

# ELECTRONIC GAMING MONTHLY

Exclusive!  
8 Pages of  
In-depth  
Info

## TUROK

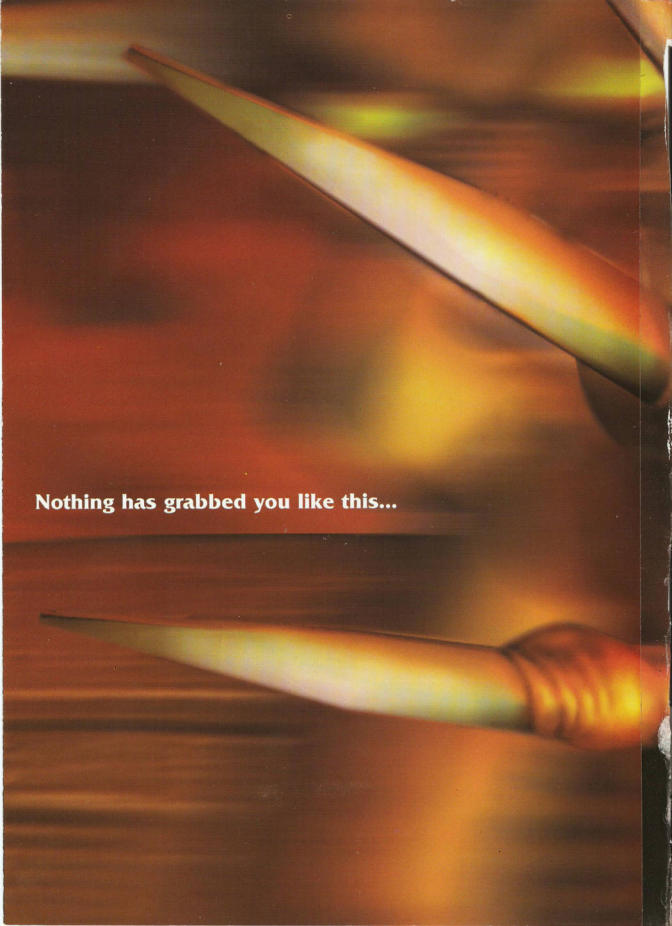
**56** Hot Games  
For '98 Including:

Colony Wars: Vengeance • Metal Gear Solid  
Tiger Woods 99 • Mortal Kombat 4 • Abe's Exodus

June, 1998  
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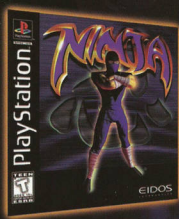
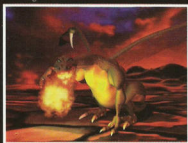


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The image features two darts in flight against a blurred background of warm, golden-brown and orange tones. The darts are positioned diagonally, one above the other, with their tips pointing towards the left. The background has a soft, out-of-focus quality, suggesting motion and depth. The overall mood is dynamic and focused.

**Nothing has grabbed you like this...**



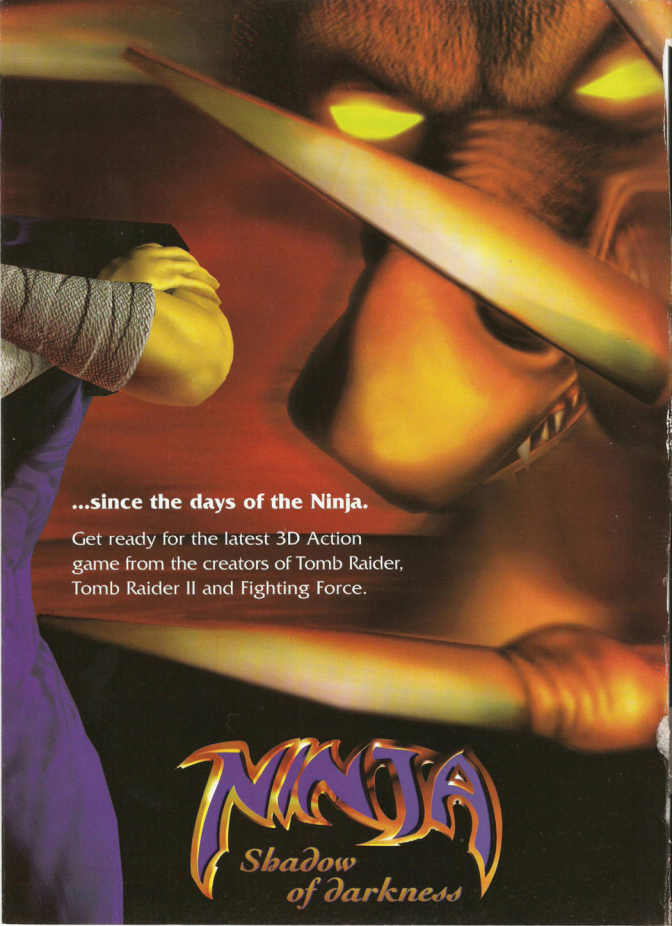


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# Most Impressive

By John Davison • john\_davison@zd.com

**A**fter a Sahara-like drought of excitement in recent months we're about to see a huge great spooze of really, really cool stuff. Not counting the fact that Nintendo has now "officially" confirmed the Color Game Boy (something I'm unnaturally gleeful about...must be the weather), we're finding that there are part-wetingly impressive developments popping up all over the place.

Firstly, there's the fact that games on all of the existing systems are getting a much-needed shot in the arm both in terms of original ideas and technology. There are developers out there at the moment squeezing things out of the PlayStation that we really wouldn't have thought were possible a year ago. Sony's new "code optimization evaluator" (or whatever it's called) is allowing development teams to see exactly how far they're pushing the machine, and where there are unused scraps of processing power. Sony's own Gran Turismo was built around this—and if your games were supermodels...this one would be a trouser-tightening combination of all your favorites. Future games from many developers including Crystal Dynamics, Core Design and Sony itself also make use of it, and we're going to see PlayStation games challenging the N64 in terms of graphical cleverness and fancy show-off effects. Watch out for colored lighting, hi-res 3D jiggy-pokery, particle effects (for smoke, fire and pyrotechnics) and scorching frame-rates from just about everyone in the next six months.



## "We're not kidding when we tell you that this game has all the qualities of a 'traditional' Disney cartoon...but in a full 3D environment."

The N64 is starting to be pushed to its limits too. As you can see from the huge great wad of information we have on *Turok 2* this month, the teams that got in on the act very early are now really learning what the machine can do. Remember all of the hype about the "Project Reality" and how the thing had the graphical power of a Silicon Graphics workstation in a home console? Well, after two years I think we're finally seeing what they meant. What do you know? It wasn't B.S. after all. Believe me...*Turok 2* is stunning and far surpasses the visual effects generated in just about any other home console game. It even does a pretty good job of putting 3D-accelerated PCs to shame.

For the future though, things are even more exciting. We've recently been lucky enough to see an extremely early version of a (hush-hush, secret-secure...make sure no one's listening) *Katana* game. Now, it was running on a really early development system, and was only a few percent complete but was, quite simply, astounding. For the past few years developers and industry "visionaries" have been spouting how the ultimate goal is to create an interactive experience with the graphical detail of *Toy Story*. Well, *Katana* may not be able to quite do that...but it's a very big step in the right direction. We're not kidding when we tell you that this game has all the qualities of a "traditional" Disney cartoon...but in a full mega-mega hi-res 3D environment. And running at such ludicrous frame-rate. The characters had fully animated facial expressions and moved with the exaggerated swagger of Mickey Mouse and his minions. To say it was impressive would be like saying that maybe one or two people have been to see *Titanic*. What's even more incredible is that what we saw was running on a very early system. We were assured by the developer that what was on show was probably less than 30 percent of what *Katana* can actually do. Cue sounds of jaws hitting floor and much salubrious and salivating.

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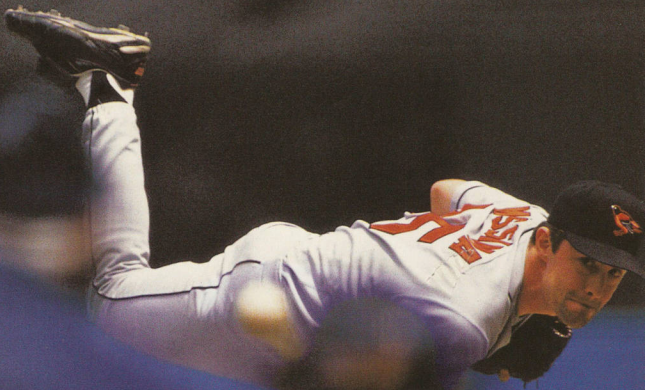
BATMAN  
&  
ROBIN



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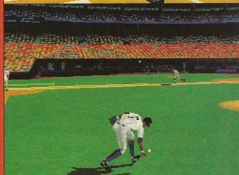
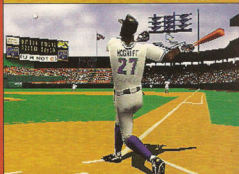
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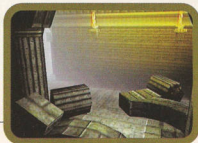
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Electronic Gaming Monthly, June 1998, Issue 107

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We recently took a trip to Iguana to see what this Turok 2 game is all about. With an improved engine, incredible levels and a Multiplayer Mode, among other additions, this sequel is one to watch for.



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Man oh man, technology sure does change fast...

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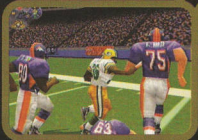
Nintendo's games may be good, but do they focus too much on making them cuties for the kids?

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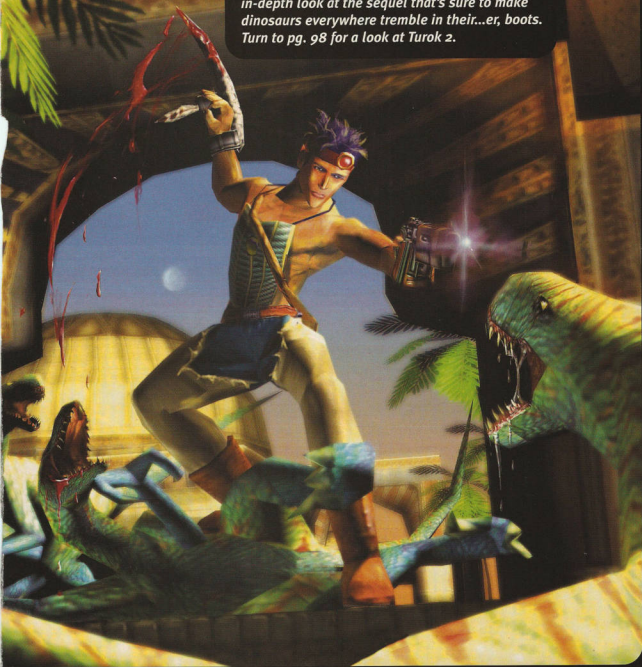
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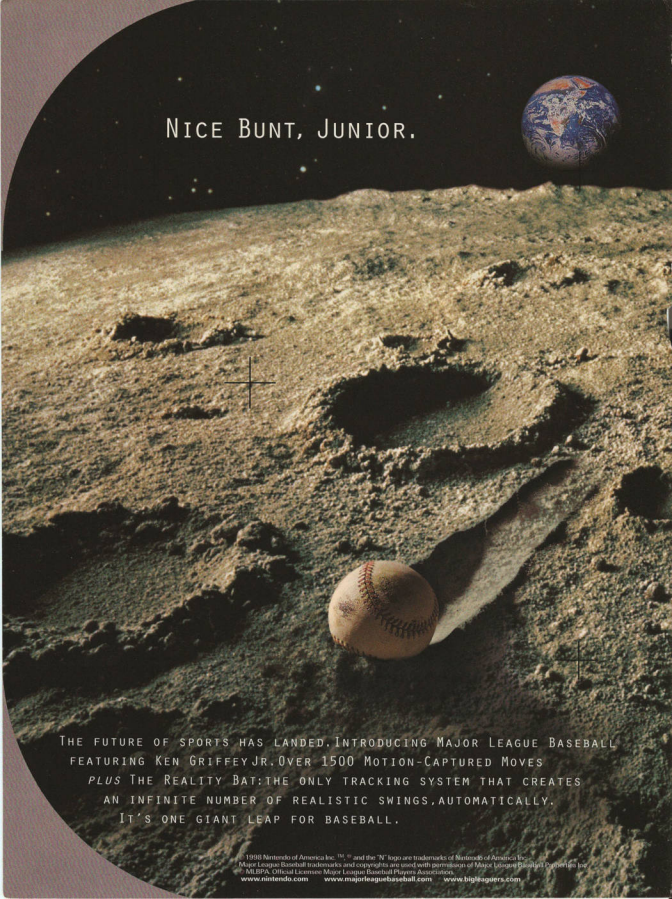
Curious what the new N64 version of Madden will look like? Look on pg. 36 for the exclusive answer.



# Dino-Might!

No, this isn't a retrospective story about J.J. "Good Times" Walker's acting career—it's an in-depth look at the sequel that's sure to make dinosaurs everywhere tremble in their...er, boots. Turn to pg. 98 for a look at Turok 2.



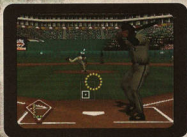
A photograph of a baseball on the surface of the moon. The baseball is in the lower right foreground, casting a long, dark shadow to its right. A white crosshair is superimposed on the moon's surface in the center-left. The moon's surface is covered in craters and dust. In the upper right background, the Earth is visible as a blue and white sphere against the blackness of space with some stars.

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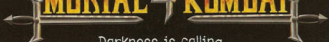


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Fahrenheit. Absolute zero is justified by the Universal Gas Law, which is written as the equation  $PV=nRT$ , in which  $P$  represents the pressure of a gas,  $V$  represents its volume,  $n$  represents the number of moles of gas,  $R$  represents the Universal Gas Constant, and  $T$  represents its absolute temperature. In theory, matter would cease to exist at minus 459.67 degrees Fahrenheit, so it is not possible to produce a temperature of minus 500 degrees Fahrenheit.

Charles Kinnin, Jr.—Tarboro, NC

OK, Midway...you got some SERIOUS explaining to do.

"Charles, you've certainly done your homework on this matter," Midway responded. "The reason that Sub-Zero can generate such cold temperatures is that the Outworld is a completely different dimension from ours, so what theoretically may be impossible here on Earth, could've very possibly happen elsewhere. Besides, it's a fantasy-based game, so sometimes you've got to just suspend belief. Case in point: How much fun would Scorpion be if he was gathering mold in a coffin somewhere instead of being that revenge-fueled undead spectre that he is? Not much."

Actually, we think a dead and moldy Scorpion is just what Midway needs to revitalize the aging Mortal Kombat franchise.

## And The Award Goes To...

I want to make a suggestion for your awards next year. You should have a new category for "Best Movies in a game or Best Intro." You just had to remember the first time you saw the intro from Soul Blade, I watched it over and over of the ones from Final Fantasy VII. So, please think about it—you have almost a year to decide.

Carlos Gaytan—carlos\_g\_g@hotmail.com

We've been giving out those types of awards for a few years now.

Keep your eyes peeled for a copy of our 1998 *Video Game Buyer's Guide*. It has all the "fun" awards, like Best/Worst Intro, Best Cure for Insomnia, Hottest Game Babe (it wasn't Lara!), Best Use of Teats, Worst Use of Adam West and much, much more. And don't forget—late this fall, we'll be coming out with our 1999 edition. Ah...we just love these little "ins" to promote our own hard work.

## Violence Rears Its Ugly Head

As I was walking home, I saw a guy with a decapitato disc screaming, "I'm Xena, warrior princess!!!" After he threw the disk at me, I gave the boy a vicious beating. Ask yourselves, what kind of demented monster did you create?

Drinkwat@midplains.com

Great. First Dungeons & Dragons, then video games, now decapitato. Pretty soon, politicians are going to start slapping ratings on decapitato!

In case any of you are wondering, decapitato is a flying disc we EGM

staffers like to throw at each other's heads. Subscribers got a free decapitato (sort of) in the April edition of the Sushi-X Files.

## A Couple Of RPG Dops

I just got my new EGM in the mail, and I was so happy to discover the cover story was on my favorite genre, RPGs!! [May, issue #106] I've been a gamer since the days of the Atari, but Phantasy Star converted me to an RPG nut! Which brings me to my question. You listed Phantasy Star 1 and 2 among the top RPGs of all time, and you listed PS2 twice, and both listings had different years. Did you mean to list Phantasy Star 4 for the second time?

Christine Carpenter—makochan@dcarpenter.com

Yes.

I was dismayed to see your "Must-Play RPGs" list did not include Ys Books I and II. I pray this was a bizarre oversight.

Charlie Maib—sarm@midusa.net

Your prayers have been answered! Yes, this was an oversight on our part. Ys Book I & II is our #38 Best Game of All Time (see issue #100) and definitely should've been in our Must-Play RPGs list last month.



D'oh! We forgot that Ys Book I & II is a must-play.

## Bad Bets

But you guys 100 bucks that this letter won't get printed.  
CapYoda@juno.com

Please make checks or money orders payable to Dan Hsu.

## OOPS

Last month, our coverage of Parasite Eve should have included the following: (c) 1998 Square/based on the novel: Hideaki Sena *parasite EVE* (Kadokawa Horror Bunko). Character designed by Tetsuya Nomura.

## Letter Art

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Abh...Christmas...better late than never!

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# Press Start

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# It Slices and Dices

## Sega Focuses On Katana, Puts Saturn In The Closet

At the Tokyo Game Show, it was "business as usual" for Sega, showing off more than a dozen new games for the Saturn. There was no sign of Katana anywhere, and Sega Enterprises was tight-lipped as to any information about the new system, despite the fact that many developers worldwide have their hands on development stations. While the halls of Makuhari Messe in Chiba, Japan, saw Sega's new lineup of Saturn software, a series of news

Coupled with the news of the huge losses at Sega of America came a report from Japan's Nihon Keizai Shinbun that said Sega would stop shipping Saturn hardware to U.S. retailers at the end of March. While those games already announced (Panzer Dragoon Saga, House of the Dead, Burning Rangers and Shining Force II) are still slated for U.S. release, they will be available in extremely limited quantities—a rumored 4,000 lot run of each title.

Sega of America denied the reports that they were pulling the Saturn out of the U.S. market, saying that the company would continue to ship hardware to retailers after March 31. However, when questioned about the Saturn's future and any announcement of new games after those already announced, Sega became quiet, saying that future Saturn releases in the U.S. are still "to be determined." With the remaining announced games finishing up in June, it's likely that Sega has decided to go full steam on Katana, putting Saturn behind them and focusing on launching the new platform and regaining the market they once

owned. At press time, the last two games scheduled for release in the U.S. are Burning Rangers and Working Designs' Magic Knight Rayearth, both due out in May.

The following week, as the Tokyo Game Show began in Japan, Sega of America announced the appointment of Bernie Stolar to president in addition to his current role as chief operating officer. Originally hired to assure a successful transition between the Saturn and Sega's new hope, Stolar will now have more control over the company's U.S. operations. Stolar's objectives are centered around three points—breakthrough first- and third-party games; strong retail presence; and cutting-edge consumer marketing and communications. All are important keys to the Katana's success in the U.S.

The announcement of Stolar's promotion focused on the future and the launch of the new system, barely mentioning the Saturn. Stolar said, "I have always believed that Sega has the assets to capture and maintain the dominant share of the video game console market. We have the biggest and most creative software development teams in the world, some of the



Katana was nowhere to be seen at Sega's Tokyo Game Show booth, just new Saturn games.

reports kept Sega's U.S. operations in the news, and not all of it was rosy.

The whole thing began with a report in mid-March on Sega Enterprises' financial outlook for the year ending March 31, 1998. It announced an expected parent net loss of 39 billion yen (\$302 million) for the fiscal year, compared to a 15 billion yen profit forecasted earlier. However, the biggest news from the announcement were losses announced from its non-Japanese operations—47 billion yen in total (\$363.7 million), 40 billion (\$309.6 million) of which came solely from Sega of America.





most popular video game characters and properties, and a brand awareness that most companies would kill for," said Stolar. "We're going to focus our efforts to better utilize Sega's core strengths so that in working closely with our software partners, retailers and consumers, we will all win."

The elusive Katana is expected to be officially announced in May before E<sup>3</sup> in Atlanta.

Warp, who was originally developing D2 for the M2 machine, passed out a flyer at TGS announcing a May 23 unveiling of the title on a new (unspecified) platform. Warp's relationship with Sega makes Katana the likely candidate, but speculation is that Sega will make the official announcement about the system on or before that date.

E<sup>3</sup> will give the industry and the press its first good public look at the Katana, at least on video. At TGS, a Sega spokesman told EGM the system's specs are being tailored to fit a price of around 30,000 yen (\$225 at current exchange rates).

Sega told us the September 1999 release date is the plan for the U.S. launch, giving in-house and third-party developers enough time to make sure there's a hefty library of games to support the system. That will mean good things for Sega fans, who have awaited the time when Sega would once again have a shot at the top of the market.

At EGM, we couldn't be more excited about getting our hands on the first games.

For the latest news on Sega, Katana and what's going on at E<sup>3</sup>, stay tuned to [videogames.com](http://videogames.com), where we'll be following the Katana story.

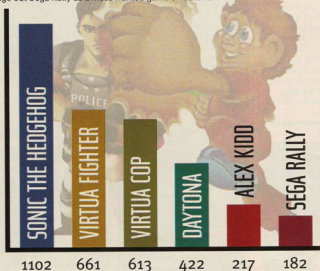
[www.sega.com](http://www.sega.com)



## Sega Franchises Most Wanted on Katana

Sega's got plenty of game franchises that will undoubtedly show up on the Katana once it's released. That said, we wondered exactly which series gamers wanted to see continued on the system. Below are the results of our poll on [videogames.com](http://videogames.com), and we received some surprising results. It's a given that Sonic will make one of the first appearances on the system, but Virtua Fighter and Virtua Cop made strong second-place favorites, followed by Daytona. Shockingly, Alex Kidd, Sega's old mascot from the pre-Sonic days rallied with fans to edge out Sega Rally as a most-wanted game on Katana.

Source: [videogames.com](http://videogames.com) daily poll for Monday, March 23, 1998



## Tidbits...

### PlayStation Soars To 10 Million

Sony announced April 2 they have sold 10 million PlayStations in North America since the system's Sept. 9, 1995 launch date. To celebrate, the company is giving away 100 midnight blue Collector's Edition PlayStations and 1,000 Dual Shock controllers in nationwide promotions in major magazines and at their Web site at [www.playstation.com](http://www.playstation.com).

### Resident Evil 2 Scores

Capcom announced that in only six weeks, the company had sold an unprecedented 3 million units of Resident Evil 2 worldwide, with more than a million in the U.S. and 1.9 million in Japan.

### EA Steps Into The Ring

Electronic Arts has announced that it has secured a five-year licensing agreement with World Championship Wrestling (WCW) to publish wrestling titles for the N64, PlayStation and PC. The first EA WCW titles will be released in mid-1999. A few days before EA's announcement, THQ announced that they did not renew their agreement with the WCW, and will not publish any WCW-endorsed wrestling products after 1998.

### Acclaim Closes Arcade Division

Acclaim Entertainment is closing the doors on its Coin-Operated Entertainment division in Mountain View, Calif., shifting key employees and resources to its Acclaim Studios division in New York.

### Paramount Signs Lara Croft

Paramount plans to release a live-action feature film starring Lara Croft, the buxom star of Tomb Raider. The film will be produced by Lawrence Gordon and Lloyd Levin of *Boogie Nights*, so we can expect more than a B-grade show of cleavage and random violence (oh darn). Now the question is, who will play her?



# Oh My God, Acclaim Killed Kenny!

## Acclaim Entertainment Picks Up the License To Comedy Central's *South Park*

**A**claim announced that it has obtained the license to develop PC and console titles based on Comedy Central's animated ratings-buster *South Park*, created by Trey Parker and Matt Stone. Yes—Kenny, Kyle, Stan, Cartman and Chef are coming to a screen near you.

Games based on the no-brow animated series should hit store shelves in 1999. The series, which debuted on Comedy Central last August, is the most popular show on cable today. In fact, in a four-episode streak, the series drew an average of 3 to 5 million viewers and captured 50 percent of the 18-24 age market—prime gamer territory—for the highly anticipated Mr. Hankey Christmas episode.

"*South Park* is not your average politically correct animated comedy, which is why it has caught the world's attention. People can't wait to see what they're going to do next," said Steve Lux, vice president of marketing at Acclaim Entertainment.

"The additive quality of the show's characters and stories is great fodder for creating mature-rated video games. We anticipate we will launch these games with the same type of major marketing campaigns that were used so successfully by us with Turok: Dinosaur Hunter

and NFL Quarterback. We're going to work hand-in-hand with the folks at Comedy Central to make *South Park* as popular in the interactive entertainment arena as it is on television," Lux added.

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

**If you're looking for more South Park gaming action and have a PC and Quake II, you'll soon be able to play the South Park Quake II Total Conversion.** Developed by R.O.T.T. Development, it's not an official product licensed by Comedy Central or *South Park*'s creators, but these screen shots (not from Acclaim's *South Park* game) are the early workings of the game, which is set up for death-match play. Weapons include Cartman's Cheesy Poof Launcher, Mr. Hankey and Chef's Double Chainsaw. It's free, but you have to have the commercial version of Quake II for the PC to play, and it supports third-party 3D accelerator cards. It's available at <http://southpark.scoots.com/>



# Virtua Smithsonian

## Sega's Virtua Fighter Recognized By Smithsonian

**W**hen you think Smithsonian, Sega's *Virtua Fighter* isn't the first thing that comes to mind. However, Sega Enterprises' 3D polygonal fighter series is being acknowledged in the halls of the Smithsonian in Washington, D.C. as a 1998 inductee in the institute's Permanent Research Collection on Information Technology.

Now don't think that the Smithsonian is turning itself into an arcade (although they DO also host a Pong machine), but Sega has donated a

*Virtua Fighter 3* arcade cabinet to the museum. The 10-year-old collection, of which *Virtua Fighter* is now a part of, includes technical achievements from the likes of Pixar Studios (behind Disney's *Toy Story* and *A Bug's Life*), Nissan Motors and Rock the Vote (the toll-free dial-in voter registration program).

What won *Virtua Fighter* the distinction of being part of the collection along with 441 other technologies (but no other video games) was its "advanced graphics and inverse kinematics technology (that) allows players to move around interactively inside a real-time, high-quality 3D graphics world in a very realistic way." Congrats, Sega.

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



# Hasbro Nabs Atari

## Retro Fans, Prepare For A Blast From The Past

**E**ver wish that some of the older Atari classics like Centipede, Pong, Adventure and War Lords would be updated for the '90s? You don't have to wish anymore, because Hasbro Interactive recently purchased Atari's remaining assets from JTS Corp. (the company Atari merged with in 1996) for \$5 million in cash. To put it in perspective, Hasbro bought Tiger Electronics in February for \$335 million.

What the purchase means is that Hasbro will soon be releasing a new line of updated classic games (like it did with Frogger in '97) on the PlayStation and PC, beginning in the fall with Centipede. Hasbro now owns the rights to more than 75 game properties, including Centipede, Missile Command, Pong, Breakout, Tempest, Asteroids, Battlezone, Combat, Millipede, Night Driver, Ultra Pong, Tempest, Warlords and Yar's Revenge.

"We are thrilled that the classic Atari game properties will now be a part of the Hasbro family," said Tom Dusenberry, president of Hasbro Interactive. "These ground-breaking games helped pioneer the video game industry. We intend to bring these classics back to life by updating them with the latest technology and interactive game design, while preserving their heart and spirit."

There's also speculation as to Hasbro's other plans for Atari's assets, which include patents to technologies and the company's video game hardware.

Could Hasbro be eyeing the video game hardware market? A company spokesperson says no, but Hasbro has in the past been developing video game hardware—such as the VCR-based Nemo system (which Night Trap was originally developed for), and a virtual-reality system.

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



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ESPN

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-Game Informer

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-Paul Johnson  
Sport Magazine



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



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# Q

## Video Game Gossip & Speculation

# Quartermann

The gossip is starting to flow more freely now that we're getting toward the middle of the year. E<sup>3</sup> is upon us, the Spring Tokyo Game Show has come and gone and the Q-Mann is keeping his ear to the ground hunting down every last sliver of information.

If there's one thing that Namco is rather good at...it's fighting games. If there's another it's racing. While partying at a recent soiree, the Q learned that the Japanese giant will be releasing "one of its big franchise games" on Dec. 1 later this year. And which of Namco's games are historically released on that date? Why...it's the games in the Ridge Racer series. Make of this what you will. Odds would favor a racing game with lots of words beginning with the letter "R" though.

By the time you read this, SquareSoft should have made an official announcement concerning its future publishing intentions. With Einhänder being the last Square game to be published by SCEA it's thought that all further games, including Parasite Eve and Brave Fencer Musashiden will be published by Square itself. Certainly good news for Square fans as it ensures that all forthcoming titles stand a good chance of a U.S. release. More importantly though—the Q has learned that not only is Final Fantasy VIII in development as we speak, but both it and Final Fantasy IX are being developed back to back back to the future style. Although only speculation at the moment, a reliable source has succumbed to the Q's patented interrogation techniques and let slip that number nine will be out 9/9/99. Expect number eight in October this year.

While deftly probing a number of game industry characters in the past few weeks, the Q has managed to come up with some rather juicy details concerning Sega's Katana. While the machine still doesn't have a name (this will be confirmed in early May...watch videogames.com), it would seem that Virtua Fighter 3, Scud Race and Sega Rally 2 are all tracking for release when the machine is launched in Japan. This isn't idle speculation either...one thoroughly probed individual let slip that they'd actually played early versions. Rumors also abound that Sega is working on a Panzer Dragoon game for Katana and (surprise, surprise) Sonic 3D.

Following from the Q's revelations last month concerning a Tomb Raider-style game featuring Indiana Jones coming from LucasArts the EGM spy network has heard distant rumblings that something even more exciting may be on the horizon. Do the words "Episode One" mean anything to anyone? Watch this space for more news on this hot property very, very soon.

On the "yeah, yeah...didn't see that one coming" front it would appear that within the next month or so we'll be getting a look at the next game in the Crash series. Apparently due to debut at E<sup>3</sup>, Sony has big plans for Crash Bandicoot 3. The first two have sold ridiculously well...so don't expect any drastic changes to the overall style of the thing.

Nintendo and Rare have apparently been in negotiations over forthcoming James Bond related titles. Having failed to get their hands on Tomorrow Never Dies (who knows how that happened?) they are now locked in meetings regarding the next Bond movie due 1999. In the meantime though, we can expect to see a license-less spy-shooter at E<sup>3</sup> in May which makes use of Rare's second-generation GoldenEye engine. Expect better effects, better animation and maybe higher resolution graphics.

Since shoot-'em-ups are undergoing such a renaissance thanks to the critical success of Square's Einhänder, the Q is pleased to inform you that R-Types, R-Type Delta and Thunder Force V are all set to gain a U.S. release sometime this year. Rumor has it that Working Designs will be releasing at least one of the trio (Types) and announcements regarding the other two will follow shortly.

Next month should be a veritable cornucopia of gossip—the Q-ld is jetting around the world trying to gather information before the big E<sup>3</sup> gathering in Atlanta.

## Gaming Hot Spots

Percentage of population that plays video games

1. Detroit 46.1%
2. Louisville 43.1%
3. Memphis 42.2%
4. St. Louis 41.8%
5. Salt Lake City 41.6%
6. Raleigh/Durham 41.6%
7. Cincinnati 41.6%
8. Dallas/Ft. Worth 41.0%

Source: Scarborough Research 1998

## Nintendo Adds Color

### Color, Camera and Printer Coming to U.S. Game Boy

Nintendo's Game Boy is about to get a much-needed boost. That's right, Nintendo of America has officially announced that it will release the Color Game Boy, a color version of their popular handheld system, in the U.S. in late summer/early fall in the U.S. and Japan. A European release is scheduled to follow in October.

The system will be more expensive and only a bit bigger than current Game Boy Pocket models, somewhere around \$80-90. The Color Game Boy uses a proprietary technology developed by Sharp, to display 56 colors simultaneously out of a palette of 32,000—a vast improvement over the current four-shades-of-black-and-white display. Nintendo claims that battery life is longer than the original Game Boy Pocket—10 hours on two AA batteries.

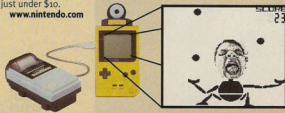
Older games will play on the Color Game Boy using either the Super Game Boy style palette, or a user-defined palette of 30 different hues (like using non-SGB games on the SGB). New games designed for the Color Game Boy can be played normally on standard, black-and-white systems. Nintendo also announced that the CGB may have future expansion possibilities, including a connection with the N64 (64GB Pak).

Software will be priced in Japan between 3,000-4,000 yen (about \$23-35, at current exchange rates), a little more expensive than current black-and-white titles.

Additionally, Nintendo will release the Game Boy Pocket Camera and Printer in the U.S. on June 1 in four colors—red, yellow, green and a new blue. In the first three weeks of release in Japan, the Camera and Printer sold close to 500,000 units. The camera stores up to 30 black-and-white digital images, and you can trade pictures with other users through the Game Boy's link cable. It comes with four mini-games and you can also animate and edit your pictures. With the optional printer, you can print out your photos on stickers to keep or trade.

The camera will retail for \$49.95, and the printer will be offered separately for \$59.95. Additional rolls of sticker paper will retail for just under \$10.

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



-The "Q"

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# International News

## インターナショナル ニュース

### Got Game In Tokyo

Plenty of Blockbusters, But No Surprises at Spring Tokyo Game Show

The 1998 Spring Tokyo Game Show was held March 20-22 at the Makuhari Messe in Chiba, Japan. Gaming publishers from all over Japan assembled to show off their latest games, but this year's show had relatively few surprises. Nintendo was absent from the floor of the Tokyo Game Show again this year, but acted as a co-sponsor of the event with Microsoft.

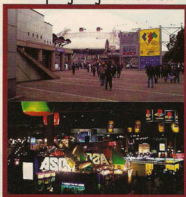
Big games that stood out at the show included Square's Parasite Eve and Brave Fencer Musashiden, Konami's Metal Gear Solid, Capcom's Capcom Generation Vol. 2 (Ghouls 'N' Ghosts) and Tekken 3. A show so stacked with blockbuster titles was amazingly devoid of surprises—the only major one being Capcom's Generation series.

Sega showed about a dozen new Saturn titles, including Sakura Taisen 2, Dragon Force II,

Wachenroader, Neon Genesis Evangelion: Girlfriend of Steel and Deep Fear, to name a few. Sony didn't have PaRappa 2 or even Blasto at their booth,

instead showing Sai (a dice puzzle game), Stolen Song (an air guitar music game), Fire Panic from Sony Computer Entertainment Europe (a Burning Rangers-style game with a Blasto-esque main character), a mountain climbing sim called Great Peak and a series of digital comics/novels.

While the first day was for the industry/press only, the line was already forming for the public days on the second and third day. During those days, thousands of Japanese gamers moshed the walkways, in some spots creating mock-pit-like conditions—although tamer. Some devoted fans participated in



"cosplay" (dressing up as your favorite game character). Some gamers sported really elaborate costumes. The crowds turned out for Metal Gear, Parasite Eve, Sakura Taisen 2 and especially Tekken 3. Namco sponsored a huge Tekken 3 tournament, the winner of which will fly to E! in Atlanta to face off against the U.S. champion.

You can find previews of some of the games shown at the Tokyo Game Show in the Previews section in this issue of *EGM*.



At right is an actual enemy from Mathilda's Paranoia Scape for PlayStation, shown at TGS.



### Tidbits...

#### Be Good And Eat Your Tekken

One restaurant in Tokyo began serving a very interesting item right after the release of Tekken 3 in Japan: Tekken Ramen. For the uninitiated, ramen is a Chinese noodle and a favorite casual food among the Japanese. The restaurant, called Nandenkanden, is offering Tekken Ramen in conjunction with Namco Ltd.

Tekken Ramen's not much different from regular ramen, except the lover has a Tekken 3 logo on it. (Lover is a paper-like food made of seaweed.) The restaurant is also giving away Namco merchandise to those who order Tekken Ramen.



#### Pokemon Back on TV

TV Tokyo announced that Pokemon will resume airing in April. The show has been off the air since last December. New guidelines were set up by Japan's major TV networks in order to avoid a recurrence of the incident which gave several hundred kids epileptic symptoms.

## Top 10 in Japan

The 10 Best-Selling Games As of March 15

- 1 Bushido Blade 2 (Square)—PS
- 2 EVE: The Last One (Imadio)—SS
- 3 Dead or Alive (Tecmo)—PS
- 4 Pia Carot Welcome!! (Kid)—SS
- 5 Clock Tower: Ghost Head (Human)—PS
- 6 Gran Turismo (Sony)—PS
- 7 Bio Hazard 2 (Capcom)—PS
- 8 Music School 2 (ASCII)—PS
- 9 Xenogears (Square)—PS
- 10 Zero Pilot: Fighter of Silver Wing (Sony)—PS

### Mr. Bones

#### Sega Releases Skeleton Saturn

Sega Enterprises will release a limited-edition Saturn console called the Skeleton Saturn. It has a smoke-clear body, and you can see through to the inside of the machine. It will be available in Japan beginning April 4 and will retail for 20,000 yen (about \$150 at current exchange rates).



released a white limited-edition Saturn console (in addition to the silver color of the regular Japanese Saturn system).

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GameSource Monthly  
(on-line) September 1997

"Revives a lost gaming genre and takes it to new heights."

Game Informer, August 1997

"...one of the deepest, most involving, and most cleverly designed games ever released on PlayStation."

Next Generation, November 1997

"...a rarity in today's sequel-studded market: a completely fresh idea."

PSX Magazine, May 1997

"...manages to enmesh the player in engaging character and fantastical story."

GamePro, December 1996

"...the kind of unique gameplay and killer graphics that will rocket it straight into the PlayStation hall of fame."

GamePro, October 1997

"Best of the bunch 1997"

Animation World Magazine

"Best Director of Animation CD"

World Animation Celebration



Editor's Choice Award



Top 10 Best Games 1997



1997 Best Platform Game

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# Nintendo 64

## Game Directory

- NFL Blitz
- Mortal Kombat 4
- Madden NFL 99
- World Grand Prix
- Mission: Impossible
- Bust-A-Move 2

## Previews

### NFL Blitz

N64  
Gets Hit  
With  
Blitz

If there's one thing that Midway can do better than any other game company, it's making action-sports games. While NBA Jam was revolutionary, others such as NBA Hang Time and the first Wayne Gretzky Hockey were addictive and fun when they arrived. But the best (and most recent) of the bunch is NFL Blitz, the football game that took arcades and the EGM offices by storm.

Since NFL Blitz is run on a PC 3Dfx card that is roughly as powerful as a Nintendo 64, we've been heavily anticipating just how good the conversion would turn out. And finally, that moment has arrived, kind of. EGM was treated to the first hands-on playable version of the game, but right now, the N64 version of Blitz is still in its extremely early stages—and we do stress early.

But before we get into the nuts and bolts of how the N64 adaption is coming along, it would be a good idea to describe NFL Blitz in general (for those gamers who have been shackled up in a basement for the last six months). Basically, NFL Blitz is an action sports game that appeals to sports and non-sports gamers.

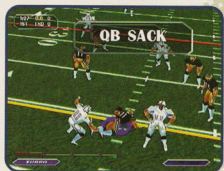
Why? Well it takes the most compelling elements of NFL

football—passing, running, hitting and scoring—and distills them into an intense, over-the-top game that anyone can enjoy. Although Blitz resembles football, few of the rules are the same. For example, instead of 11 players on each side there are only seven, it takes 30 yards to get a first down, and pass interference is not only legal, but encouraged. There is no daunting play-book, excruciating strategy, or dull moments in the game—just about anyone can jump in and at least score a few touchdowns. Even if they aren't winning, players can extract some measure of enjoyment from watching the humorous tackling animations, end-zone celebrations and punishing late-hits.

Publisher/Developer	Players/Genre	% Done	Release
Midway	1-2 Sports	10	September 1998
Web Address: <a href="http://www.midway.com">www.midway.com</a>			



So far, so good. We like what we see in this early rev of NFL Blitz.



You might notice all the "11"s on the jerseys. They will all be real by the game's release.







NFL Blitz is as beautiful as it is fun to play, and therein lies the biggest obstacle for Midway in its quest to make the N64 version do the arcade game justice. Judging from this early look, the prognosis is good. Although the graphics aren't high-resolution like the arcade, they do appear to be medium-res. Whether it stays at that resolution or not depends (it could become higher or lower) on how fast Midway can get the 3D graphics to move. Speed is one of the most important facets of Blitz, and although Midway would like to have spiffy hi-res graphics, they may prove too taxing. Otherwise, everything is looking pretty good. The player models are almost as detailed as those in the arcade, although they are missing textures and don't look quite as sharp. Most of the animations are also in, but move sluggishly and need to be tweaked. And, as you can tell from the screen shots, there are no end zones or stadiums put in yet. All of this is sure to be massively improved and polished.

Making up for any possible aesthetic deficiencies in the end product could be accomplished by the additional depth that Midway is injecting into the N64 version. A full 1998 NFL season can be played in the game's Season Mode, in addition to the Arcade Mode where you must beat all 30 teams. Weather conditions



(wind, snow, rain) and time of day will be optional, and Midway is looking to work in an instant-replay feature (it wasn't implemented in the version we tried) that would undoubtedly be used frequently.

While it's premature to make any sort of solid judgement of how NFL Blitz on the N64 will inevitably turn out, we are encouraged by what we see at this very early sneak peek. NFL Blitz is an excellent arcade game, and we can only hope Midway is able to deliver the same experience to N64 players. Rest assured, we'll keep a watchful eye on this one as it develops.



Even though most of the game isn't complete, many of the post-play taunts are fully in place.



Vicious tackles during and after the play are half the fun of playing NFL Blitz—not to mention satisfying.

The game is actually playable, although it isn't anywhere near completion.



It's time to get off the ground with the new Mortal Kombat 4.

## Mortal Kombat 4

Publisher/Developer	Players/Genre	% Done	Release
Midway Eurocom	1-2 Fighting	60	June 1998
Web Address: <a href="http://www.midway.com">www.midway.com</a>			

### MK4 Comes Home In True 3D



**A**lthough Mortal Kombat 4 has been in the arcades for some time, a home translation, complete with a few additional modes and at least one exclusive character, is still on its way. The new addition to the series is scheduled for a third-quarter release on the Nintendo 64.

Midway came by the EGM offices recently with a new rev of the cart and we're pleased to say it has come a long way since we first saw it a few weeks back. In fact, Midway tells us it's now about 60 percent complete (last time we saw it, it was at 15). Most of the special effects are now in the game, as well as nearly every fatality, stage, and feature of the coin-op, as well as the standard console modes of play. It was moving at a brisk 30 fps, and Midway reports that it'll soon be up to 60.

As you might expect, the gameplay of the N64 version of MK4 hasn't changed all that much from what you already know and love in the arcade.

There are now two types of jumping punches and two types of jump kicks. You have the ability to sidestep projectiles and other attacks by tapping the run button twice. The MK3 combo system has been scrapped in favor of one that is a bit more skill-based. But the main change, at least visually, is the addition of weapons. Each character can pull out a weapon specific to him/her, at any point in the match and wave it around in an attempt to separate an enemy's limbs from his/her body. Since some weapons have special moves (Sub-Zero's Ice Wand can freeze people), grabbing an opponent's weapon can be highly advantageous to a fighter's cause.

Like the older MK versions, you can straight-up dismember your opponent in the final round when his/her power is depleted. Fatalities will be the only finishing moves available in MK4, though, and each

Speaking of fatalities, here's one where Quan Chi gets back at Scorpion for setting him on fire. Watch as he pulls Scorp's leg off and beats him with it.



As you'd expect, MK4 on the N64 features plenty of deadly moves, including all of the gruesome fatalities.

character will have at least two. The fatalities are among the best in the series, partially because a good number of them are 3D versions of existing fatalities. Jax rips his opponent's arms off, Scorpion still torches his victims, Sub-Zero tears off heads, etc. For more up-to-date information on all versions of MK4, take a look at [www.videogames.com](http://www.videogames.com).



Scorpion loves the smell of burning flesh in the morning! It smells like...uh, Quan Chi I think. Pretty gross.



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- IGN

"Incredibly sweet graphics."

- EGM

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



Publisher/Developer Players/Genre % Done Release

Electronic Arts Tiburon 1-4 Sports 30 August 1998

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

## Madden NFL 99

Hey Look,  
It's Licensed!

**N**ot having an NFL license and high-resolution graphics proved to be a handicap, EA learned as their Madden 64 came to the finish line, second to Quarterback Club '98 last year. But to EA's credit, the company isn't resting on its laurels and hoping for a turnaround. Instead, it appears EA has put plenty of effort into its first NFL-licensed N64 football game.

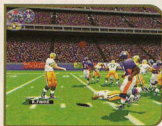
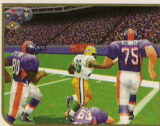
Many of Madden 64's aesthetic "deficiencies" (when compared with the competition) have already been addressed; the game's graphics are now hi-res, and there are many new player animations including wrap-tackles, and receivers turning their heads to watch the ball. Gameplay enhancements are a little shadowy at the moment (we'll have tons more info on this at E), but right now EA promises a more realistic kicking game, some new juke



moves and some refinements to its very competent computer intelligence.

Sure, it seems a little odd to be previewing next year's football game this early, but with screens that look this good, Madden NFL 99 looks like it's something to get excited about.

Ah, lookee there, if it isn't a wrap-tackle, one of the most fundamental tackles in the NFL.



Publisher/Developer Players/Genre % Done Release

Video Systems U.S.A. Paradigm Ent. 1-2 Racing 70 July 1998

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

## World Grand Prix

Getting about as far away from the cutesy Diddy Kong Racing mold as possible, Paradigm Entertainment's World Grand Prix seems squarely aimed at the hardcore racing sim fan.

This F1-style racer strives for realism in several ways including a unique Story Mode which allows you to race the '97 GP season. To better bring it home, several of the actual events that took place that year have been included in the game. As for depth, 17 true-life F1 tracks (Hockenheim, Silverstone, Monte Carlo, etc.) have been re-created as well as 11 teams, 27 drivers and their cars.

Outwardly, this one is similar to Psygnosis' F1 CE in appearance only with slightly larger cars and the trademark soft edges of an N64 game. Overall it looks quite a bit more detailed than the other N64 F1 game—Ubi Solt's Pole Position. Gameplay is still a bit loose on the version we played but it seemed to have that non-forgiving play reminiscent of...well, maybe it's in a class by itself in that category. Time will tell.

Despite the large number of options and features, setting up for race, at this time, is fast and easy. If Paradigm can continue the balance

of realism and user-friendly controls and options then maybe, just maybe the N64 will finally have a good, realistic racing sim.



The Cockpit view shows off the detail of the F1's quarters quite nicely.



OCEAN PRESENTS  
OCEAN PRESENTS

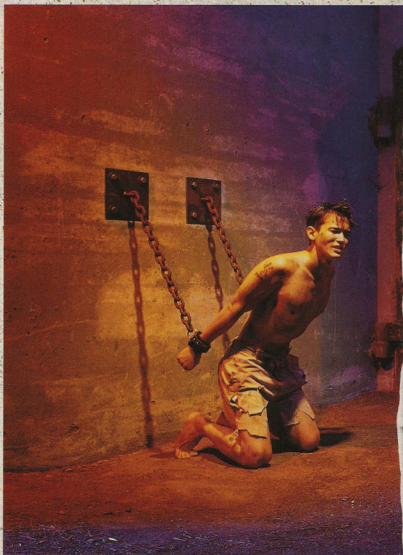
# MISSION: IMPOSSIBLE

COMING SUMMER 1998



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**Dungeon**

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**EIDOS**  
INTERACTIVE

**You've been warned.**

Publisher/Developer	Players/Genre	% Done	Release
Infogrames Infogrames	1 Action/Adv.	N/A	June 1998
Web Address: <a href="http://www.infogrames.com">www.infogrames.com</a>			

## Mission: Impossible

Will It Be  
Worth The  
Wait?

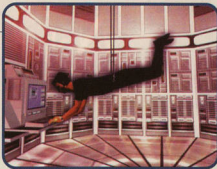
Some thought by the time the *Mission: Impossible* game finally came to the Nintendo 64, Tom Cruise (the star of the film) would be old, senile and in a wheelchair. Fortunately for Tom and all of us who are anxiously awaiting the title, it looks as if the highly anticipated action/adventure title from Infogrames will be here sometime in the summer of this year...hopefully.

The new info given to us straight from Infogrames suggests the game will have Ethan Hawke making his way through five missions—broken up into 20 levels—in a *Shadows-of-the-Empire-meets-GoldenEye* type of world. While some missions have you shooting your way toward each objective, other, more-adventure based levels will give you an opportunity to use your mind to solve a puzzle or get out of a situation.

In addition to Ethan, you'll also be able to control one of several IMF team members, each with his/her own skills. The missions will take you from the Russian Embassy in Prague all the way to Waterloo Station in London (like in the movie), and everywhere in between. On top of the standard missions, there seems to be an additional seven training missions. These will more than likely help you get used to the game's style of play and control scheme.

Although much of the game is inspired by the movie as far as the characters, locations and the basic premise goes, the game is mainly based conceptually on the film and is not meant to be a direct translation of the film into a video game (similar to *GoldenEye 007*).

Gadget-wise, *Mission: Impossible* is far from lacking. The finished product will have at least



15 different types of weapons, electronics, disguises and who knows what else, to help you complete the various objectives given. As soon as we receive a playable version from Infogrames, we'll give you an in-depth update. That is, if the game actually comes out in the summer of this year like they say. Let's hope.



On the adventure side of things, M:I puts you in the middle of high-power dinner parties.

Publisher/Developer	Players/Genre	% Done	Release*
Acclaim Taito	1-2 Puzzle	90	June 1998
Web Address: <a href="http://www.acclaimnation.com">www.acclaimnation.com</a>			

## Bust-A-Move 2

The ever-popular and oh-so-simple ball-buster *Bust-A-Move 2* is coming to the Nintendo 64. Although the game is a few years old, Acclaim is hoping that the puzzle game-starved N64 audience is willing to pick this oldie up.

Unfortunately, this *Bust-A-Move 2* is no different from the now ancient PlayStation or

Saturn versions (except for some odd reason, this cartridge has better music and sound effects than the CD versions). We would have expected at least a few new modes; after all, *Bust-A-Move 3* has come and gone. But the game is the same—so if you didn't get to check this game out the first time around, here's your chance.

The premise is as simple as can be: Shoot colored balls at a stack of other colored balls to make matches of three or more. You can score higher points for larger matches or combos (where disappearing pieces cause other pieces to be released). Be warned: As time progresses, the balls will start to pile up. If any balls reach the bottom of the screen, your game is finished. In the one-player game, your objective is to clear all the balls in each round. In the two-player game, our favorite mode of play, your objective is to outlast your opponent.

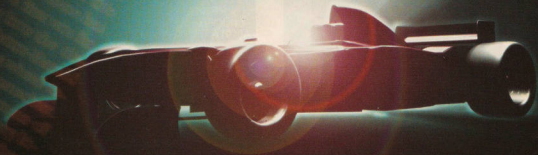
Since they realize it's an older game, Acclaim is planning on releasing *Bust-A-Move 2* at a \$50 or less "value" price.



Two-player *Bust-A-Move* is where it's at.







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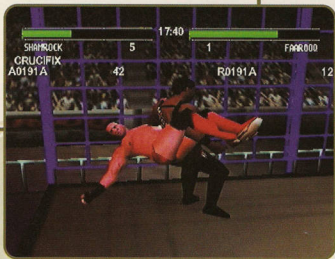
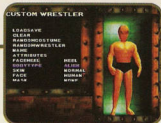
VIDEO SYSTEM USA, INC. 11166 Knott Ave., Suite F, Cypress, CA 90630 714-894-3356



## NINTENDO 64

## WWF Warzone

The N64 version of Warzone doesn't look all that different from the PlayStation version (check the PS previews). Look for it to hit in July of this year from Acclaim.



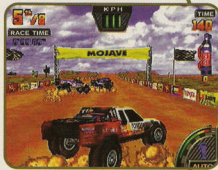
## Superman 64

From the info we have right now, SM64 is a Final Fight-esque action/adventure game. It's coming to us from Titus in the third quarter.



## Off-Road Challenge

This off-road racer from Midway puts you in control of a variety of 4x4 vehicles. Environments include deserts, mountains and swampy bayous, among others. Midway promises the finished product will run at 30 fps.



# not cool



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## NINTENDO 64

## Flying Dragon



Not only does this game allow you to play in both 2D and 3D Modes, but there's also an option to change your characters from anime style to more realistic fighters. You can also build your owl characters. It should be out from Natsume in June.



## Choro Q 64

Choro Q 64 promises to be quite a racer. Coming to us from Takara, Choro lets you edit cars and courses and then race.



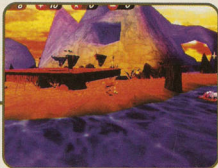
## Buck Bumble

Buck Bumble is developed by Argonaut—the people who brought us Croc. Putting you in control of a bee, the game provides a colorful 3D environment for you to explore. Watch for it from Ubi Soft this fall.



## Space Circus

With more than 300 wacky cartoon characters to interact with and large levels to explore, this N64 title should give a load of non-linear gameplay. Coming from Infogrames, a release date sometime in the third quarter of this year is expected.





# way cool



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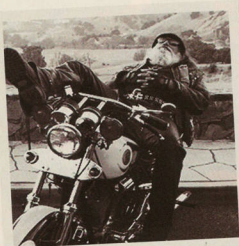
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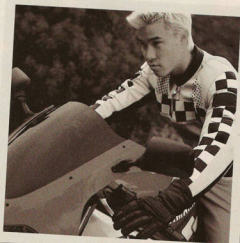
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—Dewley gangmember



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—Kaffe Boys gangmember

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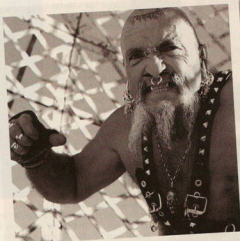
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—Techgeist gangmember



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—DeSade gangmember

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- Jersey Devil
- Risk
- Bushido Blade 2
- Brave Fencer Musashiden

## Metal Gear Solid

Move Over  
Bond, Solid  
Snake Is  
Back



The map at the top-right of the screen allows you to view the whereabouts of enemies and their viewing distances. If you walk within their range, they'll see you and alert their comrades.

**E**GM recently had a chance to visit Konami's KCEJ offices in Japan to meet with Hideo Kojima, the producer of Metal Gear Solid, and to get some hands-on playtime with what very well could be this year's hottest PlayStation game. What we played was only a short two-level demo—the same demo that was shown at the Spring Tokyo Game Show just days earlier—but it was enough to have us walking away mighty impressed.

In case you're not familiar with Metal Gear, here's the story: The original Metal Gear was released in 1987 for the MSX and later made its way to the Famicom, where it was then brought to the United States by Konami for the NES. The game (which was awesome, by the way) starred Solid Snake, an agent on a top-secret mission to destroy a weapon known as "Metal Gear" before it was unleashed on the world by an evil tyrant. It spawned an MSX sequel in Japan called Solid Snake which was a lot better than the sequel that reached the United States (Metal Gear 2: Snake's Revenge for the NES), but the series has been dormant ever since. Until now.

Metal Gear Solid takes place several years after Metal Gear 2. A group known as Foxhound has taken over an Alaskan nuclear weapons facility and is threatening to wreak havoc on the world if their demands aren't met. That's where you come in, as Solid Snake. It's your job to infiltrate the facility and put an end to Foxhound's plans before it's too late. Unlike most "action" titles however, Metal Gear Solid, like its predecessors, features a slightly different theme: rather than go all out and try to do it Rambo's way, the key to success lies in effectively sneaking your



One of the cooler ways that Mr. Kojima and his team are making the game feel more like a movie is by keeping the credits rolling early on, even after you've started playing the game.

way around and not being seen. If you try to run out and spray bullets all over the place, you're going to find yourself surrounded in no time.

Gameplay in MGS is completely polygonal, with huge 3D environments and simply gorgeous (although rather dark) graphics. While the original plan was to incorporate CG cinemas here and there, they're all gone now. The entire game's cinemas—over 2 1/2 hours' worth of them—take place in real time, using the same graphics engine as the game. This not only preserves the feel of the game, but it cuts down load times considerably.

The 3D engine provides a much more satisfying feel than the one the older games offered. While the main perspective is somewhat similar to the classic games (top-down), the first-person viewpoint (achieved at any time by pressing the Triangle Button) adds an entirely new layer of depth. And since you can now crouch and



Publisher/Developer	Players/Genre	% Done	Release
Konami Co., Ltd. KCE Japan	1 Action	40	Sept. 1998 Japan

Web Address: [www.konami.com](http://www.konami.com) OR [www.konami.co.jp](http://www.konami.co.jp)





Watch in glee as Snake smokes this guy. Speaking of smoking, cigarettes are back as a main item, though now you'll lose health if you smoke. Most objects in your path are welcome since you can launch off of them and catch some real air.

crawl at any time, there are a lot more places for you to hide—like underneath trucks, water tanks, desks and more. You can enter the first-person view while crouching too, so you can see exactly what's in front of you if you're say, underneath a big truck. A key benefit to crouching is that enemies can't hear you when you're doing it. Sound plays just as much a role in the game as sight, so if you're too noisy, enemies will hear you and they will search you out. As they say, silence is golden. For the more daring types, you can get underneath a cardboard box (yes, the box is back!) and try to sneak your way around without getting caught. Careful though, if a guard notices something suspicious, he'll come over and see what's hiding in that box...

There are more than 20 weapons in MGS, ranging from classics like the Plastic Explosives and the Rocket Launcher to a variety of new guns and gadgets. Unfortunately in the demo we played, only a select few were usable, but Kojima was kind enough to show off a few from later in the game, like the C4 bomb (which, if you're good enough, can be attached right to the back of an enemy) and the awesome Remote Control Missiles (which can be controlled from either viewpoint—first person is VERY cool). You'll even be able to



When standing with your back to a wall, the camera changes to this viewpoint so you can see what's going on around the corner.



combine certain items with weapons to enhance them in various ways.

Communicating with your peers is another key aspect of Metal Gear Solid.

Like in the previous games, you can communicate via a special transmitter by pressing Select at any time. Sometimes you'll receive calls, sometimes you'll want to make calls yourself to try to obtain some hints or information. Throughout the course of the game you'll deal with at least eight (maybe more) people who each have their own frequency which you'll need to find (fortunately once you learn it, the game remembers it).

Needless to say, Metal Gear Solid is going to be HOT. There's so much detail in the game (even in the short demo we played) that we could probably go on for another 10 pages explaining the game in-depth. Unfortunately the game isn't due out here until November (it hits Japan on Sept. 3), but we'll be back with a bigger, badder feature in a couple of months when we get closer to the game's release. In the meantime, be sure to check out [www.videogames.com](http://www.videogames.com) on the Web for all the latest screens and info.

Solid Snake can dispose of his enemies in a variety of ways, including the traditional neck-snap (ouch!). If only these guys knew what was about to happen to 'em...



Keeping quiet is ever-so-important in MGS. It'd really stink if Solid Snake blew his cover because of a head cold or something...[cough].



# Colony Wars: Vengeance

The Earth Strikes Back

**P**sygnosis wants to make one thing abundantly clear about Colony Wars: Vengeance: It is not a glorified mission disc for the highly acclaimed original. "We've totally rewritten the AI routines, we've rewritten the collision routines, and we've optimized the code so that you'll see a 30 percent increase in speed," said Lol Scagg, the game's producer, adding that the leaner graphics engine will allow for far more ships and weapon effects to appear on screen.

And that's just the beginning. The Colony Wars team—which has doubled in size since it finished the first game—is adding three new solar systems that'll be packed with more asteroids, more background nebulae and even distant black holes. Your ships' heads-up displays have been revamped with new shoot-assistance cues and enemy-status readouts. You now get 22 weapons, instead of the original's 15. The improved AI means

your wingmen will actually help out this time around. And Psygnosis is throwing in more surprises that'll be revealed in the coming months.

The story and six-ending mission tree have been heavily tweaked, too. Vengeance continues the plot established by the original's fifth ending, which saw the League of Free Worlds sealing the wormhole to Earth. Cut off from the riches of the galaxy and with its own resources dwindling, Earth became embroiled in global civil wars until a hot-shot pilot named Kron united the planet's population. Kron's goal is simple: Use Earth's navy of space frigates and fighters to seek vengeance against the League forces.

You play a battle-hardened Earth pilot named Mertens, who'll be introduced to other supporting characters through the game's nearly 30 cinemas (there's even an enemy ace, whom you'll chase in several missions). Each mission now features multiple objectives, thus upping the game's overall length. "We tried to expand the amount of time during the missions," Scagg said. "Where they used to last between two and three minutes, they're now a minimum of five. There won't be any more missions than the original, but they'll be just as many and they'll be longer." Fortunately, you can save between each mission, unlike in the first game.

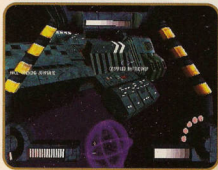
With the success of the original Colony Wars—which sold more than 150,000 copies in the United States—and with the obvious improvements in this stunning sequel, it looks like Psygnosis is building the best space-combat franchise in console gaming. **B+**

Publisher/Developer	Players/Genre	% Done	Release
Psygnosis Psygnosis	1 Action	20	November 1998
Web Address: <a href="http://www.psygnosis.com">www.psygnosis.com</a>			

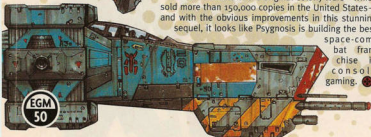
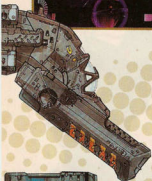
## Ship Shapes

While the original Colony Wars strapped you into seven space fighters, Vengeance only lets you fly four. But here's the perk: You can now customize your ships, souping them up for the mission at hand. After every few missions you earn power pods, which you can allocate to increase your ship's top speed, maneuverability and shield strength. You can also handpick your fighter's weapons loadout and even customize its paint job (we can't wait to decorate our death-dealing fighters with peace symbols and smiley faces).

It's also worth noting that Psygnosis has a new artist designing the fighters in Vengeance. Instead of creating more of the decidedly *Star Trek*-ish ships of the first game, the artist—who the game's producer labels a "military buffoon"—has modeled the fighters after real-life weapons, giving each ship a truly lethal shape.



Capital ships have animated parts—such as rotating, gravity-generating midsections—as well as specific weak points you must target.





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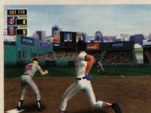
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sweat the details™

Publisher/Developer Players/Genre % Done Release

Capcom 1-2 Fighting 50 3rd Qtr. 1998

Web Address: www.capcom.com

# Pocket Fighter

Super-Deformed Fun



**S**illy moves, outrageous grabs and big heads...no, it's not the staff of *Electronic Gaming Monthly*. It's the cast of Capcom's latest PlayStation fighting game, *Pocket Fighter* (a.k.a. *Super Gem Fighter Mini Mix* in the arcades). This game is slightly more than the typical *Street Fighter* rehash—if you think you've seen it all in a *Capcom 2D* fighter, think again.

The *Pocket Fighters* are super-deformed versions of their full-grown counterparts. They come from all ends of the Capcom universe: *Street Fighter*, *DarkStalkers* and even the low-profile *Red Earth*. The characters are armed with their standard attacks and Super Combos (Shoryu-reppas and the like, which are performed off Super Meters that can be built up nine levels).

The "standard" special moves (fireballs, hurricane kicks, etc.), however, are a bit different in this game than in others of its kind. Every fighter starts off with three special moves at level one power. By beating up your opponent or opening random treasure chests, you can release power gems. These gems come in a variety of sizes (think *Puzzle Fighter*) and will power up a certain special move—up to level three. As these moves level-up, they do more damage or hits. For example, Zangief's Spinning Piledriver will go up higher and hit harder at level three power.

You play *Pocket Fighter* with only three buttons: punch, kick and special, making this a relatively simple game to learn. Hitting the Special button will execute a silly but humorous guard crush. Akuma may swing a giant 2x4, Felicia may transform into a Mega Man form and blast you...regardless, these guard crushes will knock an opponent back—they are unblockable—and steal gem energy.

The simple gameplay may provide a novel distraction more than anything, but *Pocket Fighter* is still entertaining to watch and play. With several options (including one that lets you customize your fighters), lush graphics and



Collecting the different colored power gems will build up your special attacks. Here's Hsien-ko's (Lei-Lei in Japan) level three Ground Ghost Blade.

ridiculous attacks (just look at the screen shots on this page), *Pocket Fighter* may be the refreshing change of pace Capcom needed in its 2D fighters.



Check out the cameos in the background. If you look carefully, you can see a *Street Fighter* and a *Dark-Stalker*. Sometimes, Dhalsim will even come out to wash the dirty elephant.



Some of the combos are just plain silly...but cool as hell. Check out what happens when Ibuki doesn't eat her cake.

Publisher/Developer Players/Genre % Done Release

Capcom I-2 Fighting 20 September 1998

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

## Rival Schools

**R**ival Schools is Capcom's arcade 3D fighting game that was well-received by gamers, in spite of its low-hype, low-key status. Now it's quickly making its way to the PlayStation, and it may have what it takes to uproot Street Fighter EX Plus α as the 3D Capcom fighter favorite.

The game's cast is made up of 14 all-new characters (no Ken and Ryu, believe it or not). They are divided among five high schools, making four teams of three and one team of two. You pick one high school and two of its members to fight with (one main fighter and one substitute).

Think of this game as an excellent mix of SF EX Plus α and X-Men vs. Street Fighter (except you can only sub in your teammate *after* the fight...for the next round). Your main character has all the Capcom fill-ins: special moves, chain combos (like in Star Gladiator or SF Alpha), counters, air blocking, throws and super combos. You can also call in your teammate for special team combos. These are both offensive and defensive in nature. For example, one team combo may be a Double Spiraling Dragon Punch, another may heal or pump up the super meter of, the current fighter.

Although this game has a fresh look and feel to it, it's still a Street Fighter game at heart. If you're a die-hard SF fan (like many of us at EGM still are), and you missed this game in the arcades, make sure you don't overlook Rival Schools. It may just surprise you.



Marvel vs. Capcom never had team combos like this...



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Publisher/Developer	Players/Genre	% Done	Release
EA Sports Tiburon Ent.	1-8 Sports	30	August 1998
Web Address: <a href="http://www.easports.com">www.easports.com</a>			

## Madden NFL 99

Madden Is  
Back, And  
More  
Polygonal  
Than Ever

While it took flak in the media for its 2D player graphics, Madden NFL 98 was easily the most realistic football game to ever hit a console system. Why the game wasn't polygonal to begin with is a good question, but EA isn't making the same mistake twice—Madden NFL 99 is now fully 3D.

One gander at these pictures, and you can tell that this year's game is enjoying a hefty aesthetic overhaul, even at this early stage. (It's not even summer and we're talking football already!) EA promises the fully polygonal graphics won't slow the Madden football's signature gameplay, and that once the game is released, it will run at a smooth

frame-rate. Also, the makeover is allowing them to add a host of new player animations such as receivers staring at incoming passes, wrap-tackles and toe-drag animations (when catching balls on the sidelines).

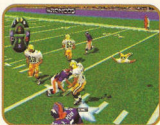
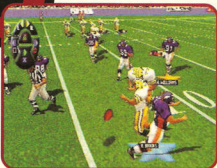
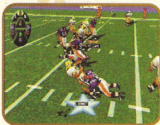
As you might expect, graphics don't comprise the only enhancements. Madden 98's excellent computer intelligence is being improved with specific attention being given to improving the running game and the way the defense chooses to cover passes. Additionally, players will be able to make quarterbacks do pump-fakes to any receiver to throw off the coverage, and fake handoffs to running backs at any time. Ball carriers will be able to perform jukes via the shoulder buttons and bad players that try to juke will have bad things happen to them. If you want to get rid of those bad players, maybe you could do something about it in the off season with the



With new 3D player models, Madden NFL 99's player animations are all the more convincing.

new "Franchise" Mode. This feature gives continuity between seasons by conducting drafts, signings and all of the other things normally done during the NFL off season.

Considering that Madden NFL 98 made it into EGM's top 100 games of all time list, all of these major improvements (assuming there are no ill after-effects) are getting us excited about the prospects of the '99 edition. It's still too early to give the in-depth report that we'd like to, so look for more information in coming months. In the meantime, enjoy this rather lengthy sneak peek.



As you can see, players now react vividly, according to where they are hit.

Polygonal graphics allow for cool animations such as this fingertip grab.



# The Granstream Saga

Just a few weeks after T\*HQ showed off the Japanese version of The Granstream Saga to us, we received a near-complete U.S. version. Talk about quick turnaround! All of the voices are already in (and sounding surprisingly decent), and it seems like all that's left now is a big clean-up job on the "Japanglish" text.

Now that we've played a bit into the English version of Granstream, we can tell you a little more about the story and some of the play elements in the game. The hero, whose name is now Eon (or at least it is in this version, anyway), is on a quest to find the descendants of four wise men who are the world's only hope at saving four floating continents from plummeting to a watery grave below. The magic power that keeps these continents floating is running out, and without the magic orbs of Wind, Water, Fire and Earth, and some help from the four descendants, it won't be replenished.

Like any other RPG, items in Granstream are found in chests and purchased in shops. Leveling up, however, is more of a set process. You don't gain experience from battles (which, as we mentioned last month,

take place on the

spot in real time), but rather you'll raise levels at set points in the game or by finding special life-increasing items hidden in chests. This, along with the interactive battles makes The Granstream Saga seem a bit more like an action/RPG than a traditional one.

As you can see by the pics here, The Granstream Saga has gorgeous 3D graphics. However, this does come with a price—battles are always one-on-one, and as far as we can tell, your party will never visually increase to more than one person, which is all because of potential hardware limitations with the PS. Still, if you're looking for an RPG with a (potentially) very cool story, lasting gameplay reminiscent of the old Ys games, and a cool, innovative battle system, then The Granstream Saga will be just what the doctor ordered. Watch for it this June. ☺



Granstream's characters have a distinct anime-style feel. There are several anti-cute-scenes throughout the game, too.



Granstream's battle system is fairly simple in design, but it's also incredibly polished. Enemies will dodge, jump, use special attacks—even drop their equipment!



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TURNING YOU INTO SPACE GARBAGE.



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# WWF Warzone

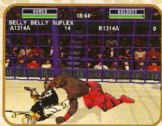
Big Sweaty Men In A Ring...

**A**s cheesy as wrestling can be, you can't help but love how over-the-top it is. For this same reason, playing a game based on the weird world of pro wrestling is just as fun. Of course, a nicely done WWF game from Acclaim certainly helps things, too.

That's where WWF Warzone comes in. The first thing you'll notice about Warzone are its beautiful graphics. The characters are of a decent size and extremely detailed. The skins on each polygonal model are taken from real-life pictures of the wrestlers, resulting in a very authentic look and feel. Even when four players are in the ring, the game still moves fairly well. The game is set up much like other wrestling games, with a variety of different modes, ranging from quick-and-dirty exhibition matches to full-on season-like tournaments for the WWF Heavyweight belt. There is also a weapons match, which spreads chairs, tables and other foreign objects about the ring for wrestlers to use.

The characters in the game are mostly from the upper echelon of WWF's talent roster. Wrestlers include Stone Cold Steve Austin, The Undertaker, Ahmed Johnson, Goldust and Owen Hart, among others. The game's sound is sure to be a strong point—the game contains full commentary from Jim Ross and Vince McMahon, with each having a variety of

"Gold Dust, Gold Dust...are you okay? I didn't mean to crack your skull into a million pieces on the poorly padded turnbuckle...or wait, scratch that, yes I did."



Publisher/Developer Players/Genre % Done Release

Acclaim 1-4 July  
Acclaim Studios Action 75 1998

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



different phrases to choose from given the situation. The game will also have several FMV sequences, including multiple rant videos for each wrestler (worth the purchase in itself).

Another cool option in Warzone is the custom wrestler builder. The name pretty much says it all, but when you select this option, you can literally create your own wrestler from the ground up. If you want a fat, hairy wrestler, you can make him. If you want a guy who wears nothing but a gold chain and army boots (and a pair of undies of course), he's yours. Then you can save this wrestler to a memory card and use him to whoop up on your friends. Check on [www.videogames.com](http://www.videogames.com) for more up-to-date information on Warzone.

Publisher/Developer Players/Genre % Done Release

EA Sports 1-8 50 3rd Qtr.  
EA Sports Sports 1998

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

# NCAA Football 99



NCAA Football 99's Coaches Camera literally draws the entire play on the field for you.

It seems that EA had a change of heart when it came to developing its college sports. Instead of having its college games use year-old game engines, the games are now being developed concurrently with EA's other sports. The first one to benefit from this is NCAA Football 99.

The most obvious difference in NCAA 99 is that it's polygonal and has wrap-tackles and other things associated with being a 3D football title. But the changes between this

year's NCAA Football and last year's game run deeper than the presentation of the players. Those who played last year's game will remember having an easy time with the game's bad AI, but judging from this playable version, NCAA has gotten a whole lot smarter and more realistic. QB's can now do pump-fakes, running backs can juke at the touch of a button, and defenders cover receivers much tighter.

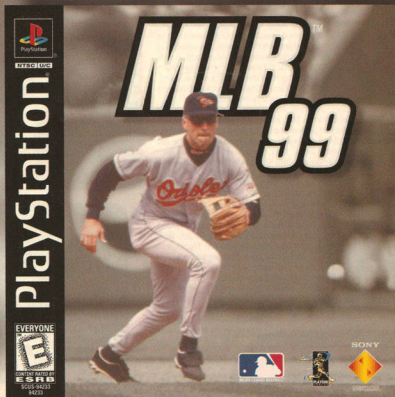
NCAA 99 will also be chock-full of new features to complement the improved graphics and gameplay. For starters, there's an offensive and defensive play editor that allows you to draw up a play, then immediately practice it on the field. Between this and the new "coaches camera" that lets you see the play diagram transparently drawn on the field (using a shoulder button), it seems like NCAA 99 could teach anyone the X's and O's of the game. There's plenty of other new goodies such as an improved instant replay camera, new play-call interface, and a beefed-up Dynasty Mode that actually allows you to be fired from a team if you do a bad job of coaching it. These are only the tip of the iceberg and we'll fill you in on the rest of the details once NCAA 99 gets closer to release.





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Publisher/Developer Players/Genre % Done Release

Westwood Studios  
Westwood Studios 1-2 Strategy 70 August 1998

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

## C&C: Red Alert Retaliation

### The Almost- Sequel To Red Alert

There's something ironic about this Tesla Tank getting shocked to bits by these Tesla Towers.

**A**fter Red Alert was released on the PC, Westwood expanded and improved on the game for more than a year. The result was the Counterstrike and Aftermath expansion discs. Finally, console players are able to reap the benefits of these add-on discs with Red Alert Retaliation, a title that wraps everything into one tidy game.

Red Alert veterans will immediately notice very few changes between this and the original, but they will find plenty of added depth, such as tons of new missions. Instead of breaking them down between the old PC expansion discs, they have been regrouped into separate campaigns. You'll find that these missions are quite a bit more challenging than those found in the original Red Alert, partly because of the game's new units.

New units? Yes—and many of them. The Soviets have developed the lightning-emitting Tesla Tanks and Shock Troopers, added Nuclear Submarines (they can attack land now), and also have Demolition Trucks and M.A.D. tanks that level buildings wholesale. The Allies counter with teleport-capable Chronotanks, Demolition Trucks, and improved defensive capabilities. Suffice to say, it does a lot to change the way the game plays. But, if you want to know if the changes are for the better, however, you'll have to wait for our forthcoming review.



Publisher/Developer Players/Genre % Done Release

Sony Computer Ent. 1 Action 70 June 1998

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

## Jersey Devil



Ever since Croc and Gex 2 successfully engineered 3D platform games on the PlayStation, the floodgates have finally swung wide open for the genre. One of the first titles that will flow through these gates is Jersey Devil, a nearly complete platform game with a look all its own.

Creating a distinct look for a game is important to distinguish it from the rest, and the creators of Jersey Devil have opted to fill this need by giving their 3D game a look that is found on a typical television cartoon. The main character of the game is, of course, the Jersey Devil, an odd-looking purple fellow who looks like a cross between a rabbit and a devil. But he isn't the only cartoony element in the game. Just about everything Jersey Devil faces is amusing in one way or another. For example, one of the end-level Bosses is a sexy girl not unlike Jessica Rabbit. Once Jersey is wooed by her, she turns into a mammoth monstrosity that attempts to kill him by ramming her belly

into him.

But aside from its interesting aesthetics, the game seemingly doesn't deliver anything out of the ordinary as far as 3D platformers go. Actions basically consist of exploring 3D cartoony worlds, while leaping over obstacles, and tail whipping Jersey's enemies into submission. To progress through the game's 11 levels, objects must be found to open the gate to the next area. Often, (and as usual) a "Boss" will await you at the end of the levels.

Although there isn't much aside from its look that set this game apart from its competition, PlayStation owners could always use a good platformer—if indeed, that's what Jersey Devil ends up delivering.

# Risk



In case you didn't know, Hasbro Interactive has an old habit of taking traditional board games and spicing them up with full-motion video, new features and alternate rule sets. Risk is the latest classic to receive this friendly treatment.

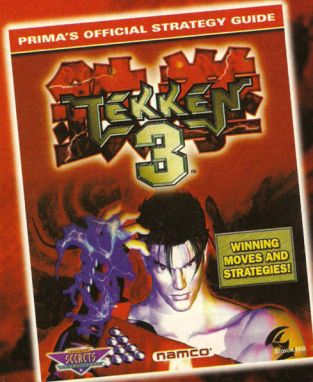
This PlayStation disc has two games. Classic Risk is the game most of us are familiar with. Up to eight players can compete on a number of different stages (including the original world map from the board game and a host of new ones). You can change a number of options and rules to fit the game to your liking.

If you don't find Risk a challenging enough strategy game, then you may want to check out Ultimate Risk. It introduces several new facets to the simple formula. Now, you must deal with terrain, weather effects, POWs and rebel forces. You can construct forts, defend capital cities, create alliances, use power-ups, create super troops, choose offensive and defensive formations, set booby traps and much more.

Hasbro has breathed new life into a classic. If you've ever been a fan of the board game, then you won't want to miss this totally fresh experience. This isn't the Risk you grew up with.



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# PLAYSTATION

インター

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



## Bushido Blade 2

Square's  
Sequel Cuts  
Even Deeper

**W**hen Bushido Blade 2 hit Japan in late March, it took more than a few fans of the original by surprise. Instead of packing it with enhanced graphics, new moves and all the other bells and whistles we usually see in sequels, developer Light Weight simplified the game's fighting engine and overhauled its one-player Story Mode.

Now, the one-player takes you through various stages that require you to defeat several generic ninjas (in a throwback to BB1's Slash Mode) before facing a major character from the opposing clan. You'll also run into support characters who you can control in the following stage. If you die, you simply revert to your main character and proceed as before. Complete the stage

Publisher/Developer	Players/Genre	% Done	Release
Square Co. Ltd. Light Weight	1-2 Fighting	100	Now
Web Address: <a href="http://www.square.co.jp">www.square.co.jp</a>			



The fighters are more detailed than the original's. Yet—oddly enough—the backgrounds suffer massive pop-up.



as the support character, however, and he/she will be unlocked for play in all modes (including a new Wooden-blade Mode that's modeled after a real-life martial arts tournament). You start the game with six selectable characters, but you'll have as many as 18 once you open the other fighters.

Control is simplified. Only one button is used to cycle through the three attack stances, and there are now two Attack buttons and no Block button (you block by slashing your weapon the same time the enemy does). The damage system has been revamped, too. Arms can still be rendered useless, but leg wounds result in slower motion, instead of BB1's hobble stance.

Square has yet to reveal whether it will bring this sequel to the United States. We expect that announcement at E3, followed by a stateside release this fall.

Publisher/Developer	Players/Genre	% Done	Release
Square Co., Ltd. Square Co., Ltd.	1 Action/RPG	70	3rd Qtr. 1990 Japan
Web Address: <a href="http://www.square.co.jp">www.square.co.jp</a>			

## Brave Fencer Musashiden

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



While being touted by Square as an action/RPG, the company's latest creation, Brave Fencer Musashiden, is really more of a hybrid platform/adventure/role-player, with elements from all three genres rolled into one extremely promising looking package.

Shown for the first time at the Spring Tokyo Game Show in Japan, BFM stars a young boy named Musashi who carries a big...err two big swords and travels about in a huge, colorful (and nicely detailed) 3D world. The demo at

the show featured three playable areas of the game, each with different objectives and some gigantic Bosses and enemies. By allowing your sword to charge up, you can unleash special attacks, and like any good platformer or action/RPG, you can run, jump, use items, talk to people (there's a lot of voice in the game) and more. In certain areas (like the beginning), the viewpoint changes to an "into the screen" view similar to Crash Bandicoot, and presumably there will be other varied camera angles as well during play.

The character designs are being done by Tetsuya Nomura, the extremely talented person responsible for the characters in both Final Fantasy VII and Parasite Eve, so expect the game to have loads of personality. The PlayStation is painfully lacking in the action/RPG department right now, so Brave Fencer Musashiden should make for a welcome addition to the PS library when it is released in Japan this summer. Hopefully Square will bring it to the United States before the end of the year.





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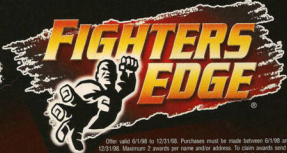
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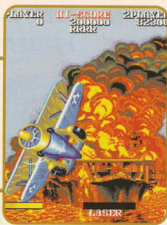


## PLAYSTATION



## Capcom Generations

Similar to the Namco Museum series, Capcom Generations takes classic Capcom hits and brings them to the PlayStation. The first includes 1942 and its sequels, and the second focuses on the Ghosts & Goblins games. Look for them in the fall.



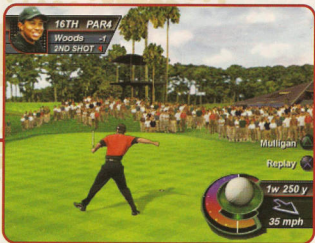
## Tecmo's Deception 2

This one gives fans of the first a whole new experience. Besides being a female, there are better graphics, multilevel rooms and selectable viewpoints.



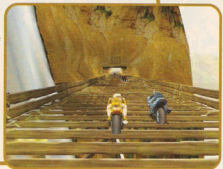
## Tiger Woods 99

With the hot Tiger Woods name attached, TW 99 is sure to please golfing gamers. This one carries the official PGA Tour license and features 15 PGA Tour golfers (including Tiger, of course) and authentic PGA Tour courses.



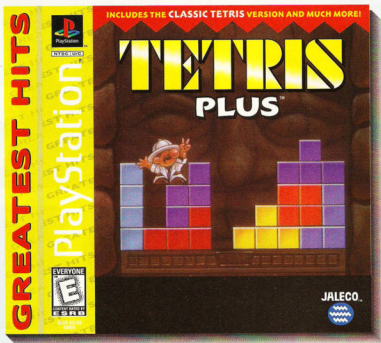
## Moto Racer 2

The first Moto Racer received decent scores from the Review Crew—will the sequel have what it takes to be as good? Early info suggests it's more of the same with better graphics. We'll keep you posted.





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## PLAYSTATION

## Mortal Kombat 4

Mortal Kombat 4 comes home from the arcade. If the PlayStation version is anything like the N64 version, it'll have all the arcade moves, two fatalities per player and deadly, player-specific weapons.



## Shao Lin

What's this? A fighting game in which you can play up to four players at once? On top of this unique feature, the game has the standard modes of play, six schools of martial arts and an action/RPG Mode. Look for it from THQ in November.



## Abe's Exodus

The sequel to Abe's Oddysee is on its way. Since the original was part of a five-game series, Abe's Exodus continues where Oddysee left off. It looks as if you'll have to save your fellow Modukins once again—this time in all-new environments.





ocean

# Dam!...!

# DAM!...! *DAM,*



# Dam, *Dam,*



# *Dam,* Dam.

*There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some unholy being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.*

# DAM!

## *That pretty much covers it.*



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333 W. Santa Clara Street, Ste. 820  
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Phone: 408-289-1411 • Fax: 408-289-1889  
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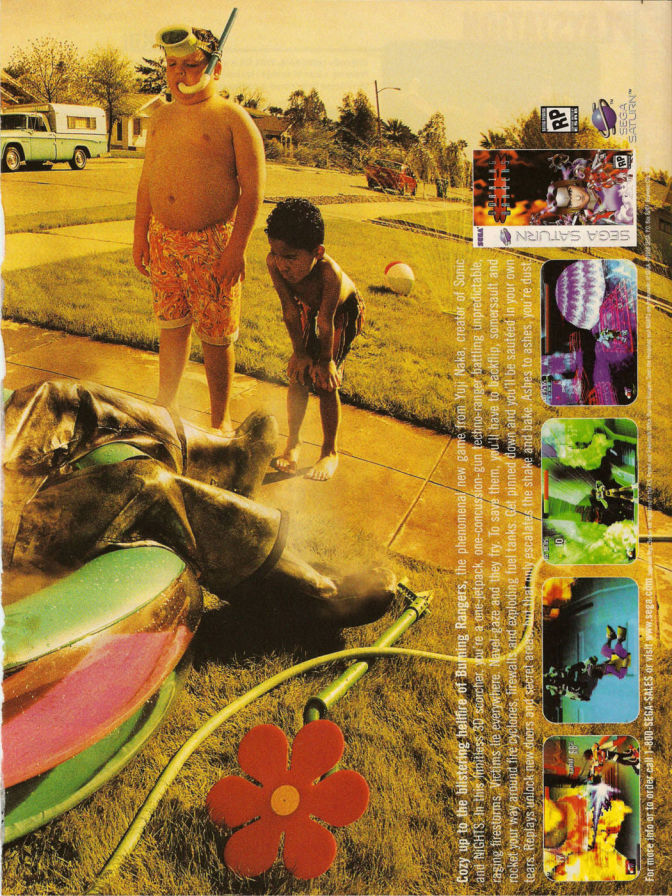
# Wetrix™



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Cozy up to the blistering hellfire of **Burning Rangers**, the phenomenal new game from Yuji Naka, creator of *Sonic* and *Nights*. In this limitless 3D shooter, you're a one-jetpack, one-concussion-gun techno-ranger battling unpredictable, raging firestorms. Victims die everywhere. Navel-gaze and they try. To save them, you'll have to backflip, somersault and rocket your way around the cyclones, firewalls and exploding fuel tanks. Get pinned down and you'll be sautéed in your own tears. Replays unlock new doors and secret areas, but that only escalates the shake and bake. Ashes to ashes, you're bust.



For more info or to order call 1-800-SEGA-GAMES or visit [www.sega.com](http://www.sega.com)

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## PLAYSTATION

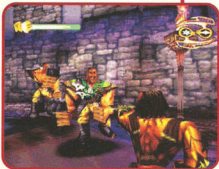


**Thrill Kill**  
Originally called S&M, Thrill Kill is a violence-ridden fighter featuring a load of strange characters. Multitap compatible, this intense beat-'em-up is coming to us from Virgin.



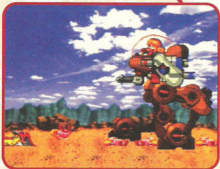
## Small Soldiers

Based on the upcoming film from DreamWorks, Small Soldiers from EA has you controlling the characters from the movie in a variety of missions.



## Silhouette Mirage

Treasure's innovative 2D side-scroller for the Saturn (available only in Japan) is making its way to the PlayStation with some fancy extras, including at least one new stage and improved anime sequences. Working Designs is planning to have the game out this summer. Old-school platform action lives!



## Prof. SportsCar Racing

The info on this one is slim, but the name suggests that it's a racer based on the same group that holds professional races on courses around the United States. The licenses are still under negotiation, but the game may feature cars such as the Corvette and the Ferrari, among others.



IAN LIVINGSTONE'S

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**EIDOS**  
INTERACTIVE

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# PLAYSTATION

## Dead Unity

Unity is the name of the place, and it's now dead thanks to an evil robotics corporation. Your job is to not only restore peace, but also find out about your own past. Look for it in September from T\*HQ.



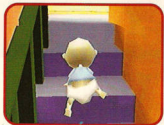
## Pro Pinball: TimeShock

Originally on the PC, TimeShock pinball is coming to the PS. This game's pretty straightforward—it's a pinball game.



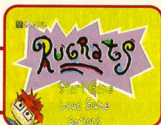
## TOCA Touring Car Championship

Developed by Codemasters in the U.K., TOCA Touring Car gives you control of eight touring cars as you race in famous European circuits. The handling and physics engines are reportedly superb. TOCA should be here in the summer.



## Rugrats

The emmy award-winning animated series is making its way into the gaming world thanks to T\*HQ. The 3D adventure game features the cast from the show in a slew of wacky adventures. Look for it in November.





# Well Done Soldier

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## PLAYSTATION

## L.A.P.D. 2100 A.D.

Being a cop is a tough job. Being a cop in the 22nd century is even tougher. Luckily, you have a transforming assault vehicle at your fingertips. Electronic Arts is bringing us this one in the fall.



## Tomorrow Never Dies

It would be too easy to compare this one to GoldenEye 007, so we won't. Besides, it's on the PlayStation. This title from Black Ops has Bond doing anything from skiing to driving, and pretty much everything in between. The different styles of play should make TND practically five games in one.



## Tiny Tank

In this game, you're an unlikely tank hero who must stop a band of evil robots—ground-breaking indeed. From the creator of Ecco the Dolphin, look for it from MGM later this year.



## Asteroids

Strange how things work sometimes. We gave you Astro, now Activision is giving all of us an update to Asteroids. As you'd expect, the game's essentially like the original but now in 3D.

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personality disorder.

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anything

until you've lived the lives  
and completed the quests

of 7 different people.



Emelia



Late



Red



Axelus



T260G



Riki



Blue

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IDENTITY CRISIS.

### SHINGROW PALACE

*Nothing's as good as revenge. As Red,  
you'll battle Black X, the man who killed  
your family. As Finelia, you'll enter  
the martial arts tournament to avenge the  
death of your lover. Just remember  
to stretch before strenuous activity.*



### YORKLAND

*Serenity. Nature. A windmill. This is  
Yorkland, the birthplace of the musician  
Late. But, as Riki, a millionaire  
gives you a ring. No, it's not love. It's  
one of the 8 legendary rings you  
need to save your decaying planet.*



## MANHATTAN

*The busiest shopping mall. And a prison. As Red, Manhattan is the beginning of the end of your quest. As Emelia, this is just the beginning of the beginning.*



## KOORONG

*It's a dirty metropolis and a hotbed of crime. As Blue, this is where you set off on the quest to kill your twin brother. And as the robot T260G, your lost past forces you to ask such questions as: Who am I? What is my mission? And, where can I find a good mechanic?*



## DEVIN

*"I see a shiny new gun in your future." Small stalls offer fortune-telling services. This is also where Blue and Emelia attain some wisdom on the Rune quest.*



Meet exciting people and shoot, stab or put spells on them.

Lose yourself in breathtaking views as you run for your life.

No vacation would be complete without a prison break.

Activities range from music and sailing to killing your brother.

Unless you die, you'll have memories that will last forever.



## FACINATURU

*You are Asellus. A transfusion of human and Mystic blood courses through your veins. This is where you've been resurrected, and thus begins your tragic wandering of conflicting passions.*



## NELSON HARBOR

*A military port hidden in a cave? Not the best place to get a tan, but it is where you get the best nites for converting gold to cash.*



## PACK YOUR BAGS

*This is only a sampling of the places you'll go with us. And as you vie for glory, acceptance or just world salvation, you'll surely be thinking, "If only my friends could see me now."*

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SQUARESOFT



## Burning Rangers

Sega's  
Fiery  
Farewell  
To The U.S.  
Saturn

Battling blazes yields crystals, which serve not only as your health...

It turns out that one of the Saturn's final games to hit the United States is also one of the system's slickest. Recently released in Japan, *Burning Rangers* oozes high-production values. The intro anime, high-res front-end menus and pop soundtrack (which sounds like something you'd hear from one of Sega's arcade racing games) are all top-notch. And the game's visuals—based on a highly modified NIGHTS engine—are among the most spectacular ever pumped out by the Saturn.

You play one of two futuristic firefighters on a mission to collect crystals and rescue trapped people. The game's set on four maze-like levels, which in turn are made up of individual stages and a Boss stage. The first level is a burning building that's home to dangerous tanks that explode if you let the fire burn around them too long. The second level takes place in an underwater base, which contains sections that you must swim through (you'll even come across a helpful dolphin, although we're not sure if it's Ecco).

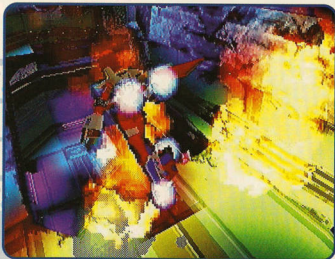
The third and fourth stages—both set on a doomed space station—are especially spectacular. Here you'll find areas with zero gravity, forcing you to float your character carefully through burning hallways. All of the levels are home to enemy robots, as well as end-Bosses, which range from fire-breathing flowers to giant robotic fish. As in *NIGHTS*, you're given a letter grade for your performance after you complete each stage.

*Burning Rangers* is heavy with Japanese voice-overs. You hear other members of the team chime in constantly with status updates, and you can request radio mes-

Publisher/Developer Players/Genre % Done Release

Sega Sonic Team 1 Action 75 May 1998

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



A training level kicks things off and shows you the ropes of firefighting.

sages that help guide you to the next fire victim. As cool as this feature is, it's extremely unlikely that Sega will rerecord all the game's dialogue in English. Instead, the game will probably be subtitled.

Set to ship on May 12, *Burning Rangers* is the last Saturn game that Sega will release in the United States. Sega has stated that its final lineup (which also includes *The House of the Dead*, *Panzer Dragoon Saga* and *Shining Force III*) will only be available in limited quantities. No more than 5,000 copies of each are expected to hit stores, so Saturn fans looking to get in on the system's last hurrah may not want to sit idly by while the games sell out.

...but also as a power source for teleporting the scattered victims to safety.

# THE RPG THAT DEBUTED AT #1 IN JAPAN

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## Lunar 2: Eternal Blue



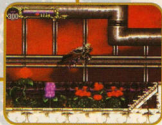
Lunar 2 is coming to the Saturn in Japan in the form of another remake by Game Arts. Like Silver Star Story, Lunar 2 will feature enhanced graphics and sounds, tons of new voice and animation, plus new areas and plot twists.



PlayStation and Saturn versions scheduled to be announced in the next few weeks. The Saturn version may be published by not only Game Arts, but also by the publisher of the Saturn version, the Sega Saturn.

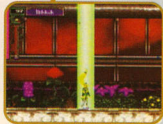
## Dracula X: Nocturne in the Moonlight

Fans of Castlevania: Symphony of the Night for the PlayStation will be drooling over the Saturn port, which features two entirely new stages (with new music!), the ability to play as Maria (yes!) and more. Unfortunately, it'll never see the light of day in the United States.



## Soul Divide

Atlus has a hot new shooter on the way for the Saturn (and PlayStation) in Japan called Soul Divide. Featuring gorgeous 2D graphics, huge enemies and a variety of items and power-ups, it could be one of the big sleeper hits of the year.







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# Arcade

PREVIEWS

Game Directory

• Sega Rally 2

## Sega Rally 2

The Best Rally Ever Gets A Facelift

**S**ega Rally was released in 1995 and redefined the racing genre almost as much as Daytona did before that. Graphically advanced using the Model 2 board, the animation was absolutely fluid but more important, the game controlled flawlessly. The idea of a "rally" is pretty much off-roading with cars on tracks laid with dirt, snow and in some cases a little pavement. This makes for a "slippier" ride and makes control more of a challenge than in 90 percent of other racing games. Jump to 1998 and Sega Rally 2.

This game runs on the monstrous Model 3 Step 2 board, creating a previously unseen level of graphics and fluid animation. Above that, the control seems to have been tightened as well, making it even more realistic (if that's possible).

Other options in the game include a handbrake for sharper turns (and you will use it), and a rear-view mirror, especially necessary in a fierce competition. SR2 offers six different vehicles to choose from: Corolla WRC, Ford Escort WRC, Peugeot 306 MAXI, Lancia Stratos Gr4, Subaru Impreza WRC and Lancer Evolution 4. All of the cars are unique and have different torque and horsepower. Four difficulties make this game more challenging too—they are Beginner, Intermediate, Advanced or Extreme. Probably the best option available in SR2 is the Practice Mode where

Publisher/Developer	Players/Genre	% Done	Release
Sega of America	1-8 (via link)		
Sega of Japan	Racing	N/A	2nd Qtr. 1998
Web Address: <a href="http://www.sega.com">www.sega.com</a>			



there are no other cars, but you are required to beat the clock or it's the end of your game. The other mode is the Championship Mode in case you want the satisfaction of beating your opponent one-on-one.

SR2 is an excellent blend of superb graphics and gameplay. It is a game all future driving games will be held to, and the best part is, it'll be out by the time you read this!



## Behind the Screens

At the Amusement Showcase Intl.

As part of an unexpected and reason-unknown publicity stunt, Slash (formerly of the band Guns 'N' Roses) stopped by to sign autographs and try his hand at Sega Rally 2. It was his first try so he didn't fare all that well, especially against avid Sega game player (and Sega employee) Joe Kaminkow. Slash did seem to enjoy himself, especially for someone who no doubt was partying until the wee hours of the night before like the rest of us.





# ON TARGET!

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- Ultra Game Players -

"It is rare that a console gets a title that stresses realistic flight control over arcade-style action, but this is exactly what AeroFighters Assault does."

- gamepen.com -

"...a very satisfying game playing experience that shouldn't be missed by any N64 owner that is even remotely interested in flight combat games."

- bird.taponline.com -

"AeroFighters' best qualities lie in its six realistic, highly maneuverable fighter jets (two are bonus jets)."

- NEXT GENERATION -

"This game is one of those ever-green titles that will hang around the system forever."

- Q64 -

## AEROFIGHTERS ASSAULT



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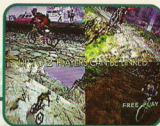
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# ARCADE

## Downhill Racers

Namco's newest deluxe machine is entitled Downhill Racers. This game is a mountain bike sim that plays not unlike a previous title Prop Cycle in that you actually pedal the bike. This game is early and it is unknown when (or if) it will reach your local arcade.



## Fighting Vipers 2



Sega's Fighting Vipers 2 offers a couple new characters, a new Boss and the same basic gameplay as before. This one feels pretty good so far, reminiscent of Tekken and VF.



## Get Bass

If you like fishing, Sega's Get Bass is THE best fishing game ever. Utilizing Model 3 and a very high-tech cabinet, it's as close to real fishing as you can get without actually going to the lake. The pole is hooked up to a motor that pulls the fishing wire when a fish is caught, simulating a fish's movement. Casting is performed by moving a strange N64-style analog around.



## Real Bout 2

A change from the previous titles, Real Bout 2 features a new motherboard called Neo Giga. This means Neo games can now be up to a Gig in size, and RB2 is a whopping 600 Megs! The increased size enables SNK to have 22 characters in all (four new from the previous title) as well as more detailed backgrounds and a "Sway" feature (two planes to fight on).



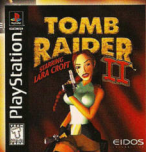
## Teraburst

Based on the popular Operation Thunder Hurricane game, this Konami shoot-'em-up has an alien theme. It's not unlike Sega's Gunblade N.Y. where you hold a large rifle, and spray all visible opponents with lead. The game should be out within a couple of months.



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the smell of bacon is that much sweeter.*



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June 1998

# Coming soon

Compiled by: John Stockhausen

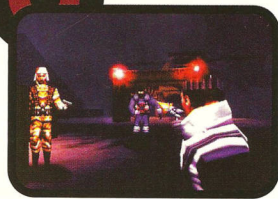
## PLAYSTATION

Batman & Robin	Acclaim	May	Action
Breath of Fire III	Capcom	May	RPG
Einhänder	SCEA	May	Shooter
Elemental Gear Bolt	Working Designs	May	Light Gun
Forsaken	Acclaim	May	Action
Gran Turismo	SCEA	May	Racing
Hot Shots Golf	SCEA	May	Sports
Major League Soccer	Take 2	May	Sports
Road Rash 3D	Hasbro Interactive	May	Strategy
Running Wild	Universal Interactive	May	Racing
Team Losi RC Racing	Fox Interactive	May	Racing
TimeShock Pro Pinball	Empire Interactive	May	Action
Vigilante 8	Activision	May	Action
World Cup 98	EA	May	Sports
Azure Dreams	Konami	June	RPG
Bio.F.R.E.A.K.S	Midway	June	Fighting
Cardinal SYN	SCEA	June	Fighting
Crime Killer	Interplay	June	Action
Dead Ball Zone	GT Interactive	June	Sports
Fox Sports Interactive Golf	Fox Interactive	June	Sports
Fox Sports Interactive Soccer	Fox Interactive	June	Sports
Granstream Saga	T*HQ	June	RPG
Jersey Devil	Midway	June	Action
Mega Man Legends	Capcom	June	Action
Mortal Kombot 4	Midway	June	Fighting
N2O	Fox Interactive	June	Shooter
Off-Road Championship	Midway	June	Racing
WarGames: Delcon 1	MGM Interactive	June	Action
X-Men vs. Street Fighter	Capcom	June	Fighting
Constructor	Acclaim	July	Simulation
HardBall 6	Accolade	July	Sports
Silhouette Mirage	Working Designs	July	Action
Tomba	SCEA	July	Action
WWF Warzone	Acclaim	July	Action
Bass Masters Classic: TE	T*HQ	August	Sports
Brunswick Circuit Pro Bowling	T*HQ	August	Sports
C	Konami	August	Action
C & C: Red Alert Retaliation	Westwood Studios	August	Strategy
Heart of Darkness	Interplay	August	Act/Adv
Master of Monsters	Ascii	August	RPG
Rebus	Atlus	August	RPG
Redline	Accolade	August	Action



Activision's Twisted Metal killer looks great so far. Vigilante 8's physics behave realistically, the frame-rate is high, and the attention to detail is impressive. Look for this PS game soon.

Is it possible the release date for Mission: Impossible from Infogrames is for real? Hopefully, since the game sounds pretty damn cool. Check out the preview in this issue on page 40 for more info.



## NINTENDO 64

AeroGuaage	Ascii	May	Shooter
All Star BB 99	Acclaim	May	Sports
Bio.F.R.E.A.K.S	Midway	May	Fighting
Deadly Arts	Konami	May	Fighting
Forsaken	Acclaim	May	Action
Mike Piazza's StrikeZone	GT Interactive	May	Sports
MLB Featuring Ken Griffey Jr.	Nintendo	May	Sports
Virtual Chess	Titus	May	Simulation
World Cup 98	EA	May	Sports
Banjo-Kazooie	Nintendo	June	Action
Bust-A-Move 2	Acclaim	June	Puzzle
Cruis'n World	Nintendo	June	Racing
Flying Dragon	Natsume	June	Fighting
Iggy's Reckin' Balls	Acclaim	June	Action
Mission: Impossible	Infogrames	June	Act/Adv
Mortal Kombot 4	Midway	June	Fighting
Quest 64	T*HQ	June	RPG
Wetrix	Infogrames	June	Puzzle
GT City Tour	Infogrames	July	Racing
World Grand Prix	Video Systems	July	Racing
WWF Warzone	Acclaim	July	Action
Gex: Enter the Gecko	Midway	August	Action

## SATURN

Burning Rangers	Sega	May	Action
Shining Force III	Sega	May	RPG
Magic Knight Rayearth	Working Designs	June	RPG



Acclaim's WWF Warzone will be coming to the PlayStation and the N64. Contrary to our previous reports, both versions will support four-player multiply.

## GAME BOY

Legend of the River King	Natsume	May	RPG
Harvest Moon	Natsume	June	RPG
Quest for Camelot	Titus	June	RPG
Disney's Mulan	T*HQ	July	Action
Montezuma's Revenge	Take 2	July	Action
Roadster 98	Titus	August	Sports

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# Dino-Might!



# turok 2

## seeds of evil

*We visited the Iguana team for some hands-on game time with Turok 2. What we saw was a spectacular sequel that does more than take the dino-hunting hero out of the jungle—it's also one of the first titles to really tap the N64's considerable power.*

*By John Davison*

**T**urok's home, for the next few months at least, is the offices of Iguana in Austin, Texas, where the team responsible for the 1.3 million-selling original is hard at work preparing this much-

anticipated follow-up for a late-summer release. Our arrival at the Iguana offices revealed a parking lot filled with obvious signs of success. A pair of NSXs sits next to a plethora of luxury-mobiles—Lexuses, BMWs and many decadently equipped 4x4s. Moving into their lobby, the lizardy imagery is more than apparent (as long as you ignore the squashed lizard road-kill we stepped over in the parking lot...a nice touch, if unintentional) as huge scale-like motifs adorn the glass walls, hiding the rooms of talent beyond.

Iguana's offices are a warren of corridors and offices seemingly entirely upholstered in purple plastic and voluminous black leather. Each of the firm's many teams has its own vast area of space with meeting rooms, kitchens and offices, all linked in a sort of coders' community that can sustain them for days on end without any real need to go outside. There's a huge lunch room, a well-equipped gym, cupboards full of food and drink, TVs, videos and lots and lots of toys.

Somewhere that feels like it's probably in the middle of all this is the Turok area—and tucked into the corner is Turok 2 project manager David Dienstbier's office. Wildly enthusiastic about his new project, he immediately wants to

demonstrate just how much better the new game is than the old one. An original Turok cart is slapped into a nearby N64 and the now-familiar first level flashes on the screen. A soldier runs toward us and falls, gripping his neck. We watch the first raptor buy it. Then the cart is torn from the machine. Moments later, the N64 development station is revved up and we're treated to the first level of Turok 2, along with Dienstbier's running commentary.

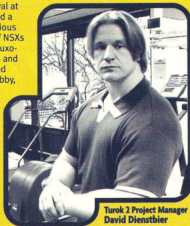
**Turok 2 Project Manager David Dienstbier**

"The obvious challenge was the inherent problems involved with doing a sequel," he begins. "You're a year later, the market's become more saturated with games and people may not be into your game anymore. We had to sit down and really think out how we were going to attack this. First we needed to decide what was wrong with the original Turok. We had to fix those problems and then see what we can do to make the new game twice as exciting. The first thing you'll notice is the visual stuff. When



you see Turok and Turok 2 side by side you see how dramatically different they are."

He's not kidding, either. Level One is a visual feast of clever effects and imaginative design. Turok begins in a harbor, on a jetty with a huge galleon docked to one side. Moving forward into the city, Turok finds himself in the middle of a war. As he advances, boxes and buildings explode all over the place, leaving trails of fire and debris in their wake. Cool lighting effects spatter every nook of the terrain. "When you begin the level there's a lot of environmental stuff going on," Dienstbier continues, "and there's a lot of interaction with the environment. You'll hear lots of screaming and shouting and see people running around—and you'll notice that the graphics are very different from anything you've seen before. The lighting is used very effectively. There are subtle shadows and flickering light sources to add to the atmosphere. We're using real-time shadows on





every creature in the game and not finding any discernible hit on the frame rate. Everything is lit according to the light sources in the room and it gives everything a much more solid and realistic look."

But amidst all this spectacular eye candy, one famous N64 "effect" is conspicuously toned down. Turok 2's skies may be a bit misty at times, but you never see the oppressive pea-soup fog of the original game. "What we've done is make the fog a purely environmental and atmospheric effect," Dienstbier says, pointing to the first level as an example. "This city is a coastal city in the early morning, so we've brought the fog in a little bit to give it that atmosphere. You can see five times as far in Turok 2 than you could in the original."

## Trigger Effects

Further into the level, the scenery begins to discernably shake. What the hell is that? "This hallway collapses as you walk toward it," explains Dienstbier, "and you'll see all of these carts exploding and things flying through the air. All of this stuff causes lighting effects too—so you get a very cinematic and realistic look."

He's right. The impression of a living environment is portrayed very effectively. But we've only just begun to see the game's bag of cool new tricks. As we move further along, some of the new weapons make their first appearance. "All of the weapons in the game make use of real-time lighting and particle effects," Dienstbier continues, "so you see muzzle flashes and wisps of smoke whenever a weapon is used. In places there'll be firefights in really

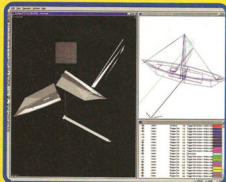
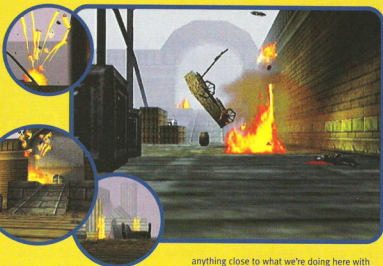
dark corridors where the only source of light comes from the guns, so we're going to get some very Alien-esque scenes."

The man is clearly very impressed with what his team has been able to do. "You'll notice that our torch light actually flickers and that our reflective surfaces actually reflect," he says, "so if you look at the ceiling above the reflective water you'll see the light dancing around very realistically. We have one of the most experienced Nintendo 64 development teams on the planet in my opinion, and if not the most talented bunch of artists on the platform, then at least one of them. I haven't seen

anything close to what we're doing here with Turok 2, certainly not on N64. There are even things on PC with high-end graphics accelerators that don't match this."

## Bigger is Better

So it's one of the first games to push the N64 to its limits then? Seems pretty early in its life for that kind of thing to start. "We tore the engine apart and optimized it to the point where we could incorporate so much new stuff," Dienstbier explains. "We have cool lighting, and an improved geometry engine. This is still the same basic engine from Turok, but





we've pushed it and changed every aspect to try to get the most we possibly can. The machine could handle more, but we'd have to go back and completely re-engineer the whole thing from scratch, which we just

***"I haven't seen anything close to what we're doing here with Turok 2, certainly not on N64. There are even things on PC with high-end graphics accelerators that don't match this."***

don't have the time to do. The game is 16 Mb this time—that's a 128 Mbit cart, twice the size of the original Turok."

Moving on, we discuss some of the major differences and design changes. "The idea is to create a couple of different things," he says. "Turok was a 'go into a level, find the keys and then leave the level' linear kind of thing. Turok 2 is far

more of a mission-objective-based game with some influences drawn from Mario and Zelda. It's now absolutely necessary for the player to explore the environments and sometimes even go back into areas he's already been. The player has to be very thorough. There's a lot of re-exploration. You're going to have to make a lot of notes. In Turok we used lots of visual clues, like looking over ledges to see areas that you obviously needed to go to. In Turok 2 this is even more important. The player needs to be fully aware of the environment."

So what can we expect from the new missions? Dienstbier says they pack multiple objectives and are very story-driven. "One of the first mission objectives is to free some trapped children from somewhere in the city," he says. "The defenders are pretty much getting their asses kicked and whenever you see them they'll be in the process of dying—but somewhere are these kids. Now this is right at the beginning and is a relatively simple objective. As the game progresses we'll introduce new elements. That's something that we've learned from Miyamoto: Start things off simple and gradually add to it as you progress. Later objectives will make far more use of the dynamic environments."

## THE STORY SO FAR

After using the Chronoscepter to defeat the Campaigner in the original game, Turok realizes that the device is too dangerous to exist. In an attempt to save the future, he travels to the largest volcano in the Lost Land and throws the

Chronoscepter in, destroying it. (Like he couldn't just break it over his knee or something. Noooo, he's Turok—he has to throw it into a volcano.) Still, there are repercussions for such grandiose actions.

Unknown to Turok, the Chronoscepter was originally built from parts of a spacecraft (not necessarily the first thing you'd expect, but you can never tell these days), whose origins can be traced back billions of years to a crashed ship lying dormant at the heart of Lost Land, with a single occupant trapped inside. By destroying the scepter Turok has unwittingly released the Primagen, a nemesis who is the embodiment of the Lost Land, a being of vast power whose alien body, mind and soul have melded with the fabric of the land. His destiny is inextricably linked with the Turok lineage.

Now, Joshua Fireseed, the latest Turok (and understandably pissed off with his predecessor for being so stupid) must destroy the Primagen in order to save the universe. Though still trapped within his craft, the Primagen has used the power of his mind to affect simple creatures (Taco Bell drive-thru workers are notable in their absence) from around the Lost Land in a way that will make them serve him.

Aware that the Primagen is a threat, the elders of the Lost Land—called the Lazarus Concordance (silly name, important job)—have erected vast energy totems in critical areas of their realm. These totems and their immense power keep the Primagen imprisoned. But as his power increases and his servants swell in number, the totems are under threat from attack. Turok's job is to protect the totems before traveling to the spacecraft and killing off the big bad guy.



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## A Whole New World

Speaking of environments, what can we expect this time? Is it more of the same jungle and temple stages of the original? This question catches Dienstbier on something that is clearly close to his creative heart. "There is no jungle level in this game," he says. "One of the first rules I set down when we started was this game was to break new ground. I didn't want to see us repeating ourselves and just doing what you tend to see elsewhere. What you often find with sequels is that you just get a cookie-cutter sequel. We want to outdo ourselves."

As we move through some of the other, less-complete levels in the game, it's immediately clear that Turok 2 is very different from its predecessor. As the levels unfold, there's a definite sense of progressing through different domains. "The first two levels are slightly different as you are pursuing this force through the environments," explains Dienstbier. "By level three, though, the player is thrust into environments that are the domains of the individual creatures. Turok travels to lands where the creatures come from and you'll see unique graphics sets that represent each of these environments."

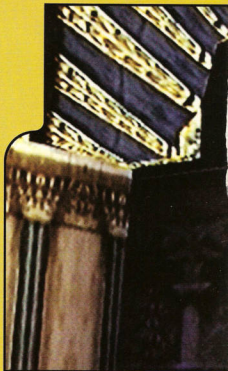
We have dark underground caves, primitive cities, alien environments. There's even a level set on a space ship. All of these are completely unique, and each level looks completely different in terms of its geometry, the textures and the creatures that roam around.

In Turok we shared graphics sets between levels. In Turok 2 there's none of that. Every level looks unique, and also you'll find that each level has its own indigenous species of enemy that's unique to that level."

Some of the levels really are spectacular. As we walked around Iguana's numerous offices of graphic artists, programmers and animators, we were treated to some truly stunning creations. We saw vast, dark caverns flowing with extremely convincing-looking water and filled with dank vegetation. We saw titanic alien spacecraft with huge chambers, long winding corridors and computer screens at every junction. We saw cavernous insect egg chambers filled with pulsating larvae and acres of straight-from-Alien pods. All the environments make dramatic use of lighting and particle effects along with some stunning examples of transparent textures. The alien levels, for example, feature walls with curved, bulbous windows, behind which you can see other animated textures. Most impressive though will be the insect larvae squirming within their transparent egg sacs. Gross? Sure. Cool? You betcha.

### Nice Ass

"Ooh...there's something else you need to know about," Dienstbier adds. "Turok has a special friend this time around who acts as an advisor to him. Her name is Adon, the 'Speaker



**"Obviously we're aware that the cool (weapon) effects were very much a part of the original, so you can expect some cool guns."**

of Forever Light,' and she'll help Turok out, tell him what he needs to be doing, help him save games—even provide some health or ammo. She's not actually an in-game character, but she is an integral part of the game. She tells you the story basically. I'm really very happy with the way she worked out...and she has a really great ass doesn't she? Look at that."

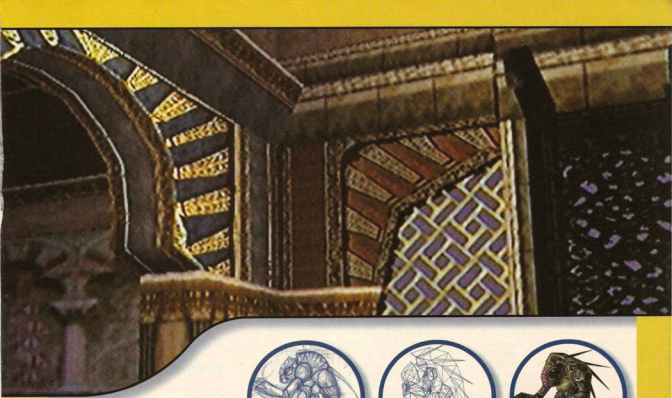
An early model of Adon is brought up on Dienstbier's PC. "She's not going to be there to baby-sit you," he says, "and I want to make sure we control her in such a way that there's a discernible relationship between her and the player. There won't be any romantic entanglement crap—she's just going to be a friend that you depend on."

### A Question of Self Control

Another issue that is doubtless on the minds of anyone who's a fan of the original Turok is, "Are there going to be more control options this







## ENEMY MINE



Turok was notorious for its gory deaths and fabulous animations—so you'd expect more of the same in the sequel, right? "In Turok we had two classes of death: regular deaths and violent deaths," explains Dienstbier. "This time we have three classes: regular, violent and extreme, where you can find huge chunks of the enemies being blown off with blood and gore and stuff just flying everywhere. It's a lot more to do with bodily dismemberment."

Fortunately, the team is taking care to make the combat as realistic as possible, too. "We are generating impact flinches in real time this time around," he says, "and we're calculating impacts based on the geometry of

the enemy. A shot to the head will do more damage than a shot to the shoulder." Also expect to see even more of the amazing death animations that made it so much fun to blast baddies in the original—although Dienstbier promises the effects won't be overdone. "If you use the bow and fire an arrow at an enemy, the guy will flinch and you'll see the arrow actually sticking out of him," he explains. "Now, we don't want to do any 'ow, you shot me in my big toe' animations like in some other games, but we do want the creatures to react to where they've been shot. We just don't want to break the rhythm of the game. That's really important to us..."

It's not just the way foes react after being shot that's changed; enemy AI is much more advanced, too. Now there's a hierarchy within each race—noticeable leaders who control groups of creatures as they attack. Some will ambush you as you go about solving mission-related problems. Others will simply try to overpower you with sheer numbers. "You have to be clever with a lot of the creatures in the game," says Dienstbier as we round a corner to be faced by a pack of raptors. "With a lot of the more vicious guys, you're not going to out-run them. Creatures like the raptors are bigger, faster and more violent than the player. You have to get yourself into a position where you can kill them, but they can't get you."

The AI extends beyond basic behavior, though. Enemies incapable of ranged attacks will dart in close and attack you hand-to-hand. And get this: Some can even unleash combos, Killer Instinct style, complete with finishing moves. But what about Bosses? "Oh yeah," Dienstbier adds. "You wouldn't believe the Bosses we have. They're huge...and much more intelligent and dynamic than they have been before. We don't have them all in place at the moment, but we've really outdone ourselves."





time?" There are clearly two schools of thought on the subject—those who prefer the Turok setup versus those who prefer GoldenEye's control—and the team has taken both into consideration. "As far as we're concerned," Dienstbier explains, "it's pretty clean cut what is going to give the player the best control of the game. For me, even when I play GoldenEye I always switch it to the Turok layout. It's just that it gives you everything you're going to need to play the game effectively. There are places in both the original Turok, and more importantly in Turok 2, where you need to be able to look around freely while moving, and especially with the new Sniping Mode, the player needs more freedom with controlling the views. That said though, we can't ignore the demand for different control systems, because GoldenEye was such a hit. We're not going to be able to give the player the freedom to configure each button...but there'll be a selection of different layouts provided with the game."

### **Multiplayer?...Yes!**

So we've seen the huge new levels, the incredible environment effects, the control schemes and a great ass. Now, finally, we get to the question everyone wants to ask about Turok 2: Will it have a Multiplayer Mode this time? "Here is the 'official' deal," Dienstbier begins. "T2 will feature a single-player Quest Mode as well as several different types of deathmatch play. These include 'Bloodlust' deathmatch (an every-man-for-himself kill fest) and team Bloodlust, in which players can play in two-on-two, two-on-one or three-on-one type teams. 'Frag Tag' is an all-new game mode that promises to make T2 the best party game around! One player is 'it'

***"This time we have three classes (of death): regular, violent and extreme, where you can find huge chunks of the enemies being blown off with blood and gore and stuff just flying everywhere. It's a lot more to do with bodily dismemberment."***

and must search out the others to kill them. The hunted must find predetermined safe-spots, whereupon another 'it' is chosen randomly. Here's the catch, though—the hunted have no weapons whatsoever. And to make things worse, they have targets painted on their backs.

"Characters for the multiplayer stuff will



# LETHAL WEAPONS

obviously include Joshua (Turok) and Adon; along with a Pur-Linn (the large ogre-like creatures from Turok and Turok 2); a Sloth, which is a kind of undead Pur-Linn that slops around the place; a Flesh Eater, who will be a point-for-point match with Turok; and Gant, a dinosaur creature. Finally there will be a hidden character that will probably be a Raptor. In addition, expect lots of cool power-ups, weapons, etc., that can ONLY be found in our death-match game. The level graphics will indeed be more basic in design (less geometry than the single-player environments) in order to ensure fast, smooth multiplayer gaming fun. We are really excited about our four-player capability. You can expect it to be the best on the N64 by a long shot!"

## Out-GoldenEye GoldenEye?

Now that's one heck of a claim, especially considering that arguably the best multiplayer game currently on the N64 is another first-person shooter, GoldenEye 007. So obviously we have to fire off the final question—have any other games influenced the way the Turok concept has advanced? "We don't want to get into a situation where we're trying to out-GoldenEye GoldenEye," Dienstbier says. "They have their game and we have this. One of the mistakes people often make is, say, to try to out-Quake Quake. It's like trying to out-Id Id. We just want to make a marked improvement over our original game. ●



The original Turok's levels and enemies were impressive, sure, but it was really the game's immense arsenal of way-cool weapons—and their dazzling special effects—that drew the most oohs and aahs from players. Now, the Turok 2 team clues us in on the few weapons they're prepared to unveil before the game is released. "You'll see that the knife is gone and has been replaced with this kind of glove/talon thing that you wear on your arm with these two nasty-looking claws sticking out," Dienstbier explains. "You'll have the pistol and the shotgun like before, which have just been beefed up a bit, as well as some cool particle effects like smoke and muzzle flashes when you fire them. Then you have the normal bow and the Tek bow, which look pretty much the same as before. The Tek bow is a much more powerful weapon than before, though.

"Next we have a tranquilizer gun which is pretty cool because it can drop an enemy without actually killing him. And there'll be some parts of the game where the player won't necessarily want to kill a creature. For example, there's a room where the player will find he has to open a door using a pressure plate—but if you step off the plate, the door closes.

What you can do is shoot an enemy with the tranquilizer when he's standing near the plate and he'll fall onto it. Because he doesn't die, he doesn't disappear, so he'll hold the door open for you.

"Further along we have the Firestorm, which is the replacement for the minigun in the first game. We have a few others which we haven't decided on yet. Obviously we're aware that the cool effects were very much a part of the original, so you can expect some cool guns."

After much cajoling we did manage to see (very briefly) a number of other weapons that really show off the graphical power of the N64. A flamethrower (which may not end up in the final game) spews forth a blast of spectacularly realistic flame by making use of the game's powerful particle engine—a method by which flames, water and smoke can be accurately modeled by simulating the "particles" within the effect.

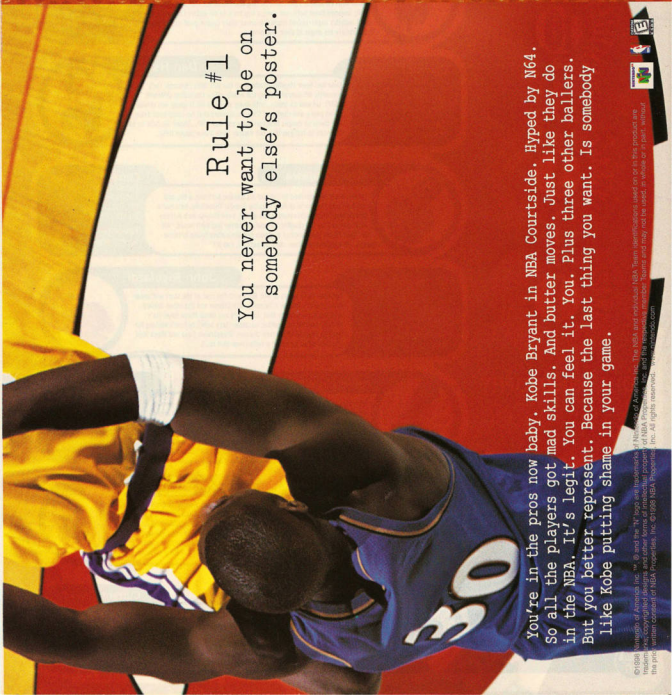
The final and most spectacular weapon we saw was the new-and-improved rocket launcher. Now, six rockets at a time whip out anime-style before hitting their target, sequentially bouncing it into the air as it explodes and shoots out gorgeous rings of flame. Yep, you want cool weapon effects, you definitely get them in Turok 2.











Rule #1  
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somebody else's poster.

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Kobe Bryant in  
**NBA**  
COURTSIDE

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# Review Crew

EXCELLENT  
10

9  
8  
7  
6

AVERAGE  
5

4  
3  
2

CRAP  
1

## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. 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?



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

Games that average at least an 8.0 receive Silver Awards.



### Current Favorites

Tekken 3  
Einhänder  
Breath of Fire III  
Hot Shots Golf

Favorite Genres:  
RPGs, Action

### Crispin Boyer

Cris wanted to use his bio to squeeze in more Tekken 3 comments, so here goes: The CG intro and endings are as cool as Tekken 2's (wait till you see Mokujin's super-silly finale). All the arcade's pre-fight poses, rolling demos and school outfits are intact. The remixed music is incredible. And the Theater Mode—which is way slicker than the one hidden in Tekken 2—is the ultimate thank you to Tekken fans.



### John Davison

Experiencing the very extremes of emotion that reviewing games for the Review Crew can induce, John is still reeling from his time with VR Sports Powerboat Racing and Pitfall 3D. Having justifiably savaged them both, not even a trip back to his native England for next month's super-secret exclusive cover story (and a good cup of tea) could satiate his anger at their crappiness.

### Current Favorites

Tekken 3  
Rival Schools  
Einhänder  
Need For Speed III

Favorite Genres:  
Action, Adventure

### Current Favorites

Panzer Dragon Saga  
Rival Schools; UBF  
NFL Blitz (Arcade)  
Death Tank Zwei

Favorite Genres:  
Strategy, Puzzle

### Dan Hsu

Shoe has been steadily climbing up the NFL Blitz rankings. He's currently #5 overall among the entire office (including GPM and EGM). He was so giddy...until Kraig snapped his 11-game win streak. So an angry and confused Shoe proclaimed that he could beat Kraig in a game of Panzer Dragon Saga any day. Uhh...Shoe? We hate to be the ones to tell you this, but Panzer Saga a one-player RPG...



### Kraig Kujawa

Lately, Kraig has decided to expand his gaming horizons a bit, and venture into the world of Role-Playing Games. Thankfully, he's had a pretty good time rediscovering the genre, even though he's increasingly amused by the roughly translated stories and turn-based "hit me, then I'll hit you" combat systems predominately found in those games. Oh well, every genre can't be perfect, can it?

### Current Favorites

Panzer Dragon Saga  
Einhänder  
NFL Blitz (Arcade)  
Breath of Fire III

Favorite Genres:  
Sports, Strategy

### Current Favorites

Panzer Dragon Saga  
Tekken 3  
Einhänder  
NFL Blitz (Arcade)

Favorite Genres:  
RPGs, Action

### John Ricciardi

Between daily bouts of NFL Blitz with the rest of the staff and seemingly endless Tekken 3 faceoffs with Crispin and the other Tekken addicts, it's a wonder that John gets any sleep these days. He's already headed on another vacation (lazy bum), but he's looking forward to digging into Azure Dreams, Granstream Saga and Mega Man Legends when he returns (whenever that is...).



### Kelly Rickards

With summer arriving and the addictive NFL Blitz finally out of his system (not blasphemy), Kelly has entrenched himself at the local arcade in search of the "Next Big Thing." Capcom's Rival Schools is still his favorite, but with rumors of Sega's new console flying around and hints of an arcade version on the horizon as well, Kelly is keeping an ear to the ground. For now, he'll pass the time with the PS Rival Schools.

### Current Favorites

Rival Schools  
Need For Speed III  
Pocket Fighter  
NFL Blitz (Arcade)

Favorite Genres:  
Fighting, Racing

### Current Favorites

Panzer Dragon Saga  
1080° Snowboarding  
Tekken 3  
NFL Blitz (Arcade)

Favorite Genres:  
Action, Adventure

### Shawn Smith

Ever since Shawn saw *The Big Lebowski* he has wanted to grow his hair and goatee long, wear his robe around town and drink Half & Half out of cartons at the grocery store. It's like he's obsessed or something. In fact, he's been calling game companies and asking if they'll make a Big Lebowski game. Let's hope he regains his sanity. On another note, check out Shawn's review of Panzer for a surprise.



### Sushi-X

Sushi's sure he'll take ribbing from readers who think he's too set in his ways (see his review of Tekken 3, in which he admits he'll always prefer 2D fighters). But the X-man's not about to apologize. He says any fighter that lets newbies get by with random button mashing will never be tops in his book. And most 3D fighters, he says, fit that description. Right now he's praying for a Katana port of SF III...

### Current Favorites

Street Fighter Collection  
Panzer Dragon Saga  
Street Fighter EX 2 (Arcade)  
Tekken 3

Favorite Genres:  
Fighting, RPGs

## 1080° SNOWBOARDING



Publisher: Nintendo  
Developer: Nintendo  
Featured In: EGM #106

There really isn't much wrong with 1080° Snowboarding. The overall graphics are the best on the system, and all the problems I have with the cart are minor. Note that it takes a LONG time to master the controls—and you'll have to master them if you expect to beat the game. Maybe it's just me, but the game's Expert Mode leaves little room to screw up. When playing, I get annoyed when I end up perfectly lined up to land, but I end up flipping over to no apparent reason (even after the experience of 20+ plays). Another minor problem is the hit detection. Once in a while I'd come close to a rock and still hit it even though I didn't seem to be that close. This seems like nitpicking, but when you're trying to win a race, every little mistake can count toward your possible loss. Also, don't expect much from the 2P Mode—it could be better. Still, as you can see, these problems don't affect my score all that much. And yes, there are plenty of good points. The graphics are magnificent. When you're coming over a ridge and the sun pops up, causing lens flare just as powdery snow blows in front of the camera—it's just awesome! When you take the graphics and put them with the incredible sounds and Rumble Pak support, it seems like you're actually on the slopes. It rocks!

Shawn

1080° Snowboarding is like the icy equivalent of Wave Race 64, but with less courses and a much steeper (and potentially frustrating) learning curve. The graphics are beautiful, and the control is almost perfect, but with only six courses total and a select few secrets to open up, you'll be begging for more after just a few days of play. Still, the two-player Mode is fun, and what IS here is awesome. If only it was bigger...

John R

1080 is a decent game (and a lot less stressful than learning the real thing—at least for me). The game has solid graphics, intuitive controls and lots of variety. But a little more variety would've helped. The half-price is the only event I really loved; doing tricks is the best part of the game. I would've liked to have seen multiplayer races that required tricks. A four-player Mode would've been nice as well. Otherwise, it's not bad.

Dan

While 1080's cosmetic appeal is obvious, it's not until you realize some of the subtleties of the gameplay that this truly proves itself. The controls are virtually flawless—while the boards are hard to control at first, the game makes you feel rewarded when you master slants. Couple this with the incredible way the Rumble Pak conveys the different textures and you realize just how good Nintendo is at creating an overall experience.

John D

## WORLD CUP 98



Publisher: Electronic Arts  
Developer: EA Sports  
Featured In: EGM #106

So what's different this time? Well, World Cup 98's goalies seem a bit better than before. They're no longer fazed by headers and seem to react a lot quicker to the action. There are some adjustments to the moves that the players can make too. It's now easier to stop the ball running off, but more importantly the whole tackle system has been overhauled to stop the game from descending into a sliding tackle fest. As you'd expect it's an international affair, and the attention to detail is impressive throughout. The French stadiums are all beautifully rendered and the teams are all wearing the correct 1998 strips. A historical game feature opens up once you've taken a team through and won the Cup that allows you to play famous matches from history. Some of these are even presented in black-and-white and have Kenneth Wolsten-Holme commenting (the man who said, "They think it's all over"). Gripes? The controls are still a bit tough to get used to—and this is marred further by the fact that the N64's Control Pad just wasn't designed with this kind of thing in mind. Passing is still a bit erratic—but at least you can pass into space and hope the player select system realizes what you've done. It's still not as good as Konami's ISS64, but this is definitely the closest EA has come so far.

John D

I can sum up this review real easy: Read my N64 FIFA: Road to World Cup 98 review (issue #102). This is basically the same game, touched up with a few negligible enhancements. The frame-rate still stinks, and the goalies still act confused (although less often). Don't get me wrong: This is still a fine soccer game. But EA is ripping you off with this so-called update. If you own RTWC 98, subtract seven points from my score.

Dan

World Cup 98 is only a marginal improvement over Road to World Cup 98 (which was released just a few short months ago). EA should've just incorporated all of WC's features into RTWC in the first place and saved gamers a ruddy \$50 or so. But to be honest, it's still a great game, and if you don't own RTWC, I highly recommend it. The In-Game Management feature is a nice addition, and the new Classic Mode is cool.

John R

Sporting slightly improved graphics, gameplay and presentation, this is a bit more polished version of FIFA: RTWC. On the other hand, a few things have been removed such as indoor soccer. But what's annoying is that they didn't improve some of the things that begged for it, such as the game's frame rate. There's no excuse—if ISS64 can run that smooth, so can this. Nevertheless, if you don't own RTWC 98, I recommend it.

Kraig

## AGH: ATARI COLLECTION 2



Publisher: Midway  
Developer: Digital Eclipse  
Featured In: EGM #103

I've always been a big proponent of collecting collections. After all, you get several games on one disc, usually for a very reasonable price. The Atari Collection 2 is one of the better ones out there. All the games were fairly popular in their times: Crystal Castles, Marble Madness, RoadBlasters, Gauntlet, Paperboy and Millipede. I liked all of these games when I was a kid (except I never was a big Paperboy fan—maybe because I was never good at it). Playing these today give me that warm and fuzzy nostalgic feeling. Thankfully, Midway and Digital Eclipse were kind enough to support every peripheral you'd ever need for these six games. You can use the mouse, the Dual Analog, neGcon and even steering wheels with pedals. Best of all, you can use the multitap to play four-player Gauntlet, my favorite game in the bunch. If only more companies were willing to provide this kind of support. All of these games play just as good as the originals, assuming you can deal with not having a rollerball for the rollerball games. Warning: If you're too young to remember these classics, then you probably won't like this compilation. These games aren't terribly fun nowadays. They're strictly there for us old-timers' sake. But if you're assuming you liked these games like I once did, pick this compilation up.

Dan

This collection looks good on paper—until you sit down and play these classics that at one time seemed so amazing in the arcade. RoadBlasters and Crystal Castles are OK, but they're not exactly timeless. Control is another problem. Although there's support for analog and mouse setups, nothing beats using a trackball for Marble Madness and Millipede. And half of Paperboy's fun in the arcade was using those fancy handlebars.

Crispin

This is a pretty solid compilation pack. But really, none of the games still appeal to me aside from Millipede and especially Gauntlet. (I and the other Review Crews had a good time with it.) It was also good to see Marble Madness again, but I found that not having the trackball ruins it for me. Basically, if you like what's in the pack, get it. Personally, I would have liked to have seen more extras included like Namco's compilations.

Kraig

What can I say, classic games hold a special place in my heart, and these six are definitely oldies but goodies. The game selection offers a good mix of action, adventure, shooting, driving and puzzle titles, and each game looks and sounds exactly like the coin-op originals. For me, Paperboy is worth the price of admission alone, but great games like Gauntlet and Millipede make it all the more worthwhile as well.

Kelly

VISUALS 9 SOUND 7 INGENUITY 7 REPLAY 8

VISUALS 8 SOUND 8 INGENUITY 6 REPLAY 9

VISUALS 3 SOUND 3 INGENUITY 5 REPLAY 7

Number Of Players: 1-4

Best Feature: Stunning Graphics

Worst Feature: Very Tricky Control

www.nintendo.com

Number Of Players: 1-4

Best Feature: Fantastic Graphics

Worst Feature: Posing System

www.easports.com

Number Of Players: 1-4

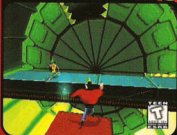
Best Feature: Four-Player Gauntlet

Worst Feature: Weak Intro

www.midway.com



## BLASTO



**Publisher:** Sony Computer Entertainment  
**Developer:** Sony Interactive Studios  
**Featured In:** EGM #105

Number Of Players: 1

I can't say Blasto is completely worth the wait. Nor is it worthless. The game does present some fun challenges and interesting levels, but overall it is far from being all that special. Sure, Blasto looks good and the sound effects are sweet, but ultimately the game comes off as being average. Phil Hartman as the voice of Blasto fits really well (although I have to admit I'm kind of tired of the wise-cracking hero type of thing), but that certainly doesn't save the game. So what really pushes this one far from the so spot? Blasto's problem is bad control. Avoiding enemy fire is way too hard and falling to your death is way too easy, even when using the Analog pad. No one wants to die in an action game by falling either—they want to die getting eaten by a tentacle beast with fangs! I'm really surprised there wasn't something they could have done to make the control a bit more user-friendly. And smaller things stem from this central problem. The game's annoying difficulty in later levels may have been alleviated a little with better control. Maybe there are so many power-ups and 1-Ups because they knew people would die a lot due to the control. Another minor problem is you can only save to one slot per memory card. What if you want to go back and check more of the level out? Rent it first.

**Shawn**

Best Feature: Phil Hartman as Blasto

Worst Feature: The Baaaad Control

Blasto's levels are fairly simple and don't offer anything particularly new or revolutionary, but it's all carried off with enough humor and pizzazz to keep you reasonably absorbed. My only major gripe is controlling Blasto as he jumps from platform to platform—it can get a bit hit-and-miss which is quite stupidously annoying. **The enemy AI is top-notch** though. It's refreshing to see bad guys dogging out of your way in an intelligent fashion.

**John D**

Blasto almost has what it takes: He's a hip wisecracking character backed by great Phil Hartman voice-overs (he's not as hip as Gex though...). I even like the simple, yet sharp, graphics. What I don't like, however, is all the platform jumping business in a game that doesn't control all that great. **I've cursed Blasto on more than one occasion** when I missed important jumps. Blasto is fairly fun, but it can get a bit frustrating.

**Dan**

Blasto is a slightly above-average 3D platformer that could've been a lot better. Personally, I like the clean look of the polygons, but others may be put off by the relative lack of texture mapping. However, there are two things that annoy the heck out of me in Blasto. First, the default camera angle makes it difficult to judge jumping distances, and second, Blasto is too slow, making exploration on big stages a tedious affair.

**Kelly**

## BREATH OF FIRE III



**Publisher:** Capcom  
**Developer:** Capcom  
**Featured In:** EGM #103

Number Of Players: 1

Breath of Fire III is a traditional RPG that has something for everyone. Fans of the Super NES BoF games will find a world filled with familiar towns and character names, as well as the fishing minigame. You also get the same good-ending and bad-ending finales (although the good ending ain't all that great—and if there's a hidden third ending like there was in BoFII, I couldn't find it). This is one long RPG. **It'll take you at least 50 hours to finish**—and that's if you don't dally too long fishing, messing around with the town-building minigame or hunting for secrets. Each character has a special ability that lets him/her open hidden areas.) The game's story is gripping, yet it never takes on the epic proportions of Final Fantasy VII. As in Wild Arms, you get plenty of ways to build up your characters; you can learn new skills in combat, apprentice your members to scattered masters, inculcate your self against certain magic attacks and collect and combine numerous dragon genes to alter the powers of your half-dragon hero. The 3D graphics are nothing great (they seemed more impressive a year ago), and I did get tired of fiddling with the camera to find hidden stuff (Capcom went a little overboard with that trick). Some of the game's puzzles get tedious in the random battle-hidden dungeons.

**Crispin**

Best Feature: Seemingly Never-ending Quest

Worst Feature: A Few Annoying Puzzles

As far as traditional, linear RPGs go, you really can't go wrong with BoFIII. However traditional, the twists and turns in the story keep the game fresh, in addition to your character's ability to morph into a variety of different dragons. The graphics and sound are above-average (with particularly cool spell animations), but there isn't anything too aesthetically mindblowing. Nevertheless, this is a long and satisfying RPG.

**Kraig**

Breath of Fire III takes a few hours to really get going, but once it does, you won't be able to put it down. The story is surprisingly good (not quite FF7, but far better than the sleep-inducing Wild Arms), and the characters develop very nicely. The writing isn't very polished, and some of the Bosses have lame AI, but **the well thought-out, enjoyable gameplay is a worthy trade-off**. Fans of the BoF series will not be disappointed.

**John R**

Breath of Fire III is a solid RPG and a great buy for any fan of the genre. The graphics, even though they're a pseudo 3D, still maintain an old-school look. The magic spells are where the special effects come into play. The story line is really interesting, and the minigames throw enough variety into the mix to keep me battling. I still would've liked to see more in-gamey thought. After all, I got bored with the same old, same old.

**Shawn**

## DEATHTRAP DUNGEON



**Publisher:** Eidos  
**Developer:** Eidos U.K.  
**Featured In:** EGM #99

Number Of Players: 1

I'll forever remember Deathtrap Dungeon as a poor man's Tomb Raider in the claustrophobic confines of a dungeon. The game even goes so far as to include multiple characters, one of which looks like a more kinky Lara Croft. It isn't a bad concept, but unfortunately, in this case, the execution doesn't do justice to the idea. Most of Deathtrap Dungeon's gameplay consists of finding a switch to activate a lift that takes you to another switch that...you get the idea. The whole tedious process gets old very quickly, and the bland environments aren't compelling enough to make you want to keep pulling and finding switches. Heck, you can't even see your character pull the switch, it just automatically happens as he/she stands there. One of the things that could have helped this game is fun swordplay, and short of being able to hack off enemies' body parts, it's pretty uninteresting and awkward. The control is an absolute mess, and makes it feel like...well, you don't really feel in control. Battles often consist of struggling to turn the right way to face an enemy, and then exchanging random swings until someone crumbles into a heap of blood and body parts. If you're looking for a 3D adventure, I advise that you don't venture into this gloomy and frustrating Tomb Raider wanna-be.

**Kraig**

Best Feature: Multiple Characters

Worst Feature: Boring Gameplay

Unfortunately DD's well constructed levels and thoughtful quests are marred by erratic camera movement and sloppy feel. **In places the camera seems to somersault over your head in a puke-inducing high speed maneuver**. If you persevere though—it's OK, er... ish. Don't play it expecting Tomb Raider—Red Lotus may be a dead ringer for Lara, but the controls, gameplay and graphics are nowhere near a match for Core's classic.

**John D**

Deathtrap Dungeon offers decent puzzles and a good amount of action, but a few details keep it from gaining classic status: I found myself struggling with the jerky camera angles. Because of this, the flow in DD's gameplay has a noticeable "stop and go" feel. With solid, 3D graphics and a cool, medieval theme, Deathtrap Dungeon has its pluses, but the annoying camera angles really put a damper on things.

**Kelly**

Why didn't Eidos use the Tomb Raider engine for this? **The graphics are all seriously choppy and the level of detail is questionable throughout**. The frame-rate can really drop in places, especially when there are big enemies of the screen and the enemies all look badly designed. The game's not particularly wonderful either. The levels are nicely constructed, but the puzzles simply involve pulling levers. Not great.

**Sushi**

VISUALS 8 SOUND 7 INGENUITY 6 REPLAY 6

VISUALS 7 SOUND 7 INGENUITY 6 REPLAY 5

VISUALS 6 SOUND 5 INGENUITY 6 REPLAY 5



## EINHÄNDER



Publisher: Sony Computer Entertainment

Developer: Square

Featured In: EGM #106

Without a doubt, the first thing you'll notice about Einhänder is its beautiful presentation. Although it plays like a 2D shooter, Einhänder's 3D aesthetics are absolutely top-notch because it embraces, not abuses its polygonal graphics. The environments are stunning and the enemies are rendered to near-perfection. Because they are 3D, bits and pieces of them can be blown off in spectacular fashion. When I'm in a cruel mood, I love destroying an enemy's legs so he crumbles to the ground, or shattering his head so he humbles around harmlessly. But enough about my fragile mental condition. Dissecting your enemies is actually a big part of Einhänder's ingenious gameplay—you can use your grappling arm to pick and choose from the enemy's weapons and use them for your own purposes. And trust me, you'll need as many as you can get. Einhänder's elaborate Bosses are awesome, and fun to kill. Most of them can be destroyed in various ways, and how you do it is half the fun. There's plenty of levels, and each has the tone set by an excellent accompaniment of music and violent sound effects. Square has really applied what they do best to this genre—making immersive worlds. In fact, so well that Einhänder supplants R-Type in my book as the best shooter ever.

**Kraig**

Einhänder rules. The graphics are incredible, the Bosses are AMAZING, and the enemy AI is superb. If you're a button-masher, prepare to get eaten alive—these guys will do anything they can to corner you and make quick work of you. The level design is sweet, the music rocks, and the entire gameplay system is innovative and fun. **Einhänder is easily the best shooter to come along since R-Type.** It's just too bad there's no 3D Mode.

**John R**

Einhänder is the most cunningly designed shooter I've ever played. Enemies seemingly cooperate to make you crash into obstacles or their own walls of blister fire. You get more than enough cool power-ups (and using them demands just as much strategy as R-Type's Force Units). The numerous Bosses are spectacular, relentless and attack intelligently. Einhänder is also much longer than the recent crop of too-short shooters.

**Crispin**

Now this is how to make a next-generation 2D shooter. Einhänder clearly beats all of its competition. Not only does it look good (I mean real good), but it has everything a shooter fan would want: huge and intimidating Bosses, a tough challenge level, multiple ships, a good variety of weapons (including secret ones) and technique. **Einhänder shows just how well mixing polygonal graphics in with 2D gameplay can work.**

**Dan**

VISUALS SOUND INGENUITY REPLAY

9 8 8 7

## HOT SHOTS GOLF



Publisher: Sony Computer Entertainment

Developer: Camelot

Featured In: EGM #105

For the most part, golf games have been dull, slow and clunky. After years of waiting, golf players finally get a reprieve in the form of the wonderfully different Hot Shots Golf. So what's so unique about this game? Well, for starters, it turns a potentially slow and methodical sports video game into a fun, but realistic one. Just about anyone can jump in and get acclimated to the game within a few holes and actually do pretty well. The controls are very intuitive while offering the extra nuances that advanced players seek in golf games. Graphically, Hot Shots excels. The courses are well-rendered in 3D graphics that don't take themselves too seriously. The cast of cartoony golfers cry or cheer according to how elegantly they perform. When a shot is made, the camera glides gracefully around and follows the ball until it finds its resting place. If it finds a preferable landing, such as near the pin, the crowd reacts favorably or not (if you're over par). Most impressive is the sheer amount of play modes available. In addition to having tournaments on five different courses, several modes of "betting" are available such as Skins matches or just getting the longest drive. As if that's not enough, there's even a nice Minigolf Mode. With such depth and great gameplay, this is quite simply the best next-gen golf game yet.

**Kraig**

No wonder this game's such a huge hit in Japan. HSG has all the complexity and options of the PGA Tour games, except it's not nearly as clunky. And the game's arcadeish feel makes it perfect for armchair golfers like myself, who don't die real-life golf. The Training Mode, extra golfers and putt-putt course are all nice touches on this well-rounded title. **This game is perfect to play with your buddies on lazy weekend afternoons.**

**Crispin**

Hot Shots provides hours of fun play, but mastering your short game and avoiding shanking may be tricky. It seems all too easy to be slightly off on the gauge and end up in a sand trap or lake. The graphics are pretty cool—a nice change from the super-realistic golf games—and the courses are interesting. There are a lot of cool secrets and plenty to do in the One-player Modes, but multiplayer golfing is where the real fun is.

**Shawn**

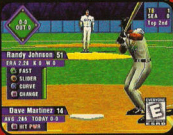
Hate golf games? Well maybe you just haven't met the right one yet. Hot Shots Golf is seamless, fast-paced golf tempered with great gameplay and a lightweight approach that makes the game surprisingly enjoyable. The sprite-based graphics are exceptional and the 3D modeled courses are incredibly detailed. Only wish more players and courses were available right from the start, but I guess opening them up is part of the fun.

**Sushi**

VISUALS SOUND INGENUITY REPLAY

7 7 8 9

## MLB 99



Publisher: Sony Computer Entertainment

Developer: Sony Interactive Studios

Featured In: EGM #106

While Triple Play 99 does a better job catering to the statistical freaks and those who prefer a more all-around realistic game of baseball, **MLB 99 is definitely the more "action-packed" arcade-style game.** That's not to say MLB 99 doesn't try to be realistic—it certainly does. You've got players that bear their real-life batting stances, heavily detailed 3D modeled stadiums, "total-control" batting and fielding, and so on. The new Spring Training Mode will appeal to create-a-player junkies. But on the whole, MLB doesn't come even remotely close to Triple Play in terms of overall realism and "feel." Still, MLB 99 is a lot of fun to play, particularly with a friend. The game engine is smooth as silk and the fielding controls, while still not perfect (you need to practically swallow fly balls in the outfield or you'll miss narrowly), are a lot better than those in Triple Play 99. Where the game loses points is in the unbalanced play (the CPU hits FAR too many homers during a season and has near-perfect fielders) and in the batting system, which would be nearly perfect if it weren't for the annoying guessing game brought about by Total Control Batting. And oh yeah, Vin Scully's play-by-play will put you to rest (or on an offense win). On the whole though, **MLB 99 is a great game—it's just better suited for two players.**

**John R**

Aside from a few new features and better graphics, it doesn't seem like MLB 99 has improved very much over last year's game. Regardless, even without wholesale improvement, **MLB 99 is still the best baseball game on the PS** because of its quick, fun gameplay and moderate realism. There's still some problems, such as hitters being thrown out at first base on base hits (but too many HRs, but these annoyances can be tolerated).

**Kraig**

MLB is more fun than most baseball games I've played on the 32-bit systems. The commentary is cool in that it makes you feel like you're at a baseball game, but kind of bland too because it's not all that varied. Besides that minor annoyance, the game's pretty solid. The graphics are great, the animation is smooth and the crowd noise and organ tunes make for a great environment. Now only if the game was a little bit easier.

**Shawn**

MLB 99 is a great-looking, fluid-moving baseball sim... just as it was last year. New flash includes a Spring Training Mode which lets you create and take a player from the farm to the majors—very cool feature. Sadly, hitting is a bit predictable with way too many recurring pop-ups, fouls and grounders. Yet, at other times it's an all-out slug fest. More balance is needed. But even with its batting woes, it's still the best around.

**Sushi**

VISUALS SOUND INGENUITY REPLAY

8 7 6 8

Number Of Players: 1

Best Feature: Awesome Bosses

Worst Feature: No Two-Player Mode

www.playstation.com

Number Of Players: 1-4

Best Feature: Intuitive Gameplay

Worst Feature: Have To "Unlock" Additional Courses

www.playstation.com

Number Of Players: 1-2

Best Feature: Excellent Control

Worst Feature: Too Many Homers!

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Magic



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**GEARBOLT™**  
Technology

Annihilation

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Our games go to 11!



## PITFALL 3D



Publisher: Activision  
Developer: Activision  
Featured In: EGM #106

Number Of Players: 1

Words fall me in explaining just how utterly appalled I am at the quality of this game. It's not that it's uninspired, or dull, or boring. It's not that Activision has taken a sacred totem of video game history (and a particular favorite of mine) and unceremoniously nailed it up and crucified it. It's not that, although the graphics are excellent in places, it's all basically stuff that you've seen in previous Pitfall games crowbarred into 3D. It's not even that while Bruce Campbell has a cool voice...the lines he croaks are crass and downright tacky. No...it's the fact that as far as gameplay is concerned, Pitfall 3D is cheap, nasty and annoying. The perfect example occurs early in the game; you are facing "four" of the screen and a moving platform is moving in and out of view. You can't step onto it. You can't drop onto it. Both actions cause instant and infuriating death. The only way to get onto the damn thing is to make a near-blind jump and hope for the best. Even YCS game designers stopped doing this kind of thing nearly 20 years ago. **IT'S SO UTTERLY IRRITATING. It's not big, or clever...it's cheap and horrible and I bloody well hate it.** This kind of nasty and infuriating thing happens all the way through. Take this truly awful thing away from me before I get any more annoyed with it.

**John D**

Best Feature: Voice Overs

Worst Feature: Cheap Gameplay

Pitfall 3D looks good and has some fancy Bosses, but beyond that, it's a piece of work that taints this sacred game's name. Pitfall 3D comes off as a very amateur effort since it suffers from obvious design mistakes: bad camera angles, jumping mechanics and confused level design. In fact, after playing too much of this game, I put in the code to play the original Pitfall and had much more fun. That pretty much speaks volumes.

**Kraig**

Pitfall 3D suffers the same problems that plague most other 3D platformers. Awkward camera angles make leaping from platform to platform a chore. Add to that the game's knack for switching camera angles at bad times—as well as its jerky animation—and you have all the ingredients for how not to have fun in a 3D environment. Without the Pitfall name and Bruce Campbell's voice, this game's not worth a second look.

**Crispin**

I really enjoyed this game. The frame-rate can be a bit jerky at times and the camera sometimes zooms in a little too close for comfort, but otherwise, Pitfall 3D is surprisingly fun. Every level offers a new challenge, which helps move the game along nicely. I like how Pitfall is an action-oriented adventure game, but some of the other stuff like Harry's annoying Gex-like commentary can get real old, real fast. Not great, but not bad.

**Kelly**

VISUALS 7 SOUND 6 INGENUITY 4 REPLAY 3

## POWERBOAT RACING



Publisher: VR Sports  
Developer: Promethean Designs  
Featured In: EGM #106

Number Of Players: 2

Good grief this takes the term "bad" to completely new and previously uncharted territory. What went wrong? After the stunning mediocrity of Sony's Rapid Racer I was half expecting VR Sports to learn from their mistakes. But oh no...this is worse. The graphics are atrocious. The wibbly-wobbly water tosses you inadequate-looking boat this way and that as you cruise through the terrain adding the scenery. Or you could if the camera wasn't set in such a way that you feel like you're leaning backward and staring at the sky. The screen is made up of one quarter water "track" and three quarters wild blue yonder. Also, this thing takes pop-up to a whole new level. Important areas of "track" are absent from view until you're right on top of them. So how am I supposed to see where I'm going? I'm staring at the sky and half the stuff is invisible until the last minute. D'oh. As far as gameplay goes, forget it. It may have nine courses and 16 different boats, but the "unique handling characteristics" mean that things vary from barely controllable to completely uncontrollable. The courses are all filled with Wave Race-style "jumps"—clearly put in to spice up the otherwise boring action—but these make controlling your progress even more difficult. The bottom line? It sucks. Manually.

**John D**

Best Feature: Wobbly Water

Worst Feature: The Gameplay and Graphics

Usually I'm very patient with racing games. I try to find at least a few qualities to focus on. Unfortunately I'm really grasping here. Gameplay is just barely tolerable and gets boring very fast. The courses are interesting, but too narrow and often confusing. But, more than anything else, the water effect just doesn't seem realistic at all. Wave Race has spoiled us all or maybe the PS just isn't capable. Either way, pass on this one.

**Kelly**

Powerboat Racing could've, and probably would've been a very cool game if not for a few major track layout issues that really hurt the game. The track designs are very cool, and aside from some annoying pop-up, I think the graphics are pretty good. However, the control is awful (far too sensitive—analogue control would've helped a lot), and the camera angles are awkward, making it harder to see what's ahead. Bad music, too.

**John R**

I've got a soft spot for original games, but in the case of Powerboat Racing, my predisposition changed quicker than it took for the Titanic to sink. The game suffers from subpar graphics (including first-generation caliber pop-up) and barely average gameplay. Cool Boarders had a touch better job two years ago of taking a fairly new concept and turning it into something quite playable and enjoyable. Powerboat Racing does neither.

**Sushi**

VISUALS 4 SOUND 3 INGENUITY 4 REPLAY 3

## RASCAL



Publisher: Pygnosis  
Developer: Traveller's Tales  
Featured In: EGM #103

Number Of Players: 1

Rascal only proves one thing: Some people (I'm talking about the game designers and producers here) still think graphics are the most important thing in video games. Rascal is Traveller's Tales' pretty demonstration of technological feats...nothing more. It looks fantastic. It runs ultra-smooth and it has a high-res look (even though it's not). In fact, in the eye-candy department, Rascal wins big. Now let's talk about what's bad (i.e., the rest of the game). Two ingredients are necessary to the success of any 3D platformer: good camera work and decent controls. Rascal combines poor camera work with horrible controls to give us one of the worst 3D platforming experiences yet. Even with analog control, you'll find yourself missing jumps, hitting enemies and doing everything else associated with a poorly controlled game. The crazy and inconsistent camera angles only add to the frustration. Even if these two huge misuses were fixed, I'm not convinced Rascal would be all that much fun. The levels are all pretty straightforward. You simply have to move from room to room—no big secrets, no real technique, no real challenge (except those caused by the problems mentioned above). The lesson to be learned here: work on making a fun and solid game first...nice graphics can come later.

**Dan**

Best Feature: Nice Graphics

Worst Feature: Camera Angles and Crappy Controls

Deary, deary, deary me. This could have been such a great game...but it's not. The graphics are truly gorgeous; without a doubt some of the best on the PlayStation. Unfortunately the graphics are atrocious. The camera makes controlling the thing near impossible, and the controls feel awkward and clumsy. It supports analog, but doesn't reconfigure the system to make use of the stick effectively. Very, very, very disappointing.

**John D**

What a waste of good graphics. Rascal's horrendous control setup and unbelievably bad camera movement make it one of the most unplayable games I've been forced to play in recent years. It's really a shame, because the graphics are very nicely done and the game wouldn't be half as bad as it is if only the darn thing controlled better and had a decent camera. Don't even bother renting it—it's not worth the frustration.

**John R**

Rascal could easily fool anyone. The game's graphics are some of the best on the PlayStation to date. Problem is, that's pretty much where Rascal's good features end. The camera is the worst problem since it seldom gives you a good view of the action. Because of this, easy jumps and enemies kill you time and time again. Later levels look incredible, but good luck getting there. Also note the control is awkward w/o the Analog.

**Shawn**

VISUALS 8 SOUND 6 INGENUITY 4 REPLAY 3

www.activision.com

www.ps1gnosis.com

www.ps1gnosis.com



## SAN FRANCISCO RUSH



**Publisher:** Midway  
**Developer:** Climax  
**Featured In:** N/A

Number Of Players: 1-2

Best Feature: Two-Player Link Option

To be honest, the PlayStation version of San Francisco Rush doesn't hold a candle to the arcade game. That in itself is not a crime, but in truth, San Francisco Rush on the PS is a little too watered down for my liking. The main problem I have is that all of the excitement and tension of the coin-op game is much less intense and exaggerated in this version. There is a fair amount of the dreaded polygonal pop-up we've all come to know and hate, and the fade-in effect of the fog isn't very convincing at all. On the other hand, the control is responsive and the music is fairly good (much better than the N64's trashy music), but on the whole the game just fails to keep me interested for extended periods of time. Another problem I have deals with how crashing the car can be used as an advantage. If you blow up your car, the game sometimes puts you back on the track far ahead of where you crashed, so if you wreck at the right spot like just before the slowest part of the track, for instance, you can gain a huge advantage. You could do this to a lesser extent in the arcade game, but the way it's used in the PS one takes all the fun out of it. In the end this version of Rush is an average racer with cool jumps and shortcuts, but it doesn't quite live up to the much more colorful N64 and arcade versions.

Kelly

The PS version of Rush is a far cry from the arcade and N64 versions of the game, but it didn't turn out to be quite as horrible as I thought it would. Climax did a good job turning what could've been a huge disaster into a moderately playable game with better music than the N64 version and one nice advantage—a two-player link option. The load times are pretty bad though and overall the game just isn't much fun. A rental.

John R

Worst Feature: Feels Rushed

I'm not a big fan of S.F. Rush, but I can tell you that this doesn't play or look much like the arcade game. The graphics are average, containing pop-up-laden tracks, and unattractive cars. Even worse, the physics feel different from the arcade, and the music is downright terrible. Rated as its own racing game, it might have fared better, but it's definitely not a good conversion. Unfortunately, it looks like Midway rushed it into stores.

Kraig

Who forgot to finish making this game? It suffers from missive load time. Graphical glitches pop up constantly. The textures are ultra-blocky. Analog control is so touchy it's useless. And the Two-player Split-Screen Mode has many camera problems. If you can overlook all these gribes, the actual game play isn't too horrendous. But it certainly lacks the arcade feel of Midway's port of Rush for that other console.

Crispin

www.midway.com

## TEKKEN 3



**Publisher:** Namco  
**Developer:** Namco  
**Featured In:** EGM #105

Number Of Players: 1-2

Best Feature: Perfect Gameplay

Tekken 3 is the best fighting game ever made. It takes an already proven fighting engine, ramps up its rapid-fire speed, then builds on it with new moves and counter blocks, improved collision detection and the best use of sidestepping I've seen. It adds up to gameplay so insanely deep it takes weeks to master any one of 21 characters. And this is, hands down, the coolest roster of fighters to ever unleash 10-hit combos. As with the previous Tekkens, no two combatants are alike. But it's the fighting styles and on-screen presence of the new crew that's especially superb. As if Hwoarang's and Ling's multistrike moves weren't stylish enough, you get Capoeira dynamo Eddy Gordo, whose lethal dance is a hypnotic piece of flawlessly motion-captured art. No, the PS version isn't a poly-per-poly, copy of the coin-op. Some bits of animation are missing. The fighters aren't quite as beefy. The backgrounds are boxy and 2D. No big whup. Namco managed to squeeze in enough visual tricks to make you think you're playing the arcade game (you can still see individual fingers on the PS one when they're playing the extras. The secret characters and Tekken Force and Beach Ball Modes add even more replay value to this endlessly playable masterpiece.

Crispin

Rather than tell you everything you already know about Tekken 3 (it's practically arcade-perfect, it's got several extra modes not found in the arcade version, the cinemas are fantastic, etc.), I'll just get right to the point: This game ROCKS. Never before has there been a fighting game that's this deep AND this amazingly fun to play. Without a doubt, the absolute best fighting game available for the PlayStation, bar none.

John R

Worst Feature: None. Really.

There have been some classics in the past year, but Tekken 3 just oozes quality from every beautifully crafted pore. The graphics are exquisite, the character design better than ever, the moves graceful while fearsome and the control system near-perfect. Add the wonderful secret bits and you have a thoroughly rewarding experience. Worth buying just to see Eddy perform—the most graceful thing in PS history.

John D

What can I say? Tekken 3 is phenomenal, the best, most exhilarating 3D fighter there is. But I'll always take classic 2D gameplay over the Tekken series' button-tapping mayhem. Nevertheless, Tekken fans have absolutely nothing to complain about here. Everything that made the coin-op such a perfect 3D fighter is here. I must say the Tekken Force Mode is a cheap pail in the ass, but it's a bonus so I really shouldn't complain.

Sushi

www.namco.com

## THEME HOSPITAL



**Publisher:** Electronic Arts  
**Developer:** Bullfrog  
**Featured In:** EGM #100

Number Of Players: 1

Best Feature: The Game Is Cute

All the Sim (City, Earth, etc.) and Theme games have one thing in common: You create something to watch it grow and prosper. Theme Hospital builds on the same idea, improving in some areas and lacking in others. Where the game works well is in the "cute and fun" department. Like Theme Park, Theme Hospital has a lot of character and personality. When you water the plants, they perk up. To cure a "bloody head," a doctor pops, then reinflates it. The game is just too cute. But Theme Hospital does not capture the same magic that some of the other games in this genre have. The rigid nature of the game limits your creativity. In Theme Park why the game was so much fun. In Theme Hospital, you only make a few design decisions: how big to make the rooms and where to put all the furniture and items. No matter how far you get in the game, most of your hospitals will end up looking similar. This makes the game feel more repetitive than it really needs to be. Too bad, because building the hospital is the best part (the business aspect is kinda boring). Theme Hospital may entertain you for the first day or two, but you may find the design limitations too limiting. Now if we can only take care of the "bloody heads" around the EGM offices...

Dan

Worst Feature: Too Repetitive

If you want an example of how badly mouse-based gameplay transfers to the joy-pad-driven PlayStation then this is it. Everything from the PC origin is here—the English humor, the cartoon look, the bizarre illnesses and the fact that it gets boring after a certain point. It's a reasonably tough game, but with the additional problems caused by the over-fiddly controls I guarantee that you will get frustrated.

John D

It's hard not to like Theme Hospital's surreal mix of in-depth sim and goofball humor. Just like Theme Park, the game forces you to experiment constantly with different hospital layouts, staff, types of research, etc. And the goal-based stages make for addictive gameplay—for a while, at least. After a few levels, I got to the point where I had seen enough quirky diseases and wasn't at that excited about reaching the next stage.

Crispin

I wasn't sure what to think of TH when I first booted it up. I've heard good things about the PC one, but I still thought it might be lame (since it takes place in a hospital). I was wrong. The game's a lot of fun to play and has a very unique feel, even though it presents a challenge similar to other games in the genre. On top of this it's really funny, like all the gross things patients do while they're sitting around the waiting area.

Shawn

www.ea.com

VISUALS 5 SOUND 5 INGENUITY 5 REPLAY 5

VISUALS 10 SOUND 10 INGENUITY 9 REPLAY 10

VISUALS 7 SOUND 6 INGENUITY 8 REPLAY 6



## WARHAMMER: DARK OMEN



Publisher: Electronic Arts  
Developer: Electronic Arts  
Featured In: EGM #106

Number Of Players: 1-2

Best Feature: 3D Terrain

At heart this is a fairly simple skirmish-based strategy title—winning battles furthers the overall story and earns cash which can be used to hire new soldiers. Initial units include basic cavalry, archers and artillery—but after a few good wins under your belt you can hire more experienced troops as well as wizards capable of more spectacular attacks. All units (grouped into squads) are controlled with a simple point-and-click interface (it supports the analog pad too) for both combat and movement across the relatively small maps. The combat AI is nothing particularly to write home about...units can make use of the undulating 3D terrain and buildings for cover, but once you actually start a punch up, things get a bit hit and miss. Strength in numbers seems to be the key to a lot of fights, and you soon find that the biggest problem with the game appears when you lose a few men. To keep ground troops alive, you have to pick off flanking enemies with arrows or magical fireballs or you're screwed. But because of the way the combat engine is built you often find yourself firing into the middle of a fight and risking your own men as well as the enemy. **Not the greatest RTS game, and not a match for Red Alert.** Warhammer fans may enjoy the rich atmosphere that it conveys.

John D

I was pretty excited about playing Dark Omen. The story seemed cool, and the intro rocked. **My excitement ended when the game actually started.** The programmers tried to make the interface and controls as user-friendly as possible...but they failed. I had a lot of trouble getting my troops to do what I wanted. Everything moves around too sluggishly at some points, too fast at others (a speed setting would've been nice).

Dan

**Dark Omen reminds me of a lot of the old PC wargames,** but with better graphics. Once you learn how to use the 3D terrain to outflank your enemy and outmaneuver them, you'll find that Dark Omen isn't too hard to learn (despite looking very complex.) I enjoyed it for the first few missions, but then it got a little boring. Perhaps if there was a bit more interactivity or a better presented story, it would be more interesting.

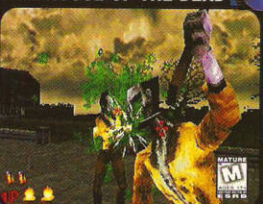
Kraig

Dark Omen's 3D graphics certainly look cool and there are some nice ideas thrown in throughout, but there's something about it that just doesn't seem right. It's not particularly challenging and as you fight your way through the Orc-infested levels you soon find yourself a mindlessly overpowering the enemy with hundreds of your troops. It's a nice looking game, but ultimately a bit boring. Don't expect too much of a thrill.

Sushi

VISUALS 5 SOUND 6 INGENUITY 6 REPLAY 5

## THE HOUSE OF THE DEAD



Publisher: Sega  
Developer: Sega  
Featured In: EGM #105

Number Of Players: 1-2

Best Feature: Branching Paths

The arcade version of House of the Dead is one of my all-time favorite gun shooters, and while I wasn't really expecting the graphics in the Saturn version to hold a candle to the Model 2 coin-op game, I'm still a little disappointed with the results. Compared to other Sega arcade conversions (like 32X Virtua Fighter 2 or Virtua Cop 2), HoD's graphics are really muddy and very pixelated. House of the Dead relies on graphic imagery more than most games, so the pixelated textures in this version do negatively affect the whole experience. It really isn't hard to see what's going on, but the graphics definitely could've been better. **As far as the gameplay is concerned, the Saturn version really does stack up.** At times, the shooting action is fast and furious, but of course you've still got to be careful not to shoot the innocent folks. This alone keeps you on your toes and prevents you from blindly shooting everything that moves. There is a certain amount of branching in the game so chances are you won't play the same game twice. In fact, the Saturn Mode mixes up your progress in an entirely different way than the arcade game. If you like Virtua Cop-style shooting games and enjoy destroying zombies (and you know I am all over destroying zombies), you can't go wrong with The House of the Dead.

Kelly

House of the Dead was a great game in the arcades...almost as good as Jurassic Park. But someone obviously rushed this game to the Saturn. It looks horrible. Normally graphics wouldn't be a big deal, but these textures are eyesores. **Virtua Cop 1 looked better.** But the game is exciting, with multiple paths, unique enemies and challenging gameplay. The Saturn Mode is a bonus too. If you can look past the graphics, get this game.

Dan

One of my favorite gun games in the arcade, I had big hopes for this. As far as gameplay goes, things are very much intact. The Bosses are cool and the levels break off into enough different paths to keep things interesting. **The extra Saturn Modes (Boss Mode, etc.) add a little much-needed variety.** The graphics could be better though—the textures look unfinished throughout and some of the animation could be better.

John D

I suppose if you play this pitiful-looking port from 30 feet across the room and squint your eyes, it may look half as decent as the arcade game. The seemingly super-low-res background textures are sometimes so bad you can't even tell what you're looking at, while the monsters themselves look little better. **Still, underneath all the ultra-blocky visuals lies a pretty decent gun game,** and the new characters are a nice touch, too.

Crispin

VISUALS 4 SOUND 7 INGENUITY 7 REPLAY 7

## PANZER DRAGON SAGA



Publisher: Sega  
Developer: Sega  
Featured In: EGM #105

Number Of Players: 1

Best Feature: The Battle System

Panzer Dragon Saga is so utterly fantastic, I really don't know where to start. The graphics? Awesome. The music and sound effects? Awesome. The story line? Awesome. I can go on and on. Panzer Saga is just a unique RPG experience that must be played to be believed. At first I was skeptical. I thought this would be a cheap RPG cash-in on a great action game franchise. But as the excellent to-minute long intro drew me in, I knew I was in for something mind-blowing. Panzer Saga's brightest feature has got to be its battle system. Many menu-driven RPGs can drag on when you find yourself fighting every other minute. Panzer is the first RPG I've played in a long time that has toned down the random encounters to a reasonable rate. But the battles are actually quite fun to get into. Instead of methodically selecting menu options (as in most other turn-based RPG fights), you have to manage your time, position yourself correctly and Strategize. This interaction makes the battles much more exciting than those of any other RPG. This is my favorite 32-Bit RPG...yes, I think it's even better than the mighty Final Fantasy VII (blasphemy!). The only drawback is the game's length: It's pretty short if you play it straight through (if you skip the secret stuff). Beyond that, I can't recommend this game highly enough.

Dan

**This is an absolutely brilliant RPG** that is exceptionally innovative and addictive. From the very start, Panzer Saga's lavish graphics and atmosphere suck you into the game's dragon-land world and don't let go. So much so that it was really hard to tear myself away so I could perform necessary bodily functions. But the game's great aesthetics and extraordinary battle interface, this is a title that no RPG fan should miss.

Kraig

Panzer Dragon Saga is one of the best RPGs I've ever played, and believe me I've played 'em all. Many companies have said that submitting Japanese voices is a bad idea, to them I say, "Shut up and play this game." The sense of being in another world is magnified by the non-english dialogue, and the entire **gameplay system is magnificently innovative and fun.** The music is phenomenal and the battle system wrecks of style.

John R

**This game is hands-down my favorite RPG of all time.** In fact, I like it better than Final Fantasy VII, mainly because the battles are way more interesting. The graphics are good but not fantastic, but that minor flaw is countered by the game's slick design, robust story line and unique battle system. In most other RPGs I mindlessly click through battles, but in Panzer I'm drawn into nearly every one I fight. Buy it, you won't be sorry.

Shawn

VISUALS 9 SOUND 10 INGENUITY 10 REPLAY 7

Worst Feature: Can Get A Bit Slow

Worst Feature: Horrid Graphics

Worst Feature: Too Short

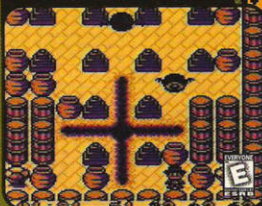
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## BOMBERMAN GB



Publisher: Nintendo

Developer: Hudson

Featured In: N/A

It's pretty hard to make a bad Bomberman game. As long as you have a solid Battle Mode, a decent Story Mode and good graphics, the rest should fall into place (the rest being classic gameplay). This Game Boy version of B-man has all of those things and a tad more. The graphics are standard Game Boy stock unless of course you use it with your Super Game Boy. When you use it with the SGB the in-game graphics remain the same but the cutscenes look much better in a multi-color cartoon style. Outside of graphics, the game presents plenty of challenges. The Story Mode seems tricky until you learn some techniques, which you gain as you make your way from world to world. Most of these techniques are pretty standard but everything in the game has an interesting Indiana Jones type of theme, so instead of getting a glove to push bombs out of the way you get a whip. Also, you can pick between two modes before each world. Each mode gives you a completely different style of play. And get this—it uses the SNES multitap for the Battle Mode. Unfortunately the playing area is a bit small. Still, **all of the game's unique features make this Bomberman one to pick up.** Keep in mind that playing the One-Player Mode on the little Game Boy screen can be a bit of a strain on your eyes.

**Shawn**

I've always thought that a good single-player version of Bomberman would be perfect for the GB, and sure enough—here it is. I like how each World has two different objectives you can choose from, and the **various themes through each stage keep things fresh and interesting.** On the downside, the special items you get are mostly just glorified power-ups from older B-man games, and the Battle Mode, while fun, is impractical.

**John R**

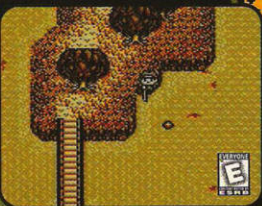
2D Bomberman is 2D Bomberman. You've played it all, you've seen it all. This one, however, adds a great new idea: the ability to choose how you want to beat each level. Depending on which option you pick, you can play each level in a unique fashion, greatly adding variety and replay. The game is also challenging (especially the Bosses), so veterans won't get bored. Bomberman on the Go? **Hey, you won't find me complaining.**

**Dan**

Where Mario Blast tried to be a decent one-player Bomberman Game Boy game and failed, this new installment succeeds admirably. The levels are much more interesting, with lots of quirky obstacles, as well as cool new power-ups. **Enemy AI is adequate but never brilliant,** and the two different play modes add to the replay value (as does the always-awesome multiplayer game—if you have a Super Game Boy).

**Crispin**

## LEGEND OF THE RIVER KING



Publisher: Natsume

Developer: Pack-In-Soft

Featured In: N/A

This game is to fishing what Natsume's Super NES farming-RPG Harvest Moon (also due out on the Game Boy) is to raising crops and cattle. Unfortunately, this ultra-dull fishing RPG isn't nearly as fun. Although it's certainly an original idea to tack an RPG quest onto a fishing sim, **your adventure is never anything to get excited about.** It's mostly a matter of collecting the right fish and items so you can move on to the next lake, where new types of fish await (the ultimate goal is to bag a magical fish called the Guardian, whose powers can save your ailing sister). And it'll take you a good while to finish this quest, since you'll spend 90 percent of the game sitting on your kiestler, waiting for the fish to start biting (oh, and nothing's worse than catching a pail full of fish, only to be killed by a monkey, an eagle or some other beast on the way to the save-game point). Legend of the River King borrows heavily from Natsume's PlayStation fishing sim Reel Fishing, which is from the same developer. It controls about the same, has many of the same rod, lure and bait options—it even has the Tamagotchi-inspired aquarium that lets you raise your own fish. Of course, much of Reel Fishing's relaxing charm came from its laid-back tunes and richly detailed streams—none of which translates to the Game Boy.

**Crispin**

Games like this don't help the Game Boy's image. It has the fishing elements similar to Reel Fishing on the PlayStation with an RPG overlay. But instead of getting something unique and fun, you get a strange, makeshift adventure game that leaves you either scratching your head or just plain bored. One thing to note is that the graphics look pretty nice (for a GB game mind you) on the Super Game Boy. It's still a strange one.

**Shawn**

I wasn't a big fan of Natsume's Reel Fishing, and seeing as how this is essentially a stripped-down version of that game with a lame RPG quest thrown in...well, you see my score. **I just don't see the fun in sitting by the water for hours,** just to catch a few fish and open the next part of the quest. I suppose this game's for you if either you liked Reel Fishing or want a Game Boy title to help bore you to sleep on long car trips.

**Sushi**

There's good original game concepts, and there are bad ones. This, my friends, is an example of the latter. River King combines two of the most methodical things you can do in a game—RPG'ing and fishing—and meshes them into a bore-a-thon. There's just nothing compelling about **fiddling with lures and hooks so you can catch fish,** sell them, and then run in the forest to kill spiders and charms. Well, the champs part is cool.

**Kraig**

## MYSTICAL NINJA



Publisher: Konami

Developer: KCE Nagoya

Featured In: N/A

There are games on the Game Boy that show just how versatile it is, and there are games that effectively demonstrate what a basically primitive piece of kit it actually is. Last month's Game of the Month (Nintendo's Mario Land II) was certainly the former—and Mystical Ninja Starring Geomon is the latter. Design-wise this is about as 8-bit as they come. Run from room to room **slapping bad guys, picking up objects and occasionally popping into a shop to replenish health or weapons.** Whoah, careful. Any more excitement and I might fall off my chair. The graphics are tiny, fiddly and not particularly detailed, and the music is a perfect illustration of why you rarely hear anyone playing on a Game Boy with the sound turned up. On a more positive note though, the game is fairly big and there are a number of sub-games featured throughout that break up the tedium a bit. Also, some of the translation from the Japanese is hilarious. "The Black Ship gang are from the Black Ship." Really? Who'd have thought that? With Geomon back at the forefront of people's minds you can understand why this game is here—it's just a shame that it was slapped together with such apparent lack of concern for whether or not it should be an enjoyable experience. Games shouldn't be a chore to play.

**John D**

You're gonna need patience to get anywhere in this vaguely Zelda-esque adventure. The game's stingy with its health power-ups, forcing you to creep onto every new screen and avoid enemies, not fight them. Otherwise, you'll wind up dangerously low on health way before you'll need the next password point. And **there's never a big payoff for your perseverance.** Every stage is a dull maze of screens after screens after screens.

**Crispin**

The Game Boy version of Mystical Ninja might've been a decent game, if it came out in 1990. **The game engine is archaic,** with a very high difficulty curve that doesn't stem from challenging enemies or dungeons, but rather from poor control that makes it annoyingly difficult to get around without getting hit or falling into a pit. The minigames are fun, and the music isn't bad, but what good is that if the control stinks?

**John R**

Mystical Ninja on the Game Boy is straightforward enough. The graphics, sounds and gameplay are all average, which makes it very simple but still fun. This little cart is pretty hard mainly because health recharges are so few and far between. You get stuck on the walls a bit much, making yourself an easy target for most of the enemies. A save feature would've been nice, too, but then it may have made the game too easy.

**Shawn**

Number Of Players: 1-4

Best Feature: Battle Mode With SGB

Worst Feature: Repetitious Story Mode

www.nintendo.com

Number Of Players: 1

Best Feature: Lots of Fishing Options

Worst Feature: Dull Gameplay

www.natsume.com

Number Of Players: 1

Best Feature: Geomon Characters

Worst Feature: Primitive Design

www.konami.com

VISUALS 5 SOUND 6 INGENUITY 6 REPLAY 8

VISUALS 6 SOUND 5 INGENUITY 6 REPLAY 3

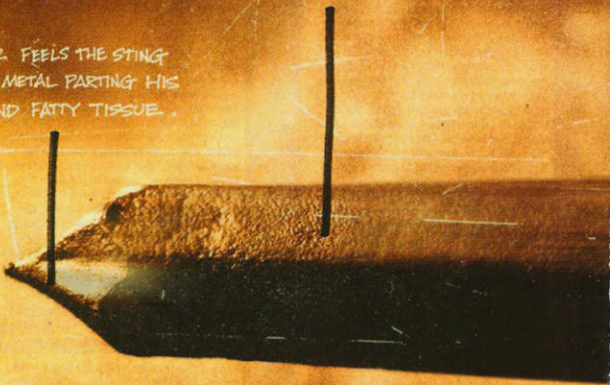
VISUALS 4 SOUND 5 INGENUITY 4 REPLAY 3



# Q U A K E™

PLAYER 2 HEARS THE GRINDING  
OF HIS STERNUM AS THE SPIKE  
PASSES THROUGH WITH EASE.

PLAYER 2 FEELS THE STING  
OF RAW METAL PARTING HIS  
SKIN AND FATTY TISSUE.



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*Short, Medium and Long Range*

NO TEARFUL HUGS. NO WARM HANDSHAKES. JUST HALF A POUND OF BUCKSHOT TO THE CHEST. OR A RAILROAD-SIZE SPIKE IN THE CRANIUM. THAT'S HOW YOU SAY GOOD-BYE TO A FRIEND. INTRODUCING QUAKE FOR THE N-64. WITH SINGLE-PLAYER MODE AND A TWO-PLAYER DEATH MATCH. BECAUSE AFTER ALL, NOTHING SAYS YOU CARE LIKE A LOAD OF SCREAMING HOT STEEL IN SOMEBODY'S TORSO.



## Two-Player Death Match

PLAYER 2 LURCHES FORWARD  
AS RUSTY STEEL HOLLOWS OUT  
HIS CHEST CAVITY, BURSTING  
HIS INNER ORGANS.

PLAYER 1, DESPITE HIMSELF, SMILES.



*The Fundamentals of Killing*



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Now On  
**NINTENDO 64**  
**N64**

June 1998

## OVERALL

- 1 **Tekken 3**  
PlayStation/Namco 
- 2 **Panzer Dragoon Saga**  
Saturn/Sega 
- 3 **Einhänder**  
PlayStation/SCEA 
- 4 **1080° Snowboarding**  
Nintendo 64/Nintendo 
- 5 **Hot Shots Golf**  
PlayStation/SCEA 
- 6 **Breath of Fire III**  
PlayStation/Capcom 
- 7 **Need for Speed III**  
PlayStation/Electronic Arts 
- 8 **World Cup 98**  
Nintendo 64/Electronic Arts 
- 9 **GoldenEye 007**  
Nintendo 64/Nintendo 
- 10 **Wario Land II**  
Game Boy/Nintendo 

## NINTENDO 64

- 1: **1080° Snowboarding**  
Nintendo 
- 2: **World Cup 98**  
Electronic Arts 
- 3: **GoldenEye 007**  
Nintendo 
- 4: **Snowboard Kids**  
Nintendo 
- 5: **Quake 64**  
Midway 



## PLAYSTATION

- 1: **Tekken 3**  
Namco 
- 2: **Einhänder**  
SCEA 
- 3: **Hot Shots Golf**  
SCEA 
- 4: **Breath of Fire III**  
Capcom 
- 5: **Need for Speed III**  
Electronic Arts 




## SATURN

- 1: **Panzer Dragoon Saga**  
Sega 
- 2: **Winter Heat**  
Sega 
- 3: **SF Collection**  
Capcom 
- 4: **Last Bronx**  
Sega 
- 5: **Saturn Bomberman**  
Sega 



## HOW TO READ THE TOP 10 CHART

55 Name of Game 

Publisher's Name

↑ Editors' Choice Award ↓

↑ # Consecutive Months On The Chart ↓

Rank Number

## GAMING MOMENT

Red eyes, achy hands, six cases' worth of empty beer...er, beverage cans—all were the result of 48 hours of straight iron fist mayhem, after the review guys got their hands on the first beta of Tekken 3. Once they got over the game's jaw-dropping graphics and beautiful cinematics, they got to work on opening up all the extra characters, hidden modes and other assorted goodies (Crispin nearly went mad trying to unlock Xiaoyu's schoolgirl outfit, only to discover it wasn't in our early version of the game). Two weeks later—when the final copy came in—they had to begin the process from scratch. It's a dirty job...

The Aftermath of Tekken 3's Long-Awaited Arrival...









**NOTHING OUTRUNS THE LONG ARM OF THE LAW.**

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# CRIME KILLER™

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- GAMEFAN

**"YOU'LL GET SPOILED BY THE SPEED."**

- OFFICIAL U.S. PLAYSTATION MAGAZINE

# Strategies To Get You Started On The Games

## JUMP START

**T**ekken 3 in the arcade was (still is actually) the best fighting game so far. It didn't have quite as many new features as I had hoped for, yet I still spent endless amounts of time playing the game. It also looks pretty damn good too. OK, so the characters don't look quite as good as they do in Virtua 3, but look how well VF3 plays. Tekken 3 on the PlayStation is the arcade version times about 10. We're talking kick-ass intro and cinemas, a few extra modes and two characters not seen in the arcade. Anna is also her own character in this game as opposed to a Nina palette

### Basics



#### CHARACTERS

The returning characters from Tekken 2 (whether it's the direct offspring, a coma patient, etc.) are: Paul, Law, Nina, King, Leif, Yoshimitsu, Kuma, Jack and Heihachi. These characters all have additions and a few changes in gameplay. The new characters (Iin, Xayoi-Hwoarang, Bryan, Eddy and Julia) are all excellent additions to the roster. Some of these may look familiar, but they are actually different from their predecessors.

Also new to the home version of Tekken 3 are the dinosaurs (on a small dinosaur from a Japanese anime) and



Doctor Boskonovich (the space doctor who has helped Yoshimitsu, Jack and others in past games). Anna is also an arena character in Tekken 3, instead of a palette swap for Nina.

#### QUICK GET UP

This is the most important addition to opponents on the ground is the easiest and best way to win in Tekken, but there's nothing more annoying. Press LP & PP at the same time at the exact moment you hit the ground to immediately get up.

## Yoshimitsu

### Beginner Moves

- Zig-Zag ◀▶
- Side Throw (left) ◀+◀
- Side Throw (right) ▶+▶
- Reversal ◀▶
- Combo ◀+◀+◀+◀+◀ (Can add N+)
- 10-Hit String ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀

Yoshimitsu is pretty useless. But he has awesome moves and unblockable combos and... they are easier to use, and he's extremely fun.

## Hwoarang

### Beginner Moves

- Change Kick Stance ◀+◀
- Change Punch Stance ◀+◀
- Side Throw SS ◀+◀+◀
- Unblockable #1 ◀+◀+◀
- Unblockable #2 (left) ◀+◀+◀
- Combo ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀
- 10-Hit String ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀

Hwoarang has two different punch and kick stances of which offer different moves. The "left" means be in that stance for the move.

## Nina Williams

### Beginner Moves

- Throw #1 ◀+◀+◀
- Link Throw ◀+◀+◀
- Link Throw ◀+◀+◀
- Unblockable ◀+◀+◀
- Combo ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀
- 10-Hit String ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀

Nina fits neat in either offensive or defensive strategies. Her combos are quick and easy, her arm breaks have been increased a bit.

## Eddy Gordo

### Beginner Moves

- Spin Kicks ◀+◀+◀
- Whirlwind Kicks ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀
- Handstand Position ◀+◀+◀
- Low Drill ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀
- Unblockable ◀+◀+◀
- Combo ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀
- 10-Hit String ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀

Eddy's most useful tool is his handstand. Many attacks can start from here. You must hold forward to stay up.

## Paul Phoenix

### Beginner Moves

- Shoulder Tackle ◀+◀
- Phoenix Smasher ◀+◀+◀
- Neutron Bomb ◀+◀+◀
- Flash Elbow ◀+◀+◀
- Unblockable ◀+◀
- Combo ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀
- 10-Hit String ◀+◀+◀+◀+◀+◀+◀+◀+◀+◀

Paul is still the strongest there is, only now he can combo even more for the Shoulder Tackle. Shoulder Tackle is best new addition.

See issues 47 and 48 for more strategy on Tekken 3

EGM



## Forest Law

### Beginner Moves

Low Sweep ◊◊◊  
 Flip Kick Advance ◊◊  
 Throw #1 ◊◊◊  
 Throw #2 ◊◊◊

◊◊ into ◊◊

Unblockable ◊◊

Combo

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

10-Hit String

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

Law's act is getting old, his moves and combos are predictable. Rely on quick, in-close combos.

## Lei Wulong

### Beginner Moves

Snake Stance ◊◊

Dragon Stance ◊◊◊◊

Panther Stance ◊◊◊◊

Tiger Stance ◊◊◊◊◊◊◊◊◊◊

Crane Stance ◊◊◊◊◊◊◊◊◊◊

Combo

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

10-Hit String

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

Some of Lei's best moves are performed on the ground. Plus he has five stances to make sure he takes his enemy out of them.

## Jin Kazama

### Beginner Moves

Wrist Twist ◊◊◊

Reversal ◊◊◊ or ◊◊◊

Throw #1 ◊◊◊

Unblockable #1 ◊◊◊

Unblockable #2 ◊◊◊

Combo

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

10-Hit String

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

He may look like Kazuya, but he's far more. A near-perfect hybrid of his mother Jun and Kazuya, he has her speed and his massive damage.

## Ling Xiaoyu

### Beginner Moves

Phoenix Stance ◊◊◊

Backward Stance ◊◊◊

Reversal Mid ◊◊

Reversal Low ◊◊◊

Taunts ◊ or ◊◊

Combo

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

10-Hit String

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

Xiaoyu's speed and agility make her the fastest character in the game. Her moves are extremely hard to predict and can pop up good.

## Game Modes



### Ball

The ball cannot hit the ground; if it does, it will pop. The ball will also hurt if you jab the ball. It will blink for a second and go to the other side for no damage. If you use special moves,

however, each move charges the ball with more damage. Back and forth you hit the ball until one person gets hit by it. **2)** The meter in the lower right/left is how much energy the ball has been charged with. If you fully charge the ball, it will cause the amount of damage dependent on which ball you chose:

**Beginner:** Beach ball—60 percent, Expert: Gumball—80 percent, or Grandmaster Iron Ball—it can pop for any actual damage.

You can also let the ball rest for a few seconds, but it can keep your feet from hitting the ball back at you.

This mode actually is pretty boring. It's like Final Fight, but the enemies are just an annoyance. They have no health. Bob's Dashing Knee. However, it's not enough to make the game interesting. It's not easy by any means, especially toward the end. You probably won't run out of time, but you will have to make sure to pick up chicken (your Life Up) when you NEED it. This sounds obvious; however, in the heat of battle, you happen to run over the food when you already have a full meter.

The Force Mode has four stages, each of which you get full health for at the start. There are three different keys to obtain in this mode.

### Force



## King

### Beginner Moves

Throw #1 ◊◊◊

Throw #2 ◊◊◊

Reversals ◊◊◊ or ◊◊◊

Unblockable #1 BT

Unblockable #2 ◊◊◊

Link Throw - Ultimate Punch

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

10-Hit String

◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊◊

King can change his appearance, but you never know what's coming. His weakness is his lame array of offensive moves and the fact he's slow.



# It's Showtime



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Compete against a ghost rider simulation of your best time.

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# Tricks of the Trade

Trickman Terry tricks to find his cheats!

Lately, the Trickman has been working on some magic tricks to impress his coworkers. Unfortunately, just about all of them backfired. He's still trying to get the milk stains out of his hat! The warped Trickmeister has also tried to use his hocus-pocus to cheat on his latest games. All he's doing is getting stares from angry employees as he constantly chants, "Up, Up, Down, Down, Left, Right, Left, Right" at the screen. You can send in your real cheats to:

Tricks of the Trade  
1920 Highland  
Ave, #222  
Lombard, IL  
60148  
or send e-mail  
to:tricks@zd.com



## Trick of the Month Quake 64

### DEBUG MENU



To get the Debug Menu for this game, simply go to the Load Screen from the Main Menu. When asked for a controller pak, choose "Do Not Use Pak." Then the Password Screen will appear. Enter all Q's for your password. It will tell you that you have entered an Invalid Password. Now press the B

button to exit. Go into the Options Screen and "Debug" will appear above the other options! Go into this new option and you will be able to choose Start Map, God Mode, Weapons and Target (the enemy can't see you).

Jonathan Farrow  
Regina, CA



On the Password Screen, enter all Q's for your password.



The screen will let you know that you have an invalid code.



Access the Debug Option to use the many new cheats!



Now, go into the Options and "Debug" Option will be there!



You can now start on a new level with a rocket launcher!

## Snowboard Kids

ALL CHARACTERS, BOARDS



Press the long sequence of buttons at the Title Screen.



Choose Battle or Time Attack and the courses will be open!



With the normal characters, you have access to new boards!

To reveal a bunch of hidden things in the game, just go to the Main Menu at the Title Screen, and with "Start" highlighted, press this sequence of controls: Analog Down, Analog Up, Down, Up, Down-C, Up-C, L button, R button, Z button, Left, Right-C, Analog Up, B, Right, Left-C, Start. You will then hear a voice say, "Yeah!" Now you will see that you can choose many

more options in the game, such as an extra player called Sinobin on the Character Selection Screen. Go to the Board Shop from the Game Menu with anyone except Sinobin, and you will see a new type of board called Special. Choose a Battle Race or Time Attack from the Game Menu and you will see that all of the courses are now open, including Ninja Land!



You will be able to choose the extra character, Sinobin!



Sinobin is a cool, fast boarder and a tough challenge.

Huy Tong  
Chicago, IL

## Win Games and Accessories for your Tricks!



If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at Intertek. If you are given credit for submitting a hot trick at this section, you will win a free game.

Game at the tiny list below, so you can get all the details on the free stuff.

NOTE: If you send your tricks by e-mail you must include your real name, address, city, state and zip code.

### Contest Rules:

- No Purchase Necessary:** To enter, send a letter or registered post card and your best trick codes for the video game to: "Tricks of the Trade," c/o Intertek, Inc., 222 Lombard, Lincoln, IL, or e-mail to: tricks@zd.com. We will include your name, address, and phone number. No purchase or payment of any money necessary to enter. The prize is awarded to the person whose trick is selected to win. All entries become the property of Intertek and will not be returned or resold. Prizes cannot be transferred, sold, traded, bartered, exchanged, or cashed in for anything of value. Prizes will be awarded to the person whose name is printed on the prize card. Prizes will be awarded to the person whose name is printed on the prize card. Prizes will be awarded to the person whose name is printed on the prize card.
- Prize:** The person whose trick is selected to win will receive a GameShark provided by the kind people at Intertek. The prize will be approximately retail value of \$100.00. The best trick to be received by the first five tricks will be selected by the GameShark. One GameShark winner will receive in addition to the first prize awarded, and a GameShark. Grand Prize will be approximately retail value of \$200.00.

- Prize:** The person whose trick is selected to win will receive a GameShark provided by the kind people at Intertek. The prize will be approximately retail value of \$100.00. The best trick to be received by the first five tricks will be selected by the GameShark. One GameShark winner will receive in addition to the first prize awarded, and a GameShark. Grand Prize will be approximately retail value of \$200.00.
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- Prize:** The person whose trick is selected to win will receive a GameShark provided by the kind people at Intertek. The prize will be approximately retail value of \$100.00. The best trick to be received by the first five tricks will be selected by the GameShark. One GameShark winner will receive in addition to the first prize awarded, and a GameShark. Grand Prize will be approximately retail value of \$200.00.
- Prize:** The person whose trick is selected to win will receive a GameShark provided by the kind people at Intertek. The prize will be approximately retail value of \$100.00. The best trick to be received by the first five tricks will be selected by the GameShark. One GameShark winner will receive in addition to the first prize awarded, and a GameShark. Grand Prize will be approximately retail value of \$200.00.



## Auto Destruct



### DEBUG MODE

This trick will give you a Debug Mode for the game. In the middle of the game, press the Start button to pause. Now press the following buttons in this order: Up, Right, Left, Down, Circle, L, R, R1, L1, Circle, Down, Left, Right, Up. You will hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this

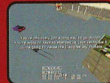
option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!



Within the Debug Menu, you can choose all weapons and more!



After pausing the game, enter the code for the Debug config.



Turning the collisions off will let you drive through objects!

## Triple Play 99

### IN-GAME CHEATS



To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

**Cheat Homerun** - Triangle, Square, Triangle, Circle, X, Square, Left, Right  
**Cheat Strike Out** - Up, Down, Triangle, Square, Triangle, Circle, X, Square  
**Cheat Crowd Comment** - Up, Triangle, Down, X  
**Cheat Weather Comment** - X, Down, Triangle, Circle  
**Cheat Sponsor Comment** - Left, Square, Right, Circle  
**Cheat Nickname Game** - Circle, Right, Square, Left  
**Cheat Historical** - Up, Triangle, Right, Circle  
**Cheat Stadium Info** - Down, X, Right, Circle  
**Cheat Crowd Applause** - Triangle, Up, Up, Triangle  
**Cheat Crowd Cheer** - Square, Left, Left, Square  
**Cheat Crowd Ooh** - X, Down, Down, X  
**Cheat Boo** - Circle, Right, Right, Circle  
**Cheat User Cam** - Right, Left, Up, Down, Right, Left  
**Cheat Overview of Batter** - Left, Square, Up, Triangle



Putting the cheat overview on will give you stats of the batter.



Cheat Homerun will give you a home run when you're up to bat.



The User Cam cheat will let you zoom in and out of the field.

## Duke Nukem 3D



### HIDDEN DEATH TANK GAME

(Note: You must also have the Saturn version of Quake to do this trick.) To find a hidden game in Duke Nukem 3D, you must first have a saved game from Quake in your Saturn memory. Now go to the Main Menu Screen in Duke Nukem 3D and you will see an extra option at the bottom called "Death Tank." Access this option to get a hidden multiplayer (up to six with a multitap) game

that pits tiny tanks against each other. Win each game and collect power-ups for your tanks. It's a blast!



Accessing this option will get you the Death Tank Title Screen.



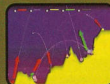
Put Quake in your Saturn and create a save file for the game.



With a multitap, you can play the game with up to six players!



Put in Duke, and on the Main Menu, you'll see Death Tank!



Pit all your friends against each other in an all-out tank war!

## Skullmonkeys

### MAXIMUM LIVES, FREE HALO



To get the maximum amount of lives in the game (99), just enter this code while the game is paused: L1, Triangle, Down, Left, Circle, Select, Square, Right. To get a free Halo, which will protect you from one hit, pause the game and enter the following trick: R2, Circle, Circle, Down, Left, Circle, Right, Down.



Pause the game and enter the correct code for the lives or halo.



You will see your lives increase to 99 in the upper-right corner.



A free halo is your reward when you enter the code correctly.

## 1080° Snowboarding



### QUICK START

Right before a race begins, wait for the announcer to say, "1" and as soon as that number fades out on the screen, press Up for a quick start that will get you a jump ahead of the competition.



Press Up as soon as the number 1 fades out to get a quick start.







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MAGAZINES



Official  
U.S.

# PlayStation

Magazine

## Tekken 3

May Issue  
On Sale Now

### Playable Demos

- **Einhänder**
- **Gex: Enter the Gecko**
- **Klonoa**

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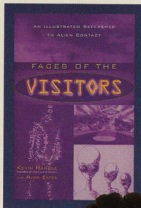




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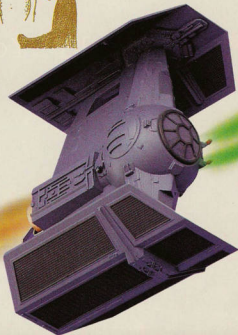
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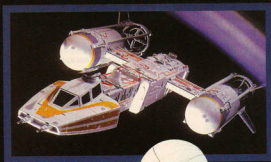


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# The Final Word

## Enough With The Kid Stuff, Nintendo!

"I'll never forget that night back in November 1987 when I finally convinced my parents to let me get an NES. After nearly two years of having to explain to them why the ancient Intellivision just wasn't gonna cut it anymore, they finally agreed. Needless to say, I was one extremely happy camper.

While it was the Intellivision that drew me into gaming (I never was a big 2600 fan; all the good sports games were on Intellivision), it was Nintendo and the NES that really made me an addict—a "hardcore" gamer, if that term still exists. That first Christmas, I got my hands on *Zelda*, *SMB*, *Kid Icarus* and a few other first-party NES games that just floored me with their brilliance. It was games like these that made me realize how amazing Nintendo was, not because they monopolized the console hardware market and infiltrated millions of homes with NES systems, but because of the incredible games that they, as a software publisher, managed to create.

Being the poor little person that I was (I was 12 and on a salary of about \$7 a week), I had to find ways to get my hands on all of the hot NES games that came out. I somehow talked my brother into buying me *Metroid*. I cleaned the house for probably a month straight to get the money for Mike Tyson's Punch-Out! out of my mom's wallet. I took a rain check on a birthday present to get *Zelda II* when it finally came out in late November (my birthday's in May). This went on for years. I of course picked up quite a few third-party games as well, but nobody made 'em as good as Nintendo did.

Later when the Super NES came around it was like the same thing all over again—only this time I had a job and could afford games on my own. Nintendo continued to pump out truly amazing games on an alarmingly consistent basis, and all was well. Super Mario World, *Zelda: A Link to the Past*, Super *Metroid*, *Yoshi's Island*—all of these games were (and still are) at the very top of their respective genres.

Anyway, getting on to the point, these games, which were all so fantastic, appealed to me when I was 12, and they still appeal to me now. They appealed to both older and younger gamers alike, and were (and are) pretty much timeless classics that transcend beyond "target" age groups. They could easily be classified as "games for kids of all ages," even if Nintendo marketed them toward the younger crowd in their ads (which is just what they did).

This leads to my growing concern with the Nintendo of 1998—the Nintendo that's failing miserably with the N64 in Japan, where they've always dominated; the Nintendo that insists on sticking to the dated, inferior cartridge format (don't believe the hype—two years ago it may not have been inferior, but

today, with the costs of RAM and CD technology plummeting, carts are hardly a viable format, and the 64DD's current specs are already outdated). Most importantly, though, I'm concerned about the Nintendo that gave us the long-awaited sequel to one of the best platformers ever (*Yoshi's Island*), but watered it down and made it

so annoyingly simplistic that we "older" folks couldn't enjoy it nearly as much as its prequel. Did kids have a problem with the first *Yoshi*? No. Would they have enjoyed *Yoshi's Story* as much if it were larger, more challenging, and had more depth to its gameplay? Of course they would.

*Yoshi's Story* is a very isolated "incident," so don't get the wrong idea here. Nintendo still pumps out amazing games, and I still have enormous faith in the company to produce this industry's hottest titles. But *Yoshi* was definitely a wake-up call to us old-schoolers who have become complacent in our adoration of the Big N (after all, like I said, it was Nintendo that really got me into gaming), and I'm not about to sit by and watch all of my beloved game franchises head downhill because the only people in Japan that'll buy N64 games are 8-year-olds.

Whatever you do, don't forget about us, Nintendo.



EGM's John Ricciardi pauses for a photo with his idol, the legendary Shigeru Miyamoto, last fall in Japan.

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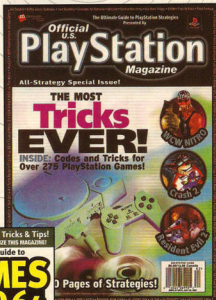
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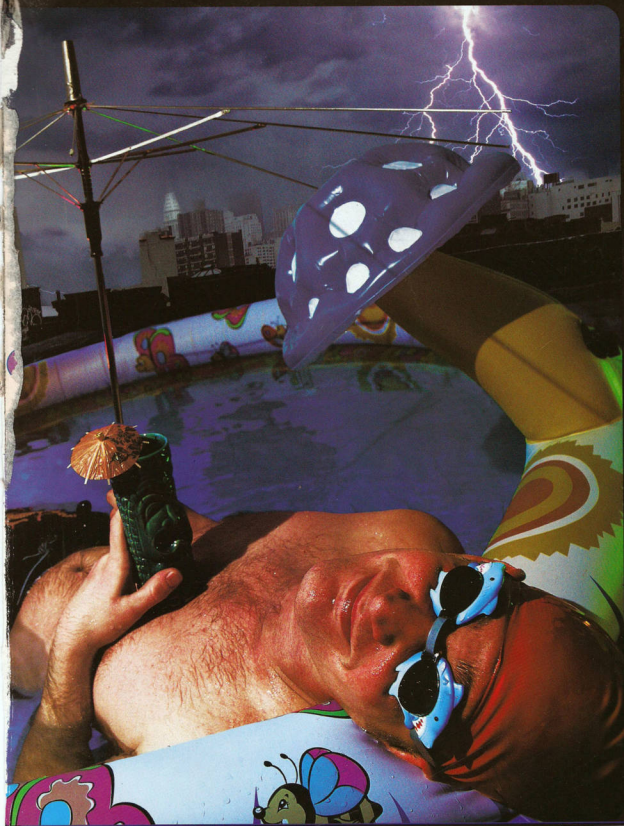


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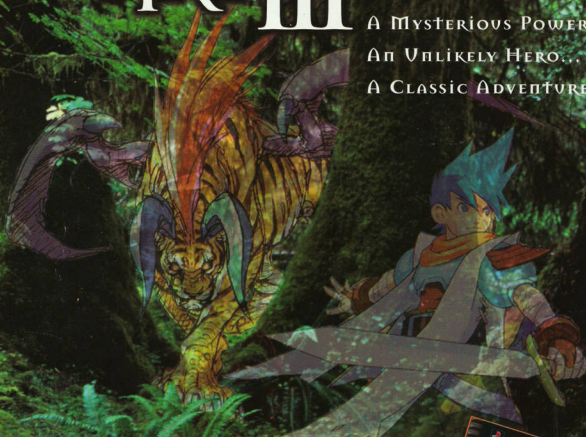


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