

ELECTRONIC GAMING MONTHLY

WWF Attitude

*Why wrestling is
bigger than ever...*

*and why the games for
1999 will help it kick
ass for another year*

Gran
Turismo 2
Poster
Inside

Games Inside:

*Tekken Tag Tournament • R-Type Delta
Metal Gear Solid Integral • Pokémon Stadium
Destruction Derby 3 • Donkey Kong 64
Carrier • Hydro Thunder • Die Hard Trilogy 2
Onimusha • Tarzan • Colony Wars Red Sun*

Col
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EGM 120

July 1999
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Even your emotions determine the fate of your journey. You may choose to be romantically linked with another

character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not

just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or say, metalwork.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve,

the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

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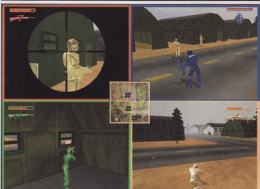
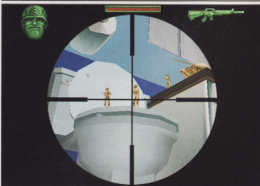
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By John Davison • john_davison@zd.com



EDITORIAL

It's Our 10th Birthday

It's not often any more that I become so acutely aware of being a "foreigner" in these parts. As Sting would empathize, it can occasionally be difficult being an "Englishman in New York" (or in this case Oak Brook, Ill.). I watched, feeling more like an outsider than usual, as the U.S. media lapped up the atrocities in Littleton, Col., pointing fingers at everything they could, while having a splendid time showing video footage of Leonardo DiCaprio

The mainstream media, suddenly more interested in games, has been unusually keen to visit the big games expo, E3 (May 13-16), so they could point their accusatory fingers at all the nasty violence being peddled. Next month, we'll hopefully report on how the game industry is responding to the attention. There'll obviously be a huge round up of all the cool games too.

On a happier note, this issue marks the magazine's birthday, and we're very proud to

Let us know what you think.

and scenes from Quake.

Video games are evil, we have been told. Obviously we all know they're not, but you need to acknowledge that, like it or not, the violence isn't going to go away in games any more than it is in real life. As games get more and more realistic on the new systems it will no doubt attract even more attention, just as it has in the past few years. We've explored the story in a number of areas this month, paying special attention to the ESRB ratings system in the news, something we feel people need to pay a lot more attention to.

unveil a new look which we hope you'll approve of. The next year or so is going to see a lot of changes in the game market, and we wanted to make sure the magazine could accommodate all the new systems, and provide you with as much information as we can find in the clearest way possible. **The next few months will see some new ideas being introduced,** as well as the revival of our popular "How To..." features and enhanced hardware coverage (Get Some will be back next month too). Let us know what you think...so we can continue to evolve the magazine for you.

John Davison

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Gary Mollohan

Previously assistant editor for the *Official U.S. PlayStation Magazine* and now a contributor for his former employer, www.videogames.com and *EGM*, Gary is our resident wrestling authority this month. He also wears a tie whenever he visits our office.

Tom Ham

New to the *EGM* writer series, you may already have read Tom's work elsewhere. Currently earning his living as a contributing editor for both *The Washington Post* and *Newsweek*, he masquerades as one of life's "legitimate" journalists. And now he writes for us. Go figure.



Ryan Mac Donald

Carrying on the wrestling theme this month, www.videogames.com associate editor Ryan recently visited EA's motion-capture studio and spent some time in the ring with a big guy named Sarge. He now proclaims to be "Mighty Mac Donald" the Scottish contender.



ELECTRONIC GAMING MONTHLY Number 12.7
July 1999
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ELECTRONIC GAMING MONTHLY (ISSN #1059-9089) is published monthly by ZD Inc., P.O. Box 1338, Oak Brook, IL 60132-1338. Periodicals Class Postage Paid at Lombard, IL, and additional mailing offices. Single issue retail \$4.99. The one year (12 issues) subscription rate is \$34.99 in the U.S. and \$40.99 outside the U.S. Checks must be made payable to U.S. currency only to Electronic Gaming Monthly magazine. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 1338, Oak Brook, IL 60132-1338. For subscription service questions, call (312) 666-8930. Online and CD/DVD may be available outside the U.S. or visit us at our subscription Web site at <http://subscription.egm.com>. We periodically make lists of our customers available to makers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Please include your subscription label when writing to us. It contains valuable information about your subscription that will help us. Please allow 4-6 weeks before receiving your first issue or changes to take place on any existing subscription. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means electronic, mechanical, photocopying, recording, or otherwise, without the prior written notice of ZD Inc. © 1999 ZD Inc. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of ZD Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is R123076730.
Printed in the USA.





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Men in Tights Wrestling's huge. Acclaim knows it, and developer Iguana West is making sure Acclaim's final WWF game is the biggest ring-ding ever. Step into **page 94** for the bodyslammin' info.



EGM Flashback It's EGM's 10th birthday and we'll cry if we want to, so grab a hanky and join us for a teary-eyed look back at the past decade of industry doings. **pg 112**



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🎮	Game Boy Color
🎮	Arcade

TETRADDICT*



*Tetraddict: \,te/tra-(,)dikt\ n. One who devotes or surrenders oneself to Tetris habitually or excessively

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DESTROYING YOUR ENEMIES ISN'T ENOUGH...



"...very impressive indeed."

-EGM

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



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- ✦ Shift real-time between the material and spectral planes
- ✦ Dark gothic story

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

-GamePro



A promotional poster for the video game Legacy of Kain: Soul Reaver 2. The central figure is Kain, a vampire with blue skin and a white and black cow-print pattern on his chest. He is holding a severed, bloody demon by its neck with his signature scythe. The demon has a grotesque, muscular body and a screaming face. The background is a dark, misty green. The text "...YOU MUST DEVOUR THEIR SOULS" is written in a glowing green font. The game title "LEGACY of KAIN SOUL REAVER 2" is in the bottom right, along with the Crystal Dynamics and Eidos logos and website addresses.

...YOU MUST
DEVOUR THEIR SOULS

LEGACY of KAIN™
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Croc picks up and throws objects to discover hidden clues!

OF NEW ZANY CHARACTERS!



EVERYONE
E
ESRB
18 17 16 15 14

Croc's back in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!



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with
Gummy Savers





Letters to the Editors

Violence: The Debate Begins

For the last 13 years, I have been a very active gamer for the many different platforms that have come our way. I am now going on 26 years old, and I consider myself to be a reasonably intelligent guy. I thought I've heard everything that could possibly be said about video games and their role in society, until the unfortunate disaster that unfolded in Colorado on April 20. I must admit, when the story broke, I was completely shocked and horrified at the actions of the two troubled teens, and my heart and prayers go out to everyone at Columbine High School. It's truly a shame that kids must resort to violence in order to solve their problems. But what's also just as much of a shame is the way people are quick to put the blame on music and video games, and to turn their heads and ignore that the ultimate responsibility should fall on the shoulders of those who tried to raise those two kids.

I used to listen to a lot of thrash/death metal in my youth, and I occasionally still do. I still play many violent games, and I am eagerly awaiting the arrival of number 3. But where are my suicidal tendencies? What about that strong compulsion to kill someone? They're not there. Why? Because it's a load of crap.

I may not know the answers to this horrifying crime, but before we go off on a rant about violence on TV and in video games, society needs to pull its head out of its ass and take responsibility for once. If they don't, and target the gaming industry as a cause of this crime, we can kiss good-bye all that we love.

Brett Andrighetti
isubound@earthlink.net

They say kids shouldn't play video games. Why? I'm addicted to games. I spend hours sitting in front of my TV or PC playing FFXVII, Zelda, MGS and tons of other games. I have a goddamn good time playing South Park. I save up my money to buy systems and games. I now own the PS and the N64.

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64" (N64).

See page 145 for official rules



LETTER OF THE MONTH

Who's To Blame?

I am an anthropology grad student and have done some research into the validity of video game violence and its effects on people, primarily children. It has been my experience that there is some form of influence from video games and other forms of popular

video games that had anything besides the "E" rating. Reluctantly, we did so. Kids, not even so yet, would come into the store to buy *Mortal Kombat* and *Street Fighter*. Many sales were refused simply because the kids were too young to buy the "T" and "M" rated games. Within hours, the parents or whoever would drag the kid back into the store, demanding to know why we refused to sell the game to their child.

"A week or so later, a company-wide memo was sent out for all employees to stop refusing video game sales based on age restrictions."

culture on people. As to what those influenced by these forms of popular culture do is left up to them.

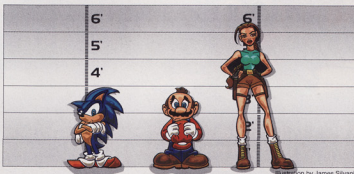
I recently watched *60 Minutes* (for a brief second until it pissed me off beyond belief). Supposedly, some victims and their families of these numerous school shootings are suing not only the film and video game industry, but such individuals as Marilyn Manson.

I worked for nearly six years for a major computer software and video game retailer. During that time, *Night Trap* made its foreboding appearance. After *Night Trap* came the eventual establishment of the video game rating system. What happened next at the store I worked in is unbelievable for many. The company insisted that we "card" every young purchaser of

This happened nearly 90 percent of the time. We explained the rating system and the violent content of the game, yet it all fell on deaf ears. Instead, in order to "keep the customer happy," we sold the games to the parents instead. A week or so later, a company-wide memo was sent out for all employees to stop refusing video game sales based on age restrictions.

I saw a great quote at a video game cheat Web site. "There is more to life than video games and girls. Try living a little. Get off the damn computer and enjoy life." I'm tired of reputable industries taking the blame for bad parenting and a decaying society. Thanks for giving me a place other than my wife's poor, tired ear to vent.

Ken A.
Hattiesburg, MS



Video games will always be a suspect until people take note of the ratings system.



*Shy
Hawp*

**SPIDER-SENSE
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WHY? BECAUSE
NOT GETTING ENOUGH **CALCIUM**
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I DRINK **THREE GLASSES** OF MILK A
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YOU'RE TRADING PUNCHES WITH
DOC OCK, **CALCIUM** IS YOUR
BEST FRIEND.

got milk?



LETTERS

\$3.8 billion

The amount of money *EGM* readers will spend on video games this year.

So? I'm a 12-year-old kid. I'm normally the best in class for studies. I play basketball and soccer well. Besides that, I'm a video game fan. Now, I'm not writing this to brag, but to show you "mature people" that young gamers like me can easily manage their own time whether to study or to play.

Link Masters

link_masters@zelda64fan.zzn.com

Modest lad...but he reflects the sentiments of many of our younger readers this month.

By now, everyone in America has heard of the unbelievable tragedy that happened in Littleton, Col. It truly is sad to hear about something like this happening in a school. Lives were lost for no reason and tears will continue to be shed while people look for answers to how this could happen.

So where do you put the blame? On the parents. The same parents who failed to teach their kids what's right and what's wrong. Those parents of the shooters who failed to see their kids were disturbed individuals. How long have us game players talked about this? Games are not responsible for violent behavior. Parents are responsible to ensure that violent behavior does not develop in them. And if *Doom* and *Mortal Kombat* did somehow implant some twisted ideas in the minds of young kids, it's the parents' fault for buying them M-rated games. Let's face it, those games were meant to be played by older gamers. It's the same thing with R-rated movies and music labeled with parental advisories.

Denise

ewoman@central.co

Mario Party Can Hurt You

From what I can tell, the fine people at *EGM* should get a kick out of this...[It] is a picture of a friend of mine (Phil Lichtenberger) who took a friendly game of *Mario Party's* tug-o-war and paddle battle a little too seriously. The funny thing is, this picture was taken a solid two weeks (14 days) after the

"And if *Doom* and *Mortal Kombat* did somehow implant some twisted ideas in the minds of young kids, it's the parents' fault for buying them M-rated games."

initial injury. As anyone can see it was doubtless much worse two weeks ago. As of 5/1/99 it seems as though he will have permanent scarring.

Billybilly4@a-znet.com

We found that the fishing game in *Mario Party* was one of the most damaging. It also looks a bit dodgy if you walk in on someone as they're playing. The most effective method requires you to hold the pad in your lap and vigorously waggle the stick. Anyone else have any interesting



bruises and blemishes from playing games? Send us your photos.

No Remorse

Need For Speed: High Stakes is a great game. However, the lyrics in the song "No Remorse" really bother me. It sounds like the woman is saying, "Brace his erection." Am I mistaken?

Doug Heineke
dierim@aol.com

What can we say? Sometimes an erection just needs to be braced.

Wrestle Clever

"Ignore the fact that it takes very little intelligence to comprehend the sport?" That statement couldn't be further from the truth. The fact is that it takes a heck of a lot of brains to be a true wrestling fan. It's hard for the average idiot to tell the difference between a good wrestler and a bad

"...it takes a heck of a lot of brains to be a true wrestling fan."

Question of the Moment

What Does Sony Need To Do To Make Sure They Stay #1?

They need to do anything?

ss1@willard-oh.com

I don't think Sony has to do anything.

tmsatsu@yahoo.com

Sit back and relax.

pilgrim948@aol.com

Get Britney Spears to pose nude for loading screens.

virus8347@hotmail.com

Nothing!! Sony already has a world filled with mindless PlayStation fans ready to buy PlayStation 2.

liquid_snake@angelfire.com

Stop letting Konami of America release *Contra* games.

bev.burgess@oberlin.edu

It needs multiplayer!!!

blaze192@yahoo.com

If Sony just continues to put out top-notch games like *Xenogears*, *Metal Gear Solid* and *Resident Evil 2*, it WILL stay on top.

docsplace@juno.com

STAY? NUMBER 1? WHAT ARE YOU SMOKING?

mr_bigglesworth3626@yahoo.com

Next Month's Question of the Moment:

How should games be rated? Like movies? Or something more elaborate?

Send your short but sweet responses to: EGM@zd.com with the subject heading: RATINGS



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GOTTA HAVE MY
POPSTM



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wrestler. An example is Steve Austin. Now, he's really popular right now, but he hasn't always been that way.

Arthur Lahey
Nashua, NH

And Again...

Your preview of WWF Attitude really ticked me off. "Ignore the fact that it requires very little intelligence to comprehend." No statement could be further from the truth. The truth is that to be a true wrestling fan takes a lot of brains.

credib420@aol.com

Our sincerest apologies. When writing the preview we neglected to acknowledge the towering intellect of wrestling enthusiasts.

Games For The Immature Man

You forgot GoldenEye 007 in your list of GFTIMs (EGM Letters issue 119). Try using the sniper rifle in Multi against Natalya and Xenia.

Steve Smith
s51@willard-oh.com

Dreamcast Joy

Some issues back you said you had some reservations about the controllers for the Dreamcast. My question is now that the EGM crew has had a decent amount of playing time with the DC, how do they rate?

Clarence L. Burk
psykoalpha@juno.com

If there's one problem with the DC pad, it's that it's crap for fighting games. It's the wrong shape to hold, and there's just no way of getting comfortable with it to play something like Power Stone. It's pretty good for action games but it could maybe use a couple more buttons. Fortunately, Sega is producing a range of different controllers. It could get a bit expensive though...a stick, a gun, a fishing thing,

"I'm not a homosexual so it may seem typical that I think this game sounds stupid."

a wheel and a rumble pack will cost you more than the system itself!

Oh Brother

I have noticed in the past couple issues of EGM references to a game called Choanki: Great Brother. I'm still having trouble convincing myself this wasn't just a hoax, due to the fact the premise of the game sounded so incredibly stupid. I'm not a homosexual so it may seem typical that I think this game sounds stupid. However, I'm not homophobic either. What does bother me is that they would put such blatant sexuality in a video game. You play video games because they're fun, not because they turn you on. If you play a video game for sexual stimulation, you're pretty pathetic. There are magazines for that. I don't care if it's homosexual,

heterosexual or bisexual. They should keep only a reasonable amount of sexuality in video games. From what I've heard about C:GB, it's just completely over the limit.

Keryn Brazeo
Salem, CT

Check out our preview section this month for a brief rundown on this game. Actually it's been around for a long time and will never get released outside Japan. To be honest, you've got to be pretty weird to find something like this stimulating. It has more in common with something that Monty Python would produce than anything explicitly sexual. We're interested to learn how everyone feels about sexual themes in games though. Let us know what you think. Incidentally Keryn, what do you consider to be a "reasonable amount of sexuality?"

LETTER ART

WINNER

Ann Winnie
Overland Park, KS

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.



The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:



**EGM Letter Art
PO Box 3338
Oak Brook
IL 60522-3338**

(All entries become the property of ZD Inc. and will not be returned!)

Close, but no controller

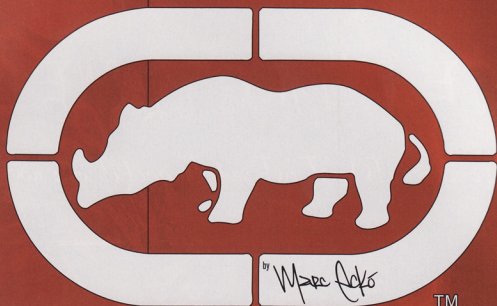
Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days -- so don't miss out!



Marla Rajendram, Horotui, New Zealand



Abdon Betancourt, Centro, CA



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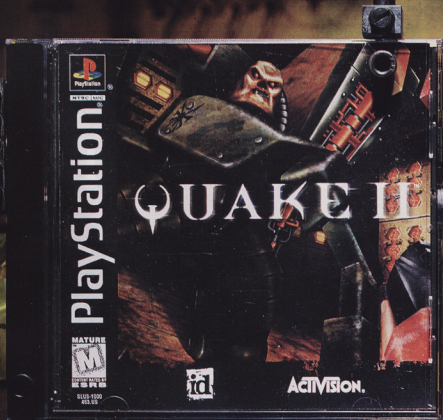
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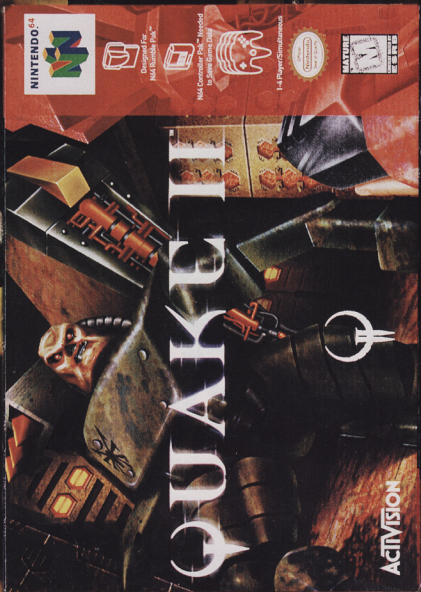
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*****...easily one of the coolest new ideas in PlayStation peripherals." PSM

"InterAct's DexDrive is by far the most incredible peripheral we have seen for the N64." IGN64

"The simple genius of the DexDrive never ceases to amaze me." Gamecenter

"This device is such a great idea, it's hard to believe no one has produced one before." Next Generation



Good karma

In a game, as in life,
what goes around, comes around.
Give an all-star roster,
take a level you didn't know existed.
Brag about a high score,
accept someone else's to challenge.
Whatever can be saved,
can be traded.
Hook the DexDrive to your PC,
and email saves to your friends.
Or your competition.
Even post or download from the Internet.
With the DexDrive from InterAct,
everything you do comes back to you.
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Nintendo_64



PlayStation



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Press Start The Hottest Gaming News on the Planet

Doom Made Me Do It



Illustration by James Silvan

When two teens stepped into Columbine High School in Littleton, Col., armed to the teeth with weapons and bombs, it wasn't a video game they were playing. Yet they have affected millions of lives, and touched off a national debate on the portrayal of violence in mainstream media. Movies like *The Basketball Diaries*, *Natural Born Killers* and the game *Doom* (although over five years old) have been given the most attention. *Doom* and other violent games have renewed

interest in video game ratings, especially enforcement.

Video game ratings, much like those for movies, are a guide for parents to determine whether their content is suitable for children. Since 1994 when it was formed, the Entertainment Software Ratings Board (ESRB), has been doing just that by assigning ratings to game content that are on the front of game packaging and in advertising for all console games and 80 percent of PC products. Arcade games, governed by the American Amusement Machine Association have a different ratings system which is featured on the marquee of many arcade games, calling attention to any graphic content the game may include. These ratings are not widely enforced, especially in arcades, with the exception of Blockbuster Video who has a policy not to rent Mature-rated games to anyone under 17 years old.

If a bill sponsored by Pennsylvania Democratic senator Jack Wagner passes, it will be illegal to buy, sell, rent or provide violent video games to anyone under 18. "What I am proposing is not censorship," Wagner said. "Individuals and companies would still be free to create, sell and rent violent video games. They could not, however, offer such games to minors. I believe the restrictions I am

proposing are reasonable, justifiable and in the best interests of Pennsylvania's children and children across America."

What the media and government call violent video games make up a small percentage of games produced each year. Of the 5,000 products the ESRB has rated since 1994, 7 percent have received a Mature rating, and only 1 percent have received a rating of Adults Only (and none of those on console game systems).

"We are feeding our children death and horror and destruction as entertainment. The worst of these is the violent video games, the simulated training devices," retired Lt. Col. David Grossman told a senate committee on media violence. Grossman, an expert on the psychology of killing, points out to light-gun games as the most effective of violent games, calling games such as *House of the Dead 2* "murder simulators." He told NBC's *Meet the Press* "There is this great leap between being a normal citizen and somebody who's able to take another human being's life. In order to bridge that leap, we have to put a step in between, a steppingstone. Like flight simulators or driving simulators, there has to be an intermediate step. Now, we know these work. They don't work on every child. But think



Doom touched off the national debate on video game violence after the Colorado shootings.

Of the more than 5,000 titles rated by the ESRB, only 7% have received a "Mature" rating

RESOURCES

Prepare Yourself



IDSA - www.idsa.com
The Interactive Digital Software Association is the electronic entertainment trade association, representing the interests of its members in legislative and piracy issues.



ESRB - www.esrb.com
Those ratings on the front of every console game made today are assigned by the Entertainment Software Ratings Board (ESRB). On their Web page you can find information on new and old game ratings.

AMOA - www.amoa.com
Arcades are governed by the Amusement and Music Operators Association. Along with the American Amusement Machine Association, they represent the arcade industry.

NIOMANTF
<http://mediaandthefamily.org>
Issues a yearly report on the video game industry and its responsiveness to family issues such as depictions of violence and the effectiveness of ratings.

about guns: .006 percent of the kids who have access to guns will commit a violent crime with it."

"Ratings can be highly effective if parents, who are clearly the best decision makers about what's appropriate for their kids and are the principal buyers of games for them, use the ratings," Doug Lowenstein, president of the Interactive Digital Software Association (IDSA) told the senate committee. "In addition to the ratings, IDSA adopted an advertising code of conduct which requires that ratings information be placed on the front and back of the box and on the games themselves. The code also lays out how the ratings should be displayed in ads and prohibits companies from marketing games to kids to whom they are not rated as appropriate." If you look in this magazine, no console game advertisement is without the rating on the page. If a game has not yet been rated, an "RP" for Rating Pending is displayed.

How effective are these ratings? According to a 1998 study by the National Institute on Media and the Family, only 40 percent of parents routinely check game ratings to see if they are appropriate.

Rating or not, do video games cause people to act out in violent ways? A group of parents whose children were victims in the Paducah, Ky., school

PLAYING WITH FIRE

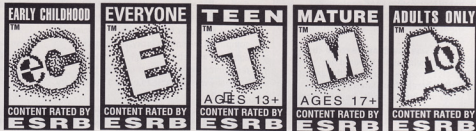
Should the video game (ESRB) ratings system be enforced?



Source:
video games.com
main poll results for
April 29, 1999.

shootings think so. They have filed a \$130 million lawsuit against companies in the entertainment industry claiming that media violence pushed 14-year-old Michael Carneal to kill. Game makers like Nintendo, Sega, Sony, Midway, Virgin, id Software and others are named in the lawsuit among Internet pornography sites and several movie companies. But are video games, movies and the media to blame for real-life violence? 🗑️

A Quick and Dirty Guide to Game Ratings



Games carrying the EC rating have been deemed suitable for children aged three or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

Titles: Elmo's Number Adventure (PS), Elmo's Letter Adventure (PS) and Barney's Hide & Seek (Genesis).

The E rating replaced the previous K-A (Kids to Adults) last year. It is given to games suitable for kids ages six and up. An E-rated game may contain minimal violence or crude language.

Titles: F-Zero X (N64), NFL Blitz (all), Rugrats: Search for Reptar (PS) WCW Nitro (all) and Tetris DX (GB).

If a game contains suggestive themes, mild or strong language and animated violence, it is given a T rating. Some parents may want to supervise younger children's use of games rated with a T.

Titles: Castlevania (N64), Final Fantasy VII (PS), Point Blank 2 (PS), Tekken 3 (PS) and Syphon Filter (PS).

Mature games have been deemed suitable for those over 17, contain more adult themes such as blood and gore, stronger language and sexual themes. Not to be played by young children.

Titles: Doom (all systems), Grand Theft Auto (PS), Metal Gear Solid (PS) and Resident Evil 2 (PS).

The extreme of the ratings is AO, suitable for adults only. Referring to mostly sexual themes and extreme violence, console manufacturers have not allowed AO-rated content on their systems to date. Adults Only titles make up a small percentage of software, mostly on the PC.



PRESS
START

**35,000 Sega CDs were sold in
the first day and a half of
availability in 1993**

DEVELOPER PROFILE

SILICON KNIGHTS

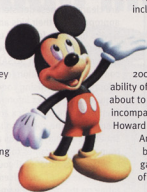
Location: St. Catharines, Ontario Canada
Web site: <http://www.siliconknights.com>



of employees: 44
Games other team members have worked on previously: Cyber Empires, Fantasy Empires, Dark Legions, Legacy of Kain, Gex, Zork Grand Inquisitor, Pandemonium II, Star Control II.
Current projects: Too Human (PlayStation) and Eternal Darkness (N64).
Most challenging aspect of developing a game is: creating good content.
We get the inspiration for our games from: books, movies, classic mythologies, comics.
If there was one thing we could change about this industry, it would be: giving credit to people who create the games.
During breaks from late-night programming sessions, we: play Team Fortress Classic.
Our favorite game to play in the office (not by us) is: Legend of Zelda: Ocarina of Time, Team Fortress Classic.
An advantage to being a Canadian-based company is: we are outside all the trees (Silicon Valley) and can see the forest (the game industry).
Favorite snack food(s): peanut M&Ms and anything from Starbucks.
Music that inspires us around the office: Delerium, Forma Tadre, Massive Attack, Crystal Method.
Story behind our name: the name was created because we wanted to be the knights in shining armor in the games industry. We want players to relate our games to quality. We want people to have faith in us and our games.
Team motto: No Pain, No Gain...

Disney's Mouse Gets Rare Treatment

Just prior to E3, Nintendo and Disney Interactive announced a joint worldwide agreement to publish a variety of titles based on Disney's most recognizable character, Mickey Mouse, for Nintendo 64 and Game Boy Color. Mickey Mouse will make his first appearance in 3D on the N64 in an untitled Mickey Adventure and a Disney Racing title. Game Boy Color games will include a Mickey Racing game due to hit before this



Christmas, a portable version of the all-inclusive Disney Racing and a GBC adaptation of Adventure.

All three will be developed by Rare, and are scheduled for holiday season releases in 1999, 2000 and 2001. "The incomparable ability of Rare to create interactive magic is about to be integrated with the incomparable appeal of Mickey Mouse," Howard Lincoln, chairman of Nintendo of America said. "The results will broaden the appeal of video gaming to an ever-widening number of households around the world."

www.nintendo.com

Courts Rule on Emulation

As the small, fan-made PlayStation emulator bleem! dodges legal trouble, Connectix's Virtual Game Station hasn't been so lucky. Sony's attempt to block the sale of bleem! was stopped when a judge denied the company's request for a temporary restraining order on shipments of the program was denied. Since that time, bleem! has suffered from hiccups getting a finished product ready, buying Sony time until the next round of legal scuffling.

Connectix, who produces the Virtual Game Station emulator for G3-equipped Macintosh computers, wasn't so lucky. Although the company was able to dodge a temporary restraining order filed last January, the company was not able to block a preliminary

injunction in Sony's favor. The company was ordered to halt shipments of the product after the court found that the Virtual Game Station does violate Sony's copyrights by copying the PlayStation's BIOS (what makes the PlayStation read and play games of its format). "We are pleased with the court's ruling, which confirms our belief that Connectix did infringe on our copyright and intellectual property rights," Kaz Hirai, president and COO of SCEA said.

"We are confident that we will be able to resume shipments once this matter has received further review at the appellate level," Roy McDonald, president of Connectix, said.

www.virtualgamestation.com

Iomega Zips Up Dreamcast

Console game systems are built around the principal that you don't need a hard drive or additional hardware to store large amounts of data. For the most part, today's game machines are plug n' play. It's going to remain that way, but Iomega recently announced plans to introduce a Dreamcast version of its popular Zip 100MB drive. Users would be able to download files from the Internet and save them on disk for later use, download game patches, new statistics for sports games, new levels and characters, and a whole multitude of other uses in addition to being able to store save games.

The new Dreamcast Zip drive is part of Iomega's Beyond PC initiative, entering into the consumer-level marketplace. "Iomega is changing the home game system market with

this new device," Mike Lynch, director of the initiative said. "The broad familiarity of Zip drives with consumers, and our large installed base make Zip drives the perfect removable solution for beyond-PC products, such as Sega's Dreamcast console."

It is currently unknown which games will support the new device.

www.iomega.com



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PRESS
START

1,900

HOT NUMBER

At this year's Electronic Entertainment Expo, more than 1,900 new games for PC and console will be on display over three days.

TIDBITS

Nintendo@E3



Donkey Kong 64 - Nintendo's thrilla gorilla is back this Thanksgiving.



Mini Racers, Nintendo's newest racer.



NBA Courtside 2

Project Dolphin Makes Big Splash

Nintendo's new system is coming, sooner than you think. The day before the Electronic Entertainment Expo (E3) opened in Los Angeles, Howard Lincoln did the honors and announced the company's next system, codenamed Project Dolphin. Specifics on the machine are still being kept secret, but the 400 MHz, DVD-based machine will go head-to-head with PlayStation 2 for the holiday season of 2000 (yes, that soon).

Through an alliance with IBM, Dolphin features a 400 MHz Gekko processor, an extension of IBM's Power PC architecture, featuring Semiconductor Process 0.18 micron Embedded Copper Technology. The system's graphic power is being designed by ArtX out of Palo Alto, Calif., by some of the same people who originally developed the Nintendo 64's chipset at Silicon Graphics. Running at a 200 MHz clock speed, also with 0.18 micron Embedded DRAM Technology, Nintendo claims the new system will be better than even Sony's new machine. The system's memory bandwidth will be a speedy 3.2 GB a second.

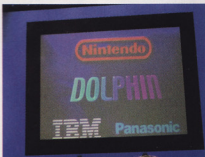
Also, Nintendo has joined forces with Matsushita (Panasonic) to provide Dolphin with a DVD drive and better copy protection. Initially, Matsushita will provide Nintendo the DVD drive and media, but later on, will also be producing other, unspecified, consumer electronics devices based on Dolphin under the Panasonic brand—such as DVD players with the Dolphin game machine built-in

(sounds a bit like NUON, eh?).

No game titles have been announced, but Left Field Productions, Retro Studios, Rare and Nintendo Software Technologies Group will be developing first-party titles for the new machine. Nintendo's own Shigeru Miyamoto offered comment on the new machine in a press release announcing it. "In my mind, I'd always envisioned what a game like Zelda could look like, and with the N64, I was able to create it," he said. "Now, with the Gekko processor, I can see an opportunity to take game designs to a new level."

Nintendo hasn't announced any other specifics on the machine, but it is expected to have internet capabilities. It is unknown at this time whether Dolphin will be able to play movies as well, but using DVD will give developers a bigger canvas to work with.

www.nintendo.com



Nintendo's Strongest E3 Ever

Nintendo made several announcements at E3. We don't have much space to tell you about all of them, so here goes:

Perfect Dark will be released in December, and does not require the 4 MB RAM Expansion. It is compatible with the N64 Transfer Pak (known as the 64GB Pak in Japan) and Game Boy Camera to allow you to take a picture of your face, then stick it onto a body for multiplayer games. It will also feature four to five multiplayer levels from GoldenEye.

Donkey Kong 64 requires the use of the RAM Expansion Pak (which will come packed with it), and stars all your favorite DKC characters in a classic platform game-style adventure in 3D.

Twelve Tales: Conker 64 was not shown at E3 and will not be released in 1999.

Excitebike 64, Ridge Racer 64, Kirby 64 (woo-hoo!) and Super Mario Adventure

(known as Super Mario RPG 2) have all been added to Nintendo's lineup.

Lastly, several new Pokémon games will hit stores this fall. More information and screenshots in the next issue of EGM!



Nintendo's Pokémon Yellow: Pikachu Edition comes to the United States Sept. 6.

Dreamcast: Back in the Game

Sega also held a media briefing the night before E3, and announced even more of its plans for the North American launch of Dreamcast. In attendance were not only execs from Sega of America, but also Sega Enterprises' Souchirou Irimajiri, Yuji Naka and several others.

Dreamcast will launch on Sept. 9, 1999, for a suggested retail price of \$199.99. That price will include the 56k modem (previously, this detail had not been confirmed). It will be accompanied by 10-12 titles, growing to up to 30 by the end of the year. Sega has revised its original list of launch titles to include: Sonic Adventure, Virtua Fighter 3tb, NFL 2000 (tentative), NBA 2000 (tentative), The House of the Dead 2 and CART Racing (known also as Superspeed Racing) from Sega. Third-party games will include Airforce Delta (Konami), Armada (Metropolis Digital), Hydro Thunder (Midway), Monaco Grand Prix (Ubi Soft), Mortal Kombat Gold (Midway), NFL Blitz 2000 (Midway), Power Stone (Capcom), Ready 2 Rumble (Midway) and Soul Calibur (Namco). Turbine Studios will provide Sega with a

Dreamcast-exclusive network sci-fi RPG called Frontier. It will allow players to join parties and venture through a huge world and explore together. Dreamcast will also have a version of Interplay's Baldur's Gate for its network and a host of board game-style games for people to play together online. Sega is hoping it will foster an online community atmosphere.

More third parties have also joined the Dreamcast fold. ASC Games, Fox Interactive and Ubi Soft are the newest members, bringing the total to 16 in the U.S.

Sega has a long battle ahead of them, but with a year lead time and a very competitive price (with the modem included), Sega has laid the groundwork for a successful system. At the evening's festivities, the crowd seemed energized, applauding SoA President and COO Bernie Stolar as he announced the inclusion of the modem and as video footage was shown of Namco's Soul Calibur. We'll have more on Sega's E3 showing next issue!

www.sega.com

Dreamcast Games Shown at E3



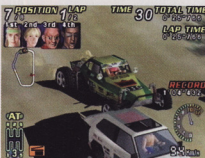
Red Dog - (Argonaut/Sega)



Metropolis - (Bizarre Creations/Sega)



Mortal Kombat Gold - Midway



TNN Motorsports HardCore Heat - ASC Games

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"...a landmark title in the console market."

— Next Generation

"Anything you can dream up can be done - ANYTHING!"

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Fighter Maker comes with 800 moves plus moves that haven't been invented yet.



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tune your fighter's moves and
A.I. for maximum damage.



Save to a memory
card and Kick Ass!

Design your personal victory pose.



PRESS
START

VIDEOGAMES.COM POLL

Are video games too violent?

88% No

12% Yes

(source: videogames.com poll, 5/10/99)

TIDBITS

Hasbro Retro

TOP 20000	TIME	LAP 27, 5/3
SCORE 2550	61	SPEED 166km
		HIGH



Hasbro Interactive, whose most recent games include Centipede and Frogger, reached a deal with Namco which gives Hasbro the right to develop, publish and distribute new games based on older Namco properties. Games on the list on the console side include Pole Position, Mappy, Dragon Buster, Galaxian, Metro Cross, Bosconian, Galaga and Rally-X. On the PC side of things, Hasbro will update Pac-Man, Ms. Pac-Man and Dig Dug. Namco still plans to bring Pac-Man World, Pac-Man's first 3D adventure, to the PlayStation later this year.

F8 Goes PC

Square has announced Final Fantasy VIII will come to the PC this fall. The PS version should be released this fall.

Funky Delays

If you've been waiting for that new Toejam & Earl game, buckle in for a longer wait. Originally scheduled to come from GT Interactive, Toejam & Earl Productions announced GT has passed on picking up the game as the first two games did not sell well enough in the European market.

Shadow Sequel

Even though the original hasn't hit shelves yet at press time, Ted Woolsey of Crane Entertainment recently told gamers attending an online chat event that concepts for a sequel to Shadow Madness are already in the works.

PS to GB

Game Boy Color fans will soon be able to play Metal Gear Solid and Tomb Raider on the go. Both titles are expected to be shown at E3, marking the first time either series has been on the big N's portable.

Games Make Her Feel Like Singing

EGM sat down with the singing voice of Luna in Lunar: Silver Star Story Complete to see what it's like to sing in a video game.

most priceless memories I have.

EGM: How old are you?
Jenny Stigile: I'm 21.

EGM: Do you play video games? (If so, what are your favorites?)

JS: Working Designs' games aside, I don't normally play a lot of video games because I am so busy with the two jobs I have. But every once in a while I'll sit down and play a game of Frogger or Tekken 3. Squishing frogs and kicking faces can be quite relaxing.

EGM: What other video games have you been in, and what parts did you play?

JS: I have been in quite a few games in the past five or six years that I have been working for Working Designs. My first game that I was in was Popful Mail—actually, I didn't really play in that game, I just sang the theme song. I also did a very minor role in Albert Odyssey as a talking sound. In Lunar Eternal Blue, I played the role of both Ruby and Jean, and also sang both the Eternal Blue and Lucia's theme songs. Just recently, I played Umi in Rayearth and also sang the theme song. In addition to singing the two songs in Lunar: Silver Star Story, I also played the part of Royce. I may have done some other minor parts also, but I tend to lose track after a while.

EGM: What's your favorite song from a video game that you've performed?

JS: Winds Nocturne (The Boat Song from Lunar: Silver Star Story) is probably my favorite out of all the songs I've done for Working Designs. The song in Popful Mail is pretty as well, and now that I think about it, so was the last song from Rayearth. I still pick out all of my mistakes, and it really makes my skin crawl! I am very conscious of my faux pas even after the final mix.

EGM: How did you first get involved with Working Designs?

JS: I became involved with Working Designs when a friend of a friend of our sound man, Bill, contacted me about the auditions at Working Designs. I had no idea what I was getting into, but thought, "What the heck, I've got nothing to lose." Now, five years later, the experiences I've had with Working Designs have been some of the

EGM: Do you listen to how the Japanese vocalist sang the song beforehand?

JS: Yes, I do listen to the Japanese version of all the songs I sing. That is how I learn the lyric choreography, which is generally the way Victor wants me to sing the songs. My personal singing style is not as "sweet"-sounding as what is portrayed on the games, so I do have to listen to the Japanese version carefully to incorporate that specific style.

EGM: Have you ever gotten fan mail?

JS: Yes, lots, through the Web site (webmaster@workingdesigns.com) and the company address (18135 Clear Creek Road, Redding, CA 96001). Shoot me a yea or nay once you check out my latest work!

EGM: Do you sing in the car/shower often?

JS: I am always, always singing. Car, shower, toilet, outside, inside...you name it, and I'm singing there. Sometimes I'll be driving down the road singing my heart out, and I'll look over and someone will be giving me a look like "What is that lady on?"

EGM: What are some of your favorite songs or performers?

JS: Mariah Carey is one of my favorite performers, and R&B is definitely my favorite style. As for favorite song, to be honest, my favorite song is a song that I wrote for my fiancé, Dave, and not just because I wrote it. It has such power and emotion behind it, everyone who has heard it ends up teary-eyed. Some have tried to convince me to go mainstream with it, but this one's just for us.

www.workingdesigns.com



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PRESS
START

インターナショナル

International News

Sega Straps In For Lean Year

While Sega of America gets ready for the launch of Dreamcast in the U.S., its parent company is strapping in for leaner times. Sega Enterprises posted a consolidated net loss of \$378 million (45 billion yen) for fiscal year 1998, and lowered its expected profit forecast for the current year. In addition, Sega announced it will combine the Amusement Machine and Consumer Software divisions, hoping to capitalize on the strengths of each. The company also said it will cut 25 percent of its workforce, lower executive salaries and close around 100 Japanese arcades in efforts to maintain stability. Sales of its Dreamcast console in Japan fell short of the company's expectation of a million units before the end of March.

In other Sega news, the company has split Sonic Team into three teams—Naka team, Iizuka team and Oshima team. The Iizuka team is currently in the U.S. working on the English conversion of Sonic Adventure, Naka's team is hard at work on NIGHTS 2, and the Oshima team is working on a completely new game (starring a new character).



Sega Enterprises President Soichiro Irimajiri is riding on the hope that Dreamcast will succeed.

Turok 2: Improved for Japan

Acclaim's Nintendo 64 hit Turok 2: Seeds of Evil has been announced for release in Japan. Although a distributor has yet to be announced, the game will be released in Japan under a new name—Violence Killer: Turok New Generation (because the first Turok didn't make as big a splash in Japan as it did in the U.S.). A few minor improvements will be made to the game as well.

Nintendo has decided to release the RAM Expansion Pak in Japan for use with Turok 2 and other third-party titles. Originally scheduled to only come with the 64DD, Nintendo seems to have somewhat backed off this positioning.

New Game Boy Color?

That's right, just when you thought the world was safe from new Game Boys, rumors from Japan state that a new version of Game Boy Color is set to hit Japan as early as this fall. The new version would feature a bigger

color screen and (drum roll please) a back-light. Nintendo has also decided not to release an N64 Super Game Boy device. Seen being used at trade shows and by developers, NCL President Hiroshi Yamauchi decided to pass on releasing the product to consumers.

Konami Rocks PS

Guitar Freaks, Konami's latest Bemani music game (previewed in EGM #119) is scheduled to hit the PlayStation this summer. As with its previous music games, this one will feature a special guitar controller to simulate the feel of the arcade machine. The controller looks like a small toy electric guitar, and if Konami's previous controllers are any indication, this one will sell out quickly.

Metal Gear Returns

In other Konami news, Metal Gear creator Hideo Kojima has revealed that a Metal Gear Solid sequel will soon begin production for a "next generation system." Whether this means Dreamcast or PlayStation 2 is anyone's guess, but in the meantime, fans of MGS can check out Metal Gear Solid Integral, which will get a stateside release later this year.

IMPORT CALENDAR

ACE COMBAT 3



Import Pick of the Month: Ace Combat 3

PlayStation:

- 5/27 Lunar 2 Eternal Blue, Game Arts (RPG)
- 5/27 Beatmania Append GOTTA MIX, Konami (Music)
- 5/27 Racing Lagoon, Square (Racing)
- 5/27 Ace Combat 3 Electrosphere, Namco (Flying)
- 5/27 Asuka 120% Final Burning Fest, FamilySoft (Fighting)
- June Persona 2, Atlus (RPG)
- 6/3 Gungage, Konami (Action)
- 6/10 Racing Lagoon, Square (Racing)
- 6/24 Grandia, Game Arts (RPG)
- 7/1 Dino Crisis, Capcom (Action)
- 7/1 Metal Gear Solid Integral, Konami (Action)
- 7/15 Vandal Hearts II, Konami (RPG)
- 7/29 Guitar Freaks, Konami (Misc.)

Dreamcast

- 5/27 Elemental Gimmick Gear (E.G.G.), Hudson (Action RPG)
- 5/27 Dynamite Deka 2, Sega (Action)
- 6/10 The King of Fighters Dream Match 1999, SNK (Fighting)
- 6/17 Giant Gram All Japan Pro Wrestling 2, Sega (Sports)
- 6/24 Shutokou Battle, Genki (Racing)
- June Gundam, Bandai (3D Action)
- 7/15 Climax Landers, Climax (RPG)
- July Street Fighter Zero 3, Capcom (Fighting)


Nintendo 64

- 6/11 Mario Golf 64, Nintendo (Sports)
- 6/25 Neon Genesis Evangelion, Bandai (Action)

* Schedule subject to change without notice. Consult your local import game store for the latest release information.

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PRESS
START

Q-isms

In Quartermann's 10-year history, he has unearthed a lot of gossip, talked a lot of trash and broke a lot of news first. But when he wasn't reportin' the latest dish, he wove a fine web of words that anyone who has read the magazine for a long time will remember. While he's more restrained in his old age (and eating healthier), here are a few of his greatest lines:

"King Twinkie has returned with another heapin' handful of some of the best dirt the video game industry has to offer."

"Hold onto your ho-hos, Quarter-buds, this is where the dirt really gets good!"

"What can I say, buds, but the combination of my Q-Wisdom and super insight guarantee you an inside peek into everything the gaming biz has to offer."

"The Q-Mann guarantees it's more fun than eating paste!"

"Say, kiddies, the master of gaming mayhem,

the colonel of cool, the ensign of info is back again for another dose of the good stuff in the only monthly column that tastes great and is less filling!"

"There may be imitators, there may be critics, but the Quarter-freaks know it's the only place in the world you'll read about toasted ho-hos."

"Heh, heh, heh, kiddies, the Quarter-witt has returned to dazzle your doorknobs with the latest goop from the gossip world!"

"Pull out the cream corn, yuckos, the one and only conductor of video game gossip is back again, with a new-and-improved formula guaranteed to improve basting times and strengthen your crisping sleeve!"

"So sit back, relax and soak in the inside word—I guarantee the nougat will fly..."

"Time to strap on the D-Cells and plug in for power, as the Q-Mann delves deep into the world of gaming gossip!"



REMEMBERING

Dana Plato, star of *Different Strokes* and the Sega CD/3DO game *Night Trap* passed away May 8, 1999.

JAPAN TOP 10

1	Pokémon Pinball Nintendo	
2	Super Robot Taisen F Banpresto	
3	Dance Dance Revolution Konami	
4	Bust A Move 2 Dance Tengoku Mix Enix	
5	Glay Complete Works Orion	
6	World Stadium 3 Namco	
7	Saga Frontier 2 Square	
8	Devil Summoner Soul Hackers Atlus	
9	Pokémon Snap Nintendo	
10	Final Fantasy VIII Square	

Courtesy Weekly Famitsu, 4/18/99

Quartermann - Video Game Gossip & Speculation

For 10 years now, the Q's network of spies has been fishing through trashcans and listening in on conversations to bring you the very finest gossip about video games. No bullshit, no made-up nonsense to fill up space (not on purpose any way—this is gossip after all)... this is the finest quality, top-of-the-line "it might happen if we keep our fingers crossed" gossip.

THE RUMOR Capcom is already working on PlayStation 2 titles.

THE TRUTH Despite recent indications the Japanese giant is somewhat disillusioned with working with Sony, the Q's spies have reason to believe that at least one PS2 product is already on the drawing board at Capcom. Breath of Fire 4 (working title) could well be with us by the summer of 2000. The Q Network will keep its ear to the ground for future developments.

THE RUMOR The sequel to Metal Gear Solid will be a Dreamcast game.

THE TRUTH This isn't strictly true. Konami has claimed that sequels for all its "high-

profile franchises" are currently under development, but many of these are on either three- or five-year cycles. Metal Gear creator Hideo Kojima has already indicated that he is working on a sequel starring Solid Snake, but has only revealed that it is for a "next-generation" console.

THE RUMOR Nintendo has another color handheld system in the development, set for release next year.

THE TRUTH Very little is known about this, but the Q's spies have unearthed some juicy tidbits from Japan that seem to indicate a major new project from Nintendo. Completely separate from Project Dolphin (previously referred to as Nintendo 2000) the new project is allegedly a color handheld 32-bit system that is not connected with Game Boy at all. It's inevitable that Nintendo will have to leave the Game Boy behind at some point (the technology is 10 years old) and handheld gaming is a very, very large part of Nintendo's business. There'll be a lot of news about this in coming months, so keep checking with us.

THE RUMOR Metroid 64 from Nintendo? Metroid 64 from Rare?

THE TRUTH Nope. Apparently not. Despite continued harassment of Nintendo representatives by the gaming press for the past couple of years, Nintendo still insists that Samus will not make it to the N64. There were some wacky rumors going around that Rare was just kidding us all with Jet Force Gemini—and that it was really Metroid in disguise, set to be revealed later this year—but this was in fact, bullshit. Ho hum.

THE RUMOR Namco is ditching System 12 as an arcade standard before the firm switches to something PS2 based.

THE TRUTH It would appear Namco's new arcade board will be loosely based on PS2 hardware, but this won't be something as similar to the home unit as say, Naomi is to Dreamcast. Sony still has no interest in supporting arcade standards itself—but seems happy to allow long-term partner Namco to do what it can with the Emotion Engine if it's prepared to cough up the cash.

- The Q

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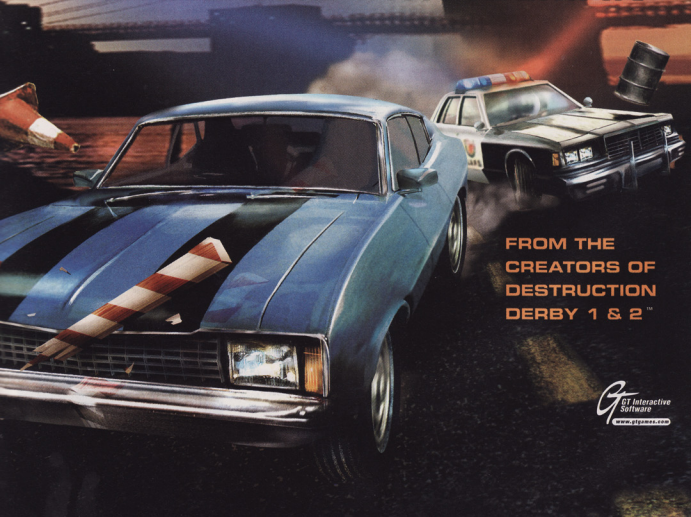
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PRESS
START

Coming Soon - July 1999

June

Game Boy Color

Alex Lalas International Soccer - Take 2	Sports
Bass Fishing - Nintendo	Sports
Chase HQ: Secret Police - metro3D	Action
Conker's Pocket Tales - Nintendo	Adventure
Croc 2 - Fox Interactive	Adventure
Duke Nukem - GT Interactive	Action
Paperboy - Midway	Action
Pokémon Pinball - Nintendo	Action
R-Type DX - Nintendo	Action
Wicked Surfing - Interplay	Sports

PlayStation

Vigilante 8 - Activision	Action
World Driver Championship - Midway	Racing
Alexi Lalas International Soccer - Take 2	Sports
Alien Resurrection - Fox Interactive	Action
Ape Escape - SCEA	Action
Bass Landing - AGETEC	Sports
Carmageddon 2 - Interplay	Action
Centipede - Hasbro Interactive	Action
Chessmaster Millennium - Mindscape	Misc.
Croc 2 - Fox Interactive	Action
Evil Zone - Titus	Fighting
Fighter Maker - AGETEC	Fighting
Grand Theft Auto London - Rockstar	Action
High Heat Baseball 2000 - 3DO	Sports
Jackie Chan's Stuntmaster - Midway	Action
Kawasaki Motocross - Activision	Racing
Legacy of Kain: Soul Reaver - Eidos	Adventure
Looney Tunes: Lost In Time - Infogrames	Action
Messiah - Interplay	Action
Monaco Grand Prix - Ubi Soft	Racing
Quake II - Activision	Action
Rat Attack! - Mindscape	Action
Star Ocean: The Second Story - SCEA	RPG
The Next Tetris - Hasbro Interactive	Puzzle
Ultimate 8 Ball - THQ	Sports
Warzone 2100 - Eidos	Strategy
WWF Attitude - Acclaim	Sports

Nintendo 64

AirBoard'n' USA - AGETEC	Racing
All Star Tennis '99 - Ubi Soft	Sports
Command & Conquer - Nintendo	Strategy
Gex 3: Deep Cover Gecko - Eidos	Action
Looney Tunes: Space Race - Infogram	Action
Monaco Grand Prix - Ubi Soft	Racing



Revelations: The Demon Slayer - GOU

Quake II - Activision	Action
Rugrats Scavenger Hunt - THQ	Misc.
Shadowgate 64 - Kemco	Puzzle
Superman - Titus	Action

July

Game Boy Color

Motocross Maniacs 2 - Konami	Racing
Revelations: The Demon Slayer - Atlus	RPG
Roadster 99 - Titus	Racing
San Francisco Rush - Midway	Racing
Spawn - Konami	Action
Titus Jr. - Titus	Adventure

PlayStation

Atari Greatest Hits Collection III - Midway	Arcade
Diabolical Adventures of Tobu - 989 Studios	Action
Driver - GT Interactive	Action
Echo Night - AGETEC	RPG
G-Police Weapons of Justice - Psygnosis	Action
Jade Cocoon: Story of the Tamamayu - Crave	RPG
NFL Xtreme 2 - 989 Studios	Sports
R-Type Delta - AGETEC	Action
Silhouette Mirage - Working Designs	Action
Tarzan - SCEA	Action
Xena Warrior Princess - SCEA	Action

Nintendo 64

Bass Landing - AGETEC	Sports
F1 World Grand Prix II - Nintendo	Racing
In-Fisherman's Bass Hunter 64 - Rockstar	Fishing
Harrier 2001 - Video System	Sports
Monster Truck Madness - Rockstar	Sports
Pokémon Snap - Nintendo	Misc.
The New Tetris - Nintendo	Puzzle
Tonic Trouble - Ubi Soft	Action
Twelve Tales: Conker 64 - Nintendo	Adventure
WWF Attitude - Acclaim	Sports

August

Game Boy Color

International Track & Field - Konami	Sports
Puzzle Master - metro3D	Puzzle
Survival Kids - Konami	Adventure

PlayStation

Clock Tower 2: The Struggle Within - AGETEC	Action
Grandia - SCEA	RPG
Jet Moto 3 - 989 Studios	Racing
ReVolt - Acclaim	Racing
Shadowman - Acclaim	Action
Shao Lin - THQ	Fighting
Soul of the Samurai - Konami	Action
South Park - Acclaim	Action
Suikoden II - Konami	RPG
Tiny Tank: Up Your Arsenal - SCEA	Action
UmJammer Lammy - SCEA	Misc.

Nintendo 64

Caesar's Palace - Crave Entertainment	Simulation
Duke Nukem: Zero Hour - Crave Entertainment	Action
Goemon's Great Adventure - Konami	Action
Jet Force Gemini - Nintendo	Action

NFL Quarterback Club 2000 - Acclaim	Sports
ReVolt - Acclaim	Racing
Shadowman - Acclaim	Action

September

Game Boy Color

Mario Golf - Nintendo	Sports
Mission: Impossible - Infogram	Action
Pokémon Yellow - Nintendo	Adventure
Yoda Stories - THQ	Adventure

PlayStation

Lego Rock Raiders - Lego Media	Action
Gauntlet Legends - Midway	Action
Grandia - SCEA	RPG
Mission: Impossible - Infogram	Action
Omikron: The Nomad Soul - Eidos	Action
Rayman 2 - Ubi Soft	Action
Superman - Titus	Action

Nintendo 64

Gauntlet Legends - Midway	Action
Hybrid Heaven - Konami	Action
Lego Racers - Lego Media	Racing
Mario Golf 64 - Nintendo	Sports
Pokémon Stadium - Nintendo	Action
Rayman 2 - Ubi Soft	Action
Roadster 99 - Titus	Racing
Road Rash 64 - THQ	Racing

Dreamcast

Blitz 2000 - Midway	Sports
Carrier - Jaleco	Action
Castlevania - Konami	Action
Geist Force - Sega	Shooting
House of the Dead 2 - Sega	Shooting
Hydro Thunder - Midway	Racing
Mortal Kombat Gold - Midway	Fighting
NBA Basketball - Sega	Sports
NFL Football - Sega	Sports
NFL Quarterback Club 2000 - Acclaim	Sports
Power Stone - Capcom	Fighting
Ready 2 Rumble Boxing - Midway	Sports
Sega Rally 2 - Sega	Racing
Slave Zero - Accolade	Action
Sonic Adventure - Sega	Adventure
Soul Calibur - Namco	Fighting
Super Speed Racing - Sega	Racing
Virtua Fighter 3tb - Sega	Fighting



NBA Basketball 2000 - DC

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The Top 20 Best-Selling Games of March, 1999

1 - Pokémon (Blue Version)



Pokémon has captured the hearts, minds and wallets of gamers everywhere. **Nintendo's** biggest Game Boy title ever continues to sell at amazing rates, beating out new PlayStation and N64 games. From the mind of Satoshi Tajiri...

LAST MONTH: 4

9.0 8.0
John R Crispin

8.0 9.0
John D Sushi

2 - Pokémon (Red Version)



...of Japanese game developer Game Freak, Pokémon expands on the idea of catching bugs and "battling" them, something we've all done as kids, turning it into a captivating adventure game that's sold millions of copies worldwide.

LAST MONTH: 7

9.0 8.0
John R Crispin

8.0 9.0
John D Sushi

3 - Syphon Filter



Take control of Gabe Logan in **989 Studios'** latest PlayStation title as he tries to stop a terrorist organization from contaminating the human race. Will you make it in time to save Washington, D.C. from the Syphon Filter virus?

LAST MONTH: 6

8.0 6.5
Shawn John D

8.0 8.0
Dean Crispin

4 - Mario Party



It's Mario, it's a party, it's Mario Party. **Nintendo** takes the characters from its mega-popular Mario series and sets them loose in a board game-style adventure packed with 50+ minigames to play against your friends.

LAST MONTH: 1

8.5 8.5
Crispin Dan

8.5 9.0
John R Shawn

5 - Silent Hill



Strange things are happening in the town of Silent Hill. **Konami** brings the world of survival horror to a new level. Follow Harry Mason as he searches for his daughter Cheryl in a game that will mess with your mind.

LAST MONTH: NEW

8.5 9.0
John D John R

8.5 8.5
Dan Crispin

6 Frogger

Hasbro Interactive



LAST MONTH: 5

7 Legend of Zelda: Ocarina of Time

Nintendo



LAST MONTH: 3

8 GoldenEye 007

Nintendo



LAST MONTH: 8

9 Legend of Zelda: Link's Awakening

Nintendo



LAST MONTH: NEW

10 Crash Bandicoot 2

SCEA



LAST MONTH: 11

11 Army Men 3D
3DO



LAST MONTH: NEW

12 Rugrats: Search for Reptar
THQ



LAST MONTH: 13

13 Tomb Raider 2
Eidos



LAST MONTH: ---

14 Gran Turismo
SCEA



LAST MONTH: 10

15 Need For Speed: High Stakes
Electronic Arts



LAST MONTH: NEW

16 WCW/nWo Thunder
THQ



LAST MONTH: 2

17 Metal Gear Solid
Konami



LAST MONTH: 15

18 Spyro the Dragon
SCEA



LAST MONTH: 19

19 Triple Play 2000
Electronic Arts



LAST MONTH: NEW

20 Star Wars: Rogue Squadron
LucasArts

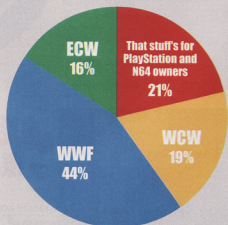


LAST MONTH: 12

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

VIDEOGAMES.COM POLL

Which of the following wrestling franchises would you most like to see come to the Dreamcast?



Source: videogames.com poll results, April 25, 1999

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- *GamerzEdge*



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"Top-notch arcade play; the best baseball game AI" - PC Gamer

- **TruPlay™ AI** guarantees true-to-life base running, fielding, and managing
- Motion-captured **polygonal players** in a 3D environment ensures authentic major-league gameplay
- **Broadcast-style** camera angles and VCR features allow you to replay the action from any angle*

"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch."

- Family PC

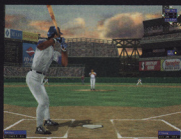
- **Blazing fast** gameplay and all the action of a highlight reel
- **Pro-style** interface that brings you into the game
- Head-to-Head **Multi-player** action via LAN, modem, or Internet*

"This game feels like baseball...great gameplay, and super AI. No other game does these things."

- PC Sports Games

- **New 1999 MLBPA** player rosters and 1998 career stats
- **Career Mode** includes a realistic aging curve, player retirement, and new rookie prospects*
- Make block buster deals with **Multi-player trades** and **Manage-only mode** to control key aspects of gameplay*

*PC version only



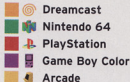
"This is the best baseball game, satisfaction guaranteed."

- Trip Hawkins, President, 3DO



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Previews

This Month in Previews

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- Air Force Delta
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Nintendo 64

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- Top Gear Rally 2
- BattleTanx II: Global Assault
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- Blitz 2000
- Supercross 2000
- Lego Racers
- Bassmasters 2000

PlayStation

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Last month, we had one of our biggest previews section ever with more than 100 new games featured. This month, we cover the remaining games publishers are showing off at E3, minus the surprises we have yet to see (we're finishing up this issue a day before E3 starts—for up-to-the-minute updates, always remember to check videogames.com or e3news.com).

Perhaps the most exciting bit about previews this month is hearing about all these fantastic Japanese games that are being officially announced for the U.S. From Sega's House of the Dead 2 (Dreamcast) to Nintendo's Pokémon Stadium (Nintendo 64) and Konami's Suikoden II (PlayStation), we won't be short any Japanese gaming goodness this fall and winter.

Even better, Square Electronic Arts let us in on its U.S. lineup right before E3. We already knew most of these



games were going to make it here, but now it's officially confirmed. By the end of this year, we'll all have a chance to play SaGa Frontier II (pictured above), Chocobo's Dungeon 2, Chocobo Racing and Final Fantasy Anthology. Oh yeah, and that one game, Final Fantasy VIII too. We hear a few of you are excited about that particular title.

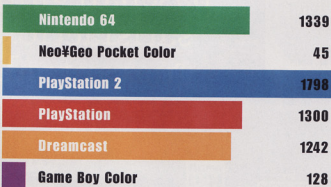
Next month, we'll be showing you the last few secrets E3 is hiding. Don't miss our remaining preview coverage of the titles at the biggest video game show in the world. 🎮

TOP 5 Preview Picks

1. **Tekken Tag Tournament** - Arcade, June 1999
2. **Ready 2 Rumble** - Dreamcast, September 1999
3. **R-Type Delta** - PlayStation, July 1999
4. **Pokémon Stadium** - Nintendo 64, October 1999
5. **Donkey Kong 64** - Nintendo 64, release date TBA

Namco should bring Tekken Tag Tournament home for the ...

source: videogames.com online poll



WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

PLAYSTATION INFESTATION



The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way. It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out: 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. Start blasting.



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RATING PENDING
RP
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ESRB



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GRAND PRIX

Ubi Soft
ENTERTAINMENT

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PREVIEW

Ready 2 Rumble

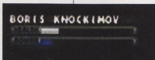
Publisher:	Midway
Developer:	Midway
Players:	1-2
Genre:	Sports
% Done:	50%
Release:	September 1999
Web Address:	www.midway.com

THE POWER OF DREAMCAST

Lag-Free



Probably the single most impressive thing about the control is how well it matches up with the visuals. With games like this—where there is a lot of frames of animation—lag is common. Normally you would execute a punch and have to wait for the animation to complete before continuing. Not in Ready 2 Rumble. At this point in the game's development cycle, when you turn off the crowd and ring graphics, the game moves at a remarkable pace with no lag. Midway tells us the entire game is going to play at that speed when it's finished, even with all the graphical features turned on. If that ends up being true in the final version of the game we are all in for a treat.

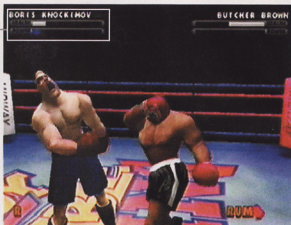


You'll have to watch more than your health bar in this brawler. If your power gets too low, your punches won't do much damage.

Midway's first announced Dreamcast game, Ready 2 Rumble isn't ready just yet, although we did get a chance to check out an early version of the game. Right now, in its current stage of development, the game features only two playable boxers. In the final version of the game there will be 20, each with his and her own attributes and style.

Each fighter has two bars at the top of the screen; one represents the fighter's health and the other his or her stamina. The health bar decreases when hit with a punch, and the stamina bar goes down every time you toss a punch. You can regain your fighter's stamina by holding down the guard buttons for a brief moment (you want to try to keep your stamina up so your punches will do more damage). If you land a hard punch when your stamina bar is completely full, your fighter will earn a letter. If you do this six times before getting knocked down, you will spell out the word "RUMBLE," your fighter's gloves will begin to glow, and you will have unlimited stamina for a brief period of time.

The control of the game is both amazing and simple. You use the analog stick to freely move your fighter around the ring. The trigger buttons block high and low, but when held and used with the analog stick, they also allow you to bob and weave and evade. The four buttons on the face of the controller are left punch high, left punch low, right punch high and right punch low. It's a very simple, straightforward setup that allows you to instantly jump into the game and start landing halfway realistic combos, like the old one-two. There are



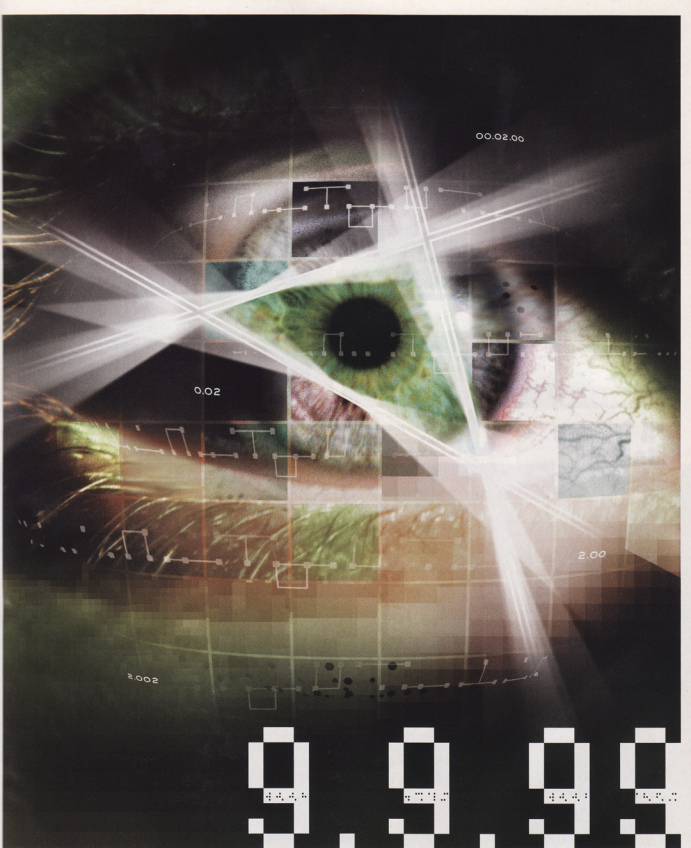
different punches like hooks, uppercuts and lunging jabs that you can perform simply by pressing a direction on the analog stick along with the appropriate punch button.

Visually, Ready 2 Rumble is amazing. Each of the fighters has 120 facial expressions ranging from an ecstatic "I just became heavyweight champion of the world" smile to a "I am so hurt I am about to lose consciousness" frown. And usually when they have that expression on their faces it's accompanied by some pretty harsh bruises. In the final version of the game, blood will fly from mouths and noses to give the game that totally authentic look. However, even at 50 percent completion, it's truly amazing how great the fighters look, move and react to the punches.

Although the game is still incredibly early, it is by far and away one of the most impressive games we've seen for the Dreamcast. If Ready 2 Rumble is any indication of what we will see for the Dreamcast, we're in luck. From early impressions, Midway's boxing game already looks like it'll have what it takes to make gamers forget about EA's Knockout Kings or SCEA's Contender. 🍀



As you can see, the graphics are incredible and feature lots of facial details and expressions.



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ARTIFICIAL INTELLIGENCE HINT >

0.02



OUT SMARTING IT WILL ONLY
MAKE IT SMARTER.

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it's thinking  sega.com



PREVIEW

Carrier

Publisher:	Jaleco
Developer:	Jaleco
Players:	1
Genre:	Adventure
% Done:	40%
Release:	September 1999
Web Address:	www.jaleco.com



"Carrier" is a double entendre for both the setting of the game, as well as the victims of a deadly prehistoric life-form.



INFLUENCES

A Tribute to the Genre

Carrier is a smorgasbord of sci-fi references. Below are some obvious screens which borrow from classics in the genre. Can you spot the movies?



Jaleco's first Dreamcast title, *Carrier*, will plunge them headlong into the world of survival horror as currently defined by Capcom's ubiquitous *Resident Evil* series. The possibility that *Carrier* may be the first game to fill the shoes of this ever-popular genre on the Dreamcast will have many supporters of the system raising their bars of expectation.

It's the year 2023 and factions of global superpowers are split in an ironic conflict over earth's environmental concerns. To combat the rising tide of international terrorism, the first world economies formed the NHATO (Northern Hemisphere Area Treaty Organization). Meanwhile in the Pacific islands, a group of military researchers discover prehistoric eggs (codenamed ARCs) miraculously preserved in suspended animation. In order to protect this breakthrough discovery, the NHATO carrier Heildam is ordered to transport these plant-like embryos to a maximum-security facility. While en route to its destination, a terrorist bomb causes the Heildam's sprinkler system to activate and all hell breaks loose. Your goal is to infiltrate the Heildam and investigate its mysterious distress signal.

To establish the appropriate ambience for *Carrier*, Jaleco has put to task a few techniques seen in more recent 3D adventure games. While most of the game's cinematic angles are composed of pre-rendered backgrounds, there are also a number of areas which will be rendered in real time. From what we've seen, both prerendered and real-time

environments look nearly identical—and equally as seamless. *Carrier* also relies heavily on the contrast between bright and dark areas, light and shadows, as a device of horror. To this end, real-time light sourcing (*Silent Hill* anyone?) is used extensively. Jaleco may not be pioneers, but the overall effect is undeniably chilling.

Other details include NPC (non-player character) reactions to your character's behavior. If you place a bead on a frightened ensign with your trusty assault rifle, he'll cower and squeal. If you cross the threshold and shoot him, he'll run for dear life. Sure, the AI is strictly cause and effect, but at least it gives the sadistic a slight tremor of joy. Similarly, Jaleco has tweaked combat in *Carrier* with aiming crosshairs which signal a lock-on, to help pick off monsters from a distance. Later on in the game, a scanner will help you determine friend from foe. Also like *Resident Evil 2*, *Carrier* will require you to switch between characters in order to complete the game.

The game is structured around six large levels represented as the different decks of the Heildam carrier. As the enemies and obstacles become more difficult with each level, so will the bosses situated at the end of each stage. It's important to keep all of *Carrier's* potentiality in perspective. It's at an early stage of development and the game still needs a good amount of polish before it's released. It should scare people, not frustrate them. The stage is set; the gates have flung open; let's hope Jaleco takes survival horror to a new level. ☠





PREVIEW
GALLERY

House of the Dead 2



Sega of America has confirmed House of the Dead 2 for a U.S. release and will be available when the Dreamcast is released or shortly after. Everything from the arcade version will be present, as well as a few new modes.

Unfortunately, the Japanese House of the Dead 2 (which is currently out now) suffers from an incredibly inaccurate light gun (the calibration is really off). Sega plans on working on this before releasing the U.S. version of the game and gun.

In 1913 the ship Orpheus mysteriously disappeared at sea, 45 souls were lost, or were they?

Echo Night takes you on an exciting supernatural adventure to past times and distant places. Along the way you will encounter unusual characters, visit past eras, and talk with the dead. Be warned, this adventure is not without peril, there are devious mini-games and puzzles you must survive before you can learn the secrets of the dead and the ancient talisman stones.



EchoNight Coming in July



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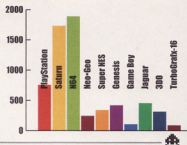
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PREVIEW
GALLERY

Which is your favorite game system from the past decade?



We think more Saturn fans than we expected voted on this one. Still, they're a dedicated bunch.

source: videogames.com online poll

Mortal Kombat Gold

Midway is currently working on the next chapter in the long-running MK series, *Mortal Kombat Gold* for the Dreamcast. This game isn't just a minor upgrade...it will have a host of improvements over MK4.

MK Gold will suck a bunch of MK2 and MK3 fighters into the world of polygons, including Baraka, Kitana, Kung Lao, Mileena and the BMX ninjas. These "new" cast members will get their own FMV cinemas and special stages.

The game will also be a technological powerhouse. Each of the characters is composed of more than 3000 polygons, and they'll fight at a brisk 60 frames per second.

Midway plans to have MK Gold out around DC launch time.



NFL Quarterback Club 2000

Although the version we saw was very early, Acclaim's NFL Quarterback Club 2000 for the Dreamcast already looks amazing. The game currently moves at a silky-smooth 60 frames-per-second with no sacrifice in player detail whatsoever. The graphics are noticeably more flashy than its N64 counterpart, and Acclaim promises lofty improvements will be made to the game's realism and atmosphere.



Don't let the pleated skirt fool you!



RETE PENDING
RP
ESRB RATED
TEEN
MAY BE INAPPROPRIATE
FOR SOME CHILDREN
PARENTS STRONGLY CAUTIONED



EvilZone

You're about to get a lesson in Pain 101. Lea is evil and it's your task to conquer her. Select one of nine characters and fight the others until the final battle. With amazing animated special maneuver sequences and state of the art graphics, you'll find Evil Zone to be the master of all fighting games. No butts about it.



titusgames.com



PREVIEW
GALLERY

Blitz 2000

This will be the only arcade-version of Blitz you can get on a home console. The graphics are exact and the overall translation so far is fantastic. New features include the ability to create a book of 27 offensive, nine defensive, nine customized offensive and nine customized defensive plays. Also included are the Cleveland Browns for the die-hard fans. **Midway** will release Blitz 2000 this **September** for the DC launch.



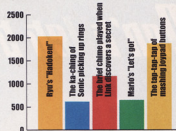
Dynamite Deka 2

Remember Die Hard Arcade (Dynamite Deka in Japan)? The sequel should be hitting the Japanese DC by the end of **May**. This is the first game **Sega** has brought to the DC from its Model 2 arcade board. Choose from three main characters: Bruno Derringer, Jan Ivy or Eddy Brown to take on a group of sea-faring terrorists. Deka 2 also supports the Dreamcast's arcade joystick. There's still no word on a U.S. release.



Which sound effect best represents the past decade in gaming?

source: videogames.com online poll



Street Fighter Alpha 3

As if the PlayStation version weren't good enough, now **Capcom** fans can expect a truly perfect translation of the coin-op Street Fighter Alpha 3 when the Dreamcast version is released this **fall**. SFA3 for the DC features all the special modes and characters (including an improved World Tour Mode and the VMU minigames), not to mention nearly non-existent loading times and a new network option for trading high scores and other game information over the Net.



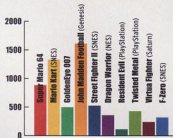
Air Force Delta

Last month, we showed you the first screenshots of Konami's flight combat game, Air Force Delta for the Japanese Dreamcast. **Konami of America** just announced it will be bringing the game over to the U.S., for a **November 1999** release. With Namco, Capcom and Konami supporting the Dreamcast, the machine's third-party support is looking simply fab, wouldn't you say? We'll have more on AFD later...



The most revolutionary console game of the past 10 years was...

source: videogames.com online poll



Frame Gride

From Software brings mechanized combat to the Dreamcast this summer in Japan. Create your own fighter and battle it out against the computer or a friend in split-screen mode.



Slave Zero

Based on Accolade's upcoming PC title, Slave Zero is a giant mech action game extravaganza. You start in the sewers and progress through the city, eventually making your way to the tops of skyscrapers. You'll be able to pick up passing cars and throw them at enemy mechs, climb onto overpasses or stomp on tiny pedestrians in this game. Slave Zero is set for a late September release.



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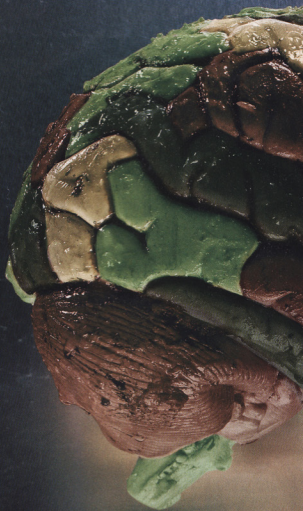
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COMMAND & CONQUER



The deadliest weapon you have



only fires neurons.



Better keep it loaded.





PREVIEW

Pokémon Stadium

Publisher:	Nintendo
Developer:	Game Freak
Players:	1-4
Genre:	Action
% Done:	50%
Release:	October 1999
Web Address:	www.nintendo.com www.pokemon.com



One of the modes in Stadium lets you play the Game Boy game Super Game Boy style. But you can only play Pokémon, not other GB games.



The attacks from the Game Boy game that used to be simple animations are now represented in full 3D.

MINIGAMES

More than Battlin



There's more to do in Pokémon Stadium than just battle, making it a Pokémon fan's dream game. Nine minigames await you and up to three friends, each a Mario Party-style challenge pitting similar types of Pokémon against each other. You'll have to do things like charge up Pikachu's electricity to light a light bulb by tapping the A and B buttons (top), or control Rattata to run and jump over hurdles on a treadmill (bottom). Or how about racing to dig a deep hole with Sandsrew, or singing lessons with Clefairy. Other minigames star Magikarp, Kakuna, Drowzee, Lickitung and Ekans. These minigames can quickly wear out your thumbs, but it's worth it!

Anyone who has played Pokémon on Game Boy knows the name of the game is battling. Whether it's going up against trainers through the course of the game or linking up with a friend, battling Pokémon is the best part of the game. Nintendo has capitalized on this by bringing the battles to the N64 in Pokémon Stadium. Now instead of watching 2D animation of your Pikachu's attack, you can watch him charge up and electrocute your friends' characters in 3D.

All 151 Pokémon are in Stadium, and by using the 64GB Pak you can use the characters you've caught on the Game Boy to battle on the N64, using all the attacks you've taught them. You don't need to have the Game Boy game to play Stadium (you can select from pretrained Pokémon to play with) but they won't be customized.

In one-player Stadium Mode, there are six cup challenges with six opponents each—Nintendo Cup '99, Nintendo Cup '98, Nintendo Cup '97, Ultra Cup, Aero Cup and Fancy Cup. Each takes place in a different ring, with Pokémon of different experience levels (so you can't go into a battle with a Level 100 Pokémon from your Game Boy game and just annihilate everyone, even though that's tempting).

If the Cup battles aren't your style, you can go up against trainers and gym leaders from the game in a battle royale. As you work your way from gym to gym, you have to defeat three trainers and a gym leader for a badge. Or if you just want to play a traditional versus game against a friend or the computer, you can do that too.



Just want to see what your Pokémon look like in 3D? There's a mode in Stadium where you can take a look at their stats, or trade them with friends right on the N64 so you don't have to use the Game Boy link. It can also show you a world map from the Game Boy game so you know where you can find them again.

During battles, an announcer calls the play-by-play action. That, combined with the camera angles covering the battle, make it seem like you're watching a Japanese league battle on TV (just like in the first episode of the Pokémon TV series).

Note: The screenshots on this page are from the Japanese version of Pokémon Stadium 2, which will be released in the U.S. as Pokémon Stadium. 🎮



Everyone's favorite Pika-pal charges up a Thundershock attack to electrify his opponent.

Army Men Sarge's Heroes

Publisher: 3DO
Developer: 3DO
Players: 1-4
Genre: Action
% Done: 35%
Release: November 1999
Web Address: www.3do.com



There are numerous scripted events in the game, often involving the execution of Sarge's comrades. The above shot shows the events unfolding atop the kitchen tap as Sarge runs to save his buddy.



3DO'S MARIO?

Green Men

Army Men (PC)
 Army Men II (PC)
 Army Men 3D (PS)
 Army Men Sarge's Heroes (N64)
 Army Men Air Attack (PS)



Every software company wants a mascot character. Nintendo has Mario, Eidos has Lara...and now 3DO has the idea in its sights. Pretty much any kid at least knows of the plastic Army Men. No one here can actually remember who they were made by—but everyone had some, and remembers the classic poses. 3DO currently has four different games in development based on the characters, and has already published two PC real-time strategy games and the PlayStation action game which we reviewed last issue. Scores: (5.0, 6.0, 6.0, 6.5)

It has to be said that the first Army Men game to hit the consoles (Army Men 3D on PlayStation) wasn't that great. Although fundamentally a pretty neat idea, it had a list of problems as long as your arm and a plot with holes in it the size of the Grand Canyon. Sarge's Heroes is kind of a second attempt for 3DO. The basic idea is the same...an action game where the plastic soldiers (green and tan) battle it out—but this time it's carried out in a more believable setting.

The story line is actually not at all bad. The evil leader of the tan army has found a way to move between the "Army Men" world (to their scale) and "our" world—where he is stealing items which can be used as weapons of mass destruction. Your job as "Sarge" is to stop them from bringing magnifying glasses and bug zappers into the mini-universe where they'll be used to melt the Green army once and for all.

As you can see from the shots—this all takes place in a third-person perspective 3D shooter. The majority of the environments are pretty huge—and when set in "our" world they have a certain Micro

Machines quality about them...cartoony and suitably huge.

To go along with the story "arc," Sarge also has to rescue a number of comrades who have been captured by the tan forces. Rescuing each mate will reward him by adding a new ability to his arsenal; using a bazooka, a mortar thing and even a mine detector.

You run around, you shoot at stuff, you do a bit of crawling about, a bit of sniping, you jump in some vehicles and drive about (using a control system that has been thankfully overhauled since the PlayStation game—which was as effective as a chocolate kettle) and you admire the nice graphics (which, incidentally, run in hi-res using the RAM pak, and have Gran Turismo-style specular highlights throughout to give everything a shiny, plastic toy-like appearance).

If the one-player mission isn't enough, Sarge's Heroes also comes in multiplayer flavor, and is apparently (according to 3DO) the first third-person, four-player game on the N64. Both deathmatch and co-op games are on the menu and from what little we've seen, it looks like it might be fun. This was the saving grace of the PlayStation game, so let's hope the team continues the tradition. 🚗



(Right) Multiplayer support for up to four players, with a variety of deathmatch and team battle modes.

GAME TOYS

10 BEST GAME/TOY CROSSOVERS

1. Metal Gear Solid
2. Star Wars
3. Tekken
4. Pokémon
5. Micro Machines
6. Duke Nukem
7. Mortal Kombat
8. Crash Bandicoot
9. Resident Evil
10. Lara Croft



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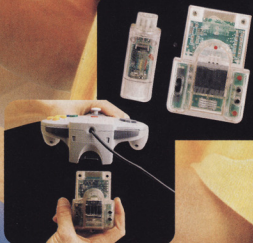
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A new episode in gaming has begun!



PREVIEW

Gauntlet Legends

Publisher:	Midway
Developer:	Atari Games
Players:	1-4
Genre:	Action
% Done:	57%
Release:	September 1999
Web Address:	www.midway.com



Sure, Gauntlet Legends has a one-player mode, but really this game is all about multi-player hackin' and slashin'.

The gameplay in the one-player mode is tuned differently than the gameplay in the two-, three- and four-player modes.



WEB SHOOTERS

Surf the Gauntlet

Take a look at the URLs below for:

- An interview with Atari Games producer Scot Amos about Legends on the N64 (headline.gamespot.com/news/99_04/14_vg_gauntlet/index.html)
- Tips for the original arcade Gauntlet (www.classicgaming.com/rcatt/tips_gh.html#gauntlet)
- A preview of the PS version of Gauntlet Legends (www.videogames.com/psx/puzcla/gauntlet/)
- A Gauntlet-esque online multiplayer game for the PC (www.getmedieval.com)
- A short history of video gaming, year by year (www.videogames.org)
- Body piercing...go figure (www.gauntlet.com)



If you've always wanted to play the arcade version of Gauntlet Legends but couldn't muster up enough energy to get up off your couch, you'll be happy to know it's coming home to the Nintendo 64 by way of Atari Games and Midway.

Legends is a modern 3D take on the classic '80s arcade series—same basic feel, same basic gameplay. There are still keys and chests filled with magic and food to discover, monsters and monster generators to destroy and multiple exits to find. There's also that familiar booming voice from the heavens that tells you when you need some food or when you're about to die. And there are the same four classes of characters to choose from: warrior, valkyrie, magician and archer.

Of course, there's a lot about the game that's different from the original, too. Most obvious, the graphics and level designs are completely 3D, with loads of lighting effects for magic and in the environments. According to Scot Amos, producer for Atari Games, the N64 version can handle four players on screen and as many enemies, objects and magical effects they can throw at it without a problem. In fact, the most recent version features the four main players and more than 25 enemies, and still runs at 30 fps.


In addition to visuals, gameplay has been upgraded a bit. Besides the usual hack and slash-type moves, characters now have special moves which can be used once his/her power bar has built up. For example, one character sends a fiery phoenix toward the enemy while another uses a BFG (the gun from Doom). On top of the action, some levels



have a puzzle-esque theme—mostly a "hit this switch here to reveal a switch here, which in turn opens a door over there" type of thing.

The game is made up of four main worlds (themed mountain, castle, forest and pyramid), and two end-game boss levels. Each world is composed of five to six levels (some of which are console-exclusive) and a couple of secret levels, all of which can be accessed through four world hubs.

So does this console port feature enhancements to the arcade version of Gauntlet Legends? You bet your sweet axe it does. There are new player characters, secret characters, new enemies and bosses. In addition, a deathmatch mode allows players to go up against each other for points, treasure and gear. Consequently, the N64 edition has one- to four-player support for all game modes.

Like the arcade version, players can save characters in order to build up experience, items and gold. But with this home game, you can save your player on your Controller Pak, so you can take it to a friend's house and use it there. 



Fighting bosses in Legends is a tough go when you're by yourself. Luckily, there's magic and power-ups.



SHADOWGATE[®]64



TRIALS OF THE FOUR TOWERS June 1999 A.D.



VATICAL ENTERTAINMENT

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TRIALS OF THE FOUR TOWERS



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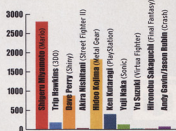
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Which of these industry personalities do you consider the living icon of console gaming?

source: videogames.com online poll



Donkey Kong 64

As is the norm, **Rare** is keeping pretty quiet about the specifics of its latest project, but it's no secret that DK is joined on his latest quest not only by faithful sidekick Diddy but also by a host of **new faces including Tiny, Lanky and Chunky** (no prizes for guessing how they're going to look.) These new characters each have very different abilities, although as we got to press it's not clear if you can switch between them during the game, or whether they each have different quests *Sonic Adventure*-style. Rare will release more details on DK64 (as well as all its other projects) after E3, so hopefully we'll have a lot more screenshots and information next month. In the meantime—enjoy these.



Nuclear Strike

Thanks to **THQ** and **Pacific Power & Light Company** (that is a name of a game developer by the way), N64 owners will finally be able to play one of the *Strike* games without having to buy another system first. In this **winter 1999** release, players control a variety of military vehicles and complete complex mission objectives in order to stop a nuclear terrorist who desperately wants to start WWII.



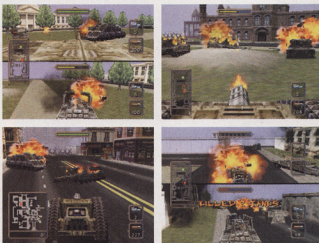
Top Gear Rally 2

Rally fans should know **Kemco's TGR 2** has a few tricks up its sleeve, most notably a track-generation system capable of creating courses on-the-fly. The fledgling system could theoretically produce an infinite amount of roadways. In addition, 15 cars and loads of licensed parts and upgrades are included. No word if the vehicles will be licensed. This **Saffire**-created game is a **winter '99** release.



BattleTanx II: Global Assault

Look for the sequel to *BattleTanx* this **holiday season** from **The 3DO Company**. It features another goofy plot, but makes up for it in its robust selection of gameplay modes and nice-looking graphics. There's a one-player mode of course, but it seems as if multiplayer is a huge part in the overall experience this time. In addition, there is an array of new tanks and weapons to use, and 20 new levels to play through.



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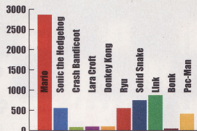
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Who is the king of all game characters?

source: videogames.com online poll



NFL Quarterback Club 2000

Acclaim is hard at work on the latest incarnation of their popular N64 football franchise, *NFL Quarterback Club 2000*. Since the game engine was more or less solidified with last year's *QBC '99*, this year **Acclaim** and **Iguana** are working on making the gameplay more realistic, with smarter AI and more balanced play (taking out the turbo button was a wise first step). *QBC 2000* for N64 is due out in **August**.



Blitz 2000

N64 fans can look forward to the latest version of **Midway's** *Blitz* to hit their system this **September**. Some new tweaks include the wind now affecting the ball (in passing, punting, etc.), and the ability to map a receiver directly to a button on the controller. If you want to pass to that receiver, you hold down the blitz pass button and the receiver button and the pass is made. The graphics will get a boost too.



Supercross 2000

Moto Racer and *Castrol Honda Superbike Racing* are just not enough motorcycle action for **EA**. Now an exclusive motocross sim featuring licensed bikes—Honda, Kawasaki, etc., and 25 of the world's top Supercross and Freestyle riders are on tap for a **fall '99 release**. Both Supercross and Freestyle competition are featured. Other notables include: Create-a-Rider, two-player and TV-style announcing.



Lego Racers

Ever wanted to drive the Lego cars you spent hours perfecting? Now you can, with *Lego Racers* from **High Voltage Software** and **Lego Media**. Each of the tracks will feature a theme from actual Lego sets you can buy off the shelves, and players are encouraged to customize their racers for maximum oddity. A fairly robust car builder engine allows you to build your vehicle piece by piece. To be released in **September**.



Bassmasters 2000

THQ's *Bassmasters 2000* busts out the fishing genre with purdy 3D lakes, lure cams and commentary from big-shot angler **Shaw Grigsby**. If that weren't enough, **Create-an-Angler** puts you in the boat seat (so to speak) on a series of TV-style fishing tournaments. Another hot-shot fisherman, **Roland Martin** offers quick tips for anyone who'll listen. This **Rumble Pak** and two-player compatible game is a **winter '99 release**.



Psychological Test #7— Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



Yes, I see the ballerina. I also happen to wear my pants too tight.

No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. *Bloody Roar™ II* is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.



Fig. (a)



Fig. (b)



Fig. (c)



www.playstation.com



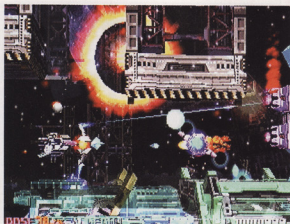
R-Type Delta

Publisher:	AGETEC
Developer:	Irem Software Eng.
Players:	1
Genre:	Shooter
% Done:	90%
Release:	July 1999
Web Address:	www.agetec.com



The R-Type series has always wreaked of stylish design, and R-Type Delta is no different. Its strategic, pattern-based play is inspiring, to say the least.

RTD is nearly as much fun to watch as it is to play. It's easily one of the most visually stimulating PS games to date.



THE R-SENAL

Bydo 101

RTD has three selectable ships: The R9 (top), the R13 (second from top) and the RX (third from top). Each has a different Force Unit with individual abilities and weapons, and each has its very own mega-powerful Delta Weapon. The POW Armor (bottom) is a hidden ship that opens up later...



R-Type fans have a lot to be thankful for this year. As if the release of R-Types (the awesome retro compilation disc) back in February weren't enough, we're about to get an even better treat. This July, AGETEC (formerly ASCII Entertainment), is bringing home what is arguably the best R-Type game to date; the ass-kicking visual tour-de-force that took Japan by storm this past winter, R-Type Delta.

The immediately recognizable differences between R-Type Delta and past R-Type games are mostly aesthetic. The RTD engine is entirely 3D, and loaded with graphical splendor (this game has special effects up the wazoo), but the core gameplay remains 2D, as it always has been.

This time around, there are three different ships to choose from at the outset, each which has a different Force Unit (the little piece that attaches and detaches from the front of your ship) and a different set of weapons. The R9 is the classic R-Type ship, and features a Standard Force unit. Of the three ships, it's probably the most difficult to play through the game with. Next is the R13. It features an Anchor Force unit that maintains a stream of energy between the ship and the Force Unit (when it's detached) that'll destroy anything that comes in its path. Finally, there's the prototype RX ship, which has an awesome Tentacle Force unit that practically has a mind of its own. When detached, it will seek out and attempt to destroy just about anything that moves. There's a hidden fourth ship as well (the POW Armor—the ship that delivers your power-ups throughout the course of the game), but it doesn't

open up until you fulfill certain requirements during the game. Each ship also has the classic Beam attack, which can be charged up to two times (just like R-Type III) to unleash an extremely powerful blast. Interestingly enough, the Speed power-up no longer exists in R-Type Delta. Instead, each ship has four speed levels that can be changed at any time with the L1 and L2 buttons, making for even more in-depth gameplay.

Finally, each ship has a mega-powerful Delta Weapon attack which charges up by absorbing energy from your enemies through physical contact with your Force Unit. The results of these attacks are quite often spectacular—and very deadly. RTD's seven stages can best be summed up in one word: hardcore. Old-school shooter fans who relish challenge and strategic gameplay will be in heaven when they get their hands on this gem in July. Welcome back, Bydo—we sure missed ya. 🎮



R-Type Delta's highly imaginative bosses can be quite lethal. Learning their complex patterns is a must.



PREVIEW

Too Human

Publisher: TBA
Developer: Silicon Knights
Players: 1
Genre: Action/RPG
% Done: 50%
Release: Q1, 2000
Web Address: www.siliconknights.com

THE MOVIES

Cinematic



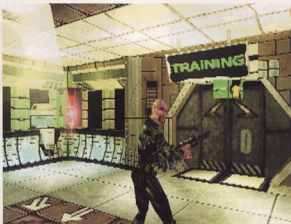
Silicon Knights' CG sequences have been compared to Square Soft's. Without a doubt, the quality and level of detail is astounding.

THE ACTION

Offensive



Players have access to more than 15 weapons, four targeting systems and six ammunition types. The cool thing is, you can mix and match them for a variety of different effects. It should also be noted that the game is not strictly shooting and killing; players may have to use stealth to achieve their objectives. For example, one mission has you hacking into computer systems without getting detected.



Enemy guards got you down? No problem...just use the security cams to check out where they're hanging out.

Here's John Franks. Don't mess with him...he'll f-you up real good.

Role-playing games for the PlayStation have been for the most part, for lack of a better word, typical. You have your typical kingdom in danger with your typical reluctant hero helping out with typical spells and typical monsters. Although there is nothing wrong with that formula (a formula which has been very successful by the way), gamers are always looking for something different. When Blood Omen: Legacy of Kain was released for the PlayStation back in 1996 it was definitely one of the more original role-playing games for the 32-Bit system. With its wonderfully dark story line and impressive visuals, the game gave RPG fans a totally fresh and unique experience. Now after three years in development, the creator of Legacy of Kain, Silicon Knights, is ready to unveil their next masterpiece for the PlayStation, Too Human. Part action game and part RPG, Too Human combines incredible 3D graphics with deep and varied gameplay.

Too Human is a futuristic psychological thriller set in the year 2450. Players take on the role of undercover police officer John Franks. While investigating the death of a fellow officer, Franks gets sucked into an underground world of corporate espionage. As Franks gets exposed to more and more of this high-tech corporate world, we find out that this journey is of self discovery. What's so unique about Too Human is the non-linear story line which deals with some very important issues, issues such as, is technology changing our lives—for better or worse? Can computers ever really replace mankind? What is the human soul? If there is one

thing Silicon Knights has proven to PlayStation owners is that they are great storytellers, and Too Human is no exception.

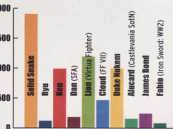
As mentioned before, Too Human is an action title as much as it is an RPG. There are more than 15 different worlds in the game, spanning four discs. The game is played via a third-person perspective in complete 3D. As you play the game, your character gets faster and more accurate using familiar weapons. In addition, players will be able to cybernetically enhance themselves to get better and stronger. In Too Human, the player grows by gaining experience and by physically replacing body parts with machinery.

When speaking with the president of Silicon Knights, Denis Dyack, you can feel the excitement in his voice when talking about Too Human. "The epic nature of the game is what does it for me. Players will be carried away in a detailed and engaging hard science-fiction story. Too Human has over an hour of cinematics and there are lots of cool characters, both friends and enemies, for the player to interact with during the game. We here think the final game will have more than 80 hours of gameplay. Plus running in high-res at 30 frames per second with no load times, Too Human will be the game of choice when it is released." No load times? What gives? According to Dyack, Silicon Knights' programmers are utilizing a method where the game loads at discrete moments so as to keep the gameplay seamless. "You will never see a 'loading' screen while playing Too Human," Dyack exclaims. "Trust us, the game will blow you away." 🐱



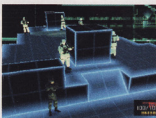
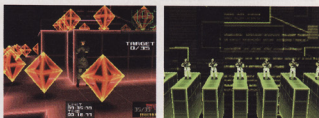
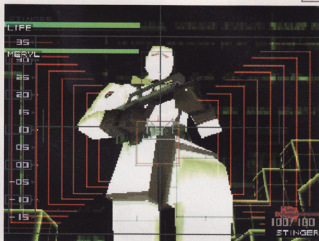
Who's the hottest game hunk?

source: videogames.com online poll



Metal Gear Solid Integral

The most highly acclaimed game for the PlayStation (it was the first to get straight 10's from the *EGM Review Crew*) has spawned something new. This isn't a sequel by any stretch of the imagination—think of it as a "Special Edition" of the game. Set for release very soon in Japan, the package includes the original game along with the following features. First, it allows you to **play the entire game in first-person view** (Quake-style) once you've completed the mission once. Second, it offers **300 training missions** which now are packaged on their own separate CD. These levels take the VR training concept considerably further and offer some great level layouts (see screenshots). Aside from this, there's now **PocketStation support** as well as a feature that allows you to take photos of Naomi and Mei Ling. Add in new outfits for Snake and Meryl and you have a Special Edition that might actually be worth checking out.



Onimusha

Capcom brings survival horror to an age of Japanese civil war in the 15th century in *Onimusha* (literally "Demon Warrior"). Half-based on real events and half fictional, you play Samanosuke Akechi, as he tries to find his kidnapped cousin taken prisoner by Nobunaga's troops. You must search through the castle full of traps and mysteries. Scheduled for a **winter 1999** release in Japan, it may come to the U.S. in 2000.





PREVIEW
GALLERY

Die Hard Trilogy 2

It's about time somebody made a sequel to Die Hard Trilogy. After all, the original was essentially three great games for the price of one. Thankfully, **Fox Interactive** and **n-Space** are doing the same thing with part two. Due in the fall of '99, this multi-genred action title takes place in Las Vegas where John McClane must stop a group of international terrorists from wiping Sin City from the face of the Earth.



Fear Factor

Eidos and **Kronos'** new PlayStation collaboration appears to mix elements of Resident Evil, Blade Runner and Hong Kong-style action flicks. The environments are similar to the prerendered scenes of Resident Evil, but with FMV footage streaming or looping in the background, giving each scene a busy city look. This action-adventure game is expected to ship sometime around **November 1999**.



Suikoden II

Fans of **Konami's** popular PlayStation RPG, Suikoden, will be happy to know the company is putting the finishing touches on its long-awaited sequel, Suikoden II. Similar to the original game, Suikoden II will feature a cast of 108 characters, as well as differing types of battles (like normal, army vs. army, etc.). The game is expected to hit store shelves in the U.S. this **August**.



Destruction Derby 3

It's arguable that Destruction Derby was never actually that great of a game. Riding high in the charts early in the PlayStation's life, both the original and the sequel made an early impact. This third installment sees a different look for the game as new developer **Studio 33** picks up where Reflections (now working on the excellent Driver) left off. Watch for DD3 in stores from **Psygnosis** this **August**.



SIZE MATTERS



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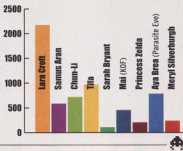
Actual 3D lakes and environments



Bass, muskies, pike, channel catfish, walleyes, crappies and more

Who's the hottest game babe?

source: videogames.com online poll



Final Fantasy Anthology

This winter, Square EA will be bringing out Final Fantasy Anthology, the awesome compilation that will include Final Fantasy V (never before seen in the U.S.) and VI (seen here as Final Fantasy III). The two games will remain faithful to the original Super Fami/SNES versions, except for newly added CG sequences.

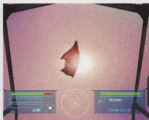
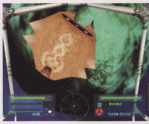
So why isn't FF IV (the U.S. FF II) included, like it is in Final Fantasy Collection over in Japan? According to Square officials, the only reason FF Anthology is being released is because of consumer demand after the PC versions of FF V and VI were cancelled (they were canned because Square didn't want to enter the PC market with ancient-looking 2D games). Square also told us FF Anthology being released here is a completely independent company decision from FF Collection being released in Japan. If enough people ask, Square said it'll rerelease FF IV someday...though it's too late for consideration to be included in Anthology.



Colony Wars: Red Sun

If you've ever wanted to play as a Han Solo-type of character who looks out for no one but himself, then Red Sun from **Psygnosis-Leeds** is your game. That's right, you don't have to pick sides in this Colony Wars—although you may end up teaming up with somebody depending on what missions you complete.

Psygnosis promises enhanced graphics, more cinematics and a revised mission structure. Look for it **spring 2000**.



Bugs Bunny Lost in Time

Now that we've gotten a chance to play **Infogam's** Lost in Time, we can say it feels like a Jersey Devil done right (both were developed by **Behaviour Interactive**).

The game has a great Looney Tunes atmosphere. In fact, many of the missions are modeled after classic episodes—you can even use the same techniques Bugs used in those shows to defeat or distract enemies (in the bull-fighting stage "La Corrida," you can position your matador cape in front of one of the wooden barriers, then dodge at the last minute to daze the charging foe). Look for cameos from such favorites as Elmer Fudd, Witch Hazel, Yosemite Sam, Rocky and Mugsy, and Marvin the Martian in this **June** release.



Crusaders of Might and Magic

3DO hopes to bring the world of Might and Magic to the PlayStation via the highly popular 3D action genre. Crusaders will emphasize its level environments on wide-open playing fields but also contain plenty of dungeons for those more comfortable in dark, dank places. Combat will be real-time melee coupled with spells and a full range of weapons. Crusaders of Might and Magic is set for release this winter.



V-Mem™ Word Find

I T I U M S W O H I H E K T
 W H M V F A S T E S T A T H
 D **S A V I N G** N I S I I M E
 A C K E N I O B N D W A S R
 I A E E D F H **I** S T O R Y P
 D N A C I T O **S** S I I E P E
 N O H R N S N M Y I M M U T
 W T I E G M T **N O T** O N E Q
 A Y K W R L S H U N D **A** O Y
 S A V E A S I E R L U Y **G** S
 M D X I Y O N A U G T H A N
 K E S L M H W O I T R U M T
 B L A P E I H N O S A V E **E**
 E Q W N I S A S X S H W U V

- 1) FINDING
- 2) YOUR
- 3) SAVE
- 4) WITH
- 5) THE
- 6) FASTEST
- 7) LAP
- 8) TIME
- 9) IN
- 10) DAYTONA
- 11) HISTORY
- 12) SHOULD
- 13) BE
- 14) EASIER
- 15) THAN
- 16) IT
- 17) WAS
- 18) TO
- 19) MAKE
- 20) IT
- ~~21) SAVING~~
- ~~22) IS~~
- ~~23) NOT~~
- ~~24) A~~
- ~~25) GAME~~

Directions:

Plug V-Mem™ Virtual Memory Card System into your PlayStation™. Icons of 60 memory cards will appear on your TV screen. Use your controller to scroll to the card of your choice. Start your game. Load your save. Safe, organized data that's easier to find and faster to retrieve. Just like a hard drive for your game console. You save a game to beat it. But you can't beat it if you can't find it.





PREVIEW
GALLERY

Fighting Force 2

There are two important things you should know about **Eidos** and **Core's** follow-up to their brawler. One, the game looks great so far and two, the gameplay is virtually nothing like the first *Fighting Force*. The action is more in line with *Tomb Raider* or *Metal Gear* with lots of emphasis on exploration and sneaking around. The game even has a Sniper Rifle Mode. Look for FF2 this **October**.



Ready 2 Rumble

Currently causing commotion on Sega's new console, *Ready 2 Rumble* looks to bring its brand of pugilistic mayhem to the PlayStation. Developed by **Point of View**, *R2R* will feature the same fast-paced action as its other incarnations. **Midway** is currently planning on releasing the game around **September** which is when other versions are scheduled to hit stores.



Army Men: Air Attack

3DO's next *Army Men* game, *Air Attack*, has you flying a variety of helicopter-based missions in stages made up of sand castles, picnic tables and deadly lawn sprinklers. This game, set for a **fall** release, will support two-player competitive or co-op play. The screens you see here aren't actual gameplay shots, but rather rendered scenes demonstrating what the programmers envision the final product to be.



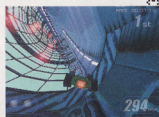
Blitz 2000

Midway hasn't forgotten the PlayStation. *Blitz 2000* is coming this **September** and will feature what they call Intelligent Play Select AI, which means the logic in the AI will learn as the game is played in an effort to cut down on "cheating." And the CPU will apparently pick power-ups more like a human would—doing it in response to what you've picked on the VS screen, rather than randomly. Neat.



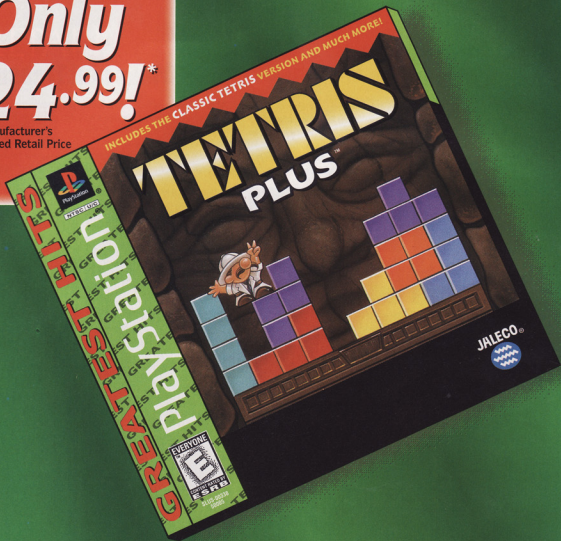
Rollcage Extreme

If the world isn't smoldering from Y2K riots we'll have *Rollcage Extreme* to look forward to in the **spring of 2000** release. *Rollcage Extreme* is pushing the limits of flip-flop racing. Twenty tracks in six new environments are featured. **Psygnosis** promises even meatier weapons and more stuff to destroy on the roadways. New game modes include: Stunt, Survivor, Destruction and an odd game called Rubble Soccer.



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Psychic Force 2

Psychic Force fans green with envy for the Dreamcast version of *Psychic Force 2012*, fret no more. **Taito** has planned *Psychic Force 2* for a **summer** release in Japan. The battle system in *Psychic Force* is unique in its projectile-heavy strategies and free-roaming elements (in a pseudo 3D "arena"). PF2 for the PlayStation will have three characters not featured in PF2012 on the Dreamcast, as well as extra anime FMV.



Gauntlet Legends

This arcade port from **Blam!** and **Midway** coming in **September '99** puts you in control of four classes of fighters, killing monsters, eating meat and casting magic. If you're not familiar with the arcade version of *Legends*, think of the original *Gauntlet* except with 3D graphics, fancy visual effects and themed worlds. It also features a two-player mode. Check www.videogames.com/psx/puzcla/gauntlet/ for info.

TnT - Tricks and Treasures

If TnT plays anything like it looks, we'll have one impressive game on our hands. Problem is, we can't help but think back to *Rascal* thanks to the game's graphics. Whatever the case, this actiony **Psygnosis** title due in the **winter of 1999** puts you in the role of an heir to a throne who must use various traps, spells and weapons to compete against other, more evil heirs. TnT also features a "frantic" four-player mode.

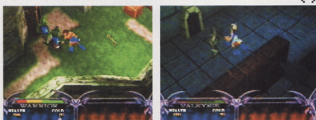


Lego Rock Raiders

Lego's latest (and greatest) line of building blocks involves a bunch of cosmic miners called *Rock Raiders*. The crew of the *LMS Explorer* must collect enough *Lego* energy crystals in order to power their way back home. The game is centered around a series of scenarios which require you to pilot different vehicles. Developed by **Data Design Interactive** and **Lego Media**, the game will be out in **October**.

Choaniki: Great Brother

In case you missed it last month, we promised the "gaymers" out there a bit more coverage of *Choaniki: Great Brother* by **Masaya**. Homoerotic or not, *Choaniki* is a total freak show. Most of the sprites are digitized photos of actors (and actresses), which just adds to how creepy or funny it is, depending on which way you swing. *Choaniki* was originally out for the PC Engine, but has since found a 32-bit niche.



PREPARE.



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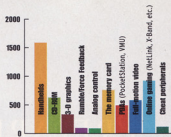
www.3do.com



PREVIEW GALLERY

Name the decade's most important technical innovation:

source: videogames.com online poll



Croc 2

Obviously this one from **Fox Interactive** and **Argonaut** can't be quite as graphically impressive as its PlayStation cousin. Croc is on his way to the GBC in **June**, and brings side-scrolling fun with him while he searches for his long-lost parents. You'll travel through themed worlds while using special attacks on a variety of baddies.



Intl. Track and Field

Konami's classic debuts on the GBC this **August**. This time around, the events of the decathlon are spotlighted: the shot put, pole vault, 100m dash, etc. Train an athlete from college competition through the world championship. Playing on strengths and weaknesses will be key to the training process. A true multiplayer bonus will allow 4-player link competition.



Chase HQ: Secret Police

For years now, people have been asking, "Why doesn't someone do a new version of Chase HQ with cool graphics?" Well, never mind, for the time being we'll just have to make do with a slightly jazzed-up version of the 8-Bit game from **metrodD** and developers **Gaga**. Set for release in **June**, the racing/shooting classic is good for one or two players.



Madden NFL 2000

Madden football for the Game Boy Color! Four play modes—Season, Playoffs, Exhibition, Tournament plus a healthy dose of stats will make sports gamers quite happy. In addition, special juke moves and monster hits apply the "Madden" touch. Fully endorsed by John Madden and the National Football League, this **THQ** release hits the shelves **fall '99**.



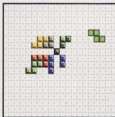
Tarzan

Activision and **Disney Interactive** team up to bring the swinging cat in the jungle to GBC. Swim, jump, climb, swing and run through 15 levels of action, battling snakes, crocodiles and elephants to save your family from hunters. Tarzan is set to swing into stores this **summer**, simultaneously with the release of Disney's movie.



Kluster

Like Tetris, Kluster from **Infogam** has you maneuvering blocks around so they fit into and around one another. The difference is there's no chasm for the blocks to fall into. Instead, you move a central object around the screen making sure the converging blocks fit properly. Kluster also features a two-player link mode. Look for it in the **spring**.



Let Infogrames Put Some Color Back In Your Life!

LOONEY TUNES CARROT CRAZY



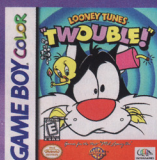
Bugs Bunny and Lola Bunny wake up to find their carrot patch is empty! You can bet your crunchy carrots that other Looney Tunes characters are involved too. Enjoy classic side-scrolling game play throughout 16 colorful and challenging levels!

THE SMURFS' NIGHTMARE



What a smurfin' catastrophur! Gargamel cast a terrible spell on the Smurfs' village. All the Smurfs, except for Hefty, are trapped inside their worst nightmares. So quick! Help him rescue his friends in more than 16 stages of fun designed only for Game Boy Color!

LOONEY TUNES TWOUBLE



Sylvester's on the prowl again, spelling "TWOUBLE" for little Tweety. "TWOUBLE" is a colorful combination of side-scrolling and isometric game play. Meet other Looney Tunes characters as you collect, combine, and push objects throughout Granny's neighborhood!

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PREVIEW GALLERY

Bust-A-Move 4

It's virtually impossible to hide from the Bust-A-Move series now. Once a bastion of quality puzzle gaming, it's now become something of an over-milked concept that's lost a lot of its charm. This said though, the latest handheld incarnation from **Acclaim** and developer **Crawfish** appears to have all the right features. Don't be fooled by the screen-shot though...this is actually only a one-player game. Shame that.



Revelations: Demon Slayer

Atlus brings its Megami Tensei RPG series to GBC in **July** with *Revelations: The Demon Slayer*. On a distant planet, where people have learned to use a special power called "Gaia," peace is undermined by those who would use this power for evil instead of good. Get monsters to help you in your quest, then link up with a friend to battle them.



Survival Kids

This Pokémon/RPG-inspired game has been making waves in Japan for weeks now. As the story goes, you're the child of a famous explorer. Shipwrecked on an island, you not only must survive but ultimately return to civilization. The meat of the game involves searching for food, tools and other resources vital to your existence. This **Konami** title is a **fall '99** release.



Oddworld Adventures II

Saffire has started work on the second portable *Oddworld* game. *Oddworld Adventures II*, unlike the first, will be in full color (but it'll also run on b&w GBs). This sequel will also feature twice as many stages, more GameSpeak and more characters to possess. **GT Interactive** will be releasing *Oddworld Adventures II* this **November**.



Puzzle Master

According to **metro3D's** press release, *Puzzle Master* forces you to embark on a journey to "save a world plagued by flood (sic) of water, fire, wood and stone." Hmm. Those floods of wood are pretty nasty. Unusual descriptions aside...**think Tetris**, **think fantasy setting**, think dropping objects on character's heads, think falling creatures as well as blocks.



Mario Golf GB

In **August**, **Nintendo** will be bringing out *Mario Golf GB* in Japan (the U.S. version is also due out this year). This color-only title will have RPG elements, but even more exciting, it will link up with the N64 version of *Mario Golf* (via the GB Pak) so you can transfer game data. In fact, some secret characters in the N64 cart can only be opened up by importing them from the GBC version.



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NINTENDO 64



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SUPER

HEADLINE STORY



Photo Jimmy Olsen / Daily Planet
By PERRY WHITE
Daily Planet Editor-In-Chief

■ The last interview before Superman's disappearance.

METROPOLIS — Last night in Metropolis, Daily Planet Staff Writer Lois Lane and photographer Jimmy Olsen disappeared just after leaving on assignment. After a diligent 2-hour search through the city, Daily Planet Reporter Clark Kent contacted Superman for his help. Superman acknowledged the fact that they were missing, and was tipped off that the two had been taken into a mysterious cyber-chamber.

Now Superman has decided to enter the chamber in search of Lois and Jimmy. Superman believes that once on

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...eath, Superman is
...ay to conquer Lex
...ber and bring Lois L
...en back to Metropolis
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...Superman. In the coming
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*The Man of Steel
...ring a dimension
...o other super hero
...one before."*

caution against crime. Inspector
Sawyer reports that crime levels
y have already begun to skyrocket
es citizens to remain patient and
tic in the hopes for Superman's
cont. page 8





PREVIEW

Tekken Tag Tournament

Publisher:	Namco
Developer:	Namco
Players:	1-2
Genre:	Fighting
% Done:	40%
Release:	June 1999
Web Address:	www.namco.com

www.tekknentagtournament.com

NEW CONTROLS

The 5th Element

Not only is tagging an important strategy for staying alive, you can also use it to devastate your opponents. See below as player 2 does a pop-up hit followed by a four-hit chain combo.



What the...? The FMV intro shows a sinister Kazuya glancing over his shoulder. Could he be one of the time-release characters?



If the quality of a game was based purely on longevity, then Tekken 3 might very well be the best 3D fighter ever made. Since its release in the spring of 1997, Tekken 3 has fostered an impressive community of gamers dedicated to competing with each other in arcades nationwide. For Namco, timing is everything. Along with Namco's "time-release" system which introduced hidden characters to the roster, an amazing port of Tekken 3 to the PlayStation made sure the game reached the maximum amount of gamers for the most amount of time. Now two years after its original release, Tekken 3 will receive a significant update.

Tekken Tag Tournament, endearingly labeled Tekken 3.5 by magazines and fansites, sits precariously between the last hurrah of Namco's System 12 arcade board and the dawning of Sony's PlayStation 2. But to say Tekken Tag Tournament serves purely as a strategic placeholder until the release of Tekken 4 would be presumptuous. Instead, Namco has designed Tekken Tag Tournament as fan service for all the loyal followers of the series. This latest arcade upgrade will have an initial roster of 20 playable characters, with another 12 slated for release at the mercy of Tekken Tag's time-release system. The 15 Tekken 3 returnees include: Jin Kazama, Paul Phoenix, Forest Law, Anna Williams, Lei Wulong, King, Nina Williams, Yoshimitsu, Ling Xiaoyu, Hwoarang, Eddy Gordo, Bryan Fury, Julia Chang, Gun Jack and Heihachi Mishima. Back are five fighters from Tekken 2: Jun Kazama, Michelle Chang, Baek Doo San, Armor King

and Ganryu. There are 12 additional question marks reserved for time-release characters. Although Namco could not comment on any time-release specifics, they did hint at the likelihood that many other Tekken 2 favorites will be joining the cast. Since the game has an arcade debut in June, Namco has set an aggressive time-release schedule—all 12 characters should be available by fall.

Tekken Tag Tournament consists of two-man team battles that last for the duration of one round. To implement "tagging," Namco has added a fifth button. One can use the tag button in a number of liberal ways.

Tapping the tag button will quickly swap your teammates in and out of battle. Fighters who are pulled from action can recover a limited amount of energy; but unlike the model used in Marvel Vs. Capcom, you don't forfeit health recovery by swapping your characters back and forth. You'll need to keep an active eye on health bar(s) though, because one K.O. is all it takes to lose the match. Namco is still debating internally whether victory



Welcome to the new school, same as the old school.

WHO SHOULD RETURN FOR TEKKEN TAG TOURNAMENT?

Armor King: 590 votes

Baek Doo San: 591 votes

Ganryu: 76 votes

Jun Kazama: 546 votes

Kazuya Mishima: 1049 votes

Michelle Chang: 221 votes

source: videogames.com online poll



NEW ANIMATION

Staggering Detail

In addition to all the extra little touches of animation in Tekken Tag Tournament, there are also moves that stagger your opponent. Staggering can happen to either attacker or defender, depending on the move, the range and positioning of the fighters.



conditions should require both characters on a team to be K.O.'ed before winning the match. The primary concern here is that novice players may find themselves out of a game too quickly. By forcing players to swap characters, Namco is emphasizing Tekken Tag Tournament's central purpose.

There are a variety of advanced uses for the new tag button, all of which will drastically alter the way Tekken 3 (in the traditional sense) is played. By timing the "tag," players can use it to tech roll; side-step followed by a tag out, then dig in with a fierce combo; switch out after a knockdown to avoid ground hits; pop your opponent up in the air, then tag in your second character to carry on a juggle combo; or use the tag button as a dodging tactic in the right situation. Tekken Tag Tournament will require players to completely re-examine their playing style and adopt new strategies in order to compete against other arcade goers.

Since Tekken Tag Tournament operates on the same hardware as Tekken 3 (Namco's prolific System 12 board), it looks graphically identical to its predecessor. To give this Tekken some differentiation, Namco has supplied visual touches that give the action more realism and the animation more grace. Subtle details like new block animations for stagger hits or delay animations for blocked sweep attacks have been added for extra refinement. Many new moves have also been endowed to both Tekken 3 and Tekken 2 characters. To bring the Tekken 2 cast into a full 3D fighting arena, each of the five returning fighters will have a



full range of new moves and side-throws. Aside from different colored costumes, Bryan, Jin and Anna all sport a distinctly different look than in their Tekken 3 outing.

This summer, we can expect to see Namco proactively promoting their latest fighter. Word from our man-on-the-inside is that a national Tekken Tag Tournament will take place sometime this fall. Regional winners will meet with contestants from other states to fight in the national championships. Then as a finale, the best players from the U.S. will get to challenge Japan's elite Tekken Tag players for the ultimate tag battle. To get the latest tournament dates and information, visit the Web site www.tekkentagtournament.com. *Electronic Gaming Monthly* will definitely be keeping tabs on the progress of this exciting event in the months to come. 🐾

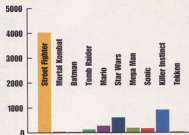




PREVIEW
GALLERY

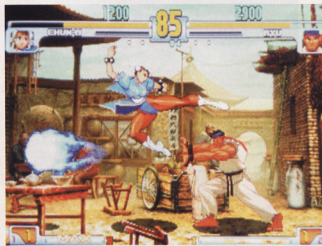
Which gaming franchise are you most sick of seeing on EGM's cover?

source: videogames.com online poll



Street Fighter III: 3rd Strike

Third time's a charm, or so they say. Here are more screenshots from Capcom's latest SF3 update. Capcom has tweaked the existing SF3 fighting engine to include hyper jumps as well as a handful of EX moves which render your character invincible to attacks. After each round, each player will be judged on offense, defense, tech and EX points. We were also happy to see a return of the car-smashing bonus.



Buriki One: World Grapple Tournament '99 In Tokyo

Loosely based on the "Ultimate Fighting Championship" competitions is SNK's latest fighting game, Buriki One: World Grapple Tournament '99 In Tokyo (say that 10 times fast). There are 10 playable characters covering a wide range of fighting styles (wrestling, boxing, tae kwon do, even sumo) from countries around the world. Most unique about the game are its controls, where players use buttons to move left and right, and a joystick to execute various moves. No word yet on whether Buriki One will make it stateside.



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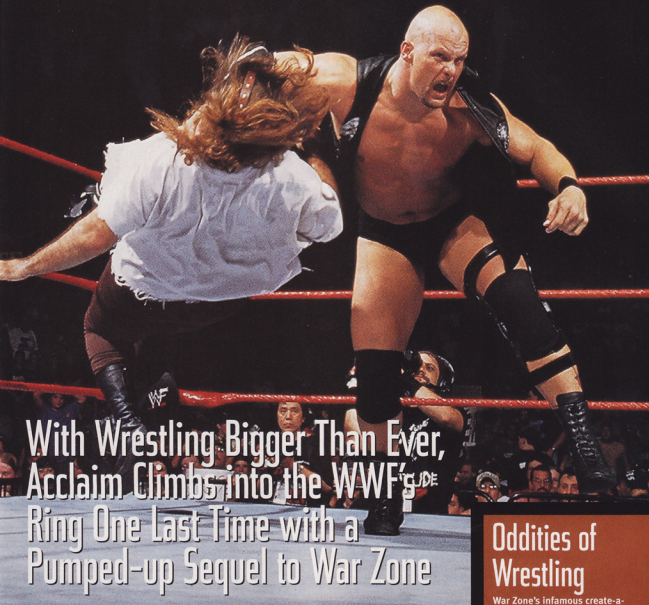
By Gary Mollohan

MEN

AND WOMEN

IN TIGHTS





With Wrestling Bigger Than Ever, Acclaim Climbs into the WWF's Ring One Last Time with a Pumped-up Sequel to War Zone

Snake-bit." That's how pro wrestler The Road Dogg, a.k.a. Brian James, describes tonight's World Wrestling Federation house show in South Bend, Ind. Nasty weather forced the event's cancellation twice before, and it's in jeopardy of being postponed yet again; less than 30 minutes before the opening bell, only two wrestlers—Mr. Dogg and riding partner Jeff Jarrett—have arrived. Most of the others are caught in a traffic snarl between the arena and Chicago's O'Hare

airport, which was stacked up all day due to—you guessed it—bad weather. "I'm supposed to go on last," says the amiable Road Dogg in a southern draw, "I may go on in just a second."

Because it's a non-televised make-up show, many of the WWF's top stars, including the Undertaker, Mankind and "Stone Cold" Steve Austin, are not on tonight's card. Nevertheless, it's completely sold out. So are the month's remaining shows in Toronto; New York City; Providence, R.I.; Hartford, Conn.; and New Haven, N.J. "It's unbelievable," says veteran-referee-turned-road-manager Dave Hebner. "People drive a hundred miles just to see if they can get in the building."

Oddities of Wrestling

War Zone's infamous create-a-player mode is even more versatile in WWF Attitude. We put it to the test and built a bunch of wrestling-related oddballs. Do you recognize these guys?

OK, we'll start with an easy one. Before becoming Minnesota's buffest governor, he "body" slammed all comers in the WWF.





The above shots are from the PlayStation version. All other shots are from the N64.

Fortunately for Dave, tonight's show goes surprisingly smoothly. As the road-weary grapplers (many have been traveling for more than 12 hours) trickle into the arena, they're thrown into impromptu matches against friend and foe alike. The Road Dogg and tag-team partner "The Big Show" Paul Wight even prevail against Triple-H and The Rock in the main event. Their reward: a shower of crushed cups and warm beer from appreciative fans.

Lords of the ring...

It's a lot of beer, from a lot of fans, because, to put it mildly, wrestling is hot. How hot? On any given week, as many as



eight of the 10 most-watched programs on cable television are wrestling programs. The WWF's third compilation of ring music—the tunes that blare from loudspeakers as Stone Cold and posse make their elaborate entrances—has gone platinum. The April *Playboy* featuring lady grappler Sable on the cover has become the best-selling issue in the magazine's history. Two wrestling games, Acclaim's WWF War Zone and THQ's WCW/nWo Revenge, made it into the top-10 best-selling titles last year. And the recently held Wrestlemania XV, which was watched by more than a million home viewers, enjoyed the highest buy-rate of any previous WWF pay-per-view.

The obvious question: What is fueling the nation's current obsession with pro



wrestling?

Having finally shed any pretense of being a legitimate athletic contest, pro wrestling has become the loudest, rudest spectacle on television, with story lines that rival any prime-time soap opera. No longer unwitting dupes, wrestling fans now revel in the knowledge that wrestling is fake, going so far as chanting, "You f***ed up!" when in-ring miscommunication between the performers results in an awkward gaff.

The WWF—far more hip and urbane than its Southern cousin, World Championship Wrestling—has emerged as the unquestioned ratings champion. Although it temporarily fell behind when a number of its top stars, including crown jewel Hulk Hogan, defected to WCW, the WWF has regained any ground it may have lost to

Meticulously motion-captured intros—complete with blaring theme music and pyrotechnics—kick off each bout. Do you take a shine to Mankind? Take a gander at his sequence...



WRESTLING BY THE NUMBERS

He's Jesse "The Body" Ventura



In a recent report issued earlier this year, tabloid TV show *Inside Edition* and Indiana University monitored 50 episodes of *WWF Raw* between Jan. 18, 1998, and Feb. 1, 1999. Just how much crotch pointing and pee-pee talk can be crammed into a two-hour show? It's all in the report:

	Incidences
• Grabbing/pointing to someone's crotch (the D-X salute):	1,658
• The ol' one-finger salute (commonly associated with Steve Austin):	157
• Simulated sexual activity (well, aside from two big sweaty men in tights rolling around on a mat):	128
• Satanic activity:	47
• Simulated drug use:	42
• Talking about or appearing to urinate:	21
• Appearance of a character as a prostitute:	20
• Minutes of actual wrestling per two-hour show:	36

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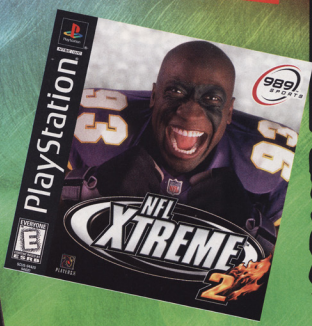
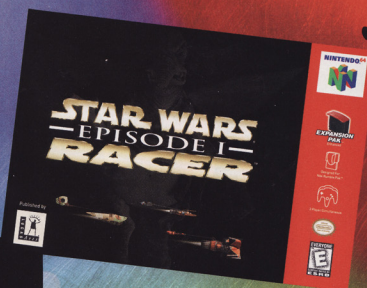
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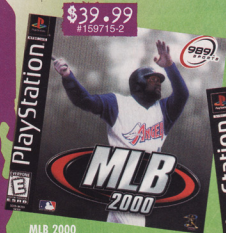
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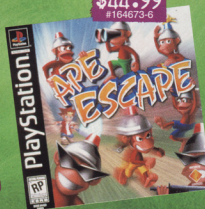
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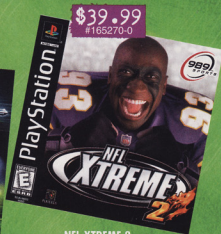
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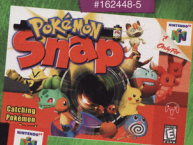
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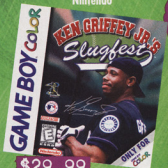


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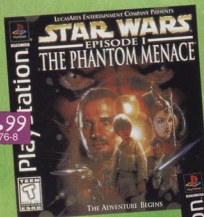
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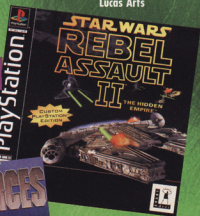
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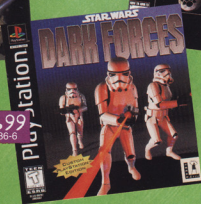
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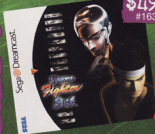
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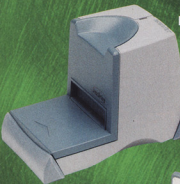


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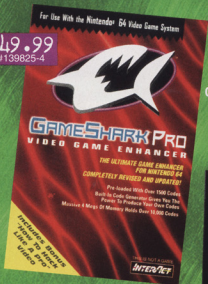
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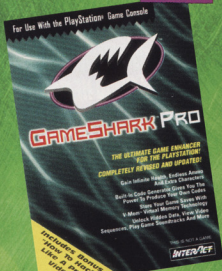
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ALL THE RIGHT MOVES

Although they don't appear in the game, WWF wrestlers the Hardy Boys were used to generate motion data for WWF Attitude's 200 new moves. "They practically killed themselves," says project manager Vince Bracken. "We were there for a week, and by the end, they could barely move. They sold every single move, and that's important because what you get with motion capture is what you end up with. So, if they don't do it like it's real, it won't look real in the game."

All the ring entrances, however, were performed by the game's designer, Tim Huntsman, who viewed tape of each wrestler before mimicking his walk and mannerisms. The look of the wrestlers themselves was achieved through standard photography. Close-up photos of every WWF wrestler provided texture data for the artists. Bracken credits better photography for the improved look of Attitude's wrestlers.

Of course, all of the voices heard in Attitude were provided by the actual wrestlers, too. So, when you hear Stone Cold's trademark "Oh, hell yeah!" rest assured it's the real thing.



The image at right—a composite of wrestler parts—illustrates the sharper photography Iguana's artists used for Attitude's textures. It's also the creepiest photo we've ever run in EGM's history.



Ted Turner's upstart promotion, and then some. Thanks to its edgier content and the almost frightening popularity of Steve Austin, the Federation may have even surpassed its previous high-water mark—Wrestlemania III, in which Hulk Hogan defeated Andre the Giant in front of 90,000 ecstatic fans in Pontiac, Mich.'s Silver Dome.

The Road Dogg, as he does on a lot of subjects, offers his own explanation of wrestling's current resurgence: "We're

living in a Jerry Springer society. People want to see some sex. They want to see some violence, and our show definitely gives them both."

Twenty-year-old Chicago native D'Lo Brown, who gave up an accounting career "to wear spandex," offers another popular explanation: "My personal opinion is the fans have the ability to live vicariously through [pro wrestling]. I mean, how many people would love to tell their bosses, 'Screw you!?' Steve Austin does it every

Monday on TV."

Or maybe wrestling just appeals to guys because it's a guy's answer to the soap opera. "It's like a human comic book," 36-year-old wrestling vet Al Snow tells us. "Comics have running story lines.



This eccentric, possibly insane, Taxi star gained notoriety by wrestling only women. He even created his own title—the Inter-gender Wrestling Champion—and a belt to match.



IT'S A HARD-KNOCK LIFE

Wanna wrestle with the big boys? You better read this first...

Lured by the promise of instant fame and big money, scores of young men are flocking to wrestling schools like WCW's Power Plant in Atlanta, Ga., and the WWF's school in Stamford, Conn., in the hopes of becoming the next Goldberg or Stone Cold. Although prospective earning potential is undeniable—many newcomers command salaries as high as \$150,000 to \$200,000 per year—the life of a pro wrestler may not be all it's cracked up to be. Many wrestlers spend more than 300 days a year on the road, and injuries are not only likely, they're pretty much inevitable.

"Before I started with the WWF, I think I was on a plane maybe three times in my life," says Test, a.k.a. Andrew Martin, who joined the Federation less than a year ago. "Now three times in a day isn't rare." Previously, the 6-foot, 7-inch, 24-year-old earned a living bouncing in bars and providing security for rock acts like Motley Crüe. (To get to anyone he guarded, fans had to "pass the test," hence the nickname Test. Get it?) He was reportedly spotted by WWF owner Vince McMahon when the Crüe made an appearance at a WWF event, although it should be noted that wrestler biographies tend to be as reliable as a Chinese motorcycle.

"I've gotten 22 stitches, dislocated a shoulder, and tore a pectoral muscle during the eight months I've been here," adds Gangrel, another recent arrival at the WWF. The 30-year-old California

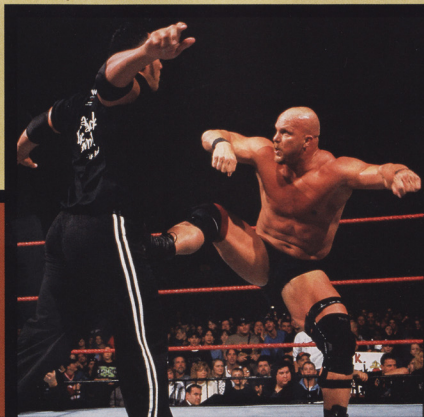
native—who has portrayed a blood-spewing vampire for the last eight years in wrestling arenas in Puerto Rico, Japan and the U.S.—also lost one of his trademark fangs after getting kicked in the mouth. The fang, which was permanently bonded in, took his own tooth with it.

Then there's the most painful ordeal of all: finding a viable ring persona. Witness the sad tale of 17-year ring veteran Al Snow. Al first entered the WWF years ago as Avatar, a masked wrestler with a twist: He revealed his true identity to the fans before and after every match. "That was a real marketing coup," says Snow. "People said, 'Hey, we already know who you are. Why are you putting the mask on?'" Then came Shinobi, "a masked wrestler who actually kept his identity secret." Next, Snow wrestled sans mask as Leif Cassidy, one half of the tag-team duo the New Rockers. Fans were unimpressed. According to Snow's bio, he was so

traumatized by his mistreatment at the hands of WWF owner Vince McMahon that he lost his sanity. Al now scrawls the words "help me" backward across his forehead and carries a mannequin head with him at all times. The 36-year-old grappler says his current in-ring persona is the closest to the real Al Snow. "It's me. I am actually a paranoid schizophrenic," he says with a lights-are-on-but-nobody's-home grin.

Having received a taste of the sport, newcomers like Test frequently express their admiration for veterans like Snow and Owen Hart. "I'm 24 years old, and my knees are hurting, my back is hurting. I'm constantly sore or injured. I have so much respect for these guys who've been doing it for 15 years. People don't realize what we are putting our bodies through. It's not something you can do for 30 years like an office job and retire healthy."

He's Andy Kaufman



Designer Jeff Robinson (left), project manager Vince Bracken (middle) and designer Tim Huntsman are part of a large team at Iguana West, which has worked on Acclaim's wrestling games since the '80s.

characters that are developed. Each one has his own special traits and personality, nuances and they wear funny spandex tights. And they go into battle to decide good and evil. It's no different than in the ring."

Human comic book? Sure, we'll buy that. But you could just as easily call wrestling a live-action video game, too. You get the same gonzo story lines, the same over-the-top heroes and villains, the same lists of special moves. Heck, pro wrestling's like Street Fighter meets Final Fight meets lots and lots of spandex. Maybe that's why game publishers have always been keen on wrestling titles. They're the bread and butter for THQ, which recently secured the WWF license for the next 10 years. Electronic Arts, which just nabbed the WCW license, has gone so gaga over the pseudo sport that it built a wrestling ring in its massive Canadian HQ. But it is Acclaim

that was into pro wrestling even before wrestling reached its super-cool status. In fact, Acclaim has been building wrestling games since the '80s. And now, with its license with Titan Sports about to expire, Acclaim is re-riding one final WWF extravaganza, WWF Attitude.

Acclaim's last dance with the WWE...

Acclaim's WWF War Zone was an unmitigated success, outselling the likes of Tekken 3 and Metal Gear Solid last year. For the game's follow-up, WWF Attitude—due on the PlayStation June 3 and the N64 in July—Acclaim could have taken the easy way out. It could have simply updated the character roster, added a few new moves and called it a day, especially since the company had a limited amount of time to create a sequel before its licensing

agreement with the World Wrestling Federation expired.

According to Project Manager Vince Bracken of Iguana West, maker of both War Zone and Attitude, that was never an option. "Our goal was to make a game that was so good, it would [enjoy] a following regardless of [its] license."

Realizing expectations were even higher this time around, Vince and the rest of the development team listened to fan feedback for ideas on how to build on War Zone's success. While fans loved War Zone's create-a-wrestler option, many felt the limited number of textures made it difficult to make convincing



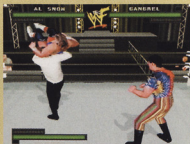
A former wrestling manager keen on sticking rubber bands in his beard, he had a brief stint playing Mario on Saturday-morning TV.



THE WRESTLERS OF WWF ATTITUDE

When asked if he was jazzed about his inclusion in WWF Attitude, veteran grappler Al Snow exclaimed, "Hell yeah! I'm! That's just another piece of my immortality. That's something that can never take away. That is me, just like the little action figure of me that just came out." Here are the 39 other wrestlers who share immortality along with Snow in Attitude:

Stone Cold Steve Austin
Paul Bearer
Steve Blackman
The Big Bossman
Bradshaw
D'Lo Brown
Christian
Brian Christopher
Chyna
Commissioner Slaughter
Dr. Death
Droz
Edge
Faarooq
Gangrel
Godfather
Goldust
Billy Gunn
Owen Hart
Mark Henry
Jacqueline
Jeff Jarrett
Kane
Kurrigan
Jerry Lawler
Mankind
Marc Mero
Shawn Michaels
Taka Michinoku
Mosh
The Road Dogg
The Rock
Sable
Ken Shamrock
Al Snow
Thrasher
Triple-H
The Undertaker
Val Venis
X-Pac



representations of their real-world favorites. With Attitude, "We've done a lot better job of trying to get more wrestler-type costumes in there so that people can make more [authentic]-looking guys," Vince says. "We've also added the ability to change not just the faces, but actual face pieces, so you can [select] different eyes, noses and mouths." Fans can even add type to wrestlers' T-shirts to create their own slogans or catch-phrases.

War Zone fans also expressed a desire to assign custom move sets to their creations instead of the entire move set of one of the featured wrestlers. After all, what's the point of creating your own guy if he still wrestles like somebody else? In Attitude, gamers can pick 27 unique moves for their custom wrestlers, from the simplest kicks and punches all the way up to their

finishing moves. What's more, they can even assign specific button sequences to make their favorite moves easier to perform.

An unintended side benefit of allowing custom move sets was that it forced the developers to rethink their approach to the featured wrestlers' moves. (A common complaint was that many of War Zone's most punishing moves were a bit too difficult to pull off.) "Adding edit moves sets forced us to be more consistent with the featured guys, too," Vince says. "We had to standardize things a little better, so button combinations are more predictable." The overall style of gameplay—Vince calls War Zone a "pseudo-fighter"—has been retained, however, because the developers feel it is more entertaining than the lock-up, or

He's Captain Lou Albano





Stone Cold Steve Austin



The Undertaker



Sable

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cards. Clip 'em. Laminate 'em. Stare at 'em for inspiration while you're blasting your quads. Trade 'em with your pals until you

have all three. (OK, maybe all three are right here on this page, but trade 'em anyway. Hey, it's fun.)

grappling, style of combat seen in such wrestling titles as WCW/nWo Revenge.

As seen on TV...

While the developers were happy to accommodate the fans' wishes, they also had a wish list of their own. At the top was the ability to create your own pay-per-view event. In *Attitude*, fans can create their own eight-match pay-per-views, complete with a number of the WWF's most famous (or infamous) "gimmick" matches, including Cage, Weapons, Falls-Count-Anywhere, First Blood and I Quit. There's also a new

Lumberjack Match in which two grapplers compete in the ring, while two computer-controlled thugs patrol the arena floor, itching to pummel anybody unlucky enough to get tossed through the ropes.

Perhaps even more interesting is the game's new Career Mode, in which the player assumes the role of a WWF rookie trying to climb the ladder all the way to the heavyweight championship. Wrestling as one of *Attitude*'s 40 featured wrestlers (see sidebar) or as their own custom creations, players begin by competing in non-televised house shows. Eventually, you'll move on to televised shows, including *Shotgun Saturday Night* and *Sunday Night Heat*. Grudges, which occur when two or more wrestlers have the exact same ranking, are settled on *Monday Night Raw* as one-on-one, Triple Threat or War Matches, depending on the number of wrestlers involved in the dispute. Survive the televised events, and it's on to the pay-per-views—*In Your House*, *King of the Ring*, *Summer Slam*, *Survivor Series* and the *Royal Rumble*. Only the best of the best, however, will be able to compete for the championship belt at the "Super Bowl" of

sports entertainment, *Wrestlemania*.

If that weren't enough, Acclaim also added approximately 200 brand-new ways to lay the smack down on your friends, for a total of more than 400 moves in all, including behind tie-ups, two-on-one moves and counters that allow you to fake being stunned. According to Vince, a large number of the new moves can be accessed only when creating your own custom wrestlers. "We wanted to have moves sitting on the



The Pay-Per-View edit mode even lets you customize your arena's appearance.

This squeaky 80's pop girlie just wanted to have fun managing lady wrestler Wendy Richter at the first *Wrestlemania*.





EGM: What's the most essential item you take on the road?

Sable: Beauty case, because I always have to look my best.

EGM: If the WWF's planned chain of theme restaurants names a menu item after you, what would it be?

Sable: Sable Bomb Burger

EGM: Who's the least fun wrestler to travel with and why?

Sable: Not applicable since I travel with my husband, Marc Mero.

EGM: Why should players pick your character in WWF Attitude?

Sable: Because I'm the World Wrestling Federation's Women's Champion and all the women want to be me and all the men come to see me.

EGM: What would you do to players who beat up your character?

Sable: Drop a Sable Bomb on them.



EGM: What's the most essential item you take on the road?

Undertaker: Skull of an old Civil War soldier.

EGM: If the WWF's planned chain of theme restaurants names a menu item after you, what would it be?

Undertaker: Formaldehyde Cooler

EGM: Who's the least fun wrestler to travel with and why?

Undertaker: Kane, because he never talks.

EGM: Why should players pick your character in WWF Attitude?

Undertaker: Just like in real life, I'm going to kick everyone's ass.

EGM: What would you do to players who beat up your character in the game?

Undertaker: I will have their hearts for dinner.



EGM: What's the most essential item you take on the road?

Steve Austin: Sunglasses

EGM: If the WWF's planned chain of theme restaurants names a menu item after you, what would it be?

SA: Hell, I don't know.

EGM: Who's the least fun wrestler to travel with and why?

SA: I travel alone.

EGM: Why should players pick your character in WWF Attitude?

SA: 'Cause Stone Cold said so.

EGM: What would you do to players who beat up your character in the game?

SA: Tell them how lucky they are.

CD or in RAM that [the players] haven't even seen yet," providing additional incentive to fully explore the Custom Wrestler room.

Attitude boasts a number of cosmetic improvements, as well. Although composed of slightly fewer polygons than before, wrestler likenesses have been improved due to better texture maps. As Vince explains, "We had a professional photographer shoot all of the wrestlers [this time], and that eliminated all of the shadows we were getting as well as some of the problems with the wrestlers' necks, how they from them looked fatter in the chin than they should." It should be noted, however,

that the game does not use the N64's Expansion Pak, unlike Acclaim's recent *Turok 2: Seeds of Evil* and *South Park*.

Perhaps inspired by WCW/nWo Revenge (Vince says everybody at Iguana "has a lot of respect for that game") the developers also chose to pump up Attitude's prematch drama with more elaborate ring entrances, complete with camera cuts and digitized versions of each wrestler's ring music. *War Zone*, in contrast, had computerized MIDI versions that, although recognizable, didn't get the blood pumping quite like the real thing. On the way to the ring, wrestlers even talk smack for the camera. A two-man announce team featuring Jerry "The King" Lawler and Shane McMahon (son of WWF owner Vince McMahon, Jr.) hog further audio space. "Audio-wise, we're super packed," Vince boasts. "We actually filled the PlayStation CD. We have 40 theme songs for the featured wrestlers plus approximately 33 custom songs [for custom wrestlers.] Plus, we have a few hours of Shane McMahon and Jerry Lawler ringside commentary on there [in addition to] all the crowd chants and stuff like that." Although Iguana used Acclaim's proprietary compression technology, the size of the N64 cartridge ballooned from 12 to 32 Megs.

She's Cyndi Lauper



Life after Stone Cold...

When asked whether or not he was sorry Acclaim lost the WWF license to THQ, Vince indicated that he was but quickly added that he's confident there will be life after "Stone Cold" for Iguana's second-generation wrestling engine. Just as fans of Rare's GoldenEye are eagerly awaiting the game's Bond-less follow-up, *Perfect Dark*, Vince hopes *War zone* fans will embrace subsequent Acclaim wrestling games—another game based on the workhorse *War Zone* engine has been announced for 2000—whether or not they have an official license. "Hopefully, gamers out there will [say], 'Hey, [Acclaim] made two good wrestling games in a row, so we're going to go with them on the next one, as well.'"



You want even weirder weapons? Yes, that is a bedpan in D-Lo's hand.

WHAT'S NEXT?

With wrestling hotter than ever and the licenses in new hands, you better believe more games are on the way.

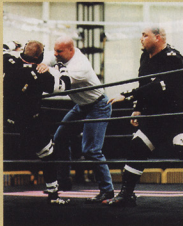
Now that the wrestling licenses have flip-flopped, where will your superstars of choice wind up? As reported earlier, THQ lost WCW but gained the WWF license and has at least three games in the works—one each for the PlayStation, Nintendo 64 and Game Boy Color. Although the names of the games haven't been announced, THQ did clue us in on the developers. The N64 WWF game—due this winter—is being developed by AKI Corp. and licensed from Asmik Ace Entertainment Inc., the same Japanese companies behind THQ's previous WCW vs. nWo World Tour and WCW vs. nWo Revenge. Natsume is developing the Game Boy Color game, which is also set for a winter release.

Equally promising is the news that Yuk's Co. Limited—the Japanese developers behind the enormously successful Toukon Retsuden series—is developing THQ's

PlayStation WWF game, which will release next spring to coincide with Wrestlemania 2000. THQ declined to comment on gameplay specifics, but it's a safe bet the PlayStation game will use the Toukon Retsuden 4 engine.

EA's WCW Mayhem—due this fall on the N64 and PlayStation—is much further along. Developed by Kodiak Interactive and with all of EA's resources behind it, the game will feature at least 60 WCW wrestlers, facial animations, four-player play and combat that spreads into the locker room and bowels of the arena. It will also offer a create-a-player mode.

Most notably, Mayhem will let you change alliances and affect the game's story line. After all, as senior producer Chuck Osieja says, "Wrestling is just as much about what happens in the ring as it is with what happens outside the ring."



Goldberg and the rest of the WCW crew have already gone through the motions of motion capturing for EA's Mayhem.



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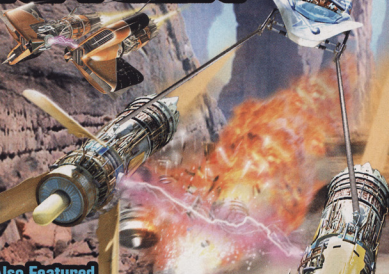
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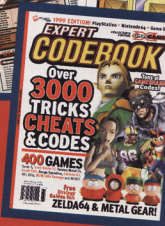
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November '98

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EGM

1989 - 1999

flashback

bravo, bravo. Huzzah, huzzah and all that pomp and circumstance. *EGM* is 10 years old this month, and we're marking the event with a teary-eyed look at the past decade of industry doings and hubbub.

But psssst—wanna hear a secret? We've been lying about our age. Before the 32-Bit wars, before the hair-mussing adventures of Sushi-X and the Review Crew, before *EGM*,

there was *Electronic Game Player*. This crude, mostly black-and-white publication was *EGM* founder Steve Harris' first go at a post-industry-crash gaming magazine. Harris published several issues in 1988, and much of *EGP*'s basic content laid the foundation for *EGM*. Along with codes and strategies (courtesy of the U.S. National Video Game Team), *EGP* packed news, previews, and reviews of NES, Sega Master

System, arcade, computer and Atari 2600 games—and even Quartermann's monthly dose of gossip.

A rare few of *EGP*'s crew still contribute to the mag today. So if you ever run into an *EGM* staffer and he looks older than he oughta, just remember: He's been at this longer than you think, he's seen all the industry's ups and downs, he's seen first hand all the events depicted on the following 10 pages...



1989:

A New Mag for New Systems

EGM's first year in the biz was exciting, considering not much was going on. Nintendo's 8-Bit baby was still going strong with titles like Double Dragon, Baseball Stars and Mega Man 2. The Sega Master System was around, too, but nothing much was happening there. Why? System launches loomed—16-Bit systems, specifically. The 16-Bit Sega Genesis arrived around the middle of the year for \$199 and brought with it some nifty specs. NEC's

"Another report has Sony entering the marketplace with a new machine that will play CDs as its one and only game storage medium..."

-Quartermann, from EGM issue nine

TurboGrafx-16 also came out just before the Genesis, with a handful of interesting titles. But the add-on-heavy TurboGrafx scared away gamers with thin wallets, even though its sound and graphics were arguably better than what the Genesis pumped out. At the same time, we heard news of Nintendo's Super Famicom (a.k.a. the Super NES) overseas, soon to make its way stateside. The 16-Bit war was about to begin and gaming consumers were gearing up for the ride.

On the handheld side, 1989 gave us the now-dead Atari Lynx. This portable was pretty sweet from a technology standpoint—it packed a 16-Bit CPU, had a back-lit color screen and a number of solid titles soon after launch. But, alas, things went sour for the Lynx quickly. Nintendo launched the Game Boy, which amassed a solid library of titles that has kept it on top to this very day.



The Legend Is Born

We doubt Nintendo knew what it was launching when the Game Boy hit the mean streets in 1989. Who can forget the size of the thing

back then, the joy of Tetris, the lack of back-lighting. Seriously, it was a sweet system.

And we're not the only people who think so.

To date, the Game Boy has sold more than 70 million units worldwide. Now a totally revamped Color version is on the

market, and with sales around 2 million, it looks like the Game Boy isn't fading away to gaming heaven.



IN OTHER NEWS...

- **Steve Harris**—a world-record-holding game guru and manager of an Iowa arcade—accepts \$100,000 from the Kay-Bee toy store chain for 60,000 copies of his video game magazine called *Electronic Gaming Monthly*. Harris pours the money back into the magazine, and here it is 10 years later, going strong and bigger than ever.
- **Crazy NES add-ons** like the U-Force and Power Glove come onto the market and create "virtual-reality" gameplay at home. To this day, companies don't realize peripherals like this are cumbersome and just don't sell (case in point, the Glove by Reality Quest).
- **The Konix Multisystem**, a 32-bit system using 3.5-inch disks instead of cartridges, is developed in the U.K. with a possible stateside release later in the year. Both Mattel and Disney express interest in distributing the system, but nothing ever came of it. Who knows—if Disney or Mattel had latched on, we might be playing the Konix 64 right now.

The Good

Do you like to mess with new systems and spend lots of money? Then '89 was a good year for you. We saw the release of the Game Boy, the Lynx, the Genesis and the TurboGrafx-16, not to mention games for all of these systems. Since the Genesis was just coming onto the scene, it didn't have too many classics in 1989. But a few to note are Ghouls and Ghosts and Revenge of Shinobi. On the TurboGrafx side, we played Legendary Axe and Bonk's Adventure. Of course, the NES was still doing well, with such favorites as Bomberman, Dragon Warrior and Iron Sword: Wizards & Warriors II.

The Odd

According to Leonard Herman's book *Phoenix: The Fall & Rise of Videogames*, the Mattel Power Glove for the NES was originally designed by VPL Labs for NASA. The technology allowed an astronaut to repair satellites by simply moving his or her hand. A robotic arm would then mimic the movement to repair the satellite. The technology was eventually licensed to Mattel for home use—although you needed to be an astronaut to understand how to work the damned thing.

The Ugly

1989 was the year of the lawsuit for Atari Corporation. Atari filed an anti-monopoly suit against Nintendo, stating Nintendo prevented licensees from making NES games for other systems. Then Atari Games/Tengen terminated its licensing agreement with Nintendo, since Tengen found a way to bypass Nintendo's lockout chip. Nintendo sued and won for breach of contract and copyright infringement (since it believed Tengen copied Nintendo's patented lockout chip). Both parties went to court again concerning versions of Tetris each company produced. Nintendo obtained rights for a console version of Tetris, whereas Tengen didn't—even though they thought they did. Hence, Tengen had to recall some 270,000 units and have them destroyed.

1990:

Prelude to Battle



This bright year not only marked the beginning of the last decade of the millennium but the beginning of one of the most famous battles in this planet's history: the 16-Bit Wars. The previous year, the powerful

Sega Genesis and TurboGrafx-16 showed gamers a way out of the archaic 8-Bit era. In 1990, Nintendo joined the movement with its young and willing contender, the Super Famicom (the Japanese Super Nintendo whose name derives from the words "family" and "computer"). This baby not only sported better overall technology (more colors, more sprites and, of course,

Model-7!), but it debuted with a game everyone was dying to play—Super Mario World. The lives of many a gamer would be forever changed.

"If you can't live with a bad review, then we won't review any of your games."

—EGM founder Steve Harris, laying the smack down on advertisers

A few other minor gaming events happened in 1990 (like Atari's announcement they were to re-enter the hardware market), but nothing would affect the industry like Nintendo would with its 16-Bit wonder. To this day, the Super Fami/Super NES is still many a folk's favorite system of all time, even beating out today's PlayStation or Nintendo 64. Pretty impressive for an old machine, wouldn't you say?

By the end of 1990, all hands were playing the very successful Genesis while all eyes were looking overseas at the newly released Super Fami. Would Nintendo's new console kill off Sega's when it gets released stateside? You'll have to "wait" to find out.

AND THE AWARD GOES TO...

Eight games in our 100 Best Games of All Time list (*EGM* #100) came from 1990: #100 Qix (NES), #88 Ninja Gaiden II (NES), #85 Bonk's Adventure (TG-16), #57 Castlevania III (NES), #50 Devil's Crush (TG-16), #42 Strider (Genesis), #38 Ys Books I and II (TG-CD) and #2 Super Mario Bros. 3 (NES and later SNES in an All-Star form).

Capcom's Strider (for the Sega Genesis) also won *EGM*'s Game of the Year back in 1990.

The Good

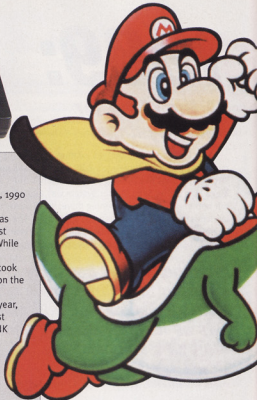
Besides the Super Famicom, 1990 saw the premier of other cool systems. Sega's Game Gear was shown to the public for the first time at the Toy Fair in Japan. While it amassed a decent library of games, the Game Gear never took over Nintendo's stranglehold on the portable market. NEC's Turbo Express, also introduced this year, was a great lil' system that just cost too much. Meanwhile, SNK released its Neo-Geo. The tens of people who could afford the machine AND its \$200-300 cartridges would rush to buy this hip system.

The Odd

1990 seemed gimmick-happy. At the summer Consumer Electronics Show, Konami unveiled the Laser Scope, a headset designed to act as a voice-activated light gun. But our favorite is Sharp Electronics' announcement they were going to bring out the Sharp 21G-SF1, a 21-inch television with a built-in Super Famicom. A mere 130,000 yen (about \$975 at the time) would get you the TV, two controllers and a remote control.

The Ugly

EGM and Acclaim had a bit of a mid-year tiff. The Review Crew wasn't so keen on Acclaim's Total Recall for the NES (it scored 3, 3, 3, 2 in the July issue). Angry at the low review scores, the venerable publisher pulled ads from *EGM*. Editor in chief Steve Harris wasn't fazed one bit, however. Rather than bow down to pressure from deep-pocketed advertisers, Harris took the loss of income and explained our reviews are honest, fair and 100 percent NOT influenceable. This philosophy carries on to today, nine years and two editors in chief later.

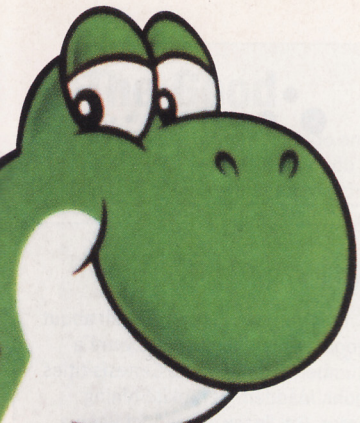


The Year at a Glance

- Rumors spread about a CD add-on for the Sega Genesis.
- Sega Master System 2 (a redesigned/cheaper version of the original) shows up at the American summer CES.
- We hear of a new portable NES from BDL called the Nintendo Express, which goes nowhere because it isn't an official Nintendo product.
- Galoob Toys releases the Game Genie one year after Nintendo had a temporary restraining order put on the cheat device's release.
- Sushi-X joins the *EGM* staff.



Total Recall—we hated it, Acclaim loved it. Go figure.



The Next Big Nothing:

Originally intended to coincide with the release of the Super NES, the Panther was to be Atari's answer to the 16-Bitters. The 32-Bit Panther supposedly had a CPU that ran twice as fast as the Genesis and four times faster than the Super NES. But a few weeks after Summer CES, Atari announced the Panther's demise. Instead, Atari focused on the Jaguar, a 64-Bit machine with specs expected to remain unrivaled for years.

IN OTHER NEWS...

- **Capcom releases Street Fighter II** and revolutionizes arcade culture.
- **The future Minnesota governor** stars in his own wrestling game, Jessie "The Body" Ventura.
- **Nintendo wins its lawsuit** against Tengen for copyright infringement and reverse engineering.
- **The Federal Trade Commission** sues Nintendo for alleged price fixing. The parties settle for the sum of 30 million dollars.
- **Sega revokes** Razorsoft's publishing license in a dispute over censorship for its Genesis title Stormlord. Sega alleges the game depicts nude statues that need to be removed.
- **SNK prints a chart** comparing cost per Megabit with other systems in one of their ads to justify the cost of a \$200 Neo•Geo game cartridge. A 62-Megabit cartridge is only \$3.20 per Meg while an 8-Megabit NES cartridge is \$6.13 per Meg.



The Good

Games like Rare's Battletoads and Konami's Operation C proved Nintendo's trusty 8-Bit NES still had the stuff. But as expected, the best games played on 16-Bit systems. Sega kicked off the year with classics like Sonic the Hedgehog, Toejam and Earl, Streets of Rage, Warsong and Midnight Resistance. The Super NES was no slouch with winners Final Fantasy II, Super Mario World, F-Zero, Super Ghouls and Ghosts, and Actraiser. Honorable mention goes to TurboGrafx-16 for Bonk's Revenge and Ys III (on Turbo CD).

The Odd

In April, Quartermann caught an earful of rumors that Nintendo had signed with Sony to develop a \$700 CD add-on unit, as well as inked a license deal that allowed Nintendo to use characters from Columbia Pictures' flicks. The machine was dubbed the Sony PlayStation and would consist of a Sony drive bundled with a Super NES. But by summer Nintendo and Sony mysteriously parted ways. Nintendo announced it would adopt Philips' CD-i technology and Sony, meanwhile, forged ahead to develop its PlayStation.

The Ugly

There was plenty to frown about in 1991—generic titles like Fantasia, Robo Cop 2, Home Alone, Tour De Trash, Sneaky Snakes, G-Lock, Treco's horrendous street fighting clone Street Smart, James Pond, and disappointing TurboGrafx games like Impossamole and TV Sports Football. But worst of all: The misleading notion that CD-ROM titles weren't maximized unless they packed gratuitous amounts of FMV—often at the expense of gameplay.

1991: 16-Bit to the Rescue

By the end of the 1980s, it was an undisputed fact that the video game industry had gotten over its blues. Money was rolling in and everybody wanted a piece of the pie. Sega's 16-Bit Genesis, NEC's TurboGrafx-16 and the pricey Neo•Geo were just a few of the systems designed to steal Nintendo's thunder. The 8-Bit systems were on their way out to make room for the next big thing. So it's unsurprising 1991 became the year of the 16-Bit console. By spring, even Atari stepped back into the limelight with rumors about their own 32-Bit console codenamed Panther.

More importantly, gamers were buzzing about Nintendo's 16-Bit Super NES, launched in September. You couldn't find an issue of *EGM* that didn't pack pseudo-techie terms like rotation, Mode 7, sprites, scaling, Bits, Megabits, flicker, slowdown and the like. Sega, meanwhile, maintained momentum by dishing out Sonic the Hedgehog, which not only stood the test against Super Mario World, but also helped Sega establish the critical foothold Sega needed in the 16-Bit war.

Meanwhile, a lot of hoopla also centered on the emergence of CD-ROM technology. Industry visionaries were coming out of the woodwork with praise for CD+G, FMV and of course, CD-quality music. By December, one could see the shape of things to come. The burgeoning video game industry was poised for change; the weak would eventually make room for the strong.



"The new trio of Star Wars movies will debut summer of '97, followed by episodes 2 and 3 in '98 and '99. I'm making the popcorn now."

—Quartermann, February 1991



1992:

Sega Slips Up

The big guns of the industry, Sega and Nintendo, were now locked in full-on 16-Bit war, while smaller fish such as NEC, SNK and Atari fought for the scraps. Christmas 1991 was huge for Sega; packing Sonic the Hedgehog in with the Genesis in conjunction with a successful ad campaign gave Sega the upper hand in the race for system

"Our goal is to make the Mega CD format the standard of the industry for CD-ROM."

-Al Nilsen, Director of Marketing for Sega CD

dominance. By early 1992, Sega could claim as much as 55 percent of the 16-Bit market. Despite a no-show for the Sega CD at Winter CES 1991, Sega was still determined to release its CD add-on in the fall.

Meanwhile, Nintendo announced specs for its own CD-ROM unit in order to dampen any technological ground Sega may have gained. Ironically, the balance of power would shift to Nintendo's favor by the end of the year due to the release of one game: Street Fighter II. Capcom released this groundbreaking title in July to

the fervor of millions, and the game sold out within hours of release. By the time Sega launched its Sega CD add-on unit, Nintendo was confident enough in its growing library of top-selling cartridge titles to shelve its CD strategy and concentrate on a new form of upgrade—the SuperFX chip. By December, not even Sonic 2 could make a dent in Nintendo's Street Fighter II-assisted 16-Bit momentum.

IN OTHER NEWS...

- **Development on Jaguar** continues.
- **JVC releases the Wondermega**, a sleek combination of Mega CD and Megadrive that never makes it across the pacific.
- **Sega quietly modifies the Genesis'** motherboard to add new lockout hardware and drops the console's price to \$149. Gamers complain that unofficial third-party titles as well as older games no longer work on the Sonic pack-in model Genesis.
- **Rumors surface of a color Game Boy** to launch by the end of year.
- **The NEC SuperGrafx system** is officially discontinued in Japan.
- **Capcom releases Street Fighter II: Championship Edition**, the first in a long string of games that would capitalize on the Street Fighter license.
- **The search for Sheng Long** continues.
- **Mortal Kombat** is released in arcades.



The Next Big Nothing:

Sega released its Sega CD on Oct. 15. Despite enthusiasm of early adopters, the high price and spotty library of games kept buyers at bay. By the time Sega CD amassed a small collection of decent titles, folks had associated the system with FMV-based, non-interactive gameplay.

The Good

If nothing else, 1992 was all about good gaming. While there were a number of remarkable Genesis titles (John Madden '92, Toki, Shining Force, Sol Feace, Streets of Rage 2, Sonic the Hedgehog 2, Batman Returns), the year belonged to Super NES and its formidable line of outstanding games. Stuff like Street Fighter 2, Magic Sword, Zelda 3, Contra 3, Axelay, Turtles IV: The Turtles in Time, Space Megaforce, and Super Mario Kart simply stomped the competition. Neo•Geo continued to put out flashy and expensive carts like Last Resort and Fatal Fury 2. All in all, a very expensive year for the hardcore gamer.

The Odd

Around the time of the Sega CD rollout, Nintendo and Sony announced once again an alliance to build the PlayStation. But, as before, the two companies parted ways a few weeks later—this time for good. It was reported in *Nihon Keizai Shimbun*, a leading Japanese business paper, that Nintendo and Sony had a falling out over which direction the PlayStation should take. Nintendo wanted Sony to produce an add-on for the Super NES, while Sony wanted to create an independent game system. By year's end, Nintendo continued to insist that it would bring out a CD unit for the Super NES in August 1993.

The Ugly

Remember games like Bart vs. The World, Golden Fighter, Kung Food or Heavy Nova? Yeah, didn't think so. But then again, we extend our condolences if you do. The good outweighed the bad in 1992 and that ain't such a bad thing, is it? The only real blemish came from the smart marketing cats over at Sega for rushing trash like Sewer Shark and Night Trap to the shelves. FMV was the bizomb—back in 1983. What were they thinking?

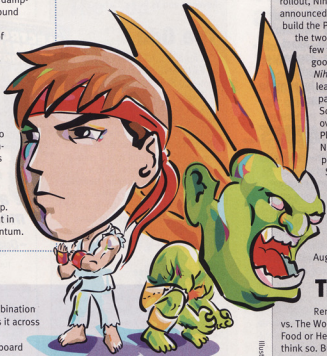


Illustration by Lisa Buckshar

The Good

Battles between Nintendo and Sega escalated, with Nintendo hammering home several top-notch Super NES titles, like *Star Fox* and *Super Mario All-Stars*, along with help from licensees. As Capcom announced *Street Fighter II: Special Champion Edition* for Genesis, a Super NES version of *Street Fighter II Turbo Champion Edition* was ready to go late in the summer. By the end of the year, *Super Street Fighter II* was already making inroads to arcades across the country. Sega astounded people with its *Aladdin* game. With an amazing animation engine built by programming whiz Dave Perry, and music provided by the infamous Tommy Tallarico, the game duplicated the movie effortlessly.

The Odd

Want odd? How about the number of people STILL obsessing over the *Street Fighter II* boss code well into 1993 (the Super NES version came out in '92). There are plenty of codes which put the sprites used for the bosses on the screen as characters, but a bonafide code to unlock this feature still has not been found. To this day, there are some who swear that a code to let you play as the bosses in *Street Fighter II* exists. Looks like we may have to settle for Game Genie codes that don't quite work as advertised and glitch up every few seconds.

The Ugly

The popularity of claymation led to the creation of several games with digitized graphics of clay characters as its central appeal—*Clayfighter*, *Claymates* (both by Interplay) and *Super Putty* (by U.S. Gold).



Nintendo told retailers that Project Reality would look this good.



Illustration by Lisa Blackbeard

Dead On Arrival

Pioneer entered the market with *LaserActive*, a system that could play laserdiscs, laserdisc games, or (with pricey plug-in modules) *TurboGrafx-16* or Genesis games. Its \$1,200 price kept it obscure. The \$800 FM Towns Marty, one of the first 32-bit machines in Japan, was also too expensive. Commodore's Amiga CD 32 faced a similar disappointing fate, while Sega VR, the first home virtual-reality headset, never saw the light of day outside the summer CES.

1993:

Blood, Sweat and 3DO

Mortal Kombat arrived on the scene on *Mortal Monday* (Sept. 13), bringing with it the first rumblings of video game violence even though the Genesis version was given a rating (using Sega's own ratings system) of MA-13. While the blood and fatalities were accessible in the Genesis version of the game, they were excised from the Super NES incarnation, replaced by "sweat." Senators Kohl and Lieberman formed a committee to look into violence in games like *MK* and *Night Trap*.

While Sega and Nintendo remained strong competitors in 1993, 3DO landed on the scene with a new game

"By expanding to an 8-Megabit format, we were able to make substantial improvements to the original [5-Megabit] Road Rash."

—Electronic Arts Producer Randy Breen on *Road Rash 2*

machine promising better graphics, CD sound and double the "bit count" of current machines. Along with that came a higher price tag (\$699). A less-than-stellar fall launch with only two games hurt 3DO's chances to compete with Sega and Nintendo, but early adopters bought in and became loyal fans.

Atari's 64-Bit Jaguar was released in November, and with a \$249 price tag and only one game, *Cybermorph*, the company was unable to capture gamers' attention. Nintendo introduced its Super FX chip, giving gamers their first taste of polygons in console games—but it would certainly not be the last.



IN OTHER NEWS...

- **Nintendo and Silicon Graphics jointly** announce on April 23 the Big N's next system, a 64-bit heavy hitter called *Project Reality*, which will feature graphic effects like those in *T2* and *Jurassic Park*.
- **Sega reveals it's working on** a 32-bit system called the Saturn and "could bring out a machine more or less tomorrow," according to CEO Tom Kalinske.
- **Sonic the Hedgehog leaps to CD** with the release of *Sonic CD* on Nov. 23.
- **Sony will reportedly enter** the video game console business by the end of 1994 in Japan with a yet-unnamed 32-bit CD-based game machine.
- ***Super Mario Brothers The Movie*** debuts in theaters on May 28. It sucks immensely.
- **Sega releases the Genesis 2** and a streamlined Sega CD in time for the holidays.
- **Capcom begins its support** for multiple platforms with the announcement of *Street Fighter II Special Champion Edition*.
- **The Baton Teleplay brings** modem gaming to the Genesis and the NES.

1994:

The Gorilla Breaks Loose

Nintendo really began to hit its stride in 1994, with a host of Super NES titles that went for the jugular. Super Metroid started off the year, followed by Donkey Kong Country in the fall, bringing a rendered look to home systems. The company also renamed its Project Reality at the Summer CES, giving it the more marketable moniker Ultra 64. Killer Instinct and Cruis'n USA, the first games for the system, are shown behind

"It was important to cast the film with people like Van Damme and Raul Julia to legitimize it as a real movie..."

-Edward R. Pressman, Producer of Street Fighter II The Movie

closed doors. Virtual Boy was shown at Nintendo's annual Shoshinkai show in Japan, and the Super Game Boy hits store shelves.

While 3DO and Jaguar started loading up on first- and second-generation games (Gex, Super Street Fighter II Turbo, Tempest 2000 and Aliens Vs. Predator among them), Sega and Nintendo still dominated, getting the majority of the coverage in the pages of EGM. Sega's 32X and Genesis CDX landed in stores while the Sega Channel debuted to cable subscribers.



IN OTHER NEWS...

- **EGM gets lambasted** after giving only medium scores to Super Street Fighter II (Super NES) and low scores to Way of the Warrior (3DO). Capcom pulls ads from EGM in protest.
- **EGM* (that's EGM Squared)** debuts in June at the Summer CES.
- **Virtua Racing for Genesis**, utilizing Sega's SVP DSP chip, clocks in with a \$99 price tag, one of the most expensive Genesis games ever created (and the only one to use the SVP chip, Sega's answer to Nintendo's Super FX).
- **Nintendo shows Virtual Boy** at its annual Shoshinkai show in November.
- **Nintendo releases the Super Game Boy** for the Super NES.
- **Capcom sues Data East** over Fighter's History, a game Capcom contends is a direct rip-off of Street Fighter II.
- **Feb. 1 becomes Hedgehog Day**, as Sega releases the third installment of its popular side-scrolling action series.
- **Double Dragon The Movie** works its way in and out of theaters.



Next Generation Now

While we were still playing Super NES and Genesis games in the U.S., the PlayStation and Saturn debuted in Japan. Sony, a newcomer to the video game industry yet big in consumer electronics, flexed its might with a powerful system and a wide variety of games.

Sega, which hadn't scored a hit in Japan with either the Master System or Mega Drive, relied on its arcade expertise to sell its system.

The Good

The last big year for 16-Bit saw some fantastic games for both the Genesis and the Super NES, including Nintendo's Super Metroid, Donkey Kong Country, Super Punch-Out and Sega's Sonic 3, Sonic & Knuckles and Shiny's Earthworm Jim.

The Odd

What makes basketball stars think they can star in their own games? We dunno, but that's exactly what Charles Barkley, Shaquille O'Neal and Michael Jordan tried in '94. These three superstars refused to appear in several high-quality basketball games, instead deciding to go it alone and try to make a game based on name recognition alone. Barkley's Shut Up and Jam!, Shaq's Shaq Fu and Michael Jordan's Chaos in the Windy City proved that just because you're a star on the court doesn't mean you can stand up on your own in a video game.

The Ugly

The acronym FMV may not mean a whole lot to people now, but in 1994, full-motion video was the future of video games as dictated by the Sega CD, and in some respects, the 3DO. Games like Tomcat Alley, Prize Fighter, Double Switch, Ground Zero Texas and Scotty Pippen's Slam City (four CDs) only reinforced that FMV was not the future.



1995:

The Year in Between



1995's first ho-hum half saw the steady decline of 16-Bit gaming. The pricey 3DO and seemingly cursed Jaguar failed to snag a mainstream following. The entire industry was caught in a downward spiral, and several Japanese and U.S. game companies folded.

We were caught in a rift between gaming eras—which became clear when we looked to Japan, where the Saturn and the PlayStation had already begun battling for world domination.

“...it's not a true double-processor system, so it makes for some problems. It's a difficult task to use both processors efficiently.”

—Interplay Producer Rusty Buchert, on programming for Sega's Saturn

Knowing that these new systems—along with the imminent launch of the Ultra 64—would either kill the industry or cure it, we braced for their U.S. launches. Then Sega surprised us with its early launch of the Saturn in May, just in time for the first E3; Sony wowed us with impressive games for the September-launched PlayStation; and Nintendo annoyed us by renaming the Ultra to the Nintendo 64 and delaying its launch until '96. By year's end, the PlayStation was outselling the Saturn by more than 2 to 1.



IN OTHER NEWS...

- **Net surfers claiming** to be Sony employees spread rumors of the PlayStation's early release in late June.
- **Nintendo announces** it's working on the Bulky Drive add-on for the N64 and it'll be out by the end of '96.
- **Apple and Bandai release** the CD-based edutainment machine, Pippin, which sells as well as you'd expect an edutainment machine would.
- **The Game Boy blooms** into five casing colors—its first transformation.
- **Atari announces a VR headset** for the Jag, but it never sees the light of day.
- **Sega's project Venus** is officially named the Nomad and set to debut in '96.
- **More than 130,000 PlayStations** are sold in the first week of release. Despite its headstart, the Saturn has sold 120,000 units by that point.
- **Sony's Net Yaroze** game-development kit launches in June in Japan and comes to the U.S. in 1996.



Illustrated by Lisa Blackbeard

The Good

Who'dathunk a bunch of developers who cut their teeth creatin' combat sims for Uncle Sam could make such great console games? But that's exactly what Singletrac—a team of ex-military-sim coders—did with Twisted Metal and Warhawk. Both PlayStation classics earned super-high scores in EGM (we even awarded Twisted Metal Game of the Year). Meanwhile, Chrono Trigger on the Super NES and Sega Rally and Panzer Dragon on the Saturn were among the year's few notable stand-out games.

The Odd

OK, so it wasn't exactly industrial espionage, but Sega and Sony's console catfight did get off to a wet start at the Winter CES. Representatives from both companies were staying at the same hotel, the Alexis Park, in the heart of Las Vegas. The hotel served as the regular haunt of Sega reps, who every year erected a 6-foot inflatable Sonic outside the main entrance. Sony's folks allegedly deflated the defenseless blue dude one night and dumped him in the hotel's pool. Incensed at Sonic's mistreatment, Sega employees mixed up letters in Sony's sign to read “Play Sega 32X.” Meow.

The Ugly

Much of the year's gaming scene was so pitiful it's best lamented by juvenile bathroom humor. Case in point: Atari released a toilet-shaped CD add-on for the Jaguar, just as numerous Atari programmers, testers and producers saw their jobs get flushed. Nintendo's doomed Virtual Boy turned out to be the least-portable portable ever, making it well nigh useless for that venerable porta-console pastime—playing games on the crapper. Support for the Sega CD and 32x slid even deeper into the john, while vintage crap (i.e., Rise of the Robots, Zaxxon's Motherbase 2000) made up much of the year's flushable lineup of pooppy games so bad they made us (insert fart noise here).

1996:

It's Got to Be 3D

Sure, games with fancy 3D visuals were nothing new in '96, but it wasn't until the likes of Tomb Raider, Turok and—most importantly—Super Mario 64 that 3D gameplay got really, really good. It seemed as if developers had finally gotten the hang of running, jumping and shooting in 3D worlds.



At the same time, a brand-new battle of the consoles was heating up—even if one new warrior arrived a little late. After numerous delays blamed on everything from semiconductor shortages to a lack of finished software, the Nintendo 64 finally hit U.S. stores on

Sept. 29 for \$199—\$50 less than expected. Sega and Sony prepared for battle with price drops, but neither stood in the way of Nintendo's initial success: 100,000 systems sold in the first day.

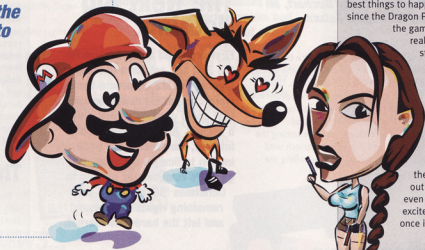
"Our goal with the Nintendo 64 is to create the best games, not the most games."

—Nintendo of America Chairman Howard Lincoln



The Day 16-Bit Died, or Not

For a portion of the industry we kept claiming was dead, 16-Bit gaming sure seemed alive and kickin' in '96. By the end of the year, 16-Bit systems and software still made up more than half of the market. Of course, sales of next-generation systems—up 40 percent from the previous year—were just getting started and would soon eclipse the fading 16-Bit machines.



The Good

After the mostly dark times of the year before, 1996 turned out to be a friggin' candyland for gamers. Aside from the aforementioned Mario 64 and Tomb Raider, we got Tekken 2, NiGHTS, Resident Evil (which sold 1 million copies in six months), Crash Bandicoot, WaveRace 64, Dragon Force, Mario RPG—almost too much good stuff. And this influx of good games brought about a massive upturn from the industry. Total hardware and software sales were up nearly a billion dollars over the previous year by the end of '96. Yes, happy days were here again.

The Odd

We hailed Kumite: The Fighter's Edge, a 3D fighting game in the works from Konami, as one of the best things to happen to the genre since the Dragon Punch. After all, the game featured several real-world fighting styles and a damage system that actually weakened your attacks depending on where you were injured. Then Konami pulled the plug on Kumite and the game dropped out of existence. Hey, even we can get overly excited about games once in a while.

The Ugly

Picture this: You fork out big bucks for a new N64, you buy three games for it (Mario, PilotWings and some lame chess game), and then not a single new game comes along for three entire months. That's exactly what happened to Japanese gamers. After the much-delayed system finally did launch there in June, Nintendo freaks didn't get a new game until September. Still, that didn't stop 1 million systems from flying off the shelves in just 10 weeks.

Illustration by Lisa Blackbrier

IN OTHER NEWS...

- **Sega ups the ante** in arcade realism with the stunning Virtua Fighter 3.
- **We finally see the arcade sequel** to Street Fighter II.
- **Nintendo's Shoshinkai show** held in November in Japan highlights a depressing lack of upcoming N64 games. Only three—Mario Kart 64, Blast Corps and Star Fox 64—are playable.
- **We also see a prototype** of Nintendo's DD drive at Shoshinkai, but no playable disk games are shown. Could that mean delays for the add-on?
- **Sony inks a deal with Square** to publish Final Fantasy VII
- **SNK releases a ROM cart** for King of Fighters '95, then follows that with a 1-Meg RAM cart. Eventually, RAM carts become essential for all Saturn 2D fighters.
- **Nintendo releases its Game Boy Pocket** in September for \$60.
- **Sega releases the Net Link** for \$200.
- **PlayStation games begin shipping** in CD jewel cases instead of the larger boxes.

1997:

RPGs Get Their Due

Despite the lack of new hardware, 1997 was still very much a year of transition. Thanks to Final Fantasy VII, RPGs finally began to get the respect—and attention—they deserved. Multiplayer gaming took off in a big way, with games like the 10-player Saturn Bomberman

“Saturn’s not our future...there will be another platform! It will be price competitive, the developers will embrace it, and retailers and consumers will support it 110 percent.”

—Sega President and COO Bernie Stolar at 1997’s E3

and Nintendo’s awesome GoldenEye 007. Castlevania: Symphony of the Night showed that old-school game-play could still reign supreme on next-generation hardware, while PaRappa the Rapper helped shift gaming to a more widespread audience with its catchy tunes and simple yet fun gameplay. Perhaps most importantly, the portable market bore witness to a revival—one whose implications haven’t yet been fully realized, even today.

Toward the end of the year, Nintendo unveiled the Game Boy Camera and Printer, which revolutionized the handheld market. This, combined with the insane sales of Pokémon in Japan, got companies to begin taking notice of the long-ignored handheld arena once again.



EGM Turns 100!

The November issue of *EGM* marked the mag’s biggest milestone yet—100 issues! We marked the occasion by listing the Top 100 Best Games of All Time. While a couple of duds made it on the list (MLB 98? Huh?), on the whole we felt it was the most comprehensive, accurate “best of” lists ever. (For those who missed it, Tetris got number one.) And aside from the few of you who threatened to lynch us for not including Resident Evil, most of you agreed!

The Good

After years of constant begging from gamers to get more RPGs released in the U.S., 1997 was the year their cries were finally heard. Suikoden and Wild ARMs diversified things a bit for PlayStation owners, while games like *Shining the Holy Ark* and *Albert Odyssey* kept Saturn fans busy, but it was the long-awaited release of *Final Fantasy VII* on Sept. 9 that really set the gears in motion for the RPG revolution to come. Despite a strictly average translation by SCEA and Square, FFVII sales soared—enough for marketing people around the world to take notice. It took ‘em long enough!

The Odd

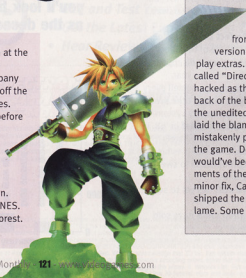
In May, the craze that had been taking Japan by storm for several months finally landed in America—the Tamagotchi had arrived. Initial demand was huge for the freaky little digital-chickens, but the craze was nowhere near as big as it was in Japan. Numerous competitors popped up with Tamagotchi-clones, but none matched the appeal of the big T. Tamagotchi popularity has since waned, but the digital-pet revolution is stronger than ever—especially in video games.

The Ugly

Many of us were delighted to hear Capcom was planning on releasing a new “unedited” version of *Resident Evil* for the PlayStation, with all the deleted FMV scenes from the original Japanese version and a few new game-play extras. Unfortunately, this so-called “Director’s Cut” was just as hacked as the original, despite the back of the box clearly advertising the unedited scenes. Capcom USA laid the blame on Japan, saying it mistakenly put the old cinemas in the game. Despite the fact it would’ve been easy to hold up shipments of the game to make this minor fix, Capcom instead went and shipped the game as is. Lame, lame, lame. Some Director’s Cut, huh?

IN OTHER NEWS...

- **The 64DD is delayed** again—to June 1998. DD games shown at the Space World show in November head to cartridge instead.
- **Sega and Bandai announce plans** to merge into a new company called Sega Bandai, Ltd. Months later however, Bandai calls off the merger, citing cultural differences between the two companies.
- **Sega partners with 3Dfx** for the upcoming “Dural” system before pulling out and signing with NEC.
- **Nintendo revolutionizes game control** once again by releasing the Rumble Pak along with Star Fox 64 in June.
- **Game Boy creator Gunpei Yokoi**, one of the most influential people in the history of Nintendo, dies at age 57.
- **Sony unveils the Dual Analog** stick in the U.S. sans vibration.
- **Nintendo releases a new streamlined** version of the Super NES.
- **Tiger releases the Game.com handheld.** A tree falls in the forest. Nobody takes notice of either occurrence.



1998:

To The Present

The Future Arrives

Video games continue to thrive, and as gaming becomes more mainstream (and as the PlayStation hits the 20-million mark in the U.S.) we see a lot more interest outside of the traditional "hardcore" element of gamers.

Nowadays, big games have a good chance of selling a million copies or more, and game characters are beginning to become icons of a generation. Love her or hate her, Lara Croft has done one hell of a lot for the general acceptance of video games.

With some help from



"We're excited, but I have to say it scares the shit out of a lot of console developers."

-Jason Rubin on the power of the PS2

Link, Solid Snake, James Bond, the cast of Tekken 3, a bunch of sportscars and a pocket-size yellow fuzzball that looks a bit like an electric rabbit, we're finally seeing games where they deserve to be seen—on TV and in the news—and given the degree of respect they so deserve.

IN OTHER NEWS...

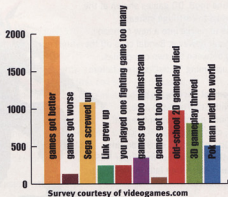
- In Japan, Game Boy Color spawns copycats aplenty, which gradually trickle to the U.S. Neo-Geo Pocket shows promise, but we wonder about Bandai's Wonderswan.
- EA cans Thrill Kill
- Nintendo shows Perfect Dark at E3 '98. It's proclaimed the "Game of the Show" by anyone who played it, then it disappears from view for almost an entire year.
- GoldenEye still manages to outsell every game released in '98, making it the best-selling game of the year on any system.
- EGM gains a new editor in chief in '98. In early February, the Brit—immediately dubbed "Johnny England"—begins his mission of teaching Americans to swear properly at video games.
- The Nintendo 64DD still has yet to see the light of day.
- 50 million PlayStation units have sold across the globe.



The Next Big Nothing:

The elusive Project X mutated into the techier-sounding NUON, and VM Labs spent another year not bothering to tell us why we should care. Set to be built into DVD players, digital set-top boxes and satellite receivers (we've yet to see it) the technology is reasonably powerful but has too much in common with the 3DO for comfort. Despite VM Labs' assertions that it ISN'T a gaming system, the technology will live or die based on its gaming content. And hardly anyone is developing for it...so draw whatever conclusions you like.

Q: Ten years from now, you'll look back on the '90s as the decade in which...



The Good

We're living in a wonderful time for gamers. For PlayStation, we saw Tekken 3, Gran Turismo and Metal Gear Solid. N64 owners were spoiled by the likes of Banjo-Kazooie and arguably the greatest game of all time, Zelda 64. Even the Saturn's death was precluded by a fireball of hits, including Panzer Dragoon Saga and Shining Force III. Things slowed in '99, but the successful Japanese launch of Dreamcast proved life might be rosier than we thought for Sonic and chums. Yet all was overshadowed on March 2, 1999, when Sony held a conference in Tokyo under the banner "A Glimpse of the Future." PlayStation 2 is nearly upon us—and it will rock your world.

The Odd

Technically this should be filed under "the good"—but who'd have thought Pokémon would have been so huge? It's almost as though someone somewhere decided it was going to big, and then brainwashed the whole world into buying into the simple little thing.

The Ugly

Somebody, somewhere thought it was a good idea to make a Spice Girls game. At the same time, someone else, somewhere else took the coolest comic book character ever and slaughtered him with one of the worst games of the year—thank you Sony for your interpretation of Spawn. In fact, the hall of shame was pretty full in 1998, and some trends seem to be continuing into 1999. NFL Xtreme, C: The Contra Adventure, Quest 64 and anything with snowboarding in it (except 1080°) gathered the worst awards of the year.

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Review Crew

This Month...

Crispin Boyer

A decade ago, young Crispin Boyer was an idealistic farm boy with one dream: to win *Star Search's* spokesmodel competition. Then Ma and Pa sold the farm, Cris ran afoul of the law at the teen center, EGM offered a work program for troubled youths, and the rest, as they say, is history.

Current Favorites
Lunar: SSSC, Hybrid Heaven, Star Ocean: TSS

Favorite Genres
RPGs, Action



John Davison

In 1989, Johnny England was living in a sleepy English village, and was still at school studying English, and some other stuff he can't remember. The hair was just growing, but no weirdy beard yet. His games fix came from 8-bit Atari classics like *Star Raiders*, *Joust* and *Defender*.

Current Favorites
R4, Quake II, Sega Rally 2, NBA Showtime

Favorite Genres
Racing, Action



Dean Hager

Fresh out of high school, Dean divided his precious time between classes at the University of Nebraska and hanging out at the student union playing any game with a steering wheel or a track ball. When he wasn't doing that he was "gigging" with his old band, Lunch Meat.

Current Favorites
NBA Showtime, R4, Triple Play 2000, Monaco GP (PS)

Favorite Genres
Sports, Racing

Che Chou

Ahh, sweet '89. The decade was coming to a close and the century was to follow quickly. Fall brought with it the familiar drill of early morning showers and the promise of a new routine. Elephant Stone was on the radio and geometry class was lame. Same with the junior prom. Ahh, sweet '89.

Current Favorites
Omega Boost, The Next Tetriz, Sega Rally 2, SNES

Favorite Genres
Fighting, Racing

Dan Hsu "Shoe"

In 1989, Shoe was preparing for five years of high links at the University of Michigan. Shoe made sure to bring the essentials to school: his NES and Commodore 64 (to write papers with, of course). It wasn't until the release of SF II in '91, however, that his college career went down the tubes.

Current Favorites
NBA Showtime, Quake II, Street Fighter Alpha 3

Favorite Genres
Puzzle, Strategy



John Ricciardi

Ten years ago, Ricciardi was gearing up for high school, getting made fun of by his friends for hanging out with "girls" (his friends later came to deeply regret this), and playing the crap out of each and every NES game out there—even trash like *Rambo*. Ahh, those were the days.

Current Favorites
NBA Showtime, Star Ocean, Lunar: SSSC, Rambo (NES)

Favorite Genres
RPGs, Action



Shawn Smith

Ten years ago? Well, "Shawn Smith" didn't technically exist 10 years ago. Back then, this humanoid was known as K6-F29 v.2. It was a cyborg with a solid chassis and well-lubed titanium limbs. Then K6 got his "Shawn Smith" skin and was programmed to one day get a job working for EGM.

Current Favorites
Quake II, Hybrid Heaven, NBA Showtime

Favorite Genres
Action, Adventure

Chris Johnston

As the '80s drew to a close, Chris was still just a wee lad (yet still six feet tall) in junior high. When not playing the best games the NES had to offer, he would spend countless hours reading video game magazines, never knowing that he would, 10 years down the line, be working for one.

Current Favorites
NBA Showtime, Hydro Thunder, Lunar: SSSC

Favorite Genres
Adventure, Puzzle



Holy cow, we've had some crap in for review this month. Every now and then we go through a patch where the quality just seems to fall through the floor and we seem to be suffering from the very worst of it at the moment.

You'll notice from the ugly mugs on the left that there's been a shake-up in the Review Crew. Sushi is taking a well-earned break from his reviewing duties, and we now have two new inmates in the asylum. Che Chou, a brutal critic who joined the EGM staff a couple of months ago, and long-standing News editor Chris Johnston. This injection of fresh blood should keep us all alert and ensure that we continue to bring you the most honest reviews around. 🍄

Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with 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 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards



Platinum Awards go to games that get four 10's, the best and rarest review a game can get.



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive **Silver Awards**.

A Bug's Life



Publisher: Activision
Developer: Traveller's Tales
Featured In: EGM #118
Players: 1
Supports: Rumble Pak
Best Feature: Interesting Levels
Worst Feature: It's A Sloppy Game
Web Site: www.activision.com



If *A Bug's Life* is made by Traveller's Tales, published by Activision and features a Disney/Pixar license, it must be a good game, right? Well...no. Remember: It is a game based on a movie, after all. Even though ABL is geared toward kids, it's just not a very solid title. All too often there are strange camera problems, which makes controlling Flik a pain—which in turn makes this rather easy game frustratingly difficult. **More than once I found myself stuck behind some large object because the camera couldn't find its way around it.** Throw in some death-causing elements and what you get is one annoyed reviewer. I don't want to have to fiddle with the camera every couple of minutes to prevent death. The overall look of the game seems slapped together as well. Couldn't an intro or some end-of-level cutscenes have been created with in-game graphics? We know the N64 can't do video, but at least give us something extra. I think kids nowadays are smart enough to realize when they're getting a half-price package. Sure, it has colorful graphics and all, but at the end of the day the most important aspect of a game is its fun factor. Unfortunately, ABL just isn't that much fun. The game has some interesting levels and a Disney license, but that's about it. Definitely not for serious gamers. Maybe not even kids.

Shawn

A Bug's Life is a direct port of the PlayStation game. The PlayStation game was terrible. Hence, *A Bug's Life* for the N64 is terrible. In fact, **all my same gripes for the PS version apply here.** Control is sloppy, making it hard to walk along ledges or leap on platforms. The camera is rarely where you need it. Levels are tedious. Most Bosses are too easy. The repetitive music is especially annoying; just buy the movie on videotape and watch it instead.

Crispin

So, Traveller's Tales and Activision bring *A Bug's Life* to the N64. **The graphics on the N64 version look a lot smoother and cleaner than its PS cousin.** Minus the cinema, the game itself plays fairly well and has some expansive areas to explore. Of course, if you want to rush through the game as quickly as possible, you can do that too. Fans of the movie may enjoy guiding Flik as he saves the hill from Hopper, but otherwise, most will probably want to pass.

Chris

Young kids like ABL for its cartoony aesthetics. They don't mind the loose control or the vague and redundant missions. They dig the pretty graphics and cute characters. **Sadly this version has nothing new to offer the average 3-year-old.** In fact it's a step back. It's tougher to control and doesn't look as good as the PS game. The camera often shifts into awkward positions, prompting controller-mashing frustration. Still curious? A quick rental will do.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5

Hybrid Heaven



Publisher: Konami
Developer: KCE Osaka
Featured In: EGM #117
Players: 1-2
Supports: Rumble Pak, Expansion Pak
Best Feature: Interesting Fight System
Worst Feature: Awkward Camera Problems
Web Site: www.konami.com



Hybrid Heaven is dynamic in a lot of ways, but below-average in others. If some of the problems were fixed prior to release, the game could've really been something special. The problems in this one come in the form of an awkward camera, an unimpressive two-player mode and a worthless hi-res mode. The last two—the two-player mode and hi-res mode—seem more like afterthoughts than anything else. The two-player mode is amusing, and somewhat innovative since you're able to call up a character you've built up in the one-player game or any of the enemies you've fought up to that point to use them against a friend—but it's not nearly as much fun as the single-player fighting. **Next, the hi-res mode has such a horrid frame-rate, you'll wonder if you're playing the game in the dark with a strobe light flashing.** As far as the awkward camera goes—well, I'm sure any of you who have played 3D action-adventure titles know what this is like. And this goofy camera problem makes the control quite tedious in spots as well. The net result is frustration. But *Hybrid Heaven* does have its share of strong points. Namely an interesting story line, expansive levels and a surprisingly complex fighting system. Overall, you won't feel ripped off if you pick up *Hybrid Heaven*, even with its minor—but annoying—problems.

Shawn

Take an excellent X-Files-worthy story line and combine it with a very unique combat/character upgrade system and what do you get? An incredibly refreshing playing experience that's well worth checking out. **Hybrid Heaven isn't like anything you've played before.** If the action and levels were only a little bit more exciting, and the camera a little more useful, *Hybrid Heaven* could've scored higher. Don't let this sleeper hit pass you by.

Shoe

Like *Castlevania 64*, *Hybrid Heaven* takes its time getting interesting. In fact, **this game's story is downright enigmatic at its outset.** Once all the plot pieces fall into place, *Hybrid Heaven* becomes an engrossing action/RPG, with an especially innovative menu-driven combat system that's both deep and fun. *Hybrid Heaven's* visuals are often highly cinematic and more than adequate, as long as you avoid the choppy hi-res mode.

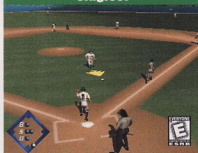
Crispin

At first glance, *Hybrid Heaven* looks like a stale, slow, unexciting action game. Konami has managed to blend a straight third-person perspective action game with an RPG-esque battle system. The result is a game that's one part *Metal Gear*, one part *Fantasy*, and one part *Tomb Raider*. Interesting mix, but it could've easily fallen flat if the story elements and action weren't tied together well. Deceptively average-looking, but fun to play.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
7	8	8	5

Ken Griffey Jr's Slugfest



Publisher: Nintendo
Developer: Angel Studios
Featured In: EGM #119
Players: 1-2
Supports: Rumble Pak, Expansion Pak
Best Feature: Arcade-like gameplay
Worst Feature: Weak sounds
Web Site: www.nintendo.com



It's funny, we always compare Griffey with All-Star Baseball because they're obviously the best baseball games on the N64. This year we thought one might eclipse the other in quality. But to our surprise, they've both improved about the same amount. Griffey has made the jump to high resolution and even "super high resolution" with the aid of an Expansion Pak. No doubt it's fine-looking...but still not as impressive as All-Star 2000. The players have been tweaked to look more life-like as well. Even so, they still come off as being nondescript and stiff. They did fix some of the goofier animation, though. (The players don't catch balls behind their backs anymore...) While Griffey has taken a few steps closer to the sim side, it remains firmly rooted as an arcade-style game. As far as new features go, the pitcher can work well and lends some innovation to the title. **Pitch velocity can be adjusted by the length of time the button is held down.** You even get the cartoon rev-up noise to go along with it. **For the most part, Griffey has been cleaned up and tweaked quite a bit.** Don't expect a big change over last year except the obvious graphic improvements and the new pitcher cam. 2P games are still really good. The AI is tuned well, keeping contests competitive. Fans of arcade-style play will enjoy *Slugfest*.

Dean

Although the graphics in *Slugfest* aren't quite as good as those in All-Star 2000, its gameplay is just as fun and easy to get into. **I like the ease of batting and pitching in the arcade style of play,** but I can also appreciate the sim-like "no cursor" style as well—especially for people who don't want pitches handed to them on a platter every time. Problem is, Shoe and I found some annoying glitches in the 2P mode using created players. Beware.

Shawn

Ken Griffey Jr. *Slugfest* is a mixed bag. What I like about this game is its batting and pitching interface. The bat "icon" makes more sense to me than the little batting reules which has almost become a tired 3D baseball cliché. Also, *Slugfest* has to be played with "manual running" as it keeps both players on their toes. Unfortunately, bugs and other unsavory quirks keep me from taking this game very seriously. Otherwise, a fine effort.

Ché

Slugfest is a lot of fun, but beware the occasional buggy flare-up. For example, sometimes you can tag out a guy who's standing on a base...when he's not taking a lead. Once in a while, the infielders just sit around after a play, forgetting to toss the ball to the pitcher to throw the next pitch (so you just sit around waiting for the game to move on). Once, the game even looked up completely! This is one good-looking, goofy-ass, glitchy baseball game.

Shoe

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	7

Monaco Grand Prix



Publisher: Ubi Soft
 Developer: Ubi Soft
 Featured In: EGM #115
 Players: 1-2
 Supports: Rumble Pak, Controller Pak
 Best Feature: Solid controls
 Worst Feature: Weak frame-rate
 Web Site: www.ubisoft.com

For passionate racing fanatics, the first glaring blunder for Monaco Grand Prix is its lack of a real F1 license. However, Monaco Grand Prix offers a lot more than just another empty license. Despite its lack of name recognition, the game still has all 36 international tracks and a handful of fictional teams and drivers (whose names you can customize) to simulate Formula One. Every mode you'd expect to see in a serious "sim" is present: Single Race, Championship (race 36 circuits), Time Attack and Duel (2P split-screen). Mode. A special Career Mode also keeps track of your performance. If you're the second coming of Speed Racer, some of the teams with the fastest formula will try to recruit you to do the representing. For a "racing simulator," all of this should come as no surprise. The most distinguishing aspect of Monaco Grand Prix is its excellent sense of control. To get an idea of just how good this game feels, I pulled out Nintendo's F1 World Grand Prix and took my car for a spin around Suzuka. OK, so the frame-rate isn't as good, but when it comes to controls, there is absolutely no comparison—**Monaco GP is the most playable F-1 style racer for the N64.** Like all great racing games, it readily induces the player into a Zen-like trance where an ideal race line is all that momentarily exists.

Che

MGP pushes great user-friendly gameplay in Arcade Mode, yet challenges the crap out of you in Sim Mode. It holds that balance better than any F1 I've played; it's weird using false drivers and teams, but it's tolerable. Like the PS version, the **frame-rate and control are the best parts of the package.** But unlike the PS version, this sim mode is really, really hard. Too hard actually. I love Arcade Mode though. A solid racer for casual fans and F1 freaks.

Dean


I'm all for making Formula One as accessible as possible to everyone, but I can't help feeling a bit short-changed from Nintendo. It doesn't have any particularly distinguishing features that let it outshine other F1 games. Its super-simple Arcade Mode and dummed-down simulation make it easy to get into, but it doesn't have anything "new" to really offer. Sure, it's fast and the controls feel very positive, but **Nintendo's own F1 World GP is more fun.**

John D

I've said it once, I'll say it again: I don't understand what the fun is racing under such restrictions. What do you mean I can't knock my opponent into the guard rail? Unfair! And I can't even drive off-road! Bull! Luckily the Arcade Mode in MGP allows you to adjust the settings and turn penalties off, thus making it less like a sim and more...well, fun. The main problem is the sound effects—they're horrible. It's a good game—but for racing nuts only.

Shawn

Quake II



Publisher: Activision
 Developer: Raster Productions
 Featured In: EGM #117
 Players: 1-4
 Supports: Rumble Pak, Expansion Pak
 Best Feature: Multiplayer modes
 Worst Feature: Can't save during levels
 Web Site: www.activision.com

Go ahead and breathe a sigh of relief: Unlike previous console Doom and Quake ports, **Quake II's multiplayer modes rock.** I was a little worried when I played an earlier version, back when the frame-rate stuttered severely with four players and was just as choppy as Turok 2. No worries now. Four-player in Quake II—while by no means silky-smooth—is certainly smooth enough and very playable. You get just about all the modes you could want, too. Aside from the requisite Deathmatch and excellent team-play variations, Quake II packs a proper capture-the-flag Mode—the best reason to play this game with three friends. A cool kill-the-carrier-style Deathmatch Mode rounds out the multiplayer options. The 10 Deathmatch maps are well-designed and just about the right size for four players. I only wish Quake II offered cooperative multiplayer play for the single-player game. Speaking of which, the 39-level one-player mode doesn't disappoint. Sure, the story is nonexistent, but the levels—many of them variations of the PC version—are crammed with enough little objectives for plenty of mindless action. One big gripe: As in every past Doom and Quake port, you can't save during levels. So you're forced to restart levels again and again when you die, no matter how close you get to the level's end.

Crispin

As a one-player game, Quake II is rather repetitive and pretty typical first-person shooter fare, despite the new time-exclusive stages. This game is strictly about the twitch action and simple puzzles (i.e., it's no GoldenEye). The multiplayer, however, is great. Lots of modes and a decent frame-rate combine to make this the second best multiplayer FPS for the home consoles (after 007, of course). The BFGs in multiplayer are a bit too common though...

Shoe

Quake II looks and plays beautifully (especially with the RAM Pak) but becomes annoyingly difficult due to a lack of save points. **Games like this MUST have at least one save point in the middle of each level!** Granted a number of the stages in Quake II are a bit smaller than you'd expect (thus making it easier to get to the end of the level w/o saving), but they can still be as frustrating as hell. No matter—the multiplayer modes ROCK!

Shawn

This is considerably better than Midway's effort with the original Quake. It looks great, but it has some slight gameplay problems, the biggest of which is only being able to save between levels. This will result in frustration-inducing frustration as you have to keep returning to the beginning of a level when you die. Crispin went a funny coil several times. Multiplayer is great—it easily outshines Turok 2 in AP play, though it still doesn't beat 007.

John D

Star Wars: Episode I Racer



Publisher: Nintendo
 Developer: LucasArts
 Featured In: EGM #118
 Players: 1-2
 Supports: Rumble Pak, Expansion Pak
 Best Feature: Blazing speed
 Worst Feature: Maybe too fast?
 Web Site: www.nintendo.com

Extreme-G 2 was fast, Wipeout 64 was faster, but Episode I—Racer leaves 'em both choking on its dusty contrail. This is the fastest racing game I've ever played. Only F-Zero X comes close, although Racer's graphics are far more detailed. With the RAM Pak in place, the hi-res visuals are astounding, despite some minor framerate stuttering. Racer packs a rich variety of textures. The pods themselves bristle with detailed animated parts. You get 25 tracks in four circuits, and even though later courses build off earlier ones, they still offer a wide variety of scenery, everything from space worms to sandy beaches to the Tatooine track ripped from the flick. Courses are enormous, too. Some take up to three minutes to lap—and that's with you cruising at mach one! Most tracks are rich in shortcuts and alternate routes, **kinda like a supersonic Beetle Adventure Racing.** The game requires plenty of on-track fitness; you must master powerdriving for later courses, which can get a little too fast and stomach-churning for easily frustrated gamers. The need to buy pit droids and new and junked parts adds some welcome strategy, too. Don't expect to beat Championship Mode with Anakin alone (a bit of a bumfer if you want him to be the hero). You need to experiment with all 23 podracers in order to find the best one for each track.

Crispin

In SW: E—Racer, texture-heavy backgrounds fly by at titanicum. Falcon-jumping 18-light-speed rates. **It's as impressive as it is dizzying.** But, herein lies the problem—it's almost too fast. At times it feels out of control, especially in two-player mode. There's a frustration factor, but for the most part it handles well enough to get away with it. Creative tracks and upgradable pods save the game well. Star Wars as well as racing fans should buy this game.

Dean

Having seen the Ep. I trailer, I have to admit I didn't really think the N64 could handle this game. **Let's just say Racer put the smack down on me.** The game moves immensely fast, so fast, at times I couldn't believe I was actually controlling my pod through all the twists and turns. The tracks are beautifully textured, but a lot of it will fly too quickly for you to appreciate. My only issue with Racer is that the frame-rate suffers a bit in hi-res mode.

Che

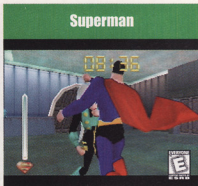
Even though Racer is based on what is easily the most-anticipated movie of all time, you don't have to be a Star Wars fan to enjoy it. **Racer is one of the fastest-paced games I've ever seen on any system,** immersing you completely in the Star Wars universe. You'll actually be afraid to close your eyes while playing. The only thing missing from this game is a Story Mode, but the graphics and gameplay more than make up for it.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	7

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	7

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	8



Publisher: Titus
Developer: Titus
Featured In: N/A
Players: 1-6
Supports: Rumble Pak, Controller Pak
Best Feature: The box art
Worst Feature: Just about everything else
Web Site: www.titusgames.com



I've seen some crap in my time as a reviewer but I think it's safe to say that this is the worst N64 game ever made. I won't go all the way and give it the nothing...it deserves at least half a point for actually booting up when you turn it on. Beyond that though, I can't think of anything to recommend it. Before you even acknowledge the fact that the graphics suck and the story line is pathetic, it has to be said that the gameplay is devoid of anything that even remotely resembles entertainment. It's so utterly annoying I nearly broke a joystick in frustration. Split into differently styled sections, the gameplay consists of indoor parts with lots of combat and exploring and outdoor bits that have you performing certain tasks (like rescuing citizens) and then flying to the next location. But since when did Superman have to fly everywhere through giant suspended hoops? And why do I have to do this so many times throughout the game, and for such long periods of time? Was someone under the misconception that it might be fun? I isn't. Throw in the spectacular tag-team combo of an incredibly bad camera system and controls that consider your input more as a hint of your intentions than actual commands, and you have something that's spectacular in its crappiness. There isn't enough room here to fully express my hatred.

John D

Superman has everything going for it—good license, great story, interesting characters, plenty of villains. Then why does it seem so difficult to translate Superman's world into a video game? Fans of the cartoon series might not be able to get around the oddy letterboxed (but still semi-decent) graphics, difficult control and sloppy fighting system. The set-up of the game is right, but the execution is off. Still, it's not the worst license ever made into a game.

Chris

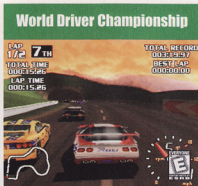
The man of steel has gone horribly limp! An abysmal story line fails to hold this hodge-podge of mini-missions together in any interesting manner. Fog-laden backgrounds and often infuriating control seal Superman's fate more potently than Lex Luthor ever could. While not as bad as the Fifth Element, it's most definitely in the same league. Overall, I got no satisfaction from solving any of the missions. I knew the next would be equally as painful.

Dean

Superman. Metropolis. Crime fighting in huge 3D environments...there's so much potential here, it's hard to believe the developers could mess up the game this bad. The controls are horrible—it's near-impossible to perform precise activities. The missions make very little sense and do not draw you into the game at all. It's almost like Amateur Night at game programming school with this one. It really is too bad...Superman could've been great.

Shoe

VISUALS	SOUND	INGENUITY	REPLAY
3	3	3	2



Publisher: Midway
Developer: Boss Games Studios
Featured In: EGM #139
Players: 1-2
Supports: Rumble Pak, Controller Pak
Best Feature: Gorgeous graphics
Worst Feature: Wanky guitar soundtrack
Web Site: www.midway.com



The N64 really needs a game like this. Clearly aimed at the Gran Turismo style of racer, World Driver unfortunately fails to deliver any "real" cars. This isn't that big of a deal though, as each of the numerous models on offer are so blatantly based on production models, you'd be pretty safe if you want just about any performance beast you can think of. There are a lot of cars here, and a lot of tracks—and everything is opened up very much like you'd find in Namco's R4 for the PS. Join a team to start a career, take their basic car and run it through the novice tracks. Win some races, get a souped-up car, take it back to the same courses with extra sections opened up. Repeat to fade. It has a lot to offer, especially in the presentation department, but I think the way the cars handle is the crowning joy here (others here disagree with me though). Coming very much from the Sega Rally/Need For Speed school with heavy-feeling controls, you can really sense that these are big, powerful rear-wheel drive cars. Power-sliding around a long, fast bend and getting it just right is a really rewarding experience. Complaints? The wanky guitar soundtrack is a bit of a turn-off and needs switching off so you can hear the cool engine sounds, and you need a full 123 pages of Controller Pak to save a game, which is a bit unreasonable.

John D

Boss should pat themselves on the back for World Driver Championship's graphics engine. This game is absolutely gorgeous. But we all know looks aren't everything. For one thing, you never really get a sense of speed with WDC. The speedometer reads 120 mph but feels more like 65. While powersliding is an important part of the winning strategy, it feels too sluggish to give you any sort of rush. Tighter controls would have made all the difference.

Che

If I was to score WDC based on its graphics alone, it'd get a 20—they're simply incredible, even with a sluggish frame rate at times. The rest of the game is good, mind you, but not amazing. The control is slippery and is difficult to get used to (it feels as if you're driving around on wet pavement most of the time), and the Championship Mode just doesn't have enough meat to it, for as realistic a game as this is supposed to be. Rent it first to be safe.

Shawn

Calling World Driver the Gran Turismo of the N64 is a real stretch. I can't warm up to the "riding on ice" sensation that dominates the handling. For a game that strives for realism, I can't believe real cars would slide that much. That said, once you get acclimated, it really grows on you. Jumping from team to team is interesting, especially since it negates the need to modify your vehicle constantly. The AI keeps the races very competitive; I definitely dig that.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
9	7	7	7



Publisher: Electronic Arts
Developer: Interactive Entertainment
Featured In: EGM #139
Players: 1-2
Supports: Dual Shock, Analog
Best Feature: Simulation elements
Worst Feature: Chippy frame-rate
Web Site: www.ea.com



EA seems to be on a bit of a roll with motorcycle sports games these days, but it seems a bit odd that this one hasn't come under the EA Sports umbrella. Maybe if it had it could have turned out a little better, as it's something of a disappointment. Unusually for EA, this isn't one of those all-encompassing license products. When it says "Castrol-Honda" in the title—that really is all you're getting. The Honda team thrown into a simulation of the motorcycle championship circuit—only without any "real" tracks or any other "real" bikes or riders. Unusual for a PlayStation game, CHSR is very much tackling the "simulation" end of the racing market. It's a pretty tough game to control if you turn all the driver-aids off, and in many ways it reminds me a little of the original Geoff Crammond F1GP game on the PC in its attitude toward the sport. Unfortunately, though, the game is let down by some bad presentation. The frame-rate is intrinsically slow and choppy, and there are lots of nasty little glitches throughout. Much like Monaco Grand Prix, it also suffers from its lack of a license. If you're aneal about the sport to want a simulation rather than an arcade game like Moto Racer 2, the lack of real bikes is a letdown. The fact that you can't ride anything except the Hondas seems a bit restrictive.

John D

Why would EA put this out when their own Moto Racer 2 blows it away? Perhaps \$\$\$? I think so. CHSR isn't bad, but an average frame-rate and mediocre graphics and AI makes for an altogether mundane racing experience. One licensed bike does not make a sim. If you're into real bikes you should wait for Supercross 2000, cause it'll be packed with 'em. In the meantime stick with Road Rash 3D or Moto Racer 2 for cycle fun.

Dean

The racers this month had some real highs and lows. Castrol-Honda Superbike Racing is missing three crucial elements which usually make or break a good motorcycle racer: a sense of control, speed and bone-crushing wipeouts. The graphics are below-average and the frame-rate for 2P split-screen play has noticeable slowdowns. I wanted to scrape my knee while taking a corner and hang by the seat of my pants. Alas; it didn't happen here.

Che

I don't mind Superbike Racing's controls all that much (some of the other guys were complaining about them). My problems with the game are that A) the frame-rate is choppy as all heck, B) in general, the graphics suck, and C) it's just not fun to play. Sim-oriented or not, nobody is going to play the game if it's not fun. And since I don't care about the sim stuff anyway, I'd much much rather play Moto Racer 2 or Road Rash 3D. I say pass.

John R

VISUALS	SOUND	INGENUITY	REPLAY
4	5	5	4

Centipede



Publisher: Hasbro Interactive
Developer: Real Sports
Featured In: EGM #16
Players: 1-2
Supports: Dual Shock, Analog
Best Feature: Playing the original Centipede
Most Feature: Graphics and control
Web Site: www.centipede.com



There's an unwritten rule a company has to follow when updating a classic game—any changes or additions that you make cannot alter or hurt the gameplay of the original (an example of this done well is Tempest 2000). Centipede breaks that rule. A choppy frame-rate, blocky textures, awkward camera angles and drifty control all make you forget that this was once an enjoyable arcade game. While boss graphics look OK, smaller enemies are too blocky. I would have preferred simpler, rounded polygons to this choppy, blocky mess. One of the important aspects of the original game is that you could only go a third of the way up the screen. In this, you can move in any direction, anywhere on the playing field (except water and pits), making the game more like a bad version of Smash TV. Saving *Wew* people and worrying about mission objectives slows the game's pace, and doesn't add any additional enjoyment to the game. The music is OK, but using redbook audio that fades in and out at the start/end of each track makes the game loud way too often. Speaking of loud times, it's almost intolerable for a PlayStation game to load as much as this does. Its saving grace is that it does include a version of the original arcade game, which does kick-start the memories of spending countless hours in front of the machine in the '80s. **Chris**

There's nothing wrong with updating classic formulas with some modern-day twists (Robotron into Smash TV, for example). This 32-bit Centipede is fun but the developers decided to implement free-roaming 3D gameplay, which kills the mounting anticipation of having to dodge a fragmented centipede if it should ever reach the bottom of the screen. Did this game really need to be in 3D? Thankfully, included is the original game for old guys like me. **Che**

Here's a textbook example of how to muck up a classic game. For one, why even have 3D when the most comfortable view is top-down anyway? The 3D angle is more of a novelty than a viable play mode. Why so many levels that basically repeat the same scenario in different forms? One more—why not modify and improve the original 2D Centipede while keeping its classic game-play much the same way Activision did with the new Asteroids? **Dean**

How sad. Now that Activision's Asteroids has set the standard on how to properly update a retro game, why are half-rate updates like Centipede still appearing? Its graphics are horribly primitive, especially considering how few polygons there seem to be on screen. The gameplay and overall style is too simple. The level progression is smooth and I like the control...but that's it. The rest is pretty much crap—crap sound, crap graphics, etc. Crap. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
3	4	4	5

Croc 2



Publisher: Fox Interactive
Developer: Argonaut
Featured In: EGM #17
Players: 1
Supports: Dual Shock, Analog
Best Feature: Level design and graphics
Most Feature: Poor control, stupid dialogue
Web Site: www.foxinteractive.com



As a fan of adventure games and Argonaut's previous work, I was surprised at how Croc 2 turned out. First, the good points: Croc 2's music is catchy and streams in, changing slightly but without missing a beat as you move from room to room within levels. Level design and bosses are creative too, fitting the mood perfectly. Graphics fade in nicely, and while there's a lot of pop-up, it maintains a smooth frame rate. Cinemas are done with the game engine and look good. Now, the bad news: Croc falls flat on its face with the control—it's not responsive. There's a big problem when the digital pad has finer control than the analog. There's also no way to move backward—a huge flaw, leading to a lot of running around in circles. Since the camera position determines the direction you actually move, making jumps to the left or right over pits is virtually impossible. The system of extra lives is also very unforgiving. Your energy counts as continues, so if you get hit a couple times you can't continue inside a level, making you start over. Where there are life replenishments, you'll lose life trying to get them, making it pointless to try. Since the levels are long, this gets frustrating very quickly. What happened? Croc 2 could've been a much better game with some more attention at the end of development. **Chris**

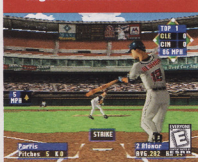
Thanks to some nauseating cuteness, first impressions of Croc 2 have to be that it's a game aimed squarely at children. Probably even more so than the original—but if this is the case, I think it's aimed at those superhuman children capable of hand-eye coordination that us old 20+ year-old farts are unable to match. In places it's really tough! Things aren't helped by an epileptic camera system either, and lack of any actual camera control. **John R**

I enjoyed the original Croc, but the sequel turned out to be quite a disappointment for me. For one, the camera movement is erratic and dizzying, and can be a serious hindrance during play. Add to this some extremely unresponsive, cumbersome controls and you have a game that's got major flaws in its most fundamental areas. The completely idiotic dialogue doesn't help Croc's cause much, either (no, it's not cute—it's just stupid). A rental. **John R**

I'm definitely with Johnny England on this one. At first Croc 2 seems incredibly cute and childish, but some of the levels are unnecessarily tough. A lot of this is due to the ridiculous camera system that will sometimes flip around and face the wrong way and stop you from seeing a bad guy that's right in front of you. There's plenty of variety to the levels though, but you can't help but feel the designers spent a lot of time playing Crash Bandicoot. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	4

High Heat Baseball 2000



Publisher: 3DO
Developer: Team 366
Featured In: EGM #19
Players: 1-2
Supports: Dual Shock
Best Feature: Umm...the clouds look nice
Most Feature: Batting and pitching is a chore
Web Site: www.3do.com



This game annoys me on so many levels I don't know where to begin. For starters—for the love of God, please—no more digital control for sports games! Analog is a must!!! There's a reason they pack those things in with every new PlayStation now, damn it!! On a serious note, among the heavier flaws this one has is the woefully imprecise batting and pitching controls. While the makers claim an infinite amount of tosses are possible, in reality it's tough to consistently get the ball in the strike zone. Many of the pitches gingerly float through the air sportin' an arch Ronald McDonald would be proud of. They just don't look real. Trying to hit is even worse. It plays more like softball than baseball. Connecting with the slow-moving sphere is tough and unnatural—no fluidity whatsoever. On top of that, a huge skip in animation leaves out the batter's follow-through. That explains why the game has no replay! I think. In general, High Heat suffers badly when compared to almost all the other baseball games on the market. It comes across as first-generation-ish in every category except graphics, which are fairly decent. Two-player contests do nothing to redeem this poor sim either. It merely lets you share the frustration with a friend or enemy. Wow. It's obvious—stay away from this ambitious but ultimately sub-par sim. **Dean**

I know it's a bit silly of me to bring this up, but I can't help it—what the heck was Trip Hawkins thinking when he "guaranteed satisfaction" in 3DO's High Heat Baseball 2000? Did he ever bother to play the game? It's terrible! I hate to bludgeon the work of hard-working game developers, but this game just doesn't cut it. The graphics stink, the gameplay is archaic, the sounds are awful...I can't think of a single reason to even rent this. **John R**

In a word, HHB is sloppy. Awkward isn't a bad word either. Whatever the case, I'm not impressed. In fact, the only thing that does impress me are the **video**s. I just don't know what's up with the graphics in this one—why are they so primitive? Players stand and move strangely, backgrounds look like they're from the Genesis and animations get cut off before they're finished. If the game felt better, the graphics wouldn't matter near as much. **Shawn**

Why enter the crowded PS5 baseball game market if you're not going to make a Triple Play-killer? And Triple Play-killer this game ain't. High Heat has some rather sluggish controls. Even worse, it has an archaic batting interface. Without some type of targeting cursor, all you do is swing and hope you connect with the right pitches (by the way, it's a bit hard to distinguish what's in the strike zone or not, and bat swings are slow). The AI isn't the best either... **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
4	5	3	4



Publisher: Working Designs
Developer: Game Arts/ESP
Featured In: EGM #114
Players: 1
Supports: Dual Shock, Analog
Best Feature: Great story, nice anime scenes
Worst Feature: Nail sounds like a little girl
Web Site: www.workingdesigns.com



The Sega CD versions of Lunar and Lunar II are two of my favorite RPGs of all time. Needless to say, I had been eagerly awaiting the Lunar remake for quite a while, and now that we finally played through it, I have to say—it was well worth the wait. Even if you played through the Sega CD version, I still highly recommend you check this version out, because a lot has changed. All of the graphics and most of the music have been redone (almost all for the better), the animation is a new (there's a lot more of it, too), and the gameplay has been reworked as well (enemies are now visible in dungeons, the battle system has been improved, etc.). The animation is some of the best I've ever seen in a game—especially near the end—and the voice acting is really well done (though Nail's voice is rather irritating...). The story is fantastic (it's the main reason why the Lunar games appeal to me so much), and the writing is superb. In fact, this is easily the most well-written RPG I've ever played. The dialogue is extremely witty, and the characters have tons of personality—you'd be hard-pressed not to get emotionally attached to them by the time you reach the end. Finally, the battle system is great. Strategy plays a key part in determining whether you win or lose. And all the extras add up to what is already a must-buy for RPGers. **John R**

For me to play an RPG all the way through, the story has to be engaging. Lunar is as engaging as it gets. At no point while playing Lunar did I feel like anything I had to do was a chore—it was all pure enjoyment. WD has done a great job translating, dubbing and adding new things to Lunar to make it a better game than any of the previous Japanese versions. The bonus CDs and cloth map only make a fantastic game an even better value. **Chris**

Having never played the original Sega CD Lunar, I was surprised at how well the game holds together for being six years old. Combat in Lunar is all about strategy—learning which characters are best at attacking, defending, healing and so on is key. The added Dual Shock support is welcome, and doesn't seem like an afterthought. As usual, WD's trademark humor is present, but it doesn't seem to override or detract from a very engaging story. **Ché**

Whether you played the Sega CD classic or not, march out right now and get Lunar immediately. Sure, it's about as traditional as RPGs get, without any fancy monster smashing or complex character-development schemes. But the big draw here is the story. Lunar's plot, writing and voice acting are about the best you'll find. And you already know the cinematics are awesome. The pile of extras you get in the box don't hurt, either. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
8	9	7	5



Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: EGM #117
Players: 1-4
Supports: Dual Shock, Analog, Link Cable
Best Feature: Great handling vehicles
Worst Feature: Lack of an F-1 license
Web Site: www.ubisoft.com



I was beginning to think I'd never find an F-1 game that could bridge the gap between realism and fun. I think my search has ended. While it doesn't look that impressive, nor is it deep with detail, Monaco definitely has a kickin' game engine. The framerate is fast and smooth (even under heavy traffic-jam conditions), and the handling is very intuitive and natural. Thumbs up for gameplay as well. Thankfully the AI is tuned with a forgiving hand. Unlike most F-1 sims that punish you at the slightest blunder, you may err a bit (even in Sim Mode) and still stay competitive. To its credit MGP is strong in the right areas—gameplay and vehicle handling. Still, it does have some flaws. Multiplayer (up to four players linked) works well but sadly no computer cars race along. It gets boring if your opponent(s) can't keep up. The lack of an F-1 license doesn't help either. Especially when so many others have it. Track maps in Sim Mode are missing as well. The bottom line? F-1 purists may scoff at the lack of refinement while casual fans will like the excitement this game generates. I had a blast methodically working my way through the field challenging car after car. At the zenith of racing splendor I could care less about the license or the other shortcomings. Monaco Grand Prix is simply fun to play. **Dean**

There are similarities between this and the N64 version of Monaco Grand Prix—but not much. Ubi Soft's pair of Monacos each fulfill what the other could not. While the N64 version had excellent graphics, the PlayStation Monaco has a much better frame rate. The game's analog controls (both steering and throttle) are near-perfect. I've not felt such seamless and responsive controls since GT. If you dig F-1 racing, I highly recommend this title. **Ché**

Pretty much any developer is going to be hard-pressed to beat Synognosis' F1 97 for hard-core GP racing. Sure, it's a couple of years old, but when something like Monaco GP2 comes without any significant license attached, this is easily overlooked. Graphically, Ubi Soft's game is fast, smooth and at least on par with the inferior F1 98—but it lacks any particularly notable features, save for some dumbed-down gameplay. **John D**

The sense of speed in the PlayStation version of Monaco GP is fantastic, which is key, because it makes you feel even more satisfied when you knock your opponent's cars off of the road. No, you're not supposed to do this but I don't play by the rules when it comes to these fancy-shmancy racers. I take full advantage of the free-for-all Arcade Mode, and enjoy every minute of it. Still, for you hardcore racing freaks out there, MGP is a solid title. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7



Publisher: SCEA
Developer: Enix/Tri-Ace
Featured In: EGM #118
Players: 1
Supports: Dual Shock, Analog
Best Feature: Character-Skills system
Worst Feature: Some battles frustrating
Web Site: www.playstation.com



It may lack traditional and cutesy, but this sequel to a Super Famicom classic is actually a complex and rewarding RPG. For starters, your characters can learn an enormous variety of Skills—everything from cooking to machinery operation—and you can tweak these talents to build Super Skills and only two characters can wield together. By honing your machine-building skill, for instance, you can supposedly create all 300 items in the game (although this is the trickiest skill to use). Star Ocean also includes an in-depth character-interaction system. By engaging in "Private Actions," your characters can either bond or build grudges and thus react to each other differently on the battlefield. You even have the option of playing as one of two characters, which determines who will join your party during the game (this feature doesn't change the game enough to make it worth playing through the 50-hour quest a second time). Star Ocean also scores points for being non-linear, although battles can get frustrating if you play the game too out of order. Combat itself is innovative—even fun—if you switch it to full real-time mode. Above all, this stunning RPG is packed with add items to collect and more than a few cool plot twists. At one point I thought I'd reached the end, only to find the game was barely half over. **Crispin**

Even though I'm giving Star Ocean the same score as Lunar, I like it for entirely different reasons. Star Ocean, I like it a lot more going for it in terms of gameplay (Item Creation, Private Actions, etc.), and the music is just fantastic. One of the best RPG soundtracks I've ever heard. On the downside, the writing is awful. How hard is it to get some talented writers? If you play this after Lunar, you'll really see what I mean. Otherwise though, a great RPG. **John R**

Star Ocean offers the full laundry list of things I like in an RPG: great music, a lengthy quest, rich graphics (even if the characters are a bit cutesy for my tastes), and quite a few plot twists. And then it goes beyond the call of duty with its complex character-skills system and item-creation options. You get a lot of room to tweak your party. It even eschews the linear story-line of most RPGs, giving you freedom to visit many towns in any order you wish. **John D**

This game's initial sci-fi setting got me excited at first, since I crave RPGs that avoid typical fantasy-land locales. But—too bad—it turns out much of the quest is set in a traditional swords-and-spells world. No big deal, because Star Ocean is a polished RPG distinguished by its deep combat and character-development systems. The multiple paths and option to play as two different characters almost made me want to beat the game twice. Almost. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	5

Warzone 2100



Publisher: Eidos
Developer: Pumpkin Studios
Featured In: EGM #115
Players: 1
Supports: Dual Shock, Analog, Mouse
Best Feature: Customizable Units
Worst Feature: Difficult to control
Web Site: www.eidosinteractive.com



Warzone 2100 borrows plenty of ideas from its predecessors (mainly the C&C series), but it has enough new ones to make it worth checking out for fans of the real-time strategy genre. The new 3D look might scare some of you off to begin with, but upon closer examination, you'll find this new format works just as well as the traditional top-down 2D view (and if you prefer an even less strategic point of view, you can take control of individual cars and play from a more action-packed third-person perspective). But while the viewing angles are mostly problem-free, the controls definitely are not. Analog is too sensitive, digital is too slow and even mouse controls aren't as smooth as they should be. Even though W2100 has more control options than any RTS before it, it's still difficult to manage your troops with precision. The grainy low-res graphics (which make it hard to tell what units are) don't help either. But the great gameplay makes up for any shortcomings in the controls and graphics. Having to research all your technologies, then building customized units with that technology gives this title a lot of strategic depth and a cool catch other games like it don't have. The missions are also set up nicely, with actions done in one chapter affecting how you start off the next.

RTS fans should check this one out. **Shoe**

If finishing the Red Alert games has left you hankering for some more real-time strategy gaming, then you owe it to yourself to check out Warzone 2100. This title combines some of the best elements of traditional 2D RTS games with the newer 3D stuff (like WarGames). Warzone 2100 even one-ups the competition by offering customizable units. **Don't let the so-so graphics turn you off...there's a pretty decent game underneath.**

Crispin

While I enjoy playing real-time strategy games on the PC, I'm not so sure I feel the same way about the same games on a console. That said, Warzone 2100 could very well be a full-blown PC title. There are plenty of units (being able to design your own units is a nice option), structures, and weapon upgrades. **But the one thing Warzone 2100 lacks is a two-player mode.** Perhaps link-cable support could have alleviated the problem.

Che

Warzone 2100 is probably the height of real-time strategy for the PlayStation. But I wouldn't know because RTS just isn't my thing. I wanted Warzone to change my mind on the whole genre. I want to be shown the light. The experience I came away with was mixed. The game sports a nice 3D engine that allows for entire screens filled with battles and destruction. However, **the pacing of the game is so slow, I keep gazing at the clock...**

Chris

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6

Grand Theft Auto: London 1969



Publisher: Rockstar Games
Developer: DMA Design
Featured In: N/A
Players: 1
Supports: Dual Shock
Best Feature: Austin Powers-style humor
Worst Feature: Primitive-looking graphics
Web Site: www.rockstargames.com



When this first came into the office, the reaction from the Review Crew was marked in two areas: A general consensus that it was "cool" for someone to develop an add-on disc for a PlayStation game and produce a package with both games in it, and a pretty widespread acknowledgement that something other than GTA would've been cooler. **All but Shawn and native Brit John D shunned the game.** Mr. England continues to assert that the Brit humor is funny in an Austin Powers kind of way, and that it's "all about gameplay, rather than graphics."

VISUALS	SOUND	INGENUITY	REPLAY
6	7	6	6

Ultimate 8 Ball



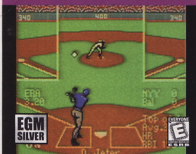
Publisher: THQ
Developer: Mirage Technologies
Featured In: EGM #118
Players: 1-16
Supports: Analog
Best Feature: Accurate physics
Worst Feature: Slow-paced gameplay
Web Site: www.thq.com



As far as pool sims go, Ultimate 8 Ball holds its own. While the game is packed with frivolous elements, the actual physics and gameplay are good. Other assets include tutorials, trick shots, rules and the ability to turn off the hideous heavy-metal music. **We could do without the stereotypical seamy bar environments and the "characters" who dwell there.** John D thought some of the wackier tables were crap as well, especially the tennis-and-one-yick. Games are a bit slow-paced and the ambience elements are stupid, but overall a competent game.

VISUALS	SOUND	INGENUITY	REPLAY
5	4	5	5

All-Star Baseball 2000



Publisher: Acclaim
Developer: Realtime Associates
Featured In: N/A
Players: 1
Supports: N/A
Best Feature: Extremely playable
Worst Feature: No two-player mode
Web Site: www.acclaim.net



It may not look as flashy as Software Creations' upcoming Ken Griffey Slugfest for Game Boy, but All-Star is certainly worthy to sit alongside its "grown-up" brethren on the N64. Dean was particularly impressed, uttering something about it being a "superb example of miniaturization" and having "all the good bits in place." So playable was the game, **even resident baseball ignoramus Johnny England could appreciate its quality.** Certainly the best portable baseball game to date, but the lack of a link-up two-player mode hurts its longevity a bit.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	7	8

WWF Attitude



Publisher: Acclaim
Developer: Crawford
Featured In: N/A
Players: 1
Supports: N/A
Best Feature: All the WWF wrestlers (!?!?)
Worst Feature: Limited moves, simple graphics
Web Site: www.acclaim.net



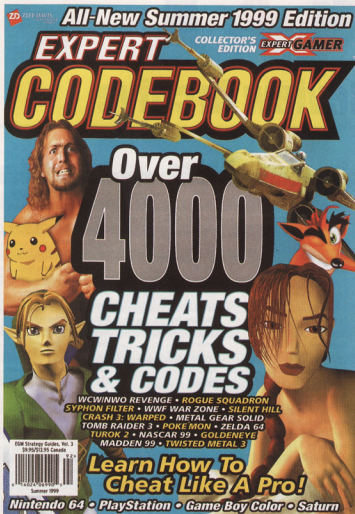
Crispin summed up WWF Attitude on the Game Boy within minutes of playing it. "Perfectly adequate." All who played the game conceded that it was **about as good as you'd expect from an 8-Bit, portable wrestling game...** and most didn't expect much. The moves are very limited, the graphics simple (this is no surprise) and the gameplay a little dull. John D lost his temper a bit when he couldn't make Sable get up off the mat, but the rest of the Crew conceded that Sable lying down maybe isn't such a bad thing. There are better fighting games.

VISUALS	SOUND	INGENUITY	REPLAY
4	3	4	4

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● Gold
■ Silver

Review Archive

EGM's Last 100 Reviews From EGM #115 - 119

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Nintendo 64					
■ All-Star Baseball 2000	Acclaim	Amazing Depth, Great Graphics	So-So Commentary	9.0 9.0 9.0 8.5	118
■ BattleTax	3DO	Big Guns, Big Bangs	Average In Every Department	5.0 6.5 6.0 6.0	115
● Beetle Adventure Racing	Electronic Arts	Awesome Course Designs	Not Enough Tracks	9.0 8.5 9.5 9.5	117
■ Bottom of the 9th	Konami	Scenario Mode	No MLB License	6.0 8.0 7.0 6.0	117
■ Bust-A-Move 99	Acclaim	Four-Player Mode	Windows Too Small During Four-Player	8.0 7.0 6.5 7.0	115
■ California Speed	Midway	Silly Arcade Feel	An Overall Sloppy Game	4.5 4.0 4.0 4.5	117
■ Castlevania	Konami	Kick-Ass Game Design, Music	Frustrating Platform Gameplay, Camera	9.0 9.0 8.0 9.0	116
■ Chameleon Twist 2	Sunsoft	Nice Graphics	Mindless Gameplay	3.0 4.0 4.5 3.5	118
■ Charlie Blast's Territory	Kemco	Multiplayer Territory Mode	Touchy Control	5.0 6.5 5.5 4.0	119
■ Dual Heroes	Electro Brain	Motion-Captured Moves	Weak Gameplay	4.5 3.0 3.0 1.0	115
■ FIFA 99	Electronic Arts	Realistic Gameplay	Frame-Rate...Again	8.5 9.5 8.5 9.0	115
■ Fighting Force 64	Crave Entertainment	It Doesn't Have One	The Fact That It Exists	1.0 4.0 4.0 4.0	118
■ Goemon's Great Adventure	Konami	Two-Player Co-op Mode	Cheap Instant Deaths	7.5 8.5 7.0 8.0	118
■ Golden Nugget 64	Electronic Arts	Realistic AI	No Multiplayer Poker	8.5 6.0 8.0 6.0	115
▲ The Legend of Zelda: Ocarina of Time	Nintendo	Absolutely Incredible Dungeons	Where's The Classic Zelda Music?!	10 10 10 10	115
■ Magical Tetris Challenge	Capcom	New Garbage Blocks	Getting Hit By Those New Garbage Blocks	7.5 7.5 7.0 8.0	115
■ Mario Party	Nintendo	It's The Ultimate Party Game	Not So Great For Solo Play	8.5 8.5 8.5 9.0	117
■ Micro Machines 64 Turbo	Midway	Awesome Eight-Player Game	Having To Sit So Close To Your Friends	8.5 9.0 7.0 8.5	117
■ Milo's Astro Lanes	Crave Entertainment	The Sound Of The Falling Pins	Wacky Space Premise	3.0 3.5 3.5 4.5	115
■ NBA In The Zone '99	Konami	Much-Improved AI	Sub-Par Graphics, Animation	7.0 6.5 6.5 6.0	117
■ NBA Jam 99	Acclaim	Bill Walton	Bill Walton's Repetitive Commentary	8.5 6.0 5.5 5.5	115
■ NHL Blades of Steel '99	Konami	Good Commentary	Bad Control	4.5 3.5 6.5 6.0	117
■ NHL Breakaway 99	Acclaim	You Don't Have To Buy It	Some Poor Fools Will	4.0 4.0 4.5 4.0	115
■ Penny Racers	THQ	Trading Car Accessories	Not Enough Tracks In Circuit Mode	6.5 6.5 7.0 6.5	115
■ Rampage 2: Universal Tour	Midway	Saving The Original Characters	Gets Mindless After A While	6.0 1.0 4.5 5.0	118
■ Snowboard Kids 2	Atlas	Cool Courses	Annoying Characters	7.0 8.0 7.5 7.5	116
■ South Park	Acclaim	South Park Sense Of Humor	South Park Sense Of Humor (If You Hate It)	8.0 6.5 7.0 7.5	115
■ Star Soldier: Vanishing Earth	Electro Brain	Great Comba/Scoring System	No Two-Player, And It's Kind Of Short	7.0 4.5 4.5 7.0	115
■ Star Wars: Rogue Squadron	Nintendo/LucasArts	Detailed Graphics	Extreme Difficulty Of Final Stages	8.0 8.0 8.5 8.5	115
■ Super Smash Bros.	Nintendo	Simple, Fun Gameplay	Lots Of Cheap Attacks	8.5 8.5 8.5 9.0	119
■ Triple Play 2000	Electronic Arts	Lots Of Options, Features	Touchy Controls, Awkward Cameras	5.0 5.0 5.5 5.0	118
■ Turok 2: Seeds of Evil	Acclaim	Hi-Res Graphics (w/ RAM Pak)	Too Few Save Points	8.5 8.5 8.5 8.0	115
■ Vigilante 8	Activision	Co-op Quest Mode	Music Is Pretty Non-Descript	8.5 9.0 8.0 8.5	117
■ Virtual Pool 64	Crave Entertainment	Plenty Of Play Modes	Some Questionable Physics	6.0 6.0 6.5 8.0	115
■ WCW Nitro	THQ	Lots Of Moves	Mediocre Game Engine	6.0 3.5 5.0 3.0	118
PlayStation					
■ 3xtreme	989 Studios	Two-Player Mode	Lack Of Analog Control	4.0 3.0 1.0 1.0	119
■ Akuji the Heartless	Eidos	Original Concept	Not Particularly Difficult	7.5 8.0 7.0 6.0	116
■ Animaniacs Ten Pin Alley	ASC Games	Good Bowling Physics	May Be Too Cartoonish For Some	6.5 6.0 6.0 6.0	115
■ Army Men 3D	3DO	World War II Atmosphere	Crappy Controls, Analog Is Too Sensitive	5.0 6.0 6.0 6.5	119
■ Baseball 2000	Interplay	Realistic Gameplay, AI	Sluggish Controls, Sloppy Graphics	5.5 5.0 5.0 4.5	119
■ Big Air	Accolade	Big Air Mode	Choppy Two-Player Mode	4.5 4.0 3.5 6.0	118
■ Blast Radius	Psygnosis	Slick Visuals	Flawed Save System	4.5 4.0 5.5 4.0	117
■ Bloody Roar II	Sony Computer Entertainment	Effects-laden Presentation	Too Easy	6.0 7.0 7.0 6.0	119
■ Bomberman Fantasy Race	Atlas	Racing Requires Some Strategy	Poor Two-Player Mode	7.0 5.5 5.0 7.5	118
■ Bust A Groove	989 Studios	Great Music (Mostly)	Stupid Lyrics On Some Songs	8.0 3.0 8.0 8.0	115
■ Bust-A-Move 4	Natsume	Series Should Be Bearing Retirement	Missing That Easy Shot	6.0 8.0 6.0 8.5	115
■ Bust-A-Move '99	Acclaim	There Isn't Any	Huge Step Backward From BAM 4	1.0 7.0 3.0 6.0	117
■ Civilization II	Activision	Epic Gameplay	Unbearably Long AI "Thinking" Times	9.0 9.0 8.5 9.0	116
■ Contender	Sony Computer Entertainment	Easy To Get Into	Repetitious Gameplay	5.5 7.0 7.0 5.0	116
■ Dead In The Water	ASC Games	Like Twisted Metal, But In Water	Lots Of Graphical Glitches	6.0 4.0 4.5 4.0	115

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Destrepa	Koei	Intense 3D Fights	Cheesy Voice Acting	8.0 7.5 7.0 8.5	115
Ehrgeiz	Square EA	Ouest Mode	Blocking System	7.5 6.5 6.0 6.5	119
Eliminator	Psygnosis	Wah-Wah Guitar Soundtrack	Frustrating Aiming Controls	4.5 3.5 4.0 4.0	118
FIFA 99	Electronic Arts	Best Soccer AI Around	Some Animations Repeat Too Often	9.5 7.5 9.0 8.5	115
Fighter Maker	AgeTec	Duh-Making Your Own Fighters	Fighting Engine Lacks Polish	8.0 9.0 8.5 8.0	119
Fisherman's Bait	Konami	Two-Player Mode	Voice Commentary	7.5 7.0 6.0 7.0	116
Freestyle Boardin' '99	Capcom	Number Of Courses	Another Average Snowboarding Game	4.0 3.0 5.0 4.0	116
The Game of Life	Hasbro Interactive	Colorful Graphics	Kinda Boring	3.5 4.0 5.0 4.0	115
GeX 3: Enter the Gecko	Eidos	Tons Of Secrets And Objectives	Camera Still A Pain	7.5 7.5 7.5 8.0	118
Guardian's Crusade	Activision	Packs A Few Cool Innovations	Too Many Useless Toy Helpers	5.0 6.0 6.5 4.5	117
Invasion From Beyond	GT Interactive	Very Nice Graphics, Frame-Rate	Difficulty Isn't Balanced	8.5 8.0 7.5 5.0	117
Irritating Stick	Jaleco	Strangely Addicting...	...Yet Also Quite Irritating	5.0 2.0 4.5 1.0	115
Jeopardy!	Hasbro Interactive	Thousands Of Answers...	But Still The Occasional Repeat...	7.0 3.5 7.5 8.0	115
K-1 Revenge	Jaleco	Convincing Realism	Jerky Camera	8.0 6.0 6.0 6.0	117
Kensel: Sacred Fiat	Konami	Nice Combos	Sluggish Controls	3.0 8.0 6.5 7.5	115
Legend of Legaia	Sony Computer Entertainment	Long Quest, Cool Battle System	Battles Tend To Drag On A Bit	8.0 7.5 7.5 8.5	117
March Madness 99	Electronic Arts	Realistic Animation	Sluggish Frame-Rate	6.5 7.0 6.5 7.0	116
Marvel Super Heroes vs. SF	Capcom	Much Better Port Than XMen/SF	Still Missing "True" Tag-Team Play	7.0 7.5 8.0 7.5	116
MLB 2000	989 Studios	Competitive Two-Player Games	Almost Exactly The Same As Last Year	8.0 7.0 8.0 6.5	119
Monkey Hero	Take 2	Well, It's A Lot Like Zelda	Horrible Graphics And Animation	4.0 4.0 4.0 4.0	116
Monster Seed	Sunsoft	Large Variety Of Monsters	Atrocious Dialogue	2.5 3.5 4.0 6.0	119
NBA In The Zone '99	Konami	Great Animation	Sloppy AI	7.0 8.0 8.5 7.5	118
Nectaris: Military Madness	Jaleco	Easy To Learn, Hard To Master	Sleep Difficultly Curve	8.0 7.0 8.0 7.5	115
Need for Speed: High Stakes	Electronic Arts	Hot Pursuit Mode	Confusing Level Progression	8.5 9.0 8.5 8.5	118
NCAA Final Four 99	989 Studios	Great Player Moves	Too Many Easy Shots	7.0 7.0 7.0 7.5	116
Point Blank 2	Namco	Tons Of Variety	Quite Similar To The First Point Blank	8.5 8.5 9.0 8.5	119
Populous: The Beginning	Electronic Arts	Controlling Primitive People	Clunkiness And Load Time	4.5 4.0 4.5 3.0	119
Pro 18: World Tour Golf	Psygnosis	Decent Graphics	Crappy Interface	2.0 7.5 6.0 4.0	117
R4: Ridge Racer Type 4	Namco	Graphics, Overall Design	Not Incredibly Challenging	8.0 9.0 9.5 8.5	119
R-Types	Ascii	Classic R-Type Gameplay	No Super R-Type, R-Type III Or R-Type Leo	7.0 7.5 8.0 6.0	116
Rampage 2: Universal Tour	Midway	Hard To Say, Really	Pretty Much Everything	1.0 6.0 5.0 4.5	118
RollCage	Psygnosis	Speedy Frame-Rate	Frustrating Vehicle Physics	6.5 6.5 6.0 7.5	117
Rugrats: Search for Reptar	THQ	Lots Of Minigames	Poor Controls And Camera Work	4.5 8.0 6.5 7.0	115
Shanghai: True Valor	Sunsoft	Two-Player Battle Mode	All The Title Layouts Are Fairly Similar	7.0 6.5 5.5 6.5	119
Silent Hill	Konami	Spooky Story	Dodgy English Translation	8.5 9.0 8.5 8.5	117
Sports Car GT	Electronic Arts	Decent Gameplay	Somewhat Cartoonish Graphics	6.5 6.5 5.0 4.5	118
Street Fighter Alpha 3	Capcom	World Tour Mode	Slight Animation Loss From Arcade	9.5 8.5 9.0 8.5	119
Street Sk8er	Electronic Arts	Simple But Fun Gameplay	Trick System Is Too Simple	7.5 6.0 6.5 6.5	118
Syphon Filter	989 Studios	Lots Of Cool, Original Stuff	Small Glitches That Add Up	8.0 6.5 8.0 8.0	116
T.R.A.G.: Mission of Mercy	Sunsoft	Separating Team Members	Controls	3.5 5.0 4.0 3.5	118
T'ai Fu	Activision	Simple, Old-School Gameplay	Flaky Camera Sometimes	6.0 4.0 6.5 5.5	117
Tiger Woods 99: PGA Tour Golf	Electronic Arts	Big Drives	Choppy Animation, Tiger's "Froggy" Voice	7.0 6.0 4.0 7.5	115
Tiny Tank: Up Your Arsenal	MGM Interactive	Interesting Levels	Sloppy AI	5.5 7.0 6.5 4.0	115
Tomb Raider III	Eidos	Enormous Environments	The First Few Levels	7.0 7.5 5.5 7.5	115
Triple Play 2000	Electronic Arts	Improved Frame-Rate	Cheesy "Trail" That Follows Ball	8.5 9.0 8.5 8.5	118
Uprising X	3DO	Lots Of Action	Very Repetitive	3.0 7.0 5.0 7.0	115
WCW/nWo Thunder	THQ	Lots Of Moves To Learn	Poor Controls	6.5 5.0 7.0 5.5	115
Wheel of Fortune	Hasbro Interactive	Playing With Friends	No Pat Sajak	8.0 7.5 7.0 8.0	116
Game Boy/Game Boy Color					
Game & Watch Gallery 2	Nintendo	Highly Addictive	May Be Too Simplistic For Some	8.0 5.0 6.5 5.5	115
Legend of Zelda: Link's Awakening DX	Nintendo	Classic Zelda Gameplay	New Dungeon Is Kinda lame	9.5 9.0 9.5 9.0	116
Tetris DX	Nintendo	Two-Player Link-Up Play	New Music Kinda Sucks	9.0 9.0 8.0 8.5	115



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TRICK OF THE MONTH



Triple Play 2000 (PS)

Cool Codes

Automatic Home Run:
When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm.

Automatic Strikeout:
When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

EA Dream Team:
Start an Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

Bill Stafford
Greenville, MI



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If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct. If you are given credit for submitting a hot trick in this section, you will win a free game. **NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.**

NINTENDO 64 All-Star Baseball 2000

Easier Home Runs

When you're up to bat, press the B button for a power hit. If you have the pitcher aid on, and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case



the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.

Unhittable Fastball

Select Arcade Mode. When you are pitching, hold Down-C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99 percent of the time.

Super Smash Bros.

Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock,



you can use one of his lives to get back in the action by pressing A+B+Z+Start. Be nice! Ask for permission first!

Rampage 2: Universal Tour Hidden Characters

To play as these hidden characters enter the following passwords:

George - SM14N
Lizzy - S4VRS
Ralph - LVPVS
Myukus - NoT3T (password contains number zero not letter O)
Alien (purple form of Myukus) - B1G4L



THE DEXDRIVE SITES OF THE MONTH

The finest places to download saves and codes for both systems. If you know of, or run a Web site with cool Dex Drive material...let us know. E-mail Trickman Terry with the details at tricks@zd.com

PlayStation Sites

- <http://usnkenny.hypermart.net/dex.html>
- <http://allthecheats.com/domain.cgi/allthecheats.cgi?search=CAT&Category=PlayStation:Dex+Drive+Saves>
- <http://www.teleport.com/~rhm/dex.html>
- <http://home.sprintmail.com/~mnl/Page2/PSX/dexdrive/dexdrive.htm>
- <http://www.bright.net/~promo/dexdrive.htm>

Nintendo 64 Sites

- <http://www.angelfire.com/tx2/N64Dex/new.html>
- <http://www.nintendozone.com/dexdrive3.html>
- <http://allthecheats.com/domain.cgi/allthecheats.cgi?search=CAT&Category=Nintendo+64:Dex+Drive+Saves>

Micro Machines 64 Turbo

Debug Mode

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Quit Race and Win

Press Z + C-Down. Note: This code doesn't work in time trials.

Change Camera Angle

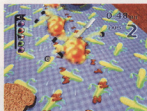
Hold Z and press Up, Down, Left or Right.

Change Camera Zoom

Hold Z and press Lor R.

Turn Player into Computer Drone

Hold Z and press C-Left.



Blow Up All Cars

Hold X + C-Up + C-Right + C-Left.

More Cheat Codes

Enter these codes while the game is paused. A beep will confirm the code. To disable a code simply re-enter it.

Turn into Level Object

Down, Down, Up, Up, Right, Right, Left, Left.

Big Bounces

C-Left, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed

C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down,



C-Down.

Slow CPU Cars

C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

Lode Runner 3-D

World Select

While in a level press Start to pause the game and hold the Z Button. While holding Z, press: R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound



and the option "Unlock Worlds;" will appear. Highlight the option and turn it to "Yes" to access all the worlds.

Extreme-G 2

Boost of Speed

At the Bike Selection Screen press the R button. Select the "Enter Name" option and then put in the following code: XCHARGE - You will receive an extra boost of speed and acceleration.



PLAYSTATION

GEX 3: Deep Cover Gecko

Debug Code

Press Start to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press Select to see the Debug Menu.



Within this menu is the option to choose your starting level and more!

Invincibility

To make GEX invincible, press Start to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

R-Type Delta

(Note: This trick works on the reproduction version of the game and is subject to change.)

All Force Power and Full Power-ups

To maximize your weapons during any time of the game, press START to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the

TOP FIVE TRICKS

The top five games of the last month given the full-on Trickman treatment:

1. Mario Party (N64)

Special Title Screen

Collect all 100 stars and defeat Bowser once and for all on the hidden adventure board, Eternal Star. After all this has been done, you will have earned the special Congratulatory Title Screen!

2. WCW/nWo Thunder (PS)

Many Cool Codes

All Wrestlers: At the Title Screen, press R1(A), L1 (A), R2 (A), L2 (A), Select to unlock all 128 wrestlers.

Big Heads: At the Title Screen, press R1 (7), R2, Select.

Weapons: At the Title Screen, press R2 (7), R1, Select.

Ring Select: At the Options Menu, press R1, R2, R1, R2, Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L2 followed by Select.

3. Legend of Zelda: Ocarina of Time (N64)

Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and then throw a bomb right back at you!



TRICKS

Force Pod at any time, do the code for All Force power followed by any of the power-up codes:

All Force power

Left, Right, Up, Down, Right, Left, Up, Down, Triangle.

Red Power-up

Left, Right, Up, Down, Right, Left, Up, Down, Square.

Blue power-up

Left, Right, Up, Down, Right, Left, Up, Down, X.

Yellow power-up

Left, Right, Up, Down, Right, Left, Up, Down, Circle.



Left or Right on the D-pad to get to the Codes Menu. Enter any of the following codes to unlock a secret character:

3Xtreme

Secret Skaters and Biker

Highlight the Options at the Main Menu Screen and press

Enter LUGNUT at the Codes Menu to get a Frankenstein character with 95% in all attributes. Enter DOMINIQUE at the Codes Screen to play as the skater, Dominique. Enter TP at the Codes Screen to play as a mummy with 95% in all attributes.

Monster Seed

(Note: This trick works on the preproduction version of the game and is subject to change.)



Access All Monsters

To get all monsters, go to the Menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a confirming sound to let you know it worked. Now you can select different monsters rulers, rogues and huntsmen. See the Ending



hear a sound to confirm it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

Bust-A-Move 4

Awesome Cheats

Enter these codes quickly at the Title Screen while the words "Press Start Button" flash: All Characters



Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm it worked.

Tarot Reading



Up, Triangle, Down, Triangle, Up (this opens in the Option Menu). You will hear a cheering sound to confirm it worked.

Different Puzzles

Triangle, Left, Right, Left, Triangle (this opens in Puzzle Mode). You will hear a cheering sound to confirm it worked.

Talk Demo

Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square (you must have put in the All Characters and Tarot Reading first, for this to work). You will hear a cheering sound to confirm it worked.

Clint Jones
Marietta, GA

IMPORT GAME TRICK OF THE MONTH

Marvel Vs. Capcom

(Dreamcast Japan)

Hidden Characters

Play as Shadow Lady

At the Character Selection Screen, highlight Morrigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5). Then, Shadow Lady will appear below Gambit.

Play as Gold War Machine

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5). Then, Gold War Machine will appear above Zangief.

Play as Orange Hulk

At the Character Selection Screen, highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2),

Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up. Then, Orange Hulk will appear above Ryu.

Play as Lilith

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down. Then, Lilith will appear below War Machine.

Play as Red Venom

At the Character Selection Screen, highlight Chun-Li, then press Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Then, Red Venom will appear above Chun-Li.

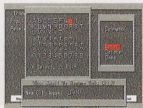
Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Then, Roll will appear to the right of Mega Man.

Civilization 2

Money Code

After you create your first city, go to the "City" option and access it. In the City Screen, choose "Rename" and enter the name of your city as shown: _CaSH. When you enter the upper case



H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Uprising X

All Weapons



Every weapon can be yours from the start of the game! Just enter Left, Circle, Right, Square, Down, Triangle, Down, X as your code on the Password Screen found on the Main Menu. When entered correctly, you will go to a Validation Screen that will confirm you have all weapons!

Bust-A-Move 99

New Puzzles

At the Title Screen where it tells you to "Press Start Button," press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen if you did it right. Now



press Start and go into Arcade Mode. Choose "Puzzle" from the Game Select Screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Rollcage

Mirror Tracks, All Leagues, Etc.

Enter any of the following codes to unlock the cheats shown below:

All leagues, mirror tracks and other options:

MAXCHEAT

EEFNIEBA (set on easy difficult)

All hard tracks:

EEFPHMBC (set on hard difficult)

All expert tracks:

HEMPCMD (set to expert difficult)

All expert tracks plus extra car, all deathmatch modes, mirror tracks:



HHPNEED

Air horn:

AIRHORNS (press Select to use the horn during a race)

Testers' best lap times:

BESTLAPS

(With some of these passwords, the game may tell you that a password is invalid, but the codes still work.)

Roll Away

Awesome Tricks



Temporary Invincibility

Enter the following code during gameplay: Right, Down, L1, R2, R1, o, Triangle, Square.

30 Extra Seconds in Time Trial Mode

Enter the following code during



TOP FIVE TRICKS

(CONTINUED)

4. Pokémon (Blue) (GB)

Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by Surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

5. Frogger (PS)

Awesome Cheats

These tricks will give you great cheats to help you along in the classic come back to life.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

Unlimited Ammunition

Pause gameplay and highlight the "Weapons" option. Hold Right + L2 + R2 + Circle + Square + X (in order). Note: Only the weapons normally available during the current level will become selectable.



TRICKS

1-900 PRE VIEW 773 8439

\$1.49 per minute. Must be 18 years or older. Under 18 must have parents' permission.

The number to call for the latest cheats & gaming info

GAMESHARK CODES



Nintendo 64

Beetle Adventure Racing All Cars

8002cf7000b

All Tracks

8002cf30006

Triple Play 2000

Away Team Score 50

800b8d110032

Home Team Score 50

800b8d0d0032

Vigilante 8

Ultra Hi-Res

811815724000

Unlock All Cars/Tracks

811912981f1f

811912981f1f

8119129c1f1f

8119129c1f1f

811912a01f1f

811912a21f1f

801912a40032

PlayStation

Gex 3: Deep Cover Gecko

Extra Files

d00a5d40001

800a5d400032

Guardian's Crusade

Max HP

801cd79c03e8

Max PP

801cd79e03e8

Need For Speed: High Stakes

Infinite Cash

80115da63b00

Syphon Filter

Extra Health

80068bec0000

Infinite Ammo at

Weapon Pick-up

800467c62400

Roll Away cont.

gameplay: o, L1, Triangle, Triangle, o, X, Triangle, Down. (This only works once per level.)

Warp to Bonus Stage

Enter the following code during gameplay: Triangle, Up, Triangle, L2, L1, L2, Square, X.

Clear Screen in Bonus Stage

Enter the following code during gameplay: Right, o, Square, L1, Square, o, o, Square.

Extra 30,000 Points

Enter the following code during gameplay: Square, Up, Down, L2, R1, Triangle, X, Triangle.

Need For Speed: High Stakes

Cool Codes

Slow CPU cars:

Play a tournament or special event race. Select a car and press Start to load the race. Before the Loading Screen pops up, hold Left, Square and Circle until the Loading








Screen disappears.

New View and Turbo Boost:

Choose a car, press Start to begin a race. Before the Loading Screen appears, hold Up, Triangle and X until the loading screen disappears. Also, press Up while accelerating to get a little turbo boost. Or, hold it while accelerating to go very fast!

FIVE POINTLESS TRICKS: YOU'LL WONDER WHAT THE DEVELOPERS WERE SMOKING

FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	POINTLESS RATING
 SUPER SMASH BROS.	CHANGE OUTFITS	You can change your character's outfits by tapping the four C Buttons at the Character Select Screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat. Why? Who knows.	☆☆
 EXTREME-G 2	REMOVE METERS	At the Bike Selection Screen press the R button. Select the "Enter Name" option and then put in the following code: NOPANEL: Removes all the meters and text from the screen. So un-useful, it's staggering. Wow.	☆☆☆☆
 GEX 3: DEEP COVER GECKO	JABBERING GEX	To hear all of GEX's phrases, press Start to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the Select button to hear GEX's comments whenever you want. Oooh. Lucky you.	☆☆☆
 CLOCK TOWER: GHOST HEAD	SCHOOL UNIFORM	At the Title Screen, hold L1+R2+Select+Triangle. Now start the game. Your character will now be in a school uniform! Devon Rollins Thousand Oaks, CA	☆
 NEED FOR SPEED 2: HIGH STAKES	BLURRY VISION	Select a car and press Start to load the race. Before the Loading Screen pops up, hold Up, L2 and R1 until the Loading Screen disappears. Why? What the hell would anyone want to do that for? Utterly pointless.	☆☆☆☆



NEXT MONTH

August 1999

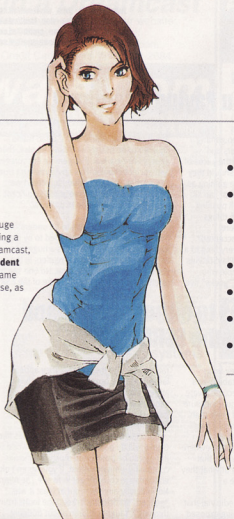
On sale July 6

Resident Evil Special

Next month we'll be leading things off with a huge blow-out on the Resident Evil series. We'll be taking a look at **Resident Evil: Code Veronica** for the Dreamcast, **Resident Evil: Nemesis** on the PlayStation, **Resident Evil 2 on the N64** and even the new Game Boy game too. We'll have a full explanation of the RE universe, as well as a look at all the merchandise currently available. Elsewhere we'll be bringing you news from the E3 expo with information about the **Dreamcast launch** and even **PlayStation 2**.



We'll make good on our ongoing threat to review *Driver*.



ELECTRONIC GAMING MONTHLY

- Resident Evil Blow-Out
- Dreamcast Online Details
- Reviews: **Phantom Menace Driver** and more
- News from E3 expo
- Tons of Tricks
- PlayStation 2 games revealed
- Let's all be friends and play

PLUS: more ARCADE and GAME BOY COLOR games than ANY other magazine

Official U.S. PlayStation Magazine

July 1999

On sale June 15

Must-See Games!

The **Electronic Entertainment Expo (E3)** is the biggest video game show of the year, and *OPM* will be there to provide you with the best PlayStation coverage. Expect loads of new previews of never-before-seen games, in addition to in-depth, hands-on analysis of some of the biggest games of the year. There's also bound to be plenty of new announcements, and who knows, maybe there will be some new **PlayStation 2** and **PocketStation** news. Also, we'll have a full **Street Fighter Alpha 3** strategy guide!

July Demo Disc

Playables:

- Ape Escape
- Bloody Roar 2
- MLB 2000
- Interplay Baseball 2000
- Croc 2
- The Next Tetris
- Soul of the Samurai
- Tony Hawk's Pro Skater
- Non Playables
- Jet Moto 3
- Xena: Warrior Princess
- Macross VSX 2

EXPERT GAMER

July 1999

On sale June 22

Quake II Walk-through

"Use the Force," but if you need more than that, use *Expert Gamer's* comprehensive **Phantom Menace** strategy. Once you've defeated the dark side, look to *Expert Gamer* for an all-inclusive **Quake II** guide. We'll have you fragging with the best of 'em on this huge N64 title. If you're into showing off (and who isn't), rip through our **Tekken Tag Tournament** arcade guide to get the best moves, combos and character information.

- Hybrid Heaven on N64
- RPGs - Star Ocean and Lunar: Silver Star Story
- Ehrgeiz update
- SFA3 featured in Game Over



Darth Maul will feel the force of the XG strategy.

*All editorial content is subject to change.



FINAL WORD

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Shawn Smith • shawn_smith@zdf.com
Chris Johnston • chris_johnston@zdf.com

Game Ratings: Are You Paying Attention?



John Davison

What's more important to video gaming at the moment? Should developers and publishers continue to stimulate the juices of those of us who love games? Or should they reach further and help evangelize gaming as a worthy form of entertainment that can sit alongside movies and music? Will pushing things into the mainstream dumb things down? Will we have to endure more conservatism if gaming is to be accepted?

Sony has managed to push everything to a point now where people buying PlayStation today are exactly the kind of people who would have made fun of gaming "geeks" five

arguments that House of the Dead trains children to be assassins. Above all else, there appears to be a fear that gaming encourages anti-social behavior. This obviously isn't true. I know that, you know that...but could we argue that we need to see some significant changes for Joe Schmo to properly understand this?

The ratings system has to be understood by consumers and then adhered to by stores for a start. At the moment it's a huge joke—as illustrated by one of our readers in the Letter of the Month this issue. No one seems to either understand or be aware of the ESRB

"No one seems to either understand or be aware of the ESRB ratings."

years ago. Thanks to the little grey box, gaming is edging toward respectability and mass appeal. As more people become aware of games though—there is an equal measure of ignorance and this is reflected more than adequately in the mainstream press. I don't want to tackle the Littleton shootings too much here as we've talked about it elsewhere this issue—but it illustrated very well that people will happily point a finger at what they don't understand, and games are a convenient target.

In the past month we've seen editorial that compares playing Quake II to being exposed to Nazi propaganda on the Web, and

ratings, despite the fact that they appear larger on game boxes than movie ratings appear on videos and DVDs. People don't seem to acknowledge the "M" rating for a game the same way they do an "R" rating for a movie.

Ironically though, the only way games like Quake will be accepted in the "real" world is if they can be positioned much like movies containing similar content. If that weren't old enough, you couldn't get in to see *The Matrix*. Not officially anyway—but at least it was "policed" sufficiently to keep the loons from thinking it taught children about dodging bullets or jumping off buildings.



Dan Hsu

Playing devil's advocate for a moment...if we start enforcing the ratings system, and we don't allow youngsters to play violent games, aren't we just saying, "Yes, violent games can have an adverse affect."? Parents need to use the ratings as a tool, not as a baby-sitter. Why should the stores be the only ones responsible and liable for what kids play?

After all, this isn't like a movie where a youngster leaves the house without a parental chaperone—these kids bring the game home to play at some point, right? If your children are playing Duke Nukem and then building pipe bombs, then you have no one to blame but yourself. The rating systems should be there as a guide...not law.



Shawn Smith

Parents are ultimately responsible for anything that comes into their child's life. If parents aren't comfortable with a particular game because it features lots of weapons and buckets of blood, then it's their responsibility to police the playing of such games. A rating system will merely inform parents what type of game junior is thinking

of buying. If an action game comes out that has an "E" rating, then the parents know the game can't be all that violent. No one seems to have any trouble understanding the movie rating system, so where's the problem? As long as the rating system stays fair and accurate, I can't see it having any kind of adverse effect in the long term.



Chris Johnston

Putting a rating on game packaging is only half of the equation. The other is for parents to look at the rating and the back of the box to decide if the product sounds right for their kids. Enforcing game ratings makes the government the parent, removing responsibility from where it should be. Should young kids be able to play games like

Quake or House of the Dead 2? No. But parents—not shopkeepers or the government—should decide. Keep game systems in a common family area so they can be monitored, and help decide which games to buy or rent. While we tend to want the quick solution to tragedies like Columbine, the easiest solution isn't always the best.



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U.S. N64



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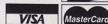


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You're a player. Smooth, suave and skilled. High scores, fast lap times and dead enemies come as second nature. Your greatest strength? Resourcefulness. You're known for reinforcing your expertise with the most sophisticated tools created. And now you have a new ally. Its name, GameShark Pro. A video game enhancer providing the greatest source of gadgets, weapons, endurance and intelligence required to complete any mission. Your new strategy: Outwit the game.

←.....abuse the power.....→



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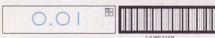
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ARTIFICIAL INTELLIGENCE HINT >

YOU KNOW IT'S ALIVE. WORSE,
IT KNOWS IT'S ALIVE.

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it's thinking 