' environments; some levels even have windows that let you see out into space. And when you kill an animal, you'll see sparks, not blood.

Don't worry. We're sure some parent somewhere will still raise a stink.



Guess what game this Wallace 64 level is modeled after?

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Publisher/Developer	Players/Cores	% Done	Release
N64 Takara	1-4 Racing	85	1st Qtr. 1999
Web Address: <a href="http://www.ttk.com">www.ttk.com</a>			

## Penny Racers

Mario Kart-Style Racing Gets Even Cuter

### My 2 Cents

I'm not a big fan of Mario-like racers but I must admit I like the racing gameplay in Penny Racers. The drift-style cornering may not be realistic but it sure is fun to do. Although the game appears to be a simplistic racing experience, the real fun doesn't begin until you reach the higher levels. Faster cars, better weapons and more intense competition await you. The only problem may be whether you'll have the patience to wade through the earlier stages to get to the good stuff.

-Dean Hager

No cute racer is complete without an ice track.



Overall resemblance to Mario Kart is pretty obvious—except the cars of course.

**T**ake environments that appear remarkably similar to those in Mario Kart, throw in a bunch of cute puffy vehicles and voila, you have Penny Racers. OK, Cliff Notes summary aside, Penny Racers has a surprising amount of depth hidden within its simplistic facade. And while it's true the Mario-esque backgrounds are in stark contrast to the flat, cartoonish appearance of the cars, looks can be deceiving.

Called Choro-Q in Japan, Penny Racers offers drift-style combat racing with a ton of car modification options (over a hundred) to keep the racing competitive. The higher you place, the more add-ons you can buy or steal from your opponents' cars. Upgrades allow you to build using basic additions of power, acceleration, tires, etc., but also offer body style, armor, decoration and weapons as well. Of the 13 cars most resemble actual street cars such as the VW Bug, Acura NSX and Porsche 911, to name a few. Of course the caricatured appearance makes them look more like small pillows than high performance cars but it's all a part of their charm.

Although there are only nine courses available, a simplistic track editor increases that number exponentially. Courses can be built in about a minute, if need be, with the option to save the good ones.

Combat portions of the game include spike and bomb dropping. Run over one, do a couple flips and you're off again. Vehicles replenish their supply by picking up power-ups or loading up before the race. In general, racing cartoon cars drift-style through Mario-Kart inspired environments is entertaining in and of itself. Throw in the multitude of car mods, combat and track editor options and you have an interesting game overall. It does seem like it'll be better suited for your little brother though. Even with all the options it still oozes cutesy cartoon goodness. But then again, cartoon racers do pretty well on the N64 so who am I to judge.

Mario Kart fans as well as four-player fanatics should be on full alert for this interesting new racing title.



The Volkswagen Beetle isn't known for its racing prowess, but it sure looks cute on the road.



Surprisingly, these little cars pack a lot of physics including sway, roll-overs and spinouts.



this PEARL  
is an entire city's  
only hope  
for  
SURVIVAL.

[ unfortunately,  
THEY'RE DEPENDING ON YOU. ]



SURVIVE OR DIE TRYING  
10.30.98



Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Publisher/Developer: Players/Genre: % Done: Release:

Quest: 1 Strategy/RPG N/A 4th Qtr. 1999 (Japan)

Web Address: [www.quest-14.com](http://www.quest-14.com)

# インターショナル プレミューズ

## Ogre Battle 3

### The Classic Strategy/RPG Returns

Originally thought to be a 64DD game, *Quest* has recently unveiled the first screens and info on the latest chapter in the *Ogre Battle* saga, the now-canceled *Ogre Battle 3* (tentative title).

Sit between the original *Ogre Battle* (Episode V) and its sequel *Tactics Ogre* (Episode VII), *Ogre Battle 3* (Episode VI—duh!) takes some of the best aspects of both previous games (which were decidedly different from each other, gameplay-wise) and adds a bunch of new features that are sure to delight fans of the series.

As you know, battle is the main aspect of the *Ogre* series, and *Ogre 3* is no different. This time there are no hex grids or squares as the battlefield (which is now completely polygonal) as there were in *Tactics Ogre*. There are no "Turns" or "Phases" anymore, either. Instead, the player assigns his armies in groups in real time on the map. Where *Tactics Ogre* featured one-on-one tactical combat (much like *Final Fantasy Tactics*), *Ogre 3* is much more like the first *Ogre Battle*, with huge army vs. army battles that require less specific micro-managing of individual units.

When a unit faces an enemy, the battle will automatically begin. Since you play the role of the commanding officer, the battles will play out on their own, though there are various factors that can determine their outcomes. You'll be able to intervene during battles to alter commands or perhaps rethink your strategies with the new "Intervene Counter" gauge. This will allow you to choose between several different Counter Commands when full. You can also choose to have your units act aggressively or non-aggressively, depending on the situation and the current conditions in battle.

When preparing for battle, each unit is placed on a 3x3 grid called the Positioning Square. Your units will act and react differently depending on where you place them in the grid. How many times they can attack, how and when they attack (indirect, direct, etc.) all depends on their positioning in the grid. There are many different character classes in the game (over 20 have been revealed so far, including Fighters, Wizards, Dragon Tamers, Hawkmen and more), and you'll be able to evolve and change classes during the course of your journey as you build up experience.



The field map scenes are composed of 2D sprite characters on huge 3D polygonal landscapes.

Like its predecessors, *Ogre 3* is expected to have several user-friendly features. Already confirmed is an Information Room that allows you to view events that have already occurred, see profiles of all of the characters you've met and get hints during play, as well as a Tutorial Mode that'll explain all of the nuances of the game's complex gameplay systems.

*Ogre Battle 3* is slated for release this fall in Japan, with a U.S. release expected in '99. Rumors have been circulating that Nintendo will publish the game in the U.S., but nothing has been confirmed yet.

### Ogre Inspiration

"Ogre men are coming home  
The great big fight is over  
Bugle blow let trumpet cry  
Ogre battle lives forever more  
You can come along  
You can come along  
Come to ogre battle"

Sound familiar? Well, if you're a fan of the popular '70s and '80s rock group Queen, and you thought that the name "*Ogre Battle*" sounded familiar, that's because you've probably heard Freddy Mercury sing about it. Queen's second album, *Queen II* (released in 1974), has a song called "*Ogre Battle*," which was the inspiration for the now-immensely popular *Strategy/RPG* series from *Quest*. The creator of the *Ogre Battle* series (who has since left *Quest*) is apparently a big fan of Queen, as the original game's subtitle ("*The March of the Black Queen*") was another track on that same album.



As you can see, the graphical style is very reminiscent of past *Ogre* games [*Ogre Battle* and *Tactics Ogre*].

One of the rendered backgrounds from *Ogre Battle 3*. In the game, they won't look as hi-res, of course.

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## NINTENDO 64

## Castlevania 64

We recently got our hands on the latest playable version of Konami's upcoming Castlevania 64, due for release late this year. While the game looks promising (just check out these gorgeous screens), it's definitely far from being complete, so don't be surprised if it gets delayed until sometime in '99. Don't mind the colored lines on each picture; it's just a debug code and won't be in the final game.





## GT World Tour

Finally a solid N64 racer? From Boss Game Studios and Midway, *GT World Tour* features at least 30 tracks, 15 cars and a new gameplay engine that is in no way related to *Top Gear Rally* (the N64 update from Boss, Midway and Kemco of the Super NES classic). With a speedy frame rate, specular highlighting on the cars, a load of special effects and a good number of cars on the screen at once, *GT World Tour* could very well be the N64's answer to PlayStation's *Gran Turismo*. Look for it later this year.



# Well Done Soldier

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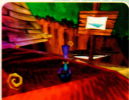
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## Tonic Trouble

Ed the Space Shaker (whatever that means) really screws things up for Earth when he spills a can of mysterious tonic (aha...a key to the title) from his spaceship, causing terrible mutations to occur. As he rushes to undo the problem, he encounters hot flying toast, mutant fruit and a village of CD-worshipping weirdos. To say that it's a bit "odd" would be an understatement...but it is French after all. Set for release by Ubi Soft before the end of the year, this enormous 3D adventure (which shares graphics technology with Rayman 2) is shaping up very nicely indeed.





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FORTESQUE



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# MEDIËVIL

COMING HALLOWEEN



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## Survivor Day One

Konami recently stepped by with a few things including a playable version of *Survivor*. Although the game's quite early, it gave us a general idea of where it's heading gameplay-wise. The *Fade to Black* feel is definitely there, along with some sweet-looking graphics. Basically the story puts you on a Noah's Ark type of ship, where you represent the male half of the human species. The object is to find the female and...well, we think you get the idea. Hopefully she'll like you.



## Charlie's Blast

Join Charlie as he stops an evil corporation from damming all of the rivers in a local valley. Like *Bomberman*, this do-gooder uses bombs to get his positive message across. With hi-res graphics, some 50+ levels and multiplayer support, *Charlie's Blast* should be a welcome addition to the N64 puzzle game library. Look for it from Realtime Associates and Kemco later this year.



## Duke Nukem: Zero Hour

Not due for release until the first quarter of next year through GT Interactive, Eurocom's *Duke Nukem* title for the N64 is somewhat similar to the PlayStation game *Duke Nukem: Time to Kill*. This is a very different game though, with a completely different story (although there are rumors of some time travel in there) and a brand-new 3D engine that boasts some seriously cool effects.



## Knife Edge

*Knife Edge* from Kemco is a first-person shooter coming to us sometime in the fourth quarter. To clarify, the game isn't a first-person shooter like *Quake*—rather, it's like a light gun game where you use the analog controller to move around a crosshair. The game is on a track of sorts, but you will have limited movement similar to the action pedal in *Time Crisis*. The game will also have branching paths.





# the worst foe

A concert goes horribly wrong when the audience suddenly bursts into flame.



Mysteriously, the evening's sole survivor is Lieutenant Ayo Brea, N.Y.P.D.



Now she must hunt the killer down – or become them.





# PlayStation

## Game Directory

- Final Fantasy VII
- Space Invaders
- Street Fighter
- Tekken
- The Sims
- Tomb Raider
- Unreal Tournament
- Virtua Fighter
- War of Wonders
- Xenoblade Chronicles
- Yakuza
- Zettai Ryoiki
- Ace Attorney
- Advance Wars
- Animal Crossing
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## Previews

# Final Fantasy VIII

**Warning: Demo Spoiler!**

The Latest Info On Square's Next Classic

**O**n July 26, Square released Brave Fencer Musashiden in Japan, which serves as a school for soldiers (part of like West Point—see issue #109, page 72). The school is called Garden. Squall Leonhart, one of the game's main characters (and main character in the demo version) is one of the trainees of the school. It's a private school for students between six and 19 years of age. If a student doesn't pass the graduation exam at some point between the ages of 15 and 19, he or she will be expelled from Garden.

Garden graduates are exceptional people, and possess the ability to use magic. Interestingly enough, normal people cannot use magic, and there are no magic shops at all in Final Fantasy VIII. An even harder goal than merely passing the graduation exam, however, is to become a member of SeeD, a special force that's known around the world of FFVIII. Highly capable trainees have a chance to try out for SeeD, and that's exactly what Squall is hoping for.

The demo itself (titled "Escape from Dolet") contains only a very small portion of Final Fantasy VIII's gameplay—no more than an hour or so at most. The demo involves Squall and two new characters, Zell Dincht and Kinna Heartily—all SeeD candidates—taking part in a mission from Garden with their squad leader, the mysterious Seifer Almasy. Toward the end of the demo, they receive orders to withdraw from their mission and meet at the coast, which is when the timer kicks in (just like

Publisher/Developer	Players/Genre	% Done	Release
Square Electronic Arts Square Co., Ltd.	1 RPG	40	4th Oct. 1999 (U.S.)

Web Address: [www.squareoft.com](http://www.squareoft.com)

## Zell Dincht

### Character Information

Name: Zell Dincht  
Age: 17  
Height: 5'6"  
Weapon: Glove



**Zell joined Garden when he was 13 in order to train himself to be a great soldier like his grandfather, who he admires very much. He's an honest fighter, and he's very straightforward; he fits into the military stereotype perfectly. He often loses his temper, but that doesn't seem to concern him very much. An all-around honest man, Zell grew up in a wealthy family. Because of this, he lacks seriousness (this is all according to official Square materials). He's a quick and lethal fighter, and a martial arts master.**

in the FFVII demo), and they've given 15 minutes to get the hell outta Dolet.

Even though it's rather short, the demo makes for a great teaser. The world graphics are beautiful, the animation is even better than it was in FFVII, and the game's integration with FMV is remarkable—it's nearly flawless. There are three FMV scenes on the demo (the opening, a mid-FMV and a closing movie), all of which are of typical Square quality. The ending in particular is awesome. The in-game characters look much more realistic this time, though the texture mapping makes for some pixelization when viewed up close. As we said in our last preview, you now see all party members at all times during the game (instead of them just coming out during event scenes, as was the case in all previous FF games). Since the game supports Sony's Dual Shock analog controller, you can adjust your characters' walking speeds from a subtle tip-toe to a full-on dash, depending on how hard you press the analog stick. Vibration is supported too, both in and out of battle scenes (you



スクワールとセルの冒険 (スクワールとセルの冒険)

## Intro FMV

The demo's intro features Squall and his fleet heading toward Dolet with a group of slick-looking (and well-armed) water-based crafts.

contains only a very small portion of Final Fantasy VIII's gameplay—no more than an hour or so at most. The demo involves Squall and two new characters, Zell Dincht and Kinna Heartily—all SeeD candidates—taking part in a mission from Garden with their squad leader, the mysterious Seifer Almasy. Toward the end of the demo, they receive orders to withdraw from their mission and meet at the coast, which is when the timer kicks in (just like





Unlike previous FF games, now you can see your entire party on the field at all times. This is, of course, to make the game seem more realistic during play.

can turn it off if you wish, of course). Even the music is excellent, though there's not too much of it in the demo.

Gameplay-wise, there are two new battle commands that have been revealed in the demo. One is the Draw/Stock magic command, and the other is the Guardian Force (G.F.) command. So far it seems as if Magic Points have been eliminated entirely and replaced by Draw/Stock. Here's how it works: In the demo, you have three party members the entire time who go into battle: Squall, Zell and Rinoa. Squall and Zell both have a "Draw" command in their Command Menu. This allows them to "Draw" magic from their enemies and either "Use" it immediately, or "Stock" it for later use. In the demo, you can Draw as often as you wish, and there doesn't seem to be any limit to how much magic you can carry (or steal). This isn't exactly a good thing, as you could just run around getting into random encounters to massively build up your stock of magic spells; but then again, this is only a demo. We're sure the final game will have some sort of limit to how this works to keep the gameplay balanced.



Rinoa, on the other hand, has a command called "G.F.," which is short for Guardian Force. This seems to be the replacement for Summoning Magic, which has always been a staple of the FF series. Guardian Force acts much like a Summon spell (did I mention FFVII—you select the command, choose a monster (the demo version lets you choose Leviathan), and the monster comes and wreaks havoc on your opposition in an intense animation filled with blinding flashes of light and all sorts of incredible special effects. You'll be able to evolve your Guardian Force monsters as they gain experience, so they can grow and become more powerful throughout play.

While Final Fantasy games generally don't carry over unique gameplay systems from previous games in the series (like Materia, for example), there is a Limit meter in FFVII. So far though, it doesn't seem to be quite the same as it was in FFVII. In the demo, Squall and Zell both get special attacks that become available after they take a certain amount of damage. Zell's is called Meru Bullet, and it's a pretty cool attack that does a huge amount of damage. Squall's is called Reszokuken (Sequential Sword Attack), and there are three different forms of it—each has its own special Limit Meter. On the meter are little triangles; as the meter fills up during the attack, you can increase the damage done by pressing R3 every time the bar crosses over one of the triangles. This is similar to Squall's normal attacks, which can be strengthened by pressing R3 just as his Gunblade cuts through an enemy. Unfortunately, that's all we know.

No official word on whether or not anyone else will have a Limit Meter has been released so far. But of course, we'll keep you updated.

That's all for now, but stay tuned for more information this month. Be sure to keep checking back, because as new info is released, you'll find it right here. In the meantime, enjoy the latest barrage of screenshots we've prepared for you.



Seifer (in the white) hardly seems as villainous as his Sephiroth, but he's certainly got an odd way about him that leads you to believe he may not be trustworthy.



There's loads of passes throughout play for plot development and in-game cinematics.





## Middle FMV

The one mid-demo FMV scene shows Biggs and Wedge (yes, the duo from FFVI and FFVII are back again, in all-new form) activating the huge satellite antenna. What it's attacking or signaling isn't made clear, but the video is still a marvel to look at (aren't they all?).

This tower-like structure with the huge antenna at the top is obviously a key element to the story, or at least the area around the demo anyway. About midway through the demo, a cut scene occurs where the antenna is activated—what could it be for? Hmm...



After defeating (well, actually avoiding) the demo's end boss, X-ATM092 (the Black Widow mechanical spider), Squall and friends take off toward the ship that's waiting for them. A fantastic sequence shows the spider pursuing them, only to get gunned down at the last minute. A grand finale, indeed.

## Ending FMV



Here we see Biggs and Wedge getting blown away by an unseen demon boss (Biggs: Wh, what the?).

## Seifer Almsy

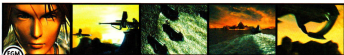
character

### Character Information

Name: Seifer Almsy  
Age: 18  
Height: 6'2"  
Weapon: Gunblade (?)

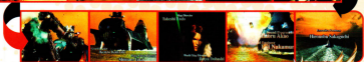


Seifer is the mysterious man who is apparently the leader of Squad B (the SeeD candidate squad in which Squall belongs). Though he's talented, he's regarded as problematic because of his short-tempered attitude and inability to properly follow orders. Still, there's something dignified in his bearing that nobody else has. Because he realizes Squall is gifted, he considers him to be his rival, but could the two be linked in more ways than we've seen so far? If you'll notice, he has a scar on his face that's remarkably similar to Squall's, and his weapon looks just like Squall's Gunblade. Unfortunately he is not a playable character in the demo, so we'll just have to wait and see what becomes of him.





The final battle of the demo pits Squall and co. against a huge mechanical spider. After unleashing a certain amount of damage, you can run away; the object is to keep running until you can get back to your ship and get the heck outta town. The chase scenes near the end are exciting, to say the least.



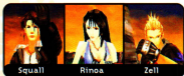
As always, enemy characters have some powerful special attacks of their own. Some of the effects are just beautiful.

To the right we see art of the newly redesigned Chocobo, complete with smaller, glossier eyes and a more "realistic" look.





As you can see here, all of the characters are now texture-mapped, which definitely makes for more realism. The downside is that when viewed up close, things can get a little bit on the pixelly side.



## Special Attacks

Squall has three different special attacks in the demo, each of which are shown here on the right. If R1 is pressed at just the right moments during the filling of his Limit Meter, his special finishing move (Faded Circle, fourth sequence from the top) is sometimes performed.



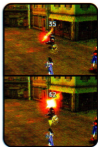
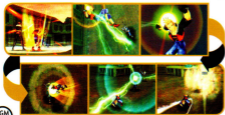
## Limit Meters



If you press the R1 button just as the bar on the Limit Meter crosses over a triangle, the damage done will increase significantly.

Zell's Special Attack is called the Meteor Bullet. He launches into the sky and then crashes down onto his enemy (below).

The top picture at the right shows Squall doing his normal attack. The bottom shows the increased damage from pressing R1 at just the right time.



# BAD DAY?



## Take it out on Canada

(no hard feelings, eh?)



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Game Rating Information



# PLAYSTATION

## Draw/Stock

By choosing the "Draw" command and then deciding to "Stock," the player can steal a spell (sometimes more than one at a time) from an enemy and put it away for later use.



## The Magic of FFVIII

The biggest difference between FFVII and FFVIII's magic systems are the inclusion of the new Draw/Stock system, and the disappearance of Magic Points (MP). Shown here are just a sampling of FFVIII's magic effects.

## Draw/Use

On the other hand, if you choose to "Draw" a spell and then "Use" it on the spot, you can take an enemy's spell and use it against him, sometimes causing great damage.



## Guardian Force

Shown to the left here is the awesome Guardian Force spell, Leviathan. Show it to your friends and expect lots of little "thump" sounds as jaws hit the floor. To the right are the attack magic spells that are in the demo.



## Bolt



## Bolt 2



## Fire



## Fire 2



## Ice



## Ice 2



## Rinoa Heartilly

character

### Character Information

Name: Rinoa Heartilly  
Age: 17  
Height: 5'4"  
Weapon: Blaster Edge



Rinoa is a cheerful girl with an overwhelming amount of tenderness and an unyielding spirit. She too is very honest and has no problems speaking her mind and being very straightforward with others. On the other hand though, she's a bit shy, so sometimes she has mixed or confused feelings. Her weapon is a cool boomerang-like projectile called the Blaster Edge. We won't be sure until the remaining characters are unveiled, but so far it looks like she's the girl in the background of the game's logo (the guy is most likely Squall, unless someone else comes along with the same coat he has).

**1999:**

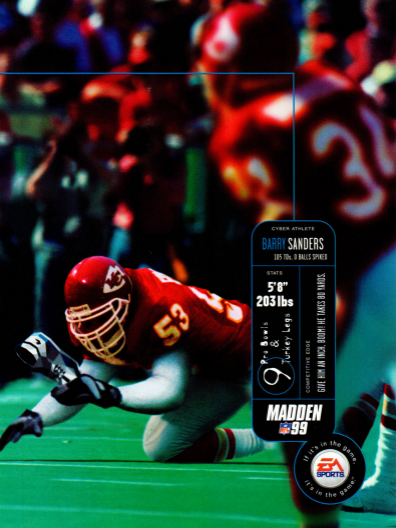
# **YEAR OF THE CYBER ATHLETE.**

Welcome to 1999. The year of the Cyber Athlete. The year they come to life. Walk out of the confines of video games. And take over the real sportsworld. For good. And you better look out. Cuz they've got combustible personalities. Skull-thumpin' attitude. And moves that'll shock Mr. Highlight Reel. It's 1999. The year of wake-up-and-smell-the-competition.



CYBER BARRY

**LINEBACKERS ARE  
LIKE FREIGHT TRAINS.  
SOMETIMES  
THEY GET DERAILED.**



CYBER ATHLETE

**BARRY SANDERS**

185 TDs, 0 BALLS SPIKED

STATS

**5'8"**  
**203 lbs**

Pro Bowls  
&  
Turkey Legs  
**9**

COMPETITIVE EDGE

GIVE HIM AN INCH, BOOBY HE TAKES 80 YARDS.

**MADDEN**  
**99**

If it's in the game,  
it's in the game.  
**EA**  
**SPORTS**



**SAVE THE HUMBLE,  
SOFT-SPOKEN ROUTINE  
FOR THE POST-GAME  
INTERVIEWS.**

CYBER ANTOINE



COVER ATHLETE

**ANTOINE WALKER**

POSITION: ALL 5

STATS

6'9"

245 lbs

82

Put up a double  
double over

DUNKS LOUDER THAN ENEMY CROWDS.

COMPETITIVE EDGE

NBA  
**Live**  
FREE

It's in the game.

**SBS**  
SPORTS

It's in the game.



ANATOMY OF A CHAMPION:  
**NERVES OF STEEL.  
WILL OF IRON.  
FOOT OF LEAD.**

CYBER DATE





CELEBRATE ATHLETE

**DALE EARNHARDT**  
"THE INTIMIDATOR"

NOT AFRAID TO THROW THE SHEET METAL ELBOW.  
COMPETITIVE EDGE

STATE  
**6'1"**  
**3,600 lbs**  
(including car)

**7-TIME**  
NASCAR Champion

**NASCAR**  
SPORTS



CYBER ATHLETE

**CHARLES WOODSON**

DB, WR, KR

STATS

**6'0"**  
**197 lbs**

1<sup>st</sup> defensive player to  
win the Heisman

COMPETITIVE EDGE

PUTS SCHOOL PRIDE ABOVE PERSONAL SAFETY.

**NCAA**  
**FOOTBALL**  
**99**



CYBER WISDOM

YOU ONLY WEAR THE  
UNIFORM FOR 4 YEARS.  
BUT YOU CAN WEAR  
THE RING FOREVER.



CYBER OSCAR

THERE ARE ONLY 2  
CLASSES OF FIGHTER.  
GREAT AND  
UNCONSCIOUS.



CYBER ATHLETE

**OSCAR DE LA HOYA**  
"GOLDEN BOY"

STATE

**5'11"**  
**135 lbs**

**25-0-0**

and counting

COMPETITIVE EDGE

TREATS OPPONENTS HEADS LIKE PINATAS.

**KNOCKOUT  
KINGS**

It's in the game.  
**EA  
SPORTS**  
It's in the game.



**PLEASE FIX  
SPIKEMARKS AFTER  
WALKING ALL OVER  
YOUR OPPONENT.**

COVER TIGER



CYBER ATHLETE

**TIGER WOODS**

AVG DRIVE: 300.0 yd

STATS

6'1"

170 lbs

421

Green  
Jacket  
Size:

PLAYS EVERY SHOT IN THE BAG AND THEN SOME.

COMPETITIVE EDGE

**TIGER WOODS**  
SPORTS

NOT A MEMBER?





# COMPETITION JUST GOT LIFTED INTO THE UPPER



It's football in its fittest. With bigger big men, Super M-ras poly graphics to feel every smash-mouth tackle, jaw-slapping jukes and fingertip grabs. Weather so rainy you can see the breath when you knock it out of someone. Plus a trail-blazing One-Button Mode™ All earned up with a league's biggest of Coach Problem's football genius.



Beware of sweet moves, insane hops and game-7 attitude. This year Live's got all on a screaming real-racing "you can't stop me" slow-foot. Facial animations show bellows screen, call plays, even mean to the refs. So get your game ready for showtime. Cue the camera's flyin' all over the floor to grab every highlight red-worship moment.



The only NASCAR licensed PS2 and PC game has 25-plus NASCAR teams & drivers machin' their way around 17 real-life racetracks. Cars show every sponsor sticker and driver's trademark. There's night racing, Cool pit-stops, Crew chief and sparter modes. Play by play with Bob Jenkins & Benny Parsons. Plus a crankin' rock soundtrack.



The only game that lets #1 play #2 for the undisputed title at the historic Texas Bowl! Eye-popping poly graphics capture every uniform, stadium, wisp sticks and coin move. And as for tradition, you can always smell the ivy. There's recruiting, Fight camp, Dynasty mode. You can even run the coach out of town if you love.





Publisher/Developer	Players/Tones	% Done	Release
Sony Computer Ent. Naughty Dog	1 Adventure	80	September 1998
Web Address: <a href="http://www.playstation.com">www.playstation.com</a>			

# Spyro the Dragon

Little, Purple,  
Different, Better

## My 2 Cents

Spyro has generated plenty of positive buzz since E3—and deservedly so. Yes, the game looks great, with ultra-smooth graphics and lush levels. But what screenshots don't show is just how well Spyro handles with the Dual Shock controller. Like *Gex* and *Banjo-Kazooie*, this'll be one of those games I'll obsess over come review time. I can't wait to track down every collectible and perfect each level.

—Crispin Boyer

**F**rom crabs to geckos to bandicoots, the PlayStation's library is populated with more gootball characters than poor PaRappa has fleas. Still, we at *EGM*—the professional vid-game journalists that we are—triple-ought dare you to find a cuter, more immediately likable character than Spyro the Dragon. We don't know if it's his kitten-like animation or the kid-at-summer-camp exuberance of his personality, but this purple little char-broiling mascot-in-waiting's got charisma coming out his ass.

Oh, and his game's pretty cool, too.

Spyro the Dragon is another 3D platformer that, like *Gex*: Enter the Gecko and *Banjo-Kazooie*, emphasizes exploration and requires you to collect stuff. In fact, the 30-plus levels pack thousands of gem-shaped treasure pieces that you'll ultimately have to track down and nab if you plan on perfecting the game. Then there are the 80 dragon statues scattered across the stages. As the game's story goes, the diabolical Grassy Gnorc cast a spell on Spyro's realm, turning all its dragon inhabitants into instant sculptures. Young Spyro, playing in a cave at the time, dodged the spell's effects, and now he must find and reanimate his elder reptilian brethren. Besides those goals, Spyro will also collect dragon eggs, keys and other items to access new areas and bonus levels, such as special obstacle-course flying stages.

In a layout that's seemingly become the norm for these types of games, *Spyro* is divided into several massive overworlds—six of them—which in turn lead to the individual stages. Included in this mix are



**Bonus flying levels have Spyro soaring through timed obstacle courses. The lower he flies, the faster he'll go, and you can refly 'em for better times later.**

the Boss stages for each world, as well as the bonus levels. Spyro's flight abilities are dependent on the current stage (in some he can glide indefinitely, in others his little wings'll only take him so far). But in every level Spyro can breathe fire, headbutt baddies and roll sideways to dodge attacks.

Overworlds? Hidden levels? Collectibles? Sounds

Fleet-footed Spyro must bolt after and barbecue the baddies who flee with puzzle-specific items.





Different enemies demand different tactics. A few small buddies wear flame-proof armor, while bigger critters easily withstand Spyro's head-butts. You'll need to mix up attacks.

like standard 3D adventure-game stuff, right? Well, what *Spyro* lacks in originality, it more than makes up for in presentation and production values. *Spyro* may only be the second PlayStation game from developer Insomniac (the same bunch that created the acclaimed first-person shooter *Disruptor*), but it packs all the perks of a third-generation, state-of-the-art PlayStation title. The lush environments don't suffer from seams, pop-up, or other common-place PlayStation glitches. And there's not a bitmap to be found anywhere in the game (even the skies are completely polygonal).

But crisp visuals ain't the only thing separating *Spyro* from the me-too 3D crowd. Insomniac has taken special care to imbue the game with personality, making the enemies more than just trouble-making window dressing. "There's usually a lot more going on than just the actions you see occurring around *Spyro*," said Ted Price, Insomniac's president.

"In the Magic Crafters world, for instance, there's actually a little battle going on between wizards and druids there. If you go to several of the levels, in the distance you can see wizards and druids knocking each other down and kicking each other. It really adds more to the immersiveness of the game and creates a world that is much more complete than you might see in other games."

The camera was also the target of much tinkering. Insomniac purposely kept the environments uncluttered. As a result, the camera encounters fewer structures and objects on which it might get snagged. Players can also switch between two camera modes—one passive and one that automatically points in the direction *Spyro*'s facing. "We spent a lot of time refining the code involved with the camera and a lot of time getting feedback from the focus groups put on by Sony," Price said, "and we came back with something that I think works really well."

You can experience *Spyro*'s ultra-smooth gameplay firsthand; the disc included with the September issue of the Official PlayStation Magazine packs a playable demo of the game. ●



The frame-rate in *Spyro* stays steady at 30 frames per second, and the environments are among the most impressive we've seen on the system.

## Behind the Screens

### So That's What a Kid Dragon Sounds Like...

If you read our last *Spyro* preview, you know that veteran voice actor and stand-up comic Carlos Alazraqui—the voice behind the infamous Taco Bell Chihuahua—is providing *Spyro*'s enthusiastic quips. But what does the little purple guy sound like? Well, don't expect any south-of-the-border accents. "I just imagined he's like a kid at camp that everybody likes," Alazraqui explained when we asked for the inspiration behind *Spyro*'s kiddy, eager-sounding attitude. "At first I made him a little snotty, and then kind of pulled back on that. I envisioned a little kid that's good at kickball or something like that."

And if the excellent voice work isn't enough to convince you of *Spyro*'s sky-high production values, get this: Steward Copeland, former drummer of The Police, is composing the game's soundtrack. Trust us—this game sounds as good as it looks.



Alazraqui, in action for a *Spyro* recording session, is seemingly a human cartoon.

Photo by Michael Towner Photography



*Just getting through*



From Interactive, Tomb Raider: Last Call and the Business environment of Blue, Ph. © 1998 Eidos. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

**CORE**



# *the metal detector*

*will be an adventure in itself.*

Plough through five continents with extreme prejudice. And a grenade launcher.



Blaze India and hammer into London, Antarctica, Area 51 or the South Pacific.

Enjoy international diplomatic immunity with a set of 9mm's as your passport.



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

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RAIDER**  
ADVENTURES OF  
LARA CROFT **III**

EIDOS  
INTERACTIVE

Publisher/Developer: Playm/Seas % Done: Release

Capcom  
Capcom 1-2 Fighting 60 October 1998

Web Address: www.capcom.com

# Rival Schools

## Street Fighter High

**W** e first previewed Capcom's newest 3D fighter, *Rival Schools*, back in issue #107. Now that the game is more complete, we thought we'd give you an update on this awesome game that's part *Street Fighter EX*, part *X-Men vs. Street Fighter*. Unfortunately, our newest beta still has Japanese text, but you can still get a good idea of what the game's about from our screenshots.

In Japan, students and teachers from five rival high schools must "investigate" some mysterious kidnappings. In order to do so, they must fight other students and teachers until they can figure out what happened (great game, lame premise). You pick two of the 24 characters (16 regular, four secret from the arcade version and four new hidden fighters), one of whom is your main fighter and the other one your partner (see sidebar).

The fighters' moves are all *Street Fighter* in nature (i.e., if you can do a fireball and a Dragon Punch, you can play *Rival Schools*), except the game only uses four main attack buttons: two punches and two kicks. You can throw, counter, juggle, slide-step and build up a super meter to do team combos (done by hitting corresponding punch and kick buttons together) or Super Combos (generally done with a double fireball or Dragon Punch motion).

So what's new? Well, it looks like Capcom has learned a lesson from the way Namco does business. With *Rival Schools*, instead of getting a straight arcade to home port, we're going to be treated to something extra, a whole disc of extras to be exact (Namco is renowned for putting bonus features in their arcade parts—see *Point Blank* or *Tekken 3*).

This second disc, called the *Evolution Disk*, is packed with new goodies. It has a *Cooperation Mode*, a two-player tag-team game where your partner controls the "Team Up Technique" and takes over if you swap characters in between rounds. It also has a *School Life Mode*, an adventure game where you can create your own student. The *Evolution Disk* is also loaded with little fun items like minigames and *Tournament Modes*. This underrated fighter didn't



*Rival Schools* plays a bit faster than *Street Fighter EX Plus 2*. The moves and combos are quicker and jumping is less floaty.

make it big in the arcades due to low distribution and low sales, so these extras may prove vital in getting gamers to take a look at *Rival Schools*.

So if you're looking for a Capcom 3D fighter to die you over until *Street Fighter EX 2*, give *Rival Schools* a shot. The 24 characters and new modes should keep you busy for quite a while.

"Oh Shoo... you are so devastatingly handsome!" I think that's what the Japanese text says in this *Story Mode*.



### Making the Grade



You can create your own character in *Rival Schools' School Life Mode*. This character can then be saved to be used in other modes.



Once you've made a new student, a teacher will grade you on your fighting techniques. Here, teacher asks us to jump. We thought a tag-team double fireball up his ass would be more fun. Needless to say, we didn't get a very good grade.

**E**



All the Bosses (like Raizo here in the pink) and secret characters (like Sakura, unmasked Akira, Daigo, Hepato and more) will be playable.

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# Rival Schools continued....

## Say Hello To My Little Friend

In Rival Schools, you can bring in your teammate for a tag-team combo (similar to Capcom's Vs. games, but you can only swap players in between rounds). The combo performed is dependent on the partner, not the main fighter, and always takes up two full super meters. Most of the attacks are offensive in nature, but a few will heal or build up your super meter. One gang-up (Hyo's) even damages your main character! Of course the opponent takes much more damage.

Here are screen shots of the various tag-team techniques. Remember, the character whose team combo we're showing is the sidelined partner, not necessarily the primary fighter.

### Taiyo High School



Batsu



Hinata



Kiyosuke



### Gedo High School



Akira



Edge



Gan



### Gorin High School



Natsu



Roberto



Shema



### Pacific High School



Boman



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# H

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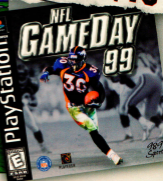
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989 Sports

Publisher/Developer

Players/Genre

% Done

Release

Square EA LLC

1

RPG

90

October

Square Soft

RPG

90

1998

Web Address: [www.squaresoft.com](http://www.squaresoft.com)

# Xenogears

## Square Tackles Religion In Robot Suits

### My 2 Cents

This is a game that many of us have been looking forward to... myself and Ricciardi especially. Now that an English version has been shown to us, we're even more excited about the finished game. The story line looks incredible, while the quality of the presentation is quite stunning. My only worry is that this incredible game is being released at a time when many other commercial "hits" are expected (MGS, Crash 3, Tomb Raider III, etc.) and it would be such a shame if Xenogears was overlooked in the Christmas rush. Believe us...this deserves to be as big as its Final Fantasy brethren.

—John Davison

**X**enogears was released in Japan quite a few months ago and has already proved itself to be a popular game, selling around a million units. Proof yet again that Square Soft has the golden touch in this particular genre. For a while though, it looked like we might not see this game on U.S. shores. Rumor and speculation suggested that due to some of the religious content of the game, it wouldn't be released here. The game opens with some religious lines, and there are references throughout that allude very subtly to the Bible. Mentions of "the son of man" notwithstanding, from what we've seen so far it would appear that the game is raising questions concerning the roots of religion rather than actually tackling religion directly. Admirable stuff nevertheless. Some of the more contentions stuff is actually pretty powerful—and that's not an adjective I use very often when describing a video game. One scene in particular stays fixed in my mind: The central character stands looking into a vast cathedral with the wind blowing through his hair.

Thankfully, Square has seen fit to face up to potential problems and just release the thing (after all, Final Fantasy VII had its share of dubious content—cross-dressing, a liberal scattering of swearing, etc.). So, by October you could be playing something that genuinely challenges issues that are often ignored in video games.

While the back story is apparently more than up to Square's usual calibre, it's worth going into the way the thing plays here rather than spoiling the fun for you. We've been lucky enough to play the first few hours of the game (and you can see a playable demo



As ever, Square provides us with a combat system packed to the rafters with over-the-top special effects—especially during combat.



### Show Us Your Gear



Gear combat works in the same way as standard fights only you assign a target with the crosshair...



...once the fight begins, the scene cuts to a polygon-generated battle that is generally ever in a flash.



## Xenogears continued...

of this too if you buy Parasite Eve...there's a fantastic demo CD in the box) and can report that it has the typical Square "feel" to it. The action centers on one particular character (a sprite this time, not polygons...the environments are all fully rotating polys though) and as with Final Fantasy VII you can build up a party to wander the lands with.

Set in what appears to be the past, the game mixes some old-school "cows and chickens" RPG imagery with futuristic robots and technology. This is most apparent in the combat. Early punch-ups have you dancing about swatting nasty animals while later on you'll be going nose to nose with the big robot "Gears." The system itself is very different in that it's about as close as you can get to "real time" without actually being so. Each button on the joystick begins a certain combination attack, and depending on how you start you can build up set moves by performing different button patterns. Attacks range from kicks and punches to typically silly Square-esque special moves with lightning bolts and, ah I dunno, planets colliding or something. There is a weapon where you harness the power of the "Big Bang"...I kid you not.

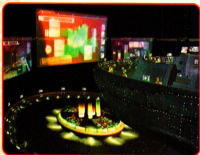
Fighting in the gears gets even more exciting, as you still have to manage the different moves, but you also have resources such as fuel to manage as you

divert energy to weapons systems. It's all spectacularly cool and the resource management element adds a dynamic that hasn't been present in other similar Square titles. Without wishing to spoil anything, we've thrown in a few screenshots of the Gear combat.

The backgrounds are fully polygonal while the characters are all sprites.



The cell animation throughout is of a very high calibre.



### Stupidly Big Weapons



That'll be a really big dinosaur then.



Like all of Square's recent RPGs, Xenogears is full of spectacular special weapons...



...but using the "Big Bang" does strike us as somewhat excessive, wouldn't you agree?

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Publisher/Developer	Players/Genre	% Done	Release
999 Studios Mid Mirth, LLC	1-2 Sports	60	October 1998
Web Address: <a href="http://www.playstation.com">www.playstation.com</a>			

## Cool Boarders 3

### More Cool Boardin' Action

#### My 2 Cents

Cool Boarders 3 surprised me. I thought it would surely be some half-rate rehash of the previous games in the series, but so far (in this early rev) it's looking good. The frame-rate is speedy, and the graphics are quite nice, I especially like the four-player feature. Well, yes, I don't mean four human players like some sort of snowboarding deathwatch. Rather, I mean there's you and three other computer opponents all on the same course at the same time. Needless to say, it makes for a hectic time on the slopes.

-Shawn Smith

**C**ool Boarders was the first PlayStation snowboarding game to do well, and was one of the first

in a long string of snowboarding games spanning all of the 32- and 64-bit systems (what's the deal with all of these snowboarding games, anyway!). Now part three is on its way with a good number of new features.

The graphics are noticeably improved—both sharper and more colorful than previous games in the Cool Boarders Series. In addition to the graphic improvements, CB3 has a load of polygonal players, courses, licensed boards and types of events to choose from. Each of the 20 boards and 23 authentic snowboards has its own set of attributes, showing both strengths and weaknesses. The game also has a load of tricks you can do, again all of which are true-to-life snowboarding moves. Among these new moves are punches. Yes, now you can punch your opponent (similar to Road Rash) to secure your place in front. We're not sure how this feature will do with avid snowboarding fans, since punching has never really fit into the sport.

Once you choose your player and board, it's time to choose from one of five mountain courses. Each mountain has its own look and difficulty, and features various snowboarding events like downhill, slalom, half pipe and big air, among many others. In all, you can choose from more than 30 different slopes. There will also be two hidden courses in the final product. One other cool feature is how three computer opponents can race along with you down a number of the game's courses. The opponents will apparently act as targets for punching, while adding some difficulty to the game (if you bump into them).



Cool Boarders 3 has all kinds of obstacles to jump over like crates, cars, pipes, trees, and more.



The game's frame-rate seems unaffected in the Split-screen Mode, which is sure to please fans of multiplayer action.



The trick system is quite easy to get the hang of, which translates into more fun.



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**Full-Contact Auto Racing.**



Publisher/Developer	Players/Genre	% Done	Release
SCEA Naughty Dog	1 Action	50	November 1998
Web Address: <a href="http://www.playstation.com">www.playstation.com</a>			

## Crash 3: WARPED

### More Marsupial Mayhem

**E**GM recently took a trip out to the offices of Naughty Dog in Santa Monica, Calif., to check out the most recent version of Crash 3: WARPED and have more in-depth playing time. Specifically, we saw the new free-roaming levels and other regular levels that weren't shown at E3.

We won't go into the history of the last two Crash games because chances are you've played them. After all, the original Crash Bandicoot is the biggest-selling PlayStation game of all time according to Jason Rubin, president of Naughty Dog, and Crash 2 sold exceptionally well to boot. Will Crash 3 do as well as its predecessors? "With Crash 3, we have finally created the game that we set out to create four and a half years ago," Rubin said. "This is the ultimate Crash Bandicoot product."

The first thing we noticed were the graphics. Crash 3 has some really nice-looking visuals, especially compared to other games on the PlayStation with a cartoon look. What's more, the frame-rate never once slowed while playing—even in areas with a large number of enemies. Naughty Dog is doing things graphically (like reflections, z-buffering, etc.) that's technically not supposed to happen on the PlayStation, at least from a hardware standpoint. The special effects in the game are almost always done with the engine Naughty Dog built and their programming techniques.

#### Getting To Bonus Levels In Style

Another difference in Crash 3 are the bonus areas within each level. Crash no longer stands on a bonus area pad and is simply whisked away. Instead, the pad transports him to an area within the level itself, away from the action, while the camera follows. You get a good view of almost all of the level during the nice-looking trip.

(Cont'd. on pg. 142)



One of the "free-roaming" levels is in a World War I type of theme, with Crash's sit at the controls of an old plane.

a certain extent, but aren't quite like, say, Spyro or Geo: Enter the Gecko. The levels—including several where you fly a plane, control a jet-Ski and fool around on a Harley—are still a lot of fun truly free-roaming or not. The object in these levels is usually simple, like taking down some Cortex blimps, racing against lab assistants or just making it through a bad guy-infested ocean passage. The levels get tough when you throw bombs, ramps, enemy bi-planes and

**200** The number of unique facial expressions Crash has in Crash 3: WARPED.

other such obstacles into the mix. Are there other levels in the game that we haven't been shown yet? Levels that truly put Crash in a 3D world like Spyro? At this time, it's not known.

Whatever the case is, these free-roaming levels, as



Of course, you'll be able to ride a variety of animals in Crash 3 as both Crash or Coco.



Another "free-roaming" level is in the form of a jet-Ski, similar in style to Wave Race 64.





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## Crash 3: WARPED continued...



well as all of the levels in the game, still have boxes and gems in them, and are also timed. On top of gathering the standard items, you have to watch the clock and finish levels with speedy times. Sure, you can finish the game without fast times, but you won't REALLY finish the game. Depending on the times you receive on a certain level, Crash is awarded either a silver, gold or platinum relic (similar to the bonuses you get in GoldenEye for beating levels with quick times). After getting all 28 of these relics, special secrets and other such extras are unlocked. Of course, you still need to get all of the gems and boxes as well to really beat the game.

The warp system is similar to Crash 2, except now there's one, large central hub from where you enter levels and Boss stages. The levels in Crash 3 are like those in Crash 2 as far as design goes, except most of them seem much larger now and are filled with more effects, enemies and perspective changes. In addition, the bonus levels (as seen in the sequence) are within the levels themselves. For more info on Crash 3 check out the preview in *EGM* #108 or do a search on our Web site, [www.videogames.com](http://www.videogames.com).



One other new style of play is the race, with Crash at the controls of a Harley.



## My 2 Cents

Being a fan of the first two Crash games, I'm very excited about Crash 3. And now that I've had real playing time, I'm even more excited! There's some stuff in Crash 3 I just haven't seen anywhere else. Crash 3 has great graphics and effects, excellent gameplay and a ton of stuff to do after you beat the game (kind of like GoldenEye to a certain extent). So far, it seems like this Crash is everything the other two were and a whole lot more.

—Shawn Smith



Good ol' Tiny is up to his old tricks as he tries desperately to skewer you.





Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Publisher/Developer Players/Items % Done Release

Square Soft  
Dream Factory

1-2  
Fighting

N/A

N/A

Web Address: [www.drfn.jp](http://www.drfn.jp)

## Ehrgeiz

The Square Arcade Fighter Comes Home

**S**quare's Ehrgeiz didn't hit widespread mainstream success in the arcades, but it will draw lots of attention due to its fantastic graphics and Final Fantasy character appearances (like Tifa and Cloud). Now, gamers are getting their first taste of the home version, courtesy of a three-character demo that's bundled in with the Japanese copy of Brave Fencer Musashiden (the same demo disc that has a playable Final Fantasy VII as well).

Ehrgeiz is from Dream Factory, the creators of the Tobal games. It's a fully 3D polygonal fighter with open freedom of movement (like in Bushido Blade, you aren't limited to a 2D plane of action). The stages in general are pretty small, but you can fight on different heights (again, like in Bushido Blade).

Each character has dozens of moves and combos at his or her disposal that are performed with different combinations of the four buttons: high attack, low attack, guard and special. Most moves are very simple in execution, and the combos are even simpler (most involving straightforward tap-tapping). The fighters also have special attacks that can be done with the Special button. Cloud, for example, will pull out his sword if you hit the circle button. If you then

hold circle down for three seconds, you can cast offensive magic at your enemy. Don't think, however, you can do this over and over. Each character has a second power meter that drains as you use special powers. Once that meter is gone, you'll have to go back to conventional attacks.

Like we said, this demo only has three playable characters: Godhand, YOHIO Yoko and the ladies' man, Mr. Silvio. The controls work perfectly, the animation is quick and smooth, and the graphics are superb, right down to the animated crowds in the background. At this pace, the game looks like it'll be as perfect a translation as can be expected. Look for a future preview in EGM when work starts on the U.S. version of Ehrgeiz.



Like in Bushido Blade, fighting can take place on separate levels in Ehrgeiz.



## Gamer's Edge

### The Extras So Far...



So far, we know Ehrgeiz will include two extra modes: Infinity Battle (pictured left) and Battle Runner (below). Infinity Battle is a survival

mode. When you win battles, you gain extra health for the next round. If you earn more health than you have room on your health meter, you'll fill in a heart icon (which symbolizes an entire extra bar of health) and start on a new bar. You get two empty hearts to start with, and you can get more by fighting perfect rounds. In essence, you can store up several meters' worth of health if you fight really well.

Battle Runner is a short race of anywhere from five to 15 laps. You can attack your opponent to slow him or her down, pick up icons that reverse the direction the race is going, pick up health-ups and even find power-ups that switch the health meters of the two players.





Publisher/Developer	Players/Gems	% Done	Release
Namco Namco	1 RPG	100	September 1998
Web Address: <a href="http://WWW.NAMCO.COM">WWW.NAMCO.COM</a>			

## Tales of Destiny

Namco's first  
PlayStation  
RPG Draws Near

Some of you may remember a late-blooming Super Famicom RPG by Namco called *Tales of Phantasia* that came out in Japan toward the end of the 16-Bit days. Unfortunately, the 48-Meg monster never made it to the United States, but thanks to Namco, its PlayStation sequel (*Tales of Destiny*)

is on the way.

At first glance, *Tales of Destiny* might seem a little outdated. The 3D graphics have a bit of a Super NES look and feel to them, and the "3D" overworld looks only slightly better than the Mode 7 overworld from the first *Tales* game. If you can get past that however (don't worry, it won't be too difficult), you'll find a very solid, very polished RPG that's got much in the way of gameplay and a well-written, interesting story.

*Tales of Destiny* stars a boy named Stan who, while slowing away on a flying dragon ship, stumbles upon a sentient sword (it thinks and speaks for itself) named Dymlos. The game revolves around Dymlos and five other mystical swords just like it, which are known as "Swordians." These Swordians obviously hold the key to saving the land from the impending doom that's about to rummage its way onto the scene and...ahh, you know the deal—we'll leave the full story for the instruction manual.

Anyway, *ToD* stands out for a lot of reasons, but the main one is the game's unique battle system. Instead of your typical menu-driven RPG battles, *ToD* incorporates a side-scrolling user-controlled system that gives you full control over your party members' every actions. You can do several different kinds of attacks by performing *Street Fighter*-style movements on the D-pad, in addition to the special "skills" that you'll learn as you build experience. Swordian holders can cast magic spells, and when you find special "Discs," you can equip them to your Swordian to add new spells to your arsenal and/or abilities to

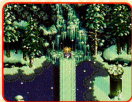
### My 2 Cents

I played a bit of the import *ToD* last December and I knew Namco was on to something good; I didn't check it out at E\* however, so I really had no idea of the translation quality until now. While this version is only 15 percent complete, the text is really well-done! Lots of good character development early on, and very distinguished personalities are making this one RPG I really can't wait to get my hands on. The story is really cool (so far) and the gameplay is certainly far above-average. I think the hardcore RPG fans in particular are really gonna enjoy this one.

—John Ricciardi



The overworld is pretty hideous-looking, but in the grand scheme of things, it's not that big of a deal.



Throughout the game you'll gather Leina, a special product that can be traded in for Gold [irony] at special shops scattered about *ToD*'s world.

your character (kind of like *Final Fantasy VII*'s Materia system). Later in the game you'll be able to summon monsters, too.

There's a lot more to *ToD* than just the battle system, but unfortunately we weren't able to try out everything since the version we played was only 15 percent translated (about five hours' worth). We do know there are plenty of minigames, subquests (including a 50-level Tower of Dragoons bonus dungeon) and other cool little diversions to check out (wait! you learn how to cook...), so it's safe to say this one's gonna be worth checking out. Look for it this September, and check back for a review of the final version soon.



LEINA: You fools are going against the national army. Surrender peacefully or suffer the consequences.

*ToD*'s battles are decidedly different from most RPGs, but the interactive element makes them quite fun. There are plenty of special skill attacks and spells, and even the normal "Street Fighter-style" moves are plentiful.

# wipeout 64

super go fast for future people

64

49.04

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**wipeout 64**

THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

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Publisher/Developer	Players/Demos	% Done	Release
Activision	1	80	October 1998
Activision	Action/Adv.		
Web Address: <a href="http://www.activision.com">www.activision.com</a>			

## Tenchu: Stealth Assassins

Bushido Blade  
Meets  
Metal Gear

### My 2 Cents

After seeing the Japanese import version a few months ago, it's good to see that Activision has made some noticeable changes to the gameplay. Most apparent is the enemy AI when it comes to your ninja making a sound. Anything you can imagine will alert the bad guys—from a dog barking at you to the death-throw gargling of one of your victims.

—John Davison

**T**hroat-slicing, decapitation, small, sharp pieces of metal thrown into people's faces, snake bombs, blood, goo, magic, berserk, grappling hooks, cherry blossom, small dogs... Just some of things that you'll come across within a few minutes of playing Tenchu.

So what kind of a game is it? If you don't have any idea what to expect think of a kind of Tomb Raider-ish engine with a bit of Bushido Blade thrown in, and then throw in an awful lot of sneaking around and hiding. The basic premise here is this: you are a ninja (one of two characters—big, mean-looking chap called Kikimaru—big sword, big floppy trousers, or a petite creeky-looking girl called Ayame—two small swords, perchant for silting threats) who has to pop into various feudal situations and complete certain missions. More often than not these involve bumping off some kind of bad guy as quietly as possible. As the adventure unfolds you will have to make use of more and more advanced ninja techniques.

The key here is stealth. And lots of it. The game is full of helpful ninja-ly advice like "never let your enemy see your face" and from spending some time with a near complete version it would appear to reward you for keeping quiet. Movement around the levels is best made up on the rooftops where no one can see you. Getting there is easy—as you always have a seriously groovy grappling hook at your



Two swords are better than one for hacking someone up into a big pile of bloody goo.



disposal which you simply aim and fire to get airborne. Once you find a target to kill, drop to the floor, sneak up behind him and let rip. If he doesn't see you, more often than not he goes down—if they spot you though, the action turns into a hack-and-slash fest with lots of blood.

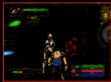
Already a fairly significant success in Japan, this "Ninja Metal Gear" is almost ready for release in the United States thanks to the capable efforts of Activision. Unlike many Japanese ports, this is actually something of an enhancement to the original game. When released this fall it will take the original action/adventure game with all of its murderous, stealthy, seriously tool-ed up features and add two complete new missions (making the U.S. game 20 percent larger than the Japanese), more blood and gore, seriously enhanced enemy AI with bad guys that respond to sound, new magic items, an enhanced camera engine and new controls.



Come on in,  
stay awhile...  
Mind if I cut your  
head off?



# Kagero Deception 2



The Sequel to Tecmo's Award-Winning  
3D Trap-Battle Game



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**TECMO**



Publisher/Developer	Players/Game	% Done	Release
Tecmo Tecmo	1 Adventure	85	September 1998
Web Address: <a href="http://www.tacmoic.com">www.tacmoic.com</a>			

## Kagero: Deception 2

A Little  
Deception  
Goes A Long  
Way

**T**he story goes something like this: A race of blue-skinned people called the toki-bito are brainwashing humans into killing each other. Your character, Milenia is one such human who must do the dirty work of the smurfs, oops...I meant the toki-bito. The cinema at the beginning of the game shows Milenia as a child who is taken to a traveling carnival by her parents. The toki-bito take the form of a clown and mesmerize poor Milenia into the life of an assassin. The lesson here is clear: Stay far, far away from traveling carnivals and clowns. Especially clowns.

As the title explains, this is the sequel to the cult favorite Tecmo's Deception which invented a subgenre called trap-battle. The premise of the original title was simple in that you basically set up traps and lured your victims into them. The layouts became more complex, but the basics remained

the same. In Deception 2, you now have the ability to recruit your enemies and turn them into assassins as well as using multiple traps in a combo-like fashion. The combos are an awesome upgrade and can be used to deadly perfection. For example, it's now possible to string traps that will activate repeatedly until the enemy is dispatched. Each trap is assigned a specific button and is cleverly laid out. The Triangle button controls the ceiling traps, the square button controls the wall trap, and the X button controls the floor trap.

The graphics have received a tremendous boost. The environments and the characters themselves both look far better than in the original. The traps have a more satisfying graphical punch with fancy lighting effects and way-cool textures. The sound has also been improved. The sound effects made by the traps are a world apart from the cheesy noises that graced the first title. When an iron ball falls from the ceiling and lands on a hapless victim, you feel

it. Actually, you literally feel it since Deception 2 supports the vibration mode on the Dual Shock controller. The background music is appropriately gothic with an orchestral sound which really adds to the atmosphere of the game.

Kagero: Deception 2 will definitely be one of the more original experiences out there this fall. 



The humans have no problems in dispatching you so you better not show any mercy. Escape into other rooms to buy some time to set and charge up new traps.



### Death Combos

It is now possible to combo traps in Deception 2. This sets up endless possibilities as you discover and buy new traps.

X button (floor trap)—Trigger a spring floor which will throw the victim into...



Triangle button (ceiling trap)—a spot where you can drop a spike ball. After the ball disappears...



Square button (wall trap)—Activate the spike wall which will cause more damage to the victim and knock him back to the spring floor trap.



Repeat until dead.



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# Brave Fencer Musashi

It's An RPG,  
It's A Platform  
Game, It's An  
RPG, It's A  
Platform Game

## My 2 Cents

As a weird hybrid of action/platform game and RPG, this is a refreshing change from many games in the genre. In places it's just like *Crash* or *Pandemonium*, while elsewhere you'd swear it was having a go at taking on *Zelda*. As ever with Square's stuff, the scripting is excellent and some of the "set-pieces" are superb.

—John Davison

Sorting off a bit like a really, really linear platform game complete

with lots to jump over and bad guys to bash, this soon evolves into something far more complex. Although it has hit points and all the usual RPG associated stuff, for the first five minutes or so, it has more in common with *Pandemonium* than it does with *Final Fantasy VII*. Later on, things pan out into a *Crash Bandicoot*-style action sequence—a real-time Boss fight where you pick up the bad guy and hurl him through buildings. Then you quickly move into a simple puzzle sequence before settling to a *Zelda*-esque top-down, exploration. From here on, the gameplay continues to hop about all over the place. Once you've played for a while though, you learn that the eclectic nature of the gameplay is BF's most important feature. Like all Square games it has a charming and forgivable linearity that is born out by a suitably well-crafted story line (and unlike all previous efforts the story is presented using speech throughout as opposed to text boxes.) This aside, the story itself takes something of a back seat to the relentless action. Nothing is turn-based here—this is a proper, real-time action game with swords, magical spells and bad guys running around desperate to rip your guts out.

Musashi (the hero) is armed to the teeth with a number of abilities. He has a pair of swords, a katana and a dirty great big broadsword, both of which can effectively dispatch all but the most inky of foes, but the really clever bit is his magical ability. We've all played games where you can steal objects and stuff from the bad guys, but BF takes things further by allowing you to steal specific abilities. For example, in the very first section of the game



Hair care products are clearly not a major concern for young Musashi.



Find a way of dropping the ball as the flames to open up a door at the top of the level. Easy.

The action often switches to a traditional top-down RPG...with fully 3D polygon environments.



Musashi needs to cross a river; there's the makings of a bridge on the other side in the shape of some trees, but he needs to knock them down somehow. Nearby is a bad guy with a machine gun. By activating the magic system and building up a spell Musashi can draw the machine gun from the bad guy and use it to mow down the trees. Many of the puzzles throughout require this kind of action and you'll soon find yourself stealing clubs that knock guards out (without killing them), spells that shrink people to a couple of inches high and even ultra-destructive laser bolts.

With character design by Tetsuya Nomura (*Parasite Eve*) and lead by Executive Producer Hironobu Sakaguchi's (FFXII) *Brave Fencer Musashi* is shaping up to be extremely impressive. ●

## Boss Tactics

The Bosses are all pretty spectacular... fight this one, pick him up, throw him through a wall and then keep chasing after him.



**You're in the 10th frame,  
there's a bucket of sweat  
dripping off your brow  
and this shot is worth  
way too much money**



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**BAD NEWS:** it's down there



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Publisher/Developer: **Players/Genre:** % Done: **Release:**

Psygnosis  
Psygnosis 1 Strategy 75 November 1998

Web Address: [www.psygnosis.com](http://www.psygnosis.com)

## Global Domination

Finally,  
Something To  
Dominate

**A** wise man once said, "Everybody wants to rule the world." Or was that a pop star? Regardless, who wouldn't want to rule the world? Psygnosis must have been thinking just that when they began developing *Global Domination*, their new strategy game that gives you the chance to take over the world (insert evil laughter here).

*Global Domination* is by no means your standard strategy game. In fact, it is a real-time game with a fairly strong emphasis on action. It has been described as "Risk meets Missile Command," and the definition seems quite fitting.

You play as a new recruit working for ULTRA, an organization that resolves conflicts around the world.

As the game progresses, you will take control of a country. At that point, the world can be yours for the taking.

The weapons at your disposal range from old WWII devices to fighting implements of the future. There are also defensive weapons that can take out enemy missiles or turn their own weapons against them.

So what can you do with all these toys? Well, the most obvious thing to do is start pounding your major opposition with them until they're toast. If you're feeling a tad



Attempting to be part strategy, part war game and arcade combat, *Global Domination* has covered all the destruction bases.

more strategic, however, you can pick off weaker countries to expand your territory. You can even defend other countries to gain their allegiance in future encounters.

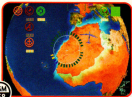
After you've beaten all of the normal missions, you can use the game's mission editor to create your own battle scenarios. This feature, along with the strategic and exciting gameplay, should make *Global Domination* a blast.



### Artificial Stuff

#### AI is apparently second to none

Although *Global Domination* appears to be a very accessible and simple blend of action and strategy, it shouldn't be underestimated in just how clever it is. There are multiple scenarios on offer to the player and many paths that can be taken through the missions. In order to keep up with all of the action, the development team at Psygnosis' Leeds studio in the U.K. has several programmers working on nothing but AI. The arcade leanings of the gameplay mean that the system has to work considerably faster than usual real-time strategy games.



Here we have the Earth being peeled back like a nice fresh grapefruit.



A number of grids and maps are used to pinpoint your next target.



**Booby...**

**Publisher/Developer**   **Players/Cores**   **% Done**   **Release**

Activision                      1-2                      60                      October 1996

Web Address: [www.activision.com](http://www.activision.com)

## Activision Classics

### The Games

- |               |                |
|---------------|----------------|
| Atlantis      | Kapers         |
| Barnstorming  | Laser Blast    |
| Bazing        | Megamania      |
| Chepper       | Pitfall        |
| Command       | Plaque Attack  |
| Crackpots     | River Raid     |
| Dolphin       | River Raid 2   |
| Dragster      | Sea Quest      |
| Enduro        | Skull          |
| Fishing Derby | Sky Jinx       |
| Freeway       | Spider Fighter |
| Frost Bite    | Stampede       |
| Grand Prix    | Star Maniac    |
| Hero          | Tennis         |
| Ice Hockey    | Title Match    |
| Kaboom!       | Pro Wrestling  |
| Keystone      |                |

Get ready for the biggest compilation of classics yet. Activision is preparing to release a set of 30 Atari 2600 games on one PlayStation disc. With a suggested retail price of \$29.95, you really can't beat it.

Many of us have fond memories of playing these games from our youth, although Activision CEO Robert Kotick seems to think PlayStation owners are too young to remember them. "For the first time, PlayStation gamers will be able to experience the magic and fun of these original classic arcade games," Kotick was quoted as saying (yes, we know what he really meant, but we couldn't help making fun of the quote). If you actually are too young to remember these games, you might want to check out this compilation just so you can see what us old-timers used to play in the days when high scores meant everything.

This compilation is a bit of a mixed blessing. On one hand, the games are preserved in their original format (except we don't have to deal with that crappy 2600 controller). On the other hand, seeing a graphically updated River Raid or Barnstorming would be cool (think Mario All-Stars treatment). In any case, Activision Classics is a mad play. It'll give retro gamers something to "ooh" and "aah" over, and it'll give younger gamers an opportunity to say, "My old farts are 'oohing' and 'aahing' over this crap? Give me my Final Fantasy VII any day!"



Who needs EA's Knockout Kings?



# インターナショナル GunBarl

Publisher/Developer: Namco/Genie    Players/Gears: 1-2    % Done: 100    Release: Nov Japan

Name: GunBarl

Genre: Action

Web Address: [www.namco.co.jp](http://www.namco.co.jp)

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



## The Wacky Shooter Returns!

### My 2 Cents

I was a big fan of Point Blank and was fairly surprised that Namco would bring out a sequel. The most interesting fact is that this was developed exclusively for the PlayStation and is not an arcade port like the game that preceded it. This allows Gunbarl to be a deeper and more worthwhile experience for the home user. The game always excelled in Two-player Mode so it's nice to see that it can now be just as entertaining when going it alone. Not that one such as myself would ever be alone, but it's a nice addition anyway.

-Sushi-X

If you're one of the smart gamers who picked up Point Blank a few months ago, you'll be glad to know that Namco has released a follow-up in Japan, GunBarl (which is a Japanese shortened word for the original title Gunbullet) takes all the wacky shooting action of the first game and adds a host of new modes and outrageous shooting situations. The biggest addition to the mix is the Theme Park Mode which replaces the Story Mode found in Point Blank. The King's daughter is missing and you must search all around the park to rescue her. You'll have to make your way through a maze-style haunted house and a winding train ride among other things before you'll discover what you're looking for. Each of these areas must be cleared in order for you to complete the search. The nice part is that you can go about the four main areas in any order you choose. If you're stuck on a particularly tough stage, you can always come back to it later after trying out



Many of the shooting situations will be variations on earlier scenarios, but that doesn't mean there's a shortage of tough, new challenges like the roller coaster.



As you would expect in a game such as this, the characters are way over the top and highly entertaining.

another stage. Each of these stages gives you the option to choose a path which can vary from game to game. Down each of these paths are different shooting scenarios which can also be a bit random in their appearance.

Expert marksmen will also be overjoyed to know that the difficulty has been ramped up in the "Hard" Mode. The original featured some grueling tests of aim and endurance, but Gunbarl pushes you well beyond that. It's not known for sure if Namco will bring this sequel to the States, but the chances are looking good.





Publisher/Developer	Players/Genre	% Done	Release
Activision NeverSoft	1 Action	60	November 1998
Web Address: <a href="http://www.activision.com">www.activision.com</a>			

# Apocalypse

You're Bruce Willis And You're Pissed

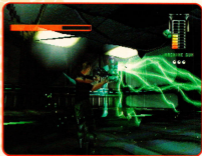
**Y**eah, the game has been on its way for a long time and yeah it has changed

drastically since we ran coverage on it eons ago, but sometimes things like this happen. What matters is Apocalypse is really on its way, it looks great and it plays like a 32-bit version of Smash TV. Plus it has some graphical and gameplay elements similar to One. In short, Apocalypse is all about nonstop action.

The story places you as Trey Kincaid (Bruce Willis). You must destroy the Four Horsemen of the Apocalypse and the evil Ravenlord to save all of humanity. Sounds like a movie, doesn't it? Well, there are some cinematic sequences—around 30 minutes of them—that mesh right into the game and star both Willis and rock-star Poe.

There are eight huge levels and four Bosses, one of which is Poe (she transforms into one of the Four Horsemen... at, in this case she's a Horsewoman). The rooftop level is a good example of one of the large levels in the game—it should take around a half-hour to make your way through it. That's from point A to point B. For an action game, this is pretty impressive. Think of a 30-minute long Contra level...wow.

Enemies are scattered all over the various levels. Some shoot, some simply run after you and others are in vehicles attacking from above. Luckily you have a lot of weapons to use. Most are standard action game stock, like flamethrowers, rocket launchers and such, but they all look really cool with nice effects.



Fighting Death is not an easy task. I mean, it's Death for crying out loud. Can you even kill Death? Does Death kill itself? Strange. I'm confused now.

## Quick Sequence

Bruce Willis says: "Hey, you want some!"

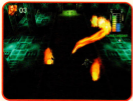


# 800

The number of different smart-ass quips Bruce Willis has in Apocalypse. That's gotta talkin'.



Apocalypse is filled with some brilliant effects that have devastating results.



The camera is pretty smart in Apocalypse, often panning out in tight spots.



Some areas look a lot like levels in One. The control is where the two games differ greatly.

Publisher/Developer    Players/Genre    % Done    Release

KSCI Entertainment  
From Software    1-2  
Action    60    October  
1998

Web Address: [www.asciient.com](http://www.asciient.com)

## Armored Core: Project Phantasma



The original Armored Core (published by SCEA) took the successful Virtual On mech combat formula to new levels with mission-based stages and completely customizable mechs. ASCI has since picked up the rights to the sequel, Armored Core: Project Phantasma. Don't get too excited

though. Project Phantasma isn't offering a whole lot new. AC: PP uses the exact same engine, so it doesn't really look or play differently from the original. But what it does offer are new missions, a new ladder-style one-on-one deathmatch mode (vs. the computer), and new weapons and items.

Everything else stays the same: The game involves playing through a series of progressively harder missions (7 in all), earning cash along the way. With this cash, you can repair your mech or attach more powerful weapons and special items (like bigger engines or radar jammers). AC: PP will also keep the Two-player Split-screen Deathmatch Mode.

AC: PP will let you load up your mech from the first Armored Core, which should make this very challenging game a bit easier. ●



With your earnings, you can outfit your mech with new weapons and parts. Just watch the weight.



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PlayStation<sup>2</sup>



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# NBA Tonight

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bringing the look and feel of the cable sports channel with setup screens, stats overlays and even camera angles that all reflect ESPN.

Supported by color commentary (read: humor and facts) from SportsCenter anchor Stuart Scott and Hall of Fame NBA Coach Dr. Jack Ramsay.

That's the audio-visual hook at least, but Radical says the gameplay's their real focus, with a new Artificial Intelligence system they're calling "Read and React AI." The game's producer, Aron Drayer, explains that instead of having set plays that no one ever learns to run, their AI will read situations and react with the correct moves. "The result is a more fun five-on-five hoops simulation that basketball fans can really identify with," Drayer claims. "Players cut for open spots, set

Publisher/Developer Players/Teams % Done Release

Radical Entertainment Radical Entertainment 1-8 Sports 75 October 1998

Web Address: [www.radicalgames.com](http://www.radicalgames.com)



Fast-breaks are going to be one of the more interesting portions of NBA Tonight.

screens for one another, and help out on defense. For example, on the Seattle Sonics, Hershey Hawkins will camp out near the three-point line to get a good look at the basket, while Gary Paton and Vin Baker will run the pick and roll."

Of course, AI is something that has to be played to be believed (and the impressive-sounding animations, character models and arenas seem in action). We will be checking out just how effective it is when we review the game in time for its October release. ●



Publisher/Developer Players/Teams % Done Release

Radical Entertainment Radical Entertainment 1-8 Sports 50 November 1998

Web Address: [www.radicalgames.com](http://www.radicalgames.com)

# National Hockey Night

Radical Entertainment, the creators of the NHL PowerPlay series, are back, but this time with an ESPN license and more fan-fair their latest hockey game, National Hockey Night. Among a number of features the creators hope will differentiate the title from the rest of the pack are White Hot Rivalries and Playoff Performers. The final gives a pre-match explanation as to why some NHL teams don't care for each other

very much, and illustrates itself during the gameplay through an elevated intensity among the players, crowd noise and overall gameplay. Meanwhile, Playoff Performers reflects how certain players who've dished along through the normal season get hardware during the playoffs, changing their player ratings once the post-season starts up. Those who care a lot about the eye candy side will be glad to hear that the developers have remodeled art and animations since PowerPlay, and of course, just like in NBA Tonight, the plan is for the title to feel like a video game version of watching ESPN. Its producer, Joe Nickolls, reports that "every single screen, every single feature is derived from an ESPN broadcast," with Gary Thorne and Steve Levy's commentary at its foundation. Sounds like a fair enough recipe for a hockey game. It's one that fans will be able to test for themselves this November.



Publisher/Developer    Players/Genre    % Done    Release

Action  
DreamWorks Int.    1  
Action    60    4th Qtr.  
1998

Web Address: [www.actionvision.com](http://www.actionvision.com)

## T'ai Fu

Pandas,  
Tigers  
And Cranes,  
Oh My

**T**hink of Disney and the cast of stylized animal characters and worlds its artists create—say, the ones from *Lion King*. Now combine those images with the combat system from *Fighting Force* or *Nightmare Creatures*, complete with blood splatters and killer moves. What you get is *T'ai Fu* from DreamWorks Interactive—a beat-'em-up action title with a mystical Chinese animal cast, in a bright and colorful 3D world.

In the 20 levels of *T'ai Fu*, you control T'ai, a kung-fu fighting tiger as he tries to defeat the evil Dragon Master, and once again unite the now-separated animal clans. As you make your way through the game, each set of levels has an animal theme of sorts. For example, a city of bridges set in water features the Crane characters. The jungle level features your fellow (well, not so fellow) cat friends, and so on and so forth. The snake characters, which the Dragon Master has employed, are found in every level.

As you meet up with a species and eventually defeat their level, you gain their particular fighting method. Like the real life kung-fu styles they represent, players can gain abilities from the Crane, Monkey and Tiger techniques, among others. In fact, there are around 300 moves players can learn throughout the game, including Chi magic moves which are obtained by picking up various power-ups.



*T'ai Fu* gives you a good number of nice environmental objects to interact with.



The nicely represented Chinese theme is evident from the get-go, and is carried throughout the game.



The jungle level will put you up against leopards and cheetahs as well as snakes.



# SGT Steel

"You'll be buried  
without honors  
DIRT BAG!"

DEAD IN THE WATER





## Streak

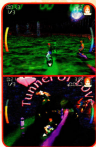
Get Ready To  
Shred, Er...I  
Mean Streak

Anyone familiar with Jet Moto will instantly feel a strong sense of déjà vu when playing Streak. The hip music, the comic book-style character designs and even the physics of the gameplay are very much in line with what Jet Moto was all about.

The main differences between the two games (there has to be some) are that the characters in Streak ride hoverboards called GEMBlades while the ones in Jet Moto ride hover bikes and that there is now a detailed story behind all the action.

The technology behind the streak boards is as mysterious as the reasons for the tournaments. There seems to be something sinister behind the scenes and only the top streakers ever get to find out. To help you through the game, you have a choice from 10 different characters who each has his/her own motivations for winning the tournament. They also keep their own separate journals where you can gain additional insight into their stories as well as their thoughts on the "big picture." The extra story elements are nice, but are entirely optional for those just interested in the race. There are 12 separate areas for you to explore including carnivals, sewers and graveyards. The

Publisher/Developer	Players/Genre	% Done	Release
GT Interactive Single/Tec	1-4 Racing	70	November 1998
Web Address: <a href="http://www.gtgames.com">www.gtgames.com</a>			



The trails left by the boards are called streaks and to "streak" is the equivalent to the term "shred" for snowboarding. I know, pretty clever eh?

coolest part of it all is the ability to play four players simultaneously which is always a nice bonus. Fans of Jet Moto take note.



Performing stunts in Streak, which isn't easy, will yield bonus points.

Publisher/Developer	Players/Genre	% Done	Release
Activision ASA Co., Ltd.	1-2 Simulation	90	October 1998
Web Address: <a href="http://www.activision.com">www.activision.com</a>			

## Pool Hustler



An integral part of the pool experience that has always been short-changed in video game adaptations is the show-down between the two players. The verbal exchanges, the psyche-out tactics and the ever-present wagering. Pool Hustler is set to rectify these missing elements by featuring a cast of 12 characters you'll encounter during the course of your hustling. Choose from six different play modes and five different game rules. Among those multiple modes, you have a choice of Story, Two-players, Trick shot, Lesson, Bowiards and Practice which is perhaps the most valuable option and one that is often overlooked in pool titles.



To be a true hustler, you'll need the Practice Mode to sharpen your skills that pay the bills.

For obvious reasons, physics play a crucial role in pool games and PH promises to have incredibly realistic movements and reactions. Fancy techniques like putting English, backspin, Masse and jumping on a ball are all set to be executed in a realistic fashion. You can view the action from different camera angles and have manual control over them if you want. Pool Hustler will be in direct competition from another game, Backstreet Billiards from Asidi. May the best hustler win.



## Tiny Tank: Up Your Arsenal

A Tiny Tank  
With Ample  
Attitude

**J**ust when you thought all of the games with snack-talking mascots were gone, Tiny Tank: Up Your Arsenal comes along and kicks you right where it hurts most—in your funny bone.

Masterminded by AndNow's Ed Annunziata (best known for Ecco the Dolphin), Tiny Tank is best described as a 3D action shooter where you control a witty and powerful tank. On top of all of the action in the 12 levels of play, Tiny will have to use his brains more than once to reach the end of the game. In one situation a vain stealth tank has to be showered with compliments to coax him out of his stealth mode so you can fight him. Other levels have similar puzzle elements such as choosing the right path to follow in order to reach a given area, etc.

The one-player is only part of the fun in Tiny Tank though. The game features a Two-player Head-to-head Mode. In the mode, players are placed on a battlefield where they do whatever it takes to kill each other. Whether or not other multiplayer modes will be implemented is not yet known.



Some levels take you to snowy wonderlands while others are hot-as-lava.



Certain levels are set on a roller coaster track of sorts, with jumps and loops.



Even with its seemingly cartoon theme, Tiny Tank sports some nice-looking visuals.



# EBONY Justice

"You'll be  
sunk by the  
funk  
PUNK!"

DEAD IN THE WATER



# DEAD IN THE WATER

## LIVE FAST... DIE WET

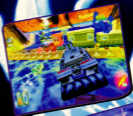
"I WILL destroy you in the Battle mode ....  
I WILL destroy you in the two player split screen mode....  
I WILL destroy you in the combat cable link mode ....  
I WILL DESTROY YOU MAGGOT!"  
-SGT.Steel

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

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

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

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



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ASC  
GAMES

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

Publisher/Developer    Players/Cores    % Done    Release

Jaleco  
Jaleco    1-2  
Simulation    85    October  
1998

Web Address: [www.jaleco.com](http://www.jaleco.com)

## Dragon Seeds

Dragon Ranchin'

**M**onster Rancher fans have a new evolution-simulation game to look forward to. Dragon Seeds is Jaleco's offering to this fledgling genre. The game has you cloning and raising dragons for battle, much like Tecmo's unique title.

You can raise a dragon from infancy by assigning it a key word called a "Soul of Words." The dragon's characteristics and abilities will all depend on the specific word you choose. You can also find dragons by using memory card files from any game. Like Monster Rancher with CDs, Dragon Seeds will read the information and form a unique being from the data it receives. Eventually, gamers around the world will figure out which key words or memory card files can produce the most powerful creatures from trial and error.

After your pet is born, you can send it into battle. You can fight through several classes of tournaments against the computer, or you can fight against a friend's creation. Either way, winning will bring you more power, more special items and perhaps even a new dragon.

Battles aren't terribly exciting. Basically, you get to input two moves (block, attack, move, special, etc.) each



turn. To be successful, you have to correctly guess which moves your opponent will pull out. For example, if you decide to "reflect" when your enemy shoots a "special attack," then when the dragons act out the actions (they take place at the same time, after everyone inputs their moves for that turn), you'll see that the special attack will be reflected back upon the unsuspecting attacker. Guess correctly more often than is correctly, and victory is yours.

Our Japanese beta still has the Japanese text in it, but you can still get a good idea what the game is like from these screenshots. ●



Publisher/Developer    Players/Cores    % Done    Release

Accelade  
Accelade    1-2  
Action    30    February  
1997

Web Address: [www.accelade.com](http://www.accelade.com)

## StarCon



may give it an edge over its competitors.

StarCon will come with 24 missions. These missions can be replayed over at any point (so when you earn more powerful weapons in the later stages, you can go back to the easy levels to clean house and look for secrets). The objectives we've seen so far are what you'd expect from a space combat game: destroy this mother ship, prevent so-and-so from escaping, etc. But the difference is two-player play. If you have a powerful Carrier-class ship for example, you can launch attack fighter crafts which can be controlled by a second player (or you can just control it yourself in a single-player game). This adds a great element to the genre: it's awesome watching your partner fly around as he backs you up with extra firepower.

The game is still in its early development stages, so it's too early to judge it. But with two-player co-op play, StarCon may have what it takes to steal a little thunder from the upcoming, higher-profile Colony Wars 2.



StarCon is the fourth game in the popular Star Control series, but it deviates from the adventure and strategy-oriented themes of the previous three games. StarCon is strictly a space combat-action game, with mission-based objectives (think Colony Wars or Darklight Conflict). Graphically, it has what it takes to keep up with those two games. But gameplay-wise, StarCon's multiplayer aspect



# Clock Tower II: The Struggle Within

No Scissorman,  
Still Creepy

**T**he original Clock Tower was pretty creepy. That Scissorman guy would come along with his shears clanging and his hunched-over bounce and scare the crap out of you. Now part two is on its way, and delivers all of the creepiness of the first and a little more.

The first thing we noticed about Clock Tower II is the graphic upgrade. Everything is in high-res, which also brings out some vibrant colors for a game that's pretty dark. Another twist is the story line. You control a character with a split personality. In various situations in the game, say at a very stressful moment, your character will switch to his/her alter-ego personality. This allows you to enter different areas and perform various actions when "in" a particular state. The female personality is a bit more timid but is able to access certain doors the male personality can't. The male personality isn't afraid to kick down an enemy or use a gun, or enter rooms the female personality will not. Whatever the game may offer, the object is to unravel the mystery presented and avoid being killed (in particular, by a white-faced, knife-wielding little doll-girl...weird).

The game controls much like the first and features the same point-and-click and inventory system. Arranged in chapters like the first, it also features 13 different endings depending on how you complete the game. Clock Tower II also supports Sony's Dual Shock controller. ●

Publisher/Developer    Players/Demos    % Done    Release

Accl Entertainment  
Human Entertainment    1    Adventure    50    4th Qtr.  
1998

Web Address: [www.acclier.com](http://www.acclier.com)



Evil abounds in Clock Tower II. This time around it's quite demonic.



There's nothing scarier than a leg sticking out of the toilet. Is that yellow blood!



Publisher/Developer    Players/Demos    % Done    Release

Nubun Soft  
Nubun Soft    1    Adventure    80    November  
1998

Web Address: [www.nubun.co.jp](http://www.nubun.co.jp)

## b.l.u.e. Legend of Water



While this interesting game is already out in Japan, American audiences will have to wait awhile to get their hands on it.

There's been plenty of games starring women and even a few games starring dolphins (remember Sega's Ecco and Activision's Atari 2600 game Dolphin?). Well, now, Nubun (you know...the Bomberman people) is bringing us b.l.u.e.: Legend of Water, a game where you get a woman and a dolphin all in one convenient package.

In the game, you control a young woman named Misa who has the ability to

communicate with dolphins. There are two different modes to the game: land and underwater exploration.

The land-lubbing sections of the game play have a Resident Evil-ish viewpoint, but with the limited movement of games like Myst or D. As you move around your multileveled headquarters, you will meet some of the people who you are working with. Talking to them will give you clues as to what you have to do next. There are also items you can find and computers you can access to assist you.

While this may sound like typical adventure gaming fare, the real fun begins when you hop into the water. At this point, the game switches to a perspective much like the underwater portions of Tomb Raider. In addition to your newfound ability to move about freely, you'll notice there's a dolphin following you. This is Ruka. He'll accompany you during your undersea travels.

As you swim around, you can give different commands to Ruka so that he can lend you a helping fin. For instance, your first challenge is to get Ruka to help you push a giant boulder off of a trapped diver. In the game, you can properly communicate with your dolphin buddy, this should be no problem.



I'll bet Lara Croft wishes she could talk to a dolphin like that.

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EVER..."  
-GamesFan

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



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Where your voodoo spells incinerate your enemies.

Where your mind masters devious puzzles.

Welcome to **Akuji the Heartless.**





rhythm...

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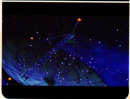
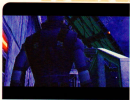
THE HEARTLESS

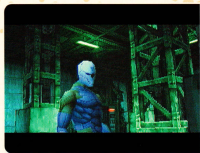
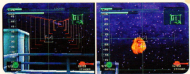
Call 1.800.771.3772  
for Game Rating Information

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

## Metal Gear Solid

After last month's huge feature, it only seems fitting that we continue to keep the information rolling on Hideo Kojima's epic game. EGM recently got some more hands-on time with MGS and can bring you these screen shots. Konami is still reluctant to divulge many details about some of the "set pieces" in the game, but over the next few pages you'll see the Ninja, the Hied and at...a naked man. Release date now set at Oct. 22.





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A CLASSIC ADVENTURE.



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Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.



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

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



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# PLAYSTATION

## Metal Gear Solid (Contd.)



## Dragon Quest VII

After nearly three years of waiting, Enix has finally unveiled the first pictures of their upcoming RPG blockbuster, *Dragon Quest VII*. As promised, the game engine is completely polygonal, but the characters (once again designed by famous manga artist Akira Teriyama) are all sprite-based. The game is slated for a 1999 release in Japan.

# PLAYSTATION

Preview Gallery





## Tomb Raider 3

It's been a few months since we last took a look at Eidos' Tomb Raider 3, but the latest screens we've received show some of the new features very effectively. As we reported in our cover feature two months ago, the game is now running in a much higher resolution than previous titles, and Core Design is very proud of the new effects. Particle effects for fire and water, coupled with colored lighting and transparent textures make for a far more realistic-looking game.



## Suikoden 2

These are the first pictures of Konami's follow-up to the extremely successful and popular Suikoden. The original boasted more than 100 characters and vast environments...so it would be safe to expect more of the same. We should have a more in-depth preview for you next month, but in the meantime enjoy the screens.



## Pro Sports Car Racing

Developed by Point of View for Virgin Interactive, Pro Sports Car Racing is yet another GT racing simulation. This time we have a product that takes advantage of the International Motor Sports Association license, and with this comes GTs, GTs and GTs class racing. Cars featured include the Saleen Mustang, BMW M3, Porsche 911, Acura NSX and then there's the GT's exotics such as the Panzer, Porsche GTs and the Mercedes CLK GT.



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A CENTURY AGO...**

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*Dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights  
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# PLAYSTATION

## Beavis & Butt-head Do Hollywood

GT Interactive's forthcoming Beavis & Butt-head title is something of an odd choice...especially seeing as the characters are now technically "dead." A very early version of this was shown at E3 in May, and very little has been released since. We do know that the game is a scrolling action game filled with the obligatory "hu-hu-huh" samples, features "proper" 3D models of the stars and is set in Hollywood.



## Formula One '98

New development team (Visual Sciences), new look, new features. Progress is going for a different style this year but the features are still crammed in there. The full '98 F1 season will be included with all of the information you could possibly need. Watch for up to four-player action (with two linked PlayStations), a much faster frame-rate but unfortunately slightly lower-resolution graphics. Set for release before the end of the year, watch for a preview soon.



Gamespot TV  
weekends, 9:30AM EST



## Having trouble scoring? Maybe you should stay home and watch TV.

If you've got the moves but you just can't seem to get any action, we've got the show for you. It's called "Gamespot TV," one of many programs you'll find on ZDTV,™ the 24-hour television network dedicated to computing and the Internet. Here you'll find new-product reviews and previews, plus tips, news and insights into the world of console and PC gaming. On our accompanying Web site you'll also find an archive of cheat codes and downloads – everything you need to get the most out of your computer. Who knows, it may turn out to be the best date you'll have all year.

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[www.zdtv.com/getzdtv](http://www.zdtv.com/getzdtv).**



Television about computing™

ZDTV is now available on DIRECTV channel 273.

## Carmageddon 2

Sales Curve Interactive and its development team Stainless Software made a big noise on the PC in Europe when they released Carmageddon a year ago. Now, they're working on a sequel and have also signed up with Interplay to bring a unique game to the PlayStation. Drive as fast as you can...run over pedestrians, cows, little old ladies—you name it. Very gory, very fun. Morally vacant.



## Rat Attack

Set for release from Mindscape before the end of the year, Rat Attack is a superficially simple arcade action title that actually requires a certain amount of strategy. Your job is to stop the infestation of mutant rats from taking over the world by catching them and zapping them in any way you see fit. All of the locations are set around urban locations, both indoors and out and many of the levels have you utilizing household appliances to dispose of the nuisance. Something a bit different for you.



## Pro 18 World Tour Golf

Developed by Intelligent Games for Psychosis, Pro 18 World Tour Golf offers three major courses: The Royal County Down (Northern Ireland), Gary Player Lost City (San City South Africa) and Couer D'Alene (Idaho). It also offers real pro golfers including Colin Montgomerie, Ian Woosnam, Tom Lehman and Mark O'Meara.







NFL Xtreme™ A HIGH-SCORING, 5-ON-5, IN-YOUR-FACE, GRIDIRON WAR. THERE'S NO RULES, NO PENALTIES AND NO BOUNDARIES. IT'S A HELMET-POPPING, TRASH-TALKING, LATE-HITTING FREE-FOR-ALL. ENJOY.

# NFL XTREME

AFTER THE COIN TOSS,  
ANYTHING GOES.™



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- Radiant Silvergun
- Deep Fear
- Laser 2: Eternal Blue
- Shining Force II: Scenario 2

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. An English translation on a Japanese system. Import at your own risk.



## Radiant Silvergun

A Shooter That Gives Its All

**T**he good news: Great 2D shooters live on. The bad news: The latest great 2D shooter is only available in Japan. Radiant Silvergun is Treasure's (Ganstar Heroes, Guardian Heroes) latest work of art. Not only does it sport some fantastic graphics and controls, but it has some fresh ideas that should please fans of the genre.

This one- or two-player simultaneous game offers you seven different weapons (see sidebar). But instead of picking up power-ups or icons to get these weapons as in most other shooters, you get them all right off the bat. While this may seem like a bit of a spoiler, it leads to some pretty interesting techniques. Since each weapon is very different from the next, you have to be constantly making decisions as to which weapon will work the best in the



Radiant Silvergun has so many Bosses, you'll swear there are more of them than there are pawn ships.

### The Radiant Arsenal

#### Homming Shots



Weak, rapid fire homing shots.

#### Homming Plasma



Fastest homming lock-on shots.

#### Homming Spread



Best-range lock-on shots that lock-on to reach targets.

#### Vulcan Laser



Strong, rapid fire forward attack.

#### Spread Shots



Wide, repeating damage shots.

#### Black Wide Shot



Fast and wide rear attack.

#### Radiant Sword



Best-range lock-on shots.



current situation. And since this is a fast-paced shooter, you have to make those decisions quickly.

Radiant Silvergun doesn't offer power-ups to strengthen these weapons. Instead, you'll have to earn more powerful weapons by being efficient in combat. When you hit a series of enemies in a row, you'll be awarded with chain combos. The more chains you get, the more powerful your weapons will become—you'll get more shots, more power and more area of effect (i.e., wider shots).

If you get a chance, you should import this gem. Since it doesn't require a RAM cart, you can easily play it on your U.S. Saturn (with the help of a GameShark, or alternatively, you can use the 4-in-1 carts mentioned in this month's Letters section). There is also a very strong possibility that Radiant Silvergun will be coming to the United States for the PlayStation sometime in the future. We'll keep you posted.

**No shooter is complete without a Two-player Simultaneous Mode.**

### The Hyper Sword

You only have one super weapon, the Hyper Sword, which you must earn. When enemies shoot the pink balls at you, you can snipe at them with the Radiant Sword. When you gather enough, you will get the Hyper Sword, which is activated the next time you use the Radiant Sword.



Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Publisher/Developer    Player/Coin    % Done    Release

Sega Enterprises, Ltd.    1    100    Nov  
Sega Enterprises, Ltd.    Adventure    Japan

Web Address: [www.sega.co.jp](http://www.sega.co.jp)

インターナショナル    プレビューズ

## Deep Fear

Think: Resident  
Evil Meets  
The Abyss

**F**or you Saturn gamers out there who want more Resident Evil-style action—and don't mind getting it from Japan—consider Deep Fear. Be aware: Although the game has English dialogue (well, REALLY terrible dialogue), there are a lot of instances where you have to make decisions based on on-screen Japanese text. But with walk-throughs and what-not that will undoubtedly pop up on the Internet, this shouldn't be much of a problem.

So here's the basic story line: There's a U.S. Naval supply base for a submarine called Big Table deep in an ocean trench. While refueling a nuclear submarine called the Sea Fox, the sub suddenly goes out of control and crashes into a top-secret area of the base. Big Table's commander in chief, Colonel Craney, orders a private rescue team called ESR to rescue a scientist by the name of Dr. Wieselberg who's trapped somewhere on the defunct sub.

When John Mayer (ESR member and the guy you control) reaches the scene of the accident, he sees a heavily damaged facility and numerous casualties. During his investigation, one of the dying survivors says, "Kill me, please" and then turns into a hideous monster (like something out of Resident Evil or Parasite Eve) and attacks Mayer. Now the base is filled with freakish monsters and you're trapped inside.

The sea water floods into the base, and the air supply is limited. Can you survive the situation? From here your adventures starts. You'll have to find people, manage your air supply, kill monsters, solve mysteries and have the crap scared out of you more than once. In most



Some CG cutscenes give way to in-game fights similar to Resident Evil. This particular monster is really freaky and really slow.

instances, before something important happens it's in the form of either a CG or in-game cutscene, like RE2. The graphics are in the style of RE, except Deep Fear takes place on an underwater base. There are weapon upgrades, health kits and other such items which make the game seem even more like RE. The controls and inventory system work just like Resident Evil too. In this sense, if you import Deep Fear there will be no problem getting the hang of how the game operates.



Besides slaying monsters, you'll unravel the mystery behind the sub's crash.



Your air supply is displayed in the top right corner. Keep an eye on it.

### My Two Cents

I have to talk about the dialogue again. Did I mention it's horrible? I mean, we're talking worse than the original Resident Evil here. No offense to the voice actors who portrayed these characters... well, now wait a second... actually the actor's performance was, in fact, offensive to us so they should take offense to what I'm saying. The voice-over work is horrid in this game. For this reason alone, I wonder if it's worth buying as an import.

—Shawn Smith



This is what happens to EGM staffers during a typical deadline.

# SATURN

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. If it is designed to run on a Japanese system, insert at your own risk.



Publisher/Developer Papers/Demos % Done Release

ESP Game Arts/Vanquart 1 100 New Japan

Web Address: [www.gamertec.co.jp](http://www.gamertec.co.jp)

## インターナショナル プレビューズ Lunar 2: Eternal Blue

The SEGA CD Sequel Remade

While we're still waiting for the U.S. release of Lunar: Silver Star Story for the PlayStation (ahem, gamers in Japan are already tearing through the sequel, Lunar 2: Eternal Blue, which was recently released for the Saturn in Japan. While the Saturn version certainly won't make it to the United States, don't be surprised if a PlayStation version surfaces in Japan in the coming months, with a U.S. version to follow soon after.

If you've played the Sega CD version, then you already know that Lunar 2 is a great game. The Saturn version offers a host of improvements. All of the game's animation has been redone, and there's a LOT more of it, too. Best of all, a lot of it has CG mixed in with the anime, and the result is spectacular. The game is actually two CDs now because of all the animation (about an hour's worth in total). Also, like Silver Star Story, enemies are now visible in the dungeons, so you can try to avoid battles if you wish. On the downside, some sub-quests were taken out (again, just like Silver Star Story), and some of the larger dungeons have been cut down a bit (don't ask us...). The music is enhanced, but the soundtrack itself is the same as the original (this is a good thing—some of the music in Lunar 1 was completely changed, mostly for the worse).

Lunar 2 is a worthwhile import for fans of the original, but like we said earlier—we're betting on the announcement of a PlayStation version in Japan soon. If so, don't be surprised to hear something from the Working Designs camp here in the United States soon after.



Publisher/Developer Papers/Demos % Done Release

Sega Enterprises, Ltd. 1 100 New Japan

Web Address: [www.sega.co.jp](http://www.sega.co.jp)

## Shining Force III Scenario 2

Now that Shining Force III Scenario 1 is finally available in stores, we thought we'd offer some insight into what Scenario 2 is all about.

Scenario 2, which was released in Japan earlier this year, features the same basic story as Scenario 1 (and also Scenario 3, due in Japan in September). The catch is, in Scenario 2 you play Prince Medion (who you ran into several times in Scenario 1), and play through the game from his perspective. Not only is this incredibly cool (many

questions you may have had in part one will undoubtedly become clear here), but it's only the beginning: once you finish Scenario 2, you'll do it all again through the eyes of Julian in Scenario 3. If you played through Scenario 1, you can transfer your save-data to Scenario 2. Decisions you made in the first disc will affect things that

happen in the second one. For example, if you rescue Garash early on in Scenario 1, he'll appear in Scenario 2. If you don't, his brother and his lover will instead. Or later on in Scenario 3 when you fight Spirit, you can opt not to kill

her (she's under a control spell); if you let her live, she'll be back in Scenario 2. There are several situations like this that come up which really add to the game.

Don't hesitate to send letters to Sega of America asking them to translate the remainder of the trilogy—it'll surely be worth it. If you need even more info to whet your appetite, consider this: in Scenario 3, a couple of evildoers from Shining the Holy Ark will make a return appearance—and maybe have a lot more to do with the overall plot of Shining Force III than you'd have ever known if you only played through the first Scenario...



As was the case with Scenario 1, there are 30 battles to take part in. Of course, these are all new ones...



Scenario 2 stars Prince Medion, the son of Emperor Demarc (who was kidnapped early in Scenario 1).

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. If it is designed to run on a Japanese system, insert at your own risk.

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actual in-game character shots

Seductive four-player fighting

# *thrill kill*

Coming Fall 1998





# Arcade

Previews

## Daytona 2: Battle on the Edge

A Sequel  
To The  
Driving  
Game Of  
The '90s.

**A**sk a video game player what his/her favorite arcade driving game is, and you're likely to get a response like "Outrun dude, it was the best." OK, now find someone unmarried and beardless and the answer would undoubtedly be Daytona. At the time when it was released back around '94, we had seen very little like it. The graphics on Model 2 were nothing less than stunning, and (most importantly) it just felt right. Jump to 1998, and we've driven just about everything drivable, and with graphics as good or superior to Model 2. Super GT was probably the closest in feel, but it failed to generate anywhere near the hype of Daytona. Can Daytona 2 sell in a market drowning in vehicle-driven simulations?

As with all driving games these days, there is a stand-up and deluxe version of the game, and either can be linked with up to 15 more using a dedicated network. No other game can handle that many players at once. The deluxe version features a new motion system, the Clash Impact Generator that delivers shocks to the player's back and soles of his/her feet upon impact as well as the feel of the engine's numbling. The development team is the same as it was for the original Daytona, but new designers were brought in for a fresh look. Thorough calculations of the engineering and physics of motion and power have created a very accurate simulation of stock car vehicles. Daytona 2, however, was created especially for the Model 3 board. There is little doubt that the Model 3 Step 2 hardware is the most powerful graphics engine on the market today, utilizing this incredible power, Daytona 2 outputs more than a million polygons per second—that's rendering power more than twice that of the original.



The cars are all very different in the way they handle turns.

### Game Directory

- Daytona 2: Battle on the Edge
- Castrol
- NFL Blitz '99
- The King of Fighters '98

Publisher/Developer	Players/Genre	% Done	Release
Sega of Japan	1-16 Racing	100	September 1998
Web Address: <a href="http://www.sega.com">www.sega.com</a>			



The physics of the cars are spectacular—a lot of time and work was put into the game to make it as realistic as possible.



Daytona 2 has three different car types, each designed for different skill levels. The Easy Chums Gum Racing car is ideal for beginners because it is easy to steer with speeds of 201 mph (AT) and 204 mph (MT). The Scorpio Plasma Racing car can be used



There are three cars to choose from, as well as at least three tracks.



Just as in Daytona USA, there are three tracks to choose from, all varying in difficulty. The lap count is also the same as the original, eight laps for easy, four laps medium, and two laps for hard.

by the average player with top speeds of 206 mph(AT) and 208 mph(MT). For the more advanced racers, the Black Phantom Racing car reaches top speeds of 209 mph(AT) and 212 mph(MT) and is fairly hard to drive. There are also three different race modes available: "Beat the Clock," a time-trial race with only the player's car racing around the track; "Real Players Only" where only participating racers' cars are on the track, great for competitions and tournaments. The last mode is called "No Assist," and it removes the default Auto Assist feature. The Default Mode automatically speeds up the slower cars during linked play; "No Assist" Mode on the other hand allows a straight-up race of tournament winners. A special feature included specifically in the U.S. version is "Extra Coin" Mode, where in Test Mode, if extra coins are dropped in addition to the cost of one game, the player can race extra laps regulated by the test mode (really awesome for practice). In the Network Mode of linked play, only the players who inserted an

equal number of additional coins will be connected on the network.

As we've come to expect from all Sega titles derived from the original Virtua series, players can also switch through four different driving perspectives: front, driver's, rear and bird's-eye. Unfortunately, if anything, the game's soundtrack is likely to be the only downfall, featuring (ahem) a fairly well known band (see below) and Sega's sound staff (that part should be good at least). Daytona 2: Rattle on the Edge should just about be out by the time you read this. 🎮



The Phantom Racing car is the most advanced. It is by far the hardest to control, but there is nothing faster in the game.

## Behind the Sound

### Um, why?



Daytona 2 will feature some of the best graphics ever seen in a driving game, along with innovations to the actual cabinet to make you feel like you're really in a car. It also features an excellent new sound system with a new MPEG2 board with four additional speakers to implement 3D

sound effects. You would think that Sega would go the route of many other racing games of the day and offer us new music by the Chemical Brothers or Crystal Method. Nope. For the unique soundtrack in Daytona 2, you will be rockin' with the sounds of the '80s hair metal band...Winger. Yup. You heard it here first.



## Demented Clowns, Big Tops And Cotton Candy. It's Carnival Time!

### My 2 Cents

I have seen a ton of gun games over the last few years, ever since VCDP made the genre successful. ASI was pretty revolutionary, and *Carnevil* is a lot like it. As of press time, however, it's missing a lot of the special elements that ASI had (read preview), and I'm not sure I like that. The graphics make this game.

—Mark Hain

# Carnevil

**T**here have been about 1,000 gun games since the early days of Hogan's Alley and Duck Hunt. Each game had a different graphics style and all-around feel for audiences to enjoy. One of the most memorable titles recently released was Atari's *Area 51*. The hardware for this featured a hard drive which allowed for more detail in the scrolling backgrounds and digitized aliens than a usual arcade system. The unique style of this game and its "sequel" *Maximum Force* have never really been reproduced...until now.

*Carnevil's* style is similar to Atari's other two gun games. The story has not been fully revealed, but the whole game takes place in an insane carnival filled with creatures who are trying to keep you from riding the rides. There are three parts to the carnival, and each has its own Boss. Then there is a fourth boss while you will have to fight more enemies as well as all of the previous Bosses all over again. The Bosses are well-designed. For example, a large baby named Janitor will throw a tantrum (and several large objects at you) as he chases you and your vehicle around a big top like a T-Rex from *Jurassic Park*. Each enemy in the game has its own personality. The kids manning the carnival games throw you and flip you off, as Barney-style clowns and strange-looking skinned twins giggle and throw sharp objects at you.

The gun itself is a very comfortable pump action shotgun. This gun can either be shot off screen or pumped off screen to reload, and is much more subtle than the *Area 51* with its special. That's good, because *Carnevil's* development team decided to give the player plenty of "meat" to shoot at.

*Carnevil* doesn't have, however, all of the hidden background secrets that *Age* or *Maximum Force* had. Whether you enjoyed shooting every background object or not, it gave those games plenty of longevity, as evidenced by

Publisher/Developer Players/Guns % Done Release

Midway Midway 1-2 Light Gun 80 4th Qtr. 1998

Web Address: [www.midway.com](http://www.midway.com)



This is the boss of the Big Top level, Junior. In case you're wondering, he's the size of a small T-Rex, and he'll chase you around and toss blocks at you.

ASI's year-long stint on the arcade top-10 lists.

As of yet there is also no sign of a *Scream* meter, or the ever-popular competitive meter that showed which player had the most kills. What it does have over the Atari gun games is the gorgeous animation of the backgrounds and characters. Good examples include a woman boss being lit with electric blue energy and transforming into a demonic witch (wavy *Panasonic Eye*), or when you are riding on a roller coaster being hit by flying creatures on all sides. It has a *Don Bluth/Disney* feel to it, but much darker, and a lot of fun. *Carnevil* makes use of a hard drive as well so there's plenty of room for all of the awesome graphics.

We will have to wait and see if *Carnevil* has what it takes to go toe to toe with *Area 51's* upcoming sequel, *Site 4*, and Namco's *Time Crisis II*.



The gore in this game makes *Helbrater* look tame.

There are always plenty of enemies to shoot at. Don't expect much time to rest your arms.

Publisher/Developer	Players/Users	% Done	Release
Midway	1-4	100	Available
Midway	Sports		New

Web Address: [www.midway.com](http://www.midway.com)

## NFL Blitz '99

More Than  
Just A Bunch  
Of Rookies

Now four people can play at once.



**T**his game goes against the grain of all other titles with a year on it. Unlike the latest Madden or basketball title, Blitz has gotten more than just a graphical facelift. First of all, we're talking four players now. This means your buddy can be your blocker, receiver or whatever you two decide. It also means you have a teammate to discuss strategy with, as opposed to always being the one in charge. Midway made it easy by allowing you to always throw to your human counterpart by pressing both non-sunbo buttons. In all other areas, the game is played the same as the original.

The play pages have been increased by two. There are still only two pages of plays when you start; the other pages can be released with codes. Some play names have been changed, and some plays have been dropped. (Don't worry about your favorite play being dropped though, one of the extra pages will be comprised of plays from the first Blitz.) Also, Midway says the AI will be smarter (i.e., you could use the Back Split play to get through just about the entire original game—not anymore).

There are more additions to the game of Blitz. Create a Play allows you to devise your own strategy when it comes to getting to the goal line. An unexpected move by Midway was to include an N64 card reader, allowing the player to bring in plays created on the home version of the game (N64 only, see sidebar).

There are now several fields to choose from ranging from turf,



On top of all the strategy additions to the game, there are also new fields to play on. There will also be a special field like the rooftop in Hang Time.

grass and there are hints at a special field not unlike the rooftop in NBA Hang Time.

Probably one of the most important additions to Blitz '99 is the ever-popular "Big" effect. In NBA Jam and Hang Time, your player was on fire if you made successive baskets. Five consecutive rings, accuracy and your ability to hold onto the ball. As of now, time it is still not quite known how fire will be introduced in Blitz, but it is assumed it will involve getting three sacks or three touchdowns in a row. With fire, the QB can throw farther and run faster, and as player on the team will fumble.

There have been small graphic changes as well. For example, a rendered character appears in the team select in whatever uniform you are choosing, and the plays have new victory and defeat animations (including the popular buffer chain dance) and more.

The best part about Blitz '99 is even though it's a brand-new game, it's still the Blitz you know and love. It feels exactly the same as its predecessor, but with use of another player, it adds a whole new depth of strategy. On offense, you have a receiver or blocker that can instantly respond to you. On defense, it is even more essential since you can constantly block passers and one can blitz, finally making

### Behind the Screens

#### Brand-New Innovations

Something not expected by the coin-op industry was the addition of a piece of hardware to Blitz '99: an N64 controller pak reader. With the N64 version of Blitz, as in Blitz '99, you can create your own plays. This card reader will allow you to take your N64-created plays to the arcade. As we all know, this reader would not last long in an arcade environment. (How many pieces of gum do you think could fit in there?) It will therefore have a sensor of some kind that will tell if you really have an N64 card, and then a small deer will open where you place your controller pak.







**JERSEY  
DEVIL**

The evil little tyrant is here.

Publisher/Developer	Players/Genre	% Done	Release
SNK	1-2 Fighting	100	Available
SNK	Fighting	100	New

Web Address: [www.snk.com](http://www.snk.com)

# The King of Fighters '98

All Your SNK Favorites Are Together Once Again

## My 2 Cents

This is at least the 30th SNK fighting game I've played, and all are cool—to an extent. I'm getting tired of fighting games (you would be too if you spent hundreds of hours in arcades before you even get a job doing IEL). But SNK gives you plenty to get excited about. This one rules.

—Mark Hein

**S**NK has long been known as a company of fighting games. A short time after the height of Street Fighter II, it released a flood of fighting titles that mimicked the feel and look of the SF series, but with its own sense of style (this was helped by the fact that SNK hired away most of the programmers of STII from Capcom). Games like Fatal Fury, Art of Fighting and Samurai Shodown stuck out above a crowd of clones and carved their own place in the arcade fighting game genre. After that, SNK used an idea arcade players had previously only dreamed of, a combination of some of their most popular titles in one: King of Fighters.

King of Fighters '98 is the fifth in the series, and it shows no sign of slowing down now. This newest incarnation includes at least 36 characters made up of Fighters and Bosses from the previously mentioned games, as well as other old-school hits like Barl Warriors. Not a lot is known about the actual mechanics as of press time, but there is a new kind of power meter for specials, with new and different levels. The teams are broken down into basically what they are: Heroes, Masters, American Sports (who could forget the cool football and basketball guys from previous games), Fatal Fury, the special team from Kof '97, Art of Fighting, Women Fighters, Barl Warriors and more. The Orochi team seems to be the heavy hitters of the game; it includes Bosses from previous games, like Puffal from Kof '97.

The amount of strategy in this game is staggering to say the least. The number of characters does not mean that SNK skimped on gameplay; it plays every bit as good as any of their games. Each character has many different regular, special and super moves, as well as a set of specials to choose from. The one bad thing about the game is that you have played as most of these characters before, and they do play pretty much the same as they always have. If you are a huge fan of SNK fighting games, however, there is no doubt this will be your favorite fighting game of the year.



There is a new type of power meter and a huge amount of special attacks to use it up with.



The number of characters in this game is frightening: at least 36.

Um, a new form of taunt? Joe's getting pretty informal in his old age.



## Spikeout-Digital Battle Online

Spikeout is a Model 3 Step 2 action fighting game in the mold of Fighting Vipers. Fights take place in urban environments and make the most effective use yet of interactive scenery in this style of game. Watch for more news soon.



## Bloody Roar 2

Fairly recently Bloody Roar was released on the Sony PlayStation. It featured simple three-button gameplay with characters who could transform into animals fighting each other. This game was seen recently at the ASI Arcade show in Namco's booth under the name Beastorizer. It appears now that the sequel will simply be Bloody Roar as Bringer of the New Age, and from the few shots we've seen, it will have at least three new characters.



## Raiden Fighters Jet

Just about any shooter is a welcome sight in arcades today. This is not to take away from one of the most popular shooters ever, the Raiden series. Raiden, however, was nothing if not difficult. With the number of explosions and animations happening on the screen at once it was always a little hard to see what it was you were trying to hit. The screens for this game look great and the power-ups look as cool as ever.



## Street Fighter Alpha 3

Since this game has yet to reach our midwest area, we haven't gotten our hands on it yet. The pics, however, just look cooler and cooler. The custom combo is in full effect, and as you can see by the Character Select Screen there are at least 25 characters (and probably a couple of secret ones—Akuma anyone?) Each character has new moves and specials as well. Look for a strategy on this and EX2 in upcoming issues of Expert Gamer.



## Racing Jam Chapter II

There is any graphics system that can compete with Sega's Model 3 board. It is Konami's Cobra hardware. Racing Jam was released a few months ago, and the graphics were stunning (especially on the absolutely kick-butt panoramic monitor). Now comes Chapter II, with a couple new cars and a few new tracks to race on. With the welcome reception of the original, this update should be very cool.





# IN THE YEAR 3000, THERE

Rocket boosters and treacherous heat-seeking missiles make this flying fox virtually unavoidable and unflappable.


A sheep-herding K-9 on wheels whose Fido firepower is worse than his bite.

You can't get over this hump, full of explosives and ready to blow.


Packs nuclear power in his pouch and in his punch.




# ARE NO PETTING ZOOS.




A rocket-sneezing, snow-squeezing polar bear who dumps dangerous icicle mines in front of unsuspecting foes.



A high-speed husky on skis who hates penguins and often flips his wig.



Full of lightning-fast mayhem and deadly cruise missiles, he's no angel.



A deviously shy tortoise who comes out of his armor-plated shell to wreak serious havoc.

## SPACE STATION **SILICON VALLEY**

Silicon Valley, a space station used to harbor cutting-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth. You must not only think like the wacked-out beings who inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Valley and save our planet. Whatever you do, do not attempt to feed the animals.

October 1998

# Coming soon

Compiled by: John Stockhausen

## PLAYSTATION

Brunswick Circuit Pro Bowling	TRO	September	Sports
Dead Ball Zone	ST Interactive	September	Action/Sports
Demolition	TRO	September	Puzzle
Die Hard: Time to Kill	ST Interactive	September	Action
DMB Baseball	Activision	September	Action
Future Cop: L.A.R.D.	EA	September	Action
G. Danes	TRO	September	Shooter
Kelly World: Wind-Bending Madness	Playlogic	September	Puzzle
Madden NFL 99	EA	September	Sports
Master of Monsters	AOI	September	Strategy
Mega Man Legends	Capcom	September	Action
Mini-Army 2	EA	September	Racing
Nascar 98	EA	September	Racing
NFL Blitz	Midway	September	Sports
NFL GameDay 99	EA Sports	September	Sports
Paradise Eve	Square EA	September	RPG
Resident Evil 2: Dual Shock	Capcom	September	Adventure
Resident Evil 2C: Dual Shock	Capcom	September	Adventure
Road Racers	Playlogic	September	Action
S.C.A.R.S.	Midway	September	Racing
Sports The Dragon	Sony Computer Entertainment	September	Action
Tales of Destiny	Namco	September	RPG
Thunder Force II: Perfect System	Working Designs/Sony	September	Shooter
TTC's Touring Car Championship	glo	September	Racing
Top Gunner	AOI	September	Strategy
Unlucky War	Crytek Dynamics	September	Action/Strategy
Wild 2	Interplay	September	Action
X-Men: Arcade	Activision	October	Competition
Academy of Art: Mystery Mansion	EA	October	Action
Assault	Midway	October	Action
Battlezone	Midway Interactive	October	Strategy
Bombberman World	Atari	October	Action
Cammy's Revenge 2	Interplay	October	Blac
Castlevania 3	Atari	October	Sports
Dead in the Water	ASC Games	October	Action
Dragon Lords	id Software	October	Simulation
F-1 Racing Simulation	id Software	October	Racing
Formula 1 98	Playlogic	October	Racing
God of War	Midway Interactive	October	Blac
Global Domination	Playlogic	October	Strategy
HardBall 99	Acclaim	October	Sports
Jennyfer	Midway Interactive	October	Blac
Knight's Quest 2	Terre	October	Adventure
Knockout Kings	EA	October	Sports
Madball	Sony Computer Entertainment	October	Action
Metal Gear Solid	Konami	October	Action
Motorhead	Tek Interactive	October	Racing
NBA Tonight	Midway Interactive	October	Sports
NBA GameMaster 99	EA Sports	October	Sports
NHL 99	EA	October	Sports
NHL: FaceOff 99	EA Sports	October	Sports
Ninja: Shadow of Darkness	id Software	October	Action
O.S.U.	Playlogic	October	Action
Real Hunter	Activision	October	Simulation
Real Schools	Capcom	October	Fighting
Rogue Trip	ST Interactive	October	Action
Running Wild	EA Sports	October	Racing
Small Soldiers	EA	October	Action
Space Invaders: RC Racing	ST Interactive	October	Racing
Yoshi	Activision	October	Action/Adv
Test Drive 5	Acclaim	October	Racing
Thrill 68	Virgin	October	Fighting
Wildcat of Fortune	Midway Interactive	October	Blac
3 Games Pro Baseball	AOI	November	Simulation
Reel the Headliner	Crytek Dynamics	November	Action
Apocalypse	Activision	November	Action
Army Like 98	glo	November	Action
Arx Fatalis	Activision	November	Action
Backstreet Billards	AOI	November	Simulation
Beats & BJT Get On Hollywood	ST Interactive	November	Action/Adv
Big Air Snowboarding	Acclaim	November	Sports
Big Race USA	Empire Interactive	November	Racing
Black Ball with Blue Stripes	Midway	November	RPG
Bring Your Own Rules	Atari	November	RPG
Brigade	Midway	November	RPG
Brutal Birds 2	Square EA	November	Fighting
Butch & Sonja	EA Sports	November	Blac
Capcom Gem 37: A Collection	Capcom	November	Fighting
Centipede	Midway Interactive	November	Action
Colony Wars	Playlogic	November	Action
Crash Bandicoot: Warped	Sony Computer Entertainment	November	Action

## PLAYSTATION cont.

Darkwatchers 2	Capcom	November	Fighting
Diabolical Adventures of Tuba	EA Sports	November	Action
Diary's A Bug's Life	Sony Computer Entertainment	November	Action
Earthworm Jim 2	Interplay	November	Action
G. Stone	Konami	November	Action
Early Player Golf	Empire Interactive	November	Sports
Genral - Sacred Hat	Konami	November	Fighting
Levin's	Playlogic	November	Puzzle
Lonnie: Silver Star Story Complete	Working Designs	November	RPG
Messiah	Interplay	November	Action
Monkey Wars	EA 2	November	Action/RPG
National Hockey Night	Radical Entertainment	November	Sports
NBA Live 99	EA	November	Sports
Outburst: Ape's Loodis	ST Interactive	November	Adventure
Pro 18 World Tour Golf	Playlogic	November	Sports
Professional Sports Car Racing	Virgin	November	Racing
Protek	Playlogic	November	Action
Rally Cross 2	EA Sports	November	Racing
Rat Attack	Midway	November	Action
RC Street Racer	Midway	November	Action
Rugrats	TRO	November	Action
Scream	ST Interactive	November	Racing
Submarine	THQ	November	Action
Supernatural	Playlogic	November	Action
Syphon Filter	EA Sports	November	Action
T & F	Acclaim	November	Action
Tom Pin Alley 2	ASC Games	November	Sports
Test Drive: Off Road 2	Acclaim	November	Racing
Tom Tom's Joy Avenue	Midway Interactive	November	Action
Track Racer 3	EA Sports	November	Adventure
Twisted Metal 3	EA Sports	November	Action
Ultimate K	glo	November	Action
VR Football 99	Interplay	November	Sports
Wings	Square EA	November	RPG
You Don't Know Jack	Beenthy	November	Blac

## NINTENDO 64

Cyber World	Nintendo	September	Racing
EA Championship Edition	Intergram	September	Racing
ES Soccer 98	Nintendo	September	Sports
Madden NFL 99	EA	September	Sports
Major 98	EA	September	Racing
NFL 98	Midway	September	Sports
NFL Quarterback Club 99	Acclaim	September	Sports
Body Massed	Midway	October	Action
Buddi Buddi	id Software	October	Action
Buddi A Move 3	Acclaim	October	Puzzle
Charlie Brown's Football	Nintendo	October	Action
Extreme G 2	Acclaim	October	Racing
F-1 Racing Simulation	id Software	October	Racing
F-Zero X	Nintendo	October	Racing
Fighting Force 64	Edios	October	Action
GoldenEye	Midway Interactive	October	Action
Kids Edge	Nintendo	October	Action
NBA 99	EA	October	Sports
NBA America	Midway	October	Racing
S.C.A.R.S.	id Software	October	Racing
Special Edition Soccer 98	EA 2	October	Sports
Tomb 2	Acclaim	October	Action
Tommy	Konami	November	Action
Car Wars 2m 98	Interplay	November	Action
Fast Sports College Hoops 99	Empire Interactive	November	Sports
GoldenEye	Virgin	November	Blac
Midway's Alien Lines	Cave Entertainment	November	Sports
NBA Jam 99	Acclaim	November	Sports
NBA Live 99	EA	November	Sports
NBA 99	Acclaim	November	Sports
Skull and Bones	EA	November	Racing
Star Wars: Rogue Squadron	LucasArts	November	Action
Superman 64	EA	November	Action
Survivor: Day One	Konami	November	Action
Temple Trouble	id Software	November	Action
Top Gun: Overdrive	Konami	November	Racing
Twisted Edge Snowboarding	Midway	November	Sports
VR Pool 64	Cave Entertainment	November	Simulation
WipeOut 64	Playlogic	November	Racing

## SATURN

Working Designs	Magic Knight Rayearth	September	RPG
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fun it was to  
torture your  
victims when  
you were  
young?



# SOME things never



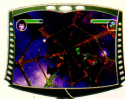
**POUND** your enemies to Mush!



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



**GRIND** villains to Pieces!



**SMASH** 'em while Freefalling!



**FEED** the beast some Meat!



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



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# STAR WARS *ROGUE Squadron*

Strap Into  
LucasArts' Final  
Pre-Prequel  
Excursion To The  
Star Wars Galaxy  
(Or Is It?)





By Crispin Boyer and John Davison

**T**he Falcon is a helluva haul from Earth, or so you'd figure from the "...galaxy far, far away..." portion of the Star Wars trilogy preamble. But then you don't live in San Rafael, Calif.; you don't work at LucasArts; and you're not Kevin Schmitt, lead level designer for Star Wars: Rogue Squadron, due in November for the Nintendo 64. Schmitt and the rest of the game's level builders have spent more time on Luke Skywalker's dare added here:world than a periatric jaw. Besides, after all, is the most recognizable planetoid in this 3D shooter, forcing Schmitt and his team to continually rework the undulating landscape and cram it with landmarks.





"There's escape pods in there, and Sarlacc pits, Jabba's Palace, a skeleton of a Krayt dragon," Schmitt says, running down a location roster that would satisfy any Star Wars-savvy sightseer. "We have a sandcrawler in there, Luke's homestead, a landspeeder. We're still trying to see if frame rate and memory allows reotos and banthas and stuff like that."



*"This is a much bigger beast than shadows. You can fly pretty much everywhere."*

—Mark Sage-Rutinson • Project leader



Imperial fighters aren't the only threat. Expect heavy opposition from the ground, too.

And Tatooine is only one of 15 planets that serve as Rogue Squadron's levels. Like intergalactic tourists at lightspeed, we surveyed every one of these far-flung locales during a recent visit to LucasArts' offices, just north of San Francisco. Easily the most fantastic development digs through which EGM has trodden in some time, LucasArts' is, predictably enough, crammed to the rafters with every conceivable Star Wars collectible. Armies of action figures crowd desktop workstations, while toy X-Wings, A-Wings and other lethal-looking plastic craft hang from

above. Then there's the Darth Vader cardboard standee wearing a stack of sombreros, but we won't go into that now (and, no, the staff here doesn't get all this stuff for free just because they work for LucasArts). It is here also that—under a security lockdown reminiscent of the Death Star detention center—development is under way on the games based on next year's *Episode One* prequel film. Most fitting, since a few miles north sits Skywalker Ranch, where George Lucas wrote the prequel's screenplay, while a few miles south lies Industrial Light and Magic, the famous

# STAR TOURS

Rogue Squadron's 16 levels span 15 planets in the Star Wars Galaxy. You've seen one of them—Tatooine—in the flicks. The developers yanked the rest from the novels, comics and source books. Here's an intergalactic tour of each far-flung planetoid.



special-effects factory that's churning out the film's CG hocus-gocus. Let's face it—Star Wars is in the air here. (Heck, it's even in the water: The lake at Skywalker Ranch is called Ewok Lake.) Could there be a better place in the galaxy to create the second Star Wars game for the Nintendo 64?

Maybe, just down the road a bit, in a multistoried wooden building that seems more treehouse than workspace, we find the offices of Factor 5, the German development team with whom LucasArts has worked closely for the past five years. Rogue Squadron is Factor 5's baby, too. While LucasArts handles the level design and most of the art duties for the game, Factor 5 is responsible for much of Rogue Squadron's programming—its 3D engine, AI, sound and music system, development tools and front end. And although this is Factor 5's first N64 game, it isn't their first jaunt to the universe George Lucas built. Previously, they coded the PlayStation port



of Rebel Assault II (not to mention Ballblazer Champions and the Super NES game Indiana Jones' Greatest Adventures, as well as the ultra-intense Turanic platforms in their pre-LucasArts days). For Rogue Squadron, Factor 5 is finding all kinds of fun things to yank from the N64—especially in the digitized speech and music departments. But we'll get to all that later. First, the basics. Rogue Squadron is a flight-combat shooter that's heavy on action, light on sim, and expected to fit on a 32-Megabyte cart (although that size may increase). The game has you donning the orange flight suit of Luke Skywalker, six months after he destroyed the original Death Star in Star Wars: A New Hope. Now young Skywalker and his wingmates—including unsung trilogy hero Wedge Antilles—engage in skirmish after low-altitude skirmish in a variety of Rebel Alliance craft above the game's 15 planets. Each planet serves as the backdrop for a level, with Kessel hosting two stages, giving the game a total of 16 missions (not to mention several secret bonus levels).

**Of all the game's planets** (see sidebar), only Tatooine appears in the Star Wars flicks. For the rest, the developers had to do a little digging. "These are all Star Wars locations," Schmitt says. "We got them from the Adventure Journals, from some of the novels, the comic books—all over the place. We just scavenged them all." Picking the right planets was the easy part, though; deciding what they looked like was another matter. "We just looked for as much reference material as we could," Schmitt continues, "but a lot of the books and things weren't very descriptive, so we just gave our artists free reign. The planet Corellia, for example, where Han Solo's from, it's been described in limited detail, so we kind of pictured it as the California coast with a spaceport." And this level-building process won't end until Lucasfilm licensing greenlights Rogue Squadron's look and story, since nothing in the game is allowed to clash

## 1. tatooine



Desert terrain inhabited by humans, Jawas and Sand People. Made famous as homeworld of Luke Skywalker, adopted home of Obi-Wan Kenobi and Jabba the Hutt.

## 2. barkhesh



Planet in neutral space that is home to a small group of Rebel sympathizers. This group has access to a large cache of weapons and technology that they are prepared to share.

## 3. chorax



A system known for smuggling and piracy activities Chorax, has been a key system for Rogue Squadron throughout its history. Several missions in the 3-Wing collections occur here.

What name does Wedge Antilles apply to Rogue Squadron whenever they help undertake covert missions for the New Republic?

- A) Yellow Squadron
- B) Black Squadron
- C) Green Squadron
- D) White Squadron



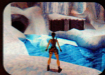
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OR **ENGINES** IN THE DISTANCE, OR  
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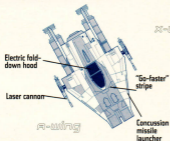
FIGHTING FORCE 64

YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED  
YOU'VE BEEN WARNED

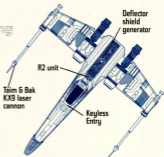


# ship shapes

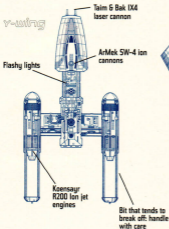
There are five ships that you can use right from the beginning of the game: three starfighters and two speeders. You'll probably recognize all of them except the Y-Wing, which was introduced in the *Darth Empire* comic book. Other ships will open up when you complete certain sections of the game.



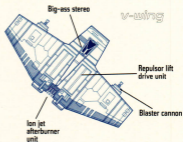
x-wing



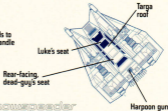
y-wing



v-wing



zrowspeeder



## DJ Wrath Squadron

The team first appears in *X-Wing: Wrath Squadron* by Aaron Allston. In the novel, Wedge gathers together a new group of pilots who have been rejected from other units, to perform covert missions.

with the continually growing Star Wars continuum that the films, novels, comics, sourcebooks and games have established thus far.

Rogue Squadron's levels are divided into four chapters, and you can only reach Chapter Four—comprised solely of the final stage on Mon Calamari—if you do something special, which you'll just have to figure out for yourself. Each mission kicks off with an in-game cutscene (you'll find no Shadows of the Empire-style 3D cinemas here), featuring sweeping shots of your squadron soaring into the mission area and digitized radio-chatter commentary. Missions in Rogue Squadron come in several flavors. You'll pull escort duty, embark on search-and-destroy sorties, dart deep into Imperial territory on rescue missions and engage in lots and lots of dogfights.

But the game doesn't throw too much at you too early. "A lot of the missions in the first chapter are simple, one-objective kind of things," Schmitt says. "The first level is just an attack on Mos Eisley. Rendezvous at Barkhesh [level two] is an escort kind of mission. Rout at Chorax [the third level] is a search-and-rescue type. But later missions will have you doing many more things. They might incorporate an escort objective with a search-and-rescue one, or escort with attack." In-game cutscenes and radio messages guide you through the changing objectives of each level. The developers expect that most missions will take at least 15 minutes to complete, and that's only after you've played through the level several



times and know exactly what you're doing.

Many of Rogue Squadron's missions mix subplots and characters from the expanding Star Wars universe. Take the second level—called Rout at Chorax—for instance. "This was actually based on a Rogue Squadron comic book mission," Schmitt begins. "A ship called the Nona with some Rebel sympathizers, supplies and officers has crashed on Chorax. Both the Imperials and Rebels know it has crashed and they're both going after it, so your mission is to go find them before the Imperials do. The level's designed so there's one of three places where the crashed ship may be."

Minor movie characters pop up, too, including General Madine, the fed Koppel-coiffed Rebel leader who in Return of the Jedi organizes the ground assault on Endor. Turns out he originally worked for the Empire, and one mission has you flying to a rendezvous with Madine, who seeks to defect to the Rebel Alliance. "So, you go in for a supposedly peaceful mission, a meeting with Madine," Schmitt continues, "but then the Imperials begin to raid the planet's capital city. While you're protecting the city, Madine calls for help from his nearby city, which is also under attack. So you have to balance your defense between the capital city and Madine's building."

Escort missions, for the most part, have you defending ground vehicles, such as trucks and trains, but some send you on coordinated attacks with other Alliance fighters. So goes the mission over Gerard 5, the final level in the game's first chapter. "Gerard 5 is a planet that tried to rebel, but the Imperial presence there was too strong," Schmitt explains. "So they get word that you're the guy who blew up the Death Star and call for assistance so they can attempt to rebel again. Your squadron shows up, and the Imperials decide to get the heck out of there. They start flying off in their yachts, taking all the money with them. The Alliance sends in Y-Wings to disable the escaping yachts, and you have to both defend yourself and the Y-Wings while they go about their job."

**At your disposal** in Rogue Squadron are five Alliance fighters.

## 4. corellia



Among the first planets to join the Old Republic and noted as homeworld to Han Solo, Garrisoned by the Empire after the Battle of Endor.

## 5. cerard v



Site of failed military uprising against the Empire prior to the Battle of Yavin. Brutally suppressed by orbital bombings from Star Destroyers Adjudicator and Rebellless.

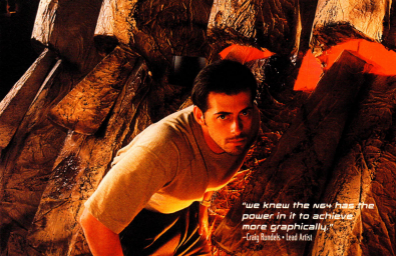
## 6. LORONAR



Home to the Imperial shippers and the Loronar Corporation. Most of the Empire's largest capital ships and weapons platforms are constructed on Loronar along with synth droids.

Which of the following starfighters does not have a reflector shield generator?

- A) A-Wing
- B) TIE Advanced X1
- C) TIE Bomber
- D) Y-Wing



*"we knew the n64 has the power in it to achieve more graphically."*

*—Craig Randels • Lead Artist*



The game engine makes full use of all the tricks in the N64's arsenal. Nighttime missions really show off the dynamic lighting.

You've seen four of them—the X-Wing, Y-Wing, A-Wing and snowspeeder—in the films. The final fighter, the V-Wing airspeeder, is from the Dark Empire comic series. (Oh, and there's a few secret craft, as well.) Each ship has a virtual cockpit, in which you can pan your view with the Camera buttons, or you can choose a third-person, behind-the-ship perspective. The type of ship you fly and its weapons configuration are pre-designated for each mission. But as you progress through the game and gain access to new fighters, you can re-fly previous missions with your newly attained craft. Certain missions will also end with you acquiring new technology, such as more powerful laser cannons. The enhanced weaponry will be present on all craft in the game from that point forward.

Rogue Squadron pits you and your squadmates against just about every hunk of deadly junk in the Emperor's toy box. You'll face AT-ATs, scout walkers, TIE fighters and bombers, shuttles, probe droids, turrets and other familiar troublemakers. You'll also take on machinery ripped right from the novels, West End RPG source books and vehicle guides. Look for blastbeat gunships, All-terrain Personnel Transports (AT-PTs), special TIE-O fighters, tank droids and even structures and buildings from the Star Wars Special Edition, such as the Tibanna gas platforms on a Cloud City-style stage.

By design, Imperial AI in Rogue

Squadron has been crafted well shy of genius, owing to the game's action instead of die-hard-sim spin. Like any good twitch shooter, you'll face swarms of enemy vehicles at any one time, and life would be frustratingly difficult if the opposing AI were too bright—not to mention that escort duty would be a nightmare, since enemies would



*"we always want to maintain 30 frames per second, that's our goal."*

*—Brett Testi • Production Manager*

#### C) THE Bomber

Although the TIE Bomber does have a full-life-support system, it is not protective by a detector orbit generator. However, the TIE Advanced, the prototype starfighter used by Darth Vader, does incorporate the device.



always draw you away from whatever it was you're supposed to protect. "We didn't want to make [the enemies] too smart," says Holger Schmidt, lead programmer for Rogue Squadron and the director of development at Factor 5. "We're making them a little bit more predictable, although not quite exactly cannon fodder." He added that the AI was actually developed with an eye toward the Trilogy flicks. "A lot of times it's very cinematic," Schmidt continues, "like in the movies, when the X-Wings are getting in behind the enemies and shooting them down, or they dodge to the left or to the right and head down a different canyon."

**OK, now that you've gazed at the screenshots and read about the Imperial opposition, something about Rogue Squadron**



no doubt feels a little familiar—at least if you played *Shadows of the Empire*. LucasArts, it seems, took much of the feedback on its first N64 game to heart. It was the gripes aimed at certain levels of *Shadows* and the praise for others that very much shaped Rogue Squadron's design. "I love *Shadows* for what it was," explains Mark Haigh-Hutchinson, the project leader for Rogue Squadron, "but it suffered from a little bit of lack of focus,

because we tried to do a general kind of game to please lots of different kinds of people, and we hit every kind of game there is. It worked to a large degree, at the expense of not being able to fine-tune certain levels as much as we would have liked. Now, with this game, we're focusing on a particular style of game which is akin to the first level of *Shadows*."

You remember that stage, right? It was the extraordinary snowspeeder level that had you—as Dash Rendar—knocking down AT-ATs in the most faithful re-creation of the *Battle of Hoth* ever packed into a video game (and note that this same battle formed a significant gameplay chunk of two previous console games). Well, it turns out that Haigh-Hutchinson had crafted *Shadows'* Hoth Battle concept, and he also wrote the initial design document for Rogue Squadron. The

graphical and gameplay similarities between the old and new games are obvious. They even share kindred control schemes, with the Shoulder and Trigger buttons in Rogue Squadron controlling speed boost and brakes, while the A and B buttons work your primary lasers and secondary weapons, such as ion cannons, proton torpedoes, etc.

But you'll be surprised at how much some development focus can add to a game. "This is a much bigger beast than *Shadows*," Haigh-Hutchinson explains. "It's much more of a free-roaming environment. You can fly pretty much everywhere. In *Shadows*, you were turned back in the direction of the battle if you flew too far. Here, you can go on for some significant distance." In fact, Haigh-Hutchinson says, the average level in Rogue Squadron is 20 times larger than

## 7. balmorra



Located on the fringe of the Galactic Core, this is another location for Imperial weapons manufacturing. Primary product is the AT-ST walker.

## 8. kile 11



Temporary base of Rogue Squadron during *Shadows of the Empire* (novel). Used as staging post for Rogue's attempt to capture Boba Fett and rescue Han Solo.

## 9. kessel



Only source of telepathy enhancing glitterstim spice. Former site of brutal Imperial prison and spice mining operation. Adjacent to cluster of black holes referred to as the Maw that's known for making navigation difficult.

Who was *Red Leader* at the *Battle of Endor*?

- A) Arvel Cryng
- B) Lando Calrissian
- C) Wedge Antilles
- D) Admiral Ackbar

Continued on page 228





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# the 'real' Rogue Squadron

The more astute among you will no doubt be aware that the Rogue Squadron is an integral part of Star Wars folklore, filling in a number of gaps between the three movies. Formed after the Battle Of Yavin by the two surviving X-Wing pilots (Luke Skywalker and Wedge Antilles), its primary function is to operate as a squadron without a set mission profile. This allows the Rogues to take on any important tasks that come along and fill in when normal combat squadrons aren't up to the task. It is General Carlill Rieekan, the commander of the Hoth base in *The Empire Strikes Back*, who assigns missions to the squadron in the LucasArts game.

As squadron leader, Luke Skywalker gathered the 12 finest pilots and fighters before leaving to embark on his Jedi studies on Dagobah in *The Empire Strikes Back*. Once he left, Wedge took over squadron command, and it is at this point where the majority of the X-Wing novels and comics take place. Note that the game is set before *The Empire Strikes Back*, when Luke was still leader.

The Squadron played a significant role in the formation of the new Alliance after the defeat of the Empire at the Battle of Endor and was also instrumental in the liberation of the Imperial Center on Coruscant.

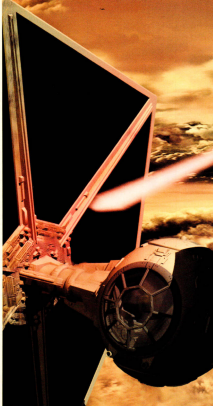
Notable Rogue Squadron pilots include Wedge (Rogue Three) and Luke (Rogue Leader), as well as Dev Senesca, the pilot who discovered and subsequently rescued Han Solo and Luke Skywalker after they were forced to spend the night on the surface of Hoth. Senesca (designated Rogue Two) was killed at the Battle of Hoth. Also, Derek "Hobbie" Klivian, a young pilot lured from the Imperial Navy at the same time as Luke's life-long friend Rogo Darklighter, joined Rogue Squadron at the Battle of Hoth and was designated the call sign Rogue Four. He also fought at the battles of Endor and Bakura.

If you want to really check up on the background to the game, Rogue Squadron has been featured in:

- *Star Wars: The Empire Strikes Back*
- *The Last Command* (volume three of the *Thrawn* Trilogy, Bantam Spectra books, Timothy Zahn)
- *Rogue Squadron* (volume one of the X-Wing series, Bantam books, Michael Stackpole)
- *Wedge's Gamble* (volume one of the X-Wing series, Bantam books, Michael Stackpole)
- *The Kylix Trap* (volume three of the X-Wing series, Bantam books, Michael Stackpole)
- *The Bacta War* (volume four of the X-Wing series, Bantam books, Michael Stackpole)
- *Heir to the Empire Sourcebook* (West End Games, Bill Slavicsek)

## □ Wedge Antilles

In Luke's absence, Wedge became the leader of Rogue Squadron and at the Battle of Endor, served as Red Leader in command of the Alliance's X-Wing forces.



"A lot of the [star wars source] books and things weren't very descriptive so we gave our artists free reign."

Kevin Strain, Lead Level Designer





Render by Ruddy Harrison, Suzanne House and Dan Colton



Each of the fighters has its own 3D-modeled "virtual cockpit" which allows you to look around. It's certainly the finest example yet on a console game.



According to the Special Edition release of *Star Wars: A New Hope*, how many X-Wings survive the Battle of Yavin?

- A) Four
- B) Three
- C) Two

The idea behind *Rogue Squadron* isn't exactly new. Below are shots from *Super Star Wars* and *Super Empire Strikes Back* on the SNES, and of course the first level from *Shadows of the Empire*. Look familiar to anyone?



## Q: Which of the following was your favorite level in *Shadows of the Empire*?

Survey courtesy of [1000games.com](http://1000games.com)

meadow shower	176
train	181
skyhook battle	401
canyon	169
snowspeeder	946
spender bike	350

*Shadows'* snowspeeder stage. You still get bounced back in the direction of battle when you hit a level's boundaries, but you can fly much farther before smacking into these invisible walls, and the location of mission objectives keeps you well away from the world's endzones, anyway.

Yet size isn't the only thing that matters, and *Rogue Squadron* one-ups *Shadows* in several other gameplay departments, too. "Certainly it's doing a lot more stuff than *Shadows* attempted to do," Haigh-Hutchinson continues. "By focusing on one particular style of game this time, we managed to increase the frame-rate significantly [it runs at 30 frames per second]. The scene complexity is much bigger than it was before. You can see much farther than you could in *Shadows*. Certainly there are a lot more craft on the screen. We're going for a lot more special effects in terms of lighting, smoke and explosion effects than we could do in *Shadows*."

At the same time *Rogue Squadron* supercharges *Shadows'* snowspeeder-stage formula, it does share one major piece of gameplay common ground: its missions are all based above a planet's surface. And that seems odd, considering three of the game's five ships are famous starfighters, built for blowing up Death Stars, strafing Star Destroyers and all the other rigors of deep-space combat. So why keep these craft from slipping gravity's grip? "Part of the reason is just for the new experience," explains Brett Toft, *Rogue Squadron's* production manager. "After all, it's really simple for us to do a space level. You don't have to worry about terrain. You just put a star sphere around your ship. But then you would have a game very similar to a lot of the other games we've done: X-Wing, TIE Fighter, even *Shadows* and its TIE Fighter and Skyhook

levels. With *Rogue Squadron*, we're just trying to give people a different kind of game."

**Five seconds—the time it takes for Toad to turn on the N64 and**



fire up the game's Ship Selection Screen—is all we need to see that, yes, *Rogue Squadron* is an impressive-looking product. The front end runs in 640x480 resolution, and the Selection Screen's ships look incredibly crisp and detailed. Of course, working for LucasArts does entail certain perks for the game's artists. "We've been using a lot of good source material for the ships and everything," explains Craig Rundels, *Rogue Squadron's* lead artist. "We've been using a lot of reference from the archives, because we have a lot of archived stuff for the Star Wars ships, a lot of nice, high-resolution, high-detail imagery that the general public is not privy to and that we can get a hold of here. We use that a lot to give us a base point for the accuracy of the ships' texture maps in the game."

Although the actual in-game graphics aren't in hi-res, the player's fighter does appear crisp and authentic, thanks to some deft wrangling of the hardware. "We knew the N64 has the power in it to achieve more graphically," Rundels continues, "so rather than relying on some of the old models that were lying around, we pushed the polygon count up a bit on



the craft—especially the player's craft—and went to hi-res on some of the textures." Rundels further explains that *Rogue Squadron's* fighters are composed of between 200 and 250 polygons. Onto them the artists have mapped the standard 64kx-resolution, 16-bit-color textures, while in a

## Q Two

The film reveals the Millennium Falcon, Wedge's X-Wing, Luke's X-Wing and a Y-Wing returning to Tatooine after the destruction of the Death Star.



few places they've applied larger, 64x128 tinted grayscale textures. It is these higher-res textures—mapped onto the smaller poly afforded by the ship's high polygon count—that give the game a seemingly hi-res look. And let's not forget the landscape's real-time lighting cast from laser fire and explosions, not to mention the scattered particle effects.

Rogue Squadron's draw distance has also been the target of much tweaking. The programmers built the game's 3D engine with the intent to maintain a constant, fast frame-rate, and they didn't want to rely on overly foggy skies to hide the hardware's limitations. So, their solution was to allow a flexible distance to the horizon. "We always want to maintain 30 frames per second," text1



says. "That's our goal. And if the frame-rate permits it, the draw distance will be increased. If you have a very objective-intensive area like a city, it will bring the draw distance in a little. But you probably won't notice since you'll be focusing on the nearby buildings and enemies, anyway."

**Back at the Factor 5 treehouse**, we find Rudolf Stember, sound director of the Rogue Squadron project, surrounded by keyboards, mixers, speakers and other toys of his trade. He's just loaded Rogue Squadron's sounds into his main synth board and runs his fingers up the ivory keys, creating an impromptu cacophony of AT-AT stomps, blaster fire and other straight-out-of-the-film effects. As with the ship models, many of these sounds are from the Lucasfilm archives and past Star Wars console and PC games. But the game's new vehicles required new effects, forcing Stember to invent homemade heavy-duty sounds from scratch. "When you meet a tank droid in the game, I used a bike chain to make that vehicle's rumbling," he offers as an example.

Next Stember fires up the game, which is

## 10. Taloraan



Unexplored gas-giant nearly 100,000km in diameter. Atmosphere is extremely rich in Tibanna gas and is breathable at very high altitudes.

## 11. rest



Site of secret Imperial weapons research facility primarily looking into metallurgical research (ahrik, used in Dark Trooper armour, originates here... undermined by Kyle Katarn in Dark Forces).

## 12. chandila



Serene agricultural planet known for producing fine political minds—most notably Mos Wothma (one of the youngest people ever elected to the Republic Senate).

*"we didn't want to make [the enemies] too smart, we're making them a little bit more predictable although not quite exactly cannon fodder."*

—Helger Schmitt • Lead Programmer

Where did we dig up all of these Star Wars-related questions?

- A) From a new Star Wars product
- B) Off the back of a cereal packet
- C) From a pop bottle lid
- D) From the recesses of our brains

# story time

Unlike *Shadows of the Empire*, all of the cut-scenes in *Rogue Squadron* make use of the game engine to present the story. Each of these sequences is scripted, sketched out and storyboarded before being passed on to the programmers.



plugged into his supercharged sound system, and we're treated to another surprise: *Rogue Squadron* supports Dolby Surround sound. The N64 calculates every enemy ship's position in real time and generates the proper doppler effect. In other words, if you have the proper audio hardware (and if you don't, you'd better read this month's feature on hi-fi gaming gear), you can hear the swarms of TIE fighters dart to your left, right and rear, making the action that much more immersive.

Equally impressive is the amount of digitized speech that Factor 5 has crammed into *Rogue Squadron*. You'll do very little reading of text in this game. Aside from the initial mission briefings, every other plot twist and in-game message is communicated through narration and radio chatter. You'll hear the usual wingsman squeals for assistance, such as "I can't shake him!" and "I'm hit!" You'll also hear lengthy banter between Luke, Wedge and the rest of the squadmates (all voiced by sound-alikes, not by the films' actors). Factor 5 currently has a half-hour's worth of speech to squeeze into the game, although that amount will likely be padded to around 20 minutes.

The inclusion of so much speech raises obvious comparisons with Nintendo's equally

## A) From a new Star Wars product

A new multi-media reference CD-ROM for the PC to be exact, called *Star Wars: Behind the Magic*. This incredible resource is set to be released this September. Ever wanted to see the deleted scenes featuring Ewoks? Or schematics for every ship and weapon? How about a trailer for *Star Wars: Episode III: The Clone Wars* that got your attention,



## THE ROGUE SQUADRON TEAM



Photo by Heather Sutton. Enhancement by Bobby Novacek

Front Row (left to right): KYLE, Dan Corcoran, Princess Leia, Yoda, Beaky Newman, John Kathanos, Wicket, Deva Scharif, Jeffrey King, Chris Egan

Second Row (left to right): Craig Ruediger, Wade Andrus, Jeff Peterson, Steven Mathis, Suzanne Hesse, Thomas Dwyer, Mark Nagel-Rodriguez

Third Row (left to right): Steve Ajo, Paul Topalian, Mike Gillis, Scott Lind, Marc Shrimpy, Jeremy Markley, Steve Henki, Florian Sauer, John Eggbrecht, Mike Wagner, Bodo Pitt

Fourth Row (left to right): Mike de Ruiter, Aaron Young, Lando Calrissian, Chris Harbeck, Hal Sals, Rob Steuber, CPD, Devia Grant, Holger Schmidt, Martin Stappan, Ryan Gaudson, Cheloveca

Back Row (left to right): Wenge, DJ D

chatty Star Fox 64, also a 12-Megabyte cart. Turns out Factor 5 went one step further than the big N in the talkie-talkie department. The programmers developed a proprietary compression system that can cram nearly four times as much speech into an M64 cartridge. "We talked to Nintendo and Star Fox has 20 minutes of speech, and they're wasting half of their cart space on it," says Julian Eggbrecht, Factor 5's president. "Rogue has half an hour, and we're using only a small fraction of our cart for that. Half an hour is as much as most PC games have nowadays on a huge CD. So when all of Rogue's cutscenes are done, I don't think you see the limitations of the cartridge at all."

Authentic sound effects and in-game commentary are important, sure, but nothing sucks you into the Star Wars galaxy more thoroughly than John Williams' classic scores. And it's in the presentation of these tunes that Rogue Squadron truly shines. Unlike Shadows, which played looping music samples, Rogue uses a MIDI-based music system and thus re-creates the scores through individually sampled instruments, pumping out near-perfect renditions of Williams' soaring compositions. But the real benefit of the MIDI-based system is the sheer amount—and variety—of music that will fit in Rogue Squadron (it packs much more than Shadows). In fact, the finished version of the game will feature between

40 to 50 music tracks, most of them based on Williams' original scores, some of them brand-new Star Wars tunes.

But here's the really, really cool part: Rogue Squadron's soundtrack reacts to your environment. "Each level has its own theme," Eggbrecht explains, "but when you fly into a combat area, the music will pick up tempo. Or it will switch to a new piece of music when you fly into a specific area. Fly over Luke's homestead on Tatooine, and the music will fade nicely into Luke Skywalker's theme. Banjo-Kazooie does this to some extent, but it only changes instruments. We actually change the score."

**Rogue Squadron has undergone** a relatively short development cycle. Hugh-Hutchinson completed the design document last July, and coding efforts got under way in September. When the game hits in November, it will have gone from concept to completion in about 15 months. Part of the reason for the quick turnaround, of course, was that the developers focused on a very specific type of gameplay here. But a certain other global phenomenon in the making had a little something to do with it, too. "We really wanted to get Rogue out by Christmas," Tosti says, "because next year is all about Episode One, and we didn't want to take away from that. This was our last chance to do a classic Star Wars game."

So, yes, Rogue Squadron will be the last console game based on what LucasArts is coining "classic" Star Wars—the story arc depicted in the three films, novels, comics and other spin-off products.

Or maybe not.

"I'm sure that at some point in the future," Tosti adds, "when we're done with the prequel stuff, we'll look back and say, 'Gee, wouldn't it be great to do a classic Star Wars game again.' That will happen. I guarantee it." 🍌

## 13. sullust



Volcanic world that is home to the moose-eared, wide-eyed humanoid who inhabit vast underground cities. Sullustans of note include Nien Nunb, Lando Calrissian's co-pilot and his sister, Aril who served as XO in Rogue Squadron.

## 14. thyrerra

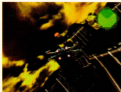


Ultra-humid rainforest world noted for being the center of the galaxy's bacta industry. Inhabited by the moth-like Wreth who are credited with inventing the remarkable medical fluid.

## 15. mon calamari



Aquatic homeland of noted Rebels such as Admiral Ackbar, this water world is home to more than 27 billion inhabitants. Mon Calamari is noted for excellent starship design and construction.









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# Build the

# HOW TO

We suppose there are worse things in the world—Ebola, hate crimes, Michael Bolton—but it's still a crying shame that millions of gamers don't know what they're missing when they power up their consoles. We're talking about Dolby Surround sound.

We're talking about comb filters and line doublers, subwoofers and S-video, all the techie hi-fi toys that

too many gamers ignore because they're jacked into a tiny TV

and its soup-can speaker. But here's the good news: You only need to focus on a few components—namely the TV, receiver or pre-amp/processor and speakers—to experience a game's full room-rocking potential.

You couldn't pick a better time to upgrade your gear, either. The number of Dolby Surround-enhanced games has just rocketed past the hundred mark, with publishers Electronic Arts and Psygnosis encoding nearly all their titles with surround sound. And even games that offer only standard stereo, or the surround-simulating QSound, will deliver a satisfyingly ear-splitting experience on the proper gear. Plus, with Dreamcast and more on the horizon, you'll want a TV that helps the new super consoles show their stuff. Best of all, A/V prices have fallen steadily, and you'll undoubtedly find a decent setup that won't bust your bank account.

But how do you sort the quality gear from the crap? And just how much is this stuff gonna cost? EGM asked Joe Hageman, an editor for *Home Theater Magazine*, those same questions. He helped us assemble a variety of state-of-the-art systems at several price ranges—from \$500 or less all the way up to \$20K hi-fi juggernauts. Trust us:

This guy reviews A/V gear for a living, and, given the proper setup, every package on the following seven pages will rock your gaming world.

By Joe Hageman

## How To— Round One...

This feature is the first in a series of how-to articles designed to help readers get the most out of the gaming hobby and lifestyle. Watch for new installments every month. Next issue, we'll show how to find, buy and maintain an arcade machine.

# Ultimate Gaming Rig...



**Altec Lansing PowerCube Plus \$150**



**Cambridge SoundWorks DeskTop Theater 5.1 \$299**



**Samsung GXTV \$299**

Just 'cause your career hasn't progressed past the paperboy stage doesn't mean you're stuck with that hand-me-down TV. Samsung's GXTV—designed specifically for games—combines a three-piece speaker system and TV into one fairly cheap package. Yes, the 13-inch screen is tiny, but its low-emission tube means you can sit close without growing tumors.

Cheapskate gamers who already own a decent TV can supercharge it with Altec Lansing's ASC4B PowerCube Plus speaker pack, which consists of two 20-watt speakers and a 40-watt subwoofer that packs decent boom for the buck. Or step up to a bona-fide home-theater kit. Cambridge SoundWorks' DeskTop Theater 5.1 features a Dolby Digital (AC-3) decoder, five identical satellite speakers (two front, two rear and a center) and a powered subwoofer.

...for under \$500



### Jami! • \$80

This nifty little box'll connect your console to a PC monitor. It's a great way to shoehorn your PC and console into a centralized-gaming area.



### Vivid 3D Plus • \$30

From NuReality, this unit converts your console's stereo or mono signal into pseudo surround sound that you only need two speakers to hear.

**E**ven if you're satisfied with your current TV and sound setup, you'll always have room for a few more toys, right? So, scattered about the margins you'll find random high-tech novelties, some of them cool, some of them weird.



### Sharp CD-C492 \$699



### Sony KV-27V35 \$699

Still working in the mallroom huh? Well, just because you're not the CEO yet doesn't mean you can't have a good system that'll enhance your games—or, better still, impress your date.

The focal point of any gaming rig or home-theater system is the TV, and we found a good one is the Sony KV-27V35. In my opinion, Sony makes the best direct-view televisions available and this 27-inch is no exception. Packed with features like picture-in-picture (important if you're somehow able to divide your attention between *Elshönder* and *Rayne*), advanced on-screen menus and an S-video input (extremely important—see our cable sidebar), this TV is a great value at only \$699.

To complement the Sony TV we mated it with either the Sharp CD-C492 or the Yamaha YHT-15. Both systems offer five speakers plus a subwoofer and Dolby Surround sound, with the Sharp getting the edge for offering Dolby Digital. The Sharp is also a complete desktop system, with a three-disc changer and tape deck. With more features and a smaller price tag, the Sharp is probably a better value, although Yamaha receivers are pretty great.



### Yamaha YHT-15 \$599

# ...for under \$1,500

# Some Assembly Required

## Tune Up Your TV

Believe it or not, your shiny new TV won't be perfect when you pluck it from its box. A television's factory settings are usually calibrated to compete with other models on showroom floors under bright fluorescent lights. And while there is no magical set of TV adjustments that'll display every game and movie perfectly, you can at least tweak your TV to a point that'll produce a vivid screen for nearly everything you play or watch. By adjusting the brightness, color, tint (hue on newer TVs), contrast and sharpness controls as described below, your TV should be in tune with most game developers' monitors. In other words, Spyro will be purple and Crash Bandicoot will be orange, not vice-versa.

- **Brightness:** This one's easy. Key the brightness way up, then ease it back until black backgrounds are black (below left) and not gray (below right). You'll know you've cranked it down too far if you begin to lose detail or normally vibrant blues begin to look black.



- **Color:** You'll want a game with a lot of reds and oranges to set color. Pump up the colors until they're vibrant (left) but stop just before the reds, purples and oranges begin bleeding into each other. Tune the color too low and games will look drab (right).



- **Tint/Hue:** Pick a game that shows some skin (most any fighting game will do), and adjust the tint control until flesh tones look like...well, flesh (left)—not too red and not too green (right).



- **Contrast:** Boot up a game with a lot of white in it, such as a hockey title or *Winter Heat*, and crank up contrast until it's unnaturally white and the screen looks washed out (far right). Then dial it back until the white loses its glowing intensity and you can see the horizontal lines of your TV's display (right).

- **Sharpness:** Any polygonal game will help you set sharpness, since you'll be looking at the edges of shapes for this one. Increase sharpness until the vertical edges begin to look exaggerated, with a white glow appearing around dark edges (far right), then ease back a tad (right).



## Essential Setup Tips

Setting up your new A/V system can be as tricky as reversing a Tekken reversal. And if all those wires and inputs strike terror in your soul, you can always pay a professional to string together your gear. But we imagine most of our readers are pretty savvy in the tech department and want to assemble the stuff themselves. So we're providing these time-tested ground rules. Just remember, these are guidelines only; experiment with speaker and TV placement until the sound suits your tastes.

- When adding stereo speakers (or the two main speakers in a surround-sound kit) to your system, place them at least three feet to the sides of your TV and at least 18 inches from the rear wall.
- Most speakers sound better "toed-in," meaning you should turn them so that the angle of the two mains meets about two feet behind your listening position. If you toe them in too much you will lose your soundstage, and with most speakers if you don't toe them in at all, you will lose that realistic image.
- The center channel in a home-theater setup should sit close to the TV, preferably on top of or below it. Note that it's crucial for the center channel to be magnetically shielded. If not, the speaker will introduce major color distortion which, over time, will ruin your TV.
- Rear speakers should be placed just above and behind the listening position (51-pole or bi-poles), or behind you on stands firing directly at the listening position (direct radiators).
- Although bass is non-directional, placement of your subwoofer is fairly crucial. Putting it up against the wall may increase its output, but often times bass will sound boomy and unnatural, whereas pulling it out from the wall a bit may give bass notes more definition. There is no real exact science to subwoofer placement (I don't care what anyone says), so depending on your room's natural acoustics, furnishings, type of carpet, etc., play around with placement and see what works best for you.
- Speaker wire and interconnects are another critical part of home-theater setup often overlooked. The cables boxed with most A/V gear are what we call "throw-aways." Better cables equals better performance. Shorter lengths are best, but if you must have long cable run the bigger the gauge, the better.
- If your TV is 31 inches or larger, you'll want to sit at least 5 feet from the screen; any closer and you'll be able to discern flaws in the graphics, and the pixelized textures of PlayStation and Saturn games can be a particular eye sore when they're in your face. Just remember, the bigger the screen, the farther you'll want to sit from it, so plan your furniture setup accordingly.
- When it comes to lighting your game room, use indirect lights and place them behind the TV. That way, you'll get no glare on the screen—or in your eyes—and won't have to shut off all the lights to play games and watch movies. (Man was right; staring at the boob tube in the dark'll ruin your eyes.)



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# ...for under \$2,000

**A**



**Hitachi 32CX28B \$799**



**Denon/Mission DHT-M1 \$1,188**

Found some more change in the couch, huh? Well, your exhaustive search for that extra nickel will be rewarded with these packages.

**Package A:** The Hitachi 32CX28B received high marks in *Home Theater* for its exceptionally accurate color, picture detail and excellent features like three A/V inputs (two sets on the back, one set on the front and optional S-video).

Unlike many manufacturers, Denon didn't throw some crappy speakers into a crate with its AVR-5400 receiver and call it a home-theater-in-a-box. Instead, they became the sole distributor of Mission speakers here in the United States and put together the DHT-Ms. This package blew me away when I reviewed it. The sound and build quality was outstanding, besting any HTIB system I had heard up to that point. The AVR-5400 has everything you need in a receiver plus a six-channel input for Dolby Digital or DTS.

**Package B:** Although not as feature-packed as the Hitachi, the Panasonic TV has a lot going for it. With a universal remote, PIP and, for those of you with kids, a "Game Guard" Mode that locks out all video inputs plus channels 3 and 4. That'll teach your kid to hog your PlayStation! Kenwood has somehow gacked the VR-209 with Dolby Surround, Dolby Digital and a host of other features for only \$399! I'm not sure how they did it, but thanks to them digital gear is probably going to get more affordable real soon.

Rounding out this outstanding package is the New Ensemble III Home Theater speaker system from Cambridge SoundWorks. Cambridge has been putting together packages like this for a while now, and with each new incarnation they get better and better—and more affordable. This one's got all the speakers you need in an attractive, tidy little package.

**B**



**Panasonic CT32G23 \$849**



**Kenwood VR-209 \$399**



**Cambridge SoundWorks New Ensemble III \$599**



**ASCII A/V Selector • \$50**

This TV switcher's six S-video and composite inputs will save you hours of wire swapping if you've filled every plug on your A/V receiver. Order it from [www.asciionline.com](http://www.asciionline.com).



**Loral Headphones • \$60**

Listen to music or games with complete wireless freedom on these Nintendo-licensed infrared headphones. Just don't wander out of range.

# Benchmark Sound

## Nine Games That'll Push Your Gear to the Max

So you just lugged that mountain of stereo stuff home from the store and plugged all the wires in the proper places. Now you wanna see—and, more importantly, hear—what this pile of expensive toys can do. That's where we come in. Just as the home-theater mags highlight specific movie scenes (such as Twitter's destructive opening) to help flick buffs show off their living-room cinema, we've assembled this list of ear-friendly games that'll take full

advantage of your various components. To test the boom-boom prowess of your subwoofer, check out the "Bass Busters" category. The trio in the middle serve as some of the best examples of the 100-plus games—nearly all of them PlayStation titles—that support Dolby Surround sound. The bottom three pack all-around incredible sound and music that will put every part of your system to the test. So plug 'em in and pump it up 'til the neighbors call the cops.



**GoldenEye 007 • Nintendo 64**  
Bang, Bang, Bang. Boom. Every gunshot and explosion in this game will rock your room. But for a real gut-rumbling treat, hop into the tank and cut loose with its really big gun.



**Colony Wars • PlayStation**  
This shooter's surround sound is sub-par (the center channel's muffled), but the rumbling bass effects are amazing. Buzz a capital ship—or blow one up—and you'll hear what we mean.



**Banjo-Kazooie • Nintendo 64**  
Rare's masterpiece dishes out massive helpings of low-level boom. Find the circling jump pad near the desert level's door for a perfect example of the game's room-shaking power.



**Road Rash 3D • PlayStation**  
Electronic Arts is the most prolific publisher of surround-sound-enhanced titles, and RR3D is among EA's best-sounding efforts. When a cop's behind you, you'll know it.



**FIFA 98 • PlayStation**  
Pop in the game, jack up the volume and—presto!—you're on the field and surrounded by a roaring crowd. Just for kicks, try your receiver's Stadium Mode for a slightly different effect.



**G-Police • PlayStation**  
Like EA, Pyrognosis encodes Dolby Surround in all its games. Let the enemies in this excellent shooter dart around you. Suddenly, you're not just watching the battle; you're in it.



**Panzer Dragoon • Saturn**  
It may be one of the Saturn's first titles, but PD delivers such an overall exquisite sound and music experience that it'll make you weep. Turn out the lights and let the game suck you in.



**Gran Turismo • PlayStation**  
With its squealing tires and roaring engines, GT's sound is unbelievable. Play it on a big-screen TV and you can actually feel dips in the road (heest—were nearly queasy).



**Castlevania: SOTN • PlayStation**  
Konami's masterpiece packs both excellent music and effects. The digitized voice is especially good, while the crisp clang of Alucard's weapons will work out your tweeters.

**Bass Busters**

**Sound All Around**

**It's All Good**

# Shop Talk

New that you're drooling over all this gear, where do you go to buy the stuff? Well, that depends on the type of service you expect and how much you're willing to pay. Higher-end brands such as Lexicon and Definitive Technology can only be found uptown in specialty electronics stores. Here you'll find better service and listening rooms where you can hear your gear in action. You can sometimes even pay a little extra to have store technicians set up your components at home. The downside: limited selection and prices that equal or exceed the manufacturer's suggested retail price.

Appliance megastores like Circuit City and Best Buy, on the other hand, offer mid-range components at prices usually well below the MSRP. But the hired help isn't nearly as knowing as the specialty shops' tech heads, and these bustling stores aren't the best environments to judge the displayed models' sound or video quality.

You can always bypass crowds and store-floor sales pressure

entirely and get your gear from mail-order and online outfits, which vary widely in their prices and level of customer support. One of the better catalogs is Audio Advisor ([www.audioadvisor.com](http://www.audioadvisor.com)), where you'll find everything from speakers to sorbothane feet for your CD player. Crutchfield ([www.crutchfield.com](http://www.crutchfield.com)) offers complete customer assistance, extended warranties and a huge selection of high- and mid-range A/V components, not to mention prices usually well under the MSRP. Customer and warranty service from One Call ([www.onecall.com](http://www.onecall.com)), on the other hand, is more of the bare-bones variety, but you'd be hard-pressed to find lower prices on blowout gear. Your best bet is to check the back of stereo mags for a variety of specialty mail-order companies, then shop around for the best prices and shipping fees. Better still, if you have Web access check [www.wbl.com/~nas/mailorder/clobl.htm](http://www.wbl.com/~nas/mailorder/clobl.htm), which lists and rates mail-order companies that peddle consumer electronics.



**Toshiba CN36H97 \$2,100**



**Denon AVR-2700 \$899**



**Klipsch Synergy 6 \$999**

Now we're gettin' somewhere! Not to say that the previous packages aren't great, but let's face it—the more ya spend, the more ya get. Recently Toshiba seems to be at the forefront of technological advances in video. The CN36H97 is no exception. This 36-inch beast offers a plethora of hook-up options including two S-video jacks, several composite video jacks and even component video. This DVD-friendly connector, a step above S-video, is a rarity in this price range and Toshiba gets a big thumbs-up from me for offering it.

Denon does it again with the AVR-2700, but this time adding Dolby Digital. Denon amazed me when I reviewed this product—sound quality was spectacular and even the five-channel stereo mode sounded really cool and realistic. A relief, since most of the extra surround modes on receivers are pretty cheesy.

Almost as good as the Pro Cinema system is the Klipsch Synergy 6. Two outstanding Klipsch trademarks are represented in this ensemble; the 1-inch Tractrix horn-loaded tweeters and a high 90dB efficiency rating. High efficiency means they are easy to drive and will play extremely loud without distortion. Put it this way, my neighbor has a pair of Klipschs and I am starting to understand why some people shoot their neighbors.

## ...for under \$4,000

# ...for under \$4,000



**Sharp 36KS400 \$1,399**



**Marantz SR-780 \$1,200**

The Sharp 36K-5400 is, in a word, amazing—one of the best 32-inch direct-view televisions on the market today. Right out of the box the picture is extremely accurate and gets better after some tweaking. It has all the usual stuff with one nifty feature I love—the power cord comes out the side so it's easier to place in a cabinet. Hey, it's the little things that count.

The Marantz SR-780 Dolby Digital receiver is so great, it's my reference receiver here at Home Theater. The SR-780 features Dolby Surround, Dolby Digital, a disgusting amount of inputs and outputs, not to mention top-notch sound, plus Marantz's excellent RC-2000 Mark II universal remote. This remote is huge! It'll run just about anything you throw at it.

"Hands-down the best subwoofer/satellite system under 2,500 bucks I've ever heard," that's what I went on record as saying about the Pro Cinema speaker system from Definitive Technology. Four identical speakers for the front and rear, a dedicated center and a truly slammung subwoofer, all add up to a home-theater experience that will satisfy even the pickiest audiophile.

**Definitive Technology Pro Cinema \$1,346**

## Cable Confusion

Normally, the things you stick in holes in the privacy of your own home is your business. But when it comes to hooking your console

to the TV, certain connections are better than others. Below is a rundown of the three hook-up types, listed in order of quality.

### RF Modulator

You're living in the A/V Stone Age if you're still jacking your console into an RF module. The industry standard in the pre-32R days, RF connections squeeze the sound, color and luminance signals into a noisy mess that makes for wavy game backgrounds and other interference. If your TV only supports RF's coaxial input, save up for a new set. You'll be surprised at how much better composite and S-video look.



### Composite Cable

The current standard console-to-TV connector, composite cables come tucked in the boxes of new PlayStations, N64s and Saturns. A composite output pumps the sound signal separately from the color and luminance signals, thus cutting way down on interference. Composite's far from perfect, though. It can generate dot crawl and hanging dots (pixelated borders between colored objects that make for dull edges).



### S-Video Cable

So far the most preferred means of connecting a console to your TV, S-video carries the color and luminance signals separately, reducing signal degradation and saving game graphics from nasty artifacts and soft edges. An S-video input is vital on any TV you buy (all of this feature's TVs), except the GXTV, support S-video), and Sony, Nintendo and Sega make S-video adaptors (each costs about \$25) for their systems.



# ...for under \$20,000



**Philips DVX-8000 \$5,500**



**B&W SE \$4,450**



**Toshiba TW65H80 \$7,299**

Congratulations! You won the lottery! Now it's time to get serious about that massive gaming and home-theater system that everyone in your new gated community seems to have. And widescreen, baby! That's were it's at! Seeing movies in all of their original-aspect-ratio glory is what the Toshiba TW65H80 does best. It also packs component video but goes a step further and throws in a built-in line doubler (with a digital comb filter). This line doubler-up converts interlaced signals into progressive scan signals. In English: Your screen will look more like a computer monitor, displaying no flicker.

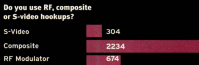
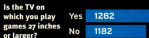
Convergence is the name of the game with the Philips DVX-8000. This

sucker's got it all—a 266MHz Pentium computer with a built-in DVD player, an AM/FM/TV tuner, a Dolby Surround and Dolby Digital processor and an internal line doubler that's competitive with most line doublers that alone cost as much as the DVX-8000. Once again we see the RC-8000 remote and too many extras. Plug in your consoles for the ultimate gaming receiver!

Good looks and amazing sound quality combine in the B&W CDM SE home-theater speaker ensemble. This system, although not really sold as a "package," is truly integrated—front to back pans are seamless and realistic, dialogue is crystal clear through the center, while the sub pounds out deep, tight bass.

## Survey Says...

Supercharging your system is important, sure, but so is keeping up with the Joneses. How does your setup compare to the gamer down the street? Check the results of these recent surveys from our site, [www.videogames.com](http://www.videogames.com).



**How much did you spend on your game setup (include cost of TV, receiver, speakers, etc.—everything BUT the cost of your game system itself)?**



**Is your game system hooked to stereo speakers?**





### Sony Glasstron • \$900

Recently redesigned and bound for imminent U.S. release, this head-mounted display simulates the big-screen punch of a 52-inch TV.



### Video Essentials • \$40

Available in both laserdisc and DVD format, this handy disc's step-by-step program helps you tune up your TV display and sound system.



### Marantz PV-6070 \$4,500

I have to tell you that we at *Home Theater* liked the PV6070 TV so much, the vice president of the company bought it. This 60-inch behemoth from Marantz displays a stunningly detailed picture without the usual hot-spotting exhibited

on many RPTVs (rear-projection TVs). Although missing component video inputs, the Marantz does have two S-video and the usual A/V inputs and amplification for hooking up rear speakers. The Marantz also has a bonus called TV Guide Plus that tells you what's on TV anytime, and it's free! Anything free is automatically good.

Another piece of reference gear for Home Theater is the Lexicon DC-1. It truly has it all: Dolby Surround, Dolby Digital and DTS, all of which can be set to switch on automatically when it receives the right signal. The DC-1 features a slew of inputs and outputs, video switching and very intuitive on-screen menus. It's



### Lexicon DC-1 \$4,995

the easiest pre/pro I have ever had the pleasure of setting up, although it could use a make-over.

Yet another reference piece is the ADA PTM-6150 six-channel amplifier. We use this amp often because of its amazing power potential and neutral sound. It even has cool lights on the front that bounce up and down with the sound levels.



### ADA PTM-6150 \$1,999

And finally, two words: "the best." That's how I describe just about every speaker manufactured by Aerial Acoustics. The Model 8 home-theater system—like most of Aerial Acoustics' speakers—can be extremely placement-sensitive, but the extra effort of positioning them right is worth it. At just over eight grand they are not cheap, but then only the highest-quality drivers and cabinets are used, resulting in sheer perfection. If you get the Model 8 and can't set it up right, can I have it? ☺

### Aerial Acoustics Model 8 \$8,100

# ...for under \$20,000



**LUCKY FOR YOU**   
**OURS COMES WITH A RESET BUTTON.**

# RC RACER

Team Last



FAMILY, A HEROIC CONTROL CAR NOT EVEN YOUR BROTHER COULD BURN. COMPLETE WITH 16 HEROIC CONTROL CARS AND 15 PULSE-POUNGING TRACKS, THIS GAME LETS YOU BOBBE, WERRR, AND SOAR THROUGH RICH TROPICAL JUNGLES, SUN-DRENCHED BEACHES, AND FURRY SWAMPS. EVEN IF YOU DON'T FEEL LIKE RACING, THERE ARE DOZENS OF HIDDEN PATHS AND SECRET FEATURES FOR YOU TO EXPLORE. ALONE, WITH A FRIEND, OR HARVEST THE COMPUTER, THIS GAME WILL SEND YOU THROUGH DOZENS OF COURSES — NOT BATTERIES.

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# Heart of a

"...everyone wants their name associated with a game. But me, how the game turns out, I think means a little more to me than some other guys...I think I know what a good game is..."

-Jeff Gordon



# Champion

Jeff Gordon Banks on the Future of NASCAR

When ASC signed Jeff Gordon, they could have just stapled his name on a NASCAR simulation. Instead, they decided to take advantage of Gordon being a long-time gamer by asking him to help design the game. The results were somewhat unexpected—a racing game that loosely resembles NASCAR in the future.

**Kraig Kujawa - Which game systems do you own?**

**Jeff Gordon** - I've had all the systems, but right now it's pretty much the PlayStation. I like the variety of games that it has. I'm pretty much a sports game guy—I don't know the names of some of the martial arts games in the arcade I've seen [which] have been brought out on the PlayStation—those are the ones that my wife and I can play together. She can kick my butt in those.

**KK - Which racing games?**

**JG** - Oh, I've been playing Gran Turismo and Formula One.

**KK - Has playing games helped you as a professional driver?**

**JG** - Oh yes, I can say it definitely has. Especially when I was younger.

**KK - What system got you into gaming?**

**JG** - Definitely the Atari [2600]. I must have been 4 or 5 years old. I think I started playing video games way before I started racing; I remember having Asteroids and Defender. Racing games came out the same year I was racing Quartermidgets....I played some nice racing games...the cars were little sticks and they slipped and slid around. Man, I thought that was the coolest thing how they slip-sided around the corners; I think that is what really got me attracted to doing a game. I mean, yeah, everyone wants their name associated with a game. But me, how the game turns out, I think means a little more to me than some other guys. I think I know what a good game is to me; now some might want something a little different than what I want, so that's why I'm

also trying to integrate the competitiveness of me, and the realism of a driver inside the cockpit and what the other cars are doing, and how the car goes into banking, and when you turn the wheel does it just turn left or drive like a real car. That's the part that really interests me and that's why I want it to be a good game.



**KK - Is that something you think is missing from a lot of racing games?**

**JG** - Some of the ones that I've seen aren't challenging enough in that it's too easy to learn. I've seen some so challenging that you get frustrated and you can't even get past the first segment. So it's important for it to be fun and to have it where you can really learn how to drive a [race] car. A race car isn't hard to drive so m.p.h. When you start getting it up to 200 m.p.h.—that's when time and laps and experience really pays off. I think a lot of the same things relate to video games.

**KK - Do you ever play a certain game and think, "This DOES react like a real race car?"**

**JG** - Yeah, to me Porsche Challenge—I think the car handled well. Sometimes I wish you could adjust the car and make a few changes. Some of the games that I play just really don't react the same way a real race car does. And it's hard to get that when you're not actually getting the feeling of the [driver's] seat because you're not really moving; you have to go by sight instead of by feel.

**KK - Have you tried any of the force-feedback controllers for the PlayStation?**

**JG** - I haven't gotten [any of these] yet—we're going to look into that. I have the Daytona USA full-size at my house—that has it. That game is

fun when you play with a lot of people, but by yourself it's not. They need to come out with another.

**KK - When you first began to work on Jeff Gordon Racing, what kind of specifics did you want designed into the game?**

**JG** - The banked tracks were specific—the car reacts similar to the way I like my race car to react. Also, drivability of the car and competitiveness. I want to hear that guy on my rear bumper (or right next to me) passing me. I have to work hard to pass him back.

**KK - Jeff Gordon Racing is a futuristic racing game; what kind of things would you like to see in the future in NASCAR, and are any of them implemented in the game?**

**JG** - Something that's implemented in the game is the paving of the race track. Race tracks go from 50, 15, 20, 25 degrees. In our racing game we're taking it to 60, 80 degrees in the game. You can't do that on a real race track. You'll notice these race tracks are basically flat and banked. So the fastest way around these race tracks is around the bottom because it's the shortest way. The banking is the same on the bottom as it is on the top. If we want to see two-, three-, four-, five-wide racing on a real race track, we need to have less banking on the bottom, a little more in the middle, and even more on the top. Because the more banking you have, the greater speed you pull. That's something we're doing in the game. You can carry that arc and you can really see the car grip when you take that high arc on the banking and shoot off the corners.

**KK - Do you think NASCAR will do any of these things as far as the track changes go?**

**JG** - I've actually talked to NASCAR about a way of doing that. The problem is in the paving machines; to get them to be able to make a curve. Because the handling of the cars would get upset if they came across uneven banking.

**KK - You'd think that since we can send a man to the moon, we could probably pave a curve.**

**JG** - [Laughs] Well, I'm not saying they couldn't, but whether they'll pay the money to do it... the tracks are getting input from the drivers. With the Texas Motor Speedway—all of the problems they've had with that track—the track says, "Hey, let's get the driver's opinion,"





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# WAR ZONE

## sweat the details™



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## The Intensor Chair

by 850 Lebs  
for: Any system  
price: \$300-600

# 3.5

Great idea...having a seat that throbs and rumbles along with the sound, but in practice it's uncomfortable and a bit of a waste of money. Nice try though... spend your cash elsewhere.

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

Buttons are in an OK position, but feel too clicky and cheap.



A comfortable shape, but this is a BIG pad.



Fully programmable with button relocation and digital to analog conversion. Very cool.



seat cushion is hard and very uncomfortable. This is not a comfy chair!

Armrests are too low for average adult.

sub is optional and Cranks the price up.

Speaker located in optimal position for pleasurable rumblings.

Knobs feel really cheap and nasty.

## Barracuda

by Intellact  
for: PlayStation  
price: \$64.99

# 7.0

This is a big and comfortable pad that is let down by cheap-feeling buttons. It is loaded with programmable features though, and you get a lot of joy out of a reasonable price.

[www.intellact-llc.com](http://www.intellact-llc.com)

Dual analog, but no dual shock.

## Saitek PlayStation Pad

By Saitek  
for PlayStation  
price: \$54.99

# 5.5

It's loaded with features like slow-mo, auto and turbo fire, but it's a bit fiddly to operate. It also feels a bit plasticky—especially that D-pad, which feels very wrong.

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

Big, plasticky case that doesn't feel as nice as standard PS pad.



Z trigger is right where your finger falls.



Analog stick is in easy-to-reach place.

The shape is more traditional than a stock pad and lends itself far better to fighting games.

Fiddly switches make setting up extra features awkward.



## MakoPad 64

By Intertec  
for N64  
price: \$59.99

# 9.0

Dean Fager, managing editor, swears by this pad, so it must have something. It's a better shape than a standard N64 pad, and the buttons all fall where you'd expect them to.

[www.intertec-usa.com](http://www.intertec-usa.com)



Folds for storage, but feels like it'll break if you do it too often!

Buttons are in awkward spot, might be tough to reach for smaller hands.

If you're sitting at a table, the wheel is too high from base and makes your arms ache.



13"

## ASCII Wheel 64

By ASCII  
for N64  
price: \$75

# 5.0

Not exactly a triumph of design. It may seem like a good idea, but it's very uncomfortable to use. Also, it's not heavy enough and tends to fall over. The buttons are well-placed though.

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



Trigger works as two buttons so it can be accelerator and brake. Very cool design. Can feel awkward at first though.

wheel has a spring loaded centering action. Feels sturdy.

Handle fits well in both hands.



## UltraRacer 64

by: Interact  
for: N64  
price: \$29.99

# 8.0

Once you are used to the different style of control this is superb. Obviously you've got to like your racing games, but it's less of an investment than a full wheel arrangement.

[www.interact-acc.com](http://www.interact-acc.com)

## Dual Mode FlightStick

by: Mad Catz  
for: PlayStation  
price: \$24.99

# 8.0

If you like your sim-style action games, this is a nice stick. Worth looking into if you're planning on some heavy Colony Wars: Vengeance sessions this Christmas. Not a bad price either.

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

Good-shaped stick, nice and comfortable. The buttons feel a bit cheap though.

Big and stable base with a very cool palm rest...makes it very comfortable to use.



Buttons are well-placed and fall just under your fingers.

## Dual Arcade Joystick

by: Mad Catz  
for: M4  
price: \$49.99

# 7.5

It's a fighting game arcade stick one way, and a sim-style analog stick the other. Ingenious and stable design: they will hold out. Shame. (Make yours line up on the floppy side though.)

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

stumpy little stick is way too floppy, although it does have a nice "click" as it moves.

Like its PS counterpart, the stick feels a bit lightweight.



Base is very stable, this won't fall over easily.

## Super Pad 64 Color

by: Interact  
for: M4  
price: \$24.99

# 5.5

This is basically exactly the same pad as the Shark Pad Pro, only it's not so thin, it doesn't have slo-mo and auto fire, and it's not an "official" Nintendo-licensed product. Still ugly.

[www.interact-acc.com](http://www.interact-acc.com)

You've got to admit it's a pretty ugly-looking stick, transparent or not...yuck.



Digital pad feels pretty awful.



Not a comfortable pad to use "playing digital."

Z-trigger is slightly hindered by the shape of the pad.

Analog stick feels too long...like it might snap at any moment.

## Shark Pad Pro 64z

by: Interact  
for: M4  
price: \$49.99

# 6.0

Solid, but pretty ugly-looking pad with an extra long lead. Doesn't feel like it was designed with most peoples' hands in mind as it never seems to feel comfortable.

[www.interact-acc.com](http://www.interact-acc.com)



# Review Crew

EXCELLENT  
10

9  
8  
7  
6

AVERAGE  
5  
4  
3  
2

CRAP  
1

## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1. This is the kind of game you want to avoid at all costs. It's pure crap. As our score below explains, in the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards.



### Current Favorites

NFL Blitz (NG4/PS)  
G.Barkis  
Parasite Eye  
Thunder Force II  
Favorite Genres:  
RPGs, Action

### Crispin Boyer



Cris was at least hoping Spice World would offer some guilty pleasures, something he could play when the other guys weren't around. Alas, Posh Spice has the face of a horse in the game, and Sporty Spice looks even worse. Or at least that's what Cris told us. We're surprised—and a little horrified—that he even knows the Spice Girls' names, so we're sending the poor guy on a much-needed vacation.



### John Davison

With ZGM swelling in size with each passing month, and the increasing number of excellent games passing across our desks, John has been finding himself in increasing degrees of trouble with his 'better half' for never being at home. Fortunately, Heidi Dixie has come to the aid by again allowing him to introduce a game into the home, BANG! style, where she can attempt to destroy his gaming dignity.

### Current Favorites

Parasite Eye  
Resoparis  
Metal Gear Solid  
Blaze Fencer Musashi  
Favorite Genres:  
Action, Adventure



### Current Favorites

NFL GameDay 99  
NCAA Football 99  
 Madden NFL 99 (PS)  
NFL Blitz (NG4)

Favorite Genres:  
Sports, Racing

### Dean Hager

With both versions of Madden 99, as well as GameDay 99 and NCAA 99 already in hand, the prospect of receiving NFL Club 99 and GameBreaker 99 could send Dean into a gridiron overload. And we're not even counting NFL Blitz or Blitz! to calm his frenzied, Dean often wanders over to the other side of the building where wootching games are played by peaceful wood elves. Silly little guys.



### Dan Hsu

This month, Dan's eyes are reeling from playing so many bad games. He has never given out so many low scores in one month. Don't think he enjoys it—Dan hates cutting down the hard work of game designers, programmers and artists. But hey, if you're going to put out a turd, then you're going to get a hard review, right? At least he's playing a few good games to balance things out.

### Current Favorites

Raiden Silvergun  
G.Barkis  
Devil Dice  
NFL Blitz (NG4)

Favorite Genres:  
Strategy, Puzzle



### Current Favorites

Moving HQ: Own Office  
Telling At Joe Rybacki  
Expanding Large Diversions  
Madon N's, 99, 99 Course

Favorite Genres:  
Sports, Strategy

### Kraig Kujawa

We're sad to report that last issue was Kraig's last harsh reviewing games on these two pages. Apparently being a sports expert for us here on EGM wasn't enough for the ambitious young Texas, so he is now landing it up as the lead new editor in chief of our sister mag, Official U.S. PlayStation Magazine. We'll doubt think that he's important here, but we'll always know the truth. We'll miss ya, Kraig!



### John Ricciardi

With all of the football games this month, John's been seeing Gatorade buckets in his sleep. When he's not fighting for second place in the office gridiron battles (Waig of course maintains the Semisacral Bowl trophy), he's daydreaming about how fantastic the upcoming months are going to be. Think about it—Zelda 64, Metal Gear Solid, Color Game Boy, Japanese Dreamcast—all within two months! Wow...

### Current Favorites

Parasite Eye  
Madon NFL 99 (PS)  
NFL Blitz (NG4)  
G.Barkis

Favorite Genres:  
RPGs, Action



### Current Favorites

Parasite Eye  
Heart of Darkness  
Kula World  
Devil Dice

Favorite Genres:  
Action, Adventure

### Shawn Smith

With Shawn reviewing Kula World and Devil Dice this month, he has been reminded of how much fun a good puzzle game can be. This is especially true with the Multiplayer Modes in Devil Dice. In some genres though, the story is different. Shawn wonders why so many average games are released. Why bother? Who buys them? Shawn hopes the reviews in EGM eliminate needless wasting of your funds.



### Sushi-X

Sushi's been travelling a lot in the last few months, which is why he hasn't been reviewing as many games as the rest of us. Now that the huge holiday issues are approaching, he'll be around a heck of a lot more! In addition to playing quite a few review games this issue, he's real excited about being able to tackle all of your hardware gaming questions in his new column. Ask Sushi-X. Keep 'em coming!

### Current Favorites

Street Fighter Alpha 3  
Soul Calibur  
Garfield USA 2: Best  
NFL Blitz 99

Favorite Genres:  
Fighting, RPGs

## DEADLY ARTS



Publisher: Kanami

Developer: Kanami

Featured In: EGM #78

When will I be able to sit down and challenge a fellow Ninja to a good fighting game on the N64? Deadly Arts starts out with flash but quickly fizzles. Graphically, the game isn't all that bad. The polygon builds are nice and the presentation of the stages (especially before a match) are impressive. Where the game falls flat is in the horrendous play control and astoundingly amateur game design. The fighters animate like crap and the camera movement is pathetic. Speaking of the fighters, they have an incredibly generic design to them. Aside from one or two female characters who look average at best, the cast of characters in Deadly Arts is about as exciting as getting a root canal. If there is a bright side to the game, it's in the Create A Fighter Mode. The ability to customize your characters is always fun and the possible variations are enough to keep you occupied for a while—that is until you have to train your newbies and subject yourself to the game's wretched pugil mechanics (barren, kid, etc.). With more developer time, Deadly Arts could easily have been a decent fighter. Instead it's probably one of the top-5 worst fighting games I've ever played. This is not at all representative of what I know Kanami is capable of, and it only serves to increase my frustration with the N64's lack of decent fighters.

Sushi

Number Of Players: 1-2

Best Feature: You Don't Have To Play It

Worst Feature: No, Did

www.kanami.com

## F-1 WORLD GRAND PRIX



Publisher: Nintendo

Developer: Paradigm/Video System

Featured In: EGM #70

If you've been complainin' about the N64's lack of a "real" racing sim (like I have), it's time to rest your jaws. F-1 WGP is the most detailed, graphically correct racing game to grace the N64 to date. Now the flipside—you really gotta like in-depth sims to appreciate the ins and outs of this one. Those interested in quick, arcade-style fun should look elsewhere because F-1 WGP could take a long time to master. In fact, maybe too long. My frustration level peaked several times while trying to win some of the more demanding tracks. The most maddening thing? Watching the competition fly by after the slightest driving error on my part. Another odd thing is that the vehicles have a tendency to power-slide through corners. This is very uncharacteristic of an F-1 car, plus it kinda blows the sim image out the window. But then again, is that so bad? These who've played Prognosis' F-1 games can attest to the frustration that comes with ultra-correct simming. After all, even realistic racing games should be fun at least on some level. On a different note, the frame rate is a little slow, most likely due to the ambitious graphics. Yet in the end, even with its contradictory elements, F-1 WGP is still a fine game with a lot of solid features and replay appeal. It should be mentioned that 2D play is very cool, too.

Dean

Number Of Players: 1-2

Best Feature: Detailed Graphics

Worst Feature: Inconsistent Frame Rate

www.nintendo.com

## GEX 64: ENTER THE GECKO



Publisher: Midway

Developer: Realtime Associates/Crystal Dynamics

Featured In: EGM #59

Gex may be one of the top mascots on the PlayStation, but his N64 debut peeks a lot of problems. Chief among them: the camera, which responds slowly when you shift it and is always snagging on stuff. Awkward angles are abundant, making some levels—namely, "Rain in the Ataraxia"—well, a pain. I tell you, the camera is Barjo-Kazooie wasn't nearly perfect, but it seems like a gift from the gods compared to the frequently skewed views of this game. The new Titanic level is a disappointment, too. It seems locked on and isn't nearly as fun or interesting as the other stages. Graphically, the game's a mixed bag. Some levels are extremely sharp and colorful, among the best seen in third-party N64 games, while others are just plain. As expected of the cartridge format, Gex's collection of wily-guy-one-liners has diminished dramatically. Yet he still sprouts off just as often, and the repeated oups get old real fast. After all, said I know it'll be the target of a small gap in the class against the N64's best cause I gave the PlayStation Gex Higher Game. Truth is, Gex 64 is still a fantastic fun game, but 2D action titles just have a much higher standard to meet on the N64—a standard set by Super Mario and Super Mario 64. Gearing up? Nearly as polished as those masterpieces.

Crispin

Number Of Players: 1

Best Feature: Lots Of Levels

Worst Feature: Awkward Camera

www.midway.com

This is the worst N64 game I have ever played. Bad technique. Polygon drop out, sluggish animation, buggy camera angles, horrible graphics...bad gameplay: poor-poor controls, delayed moves, three buttons punch, kick and guard, bad collision detection, cheap movements. I swear this piece of utter crap must've been programmed in BASIC. I have NEVER seen a fighting game this bad. Please wait in for a good level!

Dan

Ouch, Deadly Arts may look nice in all system shots, but don't be fooled—this game is TERRIBLE. There's not a piece of decent gameplay to be found, anywhere. The fighting engine is a joke, the controls are sluggish, the animation sucks, the characters are ridiculous lame and the music is awful, too. Being able to create a fighter is cool, but the game is so bad it sucks the fun right out of the whole process. Rather...

John R

As for the N64's fighting game track record, wasn't bad enough, the kicky-punchy genre has hit a new low with Deadly Arts. The fighting engine—a no-frills cop of Dead or Alive's—is worse than Derivatives. It's dull, the animation is cheap and unsmooth. Controls are flimsy as hell. Most areas look like trash. And while the Create A Fighter feature is innovative, why bother building a character when the gameplay is so shabby?

Crispin

F-1 World Grand Prix is an infinitely better F-1 racing sim than last year's F-1 Pole Position. The controls are superb, the graphics are far superior, there are more options to choose from and overall, the gameplay is just much better. F-1 racing is another style of racing that I'm not a big fan of in the real world, but I have to say, WGP is definitely the best F-1 style game I've played. Be sure to check out the very cool Challenge Mode.

John R

If you've ever wondered what an F-1 track looks like shrouded in mist...new's your chance. Despite this though, F-1 WGP is absolutely gorgeous (rivaling 3D sims), and is probably in a pretty good position to hold the title of best N64 racing game. The display resolution isn't even in any way, and the controls leave a little to be desired, but on the whole, this is a comprehensive and extremely competitive sim.

John D

Right out of the gate, F-1 WGP earns marks for filling in the needs of racing simulation fans who own an N64. The game is definitely challenging, and offers two lengthy season modes that will take many hours to master. The console isn't quite as smooth as 3D, but the fun and the frame rate is a bit off at all, but all things considered, F-1 is an enjoyable race that fans of Formula 1 racing will definitely want to check out.

Sushi

VISUALS	SOUND	INGENUITY	REPLAY
3	2	2	2

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	7

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	6

## GT64: CHAMPIONSHIP EDITION



Publisher: Ocean

Developer: Insignia

Featured in: EGM #10

Number Of Pages: 12

Star Feature: Realistic Handling

This sounds like fun if you liked Ocean's other N64 racing game, Multi-Racing Championship, then you'll probably like what GT64 has to offer. Even if you didn't like MRC you should check out GT64, but I'll preface that statement by promising you that it's not going to blow you away. Yeah it's better than MRC — sharper graphics, deeper gameplay and a much more competitive racing engine but my contention is this: **it's hard for me to go building my appendix over a racing game that's programmed for the most powerful system out there, yet it doesn't look or play a whole lot better than even Sega Rally!** I'm not condoning GT64 — I'm just bummered that a game made four years ago still a benchmark sim. Granted the cartridge limitations have a lot to do with that, but it still bothers me. OK, back to Earth. GT64 has all the fundamentals in place — most importantly, good competitive gameplay. It's similar to NASCAR in that way it keeps drawing you back in for the next race, and the next, etc. The wheels drive a lot better even with adjustments, but frankly, you won't notice too much. This is more of a "sit back" game where you'll probably whoop-silly every corner with never with a race in GT64 — it's more about careful braking and accelerating and all that. Perfect race, look, I can still recommend GT64.

Dean

If you're expecting Gran Turismo for the N64, forget it. This, I'll have you know, **is yet another middle-of-the-road racing game** that will stand alongside the swarming ranks of similar titles on the N64. The graphics are adequate, but suffer some weird lags or pop. The sound is pathetic. The music, especially, and the soundtrack, is in predictable and unimaging. GT64's driving grace is the only thing that makes it worth a look.

John D

Racing games and the Nintendo 64 seem to go hand-in-hand. Great N64 racing games, however, seem to be a rarity. **GT64 is not a bad game by any means.** The game gives you several different cars to choose from, and they all handle extremely well. I also like the simple format used to customize vehicles. But the lack of physics, lively tires and their long vibrations and shoddy frame rate bring the score right back down.

Dan

So do we finally have a good racer on the N64? Not here we don't. **GT64 simply adds to the long list of average and below average racers on the system.** GT has lousy graphics and a shaggy frame-rate, the sound and music are annoying, and the control is too loose. GT may have a decent number of cars and options, but that's about it. If you're looking for more realistic racing, I would recommend NASCAR as a PC/WP.

Shawn

VISUALS 5 SOUND 5 INGENUITY 5 REPLAY 6

## MADDEN NFL 99



Publisher: Electronic Arts

Developer: Tiburon

Featured in: EGM #10

Number Of Pages: 14

Star Feature: Realistic Graphics, Great AI

First of all, let me say this: Regardless of what any other mag or Web site may have told you (no disrespect to any of our competitors or their opinions — informed or otherwise), last year's Quarterback Club '98 was NOT a better football game than Madden 99. In fact, it was so embarrassingly inferior gameplay-wise, I can't believe anyone was willing to say that QB Club was even in contention. But oh well, extremely pretty graphics have been known to cloud judgment in the past, so we'll forgive and forget. Now on to '99. We haven't received a playable QB Club '99, so I can't compare the two games yet. If hear QBC is much improved this year, but I can tell you this: **Once again, EA has managed to produce a football game that is amazingly in-depth, with great AI, loads of options and features (Franchise Mode is great for sim fans), and a gorgeous interface.** Of course, this year all the licenses are in place, and the graphics are a lot better, though the frame rate is still a bit on the weak side. If there's any problem that I have with the game it's that it **still seems like it could be better.** There are some great new animations, but some things (like wide tackles) seem unreasonably sluggish. EA still needs to work on the engine a bit, but game play wise, this is a solid pigskin fan's dream come true.

John R

Even though I prefer GameDay to Madden on the PlayStation, when it comes to N64, Madden 99 is King. While it's too early to designate it to QB Club '99 (we don't have a finished version of that yet), **I'd be real surprised if Ispania can come up with the kind of in-depth AI and realism that Madden offers.** The better graphics are gorgeous, though some times sluggish, but the gameplay is excellent. Now, if you're QB Club fan.

Dean

Madden NFL 99 for the N64 is only marginally different than the PS version. Specifically, **the graphics in this one are incredible, but the slow frame-rate makes for occasionally sluggish gameplay and poor control.** I would've liked your announcement for it, but the gorgeous graphics more than make up for it. The next fan is heading multiple players, but since the N64 has the controller ports built-in, it's nice to get in.

Shawn

Madden NFL 99 rules on the N64, and to top things off, it's got all of the official NFL licenses that were missing last year: the graphics are, of course, first-class, and the speed at which the game moves has been slightly improved. **This last year was light-years ahead of QB Club, and this version sets the bar even higher.** The franchise mode is a favorite of mine, but overall I will love Madden for its multiplayer play.

Sushi

VISUALS 9 SOUND 7 INGENUITY 7 REPLAY 9

## NASCAR 99



Publisher: Electronic Arts

Developer: Stormfront Studios

Featured in: EGM #10

Number Of Pages: 14

Star Feature: Competitive Gameplay

Good news for fans of EA's NASCAR series: NASCAR for the N64 rocks! It's important to note that it has taken on a new look, as well as new gameplay, car physics and AI. **pretty much an entirely new game from last year's version (which was only on the PS).** Right off the bat, but it's good or bad, it feels much more arcade-like. The cars turn quicker, brake harder and recover from wall scrapes and collisions in an unrealistic way. Whereas last year you had to enter corners at just the right speeds to avoid spinning, NASCAR 99 lets you enter turns very fast with only a minor amount of braking to correct your car's path. The same goes for tapping and nudging on the straight-aways. In '98 if you tapped another car's back end, you'd usually go careening off into the infield. No such thing this time. But thankfully, NASCAR 99 has retained its excellent gameplay balance. The actual racing isn't too discouraging, nor is it too easy to win. It's just challenging enough to keep you hooked for the long haul. **Developer comment:** The motor sound is weak in the exterior views, it's exceptional when using the in-car view through the helmet. By the way, it's a very functional view to use, I go without a racing visor — serious N64 racing fans should definitely check out NASCAR 99. It's about time we got a good N64 racer.

Dean

As you'd expect, **NASCAR 99 is tailored for the die-hard gear heads.** You can tweak all kinds of physics and car characteristics, such as drag effects, the pressure, gear ratios and such. Inside it, none of that interests me. We're more into tracks and laps around mostly oval racing. Stock cars will appreciate the different tire, decelerations and light control, but the game's not likely to turn NASCAR lovers into fans.

Crispin

Being so "thickly foreign," I can't quite comprehend the American fixation with powerful stock cars going round and round in circles. I do like a good racing game though, and this seems to be perfectly adequate. **It's not exactly what I'd describe as underpowered "fun" but the graphics are very slick (apart from the awful pop-up) and it seems to be a pretty thorough job.** Since racing fans could do a lot worse, like GT64.

John D

Finally, some good realistic racing games are making their way to the N64. I admit to not having the least bit of interest in real NASCAR racing (besides to learn, surely), but we always liked the home games, and NASCAR 99 is the best one yet. There's a load of cars and tracks to choose from, a great Seasonal Mode, very nice animation and plenty of car customization options. If you prefer realistic racing, definitely check it out.

John R

VISUALS 7 SOUND 6 INGENUITY 6 REPLAY 7

Star Feature: Fun on the N64

Star Feature: Fun on the N64

Star Feature: Fun on the N64

www.starcade.com

www.starcade.com

www.starcade.com

## NFL BLITZ



Game of the Month

Publisher Midway

Developer Midway

Featured in: EGM #10

Number Of Players: 1-2

Best Feature: Great Arcade Thrills

Worst Feature: Through Mouse Focus

www.midway.com

I'd have to rank NFL Blitz as one of my top-20 arcade games of all time. But how good can this fast-paced, smoothly animated, perfectly designed game be on a home system? Pretty damn good. This impressive translation has captured the look and feel of the wildly successful arcade game. In the graphics department, the only thing the game is missing is the higher resolution. But when you see how quickly and smoothly everything runs, you won't even care. All the animations are in, from the high hurdles to the painful, greatly exaggerated tackles and late hits (remember, this game is all about necessary roughness). The gameplay is right on as well. With a couple of exceptions, NFL Blitz plays just like its arcade brother. So what are these exceptions? First, the game unexpectedly and incoherently speeds up and slows down. One minute the game's going through some major player slowdown, the next minute the game's popping along, faster than the arcade edition ever. Second, wide-angle running plays will often miss or have fewer yards. Otherwise, the game is fantastic. The game looks great and plays well. What more could you want? Oh yeah, the excellent play editor is long on the take. It's exceedingly set detailed, and you'll be able to take your plays to the arcade to use in Blitz '99.

Dan

The N64 version of Blitz is awesome. Aside from the lower resolution, it's practically arcade-perfect. The gameplay rocks (think NBA Jam on the gridiron), and the graphics add animation awe-some. The new version plays is OK, but Blitz is really about action. The Play Editor is great—being able to make your own plays and take them to the arcade is brilliant. Not an answer to Madden or QB Club, but rather a great alternative.

John R

NFL Blitz is the greatest console football game for folks who aren't necessarily into console football games. JOL and it's one of the best two-player games. JOL is ultra fun format—single game play mixed with over-the-top statistics—it's fully meant on the N64. Despite the raw chopiness, the game still looks phenomenal, with all the animation of the coin-op. And I can't wait to try my home-made plays on Blitz '99.

Crispin

N64 Blitz looks exactly like the arcade with the exception of the high-resolution graphics. As you'd expect, this version has no load times to hamper the Blitz breeze. NFL Blitz plays and sounds just like its coin-op cousin, but suffers some slight timing problems, not unlike the PS version. There also seems to be a lot of overhead passes which weren't as frequent in the arcade. Still, an excellent port of an excellent game.

Sushi

INITIALS	SOUND	INGENUITY	REPLAY
9	8	9	10

## WALIAE CC: TRUE GOLF CLASSICS



Publisher Nintendo

Developer TMI Soft

Featured in: EGM #10

Number Of Players: 1-4

Best Feature: Play Of Option

Worst Feature: Only One Course

www.tmi-soft.com

As we said in our preview last month, one of the biggest problems with this game is the fact that there's only one course. Waliae may be a beautiful and somewhat pronounceable Hawaiian paradise, but it's not really enough for a golf game these days. Still, the game tries to make up for this deficiency by throwing all kinds of different options at you to keep you interested. Six different play modes kick things off with everything from practice to skins covered. Ample to keep you busy...but not anything to write home about; pretty much every golf game on any system these days offers this much. So what else? Well...there are lots of customizable thrummers that let you screw around with attributes for the golfers themselves, their golf balls (just kidding) and the shot, but at the end of the day...so what? Does it play OK? Well, yes and no. The ball physics seem all wacky and it's really difficult to judge distances

when you're so close to that you end up seeing what distance your club is rated for and then still have to work on the power bar a lot just to try and avoid your device's mistakes. There are inevitable problems too. The music is horrible, the "selection" ping is 50 WAT and the player graphics are so obviously blue-screened it's ridiculous. Shame this is the only N64 golf game out there.

John D

Considering there aren't a lot of golf titles on the N64 I was anxious to try Waliae. Boy was I let down. The menu interface before, during and after the swing is clunky and inefficient. At times, you feel you don't have enough control over a situation and at others you have too much. There are lots of modes to try but you're limited to a handful of them. And only one course. And how often these days. Rent it first, for sure.

Dean

Waliae is a solid golf game that's plagued with a couple of really annoying shortcomings. The most important is quite obvious—there's only one course. I don't know about you, but I sure as heck ain't paying \$20 for a one-course golf game. The other thing that bugs me is that the ball physics during play are too off. If you can get past these quick, you should enjoy the game. But you'd do better highly recommend renting it first.

John R

This style of golf game was outdated three years ago. Fuzzy digitized graphics mixed with a cumbersome interface are a bad mix for any game, but it's absolute death for golf sim. It's especially difficult to get a good read on the greens during putting. The most useless option award goes to the difficulty selection. Chose from several different redies who do...nothing? No advice, but finding or movement? A sub-par effort.

Sushi

INITIALS	SOUND	INGENUITY	REPLAY
5	5	4	5

## BATMAN &amp; ROBIN



Publisher Acclaim

Developer Acclaim Studios

Featured in: EGM #10

Number Of Players: 1

Best Feature: Character Animation

Worst Feature: Everything But

www.acclaim.com

Geek...where do I begin with this one. I mean, the game doesn't really have any good points. Well, let's see...the soundtrack is pretty cool, most of the character animation is really natural, and the size of Gotham City is awesome (since exploration is such a big part of the game). That's about it for the good stuff. What kills me the most is how difficult the game is. It's not impossible mind you, but it can be very challenging at times. Now, usually that's a good thing, but since Batman & Robin is so fun to play, the challenge turns into annoyance. Graphically Batman & Robin is decent, but often too dark. On top of that, the camera is terrible, swinging around for no apparent reason in some instances and staying stationary in others so you have to control Batman from afar. I can't say I like the control much either, although that can be mostly attributed to the poor camera. Slipping from edges and getting stuck in small rooms is far too easy thanks to the strange places the camera ends up in. In addition, the lights are pretty lame (due to control) and the shadows are terrible. If I was flying back with money laying around, Bruce Wayne for instance! I still wouldn't buy this. But then again, if I was Bruce Wayne I wouldn't need a Batman game because he'd be Batman, right? I need sleep...

Shawn

N&R is more than just a mess—it's such a spectacular mess that it's nearly worth buying for the shock value. This game tries to be so many things it does nothing right. Control is the driving portion is awful; you end up seeing enemies more often than shooting 'em (especially when driving the Batmobile). The jump camera is the Turbo Sander hits is excruciating. You can get all of this and more when you get up with the game itself.

Crispin

This could have been \$0 billion: it's a 3D action game, a driving game, it's got combat, puzzles, detective bits...and the control suffers even. So WHY is it such an infuriating, poorly executed fave with a ridiculously long learning curve? The one-two trifecta of terrible controls and stupid camera shifts render it utterly unplayable, and in many places it acts almost as though it isn't broken. Does the movie matter?

John D

Batman & Robin is easily one of the silliest mistakes I've seen in a while. The camera in N&R is the worst yet in a 3D adventure title, and the game is loaded with glitches and enemy AI problems. The objectives are fairly uninteresting, and the best controls are provided with the horrendous graphical presentation made for a frustrating and painful experience. The only worthwhile features are the music and the background environment.

Sushi

INITIALS	SOUND	INGENUITY	REPLAY
5	6	4	2



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## DEVIL DICE



Publisher: THQ

Developer: SCI

Rated by: EGM #18

I knew I was going to like Devil Dice the first time I laid my eyes on it. Like most successful puzzle games, Devil Dice's concept is simple yet deep, meaning any moron can learn how the game works in seconds, and puzzle veterans have enough there to keep them busy for weeks. On top of that, the game may look very intimidating, especially if you're watching players who know what they're doing.

After all, this isn't your standard 2D cascading colorful tiles puzzle game. But since you sit through the great tutorial (one of the best I've seen in any game), you'll realize the game is very easy to get into. DD is made all the much better with a Five-player War Mode and a completely different Two-player Battle Mode. Both modes are frantic and a blast to play since the game allows you to steal combos away from the other players (part of the fun of everyone being on a single playing field). On top of that, the game has a fun Two-player Co-op option and a challenging Puzzle Mode (a very frustrating but ultimately satisfying game that has you solving little non-clearing challenges, one at a time). If you're disappointed with the main mindless go-here-or-there market, please check out Devil Dice. It will keep your neurons blazing, and you'll have fun of it. And to think, this game was created on the Xbox!

Dan

The One-player Mode in Devil Dice is a lot of fun, but it's more or less training for the intense multiplayer stuff. Don't get me wrong, the one-player game is very interesting but I had the most fun when the four of us overlooking 3D cut downs and tried the Multiplayer Modes. Sure, the game may seem confusing at first but all in all it's very cool. It has great graphics, sound, controls and a marginal concept. It's a win.

Shawn

A fun, addictive and original puzzle game that is so compelling that even your mom will probably go for it. The graphics are simple, well-defined and extremely effective, and the overall presentation is excellent. As a single-player game it's a fantastic experience that will keep you hooked for hours. As a multiplayer game it's relationship-threateningly competitive. Still, no only fun (unless you find it for winning too much).

John D

It warms my heart whenever I can sink my teeth into a good puzzle game. Devil Dice has lots of originality and has plenty of holes to keep up to five of your pals (yourself included) busy for weeks. The premise of the game (to match the face value of a die with the equivalent amount of connecting blocks) is simple, but once you get into it, you'll be amazed at the depth of play involved. A terrifically addictive 3D puzzle. 10/10.

Sushi

## FUTURE COP: L.A.P.D.



Publisher: Electronic Arts

Developer: Electronic Arts

Rated by: EGM #18

It'll give Future Cop one thing—you'll get blown to bits if you go into a level with zero a-blastin' and no plan of attack. This game is not some mindless shoot-'em-up. Future Cop is very challenging—most of the time because of tough enemies, objectives and other obstacles. Problem is, other times the challenge comes in the form of bad control (at least when your vehicle is in its mesh form). Basically this changes control into frustration. Why there are so many thin walkways and platform jumps I don't know, when you throw in enemies flying around blasting you, things can seem downright impossible. Dying because of a fall or because it's hard to turn around is no fun at all. The hovercraft on the other hand handles quite well. The gameplay is along the same lines as one of the Strike games, except with a police theme instead of a military one. It works pretty well, but I'm not sure why EA didn't just call the game Cop Strike or something like that. Keep in mind, you have to play into this one for a few levels before things start getting interesting. At first it seems rather average. Overall, the game's not incredible, but it's worth trying out (especially if you're a fan of the Strike games). It's hard to recommend, but I'd like to see if you dig it or not. See last thing: What's with the lame name?

Shawn

FC: L.A.P.D. makes for a decent one-player game, as long as you don't play it like most conventional shoot-'em-ups. You have to take things slow and dart for cover, or the game gets too hard too quickly. But the real perks here are the multiplayer options. You get a versus Mode, which has you protecting your fort from player two. I prefer going through the missions in Co-op Mode, despite the occasional pesky (blessed) single.

Crispin

I like Future Cop. No, it's not the greatest game of all time, but the diverse missions, decent graphics and different play modes make for an interesting romp. If nothing more. Sometimes the game is a bit tedious in both control and difficulty overall. I'm pleased. Demolishing crazed drug dealers and rescued crime lords is always a pleasure. It is in its real life all the times. It's a blast. Future Cop is worth a try out.

Dean

Future Cop may seem like a mindless blasting game at first, but it turns into quite a strategic experience. We'll need to think before you blast as well as experiment with the various weaponry on each stage. On the downside, the camera angles can't be manually controlled and the scrolling is jerky at times. The toughest pill to swallow is that you have to start over from the beginning of a stage if you die. Challenging, but fun!

Sushi

## G.DARIUS



Publisher: THQ

Developer: Taito

Rated by: EGM #19

G.Darius is a perfect example of exactly the right way to bring an old-school 2D shooter into a 3D environment. The 3D graphics are totally awesome, and the stage backgrounds are a marvel to look at, but that's just the game's exterior. Behind all the flash (and believe me, there's a ton of it), lies a very well thought-out gameplay system that has all the elements of a great shooter: intense action, great stage design, awesome bosses, innovative attack methods and more. Two-player simultaneous play doesn't hurt, either. Being able to capture your enemies and use them is a great feature (especially when you capture the mid-Boss-type enemies who have their own special moves), but that's really only half the fun—when you use those enemies to power up your super beam and the beam to beam with an enemy Boss, that's where things REALLY get nuts. The rush you get from overpowering a boss' beam with your own is really intense. Also worth mentioning is that you can change paths midway through a stage at various points in the game (instead of just being able to do it after completing a stage). Very cool. Missed opportunities also exist—there's some slowdown here and there (especially during jets), and the music couldn't have been better than Incredible. This is easily my favorite PC shooter.

John R

In my humble opinion, G.Darius is the best U.S. 3D-Bit shooter to date. The game is truly revolutionary. With you capture mid-Bosses (and using Strike Righter-style moves to pull out their special attacks) or making you play giant beam tug-of-war with the larger-than-life Bosses. The branching levels give the game replay value. The Two-Player Mode is a blast and the anti-collisions are amazing. The occasional slowdown sucks, though.

It's not the prettiest 3D-Bit shooter that I ever got to (Linkinder), and it suffers from some slowdown, but G.Darius packs loads of gameplay and more than enough levels. Your ability to capture enemies and use them as weapons—or in tag-of-war battles with Bosses—is pure genius. Give the game a nearly limitless variety of power-ups. The Two-Player Mode is a total bonus, although slowdown can get pretty thick.

Crispin

G.Darius is a superb shooter. The multiple paths, gameplay and visuals all rock. Plus, it can't help but have the strange fish-thru-what's more fun than blowing up a giant rocket ship? The only problem the game has is minor slowdown. I haven't played a shooter on the PlayStation yet that doesn't have slowdown somewhere (ugh! Ludds, being able to capture the enemy and then use their abilities is so simply awesome).

Shawn

Number Of Players: 1-5

Best Feature: Spatially Unique Gameplay

Worst Feature: Spine To Make Five To Play Move

www.egm.com

Number Of Players: 1-2

Best Feature: Level Design, Graphics

Worst Feature: Repetitive Gameplay

www.egm.com

Number Of Players: 1-2

Best Feature: Ability To Capture Enemies

Worst Feature: Some Slowdown

www.egm.com

VISUALS 8 SOUND 7 INDETHITY 9 REPLAY 8

VISUALS 7 SOUND 6 INDETHITY 6 REPLAY 6

VISUALS 8 SOUND 7 INDETHITY 7 REPLAY 8

## HEART OF DARKNESS



**Publisher:** Siontum/Enteley  
**Developer:** Amazing Studios  
**Featured in:** *IGN PRO*

If *Heart of Darkness* was about four levels longer and not quite as tedious in some areas, I would've given it a 9.5. Basically, it **beat the game and felt unsatisfied**. It didn't take me that long and I wanted more. It would normally be a good thing, except in this case there was no more to play. So what made the game tedious? Well, a couple of things. First, a few of the puzzles in the game were almost impossible. Sure, you get a hint, but it still gets tedious. I do like the quick hints you receive if you die enough times—that's a nice addition. A few times, I'd get past a tough puzzle and then something on the next screen would pop up and kill me. Then I'd have to die it all over again...that's a bit cheap. Second, the control was too loose at times, making double-jumping and aiming your shots really tough in some situations. Still, *Heart of Darkness* has incredible graphics and cinematics (especially the version of the ending that you can watch in 3D), a brilliant soundtrack, and what is also an interesting story line. I can't say I'm all that big on the kid you play as though, he's a little too obvious for my liking. His screams and attracting didn't really affect my score though. Overall, not HoD and you'll probably want to see it, but if you don't beat the game during the retail period.

**Shawn**

I don't understand why Shawn likes this. You can't possibly comprehend the degree to which I **HATE** this game. It may be beautiful, but it's responsible for ruining my blood vessels to levels beyond what can possibly be healthy. It's the cheapest, most irritating game I've played in YEARS. It kills you with no warning whatsoever, yet fundamentally remains simple, linear and easy. Yes in the making...I want to destroy.

**John D**

More a work of art than a game, HoD's backgrounds are amazingly detailed, with little articulated bits everywhere. And the animation for the dolly main character—as well as for the huge variety of enemies—is accordingly fluid. Ambient sounds (birds, wind, gurgling lava, etc.) complete this insane-but package. But **you're gonna need patience to enjoy HoD**. Be ready to die a lot, although you can still beat it in a weekend.

**Crispin**

*Heart of Darkness*—much like *Old World* or *Pathologic*—isn't really my kind of game. **Strangely enough, I still enjoyed it**. I'm not big on the story but also enjoyed the fluid, fluid, ambient sounds (birds, wind, gurgling lava, etc.) complete this insane-but package. But **you're gonna need patience to enjoy HoD**. Be ready to die a lot, although you can still beat it in a weekend.

**Dean**

VISUALS 8 SOUND 9 INDIVIDUITY 5 REPLAY 4

## KULA WORLD (#WORKING TITLE)



**Publisher:** Pogrom  
**Developer:** SOUL  
**Featured in:** *IGN PRO*

Who would have thought a game where you control a beach ball around, with some surreal world consisting of cubes could be so fun? It sounds ridiculous but it's true. But so is a lot of fun. The early levels make it seem like the rest of the game might be too hum-drum all you do is move a ball around, find a key or two, jump over a couple of obstacles and roll onto the exit. As you progress through the game however, you realize this is not true. The fairly fun and innocent look of the beach ball fades into the background as the laws, spikes and deadly polygonal enemy things come full-force into the foreground. You'll sweat as you judge jumps and rotate around cubes, trying to find the right side to fall from, all while working to beat the clock and find the exit. It's really that intense. Simply put, the game is well-made. The graphics are sharp, which is a great feature for a puzzle game to have since the game doesn't rely too much on graphics as it does games like *Portal*, especially like the Trippy level where you pick up the power-up that warps the whole screen and levels it around. If you're into new and exciting puzzles, give *Kula 2* a try. **Please note: just before press-time, we learned that due to legal reasons, the name of this game will be changed before release. Don't!**

**Shawn**

Get ready to use your noggin! The puzzles in *Kula World* are challenging, but at times frustrating (which is how it should be, I guess). My only problem with the game is that it's not as good as it seems. It's a great puzzle game, but it gets your bearings during hazy weather. This leads to a lot of time wasted on trial and error rather than on straight puzzle-solving. **Unfortunately the Teenys are more than just a gimmick to shoot, but this is still a good puzzle for solo players.**

**Dean**

For such a simple concept, this game is ingenious. Every stage is very challenging, but never impossible. **The learning curve gently breaks you in, so this is a great puzzle game for beginners and hardcore gamers alike.** I would've performed a more robust sound task, as well as a two-player Split-screen mode where two people raced to finish their track first, instead of the take-home method. Still, this is a very solid title.

**Dan**

This surprising little title is actually very nicely designed. As you progress, the game helps down new gameplay elements that keep everything fresh and challenging. The control and physics are a perfect, so when you die, you can't blame anyone but yourself (a sign of good programming). **The game's tempo is on the slow side, though—you'll never get that frantic pace you get from other great games like *Beats Attack* or *Puzzle Fighter*.**

**Sushi**

VISUALS 7 SOUND 6 INDIVIDUITY 8 REPLAY 7

## MADDEN NFL 99



**Publisher:** Electronic Arts  
**Developer:** Tiburon  
**Featured in:** *IGN PRO*

It's about time that Madden was finally brought into a polygonal world, and EA did it quite successfully. Although the graphics aren't quite as sharp as *GameDay 99*'s, there are many more animations, and they are integrated more seamlessly into the gameplay. Low-catches, one-handed catches, and vicious wrap-tackles are all well-implemented, although a couple of those animations are a little stiff. The only thing that aesthetically holds the game down is its frame-rate. The game is very playable, but in some instances it could benefit from smoother player movement. The place that Madden really shines is its ultra-realistic gameplay. The computer's intelligence has been further improved, forcing you to think before you pass. If *Thinking Man's Football* isn't for you, then *Arctic Edge* and *One-Button Modes* that curb the game down into a twitch game, it's okay—Madden '99 is the most in-depth football game I've ever seen. There's a Free-Play Mode that lets you control a team over several years, an in-game play editor and team specific play books, you can bid for free agents, propose trades to the computer (or be selected), and draft a team from the ground up. This is definitely a superb football game for realism, but I still prefer *GameDay*'s gameplay.

**Dean**

Let's face it, if you're a football fan, it's either Madden or *GameDay*—period. This year, again, I'm going with Madden. It doesn't look as nice as *GG99* as the whole thing (the animations are better and the movement is way more realistic), but gameplay-wise there's no contest. If you're a serious football fan who cares about realism, AI and options, Madden is definitely the game for you. If not, well, read my *GameDay* review.

**John R**

Madden is a lot of fun when you get the multi-player stuff going. Solo play is fun, too, but obviously when you play Madden with friends, and great tackles and catches start happening, the needle goes way up on the excitement meter. Graphics-wise, Madden looks pretty good but the frame-rate is a bit sluggish at times (which affects the control to a certain extent). **None of the series will definitely be more than satisfied.**

**Shawn**

After this past E3 showing, it seemed like this would be the year the king got his crown back. Unfortunately, the overall polish of Madden '99 isn't quite as accomplished as *GameDay*. The right AI is back and better than ever, but you have to look just a cheap pay-frame-rate to use it. Simulation breaks will no doubt be in love with Madden's depth and complexity, but if you're looking for pure excitement, you may be let down.

**Sushi**

VISUALS 7 SOUND 7 INDIVIDUITY 8 REPLAY 9

Number Of Players: 1

Best Feature: Excellent Graphics And Play

Worst Feature: Hitman Frantic And Control

www.enteley.com

Number Of Players: 1-2

Best Feature: Interesting Levels

Worst Feature: No 3rd Person View

www.pogrom.com

Number Of Players: 1-8

Best Feature: Unrivaled Realism

Worst Feature: Frame Rate Is A Bit Low Sometimes

www.ea.com



## MASTER OF MONSTERS



Publisher: ASCII

Developer: Systemsoft/Toshiko Imai

Featured in: EGM #93

Master of Monsters is a great game for the patient, detail-oriented blind man. Patient because this turn-based game is extremely slow-paced. Detail-oriented because the game involves plenty of micromanagement. Blind because the graphics look like game straight out of the '70s. Because of the above factors, not too many people are going to get into Master of Monsters. The game **travels along at a wounded snail's pace.** With each turn, you have so many things you can do: summon monsters, move monsters, cast spells, fight, etc. When you get a decommissioned army going, you can see how a turn can take quite a while to complete. The slow pace gets slower if you want to really maximize your battle efficiency (that is, taking the time to do stuff like equipping your monsters, matching up the properly aligned monsters, experimenting with monster fusing, etc.). Everything is made all the much worse with a terrible interface, outdated graphics, need-to-read menus and displays, and other UI annoyances like not being able to see the damage done as fights if you choose to skip the battle animations. The game's walking pace is its sheer depth. You can literally play for days straight and not discover all the cool and unique monsters you can create. Just alone makes MoM worth checking out.

Dan

I know graphics shouldn't matter much if a game's good, but Master of Monsters takes it a bit far. Why wasn't anything added graphically to spice things up with the gameplay? Even so, I do like the various monsters and why you can create, and the battles are decent, but the story is fairly interesting as well, except for the cheesy dialogue in the texts. Still, I don't know—I'm afraid MoM just doesn't do much for me.

Shawn

I was a big fan of the original MoM on the Genesis, and it's good to see that the soul of the game hasn't been messed with much. It's still a great hybrid of strategy and action, with plenty of stats and such, but now you get bonus items and some cool costumes too. Still, you'll need to be a turn-based strategy buff—this isn't the most "immediate" game out there, and the console (or access) makes things all S-L-O-W.

John D

Actually like Master of Monsters. Combining monsters to create new ones is a great idea for a turn-based strategy game, and this game is just loaded with depth. Being able to use your monsters from the one-player game in a four-player tournament is very cool. I could do some with the kind-looking spells and enemy characters, though, and I wouldn't have minded some more eye candy. Overall, I prefer the original.

Sushi

## MEGA MAN LEGENDS



Publisher: Capcom

Developer: Capcom

Featured in: EGM #96

It ain't without its flaws, but Mega Man Legends is still a fun diversion from all that side-scrolling Mega Man came at', same ol'. Instead of a 3D take on the series' platform formula, MML is more of an adventure-RPG hybrid—and a very simple one at that. You'll spend much of the game wandering through its central city, talking to people, going on miniquests and building up Mega Man with a variety of familiar arm weapons (the Grenade Arm, Drill Arm, etc.) and parts for his trusty Buster Gun. You'll spend just as much time dewing in the dungeons, battling enemies and seeking the raw materials needed to complete miniquests and enhance Mega Man's weaponry. Trouble is, the dungeons themselves are visually bland (although the rest of the game looks cool, in an angular, functional sort of way), while combat is repetitive and often far from an intense ordeal—despite frequent Boss encounters. The game's just too easy (although you can replay it at a harder difficulty once you beat it). The control could be better, too. Mega Man is too slow to turn, tapping a shoulder button every year or so. Then to the nearest enemy, but doing so also locks you in place, making you an easy target. **MML is a short game if you rush through it.** Not if you take it all about six hours if you take your time with the miniquests.

Crispin

I hate the graphics, Mega Man's Canadian accent sounds ridiculous, the control system sucks the big one, and the fact that you can't skip through story/talks bits is annoying. I feel high hopes for this, but its lack of originality and grating childish humor and presentation really bugged me. There's plenty to do, and you can make it last (read: drag). Thanks to bits of subtlety and wit, it does work—but it's several hours long.

John D

I found Mega Man Legends to be surprisingly decent, despite the trite dialogue and the overall shortness of play (3.5 hours with bad, but with its RPG-ish elements, I was hoping for much more). Unlike my peers, I actually like the control setup, though the analog control would've been nice. Another thing I like is that all of the dinosaurs are real ones, and very well done. If you're a Mega Man fan and you dig RPGs, be sure to try this.

John R

Well, this certainly is a different kind of game for the Blue Bomber. Mega Man Legends combines the action and RPG genres, doing neither very well, yet it manages to be a fun diversion for a few days. The game is fairly short, you could be able to beat it in one weekend, if especially if you ignore the various miniquests. Control could be better in fact, the awkward control is what made some of the later Boss battles difficult.

Sushi

## NFL BLITZ



Publisher: Midway

Developer: Midway

Featured in: EGM #93

I had serious doubts that a good version of Blitz would be possible on the PlayStation, but I happily stand corrected. The developers have done an amazing job of retaining the speed and look of Blitz while sacrificing as little as possible. Sure the polygon models have been cut back considerably and the resolution is nowhere near the clarity of the arcade, but what this version does best is exactly what the arcade version boasts...it's FUN! The PlayStation version lets you choose from the familiar Arcade Mode, as well as brand-new Tournament and Season Modes. The overall speed of this version is close to the arcade, though there are moments of slowdown and other instances where the action seems unnaturally fast. Luckily, the timing problems don't detract much from the game. The loading times are a bit annoying (especially if you're used to the lightning-fast arcade game), but on the whole it's not too bad, and there are options that allow you to slightly decrease it by removing certain screens (like full-time stats, for example). I have a minor gripe talking about other arcade games, but I have to say—Blitz makes NFL Blitz look like complete garbage. Usually imitation is the sincerest form of flattery, but in this case it was just a big waste of time. **Blitz is the ONLY game in its class.**

Sushi

Blitz turned out to be surprisingly good on the PS. The large and detailed players look great, making competitor NFL Xtreme look awful. The FM and extra voices are a nice addition, but I would've preferred a play editor. Although the player animation is nice, the overall frame-rate is chucky—but this is only noticeable because the arcade game is so perfect that these regular 30 FPS games just follow it as a great, two-player game, too.

Dan

NFL Blitz is hands-down my favorite football game I'm not keen on the more realistic sports titles, and it's one of my favorite two-player games, too. This port is much better than I expected. Sure, the players are a bit small and receivers can get lost in the clutter when they dash too far down field, but the winning gameplay is still solid intact. Keep CPU-assisted or on and you've got an experience as it rarely exists in game.

Crispin

I didn't expect the PlayStation version of Blitz to be this good! The graphics are a little on the weak side (especially if you've seen the PS version), but the gameplay is spot on. If you fell bad about wasting your money on NFL Xtreme (the overpriced pile of crap we're playing), then here's your chance to redeem yourself. A 70% Editor review has been nice, but it's no huge loss. If you like hard-hitting arcade-style play, Blitz is for you.

John R

VOICE 3 SOUND 3 INGENUITY 6 REPLY 6

VOICE 6 SOUND 6 INGENUITY 5 REPLY 5

VOICE 8 SOUND 9 INGENUITY 9 REPLY 10

Master Of Monsters: I-4

Best Feature: Monster Fuse

Worst Feature: 3D Graphics, Slow Movement

www.ascii.com

Master Of Monsters: I

Best Feature: Neo-Queen Agency

Worst Feature: Control

www.capcom.com

Master Of Monsters: I-2

Best Feature: It's 8000!

Worst Feature: Sometimes Chippy From Kids

www.midway.com

## NFL GAMEDAY 99



Publisher: WB Station

Developer: WB Station

Featured in: EGM FEB

It's incredible how NFL Gameday continues to improve so noticeably year after year. It's almost scary in a way. This year the addition of zoom or so more polygons per player and lots of creative shading has really made a difference graphically. The animation is much improved, and as far as game speed goes, I couldn't be happier. Even if you crank the speed the players still move fluidly and realistically. Wrap tackles have been improved too, (no more chugging), though for some reason now when you clip it seems like you've been launched out of a cannon. Anyway though, enough about graphics—on to the important stuff. The best part about Gameday 99 is that they (99) have really tried to bridge the gap between their game and Madden as far as AI and realism is concerned. No, it's still not as smart as Madden, and there's not nearly as many options and features, but it's definitely a big step in the right direction. The TV-style appearance of Madden has been imitated as well (quite nicely, I might add). The commentary is often dry, but overall the feeling of real football is represented than most sports titles in previous iterations. If there's one thing I'm not too happy with, it's the multiplayer play (like last year it seems like AI goes all the way), but otherwise Gameday 99 rocks.

Dean

Even though Gameday 99 is vastly improved over last year's game, it's still got minor holes in the AI and some really annoying 3rd strike (specular run down) which take away from the game's realism. If you're more into arcade-style play and don't care so much about the play details, you'll probably love Gameday. For me, I'll play it now and again for some quick thrills, but when it comes to the kind of football I've down with Madden.

John R

99 certainly has the best-looking football game for the PlayStation. The player animations and details are fantastic, making for a very enjoyable playing experience. The AI and gameplay are both very solid, making Gameday 99 an excellent package, overall. I've seen a few minor bugs, like a computer controlled receiver running away from a pass, but a ref calling the wrong penalty, but the errors are few and far between.

Dan

It simply amazes me how good this year's Gameday looks and plays. The characters are packed with polygon beef that rivals the look of some NBA games. Commentaries are well and plentiful, easily putting the sparse remarks in Madden to shame. The AI still has some problems and features-wise it's somewhat lacking, but overall, despite my fears, you of Madden's can't deny it. This year I'm going to give the nod to Gameday.

Sushi

## PARASITE EVE



Publisher: Square Electronic Arts

Developer: Square Soft

Featured in: EGM FEB

Square is doing Parasite Eve as a "Tolkien-style" RPG. OK, I'll buy that. In fact, I'll even liken this very Resident Evil-esque RPG to a big-budget event film. It packs the same spectacular effects, found mainly in the frequent CG cinematics. And the game spins a gory tale that, for the most part, keeps you interested until the finale. But like most overblown summer movies, PE has its faults. Several confusing plot twists had me asking, "What the heck just happened?" Scarce background music makes for maddeningly silent gameplay. And as far as RPGs go, PE is fairly simple. You just plow through rock "Monsters," collect a few items, beat the Boss, then move on. Thankfully, battles are infrequent, and the innovative combat system saves you from button-mashing boredom. Aya doesn't learn a particularly large number of spells, although you can allocate experience points to improve abilities. The weapon-building system, which lets you combine bits of old gear to build up new ones, is very cool—even if only a few gun parts are really useful. I beat PE in less than 15 hours. That includes time wasted re-fighting the Final Boss because of a particularly cheap gamepad that I just see what I meant. Beat up the game again as the DX Mode, but it's 77 Zen-Chryser Building isn't really worth a second go-around.

Crispin

Parasite Eve didn't quite live up to the high hopes I had for it. Gameplay is uneven—the battle system rules, and the whole sci-fi/monster-modification stuff is innovative and fun. But the story, which starts out really good, gets a bit too weird and convoluted near the end, and the writing is spectacularly average throughout. The cinematics are gorgeous, and the game definitely fits the bill, but the last two hours are so over a real bore.

John R

Parasite Eve is a solid RPG, but it's certainly not as great or revolutionary as I originally thought. First, it's a bit short. Because of this, and the way the story (though interesting) is kind of slopped together, I wasn't down into the characters or plot all that much. I love the battles though. I wish more RPGs had battles like PE's. Overall, it's definitely worth taking a look at—just don't expect it to be on the same level as Final Fantasy VII.

Shawn

Gorgeous graphics, fabulous story, excellent sound and repetitive combat, near redundant features (like the cool but not very useful weapon mod) and some very odd bugs. Interaction "helps" that can make things exceedingly frustrating. It's so perfect—it's quite obviously Square giving Resident Evil a respectful nod—but it's so boring you just forget that you're fighting most of the problems. Loved it. Games Best and Best.

John D

## RESIDENT EVIL 2: DUAL SHOCK



Publisher: Capcom

Developer: Capcom

Featured in: PCK

Well, this game's hard to rate. I mean, everyone who wanted RE2 already owns it, right? Is there enough new stuff here among the rehash? Let's run down the list of enhancements. Yes, the game rumbles—a lot. It shakes when you shoot, fall, get attacked, ride the elevators—even when you select a menu option! It's a nice addition if you're not yet desensitized to jumping jacks. Next up is Ropke Mode, which from the outset arms you with the machine gun (and soon after the gaffing gun and rocket launcher) and unlimited ammo. I'll admit, there's something insane to fun about strutting around, blasting everything in sight. Nothing—short of stepping to smooch every zombie—will keep you from breezing through this mode. Finally, you get Extreme Battle Mode, which opens when you beat Scenario B (your save from the original RE2 works, so you don't have to replay both scenarios). This mode has you working through the game backward, hunting for four jewels placed randomly in the police station. Beat it the first time and you can play again at a higher difficulty as Ada. Beat that to unlock Chris Redfield and a third difficulty level. EB Mode is a 4-mile, cool bonus, with a view to it than the others and 10 scenarios. Still, if you already own RE2, you can pass this by without feeling much loss.

Crispin

Slightly upgraded games always provide a problem for game reviewers. On one hand, RE2: Dual Shock is 99 percent the same as the plain old RE2. On the other hand, it's still excellent. At RE2 this time, Capcom isn't promising something that's not there (remember RE: Director's Cut?). I must state the obvious here. You should only buy this if you don't have RE2 already. The new modes aren't worth buying the game again.

Dan

We fought about this one. Oh boy, on one hand it's an excellent game which now has some extra "bonus" features added. On the other, it's the same thing again with not enough left to stay. Sure, the rumble (which works well), the dark thing tries to shake (out of your hard even on Menu Screens, but is it worth buying if you've already got RE2?). If you don't own the original RE2, buy this—it's a true classic.

John D

As much as I love Resident Evil, it's hard to recommend this. The improvements are subtle, and while the new Extreme Battle Mode will keep the old fans busy (if Chris Redfield rocks), it's not enough new here to warrant another purchase. Still, if you've never played RE2 before, I can't recommend it this time enough. It's still one of my favorite games this year for any system.

John R

VISUALS 9 SOUND 8 INGENUITY 7 REPLAY 9

VISUALS 8 SOUND 8 INGENUITY 7 REPLAY 6

VISUALS 9 SOUND 9 INGENUITY 3 REPLAY 5

Number Of Features: 14

Best Feature: Great Graphics, Improved AI

Worst Feature: Disappointed Multiplayer Fun

www.playstation.com

Number Of Features: 1

Best Feature: Cool Story

Worst Feature: Too Short

www.squareoft.com

Number Of Features: 1

Best Feature: Extreme Battle Mode

Worst Feature: Murky Story

www.capcom.com

## ROSCO MQUEEN



Publisher: PogoSoft

Developer: SCEI/Skipper Snake

Featured in: EGM #10

Please forgive my bluntness, but this game does not deserve to be in the PlayStation library. I haven't seen such a simplistic and repetitive game in a long time. Getting through each stage is a real challenge, not because the game is tough, mind you, but because you do the same thing, over and over and over. And over. Kill enemy. Fly fire. Get more water. Repeat. I kept playing in hopes that the later levels would offer something a bit new or exciting. No such luck. The cartoonish graphics, silly sound effects and simple gameplay may lead you to think that this game was designed for children. Maybe so, but I have a hard time imagining younger gamers could tolerate the shoddy controls—another huge low point of the game, it feels like Rosco is wearing lead boots in the game when he's running around foaling down fires. Aiming is sluggish and precise jumping is almost non-existent. **The only people who may appreciate this Saturday morning cartoon are very small children who have never played a good game to be able to tell the difference.** If Rosco McQueen is the first video game you've ever played, then it wouldn't know any better now, would you? Are there any positive things I can say about Rosco McQueen? Ummm... the graphics are nice and colorful... that's all.

Dan

Despite the similar gameplay premise, this is not the PlayStation answer to Dumber Rangers. Rosco McQueen is such a simple (i.e., dull) action game that I doubt it'll appeal to anyone out of grade school. Run around, put out fires, rescue villagers, collect power-ups, move on to the next busy level, pass. The inevitable boring "level not yet completed" areas would be a variety of "rewards" with out the cheesy sound effects.

Crispin

This is actually a pretty awful 3D action game that's masquerading as something original and different. Once you spend some time with the broadly linear gameplay, the simple objectives and the dull premise, you realize that it's actually like a low-generation PlayStation game with slightly better graphics and a really stupid name. I take the fact that Rosco's hair seems to run on batteries of Alan Smitkey. Very nice.

John D

If I was 10 years younger I might have gotten more of a kick out of playing Rosco McQueen. It's definitely geared toward a younger audience—am I right? I hope it is. The graphics are OK, but Rosco's just kind of a strange, messy-looking game. The quality of the voice cast, though, that's really very interesting or challenging to them. Rosco himself is lame, and so are his catchphrases. But is there a possibly rental that does anything else.

Shawn

## SPICE WORLD



Publisher: PogoSoft

Developer: SCEI Bumpo

Featured in: EGM #10

I was expecting that playing this would be somewhat akin to being sent to hell and having my private parts flayed and soaked in vinegar. Surprisingly though, the experience wasn't half as unpleasant as I'd have thought (even though Ginger is still in there in all her obnoxious glory). It's still not my cup of tea, but I can appreciate why Spice World works. Clearly aimed at young, female Spice fans (and not mid-20-something, male gamers/journo) this is less of a game and more of a sort of "fun" where you get to play with the Spice Girls in a number of different environments. Mess up one of their tunes in a minefield while with the aid of a nubile South London DJ, practice your dance moves with the superfluous dance instructor and then it's off to the TV studio with a camp sounding director to put your ideas together. It's like a stripped-down, humorless Paltrow with the irritating Spice Girls thrown in for good measure. Add to this a "multimedia" presentation of the Girls talking about embarrassing moments, their movie, and all sorts of other "fun" and you have the perfect example of a "cash cow" product. **Little girls everywhere will nag their parents to get a hold of the thing.** Let's hope that this opens their eyes to video games rather than just the empty Spice Girls Paradise.

John D

Man, PogoSoft used to be the s\*\*\*. The once-hip company that brought us MegaBot XL, G-Police and Colony Wars has sunk to a new low with this license. Even Kage Space Fans may be disappointed in this title—the shallow interactive dancing and mixing games get very tiresome and repetitive after about five minutes, and the multi-media bits and interviews and other CD-ROM extras do little. P.S. — in the Spice Girls sack.

Dan

Heh... Let's see here. I'm not a 22-year-old girl, I don't hang out at the mall on Friday nights watching Girl Power. My walls at home aren't covered with posters of the Backstreet Boys. I guess you would say I'm not exactly this game's target audience. Less a game and more a flashy piece of Spice Girls propaganda. Spice World just doesn't do anything for me. All I know is that I really needed to play NFL 01 so after finishing this game.

Crispin

Are you 12? Are you female? Do you like the Spice Girls? Do you own a PlayStation? If you answered yes to all of these questions, give us a call—our news editor would love to meet you! No, I'm kidding. Actually, this game's really not so perfect for you. Because, well, it has to be a pretty big fan of "Girl Power" to enjoy it. Imagine "Spice World" isn't too hot. Paltrow and the upcoming movie A Groove are mar 1, much better.

John R

## TEAM LOSI RC RACER



Publisher: Fox Interactive

Developer: Gemlin

Featured in: EGM #10

Just to get it out of the way—don't spend your hard-earned cash on this game unless you have money to burn. **Team Losi RC Racer looks like something that should've come out on the PlayStation about a year or two ago.** Maybe then people would've been impressed. Now, it's pretty much sub-standard graphics, except for the fancy effects that seem to surround your car at all times. I have to admit, I had fun with Team Losi at first but the more I played the more I realized how much I don't like the game. The physics make, whether it's realistic or not, is annoying on any course with hills or dips. Your car constantly flips over, the camera goes wily and you end up dropping to fourth place. Of course, you can hit the power-up gauge to gain some speed or freeze the dock so you can regain first, but most of the time (perhaps due to the intense action or just plain lack of control) it's difficult to tell what color some gates are—specifically if they're blue or purple or red or blue. The game's control isn't all that bad with analog, except for a strange power slide that I had a lot of trouble getting used to. The digital control is really pretty good to get the hang of, so beware. Overall, renting Team Losi for the PS2 would be a possible but outright buying it would be a mistake in my book.

Shawn

I can't really see that having an official RC team license is of any benefit whatsoever in a game like this. It's a perfectly OKish 3D racing game with little cars rather than big ones. The flag-simbo power-up system is a nice idea, and the handling's sweet but only with a Dual Shock. **but the frame-rate is choppy, the graphics are disgusting and the camera has some major problems.** It's also very easy to win races. Great music though.

John D

The camera bounces all over the place, the frame rate is nasty and the graphics in Team Losi are enough to make you puke. **The whole RC concept seems like a waste to be honest.** Where are the cool environments? Losi is full of run-of-the-mill boring locales. The power-up system is nicely implemented, but since you've got a grip with the controls, it's an extremely easy game to beat. There are much better races out there.

Dean

Rewrite Control car racing sounds like a novel idea which might translate really well into a game. Somewhere down the line however, I have less fun from having this potential to become a bland, confusing mess. The walls are very generic, and the game never really gets off the feeling that you're simulating an RC car. Top it off with a horrendous frame rate and limited controls and you've got one disappointing race.

Sashi

VISUALS 7 SOUND 5 INGENUITY 5 ROP/AF 3

VISUALS 7 SOUND 7 INGENUITY 4 ROP/AF 4

VISUALS 4 SOUND 5 INGENUITY 4 ROP/AF 5

Number Of Players: 1

Best Feature: User...

Worst Feature: Poor Control, Repetitive Gameplay

www.pogoSoft.com

Number Of Players: 1

Best Feature: Fun, Spice Girls?

Worst Feature: Fun, Spice Girls?

www.pogoSoft.com

Number Of Players: 1

Best Feature: Analog Control

Worst Feature: Poor Graphics, And From Racer

www.SouthPeak.com

## THUNDER FORCE V



Publisher: Working Designs/SPR

Developer: TechnSoft

Featured in: ZGM #38

When I first started playing *Thunder Force V*, I was pretty sure I was going to hate it. Until you begin to understand how each of the weapons work and learn where and where to use them, the game just seems outrageously difficult and often frustrating (on the Normal or Hard difficulties, that is). Once you figure out which weapons work best in given situations however, things begin to get much more tolerable and you start enjoying the game a lot more. Don't get me wrong—this is hardly what I'd consider to be an "instant classic" of a shooter (Göndör and G. Sanso both run circles around it), but **there's definitely more to it than what originally meets the eye.** If you were a fan of past TF games, you may be a little bit leechy that there doesn't seem to be as much hard-core gameplay in TFV as there was in past TF games, but what's here is still very solid. The graphics are pretty good (nothing mindblowing), the music is excellent (lots of great remakes of classic TF tracks), and the other Modes (like *Area Attack* and *Digital Viewer*) are worthy extras. The lack of a two-player Mode really bites, but aside from that, I really don't have any major complaints about it. If you're looking for a challenging shooter that's got a stylish design and a rich set of weapons, *Thunder Force V* isn't a bad bet.

John R

*Thunder Force V* is an above-average shooter that is just incredibly difficult. **If you want to see the game's best ending, you're gonna need some help from above.** Of course, you can set it to a lower difficulty but then you won't be able to see all of the game. Still, TFV is pretty slick. The graphics aren't as good as *G. Sanso* but there's very little slowdown—it's a tough trade-off. Also, the interface is the most impressive I've seen.

Shawn

TFV has a lot going for it: solid controls, great graphics and spiffy weapon effects. On a slight downside, the game is a fairly standard shooter fare, no branching levels like in *G. Sanso*, so real weapon technique needed (as in *Defender* or *G. Sanso* again, etc.). But **even with its straightforward gameplay, TFV is very addicting.** The game is extremely challenging (read: "maddo"), so those with a weak heart or short fuse, be warned.

Dan

Yes, TFV is an extremely difficult game—but it's hard in a seemingly friendly way. You'll probably care more continues as you play and enjoy the game. And you can choose the order in which you play the first three levels, so you can clear some of the harder stages first for die trying, then reset so you don't waste a continue. It all makes for an intense shooter that gets frustrating but leaves you coming back for more.

Crispin

YOUNGS    SOUND    INGENUITY    REPLAY  
7            6            7

## TOCA TOURING CAR CHAMP.



Publisher: IDG

Developer: Cademaster

Featured in: ZGM #87

Just before I left the fair shores of England to take 'hold of the collective leashes of this bunch of weenies, this game was causing a stir. With the Touring Car Racing sport enjoying a spectacular surge in popularity it was the right game at exactly the right time. Over here though, it's somewhat less relevant. Most of the cars are known to American players, but there are a few uniquely European models that will have you scratching your heads. The courses are also all uniquely British (as you'd expect...it's a British sport) and, as a self-proclaimed expert on these things I can tell you that all of them look dead realistic. Honest guy. What most impressed the discerning British gamers playing public though, was the way it "feels"—the controls are absolutely spot-on and once you've got the hang of a featherlike touch you'll be steering around Silverstone behind the wheel of your Renault Laguna in record time. If anything winds you up at all, it's probably going to be the quirky nature of the sport itself rather than the game. The Championship is very much a points-based arrangement and when playing this mode you'll find you have to take every tick, twice, which may seem a bit odd. Still, it looks good and doesn't burn your points, but good and will definitely satisfy the looker.

John D

TOCA's handling is particularly realistic, but more impressive is the opponent car AI. As you will, your way up through the pack you'll notice them making the same mistakes you make—swerving off the track and bumping into stuff, etc.—especially if all looks very nice. It's not as par with *Gran Turismo*, but it still looks OK. It's definitely something for the more methodical racing fan. (Sorry I got sidetracked. I'll be off on that.)

Dan

TOCA certainly shines in one very specific area: the physics are realistic. This is definitely not a Daytona USA-style racer. TOCA is the type of racing game where you'll have to take each sharp turn with the utmost of care, or you'll spin out into the grass and incur a loss. In these regards, TOCA is a bit frustrating. Is there such a thing as "too real"? It will take most people a bit of practice to discover in the game.

Dan

TOCA is the only racing game that offers nearly as much realism as Sony's masterpiece *Gran Turismo*. (Infant analogy, this realism means that you're likely to have an extremely unenjoyable racing experience. Courtesy hours will be required in order to properly compete in races and many more will be needed to get through a season. Still, TOCA is a must-own title for any racing fan who have some time on their hands.)

Sushi

YOUNGS    SOUND    INGENUITY    REPLAY  
7            7            7            8

## TRAP GUNNER



Publisher: IDG

Developer: Radion

Featured in: ZGM #78

*Trap Gunner* is a sunny-runny, traps, action, shooty, strategy thing with anime graphics and bad '80s techno music. It looks a bit crapy at first, but once you get absorbed it's actually pretty playable. Does anyone remember the *Spy vs. Spy* game that came out about 400 years ago? It was on various systems, but personally I remember the version for the Atari 800. It was a two-player "yamaon" action game that had you setting malicious-looking traps to wipe out the other player. It looked neat, but was very playable and dead-funny. *Trap Gunner* is like this, only the graphics are better and the sense of humor has been surgically removed. The whole thing is viewed in a very strange, pseudo top-down view (a bit like *Legend*) and has you running around trying to annihilate your opponent. You do this by setting traps in key parts of the map and hope that they're dumb enough to run into them. Sounds simple...is simple, but it's also pretty effective. The traps get increasingly elaborate as you go through the game, and the potential for combos makes it even more fun. Watching someone bounce from trap to trap being blown up, stuck, squished and mangled is actually quite satisfying. This isn't going to be a monster hit by any means, but thumbs up to IDG for trying something different.

John D

It may look like *Loaded* or any other top-down shoot 'em up, but TG is actually an innovative fighting-game-meets-*Borderlands* hybrid. That said, the one-player game is probably a little lame and mainly serves as training for the fantastic two-player Mode Plus, beating the one-player game opens new playable characters. Yet despite all the sticky trap combos you can set up, the game seems a little slow sometimes.

Crispin

This game reminds me of a cross between *Geneflow* and *Spy vs. Spy*, but captures neither the fun nor strategy of either. Faking your enemies into the traps seems too much for whoever never present much *BrainWinger* throughout the stages. The graphics are nothing to write home about and the story is a bit cheesy. With more inventive levels and challenging play, this could have been a great game. Maybe next time.

Dan

I was really looking forward to *Trap Gunner* since it's an action game that has strategy elements and a unique premise. The problem is that it never generates enough challenge or excitement, even at its highest difficulty setting. The characters' attributes aren't really different enough to warrant multiple play-throughs and the story is very predictable. The game's graphics (obviously) don't hold out very much. Best before you buy.

Sushi

YOUNGS    SOUND    INGENUITY    REPLAY  
5            5            7            6

Number Of Players: 1

Best Feature: Challenging Gameplay

Worst Feature: No Two-Player Mode

www.gdlight.com

Number Of Players: 1

Best Feature: Control Feel Forsteer

Worst Feature: Not Slightly Relevant in The US

www.idg.com

Number Of Players: 1

Best Feature: Original Gameplay

Worst Feature: Frustration in A Bit Oddness

www.idg.com

www.video

**ELECTRONIC**  
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Official  
U.S.  
**PlayStation**  
Magazine

# games.com

It's All You Need to Know



**M**ega Man returns for a brand new game. This time, things are in 3D. Fortunately, the game still has the feel of the old games. The game is pretty linear, but there is a lot of interaction with the NPCs of the game. Many players will skip right past the sub-quests without knowing they're there. The best way to get the most out of *Mega Man Legends* is to play it at a casual pace.

The gameplay takes some getting used to, especially how the camera works. Work on controlling the camera yourself without relying on the auto-strap to lock you onto enemies. This way you'll have much more precise shooting, and shooting over walls will cease to become a problem.

## Mega-Power

### Buster Parts:

When equipping Buster Parts, try to max out your Power. It's the most effective and easy-to-use increase. Some of the later enemies require it to be built in order for you to kill them.

### To Special or not to Special:

In most battles you'll want to use your basic gun. Save your special weapon for the Bosses. The best weapons to use are the Powered Buster and the Active Buster.

The Bosses of *Legends* are a joke. Most players should beat them as the first try. "Keep moving" is the

best tip for fighting them or any of the regular enemies.

Again, use of the camera can really put the odds in your favor. Learn to turn and shoot at the same time.



### Building up

#### Specials:

Roll will give you the opportunity to power-up your special weapons. The only two worth building up are the Powered Buster and the Active Buster. The AB requires a lot of cash to increase it, so gain cash by hunting down misapprehensive enemies that drop the giant crystals.

1



Buy the upgrades for Power first. It's the most important.

### The Special Weapons:

There are plenty of Special Weapons to collect, but you'll have to place most of them together using Roll's expertise. Some need only one part, while others need up to three things to make them work.

	<b>Normal Arm</b> Found: Default weapon Use: Your basic last-resort weapon. You have unlimited ammo, but it's pretty weak and you must be close to use it.
	<b>Powered Buster</b> Use: Casnon Kit Found: Clozer Gate This is the weapon you're going to use for most of the game. Powerful and cheap to upgrade.
	<b>Grenade Arm</b> Use: Grenade Kit Found: Cardon Gate A poor weapon that should not be fired in enclosed places. Otherwise you can blast yourself.
	<b>Vacuum Arm</b> Use: Motor, Propeller, Cleaner Found: Garbage Cans Not really a weapon, you can use this attachment to suck up refractors dropped by enemies.
	<b>Blade Arm</b> Use: Zedstain, Penlight Found: Ganseshiro, Main Gate A close-up weapon. This arm's not worth using. It's sorta neat to have, but pretty useless.
	<b>Splash Mine</b> Use: Splash Mine Parts Found: Junk Shop This weapon is best used for the tank Bosses, otherwise avoid using it. You can hurt yourself.
	<b>Machine Buster</b> Use: Blumberg Parts Found: Downtown garbage reentrals, not worth using in combat.
	<b>Drill Arm</b> Use: Blunted Drill Found: Main Gate The Drill Arm is important for getting rid of those pesky walls in Clozer Gate area.
	<b>Spread Buster</b> Use: Beak, Lancher, Arm Supporter Found: Clozer, Main Gate, PD A powerful weapon that is powerful, and excellent for killing multiple foes. Not too good against Bosses.
	<b>Active Buster</b> Use: Guidance Unit Found: Clozer Woods If powered-up, this is the best weapon in the game. It's just prohibitively expensive to do so.

Strategies To Get You Started On The Hottest Games

# JUMP START

See Issue #51 for a complete strategy guide.

THE OFFICIAL GAMER



**General Boss strategy:** To kill most of the Bosses (excepting Marlowff and the vehicle Bosses), all you really have to do is run around them in a circle while firing. Learn to use the camera as you turn, and you'll win easily.

## Sub-Quests

3

### Save the Greener's Wife

When the Greener's wife goes missing, it's up to you to find her and take her to the hospital. To find her, enter the Carbon forest area (she's hidden in an alcove), and simply talk to her. This will give you the apollo to take her to the hospital. Talk to her husband to receive the Sunlight.

### The Downtown Bomb Scene

Talk to the Inspector in the Police Department to get some looking for "something important" in the Downtown area. There are two bombs for you to diffuse. One is on a roof, and the other is on the ground. Their positions are somewhat random. Finding them earns you the Marigold and Bomb.

### The Case of the Lost Money

The Inspector sends you to find a man's lost money. Talk to the guy. Then follow the clues to these areas in this order:

1. Electronics Store a. Bakery b. Library
2. Downtown soda machine 5. Talk to a kid with red hair outside the library and check the garbage can. The reward is the Arm Supporter item.



### Museum Collection

This will take you some time to accomplish. First, talk to the Professor in Lighthouse. Tell her that her painting needs color. Then get the clock in the clothes store for her spools. Give it to the Painter. This will reward you for work in the museum. Now you can enter the building. On the second floor, you can place interesting items that you find in the ruins. After you have placed the seven required items, a girl in a green dress will come along and offer to give you the Prism Crystal.

The items are: Bone, Bell, Bone, Crystal Shell, Remotest Eye, Antique Bell, Giant Horn.

### Help the Injured girl

It's a little girl in a wheelchair you'll meet in the hospital. Talk to her and her nurses to find out that the hospital needs money for technology for her treatment. Give the money to the magnet. The total will be 50,000 Zenny. Then it will give you the Flower Pearl Item. You can use this gemstone to make something cool.

## Gameshows

5



Hit the Bulldog dog with the Dog Ball to get the most points.



Try to zap all of the red balloons when they're clustered together.



Make sure to hit all the yellow coins to win every time.



## Special Items

4



### Helmet

Protects your head. Reduces damage.



### Jet Skates

These let you slide smoothly around.



### Jump Springs

Could be added jumping height.



### Armor

Reduces the percentage of damage you sustain.



### Adapter Plug

Allows you to swap for another fluster part.

## Grand Grenade

Uses: Bomb, Submarine  
Found: Flutter  
A more effective grenade weapon. It's just hard to use against moving enemies.

## Shield Arm

Uses: Mystic Orb, Marwell Shell  
Found: Game Show, Clubhouse  
This isn't a weapon. It is good for extra protection, but it isn't worth carrying compared to a gun.



## Trick of the Month Mission: Impossible

### MANY DIFFERENT CODES

Enter all of these codes during the Mission Select (level select) Screen:

Up-C, Z, Up-C, Z, Up-C - Gives you Turbo Mode.

Down-C, Up-C, R, L, Z - Gives you Kid Mode.

Down-C, R, Up-C, L, Left-C - Gives you Big Head Mode.

Down-C, R, Z, Right-C, Left-C - Gives you Big Feet Mode.

Right-C, Left-C, Right-C, Down-C, R - Gives you Up with 30 rounds.

R, L, Left-C, Right-C, Down-C - Gives you a Mini Rocket Launcher with 30 rockets.

Up-C, L, Right-C, Left-C, Up-C - Gives you 7.65 Silencer with 50 rounds.

R, L, Down-C, Up-C, Up-C - Gives you great HI POWER with 30 rounds.

After you enter a code correctly then you will hear Ethan say, "There, that's better."

Danny Talarico, Pittsburgh, PA



Choose your level of difficulty from this screen.



From this Level Screen, enter any of the codes shown above.



Ethan and enemies will have huge heads with a code.



Enter the weapon codes to get an Up, Hi Power and more!

## Trickman Terry tries to get in shape!

Having a desk job sometimes gets you out of shape and it doesn't help when you add a lot of bad eating habits. So, Trickman Terry is going to try the hard road of decent eating and exercise. We don't know how long this ambition will last, but we do know that the Trickman also needs to exercise his brain (what's left of it anyway) by trying out new tricks and codes for the hottest games. Want to work out Terry's crankam? Send in your tricks, codes and cheats to the Trickmaster, so his brain doesn't fare to mush! You can send them to:

Tricks of the Trade  
1920 Highland Avenue, #222  
Lombard, IL 60148  
or send e-mail to:  
tricks@tdm.com



# Tricks of the Trade

## G.Darius

### FREE PLAY

To get free Play Mode in this game just use up 100 credits in the game. After you do this, the next time you play will show that you have free Play at the bottom of the screen!

(Note: The trick was done on a preproduction version of the game and is subject to change.)



After using up 100 credits, you'll get Free Play mode!

## Rampage: World Tour

### MANY INCREDIBLE CODES

On the game's Main Menu Screen, press and hold all of the C buttons (Up-C+Down-C with C+Right-C) and the top L button at the same time. While holding all of these, wait until you hear a sound. This

confirms that the trick worked. Choose "Start Game" and when the city name appears, press Start and then press Up or Down to change the country, and Left or Right to change the city.



At this screen, hold all of the C buttons and the L button.

### PARIS

WHEEL YOURSELF  
You can shut down  
one get back home.

SET 1

When the city name appears, you can change your stage!

## Win Games and Accessories for your Tricks!



If your trick is selected as the Trick of the Month, you will win a free GameStation provided by the kind people at IGN.com. If you are given credit for submitting a hot trick in this section, you will win a free game. Look at the list next below, so you can get all the details on the free stuff.

NOTE: If you want your trick by email you must include your real name, address, city, state and zip code.

### GameStation: An Action Adventure

GameStation: An Action Adventure is a new action-adventure game from the creators of the hit game, The Sims. It's a free game that you can win by submitting a hot trick to the Trick of the Month section. The game is available for PC and Mac. It's a free game that you can win by submitting a hot trick to the Trick of the Month section. The game is available for PC and Mac. It's a free game that you can win by submitting a hot trick to the Trick of the Month section. The game is available for PC and Mac.

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## Bust-A-Move 2



### HIDDEN CHARACTERS

At the Main Menu Screen, access "Game Start" and at the Game Select Screen, choose Puzzle Game. At the map with the letters, put in this code using the D pad and the buttons: Left, Left, Up, Down, L button, R button, L button, R button, then press L+R button at the same time. This will bring up a Character Select Menu Screen where you can choose to play as the

two dinosaurs or the enemy characters. Now choose your destination and you're ready to play as a new character.



At the Game Select Screen, choose the Puzzle Game option.



After you reach the map with the letters, enter the code.



You'll get a Character Select Menu. Choose new character!

## NFL Xtreme



### PLAYER ALTERATIONS

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "Create Free Agent." On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:

**GEORGE GIRAFFE** - The quarterback has a neck like a giraffe.

**LAMEBOY LENNY** - All players walk around like they are lame.

**BIGHEAD BOBBY** - All players have huge heads.

**MONKEY MICKY** - All players have huge arms.

**TINY TOM** - All players are tiny.

You don't have to sign them as a team. Just leave them in the free agent pool. Remember, you can change their stats so they don't have so of everything. Also, you can mix and match codes together for different results!

Shawn Filappelli  
Scottsdale, AZ



From the Rosters Screen, get to the CreateFreeAgent Menu.



Enter one of the names and change the stats on the side.



Combine codes for some wacky visual results on the field!

## Game Boy Camera

### HIDDEN GAME

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the DJ or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a

question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called, Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!



Play the Space Fever II game and get at least 2,000 points or more.



Go back to the "Play" Option and a question mark will appear.



You will be brought into a new game called Run! Run! Run!



Win the game and raise the flag to get a crown on your head.

## F-Zero X

### ALL CARS, TRACKS AND DIFFICULTIES

On the Title Screen, press Start to get to the Mode Select Screen. On the Mode Select Screen, enter this code as shown: L button, Z, R button, Up-C, Down-C, Left-C, Right-C, Start. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the Course Select Screen, a new set of random tracks called the X Cup will also be opened. Also, on the Machine Select Screen, you will now have access to every vehicle in the game!



Choose the GP Race. A new difficulty called Master will be open.



On the Machine Select Screen, all of the vehicles will be available!



At the Mode Select Screen, enter the code. You'll hear a sound.



On the Course Select Screen, the F-Zero X Cup will now be opened!



Now you can race in the X tracks with any machine!

# WWF War Zone

PLAY AS THE TRAINER AND BIG HEAD CODE



On the Main Menu Screen, press L1, R1 (It may take a few tries to get it to work). This will take you to the base menu, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

**Wrestle as Training Mode wrestler:**  
Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

**Big Head Mode:**  
Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

Will Thal  
Woodlands, Texas



Once you unlock the modes, you can access them here.



Now you can practice or wrestle with the game's trainer!

# GameShark Codes

FOR THE PLAYSTATION



## CRIME KILLER

Infinite Shields for the Car  
800245280ff  
Infinite Shields for the Motorcycle  
803905000ff  
Infinite Shields for the Plane  
800245400ff  
FOX SPORTS GOLF  
Only One Shot Recorded  
803cfd0001  
GRAND THEFT AUTO  
Get Out Of Jail Free Key  
8002050000  
High Score  
8002cf0000

High Score  
8002cf00ff  
Extra Bonus Points  
8002442000f  
Infinite Pistol Ammo  
80024550000  
Infinite Machinegun/  
Rocket Ammo  
8002452835f  
Infinite Flamethrower Ammo  
8002454000f  
GRANDSTEAM SAGA  
Infinite GP  
800205000ff  
Infinite GP  
8002050000  
All Weapons  
80020400ff

## Infinite Health in Battle

8002040001  
WORLD SCOMBAT 4  
Enable All Moves  
8002050001  
Enable All Moves  
8002050001  
Enable All Moves  
8002050001  
Enable All Moves  
8002050001  
Enable All Moves  
8002050001  
Enable All Moves  
8002050001  
Have 99 Continues  
8002050003  
RUSH HOUR  
Infinite Time  
8002050004  
SOVIET STRIKE  
Infinite Armor  
8002050005  
Infinite Armor  
8002050005  
TEKKEN 3  
Infinite Health P1  
8002050002  
Infinite Health P2  
8002050002  
Enable Theater Mode  
8002050000  
Enable All Moves  
80020500ff  
Enable All Moves  
80020500ff  
Enable All Moves  
80020500ff  
Enable Ball Mode  
8002050000  
Enable All Characters  
80020500ff  
Enable All Characters  
800205000f  
Enable All Characters  
8002050000  
Enable Tiger Character  
8002050002

# All Star Baseball 99



## ALIEN ABDUCTORS TEAM

On the Main Setup Screen, move down to the Enter Cheats option and access it. On the Enter Cheats Screen, enter the code, ATENYRUIK. Then press Start. You will see words appear below the code saying, "Let the Abductors Begin." Now go to the Game Setup Screen and access the Stadium Select option. Scroll down until you reach the last stadium; Allstaropolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.



On the Enter Cheats Menu, put in the code, ATENYRUIK.



Go to the Game Setup Menu and access Stadium Select.



Scroll until you see the last stadium called Allstaropolis!



They'll look like aliens, but retain the same team skills.

# Mike Piazza's Strike Zone



## ALTERNATE SKIES

Alternate Skies:  
Enter L, R, L, R at "Today's Game Screen." Now enter Right-C, A, Z, Up-C, L, R, Z for alternate skies.

## ALUMINUM BATS

Aluminum Bats:  
Go to the "Today's Game Screen" and enter L, R, L, R, then press R, A, Z, B, A, L, L for Aluminum Bats.

## COLORFUL BATS

Colorful Bats:  
Go to the "Today's Game Screen" and enter L, R, L, R. Then: R, down, B, A, Right for red bats, B, L, B, A, Right for blue bats.

## CRAZY BALL

Crazy Ball:  
Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Right-C, A, Z, B, A, L, L.

## CRAZY PITCH

Crazy Pitch:  
Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Right-C, A, Z, C-Up, R, R for Crazy Pitch.

## CREDITS

Enter the following code at the Title Screen to enable a credits option: R, A, Z, R, Right-C, A, B.

## DEVIL'S THUMB STADIUM

Go to the "Today's Game Screen" and enter L, R, L, R, then press right (D-Pad), A, Up-C, L, A.

## EASY HOME RUNS

Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Press L, A, Down (D-Pad), R to always hit a home run.

## EASY STEALS

Go to the "Today's Game Screen" and enter L, R, L, R. Then: Left-C, A, down (D-Pad) Up-C, Z for easy steals.

Anthony Driver  
Hayward, CA



At the Today's Game Screen, enter the codes as shown.



Do the code for colorful bats to get a red or blue one.



# Banjo-Kazooie

## HIDDEN PUZZLES/SECRET APPEARANCE CODES

You must first beat the game to do this trick. Go to Banjo's house and inside, walk up to the picture of the mole. Standing in front of the fireplace but not touching it, press Up+C and look up at the picture of Bottles the Mole. If done correctly, Bottles should speak and congratulate you on finding his hidden puzzle game. Now you must play through and win the puzzle game and once you do, Bottles will give you a password. Exit the picture again, and you will be given a different, harder puzzle. You can do this up to seven times and each time, you will get a new password (Note: After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him. Look up at the picture once more and Bottles will say that there is one more puzzle to complete. Here is a list of all the passwords and what they do:

**BOTTLESBONUS** - Big head Banjo.  
**BOTTLESBONUS TWO** - Big head and feet for Banjo.  
**BOTTLESBONUS THREE** - Big Kazooie.  
**BOTTLESBONUS FOUR** - Tall and skinny Banjo.  
**BOTTLESBONUS FIVE** - Tall, skinny Banjo with big hands and feet.  
**BIGBOTTLESBONUS** - Big everything, including Kazooie.  
**WASHY WASHY BANJO** - The witch doctor turns Banjo into a washing machine.

To make these codes work, exit Banjo's house and go to Treasure Trove Cave. Enter the puzzle letter room and type out the codes by stomping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle letter room and type in **NOBONUS**.



Beat the game, go into Banjo's house and look at the picture.



Bottles will then tell you about his hidden puzzle game.



Play through and win the puzzles to gain new passwords.



To get the codes to work, go into Treasure Trove Cave.



Find the entrance to the puzzle letter room down below.



Enter the puzzle-letter room and stomp on the code letters.



**BOTTLESBONUS** will give Banjo a very large head.



**BOTTLESBONALTWO** will give Banjo big hands and feet.



**BOTTLESBONUSTHREE** will give you a big Kazooie head!



You'll get tall and skinny Banjo with **BOTTLESBONUSTWO**.



**WOBOTTLESBONUS** gets big everything, even Kazooie.



**WASHY WASHY BANJO** will turn you into a washing machine!

# Mortal Kombat 4

## COSTUMES, KOMBAT KODOS, ETC.

**Alternate Costumes:** To get alternate costumes, first go to the Character Select Screen. Go to the character you want to select but before selecting him/her, hold Start and press the Up-C button. When the Yin Yang symbol starts spinning, wait until a voice says "Excellent" or "Outstanding," etc. That means you have the second color. To get the third costume, do it again and the Yin Yang will spin again but this time you'll have the third color costume. Most likely, the third costume will look the same as the original, but you will have a new weapon. There is even a fourth costume if you do the code again, and you will get an alternate weapon with this costume.

### Kombat Kodes:

Use these codes at the VS. Screen using button A, Left-C and Right-C on both P1 and P2 controllers to control each of the six boxes.  
 123 123 - One HR Win  
 012 012 - Noob Sabot Mode  
 020 020 - Red Rain (do on the Rain stage)  
 050 050 - Explosive

**Kombat**  
 000 000 - Weapon down and can't be knocked out of your hands  
 100 100 - Disable throw  
 000 000 - Disable Max Damage  
 110 110 - No Throw/  
 Disable Max Damage  
 111 111 - Free Weapon (Random weapon falls)  
 222 222 - Start With Random Weapon  
 333 333 - Random Kombat

444 444 - Start With Weapons Drawn  
 555 555 - Many Weapons  
 666 666 - Silent Kombat

**Stage Select:**  
 011 011 - Gorh's Lair (Splice Pit)  
 022 022 - The Well (Scorpion's Stage)  
 033 033 - Elder God's (Blue Face)  
 044 044 - The Tomb Stage  
 055 055 - The Rain Stage  
 066 066 - Snake Stage  
 101 101 - Shaolin Temple  
 202 202 - Living Forest  
 303 303 - Prison (Fas Stage)  
 313 313 - Ice Pit

Sean Johnson  
 Edwards, NY



At this screen, highlight a character and do the code.



You'll get alternate costumes and weapons for your players.

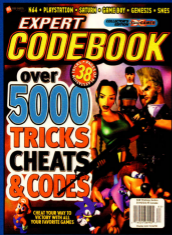


At the VS. Screen, do the Kombat Kodes as shown.



You'll be able to see the result on the bottom of the screen.

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# Trickman's Reference Guide



This guide is a reference to all the game codes printed within the last six months of EGM. Note: This does not include GameShark codes or any other codes that use a peripheral attachment. Look for the update in next month's Tricks of the Trade.

Issue #105		Issue #106		Issue #107	
Auto Destruct	PS	Best Wars	ps	100% Snowboarding	n64
GoldenEye 007	n64	Bloody Roar	ps	Auto Destruct	ps
Jet Moto 2	PS	Dem-8 Miles 2	sat	Duke Nukem 3D	sat
Micro Machines 2	PS	Critical Depth	ps	GCC: Enter the Gecko	ps
Metal Rumble Trilogy	ps	Extreme-G	n64	GoldenEye 007	n64
NF Quarterback Club '98	n64	GCC: Enter the Gecko	ps	Pitfall 3D	ps
Red Herring	ps	Shots in the Shell	ps	Quake 64	n64
Resident Evil 2	ps	SoldierEye 007	n64	Skullmonkeys	ps
Street Fighter Collection	ps	NSCAR '98	ps	Snowboard Kids	ps
Test Drive 4	ps	Skullmonkeys	ps	Spawn	ps
Issue #108		Issue #109		Issue #110	
100% Snowboarding	N64	Demolition	N64	All-Star Baseball '98	N64
Auto Destruct	PS	Dem-8 Miles 2: Arcade Edition	N64	Hot Shots Golf	PS
Bubble	PS	Demolition Dungeon	PS	Jenny Devil	PS
Code Beyond in NBA Courtide	N64	Metal Rumble 4	N64	Mortal Combat 4	PS
Lode Runner	PS	Need For Speed 3	PS	N32	PS
Need for Speed III: Hot Pursuit	PS	NHL Breakaway '98	N64	Panzer Dragoon Saga	Sat
Quake	SAT	Termin Area	PS	Real Rush '98	PS
Road	PS			Vigilante 2	PS
Rebel	PS			W-War Vs. Street Fighter	PS
San Francisco Rush	PS				

## N20



### LEVEL PASSWORDS

Access the "enter code" option and enter any of the following level passwords:

- Level 1: Circle, X, X, X, Square, Circle, Square, X
- Level 2: Circle, X, Circle, Circle, Square, Triangle, X, Triangle
- Level 3: Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square
- Level 4: Square, Triangle, Square, Triangle, Square, Triangle, Triangle, Circle
- Level 5: Square, Square, Circle, Square, Triangle, X, Triangle, X
- Level 6: X, Triangle, Circle, Square, X, Triangle, Circle, Triangle
- Level 7: Square, Circle, Circle, Triangle, Triangle, Square, Triangle, Square
- Level 8: Square, Circle, X, Triangle, Square, Square, X, Circle
- Level 9: X, Triangle, Square, Circle, Triangle, X, X, X, X
- Level 10: Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle
- Level 11: Circle, X, X, X, Triangle, X, X, Square, Circle, Circle
- Level 12: Square, Triangle, Triangle, Circle, Circle, X, Circle, Circle
- Level 13: Square, Square, Triangle, Circle, Circle, Triangle, Circle, X
- Level 14: Circle, Triangle, X, Square, Circle, Triangle, Triangle
- Level 15: Circle, Square, Triangle, X, Circle, Circle, Circle, Square
- Level 16: X, Circle, Triangle, X, Square, Square, Square, Circle
- Level 17: Circle, Triangle, Circle, Circle, Triangle, Square, Square, X
- Level 18: Circle, Triangle, Circle, Circle, Triangle, Square, Square, X
- Level 19: Square, X, Circle, Square, Circle, X, X,

## VR Baseball 99



### EASY TIPS

In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the goos behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!



Have the pitcher throw the ball to the second baseman.



Make the second baseman run to the grass behind second base.



Throw to home plate and the computer will run to second base.



Throw the ball back to second base for an easy out.

Triangle.

- Level 20: Circle, Square, Triangle, Square, Square, Square, Square, Square
- Level 21: Circle, Circle, Circle, Circle, Triangle, X, Triangle, Circle
- Level 22: Circle, X, Circle, Triangle, X, Circle, Triangle, X
- Level 23: Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle
- Level 24: Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square
- Level 25: Circle, X, Triangle, X, Square,

Triangle, X, Circle.

- Level 26: Square, Circle, Circle, Circle, X, Circle, X, X
- Level 27: Square, Square, Triangle, Circle, X, X, Square, Triangle
- Level 28: X, X, Circle, Triangle, Square, Circle, X, Square
- Level 29: Square, Square, Circle, Circle, Circle, Circle, Circle
- Level 30: Square, Circle, X, Triangle, Triangle, X, Circle, X

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## Off Road Challenge



### TRACKS AND TRUCKS

These codes will give you access to three new tracks and all-new Monster Trucks.

**El Cajon Track** - On the Track Selection Screen, hold Up on the control pad and press the L/R buttons simultaneously. You'll hear an air wrench sound.

Now highlight the El Paso track, hold Z and press the A button. On the Track Selection Screen, hold Left on the control pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z and press the A button.

**Guadalupe Track** - On the Track Selection Screen, hold Down on the control pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.

**Monster Trucks** - On the Track Selection Screen, press one of the following C buttons to get the alternate Monster Truck:

Left-C = Thunderbolt  
Right-C = The Crusher  
Up-C = 4x4 Monster  
Down-C = Punisher



On the Track Select Screen, do the code with Vegas track.



You'll be able to play in the hidden Guadalupe track.



On the Track Select Screen, press one of the C buttons.



You'll get to play as one of the alternate monster trucks.

## Tomba!

### UNLIMITED HIT POINTS



While playing Tomba!, if you are low on hit points, just find a save point and save the game. After you do this, press Start and choose "load game" and load the game that you just saved and you will have full hit points!

Tony Wheeler  
Ray, MI



How close to load the game that you saved.



When your life meter is low, try to locate a save point.



Choose to save your data and then go back into the game.



You will begin in the same spot with full energy!

# Elemental Gearbolt Contest

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Challenge 1-1 is between the pinchers of that creature. You'll want to use the regular fire weapon to get it.



Challenge 1-2 is in the background before you make the final turn to the end boss of the stage. You'll want to use the water weapon to get it.



Challenge 4-1 is directly above one of the spider creatures that you see after coming around a mountain. You'll want to use the regular fire weapon to get it.



Challenge 4-2 is positioned to the right of the mountain that comes up after you see the first fairy crystal when facing the Boss. You'll want to use the scatter gun to get it.



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by Chris "Secret Turtle" Johnston  
 chris\_johnston@zd.com

# The Final Word



## 3D Killed the 2D Star

In the video game industry, there's a fixation on jumping up graphics over gameplay. If the casual gamer standing in the store isn't amazed by the graphics he/she sees on the back of the box, he/she will buy/rent someone else's game, right? Gameplay isn't tangible until the player sits down at home in front of the TV and starts level one. Even though graphics play a large part of what we notice first, it's still just a part of the entire experience. As the current crop of game machines are replaced by bigger and better polygon pushers, one of the potential problems I see is a fixation on making games look good yet forgetting about refining the way they play. Or, better yet, finding a good balance of graphics, story and gameplay.

When playing a lot of these 3D games you have to wonder which was a bigger priority—the look of the graphics or the story and gameplay. While Final Fantasy VII is a great-looking game, I found myself getting bored with a story that seemed to be one big lead-in to yet another CG cinema. On the other hand, I spent long hours on Final Fantasy III, a game which didn't have the graphics trump card going for it but remains one of my favorite games. Few games seem to be able to achieve a perfect balance.

Perhaps now that Square has gotten used to the addition of 3D CG to their storytelling, they'll get back to what made previous FF games so good. In the '90s when TV began taking off, there was this great new medium where you could show the audience what you could only tell them about before. For a while, most of those TV shows were just radio shows with a visual element, and that's where I think we are with 3D. The promise of

huge three-dimensional worlds and unlimited exploration isn't really true. Games still have a linear path you have to follow to get to the end—only now there's a lot more extraneous nonsense to find, like lockers or materia or keys or eggs, etc. That's the exploration they promised!

The great staples of our industry—Shigeru Miyamoto (Nintendo), Team Andromeda (Sega), Kenji Eno (Warp), Hideo Kojima (Konami)—besides being behind some of the greatest games ever made, these creators and their teams use graphics to pull you in and make you a part of the story unfolding in front of you. Would Metal Gear Solid be as good a game without the PlayStation's 3D visuals? Yes (it's called the previous Metal Gear), but graphics are a necessary and useful part of telling the story, drawing you in. Would Banjo-Kazooie be any different if it were a Donkey Kong Country-style side-scroller? Probably not.

Evolving from 2D to 3D is a difficult task and it's going to take some time to

do it successfully. Blockbuster games are not developed in the course of a year or two. Where Mario 64 first introduced us all to what 3D can be in a platform world, Metal Gear Solid will show us what 3D can do in an action game when used not just as "hey, that's cool in 3D," but makes the game realistic, involving, captivating. Kazushiro Nojima, the producer of Gran Turismo cut his teeth working on Motor Toon Gun Prix before taking that experience and creating Gran Turismo. Just remember when looking at a new game for the first time, the old saying "Don't judge a book by its cover" has applications in video gaming too.



Meeting of the Turtles at Matsuyama Castle, Japan.

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# Next Month



Pokémon is coming! This \$ million unit seller is finally making its way to our shores.



# ELECTRONIC GAMING MONTHLY

## November 1998

We'll have more Castlevania 64 news for you next month.

Sonic's back! The world's most popular hedgehog will be appearing in Sonic Adventures, one of Dreamcast's most anticipated launch titles. Check with EGM next month to get the inside scoop on Sonic's first 128-bit game.



# EXPERT GAMER



## October 1998

It's tough being a baby dragon, but trying to save all your pals is almost impossible, unless you have the XG guide!



This unsuspecting fool won't know what hit him...if you know what to hit 'em with—use the XG Deception II strategy guide.



So you have made it all the way to Day 5 in Parasite Eve, but can you last? With XG, you have a fighting chance.

Expert Gamer continues its coverage on Parasite Eve with Days 5 and 6 next issue. We'll show you how to survive all of the monsters, including Eve herself!

If you're tired of playing the hero, here's your chance to be the villain in Deception II. The XG guide will provide tips on the

better traps to ensnare the goodie-goods as well as how to develop the best monster.

Next, Spyro the Dragon has to help all his dragon friends who have been turned to crystal, and XG will be there with a level-by-level walk-through and plenty of detailed maps.



Find out if Spyro the Dragon is as hot as his breath and look for the definitive answer to the Madden 99 and GameDay 99 pigskin wars in EGM's in-depth review!



# Official U.S. PlayStation Magazine

## October 1998

The October issue marks the first anniversary of the Official U.S. PlayStation Magazine, and to celebrate, we'll have a jam-packed demo disc that includes a PLAYABLE Metal Gear Solid demo that can't be missed!

Not to be outdone, the magazine will be chock-full of good informa-


tion, including a review of Sony's Spyro the Dragon, plus an in-depth strategy guide of the game. Also inside will be the most detailed comparison of Madden 99 and GameDay 99 you'll ever find, in addition to an up-to-date rundown on the PlayStation games that will be appearing on the silver screen

Metal Gear Solid is almost here, and you'll be able to play a big part of it on the next EGM demo disc!





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**"Test Drive 5 is coming your way and it looks amazing"** -PSM Magazine

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