

"LOOK BOTH WAYS

BEFORE CROSSING

of the state of th

THESTRICT







- Hawk Manson

- 10 St. 65

YOU WANNA FIGHT? TAKE IT OUTSIDE. BECAUSE THIS BATTLE IS TOO BIG FOR SOME SKINNY

ASS ARENA. 4 KILLER CHARACTERS. DOZENS OF BRUTAL WEAPONS. TONS OF CRUSHING MOVES. AND VICIOUS 3D ACTION THAT GOES SO FAST, THERE'S ONLY TIME TO REMEMBER HALF THE GOLDEN RULE.

So by any and all means, do unto others. Because in your hands, almost ANYTHING CAN BECOME A WEAPON. JUST REMEMBER TO WASH THEM AFTERWARDS.



Go play in traffic. Use oncoming cars to turn hoodlums into hood ornaments.

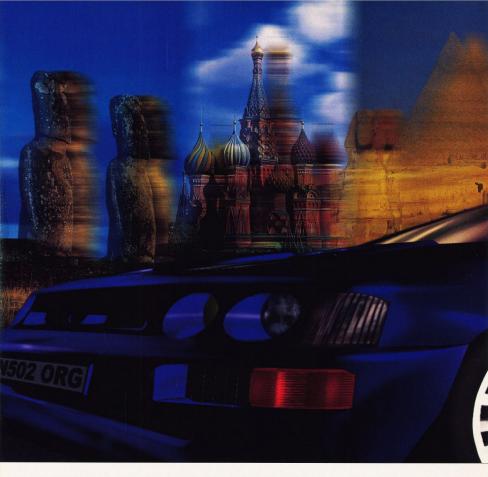
Choose your weapon. Major appliances, for example, can make quite an impact when properly installed.

THANHA

www.fightingforce.com

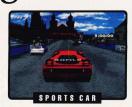






It's A Big World. Race It.

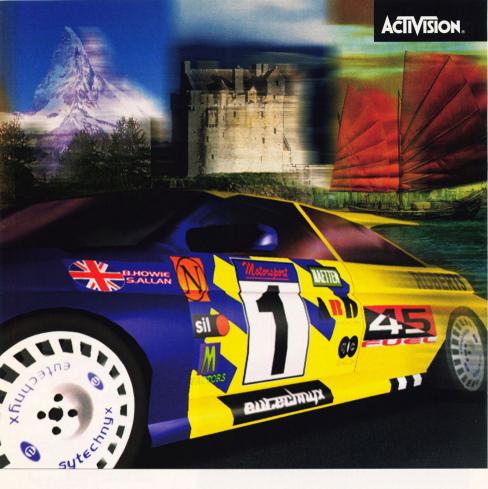












Grand Tour Racing '98 knows no boundaries.

A rally through Scotland. A sports car race in Moscow. An off-road race over the sand dunes of Egypt. The world is your racetrack. Race three prestigious competitions in six exotic locales around the globe. Plus, 40 unique vehicles with power, physics and handling as exciting as breaking the sound barrier. It's no wonder Grand Tour Racing '98 is the official Car and Driver* racing game. Don't let the world race you by.

EUTECHNYX





Arriving this Fall for the PlayStation™ game console.

www.activision.com

SERT GOIN

By Ed Semrad - 75052.1667@compuserve.com

- . EGM evolves again...
- . The past revisited...
- · Ed takes new position...

or this month's editorial, I think it is a good time to reminisce about how FGM has evolved over the past nine years and how it is going to have to continue to change to remain the leading authority in video game magazines.

Back in the spring of '88 while I was writing a video game column for the Milwaukee Journal, I met up with a young game player (Steve Harris) who had a dream of starting the first magazine about video games. We talked at the summer CES and, sure enough, a couple of months later the first issue of EGM rolled off the presses. Even though it was mostly text with black-and-white pictures, it was still the first magazine devoted entirely to games, and it sold well enough to spawn a second issue

Why did it work? Being the first certainly helped, but the main goal was to present a fair review of games that were soon to be out in stores. The idea worked, but to us it just wasn't enough. We as gamers and editors wanted more. We added news and previews, and-for the first time-game players could see what games would be coming out in the next few months. Sales took off

As in any hot market, it didn't take long before other magazines started to appear on the newsstand. We knew we had to evolve-to stay one step ahead of the competition. This was accomplished by getting even earlier news and previews straight from Japan. That was my job-to visit the trade shows and bring back pictures of games that wouldn't be out in the U.S. for six to nine months

Soon EGM was "the" magazine to buy, if you wanted the first information about any game. It was fun. My trips to Japan, Hong Kong, England and France really kept me busy, and-coupled with the special features, interviews and news stories that I wrote-the job was a journalist's dream. Also in that time, I was promoted to editor in chief and a lot of administrative responsibilities were added to my schedule. As the magazine's sales improved, the company also grew, and it became harder to get away from my desk. The foreign trade shows still added needed excitement, but there just wasn't enough time to also do game reviews, insightful news stories or any investigative reporting.



Ed previews Capcom's Marvel Super Heroes at the Tokyo Game Show

Last year Sendai was acquired by Ziff-Davis, and early this year they asked me if I wanted to become their full-time on-staff correspondent for all of their video gaming vehicles. It sounded intriguing.

As everybody knows, the Internet and all its video game-related sites are growing at a phenomenal rate. Access to game information that is literally minutes old is now the norm. Print media can't compete, and while EGM still leads the pack in getting news first, the information is already stale by Internet standards, Our exclusive stories (see Star Wars: Masters of Teräs Käsi last month) continue to keep EGM on top, but now our competitor's online staff can-and have-just nab an early copy of our magazine, scan the images, reword the text, put it up online and then call it their own work-all before our magazine hits the newsstand (but that's a whole other story)

It is now time for EGM to evolve again. Not only will there be changes as to what and how much game information will be up online, but the magazine itself will be redesigned to focus on areas which will make it unique and vibrant again.

That's where I come in, I have decided to take the chief correspondent position since I will be able to write for all our publications, our Web sites and even ZDTV. This position will allow me to pursue hard-hitting stories, cover trade shows and pen the types of features that a journalist really gets into

What will happen to EGM? Things probably won't change overnight. One thing I've learned is that there is no one person who makes or breaks a publication. When Steve left, the magazine didn't die. The editor in chief, while important. gives direction and focus to the magazine, but it is the entire staff who works for him that should get the credit for a job well done. It has been fun guiding the magazine, and now I am looking forward to guiding the Net, TV and other new Ziff-Davis ventures.

NUMBER 10.8, AUGUST 1997

Publisher Jonathan Lane Editorial Director Joe Funk

News Editor

Managing Editor Ken Williams
Associate Editors Shawn Smith
Dan Hsu
Crispin Boyer
Sushi-X
Sushi-X
Firitd-Party Laison John Stockhausen
rifinter. & Domestic) Wataru Maruyama
West Coast Editor Kelly Rickards
Sports Editor Bern Hager * Kraig Kujawa
Ricks Editor Bern Manyama
Arracel Editor Mark Hain
Online Editors Chris Johnston * Helen Lee

Chief Correspondent Ed Semrad Foreign Correspondents Stuart Levy · David Rider

Copy Editors Jennifer Whitesides • Dan Peluso Jo-El M. Damen • Mark Eleveld

Junior Astronaut Michael Stassus Art Directors Jason Hinman • Cyril Wochok Associate Art Directors Mike Vallas • Andrew Burwell

Production Director Marc Camron Prepress Manager Dave McCracken Assoc. Prepress Manager Paul Ojeda

Network Manager Pamela Schneider Assoc. Client Service Specialist Mark LeFebvre

Circulation Director Joan McInerney Newsstand Sales Manager Don Galen Circulation Coordinator Ann-Marie Mrozynski Subscription Service Number 303-665-8930

Business Manager Cathy Bendoff

Advertising Ziff-Davis Inc. Inquires 1920 Highland Avenue Contact: Lombard, IL 60148 Telephone: (630) 916-7222 FAX: (630) 916-9254

Assoc. Publisher Ad. & Mrkt. Jennie Parker Account Executive Suzanne Farrell

District Ad Sales Manager Anthony George Midwest & East Coast

West Coast: Jon Yoffie
District Ad Sales 135 Main Street, 14th Floor
Manager/Northwest San Francisco, CA 94105
Elelphone: (415) 357-5202
Fax: (15) 357-5201
E-mail: jon_yoffie@2d.com

District Ad Sales Karen Landon Manager/Southwest 135 Main Street, 14th Floor San Francisco. CA 94105 Telephone: (415) 357-5460 Fax: (415) 357-5201 E-mail: karen_landon@zd.com

Marketing Coordinator Amy Dellos Sales Assistant Jessica Prentice

Send Advertising Materials to:
Advertising Coordinator Mike Darling

Founder Steve Harris

ELECTRONIC GAMING MONTHLY (ISSN #1058-918X) is published monthly by Ziff-Davis ELECTROLIC CANNOTA MANUFACT ISSN'S 41058-01843, is plicitated informing by Jan-Leuer Cannota and Anthrolic Can zospusegmiservoze. In exam and the plusiesmer are not responsible for interest and the publication materials, Withfoot limiting their plus under copyrights reserved herein, no part of this publication may be repor-duced, stored in, or introduced into a retense significant contraction, and your, or by any means (electronic, mechanical, photocopyring, recording, or otherwise), without the prior written notice of ZHI-Davis Inc. (2) 1997 ZHI-Davis Inc. All Rights Reserved Dictorson Gaming Monthly and EGM are trademarks of ZHI-Davis Inc. TM and CF for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 14046720 RT.

Printed in the USA.



sweat the details



"Quarterback Club has the best graphics of any console football game to date" -Next Generation On-Line

"This will be the game to watch this Fall" -Computer and Net Player

"If the final version comes close to the version we previewed, it's just possible they might create a video game football dynasty" -VideoGameSpot

"...It could very well end up being one of the best console football games ever released" - FGM Players Guide



"I've seen the future in hockey games. NHL Breakaway" '98 should get a standing ovation from all of you" -GameFan

"This game's "total team management" system stands out from the crowd" -GamePro

"Anything you could possibly want is in this one" -Computer and Net Player

"Already among the best looking PlayStation games around" -Ultra Game Players

"This may be one of the best sports games of the year... a definite must in your sports game collection..." -PSX Power



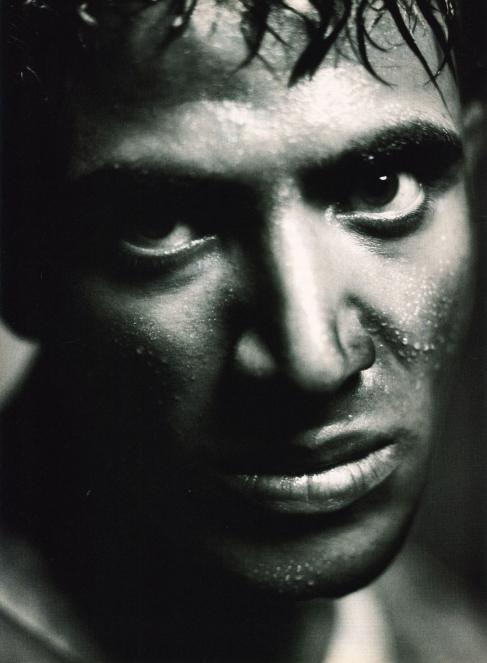














I started kicking inside my momma. And I haven't stopped since. Right now, the only thing between me and a world title is 8 yards and a goalkeeper. And my foot only listens to you. **Bury it.**



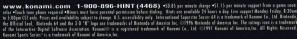














PILANI WHITTIE ISIESIII

This spring, EGM & EGM* have three very special mags available for a limited time only on the newsstands!

SPORTS VIDEO GAMES

Tired of helplessly watching the other team make all the big plays? Want to know which sports games you should even bother playing? EGM's guide will satisfy all of your sports gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the hottest sports games.





THE ULTINATE GUIDE TO FIGHTING GAMES

Get your hands on EGM"s new book on the coolest fighting games released in the past year, including killer new titles like Street Fighter III: New Generation, Tekken 3 and Virtua Fighter 3! You'll be the one dealing out the trash talk after you delve into our exclusive training sessions for your favorite fighters.

VIDEO GAMES

FOR THE NINTENDO 64

Craving for more info on the hottest video game system ever released? If so, E6M's new N64 guide is for you! Everything you've ever wanted to know about the N64 is right here, with reviews of every N64 game available, previews of over 20 hot new games, a huge tips and tricks section and best of all—strategy guides for all of your favorite games, including the awesome Star Fox 64!



FORGET THE REST!

Magazines available at the following locations: K mart, Wal-Mart, Electronics Boutique, Meijer, Waldenbooks, Borders, Crown Books, Barnes & Noble

ELECTRONIC GAMING == MONTHLY

ZIFF-DAVIS INC.

CHAIRMAN AND CEO Eric Hippeau

President, U.S. Publications
President, Interactive Media
and Development Group
President, International
Media Group
President, Computer
Intelligence/Infocorp

President, Training and Support Publishing Group

Vice President, General Counsi and Secretar

and Secretary
Vice President.
Humain Resources
Vice President. Planning
Vice President. Production
Vice President. Controller
Vice President. Information Systems
Vice President. Research
Vice President. Research
Treasure

Director Public Relations

Jeffrey Ballowe

J.B. Holston III

Bob Brown

William Rosenthal

Timothy O'Brien

Terri Holbrooke

J. Malcolm Morris

Ronni Sonnenberg

Rayna Brown

Darryl Otte

Roger Herrmann

Mark Moyer

Steve Gladyszewski

Herbert Stern

Elda Vale

Thomas L. Wright

Gregory Jarboe

U.S. Publications Group

President, U.S. Publications
President, U.S. Publications
President, Consumer
President, Consumer
Senior Vice President, Circulation
Senior Vice President, Consumer
Advertising
Vice President, Consumer
Marketing Services
Vice President, Cartial
Advertising Sales
Vice President, Consumer
Vice President, Consumer
Advertising
Vice President, Consumer
Consumer
Vice President, Consumer
Vice Preside

Circulation Services
Vice President
Executive Vice President
Group Publisher
Vice President
Vice President
Vice President
Vice President
Vice President

Executive Director, Licensing
Director, ZD Labs
Director, Benchmark Operation
Ziff-Davis Media Network
Sprior Vice President

Senior Vice President
Executive Director
Executive Director, Marketing
Managing Director

Associate Networ

Ronni Sonnenberg Claude Sheer J. Scott Briggs

J. Scott Briggs
Baird Davis

Lawrence C. Burstein
Tom McGrade

Jim Manning Bob Bader

Mark Van Name

James F. Ramaley

Don Byrnes

Al DiGuido

Daniel Farber Michael Miller Daniel Rosenweig Paul Somerson

Gertrud Borchardt Mark Hall Bill Catchings Joe Gillespie

Mike Perkowski
Rite Burke
Ken Beach, Michael E

Melinda Maginn Scott Murphy, Dan Daly ork Debbie Moss, Julie Tuttle

Interactive Media And Development Group

President
Executive Vice President
Vice President,
General Manager ZD Net
Vice President, ZDTV
Editorial Director,

Editorial Director, New Products

Group Business Manager

Jocelyn Graysor

nc...

Richard Fishe

Ziff-Davis Inc., A SOFTBANK Company

SOME KILL FOR SPORT. SOME KILL FOR GLORY YOU KILL FOR

16 MULTI-LAYERED
ARENAS OF COMBAT
contain hidden rooms and secret levels for a vicious challenge at every turn

TRANSFORM INTO YOUR KILLS and steal their powers for any hope of survival

A FUTURISTIC WEAPONS ARSENAL housing the most lethal weaponry ever made

2-PLAYER SPLIT-SCREEN DEATHMATCH OR COOPERATIVE MODE ON PLAYSTATION M AND LAN/MODEM SUPPORT ON PC

Download the demo at www.machinehunter.com



10 DEADLY CLASSES OF DROIDS each one more devastating than the last

Developed by Eurocom

COO

- PSExtreme

"Hold on for two-fisted ction in a wild new PlayStation shooter!"

Next Generation Online



3-D ENVIRONMENT WITH FULL 360° ATTACK MOBILITY











The most authentic baseball game available has re-loaded to defend its <u>crown</u>.



Unique batting stances and pitcher wind-ups take you inside a Big League at-bat. Look for the hanging curve. Jam the hitter Work the count and then select from each pitcher's arsenal to find the perfect pay-off pitch.



A new, powerful polygon-based engine and motion capture technology showcase every upper deck blast, 6-4-3 double play and teeth-rattling collision at the plate.



Swing for the fences at Bank One Ballpark™ and Tropicana Field™. World Series Baseball™ '98 includes expansion ballparks all rendered in the 3-D texture-mapping that made the game famous.

Add in current team rosters, interleague play, complete statistics from the 1996 season, enhanced CD quality sound and play-by-play for a complete baseball experience that will make everything else seem strictly bush league.



Also available on GENESIS
www.sega.com





EITHER WITH A WEAPON OR WITH YOUR BARE HANDS, FIGHT AGAINST YOUR FAVORITE STAR WARS ENEMY...OR HERO. THE STORY STARTS ON PAGE 75!

- **Aerofighter Assault** Air Combat 2 PS PS Beast Wars 46 58 **Blast Corps** N64 **Brahma Force** PS PS SS **Bravo Air Race** 57 Bug Too! 56 **Buster Bros. Collection** PS PS **Clock Tower Courier Crisis**
- SS/PS SS **D&D** Collection 46 Deathtrap Dungeon Descent Maximum PS PS SS SS 59 61 Die Hard Arcade Die Hard Trilogy 61
- 58 59 Disruptor PS SS PS PS N64 PS PS SS Doom Dragonball GT Felony 11-79 FIFA Soccer 64 40 44 61 48 Freakin' Fast 48 Ghost in the Shell 115 Grand Slam
- 59 Independence Day 108 Jersey Devil 51,104 Lethal Enforcers 1&2 Machine Hunter 61 100 Madden NFL 98 110
- SS PS PS PS PS MDK PS 98 60 Mega Man 8 36 MK Mythologies: Sub-Zero 112 Multi Racing Championship PS/SS N64/PS Nea PS PS PS PS PS PS PS PS
- 115 NBA Hangtime 113 NCAA Football 98 61 Need For Speed 2 114 NHL Powerplay '98 58 Norse by Norsewest
- 106 One 56 Peak Performance 52,101 Poy Poy 52 RayStorm
- ReBoot 38 Resident Evil Resident Evil: DC Shining the Holy Ark Sky Target SSF2 Collection
- 103 PS 115 Top Gear Rally N64 57 Triple Play 98 PS 56 48 Turok: Dinosaur Hunter N64 **Violent Seed** PS 58 War Gods PS PS PS

PS SS

PS SS SS

57 Wing Commander IV Xevious 3D Youngblood 52

NUMBER

- 6 INSERT COIN Ed discusses the always-evolving and improving ways of EGM.
- 18 PRESS START Sega and Bandai cancel plans for a merger.
- 28 **TOP 10** Air Combat 2, Shining the Holy Ark and Star Fox 64 are all crowned #1.
- 32 GAMING GOSSIP The PlayStation will have a 3-D action game based on all the Bond flicks.
- 36 **PROTOS** Dragonball GT should land on U.S. shores for the PS this fall!
- 50 REVIEW CREW Will Machine Hunter be a bomb or da Bomb?
- TRICKS OF THE TRADE 56 Master the Big Cheat for Turok: Dinosaur Hunter.
- SPECIAL FEATURES 66 War: What is it good for? Games, of course. Plus, a biography on Lara C.
- 94 **NEXT WAVE** Director's cut of Resident Evil shows what gore-lovers desired.
- 110 TEAM EGM Madden NFL 98 plays "smarter" than the other games in the series.
- 116 INTERFACE Reader feels that Nintendo's 64DD is a "big mistake."

STAR FOX 64

YOU WANT THE GOODS? Don't miss your chance to ENTER THIS GREAT CONTEST: Win a complete Nintendo 64 system, a STAR FOX 64 video game, a Rumble Pak plus A WHOLE LOT MORE! Look on page 107 for more info!



THIS MONTH



UNCLE SAM WAGES WAR ON THE HOME CONSOLES

A lot of the hardware that we're used to playing games on was once (and still is) used by the government for training purposes. *EGM* explores the technology that binds video games, NASA and the Defense Department together. Coverage begins on page 66.

"You can follow a road of evolving technology from the Apollo astronauts' docking trainer to Sega's Model 3 board."

SHE'S NOT JUST ANOTHER PRETTY FACE

Gamers might know her as the rough Indiana Jones-type who enjoys blowing away her foes. But do gamers really *know* Lara Croft? *EGM* went behind the scenes to search out the "sensitive side" of our favorite heroine. Some of the secrets we reveal might just surprise you too! Lara's profile starts on page 86.

"Actually, there is a real-life Lara Croft!"





THE GLITZ AND GLAMOUR OF VIDEO GAME SHOWS

From the smoke-filled booths with extraordinary sound systems to the new upcoming hardware and software, video game shows are more like a mixture of a rock concert and a fun fair than just a hard-working environment. In this issue, we highlight some of the shows that will occur this year. Page 92 has the story.

"It's these shows where blockbuster titles make their appearances."

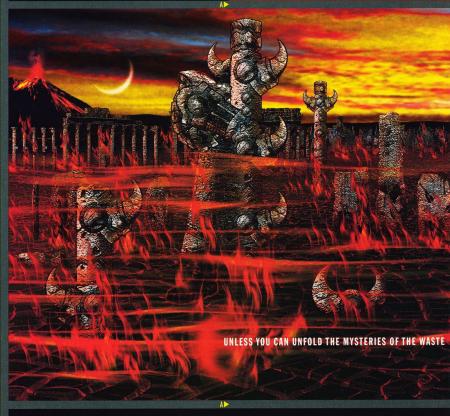


NEXT WAVE

- 94 D&D COLLECTION (SS)
- 96 SKY TARGET (SS)
- 98 MDK (PS)
- 100 MACHINE HUNTER (PS)
- 101 POY POY (PS)
- 102 RESIDENT EVIL: DC (PS)
- 103 SSF2 COLLECTION (PS)
- 104 LETHAL ENFORCERS 1&2 (PS)
- 106 ONE (PS)



And if you plan to survive, you're going to have to battle the enemy with your agile wits. Uncover the powers that lie deep in the ruins. Discover what is











For game hints call 1-900-933-SONY(7669), The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony Computer Entertainment logo is a registered trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony

takes to conquer Metal Demons. And no, the ultimate goal of your quest is not to save the princess. It's to save the planet. Good luck. You're gonna need it.













THE BEST VIDEO GAME NEWS

Sega/Bandai merger gets cancelled

wo of the largest Japanese entertainment powerhouses, Sega Enterprises Ltd. and Bandai Co. Ltd., announced recently that they were canceling plans to merge. Bandai called off the mercare between the two com-

merger between the two companies, stating that there were cultural differences between them and that the benefits of the merger were unclear. At the same time, they said that instead of merging, they plan to work with Sega in the future. However, no details of that business literach bave, bene released at this

However, no details of that busine alliance have been released at this time. "Although we can't merge, we'd like to maintain the spirit and purpose of our

agreement," Sega President Hayao Nakayama reportedly said, adding that the cancelation wouldn't change the company's longenvironment after the two companies become one. Both companies reportedly have seen lower earnings and profits in the last year.

Speculation among the Japanese business community believed that even if the merger went through, profitability would be long in coming. On the U.S. side of things, not much

changes. Bandai America and Sega of America would've had separate operations even under the merger plan. Dan Stevens. SoA's manager

Stevens, SoA's manager of corporate communications, commented, "It's still a good deal to work together to utilize each company's strengths. We stay happy, they stay happy, and we still get to work together." Bandai has experienced great success with its Tamagotchi, a product which has taken hold not only in Japan

(where it is a full-blown craze), but in the U.S. as well. On the other hand, Sega has experienced a downturn in its share of the home video game

market due to less than brisk sales of the Saturn. When asked whether this would obstruct the future of the two companies working together, Nakayama reportedly said. "It'll make it easier for us, since they'll feel a little quilty."

the Japanese press point to mid-level management at Bandai being opposed to the merger, and employees at the toy maker becoming nervous about the

term plans. Reports in

Other Bandai Happenings

In addition to the news of the canned merger, Bandai's president, Makoto Yamashina has officially stepped down. Mr. Yamashina has said, "I feel responsible for the troubles related to the merger." Six Bandai directors and two auditors will also step down from their posts. An interesting sidenote to all the merger talks was that during the talks themselves, Bandai had effectively canceled production of the Pippin. The Pippin was Bandai's ill-fated.

effort into a Super Mac/Internet console machine. Sales have been sluggish to say the least, but shortly after the news of the called-off merger, Bandai has been quietly rethinking their Pippin strategy. Recent rumblings are indicating that Bandai will go for the emerging market of Web television and focus the Pippin in that direction. Sega meanwhile also seems to be making a more aggressive move with their Netlink attachment (see next page) and has also released upgraded browser software. Off the two, Sega has a bit more going for it since their package includes the option to play hot

Saturn games over the Net.

Bandai will no doubt have their hands full with the virtual pet madness that their Tamagotchi toy has unleashed here in the States as well as the continued high demand in Japan.

IT'S ABOUT

Sega announces price cuts

he question was never if Sega will lower their prices on the Saturn, but when. Two weeks before E3, the announcement came through that declared the Saturn system will be lowered to \$149.99 (core system) to match the current price of the Nintendo 64 and the Sony PlayStation. There will be a game pack-in version which will retail for \$169.99 as well. And even more good news is that Sega didn't stop there; the reduction also affects the majority of their current software library which now falls between the \$19.99 to \$39.99 range. Furthermore, no new titles will be priced higher than \$50 which mimics Sony's retail ceiling. The Netlink will also be lowered to \$99.99 and the Netlink pack-in system will now retail for \$249.99 which makes it a whopping \$100 and \$200 price reduction respectively. Rounding out the news is the venerable Genesis which is available for \$79.99 with various pack-in options to entice budget gamers. The main surprise was the timing

N64 DREAM

of the announcement which was

arrently known as Dream, Raré's top-secret Nintendo 6 di tile has been kept hushhush by Nintendo. The only reported sightling of the game thus far was at a sales meeting for a top U.S. gaming retailer. According to Nintendo's Web site, the mystery character from its press postcard is none other than the main character's of Dream. Banjo and his sidekick Kazooie. The final title of the game is not known—Rare has Dream while it is in development, but at E a final name for the game may be unwelled.

expected to be made at the E³ event in Atlanta. Sega claims the timing of the move was to allow the emphasis of the show to be on



the software. There was also a nebulous announcement that they will be debuting "the first-ever console-based networked arcade games" (your guess is as good as ours). Wether this is in regards to linking up more than two Saturn machines at the same time or some odd low-cost arcade set-up based on the Saturn (or even Genesis) is unknown. The Saturn is going to have its strongest year in terms of amount of quality software, but sadly it seems that it could be quite an uphill battle to remain alive. These price reductions, although late, are a step in the right direction.

GHOST IN THE DVD

or the past year now, "Ghost in the Shell" has been blazing all kinds of trails by further pushing the anime genre into the mainstream.

Not content with setting home video records, Manga Entertainment has announced that the "Ghost in the Shell" anime movie will be making it appearance on the new DVD format. It will have multiple language tracks including English and Japanese as well as subtitles in both languages. This is a digitally remastered version of the movie and will also have a 30-minute bonus program on the making of "Ghost in the Shell."

T*HÖ will be bringing out a Ghost in the Shell video game on the PlayStation later this year. The game version has the same dark feel of the movie, but concentrates the action mainly on mech-battling play. "Chost in the Shell" DVD will be avail able mid-July (529.99) with a video

tape version of the special edition (\$24.95 dubbed, \$34.95 subtitled) released at the end of the month. Both have a 120-minute running time. The PS game from T*HQ is slated for a fourth-quarter release (\$49.95).





For the multitude of people out there who have been disappointed that their favorite Namco game was left off the recent Museum Collection Series. there is yet hope. The five-volume series will get an additional volume called Namco Encore which will have seven more titles. The games that will be featured have not been revealed but we all have our fingers crossed.



Square has been getting into any and every genre and game style. The announcement of their latest title continues that trend and we couldn't be happier. Parasite
Eve is Square's first
foray into the ident Evil-style of play, but integrates many of its own patented RPG elements. The story takes place in New York and is based on a popular Japanese novel. It is not vet known whether it will follow

the story

book closely.

of the



Atlus Co. is bringing the latest Japanese fad -sticker photos-to Europe this summer and to the U.S. in September, Technically, it's not a video game. However, the Print Club photo machine is found mainly in arcades and was developed by arcade companies (and game makers) Atlus and
Sega Enterprises Ltd.
The machine makes a sheet of 16 stickers with preprinted backgrounds. Sega, Itochu Corp., IBM Japan Ltd. and other companies are expected to invest in a sales subsidiary, and they're banking on sales of 8,000 machines at retailers and hotels by the end of the year. In Europe, Atlus will team with Londonbased Photo Me International, which will install 2,000 Print Club machines next to its own by 1998. Currently, Atlus is exporting the machine to countries in Southeast Asia on a trial basis.

The most recent rumors reveal that Nintendo is trying to legally block the debut of the **Sony** Analog Controller in North America because it so closely works like Nintendo's recently released Rumble Pak plug-in. EGM was told that Sony has instructed development houses to stop the incorporation of Sony Analog controller functions into their games, at least for the time being. Neither Son nor Nintendo would comment on the story. There had been earlier reports that certain features like the rumble feature may be omitted from the Sony controller, but nothing has been confirmed.

SINGLETRAC JOIN

Sony developers lured away by Nintendo

alt Lake City-based SingleTrac announced it has signed an agreement with Nintendo to develop games for the Nintendo 64. This significantly expands SingleTrac's development horizon: Once PlayStation-exclusive. SingleTrac will now become a true multiplatform development house. "We are thrilled to be creating titles for the N64." said Todd Kelly, SingleTrac's executive vice president of sales and marketing in a statement "This agreement allows SingleTrac to extend its heritage in realtime 3-D. high-action gameplay and bring it to an even higher level." Past SingleTrac work includes best-selling PlayStation titles like Twisted Metal, Twisted Metal 2, WarHawk and Jet Motoall of which were produced for Sony Computer Entertainment America. Those titles will not be ported to the Nintendo 64. because under SingleTrac's deal with Sony, Sony maintains owner-

offices, Warhawk is a game that still evokes passionate memories and one can only drool with greedy anticipation of an indirect quality of its current PlayStation offerings by using the N64 hardware to the fullest. "We are excited to have SingleTrac as part of the N64 team," said Nintendo of America chairman Howard Lincoln in a statement, "We're confident

> their proven realtime 3-D technical capabilities will fully exploit the potential of the N64 system." EGM sees this as a very positive step toward remedving the lack of quality in the majority of third-party software available for the Nintendo system. The downside to this news is that it will be a while until we see the fruits of this collaboration.



SingleTrac can, however, make a game similar to Warhawk, but under a different name.

ship of those titles. In the EGM developer hopes to better the **4DD-LAYE**

yet been announced, but the

The bulky drive won't hit till March '98 intendo Co. Ltd. said in a press conference in Japan that it has postponed the launch of its 64 Disk Drive peripheral until March 1998 Originally planned for release in Japan by the end 64DD would increase the storage space available to N64 developers eightfold, to a full 64 Megabytes.

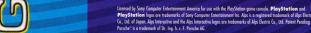
According to Reuters, a company spokesman for Nintendo said that the postponing comes as a result of delays in the development of the disks and the drive itself. The first games to

appear on the system, Zelda 64 and Mother 3 (known as Earthbound 64 in the U.S.), will have to wait until at least March to be released. Zelda 64 was scheduled for release on both the cartridge and the DD peripheral earlier this year.

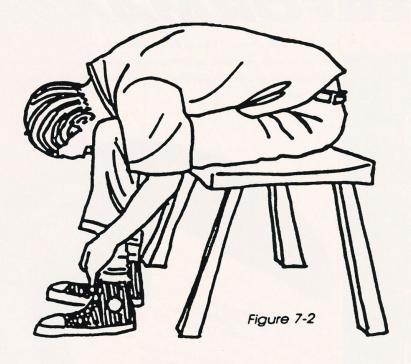
POWER and PERFORMANCE

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the Playstation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.









First aid for fainting

- · Act quickly to prevent the victim from falling.
- If possible, have them put their head down or lie on the floor.
- Loosen the victim's clothing and wipe their head with cool water.
- Do not try to revive the victim by throwing water on their face, shaking or slapping.
- If the victim vomits, quickly put them in the recovery position.













As the victim revives, offer reassurance. Remind them that even the best gamers end up sucking face with the cement sooner or later. So whether it's Deathtrap Dungeon, Tomb Raider 2 or Fighting Force, be prepared for the inevitable. And never administer any first-aid to the victim without first saving their game.



You've been warned.

ESTART

From the people who brought you the GXTV comes this new 27inch television with a twist. This set adds an extra inch to the width of the screen, giving you a slightly wider viewing area. The surprising thing is that many television and video programs actually extend beyond the borders of the average viewing screen. Of course that makes us curious to see if and how many games we may be able to squeeze some more picture out of. That's where the TXF2899 XXL television comes



in to give you every

inch of picture you can squeeze out. The GXTV had great sound and this definitely takes its cue from it. There are three digital surround sound modes which are pumped out of six three-way, super horn sound system speakers with 15W+15W RMS audio power. It also has an Ultra-flat screen with dynamic multiple focus and two-tuner Picture-in Picture with a digital comb filter for fine details. The video inputs are almost identical to the GX with two sets of composite inputs and one monitor and audio out, but adds the crucial S-video slot for the best possible picture. The suggested retail price is \$999 and should be available by the time you read this. For more info, call: 1-800-samsung

TOBAL 2 GETS CANNED

U.S. gamers are denied Square's seguel

GM has recently been informed by Square representatives that the U.S. will not be getting a translation of Tobal 2, the company's second fighting game with character designs by Akira Toriyama. The game debuted in Japan last month. The decision stems from the fact that Square is currently busy finishing the U.S. translations of Bushido Blade and the longawaited Final Fantasy VII. Due to the heavy Japanese text in the menu system and the Quest Mode of Tobal 2, the company feels that they don't have the resources or time required to bring the game



The sequel is a mammoth improvement over the original, but you'll never know.

here. Another likely factor in the decision is lackluster sales of the previously released Tobal No. 1 which was the unfortunate victim of the mega-successful Tekken 2 sell-a-thon. Plus. Square's publishing deal with Sony requires that Square does the translations of their own games, and that Sony releases them. Therefore. it seems unlikely that a third-party company could pick up the gameat least for now.

EARTHWORM JIM FOREVER

f any game could find a way around Shiny Entertainment's "no more sequels" rule, it'd have to be Earthworm Jim, the quirky platform game that won the hearts of 16-Bit gamers everywhere. And apparently, that's what's happening, Interplay representatives have informed VGS that Earthworm Jim 3 (a 3-D take on the series) is currently in production. The title is aimed for release in the second quarter of 1998 on

PlayStation, Nintendo 64 and PC platforms. How does this jive with Shiny's rule? Easy. They're not doing it. Development is being done by Scottish team Vis instead. And while it's still not entirely clear how much Doug TenNapel (Jim's original creator) and Dave Perry (Shiny's leader) will be involved with the game, it is known they've already met with Vis to discuss the title.





































































Recently, a number of

Japanese hardware and software makers released sales and profit figures for the fiscal year ending March 31, 1997. The following figures show Konami to be ahead of the pack: It reported a 136 percent increase in profits on sales that increased 28 percent. was the surprise laggard with its report of an almost 75 percent drop in profits compared with last year. All figures, as reported by Asal Newspaper, are in U.S. currency. Sega reported parent company sales of \$3.1 billion, a 4 percent increase over the previous year, and a parent company profit of \$287 million, a 5.2 percent increase over the year before. Ban reported sales of \$850 million, a 6.4 percent decrease from the previous year, and a profit of \$74 million, a 15.4 percent decrease from the year before. reported sales of \$2.9 billion, a 15 percent increase over the previous year, and a profit of \$869.7 million, a 13.7 percent decrease from the year before. Name reported sales of \$869.7 million the previous year, and a profit of \$96.4 million, a 32.5 percent increase over the year before. **Konami** reported sales of \$475 million, a 28 percent increase over the previous year, and a profit of \$65.4 million, a 135.9 percent increase over the year before. Enix reported sales of \$195 million, a 37.8 percent decrease from the previous year, and a profit of \$50 million, down 42.2 percent from the year before. Square reported sales of \$181.5 million, a 25 percent decrease from the previous year, and a profit of \$17.2 million, a whopping 74.6 percent decrease from the year before. And Koei reported sales of \$95.5 million, a 9.7 percent decrease from the previous year, and a profit of \$27.5 million, a 20.5 percent decrease from the year before.

FUEL-INJECTED

Interact debuts new steering wheel

GM loves racing and that's exactly what we got to do when Interact invited members of the press to the unveiling of their newest accessory. The V3 Racing Wheel was showcased alongside the company's promotional racing event held at the Laguna Seca Raceway in Monterey, Calif. Editors Nelson Taruc (EGMF), Dave Malec (P.S.X) and Dan Hsu (EGM) put the steering wheel through its paces and came away impressed.

The wheel has a good feel to it and the sensitivity can be adjusted on-the-fly. It is one of the only steering wheels to have a full 360-degree range of motion. The wheel can be adjusted in numerous ways including height, tilt-

ing it back and forth. etc. The wheel is specifically designed to be used while sitting in a chair and performs its job well. The area in which there were minor complaints involved the foot pedals which had an overly wide range of motion. This wouldn't be a problem if the pedals were

To prepare for the power of the V3 heel, the editors put their lives on

analog, but they're digital which makes tapping the brakes a hitand-miss chore. It's understandable that the N64 version of the wheel has digital foot pedals, but the PlayStation has the neGicon channel which supports analog pedals so this omission is puzzling. the line and got behind the wheel of a real stock racer.

Mario Kart was the game used for the N64 demo while Rage Racer was the race game of choice for the PlayStation. The N64 version has a slot for a memory pack, but does not support the Rumble Pak since it would rest in the general area of a player's crotch! Dan was especially disheartened while the others seemed unaffected.

GADGETS

ANO BABIES GO UP AGAINST AMAGOTCH AND GIGI PET!

To compete with the virtual pet craze spawned by Bandai's Tamagotchi and Tiger's Giga Pets, Playmates Toys will bring out its own version in late June. Called Nanos, they can grow from an infant to a child, kitten to cat, or puppy to dog. The toys will sell for a retail price of \$14.99 to \$19.99, about the same price as Bandai's Tamagotchi. Neglecting or mistreating your Nano will make the game end

RESIDENT EVIL S1

n an interview with Japanese gaming magazine Dengeki Nintendo 64, Capcom's Yoshiki Okamoto said that the company is looking into getting Resident Evil onto a 128 Megabit cartridgethe largest cart format currently used for Nintendo 64 games. This doesn't mean that Capcom is actually porting the game to the N64, but rather points to evidence the company has looked into it. Additionally, Okamoto says that he has ideas for a "ninia" version of Resident Evil. The game would employ a similar interface, but would take place within a trapfilled ninja house. The translation

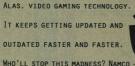
of the interview appears on Unofficial N64 Headquarters Web site, When contacted, Capcom Entertainment would not confirm or deny the reports for RE.



Capcom will not make any official comments about the horror adventure game.









AND THE MUSEUM COLLECTION, VOLUME 4.

FIVE STATE-OF-THE ART (WELL, MAYBE TEN YEARS



AGO) GAMES BASED ON THE PRINCIPLE THAT FIN NEVER GOES OUT

OF STYLE. PAC-LAND - A WILD AND CRAZY PAC-MAN ADVENTURE. ASSAULT



THE TANK WARFARE CLASSIC. ORDYNE - AN INTENSE, RAPID FIRE SHOOTER FROM THE ARCADES. PLUS, THE RETURN OF ISHTAR, AND THE GENJI AND THE HEIKE CLANS. EACH

ONE AN ABSOLUTE BLAST. GO AHEAD AND PLAY IT FOR
YOURSELF. JUST DON'T BE SURPRISED IF YOU'RE SOON
LAUGHING IN THE FACE OF TECHNOLOGY, TOO.

← {GREAT GAMES HAVE NEVER HAD TO BE HIGH-TECH TO BE HIGH-FUN.}









NAMCO MUSEUM** VOLUME 4 O 1996 Namoo Ltd., All Rights Reserved. PlayStation and the PlayStation logget at femarks of Sony Compoler Extertainment Inc. The rainings icon is a trademark of the Interactive Digital Software Associated.

namco®

ELECTRONIC GAMING — MONTHLY

TOP



EDITORS' PICKS OF THE

August 1997

HOW TO READ THE TOP TO CHART

5 Name of Game



Consecutive Months On The Chart

Rank Number



Star Fox⁴⁴ maintains its top spot this/ month with little competition.

OVERALL

- 1 N Air Combat 2 PlayStation/Namco
- 2 Star Fox⁶⁴
- 3 N RayStorm
 PlayStation/Spaz Games
- 4 1 Int. Superstar Soccer
- 5 Poy Poy PlayStation/Konami
- 6 3 Blast Corps
 N64/Nintendo
- 7 1 Wild Arms
 PlayStation/SCEA
- Mario Kart⁶⁴
 N64/Nintendo

- 9 | Shining The Holy Ark | Saturn/Sega
- 10 7 Tetris Attack

PLAYSTATION

- Air Combat 2
- 2 N RayStorm Spaz Games
- 3 Poy Poy
- Wild Arms
- Machine Hunter
 W MGM Interactive
- 6 Goal Storm
- 7 Dynasty Warriors
- 8 7 Tekken 2
- 9 K GameDay '97
- 10 Rage Racer





Air Combat 2 steals the limelight this month for both Overall and PlayStation



Shining The Holy Ark sets the pace this month for the rest of the Saturn releases.

NINTENDO 64

- 1 2 Star Fox⁶⁴
 Nintendo
- 2 | Int. Superstar Soccer
- 4 6 Mario Kart⁶⁴
- 5 2 Doom⁶⁴
- 6 7 Wave Race⁶⁴
- 7 7 Super Mario⁶⁴
 Nintendo
- 8 6 Turok: DH
- 9 7 MK Trilogy
- 10 4 NBA Hangtime

SATURN

- Shining The Holy Ark
- Fighters Megamix
- 3 7 SF Alpha 2
- Mega Man 8
 Capcom
 Pandemonium!
- Crystal Dynamics
- 6 3 Andretti Racing Electronic Arts
- 7 6 Super Puzzle Fighter II
- 8 7 Command & Conquer
 Westwood Studios
- 9 4 Die Hard Arcade
- 0 7 Virtua Cop 2



COMING SOON

ELECTRONIC GAMING MONTHLY'S GUIDE TO GAMES IN DEVELOPMENT



Ace Combat 2	Namco
Blasto	Sony Computer Entert
Clayfighter Extreme	Interplay
Clock Tower	Ascii
Discworld 2	Psygnosis
Excalibur	Sir Tech
Fantastic Four	Acclaim
Golden Nugget	Virgin
Lost World: Jurassic Park	Dreamworks
Magic: Battlemage	Acclaim
Mass Destruction	BMG Interactive
MDK	Playmates
Micro Machines	GT Interactive
MLB 98	Sony Computer Entert
NCAA FB 98	EA
NFL QB Club '98	Acclaim
Poy Poy	Konami
Red Asphalt	Interplay
Spawn	Sony Computer Entert
Star Trek: Star Fleet Academy	Interplay

Steel Keigh	Sony Computer Enterta
Atari Greatest Hits Midway Col. 2	Midway
Bravo Air Race	T*HQ
Castlevania: SotN	Konami
Dream Knight	Jaleco
Felony 11-79	Ascii
Fighting Force	Eidos
Final Fantasy VII	Sony Computer Enterta
Formula 1 '97	Psygnosis
Full Metal Pigeon	Sales Curve
HardBall 6	Accolade
Jersey Devil	MaloFilm Interactive
Jimmy Johnson VR Football	Interplay
Machine Hunter	MGM Interactive
Madden 98	EA
Maximum Force	Midway
MK Mythologies: Sub-Zero	Midway
Monopoly	Hasbro Interactive
Moto Racer Gold	BMG Interactive
NCAA FB Gamebreakers '98	Sony Computer Enterta
NFL GameDay '98	Sony Computer Enterta
NHL Breakaway '98	Acclaim
NHL Powerplay '98	Virgin
Nuclear Strike	EA
OddWorld: Abe's Oddysee	GT Interactive
ReBoot	EA
Resident Evil: Director's Cut	Capcom
SSF 2 Collection	Capcom
Time Crisis	Namco
Treasures of the Deep	Namco
Wreckin' Crew	Sir Tech

Time Crisis	Namco	S
Treasures of the Deep	Namco	S
Wreckin' Crew	Sir Tech	S
Apocalypse	Activision	C
Armored Core	Sony Computer Entertainment	0
Batman & Robin	Acclaim	C
Beast Wars	Hasbro Interactive	C
Bug Rider	GT Interactive	C
Bushido Blade	Sony Computer Entertainment	C
Caesar's Palace	Interplay	C
Colliderz	ASC Games	0
Crash Bandicoot 2	Sony Computer Entertainment	C
CROC	Fox Interactive	0
Deathtrap Dungeon	Eidos	0
Dragonball GT	Bandai	0
Dungeon Keeper	EA	0
Frogger	Hasbro Interactive	0
G Police	Psygnosis	0
Ghost in the Shell	T*HQ	0
Mage Slayer	GT Interactive	0
Museum Vol. 5	Namco	0
NBA 98	EA	0
NHL 98	EA	0
NHL Faceoff '98	Sony Computer Entertainment	0
PaRappa the Rapper	Sony Computer Entertainment	0
Risk	Hasbro Interactive	0
Riven	Acclaim	0
Shadow Master	Psygnosis	0
Skull Monkeys	Dreamworks	0

Dreamworks Ocean

VETATI		
mco	Aug.	Shooter
ny Computer Entertainment	Aug.	Action/Shoo
erplay	Aug.	Fighting
Cii	Aug.	Adventure
gnosis	Aug.	Adventure
Tech	Aug.	Adventure
daim	Aug.	Action
gin	Aug.	Simulation
eamworks	Aug.	Action
tlaim	Aug.	Strategy
IG Interactive	Aug.	Action
ymates	Aug.	Action
Interactive	Aug.	Sports
ny Computer Entertainment	Aug.	Sports
	Aug.	Sports
tlaim	Aug.	Sports
nami	Aug.	Action
erplay	Aug.	Action
ny Computer Entertainment	Aug.	Action
erplay	Aug.	Simulation
ny Computer Entertainment	Aug.	Action
THE RESIDENCE OF		
dway	Sept.	Compilation
IQ .	Sept.	Action
nami	Sept.	Action
200	Sept.	Adventure
i	Sept.	Racing
os .	Sept.	Action
ny Computer Entertainment	Sept.	RPG

	Sept.	Action
	Sept.	Action
	Sept.	Adventure
	Sept.	Racing
	Sept.	Action
tertainment	Sept.	RPG
	Sept.	Sports
	Sept.	Action
	Sept.	Sports
re	Sept.	Action
	Sept.	Sports
	Sept.	Action
	Sept.	Sports
	Sept.	Action
	Sept.	Adventure
	Sept.	Simulation
	Sept.	Sports
tertainment	Sept.	Sports
tertainment	Sept.	Sports
	Sept.	Sports
	Sept.	Sports
	Sept.	Action
	Sept.	Adventure
	Sept.	Action
	Sept.	Adventure
	Sept.	Fighting
	Sept.	Shooter
	Sept.	Action
	Sept.	Action/Sp
	Oct.	Action
tertainment	Oct.	Mech Sho

	Sept.	Action
	Sept.	Action/Sports
	Oct.	Action
puter Entertainment	Oct.	Mech Shooter
	Oct.	Action
teractive	Oct.	Action
tive	Oct.	Racing
puter Entertainment	Oct.	Fighting
	Oct.	Simulation
5	Oct.	Action
puter Entertainment	Oct.	Action
ctive	Oct.	Action
	Oct.	Adventure
	Oct.	Fighting
	Oct.	Action/Strategy
teractive	Oct.	Action
	Oct.	Action
	Oct.	Action
tive	Oct.	Action
	Oct.	Compilation
	Oct.	Sports
	Oct.	Sports
puter Entertainment	Oct.	Sports
puter Entertainment	Oct.	Music Sim
eractive	Oct.	Simulation
	Oct.	Adventure
	0.4	A -41

Oct. Action



This October, take down the bad guys in G-Police for PlayStation!



Race for the gold trophy in Lamborghini 64 in September!

	SATI	IID	N
	DAL	UIK	1

		-	
	MARKIN BURNESON KIND	STATE WHEN	at himself
Duke Nukem 3D	Sega	Aug.	First-Person
Magic: Battlemage	Acclaim	Aug.	Strategy
Manx TT	Sega	Aug.	Sports
Mass Destruction	BMG Interactive	Aug.	Action
Sonic Jam	Sega	Aug.	Compilation
Ten Pin Alley	ASC Games	Aug.	Sports
Bomberman	Sega	Sept.	Action/Puzzle
Magic Night: Ray Earth	Working Designs	Sept.	RPG
Mega Man X 4	Capcom	Sept.	Action
NHL Breakaway 98	Acclaim	Sept.	Sports
Quake	Sega	Sept.	First-Person
Resident Evil	Capcom	Sept.	Adventure
Sky Target	Sega	Sept.	Shooter
SSF 2 Collection	Capcom	Sept.	Fighting
Colliderz	ASC Games	Oct.	Action
CROC	Fox Interactive	Oct.	Action
Last Bronx	Sega	Oct.	Fighting
Lunar: Silver Star Story	Working Designs	Oct.	RPG
NBA Action '98	Sega	Oct.	Sports



NINTENDO 64

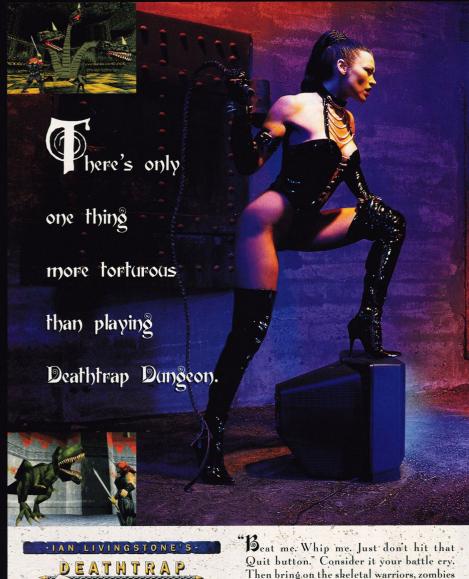
Aerofighter Assault	McO'River	Aug.	Shooter
Clayfighter 63 1/3	Interplay	Aug.	Fighting
Int Superstar Soccer 64	Konami	Aug.	Sports
Jeopardy	Gametek	Sept.	Simulation
Lamborghini 64	Titus	Sept.	Sports
Mission: Impossible	Ocean	Sept.	Action
Robotron 64	Midway	Sept.	Action
Top Gear Rally	Kemco	Sept.	Sports
Wheel of Fortune	Gametek	Sept.	Simulation
MK Mythologies: Sub-Zero	Midway	Oct.	Adventure



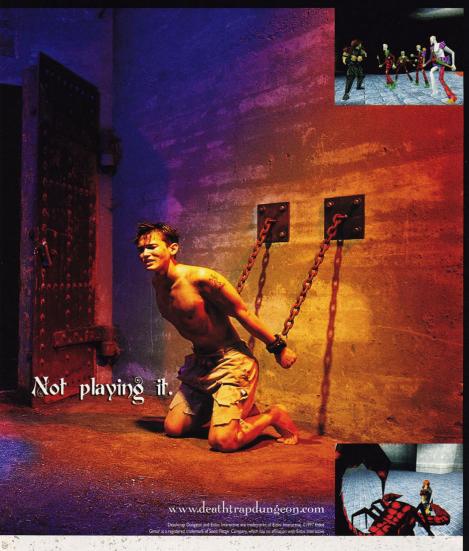
The Sega Satorn gets a taste of CROC-justice this October.



Skull Monkeys will brighten your fall PlayStation days



and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu* knife gone bad. Or simply cast a spell



on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



EIDOS
INTERACTIVE
You've been warned.

- · Sega's New 64-Bit Console
- NEC Sets Sights On Industry
- Force-Feedback Not Included
- · Sony's Four Hot Titles
- Namco's System 33 Board
- 5 Drop of N64 Titles in America

Hello Quarterfans. It is I, Q-Mann, the world's greatest video game gossipmeister. Faster than a speeding ticket, slicker than a sweaty summer sausage and the person whose rumor-absorbing abilities are no pleasant happenstance, but are the result of great effort and coordination. This month, the Q-crew are up to their usual rumor-collecting antics and have collected all the qaming gossip and industry news you, the hardcore gamer, demand...Now on with the show...

Our news this month starts off with Dural, Sega's new 64-Bit console. As reported in last month's Q-Mann, the Dural is Sega's latest bid in the video game console wars. Here's a quick recap: Dural features a 12-speed CD-ROM drive, a 200 MHz Hitacht CPU, anywhere from 8 to 16 Megabytes of EDO RAM and uses a Microsoft Operating System. All these specifications, while still preliminary, are pretty much set in stone, as far as we know. However, the design specifics of the graphic sub-system (which is, arguably, the heart of Dural) are a little more hazy...Here's the deal: It seems that Sega approached several different 3-D graphic accelerator vendors to design the Dural's graphic chip and narrowed the field down to two finalists; 3Dfx, who proposed a solution based on their popular Voodoo Graphics chipset and NEC/VideoLogic, who felt their Power VR chipset would do the trick. Although 3Dfx was thought to be the sure-fire pick to design Dural's graphic chip (and is heavily supported by Sega of America), Sega of Japan is having some second thoughts on the whole matter. Now, although 3Dfx is currently dominating the U.S. 3-D PC accelerator race; SoJ is way hip to the idea of engaging a cozy relationship with VideoLogics' Japanese parture in crime, NEC You see, NEC—unlike 3Dfx—has already proven that they can manufacture high-tech semi-conductors in mega-quantities and still maintain a relatively low defect-rate (NEC manufactures all the major chips in the N64 and has already shipped over 6 million units so far with around 12 million more units due to phin bis year), a feat which is much more problematic than it sounds. Furthermore, NEC is a Japanese company and a big one at that, which to Sega fa Japanese company) is all the reason they need to take the plunge... and although Sega has made a major commitment to the American start-up, Sega just could ditch its new 3Dfx bride and run off with the sexy Japanese mistress faster than you can say, "Bandai who?"...Meanwhile, NEC (having already seduced Nintendo and now possi

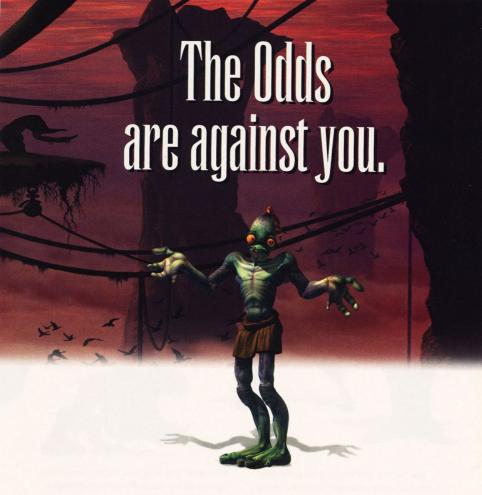
In Sony news, we hear that the dual-analog controller will, in fact, be available in time for Christmas, albeit without the buzzing force-feedback feature included in the Japanese pad. According to Terry Aki (EGMs Japanese first-round draft pick), Sony is experiencing technical difficulties with the Japanese dual-analog pads. It seems that the pad's wibrations were causing premature mallunctions, so Sony was forced (no pun intended) to take the force-feedback feature out of the U.S. pad and may do the same thing in Japan before long. Currently, a fix is in the works, but the redesigned pad may not be ready until next year. Bad vibes to the max...

On the software tip, the PlayStation already has a lineup of killer titles for 1998. Most of the buzz centers around four new titles. The first game in question is Exodus Published by Sony Computer Entertainment of America and developed by NeverSoft (of Skeleton Warriors and MDK fame). Exodus is a free-roaming 3-D polygion action/shooter using giant mech robots. The game is due for release in the first quarter of 1998 and will be dual-analog compatible. Next up on the list is a game by Shiny Entertainment called Messiah. Messiah's claim to fame will be the use of a revolutionary new way of displaying 3-D graphics. Shiny has been working on this 3-D technique for quite a while. This game is said to be Shiny's "next big thing (after MDK and Wild 9s, that is) and is due out Christmas of 1998. Game #3 comes from MGM Interactive. Due out for the PlayStation and PC next year, this new 3-D action fitle is based on not one, but all the James Bond files. From what we understand, gamers will be able to fly the Rocketpack from *Thunderball*, drive the trick Aston Martin DB3 from Goldlinger, dive undersea in the Lotus Esprit-sub from *The Spy Who Loved Me* and much more. The game is reportedly cool to the max, but almost never made it to the PS at all. It seems that MGM Interactive (whose notion-picture division owns all the rights to James Bond) had to buy back their own license from Nintendo who owned the exclusive console rights to GoldenEye. Last but not least, we have a secret game that comes from Tommy Tallatico, one of the gaming industry's hottest musicians, will be the executive producer of the game and will use the title to launch his new game division-stay tuned...

In arcade news. Namco is putiting the finishing touches on their new System 33 arcade board. Rumored to be more powerful than Sega's Model 3 but not quite as potent as Konami's new Cobra coin-op board. System 33 will be home to several new Namco utles. Due to be shown at the upcoming JAMMA arcade show in Japan. Namco will debut the board with three new games: a new Ridge Racer update; an all-new fighting game and a third, unidentified game. Look for more information soon. Our Japanese sources inform us that Capcom might also use the JAMMA show to showcase their first internally designed 3-D arcade architecture. Reportedly based on a dual-chip configured 3Dix board, Capcom will display working prototypes at the JAMMA Show to gauge public reaction. Capcom is wary of the shift of their coin-op games from 2-D over to 3-D, and may use info at the show to make a final decision of their arcade future. Believe it on, to, not, one of the first games due out for the board is Street Fighter IV-go figure. Williams is releasing a new version of the classic arcade game. Rampage for the Nintendo 64. Rampage is due for release sometime in 1998, hey, it's an NA4 game...whaddya expect? Exact release dates? Dream on.

Seguing on to Nintendo, Terry Aki reports NCL is considering dropping the price of N6A games in America. Exact details like when the price drop will be in effect and how much of a price drop is not known at the moment, but from what we understand, it'll be soon and severe. Well, that just about wraps it up to this month, Q-kiddies, Tune into next month's episode of Q-Mann where I'll reveal just who Sony has partnered with to design the PlayStation 64. Unfortunately: I can't say the name just yet, but its

initials are NEC...Peace!



He's skinny. He wears a loincloth. He has no weapons. (He's the guy that you play.)



Walk. Talk. Feel. Hide. Think. And take on the ugliest bunch of carnivorous crustaceans this side of a baboon's butt in a new kind of game and a brave new world of interaction.

From slave-laborer at Rupture Farms to Liberator of

the Mudokon. It can all be yours. That is, if you can make it through the most inexplicably challenging gameplay in the known universe.

Communicate with real characters. But, not in some cardboard RPG. Blow away your enemies. But not in some



don't get mad: get elum



between a paramite and a hard place



possession is 9/10ths of the law



one-dimensional shooter. Solve wicked situations and wicked enemies. But, not in some wallpaper puzzle game. ODDWORLD: ABE'S ODDYSEE takes every game genre you've ever seen and blends them into one seamless, surreal, sensory overload of pure gaming. So take your loinclothed butt and claim your destiny. Savior. Or salami.

ODDWORLD: ABE'S ODDYSEE

SEPTEMBER 1997













Here's proof that *EGM* brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.



Known as Sonic Wings Assault in Japan, Aerofighter Assault is an intense flight sim/action game for the N64. It features on-screen modern HUD (Heads Up Display) as well as radar functions and ranged weapons. Your ammunition stores are boldly displayed in graphic clarity in the lower-left corner of the screen to keep the alert pilot aware of his/her supplies while venturing through many country/cityscapes. These areas range from uninhabited deserts to mass urban metropolises and even the chance to launch a few missiles at some ball players. Games like this is what the analog controller was created for. Players can probably hear the missile-lock sound ringing in their ears from anticipation.









SYSTEM I		RELEASE DATE	
NINTENDO 64	August THEME		
	F	light Sim	
PUBLISHER		SIZE	
McO'River		64-Meg	
PLAYERS		% COMPLETE	
1		N/A	
22/12/12/19/19/2/19/04/19	0000	alamining som	



PUBLISHER Midway		SYSTEM	TI	THEME		
		NINTENDO!	Adv	enture		
RELEASE DATE	PLAYERS		SIZE	% COMPLETE		
Sept./Oct.	1	PleyStation	CD/NA	N/A		

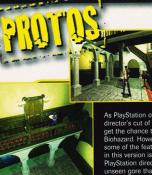
Midway sure is letting this one out in slow increments. MK Mythologies features the exploits of everyone's favorite ninia of the cold. Sub-Zero, in an

adventure-based title where fighting isn't primary on the manifest. Players will find plenty of back story to outline the appearance of other popular Mortal Kombat characters such as Raiden and Liu Kang. New characters are expected to also make some guest appearances in the form of Bosses, sub-Bosses and possibly even friendly characters. Who knows, maybe the new fighters will make guest appearances in MK4?



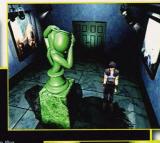
THOLOGIES: SUB-ZERO







As PlayStation owners get the chance to play the director's cut of Resident Evil, Saturn owners finally get the chance to play the first Resident Evil/ Biohazard. However, the wait may be worth it with some of the features included in this title. Included in this version is much of the uncut footage similar to the PlayStation director's cut. Players can expect new, previously unseen gore that includes severed and partially eaten heads. There are supposed to be slight level and story changes in this release also. Graphically, the Saturn release seems to be on par with the others. Gameplay and control also seem to be quite useable, but many gamers may feel that these new additions may not be worth the excessive wait.





1	PUBLISI	IER
1	Capco	m
	RELEASE DATE	PLA
- 6	Sentember	

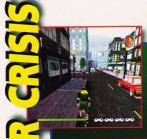


Adventure -

Simulation

% COMPLETE

N/A







pidity bicycle couriers exhibit every day. BMG Interactive has given players the chance to try to earn an honest buck people face in the 250 different missions in CC. There are

over 160 roadside objects/obstacles as well as 70 unique pedestrians to sadly mistaken. There are aerial acrobatics you can pull off through the

help of well-placed jumps. You can also converse with automobiles to tell them that they gestures as in the picture in the lower-right. The ability to risk

your life and earn money, what else does anyone want in a new title?



BMG Interactive

PLAYERS











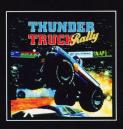
A gear-grinding joyride from the makers of Destruction Derby 1 & 2.

Strap yourself in pal, because Thunder Truck Rally is putting you in the driver's seat of destruction. When you get behind the wheel of a two-ton,



nitro-burning, sedan-eating, four-story 4x4 steel beast, the result is high-octane excitement. Pound asphalt, dirt and the competition into submission in several monster vehicles. And with life-like 4WD suspension, 360° range of motion and killer 3D PSYGNOSIS | suspension, cool landscapes, kicking-ass will look kick-ass. Ravage

roads. Trample trouble. Send family wagons to meet their maker. Get Thunder Truck Rally, and get ready to shred.



www.psygnosis.com













The popularity of Dragonball pushes far past the boundaries of Japan. Here in the U.S. enthusiasts have been passed up every time a Dragonball video game has dared to hit the drawing board. Hopefully, sometime later this year, Bandai will allow their latest Dragonball title, Dragonball GT to hit the States. There are One- and Two-player Modes that allow selection of any of the 12 popular

Dragonball characters such as Vegita, Piccolc and Son Goku. Dragonball GT features multiple levels of flying combat as well as on-the-ground warfare. Players

Fighting

who had the chance to try other Dragonball titles (such as the three for Super Famicom) will remember the charging and highly devastating moves that destroyed your opponent's power bar. These have also been included in

SYSTEM

the U.S. release.



MELEASE DATE	PLATERS		SIZE	CUMPLETE		and the second	CONTRACTOR STATE
September	1 or 2	PlayStation	CD-ROM	60%			
	electrone en la constante de l				_		
				7			
1							



Bandai

Scientists bewarel Cloning is not only against the law, when you try it, you'll end up breeding weird-looking, evil mutants. At least that's what happens in Youngblood for the PlayStation. Based on the popular comic book, Youngblood uses the power of the PlayStation to give gamers a title that looks similar to Crusader. No Remorse. Dr. Leviticus (along with his evil teammate, Giger) decide to start cloning



mutants from a DNA sourcebook to take over the world. But they don't mind if they look weird. Control one of the main characters from Youngblood in an isometric view. The game is set in different locations including deserts, volcances and science complexes. Pick one character to control or form a group of two to four.

Also, the game should have the same style of graphics as the comic book.









SY	STEM
Plays	tation

Action				
SIZE	% COMPLETE			
CD-ROM	N/A			

YUUNGBLOOD



Mad Dog McGamer

A bright plume of warm

crimson rain erupted as

flesh of his next victim...

This is certainly not the

weak of stomach! From

corpses at your bedroom

game for the timid or

the giant scissors rent the

immortal Scissorman approaches your present hiding place - only to see the bright fountain of your own blood if he happens to find you! Any horror fan will quickly recognize the brilliance of the programmer's virtuoso performance in the lighting, shadowing, angles, and sheer volume of gruesome content! Lots of animation and full 3-D polygons were used to bring the bloody, murderous surroundings to life. This, in conjunction with the well detailed backgrounds and characters, will have you at the edge of your seat - praying that you make it through the night!



door to half eaten bodies in the restroom, ASCII

Entertainment™, Inc. has packed Clock Tower™

to the belfry with some of the most gruesome

and spectacular graphics of the year!

Watch in horror as the limping gait of the



The chilling sound of the Banshee's scream itself couldn't have been more dreadful than the sound of the sheering scrape of sharpened steel blades sliding past each other — not to mention the wonderful effect of pure silence in some of the most chillingly tense scenes of the game. There's something terribly

dreadful in the sound of your own two feet echoing through some of the most profoundly evil halls ever wrought, and I couldn't agree more with the programmers when they spoke of the "Terror of Sound" which they labored for in this game

ASCII Entertainment's purpose in the sound scheme of this game is fairly easy to understand... with sounds that aren't there when they should be, sounds in impossible places, the chilling music of the chase, and the haunting scrape of the Scissorman himself as he stalks you with inhuman determination...they want to scare you out of your skin! Of course, the voice-overs and sound effects of the surrounding environments are a beautiful addition to the already impressive audio display. The tightly knit unison of background noise, voices, sound of movement, music, and silence create a living auditory atmosphere that will draw you into the world of terror on the screen right before you.

error gripped the hearts of the mixed party of ten as they finally reached the unholy walls of the Barrow's family mansion in England. No one could have imagined the unspeakable horrors that lay behind the infamous Scissorman case when the malevolent butcherings had begun. Now, the dreadful search for the answers had culminated into a lynching party that brought them all here, to the very doorstep of hell itself. Would they finally find the key to send this twisted soul back to the nether regions of death that had so maliciously spat him into their lives? ...only TIME will tell.



A TIME TO KILL

A series of brutal murders have signaled the return of one of the most terrifying killers in the history of Romsdaaren, Norway -Scissorman! Clock Tower starts out with an introduction of the supposed demise of the Scissorman ten years ago and then enters into the player controlled prologue where we are introduced to the characters. The new aspects of "the old monster in a spooky place" are added to by the inclusion of several implements of actual horror stories - including, interlude daytime scenes of detective work between nights of cold, brutal killing, as well as the full possibility of a story ending abruptly or in any number of ways! The possibility of up to ten different endings is definitely an aspect that will allow for great replay value!

With heightened graphics, sound, control, and storyline as the main areas of concentration, it is apparent that ASCII Entertainment had the player foremost in mind when developing this game.



CLOCK FOURT

Advertisement











ily mean the difference between escape and grizzly death, control is of paramount importance. This is another area where Clock Tower excels!

The ease with which the player can move about the screens and interact with objects (in a myriad of different ways) is easily accomplished with the use of surprisingly

few different types of on-screen indicators. Each tell the character what types of actions are possible. This gives an intuitive control that is necessary when your life hangs on a split second decision. Additionally, using the item menu for accessing the items which you've collected is only a button press away!

From fleeing down dark corridors and hiding in

shower stalls, to hurling chairs and brawling with your would be assailant, the full range of movements offered by Clock Tower will leave you breathless with the fight or flight instinct as

less with the fight or flight instinct as you navigate the beautifully wrought 3-D environment.

Very seldom does a game come out that achieves true excellence in every area of gameplay. With stunning visual effects, outstanding depth of characters and storyline, precision control, perfection of the "Terror of Sound," as well as the replay value of ten endings, ASCII Entertainment must be congratulated for a work of art. Clock Tower is a masterpiece of Horror!



SPECIAL FEATURES

In addition to the normal features of present day video games, like being able to save and load games, ASCII Entertainment has also included several "Special Features." As you will quickly notice when playing the game, you'll have the opportunity to play as four different characters. You can end the game with all four characters, and each one



has several different endings depending on how well you do in the game. Once you've seen an ending, you can check on the special menu "Ending List" to see whether you got an A, B, C, D, or E ending. You can review the ending cinematic by selecting one of the endings you have completed (There is no cinematic for the D endings). In this way, you'll know when you've completed all ten endings. — Once

you've completed an "A" ending, you can go to the "???" in the pamphlet menu option for a secret EXTRA MODE menu! Also, when you've completed all ten endings, you have the power to go back and start the game over — There will be another new option called BUY-OBUBYO. (I won't give away what this does, but believe me, it's cool!)



As you may have noticed, you can't actually expect to solve the case of the Scissorman if you're kicking up daisies with a large scissor hole in your chest. If you find this alarming, you may find that the following information may help you to get in a few good licks before spilling your guts at Scissorman's feet. Scope out a room before you're in danger. If there seems to be a large something that you could run around (like a table or a couch), it could buy you



some time to think when Scissorman chase's you around and around. Also, look for items that you could possibly throw at Scissorman. There is one room with a chair that you can throw at him, in another room, there's a bike, and in yet another room, you can find a mop to hurl at your attacker. There are several items in each scenario that can be used to slow down the Scissorman, but be cautious with the items you throw, you can only throw them at him once. Also, try to avoid hiding in the same place too many times in a row. Scissorman has a limited IQ, but he's not that stupid! As a last resort, you can use the panic button to engage Scissorman in hand to hand combat. If you press the panic button fast enough, you live, if not, you're history! Be aware that you can



e, if not, you're history! Be aware that you can only use this method a couple of times before your status arrow goes red — then you'll have to try running away instead of fighting...at least until your status goes back to yellow or white. Also remember to check every nook and cranny for items that you may be able to use later. With a little help, you might just live to see tomorrow.







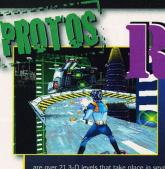


DEATH OF A TIRED GENRE

With one of the first true horror stories to come to the PlayStation 1th game console, ASCII Entertainment is staying at the forefront of ground breaking technology and new genre ideas with this latest game. This isn't just another of the tired "battle against the typical bad guy," formula game where you go into a scary house, look around, kick butt, and leave. Clock Tower brings a totally new villain concept to the screen. Scisorman appears in a mystical and beautiful land seldom thought of when conceiving a new game (Romsdaaren, Norway), and when he gets there, all hell breaks loose — it's your job to clean it all up and try to put a stop to it. The beauty is that the random appearance of the villain makes the game totally unpredictable from start to finish, giving a tired old preconception of games (that a character should be at a certain time) a new life in what's sure to be a new genre of true horror games for the PlayStation game console. Enjoy!



© 1997 ASCII Entertainment Software, Inc. All Rights Reserved. ASCII Entertainment, Clock Tower and the Clock Tower logo are trademarks of ASCII Entertainment Software, Inc. PlayStation is a



the destructive forces of the robotic villain known as Megabyte within the confines of a computer. Bob can maneuver through the mainframe with his zipboard (flying skateboard) while battling flying tanks, hurricanes. liquid energy and menacing robots. But the most important task Bob has to complete is to mend the tears Megabyte causes which allow viruses to enter into the system. There

are over 21 3-D levels that take place in seven different sectors in ReBoot: Countdown to Chaos. Eight Bosses exist as well as more than 30 different enemies to set your sights on. Other features include non-linear character control, rendered cinematic sequences and multiple weapons and gadgets for protection.







Clock Tower claims to have video game. Now this is no minor claim! It is especially for horror buffs out there looking to be scared out of their wits with controller in hand. There are five different levels accessed by finding particular items and talking to specific characters during the

enjoyable are the 10 different endings that range from good to not so good depending how you do in the title for the ultimate in replay value.



PUBLISHER Ascii

RELEASE DATE August



THEME Adventure



Felony 11-79 pushes players into new realms of racing with selfish reasons. At

eptembe PlayStation Racina PUBLISHER SIZE Ascii CD-ROM

% COMPLETE

the start of the game, four cars are available. But with various actions, over 22 different cars can be activated and used by the player. These range from an F-1 car to a Street Sweeper and a tank. Game basis revolves around the theft of artifacts that contenders appear to be in battle in order to acquire. Felony 11-79 looks to be a very original take on a racing title. Racing for a reason besides trophies? It could be something that catches on.

PLAYERS





SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. "SEGA AGES" as a trademark of SEGA Enterprises, LTD. Destributed by Working Designs. Original Game (0 SEGA) 1997. "Working Designs, Inc. All rights reserved. "Spaz" is a trademark of Working Designs, Inc. All rights reserved. Affiastic! For a dealer near you, call (1916) 243-3417. Call 1-800-771-3772 for Game Rating Information.







Definitely more than meets the eye. Beast Wars is a first-person mech title based on the current *Transformers* cartoon. The cartoon features

completely rendered action with outstanding visual effects. The game is no different; all the characters and enemies are rendered in shockingly bright colors and fit

tightly with their animated counterparts. Beast Wars features eye-catching explosions and visual effects as well as roaming camera vantage points from which the player gets a feel for the height of his/her mech against others in the vicinity. Multiple character-based weapons and special abilities are all in line for the player. Watch for more complete information on this sought after title in an upcoming issues of EGM.



October

ayStation Action

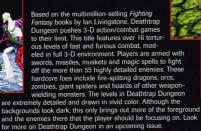
Sbro Int. CD-ROM

Hasbro Int

% COMPLETE
N/A

CECTO







DEAVAVRAP DUNGEON





Unlike normal titles where your job is to save the world, in Violent Seed your job as an alien race is to take over the world. Violent Seed is a top-down shooter based on a 3-D environment. The title features choose-your-own-paths, secret/hidden areas and gameplay at different flight levels and speeds. The

backgrounds also contain interactive 3-D elements that allow the players to pick up items such as cars and use them as weapons in all the

stages. Some of the futuristic landmark locales players will have the chance to destroy are: New York, Washington, D.C., London and Paris among other places. With over 13 locations and more than 40 different enemy types, Violent Seed is bound to open many players' eyes with excitement.



PUBLISHER

Rabid Ent.

SYSTEM

PlayStation

3-D Shooter

Freakin' Fast is Universal Interactive's latest racing title with a strange twist. There are each with special abilities and talents to help them win a race. The game runs at a nosebleed 60 fps in One-player Mode and 30 fps in

Two-player Split-Screen Mode. Included in the title are six stages filled with fun power-ups. These bonuses range from "Big" (the giantism bonus), "Turbo" and "Fly" among others. Tracks also contain multiple paths and secret "shortcuts" for the searching player.







Universal Interactive

RELEASE DATE 4th Otr. '97



Racing PlayStation

Based on last year's chart-storming release by artist Masamune Shurow. Ghost in the Shell allows players a first-person view of a realtime 3-D world where enemies lurk around every corner. Although it is primarily an action title, there are plenty of adventure elements as well as cool weapons and radar to keep track of those invading enemies. Look for more on GitS in upcoming issues.

	84	1/12
No.	701	
	CAUPLOS 1175	* *

Racing has taken on a new meaning in T*HQ's Bravo Air Race. Players take to the skies in various aircraft and race through levels with realistic graphics that include valleys and mountains as well as rivers and arctic ice worlds. If you think you're fast enough to beat the clock, you may SYSTEM

have what it takes to beat Bravo Air Race.



Racino CD-ROM

RELEASE DATE

1 or 2 N/A

PUBLISHE
T*HO



THEME First-Person





SHAWN

E3 has turned Shawn into a zombie! That's OK though, since he once ate bits of human flesh when he was younger. At first, the other Review Crew members chuckled as Shawn walked by

and mumbled things in startling "zombie-speak," but then his body parts started falling off and the office began to smell funny. He's OK now though.

RayStorm



Shoe finally found time to get away from the office to play Street Fighter III. He got a swelled head when he beat Sushi-X a couple of times, but then Sushi rectified that situation by

stomping him to the ground with Ryu, CURRENIT FAVORITES about 20 games in a row. So now Shoe's secretly practicing SFIII in his spare RayStorm time...but then again, so is Sushi-X. FAVORITE GENRE:



This month's shooters tore the muscles in Crispin's hands. The weekly staff soccer games killed his legs and feet. And E³ has worn out what was left of his grey matter. Now Cris is a broken man. All he

wants to do anymore is leave work early, eat a bowl of soup and watch his afternoon "stories." Cris, you gotta snap out of it, man!

RayStorm



Sushi's been training Hsu and Ken (EGM's old-school managing editor) for the SFIII competitions at E³, and so far, the results look promising. He even let Dan win a couple of games to

boost his confidence; Sushi won't compete since it's unfair to everyone else. Since E³ will be over by the time you read this, we'll tell you who won next month.

CURRENT FAVORITES

10-PERFECTION

9- VIRTUALLY FLAWLESS 8-SPLENDID

7-WORTH 6-6-GOOD, NOT GREAT

5-AVERAGE 4-RENT FIRST

3-TIME-WASTER

2-DON'T EVEN RENT 1-FLUSH IT

EDITOR'S CHOICE Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards.



GAME OF THE MONTH

PUBLISHER: NAMCO

CATEGORY: FLIGHT COMBAT BACK-UP: MEMORY CARD BEST FEATURE: MISSION VARIETY

WORST FEATURE: NO HEAD-2-HEAD ALSO TRY: BOGEY: DEAD 6

It's one of Air Combat 2's later missions that's proof enough of what a way-cool shooter/sim we have here. The mission has you flying through enemy-infested skies to a remote island, where you must take out a heavily defended bunker. Here's the catch: The only way to nuke the bunker is to swoop down a cramped ventilation shaft-which stays open for only 90 seconds-and destroy the structure from the inside out, all while dodging missiles from bogies on your six. Now that's what I call fun! Like the first game, part two isn't a direct arcade conversion, not even close. It's a mix of fly-anywhere, air-to-air and air-to-ground missions (as well as a few confined to narrow canyons) that pay big bucks when accomplished. You use this cash to build your own air force of fighters, including an F-16, F-14 and the nimble A-10 (perfect for strikes against ground targets). And you get even more, often experimental fighters when you beat the game, so you can refly old missions with new, off-the-wall aircraft. AC2 overcomes a major flaw of the original-you now get more missions. Even better, these missions come in a wide variety. Some have you downing a few bombers, while most have you taking out both aircraft and SAM sites or other structures scattered. You even attempt a couple of carrier and runway landings. But don't just blow through the game as fast as you can. The more you destroy in each sortie (i.e., the more secondary ground targets and aircraft you obliterate), the higher you'll go up in rank. And the higher your rank, the more missions you'll get to fly during the course of the game. The mission list also branches at certain points and lets you choose which sortie to fly. It all adds up to higher replay value, something missing from most console sims. AC2's graphics are the best of any flight game ever (yes, even PilotWings 64). Terrain is rendered much farther into the distance than in other sim titles, and pop-up of the world is gradual, thanks to the hazv-but not too foggy-horizon. Cities look especially good; skyscrapers and suburbs sprawl in every direction, as do canyons or forests when you're jetting across country. Control is perfect, whether you're using digital or analog pads (I prefer the dual-analog stick, which seems made for AC2) Now if only there was a two-player Dogfight Mode... -CRISPIN

Like Bogey: Dead 6 a while back, a well-done flight game can be a lot of fun. Air Combat 2 (which I think is much better than Bogey, by the way) is definitely one of those flight games. The whole thing is done really well from start to finish-graphics, sounds, control, etc. The beginning missions are too easy, but they do get harder in later levels, so there's a nice balance.

I wasn't a big fan of flight/combat games, up until now. AC2 is the cream of the crop. Why? One simple word: variety. AC2 has several planes that all behave differently and plenty of non-linear missions that are long and challenging (you can even choose from different missions sometimes). Your primary objectives are always different and the occasional

to Namco to make another awesome game-in yet another genre. An analog stick (or pad) makes AC2 a hellu-va lot more fun. —SHAWN optional wingman makes things interesting. My only complaint is that it's too hard to get many machine gun kills on a flying enemy. But then again, missile kills are slightly harder to get, too. The enemies in AC2 are smart-most of them will try to evade

your missiles, if they can. This tiny bit

of realism makes the game all the

I'm far from being a fly-boy (like

Crispin "Rudder-Control" Boyer is).

so the arcade feel of Air Combat is

perfect. The graphics are incredible

(the city level where you have to take

out the overpass proves this). Leave it

I'm really picky when it comes to flight sim games, so I'll either love it or hate it. That said, Air Combat 2 is a game I can really get into. The city levels are nicely detailed, and I couldn't get the game to slow down or drop out noticeably, even at top speeds. The missions are fairly straightforward, but the good mixture of planes add a little variety and

difficulty. Sometimes, however, the enemy planes take an awfully long time to get in your sights, creating extremely long missions that should be far shorter. One of my favorite aspects of Air Combat 2 is the seemingly endless areas to fly around in. Never once did I come up on an invisible barrier to slow my progress, which is impressive. -SUSHI-X





INGENUITY

more enjoyable.

REPLAY

50 ■GM

SYSTEM: SATURN SHINING THE HOLY ARK

PUBLISHER: SEGA



CATEGORY: RPG

BACK-UP: SYSTEM MEMORY BEST FEATURE: STORY LINE WORST FEATURE: TOO DRAWN OUT ALSO TRY: BLAZING HEROES

There's no question that this game packs some of the best animation ever seen in an RPG. The prerendered monsters strut around and practically leap off the screen when they attack. But here's the rub: The animation often gets in the way of the adventure, slowing it to a crawl. When you battle bats, for instance, their screeching, ultrasonic strikes take way too long to hit every member of your party. Sure, the attack sequences look cool the first few times you see 'em, but by the 10th time, you'll wanna vell. "Just hit me already! I don't care what your attacks look like anymore." That gripe aside, StHA is a solid RPG that plays much like the original Shining in the Darkness for the Genesis. It's a traditional, turn-based game, 90 percent of which is set in maze-like dungeons, castles and forests (don't worry about getting lost-you get an automap). The first-person perspective (which moves in steps, like the dungeon sequences in the original Phantasy Star) is a refreshing change from all the recent topdown, action-oriented RPGs-especially since StHA's scenery looks so darn good. But what's really cool is the tiny army of fairies you can amass and send into battle. Using these little guys takes quick reflexes, but they're essential in this combat-heavy adventure. _CRISPIN

Although Shining the Holy Ark was a decent RPG, I just couldn't get into it. Probably because the game played so darned slow. It seemed like the first enemy types were a cinch, but then they got hard way too fast. The graphics, though colorful, appeared blocky at times. It's a good one to play through, but check the price tag first. Maybe for \$35 or \$40... -SHAWN

This is the best Saturn RPG I have played yet. I love the 3-D perspective, as opposed to the topdown view of traditional RPGs. The story line is long and involved, but it tends to drag on sometimes. I wish I could fix a few minor details (especially with the interface-it really needed an equipment pool). The graphics and music are excellent. Highly recommended.

This game is a little King's Field mixed with stock RPG battles and a great story line. The entire game is 3-D, with excellent rendered characters as friends or foes. The one feature that impressed me the most was the seamless tie-in of cinemas and actual gameplay. Only the command interface hurts, as you wade through tons of screens to heal yourself. -SUSHI-X









SYSTEM: PLAYSTATION MACHINE HUNTER

PUBLISHER: MGM INTERACTIVE



CATEGORY: ACTION

BACK-UP: PASSWORD BEST FEATURE: GRAPHICS WORST FEATURE: REPETITIVE ALSO TRY: LOADED

My first impression of Machine Hunter was, "not another Loaded clone!" Luckily, the machine suit varieties and techniques add a whole new level of scrolling-shooter fun. The graphics are very smooth and nicely detailed, except when large enemies invade your screen. One noticeable difference between Machine Hunter and Re-Loaded is the inability to shoot in the opposite direction your human form is running, like in Robotron. While some may complain about this awkward control, it actually lends a sense of realism. Once you've donned a mech form, you can then shoot any direction you wish, no matter which way you face. Also regarding the control, it is obvious that to really gain full enjoyment you'll need a dual joystick controller. Why? It's nearly impossible to shoot diagonally with a normal pad. Pressing two buttons at the same time isn't consistent enough to be effective. What is effective however is the level design. The intricate details of each level, the hidden secrets and the trail of blood tracks you leave when you roll over your latest victim really supply us hardcore gamers with the evecandy any good title deserves. So after all those kudos, why only an 8.0? Well, the pure repetitive nature of Machine Hunter gets a little old after a while. Boredom hurts. -SUSHI-X

The graphics are really nice with plenty of cool visual effects. Some of the bigger enemies get a little blocky though. Thankfully, the game has missions-and good ones at that. I liked all the different droids you can become as well, but I do have to say the lighting on their weapons are a little much. Overall, it was kind of repetitious and I got bored at times. -SHAWN

This game draws inevitable comparisons to Loaded (which I feel is one of the most overrated games in history), but it is leagues better. The game gets very repetitive. I would've liked to have seen true Robotron-style controls (with shooting completely independent of movement). The different droids and various missions help boost the score a bit.

This game looks-and plays-like a deluxe version of Loaded. It has the same explore-mazesand-kill-lots-o'-monsters gameplay, except with more levels, flashier visuals and the ability to control defeated foes. But the graphics are often too garish (the swamp level looks more psychedelic than real), and enemies get away with way too many cheap hits. -CRISPIN







REPLAY

SYSTEM: PLAYSTATION

LETHAL ENFORCERS 1 & 2 PUBLISHER: KONAMI

RESS START

CATEGORY: SHOOTING BACK-UP: NONE

BEST FEATURE: TWO GAMES IN ONE WORST FEATURE: GETS OLD QUICK ALSO TRY: CRYPT KILLER

I used to love the Lethal Enforcers games. They were the best two-player light-gun games around in the arcades at the time. Who can forget the bright pink and blue guns tied to the cabinets with heavy chains? Barring a few negligible details, these are clean translations. All of the graphics and levels are dead-on. Combine that with minimal load times, and you have a near-perfect arcade experience. If recommend using the Naki Lunar Gun with Laser Sight or the Nyko Cobra Light Gun to spice things up a bit.) But having picture-perfect translations of dated games doesn't make them necessarily good. Rereleasing old games works for retro classics, as Namco and Williams have demonstrated perfectly, but I wouldn't classify the Lethal Enforcers games with the likes of Pac-Man and Joust. When we are used to playing great polygonal shooting games (like Virtua Cop 1 and 2 or Time Crisis), Lethal Enforcers I & Il just don't cut it. The sprite-based digitized characters look very silly. The (mostly) static backgrounds and environments remind me of an older, gentler day of gaming. So Lethal Enforcers is a great translation, but I'd only recommend it if it doesn't cost you too much. They're average titles that were decent when they first came out...years ago. -DAN

Unless you really love games like this, or really loved this game when it originally came out, don't bother with Lethal Enforcers 1 & 2. If you've played one, you've played them all. The graphics are sub-standard, and most of the time, the game just isn't fun to play. If you're going to buy one like this, go with Time Crisis when it comes out. -SHAWN

LE1&2 are identical to the arcade originals. In other words, their graphics and animation look feeble when compared to modern shooters. But the gameplay (or maybe gunplay?) is also just as true to the arcade, making this duo fun to play through at least once. And since you get a ton of credits, you should have little trouble beating each on your first try. -CRISPIN

The others may not agree, but Lethal Enforcers is a pretty good light game, albeit a simple one. The difficulty relies more on finding a good light gun than the game itself. Don't attempt to play either version of this game with a control pad. It's a sad thing to see, trust me. Otherwise, the graphics are good, even if they don't animate as much as some "new" games.







SYSTEM: PLAYSTATION XEVIOUS 3D



CATEGORY: SHOOTER

BEST FEATURE: CLASSIC GAMEPLAY WORST FEATURE: FEW WEAPONS

This one has sure come a long way. We all remember when Xevious was still a regular, old shooter. Now it's all fancy and 3-D. If other old shooters would get this treatment, we might see a resurgence of the genre. The control is very straightforward which makes it easy to play. It's as easy as the old one was to control, but now in 3-D of course. This enhanced version gives you multiple bombs which is kind of a drag considering that's why the old bombing method was cool-it required more skill. As mentioned before, the graphics are superb, and it's nice to see the slowdown is virtually eliminated (unlike the Japanese version that had considerable slowdown). More variety of weapons wouldn't have hurt, but the ones they give are nice-look-ing as well as effective. The laser "feeler" weapon is a personal favorite of mine, especially when it gets powered up. The Bosses are huge (which is always a good thing), and the levels have plenty of different enemies to blow up. Namco didn't go overboard though-there are just enough enemies on the screen at once to make the game hectic, but few enough where it doesn't get annoying. On top of this goodness, the disc has the original Xevious (along with an arranged version) complete with a new soundtrack. -SHAWN

Think of the old Xevious games that are included in this compilation as a Cracker Jack toy. It's nice to have in there, but you're not really going to play with it. The real game in here is the 3-D game, which is pretty good in its own right. The graphics and gameplay are above-average, but the game is nothing to write home about. More power-ups would've been nice.

You'll twitch in your seat, grunt words you'd never say in front of your mommy, and tear muscles in your thumb when you play Xevious 3D. So, yes, the game does meet most of the qualifications of a good shooter. Trouble is, it just ain't all that spectacular, both in graphics and execution. I would like more ways to power up my bombs, for instance.

Here's a title that could have easily shown up on a Namco Classics CD. The old games are purely for nostalgia's sake, but are translated perfectly. One note about the 3-D game that upset me a little bit: It's not really 3-D. Sure the graphics look great, and the perspective seems 3-D, but it plays like a 2-D game. I was hoping to have vertical control. SUSHII-X















POY POY PUBLISHER: KONAMI



CATEGORY: ACTION BACK-UP: MEMORY CARD

BEST FEATURE: MULTIPLAYER WORST FEATURE: SIMPLISTIC ALSO TRY: BLAST CHAMBER

This is the type of game I've wanted to see in a long time. A swingin' multiplayer title that's easy to control, looks good and has long-lasting, one-player features to boot. Sure, it might be a little easy to play through, but there are enough secrets to bring you back for more. For example, after beating the game, all the Bosses become selectable (depending on what class you beat). The graphics are good, but are a bit primitive. Then again, it's a fun action game with some puzzle elements-it's not supposed to have the best graphics. The music fits the game well, but sounds stock, however that's far from being a problem. I loved the large number of offensive and defensive upgrades-and there's a load of different ones you can buy. What's weird is that after winning a cup and getting the winnings (like a million most of the time), you'd think that would last long, but those new, powerful weapons cost a pretty penny. All this makes Poy Poy a lot of fun. And I ask you, in what other game can you pick up giant blocks of ice or a log and toss them at your friends? Seriously, don't forget about the lasting power of Poy Poy. Any good multiplayer game like this one can be dragged out at any given time when your friends stop by with their controllers. I'm buying this one hands-down. SHAWN

If a game supports four-player multitap action, chances are. I'll like it. Pov Pov is no exception. Though it's a far cry from Mario Kart 64 or Super Bomberman, Poy Poy is very enjoyable. Although the game needs more stages and better camera-angle work, it has plenty of power-ups, secrets and addictive gameplay. Overall, it's a decent party game.

Poy Poy's One-player Mode-with all its different gloves and secret characters-is plenty of fun. But the four-player game is where it's at! In fact, the Multiplayer Mode is so edge-of-yourseat fun that it's reason enough to plunk down the cash for a multitap. Still, the game's explosive thrills die down a little after a while. PP's no Bomberman, but it's close.

Poy Poy is by far my favorite new game this month, loaded full of addictive fun. I couldn't stop playing, even when my hands started hurting! The techniques are surprisingly complex enough for game gurus, yet simple enough that even your little sister could learn to play. The One-player Mode is a blast, but a four-player game is the most fun.









BACK-UP: MEMORY CARD

ALSO TRY: RAYSTORM

ALSO TRY: RAIDEN PROJECT Playing RayStorm is like dating a gorgeous girl (or guy, for those of you in the "other half") with zero brains. It sure looks good, and it's a lot of fun for a short while, but you'll soon realize that you'll be wanting more out of it. RayStorm is one of the best-looking shooters I have ever seen, period. You'll keep running through stage after stage with your eyes wide open in amazement. The enemies are incredibly detailed and the special effects are explosive. In fact, RayStorm looks so fine, that it makes up for a lot of its shortcomings. So what's bad about this game? First, every shooter out there has a large variety of power-ups and weapons, but not RayStorm. Although you can pick from two different ships (each with its own set of weapons), you can only upgrade existing armaments; no new weapons to find here. Second, the lock-on weapon is the only real attack you'll use. So instead of shooting everything, you'll find yourself passing the lock-on target over all the ene-mies instead (which is OK, but it takes away from some of the challenge). Nevertheless, give RayStorm a try. The different enemies with their never-before-seen attacks give this game a great challenge level that will keep you coming back for more. It is a fun game, and it will impress you

SYSTEM: PLAYSTATION

RAYSTORM

PUBLISHER: SPAZ GAMES

CATEGORY: SHOOTER

WORST FEATURE: FEW WEAPONS

BACK-UP: MEMORY CARD BEST FEATURE: GRAPHICS

PUSH 2P

图

The major flaw with RayStorm is the amount of enemies on the screen at one time-there are just too many. Sure, that brings back the feeling of the olden days of gaming, but it gets confusing too. Other than that minor flaw, the game is perfect. The graphics are some of the best I've ever seen on the PlayStation. I also like the way SHAWN the missions progress.

I must have yelled "Oh wow!" at least 900 times when I first booted up RayStorm. The polygonal enemies and terrain look phenomenal, making this the most eye-catching PS title yet. And although RayStorm throws hundreds of enemies at you, there's rarely a hint of slowdown. Now just keep the awesome shooters coming, Spaz/Working Designs. CRISPIN

It's taken a while for the shooter genre to pick up since the 32-Bit systems debuted, but games like RayStorm make up for it. The eyepopping visuals and constant deluge of enemies really showcase the power of the PS. Finally, a game with a real arcade shooter feel has hit home. The music is very impressive as well, and fits the stages nicely.

Enl Nour Staps. Zind Nour Nather Will You.

Omeracia

Available Exclusively
For The PlayStation
Game Console



n enhanced version of the popular 16 bit title - now impossible to find! Ogre Battle: The March of the Black Queen features improved graphics, additional musical scores, and we have even redone the spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

A proven hit! The name says it all!

UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!

"One of the All-time great Stategy/RPG's"
(PSExtreme)

"...Ogre Battle has Solid Seller emblazoned on it." (Video Game Advisor—April, 1997)

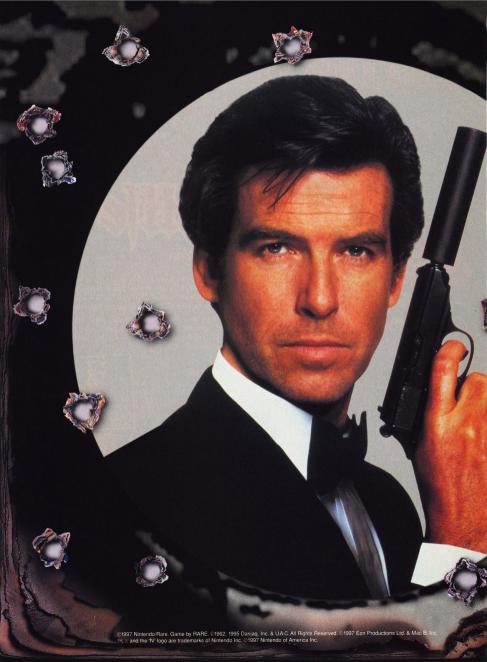


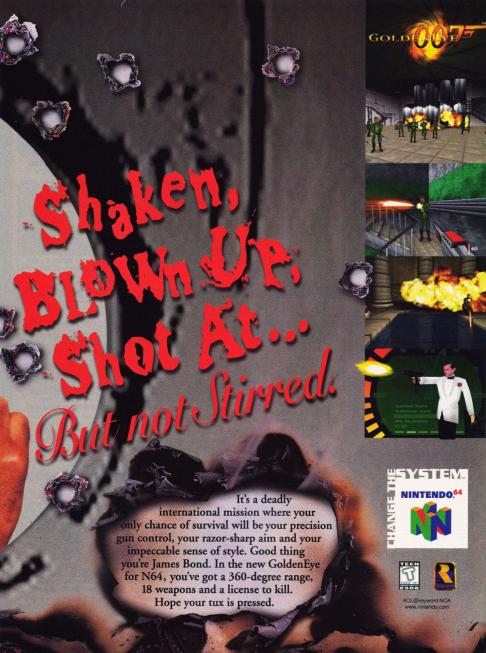












READERS' HELP IS NEEDED FOR TRICKMAN TERRY!

Introducing Trickman Terry the hermit! Yes, we've rarely seen Terry socializing with his colleagues (or anyone for that matter) lately. He's been such a gloomy gus, and we're not even sure if he leaves the office at night. Seeing him in the same clothes for three days straight kind of tipped us off to that! His diet of canned ravioli and Dr. Pepper is not doing him any good either. Since the summer is generally a slow time for game releases, the trick mail has also been sloth-like. The Trickmeister is in a slump and only his loyal trickfans can do something to help him out of it. Send some cheerful letters with awesome tricks inside! Note the change in the e-mail address! Write some snail mail or e-mail to the Trickman via these addresses:

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

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 Interact. If you are given credit for

submitting a hot trick in this section, you will win a free game. Gaze at the tiny text below, so you can get all the details on the free stuff.

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

Contact Nuts.

The contact Nuts.

TUROK: DINOSAUR HUN

THE BIG CHEAT

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Well, here's your answer! Access the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows:

NTHGTHDGDCRTDTRK Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

> Mingo Navarrete Palos Park, IL



On the Title Screen, highlight and access the "Enter Cheat" Option.



Choose "Enter" and The Big Cheat will now be at your disposal!



At the Enter Cheat Code Screen. enter: NTHGTHDGDCRTDTRK.



All of the main options are here, including the level and Boss warps!

System: Nintendo 64 Publisher: Acclaim

BUSTER BROTHERS COLLECT

STAGE SELECT AND EXPERT MODE

POW

POWER

۵

EB

OWE

Use this method to get the Stage Select. After the Title Screen, press Start and you'll get to choose between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies Title Screen appears, choose a one- or two-player game. On the Select Game Screen, go to Normal Game and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear! You



On this screen, move to Normal, hold Down and press button X.

can choose any set of levels; even the end level which is 50! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller



After choosing your character, a Stage Select Screen will appear!

one and two, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

System: PlayStation Publisher: Capcom

PEAK PERFORMANCE

HIDDEN CARS

From the Primary Selection Screen, choose IP Race. On the next screen, highlight and choose the "Car Select" Option. On the Garage Select Screen, highlight Garage A, hold button L1 and press Circle. Next, highlight Garage B, hold L1 and press the Circle button. Then highlight Garage C, hold L1+R1 and press Circle. This makes you

go back to the Car Select Option. Go back into the Garage Select and you will see a new



After doing the trick on the Garage Select Screen, you have more cars! option under Garage D. Look inside Garage D for three new cars to choose from. Also, highlight and access the new special

option to see the new vehicles in



Also, in the Special lot in the back. there are even more vehicles!

the back of the garages. You can choose to race with a bus, a semitruck, a ferrari or a motor scooter. Choose any of the vehicles to make it an interesting race!

VARIOUS CHEATS

EA Dream Team—On the Exhibition Screen, press L2, R2, L2, R2, Circle. You'll hear a click. Move left with the pad until you reach the 33rd team which is the Dream Team.

Cheat Stadiums—At the Select Stadium Screen, press L1, R1, L1, R1, Square. Move to the right of the screen and you'll see three new stadiums to choose from.

The rest of these codes are done while holding the L1+R1 +L2+R2 buttons simultaneously while in the middle of a game: Cheat Strikeout—X, Down, Circle,

Cheat Strikeout—X, Down, Circle Square, Right, Left, Triangle, Up. This forces the next pitch to be a strikeout.

a strikeout.

Cheat Homerun—Up, Triangle,
Left, Right, Square, Circle, Down,
X. Force next hit to be a home run.
Cheat Crowdcomment—Square,
Circle, Square. Announcers talk
about the stadium and crowd.
Cheat Weathercomment—Circle.

X, Circle. Announcers talk about the weather.



Do the code on this screen to get the EA Dream Team.

field, complete with a barn!

Triangle, Circle, Triangle. Announcers give some

X. Down, X. Triangle, The

Down, X, X. The crowd boos.

funny commercials.

Cheat Crowdcheer—Down.

Crowd cheers.

Cheat Crowdboo-Down, X.

Cheat Sponsorcomment -



Do the Cheat Stadiums code to get three new places.



Before you get to hit the ball, do the Home Run code.



Do the Cheat Strikeout code before you pitch the ball.

System: PlayStation Publisher: EA Sports

BUG TOO!

INCREDIBLE GAME CHEATS

Just pause anywhere within your game. Then enter the codes to receive various results. The D-pad acts as a compass. For example: South=Down, West=Left, etc.

For **Cheat Screen** enter: (LAZY WEASEL) or L, A, Z, Y, Left, Right, A, Down, Right, L. For **Invincibility** enter: (REAL EASY) or R, Right, A, L, Right, A, Down, Y.

For the Fly Cheat enter: (LAWLESS) or L, A, Left, L, Right, Down, Down. After entering this code, use the Y button and the D-pad to move your character across the screen.

Just be careful!

Bug Tool

CHERT SCREEN
- LEVEL: 14 - GARDENZ.BFI
HERD: SUPERFLY
SOUND TEST: 0 - 0
HUSIC TEST: 0
FLY CHERT: ON

Do the (LAZY WEASEL) code and you'll get this Cheat Screen Level Select, sound test and more!

System: Saturn Publisher: Sega

WING COMMANDER IV

LEVEL SELECT AND CHEAT KILL

This trick will give you a level select with a "Cheat Kill" Option. To access this Cheat Mode enter the code: **Up, Down, Down, Up, R2** at the Wing Commander Copyright Screen. If done correctly, you will be taken to the Level Select Screen. Choose your level using your throttle buttons. Then begin your game. To use the "Cheat kill" and destroy enemy ships in a battle with one shot, press: **1,1,2 and Square** simultaneously. Use caution with this cheat and do not use this on friendly ships or you might mess up your game.



Do the trick and go to any level. In a battle scene, use the Cheat Kill on your enemies!

System: PlayStation Publisher: Origin

FOOROUT

Norse by Norsewest

-by Interplay

for PlayStation Here are the passwords through level 31 so you can complete this game. Access the Password Option and enter the codes as shown. (Be sure to account for the numbers mixed in with the letters):

- Level 01
- Level 02
- Level 03
- Level 04
- Level 05 Level 06
- Level 07.
- Level 08 Level 09.
- Level 10
- Level 12. Level 13.
- Level 14.
- Level 15.
- Level 16
- Level 17.
- Level 18
- Level 19
- Level 20.
- Level 21.
- Level 22
- Level 23.
- Level 24.
- Level 25.
- Level 26.
- Level 27
- Level 28. Level 29.
- Level 30.
- Level 31.

Blast Corps

-by Nintendo

for Nintendo 64
Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "Doh!" Continue to hold button Z, until the object blows up!

Disruptor

-by Universal Interactive

for PlayStation Here is an essential code that you should find helpful: Invincibility! Just go to Map Screen, when within a level and turn "Real Time" off. Then press: Circle, Circle, Square, Circle, Triangle, X. X. Circle. Then continue your game and take on your enemies with no worries.

WAR GODS

FREE PLAY, INVINCIBLE,

From the Title Screen, go into the Options and move down to the "Cheat Code" Option. Using the Square, X, Circle and Triangle buttons, change the numbers of the four-digit password to match one of the codes as shown below:

TRIP

POWER

Free Play: 0705-Enables no limit on continues on the Options Screen. Player 1 Invincible: 2358-

Invulnerability for player one. Player 2 Invincible: 1224-Invulnerability for player two. Player 1 Extra Damage: 7879-First player causes more damage. Player 2 Extra Damage: 3961-Second player causes more damage. Quick Finish Game: 4258-Finish the game after killing only

one CPU player. Easy Fatalities: 0322-Pressing High Punch+Low Kick triggers a fatality (Fatalities must be on). Grox: 6969-Enables player one to play as Grox.

options < START GAME

On the Title Screen, move to and access the Options Screen.



Play as the huge monster Grox after entering the code: 6969.

Exor: 2791-Enables player one to play as Exor. Level 1 Select: 5550-Always play on Level 1. Level 2 Select: 5551-Always play on Level 2.

GAME OPTIONS DIFFICULTY CONTINUES HORMAL no limit music youume 80% SFX VOLUME 100% CHEAT CODE 000 FATALITIES EDIT CONTROLLER EDIT CONTROLLER 2

Move to "Cheat Code" and enter the four-digit code of your choice.



Exor will be a playable character after entering the code: 2791.

Level 3 Select: 5552-Always play on Level 3. Level 4 Select: 5553-Always play on Level 4. Level 5 Select: 5554-Always play on Level 5.

System: PlayStation Publisher: Midway

BRAHMA FORCE

EASY GAME

TRIP

POWER

To make this game a little less difficult, put in this trick for the "Easy Game." Go to the Title Screen with the "Press Start Button" flashing. At this screen, hold Up-Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Now begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you



At this screen, hold Up-Right+X +Square. Then press Start.

have more time to complete the level, and the enemies will leave more powerful items behind (especially armor and health).



After destroying enemies, you'l usually get more powerful items.

This will make the game less challenging, but it will give you the advantage to win it with a little more ease than before.

System: PlayStation Publisher: Jaleco

WAR GODS

FREE PLAY AND PLAY

Wait until the War Gods logo appears on the screen and use the directional pad and the buttons (not the analog joystick) to enter this code very quickly: Left-C, Left-C, Right, A. B. Up-C. Right-C. You'll hear "All Too Easy." Now go into the Options and you can move the continues to say Freeplay. To play as Grox, go to the Character Select Screen and quickly

press Down, Right, Left, Left,



On the Character Select Screen, quickly press the correct buttons. Up. Down, Right, Up. Left, Left.

Then choose the highlighted character to play as him. For Exor, go to the Character Select Screen



highlighted and you have the Boss! and press Left, Down, Down,

Right, Left, Up, Left, Up, Right, Down. Then choose the highlighted character to play as Exor.

AWESOME CHEAT CODES

Go into the game and while you're playing, enter these cheats with the controller for various results, but don't pause the game before you enter them:

MEGA WOW (Weapons, Energy and Shields)-Square, Triangle, Circle, Square, Triangle, Square, X, Square, Circle, Triangle, Square, X.

ALL KEYS-Square, Triangle, X, Triangle, Circle, Triangle, X, Triangle, X, Triangle, Square, X. INVULNERABILITY-Triangle, X. Triangle, Circle, X, Triangle, Square, X, Triangle, X, Circle, Triangle. CLOAK-X, Triangle, Circle, Square, Circle, Triangle, Square, X, Triangle, X, Circle, Triangle, Triangle, X, Triangle, Circle. FULL SHIELDS-Triangle, X, Circle, Square, Square, X, Circle, Triangle, Square, X, Circle, Square. GO WINGNUT-Triangle, Square, Circle, Triangle, X, Square, Triangle,

Circle, Square, Triangle, X, Circle.

TURBO-Triangle, Square, Circle,

X. Square, X. Circle, Square,

Triangle, Circle, X.



p up your number of lives with one of the codes. X. Square.

EXTRA LIFE-Triangle, X. Square, Circle, Triangle, X, Square, X, Circle, X, Triangle, Circle,

ROBOTS FAST, FIRE SLOW-Triangle, X, Square, Square, Triangle, Circle,

Square, X, Circle, Square, Triangle, Circle. **NEGATIVE COLORS**-Square, Circle, X, Triangle, X, Triangle, Circle, X. ACID COLORS-Square,

Triangle, Circle, Square,

INDEPENDENCE DAY

Triangle, Square, X, Triangle, X. Triangle, Circle, X. **MEGA WOWIE ZOWIE-**Triangle, Square, Circle, X, Triangle, Square, Triangle, X,



Doing the Mega-Wow code will increase your power.



e with the shield code.

Triangle, Square, X. Circle, ALL ACCESSORIES-Square, Triangle, Circle, X, X, Triangle, Square, X, Circle, Square, Circle, X. HELLO MINNIE-X, Circle. X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle.







System: PlayStation Publisher: Interplay

CHEATER MENU

You may have seen all the codes to enter for the PlayStation version of this game in the last issue of EGM. Well here's just one code that will get all the goodies for you Saturn owners! To access this Cheat Menu, enter your name as "DAB DAB" at the Name Entry Screen. Then go to the Game/Options Screen and enter the code: Left, Right, Up, Down, X, Y, Z. If done correctly, you should be taken right to the Cheater Menu.



Enter "DAB DAB" and at Game/Options, put in Left, Right, Up, Down, X, Y, Z.

System: Saturn Publisher: Fox Interactive

DOOM

INVINCIBILITY CHEAT

If you happen to own this game for your Saturn, you will definitely want to try this code out. To access the Invincibility cheat, just follow this simple procedure. Anywhere within a level, using controller one, hit the Start button to pause and enter: Down, Y. X. R shift button, Right, L shift button, Left and B. If the trick was entered correctly, the phrase "All Powerful Mode On" will appear and your eyes will begin to glow. Then continue on with your game and see just how much damage and chaos you will be able to create while using this helpful cheat!



Pause and enter the code. If done correctly, you should have no problem destroying foest A diabolical product from malofiln

Tricks Of The Trade

Mega Man 8

—by Capcom for PlayStation/Saturn (continued from last issue)

Wily's Fortress:

You will Jet Board into Wily's Fortress. Next you will have to use the Thunder Claw to progress until you fight the first Wily Boss. To defeat Wily Boss #1, you must use the Mega Ball. To defeat Wily Boss #2, you will be flying on rush, so you can use the Mega Buster or your weapon of choice. Wily Boss #3 is Bass and Treble. To defeat Bass, you must avoid his attacks and hit him with the Mega Buster. Wily Boss #4 is a Jelly Robot. To destroy it, you must force the jelly back by shooting your Mega Buster at the robot's eye. Once the jelly gets pushed back, you can hit the eye with the Thunder Claw.

After you have defeated all four Wily Bosses, you should go to Dr. Light's lab to power-up with special items then go back to the Fortress. At this point, you will have to fight all four of the Robots that Dr. Wily has made. Here is a helpful chart.

- To defeat Grenade Man use the Thunder Claw.
- 2. To defeat Frost Man use the Flash Bomb.
- 3. To defeat Tengu Man use the Ice Wave.
 4. To defeat Clown Man use the
- Tornado Hold.

 5. To defeat Aqua Man use the
- Astro Crush.

 6. To defeat Sword Man use the
- Water Balloon.
 7. To defeat Search Man use the
- Flame Sword.

 8. To defeat Astro Man use the

Homing Sniper.

Wily's Fortress:

To destroy Dr. Wily in the final conflict, you must not only fight hard, but you should also use your items as well. Your items are the things that you get during the game at continue points. When Wily's main gun is charging, you must shoot it so that it has no chance to fire. Try to avoid the spinning wheel as much as possible. Wily's machine is only vulnerable where Wilv sits. so shoot there with the Mega Buster Blast. Once you destroy the machine, the battle is not over. Wilv will now attack with his escape pod. Before he has a chance to attack, you must use your item that will give you your energy back. It looks like a first-aid kit and is located on the item screen. At this point you must watch Wily's pattern and flight. This is the part that is up to you!

	7		****	THE RESERVE OF THE PERSON OF T	CTRONIC -	iic
بالجائب كالجابا	O-	MONTHLY CAMING	흥	SMINE C	MINE SEAMIN	8
{===\\	4	BXXET	OG			
		6-26	3		3	
4 IIII	5	97 3/97	T		6/97	N
		A STATE OF THE STA	_			
Issue #	91		=	5/97 Issue #94		
		NBA Jam Extreme	PS		Mr. Bones	S
2Extreme	SAT	Pandemonium!	PS	Bubble Bobble PS	NBA Live '97	100
Beyond the Beyond	PS	Power Move Pro Wrestling		Contra: Legacy of War PS	Re-Loaded	
Cruis'n USA	N64	Space Jam	PS	The Crow: City of Angels PS	Soviet Strike	
Daytona USA CCE	PS	Star Gladiator	PS	Donkey Kong Country 3 SNES	Space Jam	S
Killer Instinct Gold	N64	Street Racer	PS	Incredible Hulk PS	S. Puzzle Fighter II	S
Mortal Kombat Trilog	y N64	Tomb Raider	PS	Jet Moto PS	True Pinball	S
NBA Hangtime	N64	Wayne Gretzky's 3D Hockey	N64	Mortal Kombat Trilogy N64	Turok: Dino. Hunter	S
Issue #	92	NHL FaceOff '97	PS	6/91 Issue #95	P.S. Underground No.	1
Bubble Bobble	PS	Perfect Weapon	PS	A.G.H. Atari Collection PS		
Cruis'n USA	NG4	Star Gladiator	PS	AMOK SAT	Soviet Strike	
Fighting Vipers	SAT	Tempest X3	PS	Doom 64 N64	Soviet Strike	S
Grid Runner	SAT	WWF: In Your House	PS	Brahma Force PS	Street Fighter Alpha 2	_
Iron Man/X-O Manowa	-	WWI. III Ioan IIoan	-	Independence Day PS	Test Drive: Off-Road	_
Iron many x-o munoma				Int. Superstar Soccer N64	TNN M.S. Hardcore 4X4	
Issue	#93			Mario Kart 64 N64	TNN M.S. Hardcore 4X4	_
	THE REAL PROPERTY.	INFL Gamebay 57	PS	MechWarrior 2 PS	Turok: Dino, Hunter	N
Bubsy 3D	PS	Pro Pinball	PS	Mega Man 8 SAT		ì
Command & Conquer	SAT	S. Puzzle Fighter II	PS			
Crusader: No Remors		Revelations: Persona	PS	1/91 Issue #96	Soviet Strike	
Dark Forces	PS	Shadows of the Empire	STATE OF THE PARTY.	BallBlazer Champions SAT	Soviet Strike	S
Destruction Derby 2		Soul Blade	PS	Command & Conquer PS	Spider Strike	3
Donkey Kong Country 3		Tempest X3	PS	Fade to Black PS	Star Fox 64	N
Fighters Megamix	SAT	Twisted Metal 2	PS	Independence Day PS	Tigershark	
			N64	10191191019101910191	T)gersnara	
Mario Kart 64 NBA Hangtime	N64	Wayne Gretzky 3D Hockey	N64	MechWarrior 2 PS	Tobal 2	

Working Designs and Electronic Gaming Monthly present the...

RAYSTORM Contest

Nanotek Warrior

Need for Speed 2

Grand Prize (1): \$10,000

First Prizes (25): One-Year Subscription to EGM Runner-up Prizes (50): RAYSTORM Mouse Pads

Entry Deadline: Nov. 29, 1997

To enter: Send a legible photograph or a video tape showing the final Status Summary Screen (sample depicted at left) from the PlayStation arcade shooting game RayStorm in One-player Mode, along with a 3x5 card or paper containing your name, address, age, and phonon under the ChayStorm Condist of Working Designs, 1813 Clear Creek Road, Redding, CA, 96001.



month's Tricks of the Trade



This guide is a reference to all of the game codes printed within the last so

months of EGM. Note: This does not include Game Shark codes or any other codes that use a peripheral attachment. Look for the update in no





WCW vs. the World PS

Level 2 of Replatem is a good place to start practicing targeting objects that you may not know you can detarty. To detarty the glaint red metals-awayss at the subjectiving of the level, fold-on three interests radially (1.), allignant leasts of rome ochica before relassing the vession. You may have too the one story go are you from you, and the final and fold-osts as it approaches again in order to destrue. The statisticing targets you can destrue with your lock-on weapon for extra points are the three host tasks (2.) on the right stide, as well as the towers just as on the right (1.3) and all the tasks on the last and the right is not the many (2.4). While time, you can employ hest techniques effectively to raise you occur on this level obstantially, increasing you overwince of planish p table.

names core a core a you wan, out only the single hypest core scored by any one concount was or extend for that consideration. List not submission per gains even, buplicage gains corecased inclined from it is assessment did sources a familiar by different individual will be disqualfied. Hence may be required to a conceived part of the confidence of the submission of the confidence desired from the confidence desired and the confidence desired from the confidence desired and the confidence desired from the confidence desired from

constrict.

The Control of Control Price 15/18/00. Figs you have Che-year advancation to Besteroic Garries Mentally (Appreciation and alled April 17 filly gold priceric price Taglicies more and a legislation of the Control of Control Price 15/18/00 filly and the Control Recognition of Control Price 15/18/00 filly and the Control Recognition of Control Price 15/18/00 filly and the Control Recognition of Control Price 15/18/00 filly and the Control Price 15/18/00 filly and the Control Recognition of Control Price 15/18/00 filly and the Control Pric

60 ≡GM

DIE HARD TRILOGY

CHEAT MENU

To access this cool cheat menu, enter the code: C, A, B, B, Y, C, A, B, B, Y when you see the Copyright Screen appear, and then begin a new game. Then while playing within the game, hit Start to pause and you should notice a new option, "Cheat!" This menu will give you two new options: Immortal Mode and



Enter the Cheat Menu code to access a couple of cool options!

Level Select. These two advantages will get you through this tough game.

System: Saturn Publisher: Fox Interactive

FIFA SOCCER 64

EASY WIN

During the match, pause and access the Controller Select Option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the



Move the controller to the other team and score goals until you win! winning team. You are assured to win every time! Graham Jordan: Hayward. CA

System: Nintendo 64 Publisher: Electronic Arts

NEED FOR SPEED 2

CAMERA ANGLES

To access some new camera angles, take controller one and choose any options you wish to race with and then begin your race. Immediately after this and at the Loading Screen, press and hold buttons: L1, L2, R1, R2, X, Triangle, Square and Circle. Then release these buttons when the race begins and



If you do the code correctly, you'll access angles when the race begins.

you should have up to nine camera angles to select from!

System: PlayStation Publisher: Electronic Arts

DIE HARD ARCADE

HYPER DEEP SCAN

Just about when you thought you were getting the hang of this little game.a code comes along to make it more difficult! Just hold buttons X, Y, Z at the Title Screen, and then press Start on Deep Scan while still holding those buttons. You should see "Hyper" just above the title when the game begins. This



Enter the code to play a super-fast version of Deep Scan!

will boost up the intensity of the Deep Scan game for a more intense challenge!

System: Saturn Publisher: Sega

OF ANIMATION





The HOT new 10 volume STREET FIGHTER II V series will provide you with hard hitting martial arts action. Never before aired on U.S. television. From the producers of last years smash feature "Street Fighter II".

Each volume \$19.95 Dub - \$24.95 Sub



Mamoru Oshii's futuristic cyber-tech thriller has just won the 1997 World Animation Celebration Award for "Best Theatrical Film." GHOST IN THE SHELL will be the first animic title available on DVD THIS SUMMER!

\$19.95 Dub - \$29.95 Sub - \$29.95 DVD



NINJA SCROLL will mesmerize you with its detailed artistry, extraordinary fight scenes and intense story line. This killer cult classic is what quality animé is all about.

\$19.95 Dub - \$24.95 Sub



Available at:

MEDIA PLAY On-Cue samgoody SUNCOA MUSIC-BOOKS-MOVIES SAMGOODY SUNCOA RECTURE AND A MUSIC-BOOKS-MOVIES

and fine entertainment outlets everywhere.

www.manga.com

1997 MANGA ENTERTAINMENT INC. AN ISLAND INTERNATIONAL COMPANY. DISTRIBUTED BY POLYGRAM VIDEO.

WE'VE REBUILT HIM... MADE HIM STRONGER..



GEX is juiced with over 125 unique moves, 3,400 frames of fluid character animation and seamless lizard skin texturing. HBO® comedian Dana Gould returns as the voice of GEX, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart ass one-liners.











Call 1-800-771-3772 for Game Rating Information.

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. HBO is a registered service mark of Time Warner Entertainment Company, L.P.

FASTER... WE HAVE THE TECHNOLOGY

GEX: Enter The Gecko.
An explosively new,
free-roaming 3D
action game. We're
pushing the limits of
3D technology with
360 degrees of "go
anywhere you want"
exploration. Brilliantly
detailed graphics
and lighthing fast
Gecko action.



Rebuilt for secret agent action. Gravity-defying wall crawling. Whip-cracking tail-attacks. And multiple disquises. All in a sarcastic media-dimension parody. Take that James Baund. Fredrico Cruger and Mr. Lee legal weasels require us to be vague).



For more GEX product and contest info, visit our website at www.crystald.com.

Crystal Dynamics, the Crystal Dynamics logo, GEX, and the GEX character are triademarks of Crystal Dynamics.

© 1997 Crystal Dynamics. All rights reserved.





In the land of Parliamaine, a corpse's nostrils and mouth are sewn shut, its knees and big toes tied, and a lullaby is whispered into the dead body's ear.

sometimes death is just the beginning

It's a grim world where voodoo tainted civilizations tap the spiritual energy of the freshly killed. Welcome to Akuji the Heartless—an epic tale from the demented publishers of Blood Omen: Legacy of Kain. Enter the world of Stratos and experience the power of casting voodoo spells as you wander through a vast 3D action adventure laced with sacrifice, warring cultures and the living dead.

Akuji the Heartless" possesses the PlayStation™ Game Console, March 1998







Before The Fun And Games, These Developers Worked For Uncle S

t was the Apollo astronauts who played the great, great granddaddy of Virtua Fighter 3, back when arcade games relied on pinballs instead of polygons. These rocket jockeys trained

the old-fashion way, on a hulking simulator built by General Electric Aerospace. The room-size machine used cameras, television screens, a tiny model of the lunar module and a mock-up of the command module's cockpit to put pilots through

the paces of their mission's trickiest maneuveran orbital docking procedure.

Flash forward 30 years, after G.E. Aerospace was bought by Martin Marietta in 1993, which merged with aerospace giant Lockheed in 1995. Today, Lockheed Martin is one of NASA's and the Defense Department's biggest contractors. (Ever heard of the stealth fighter? It was Lockheed's handiwork.) And it also happens to be the company that put the polygon-crunching punch into

Sega's Model 2 and, more recently, Model 3 arcade hardware-the same gear that makes VF3 look so spectacular.

And that's just one example of a relatively recent trend in the video game industry. More and more hardware companies and developersfrom huge, multidivisioned defense contractors to the individual code hackers themselves-are making the switch from government work to fun and games. It's a trend fueled by money, of course, since the interactive-entertainment market can be pretty darn lucrative for a company that knows what it's doing. But, according to the programmers who made the switch, it's also a trend fueled by fun.

From Stealth Fighters to Virtua Fighters

You can follow a road of evolving technology from the Apollo astronauts' docking trainer to Sega's Model 3 board. After G.E. Aerospace's Simulation and Control Systems division built the trainer in the late '60s, its engineers wanted to create something a little more flexible, a little less reliant on hundreds of moving parts. So they developed the world's first realtime image generator. "That thing did something like 10 polygons per second," said John Lenyo, director of marketing for Real 3D, Lockheed's modern incarnation of the Simulation and Control Systems division. "It was pretty crude. It was all built on custom electronics and it was huge, the size of a room."

Over the next 20 years, as polygon-generating algorithms and technology improved, G.E. continued to develop high-end, realtime image generators for military and space simulation. Fighter and bomber pilots throughout the world trained in these custom-built simulators, and considering that these machines sold for anywhere between \$3 million and \$13 million, G.E. as a military contractor certainly wasn't going broke.

So why the move into game hardware? Sega opened the door. "If you go back to 1991 (back before Martin Marietta bought G.E.), 99 percent of the arcade systems that were out were based on sprites," Lenyo said, "and Sega had come out with their very first polygon-based game, called Virtua Racer, but it had big, chunky polygons and everything in it was pretty blocky."

G.E. took one look at Virtua Racer and saw both a technology that could easily be improved and the potential for a relationship with



1. Virtua Fighter ran on the Model 1 board, back before Sega partnered

have benefited most from the union.

with G.E. 2. This partnership gave Model 2-based VF2 its texture-mapped pizazz.

3. But it's VF3-and Super GT (right)-that

a company that reigned over 46 percent of the arcade market. "When we started talking to Sega in 1991, our high-end image generators sold for an average of \$3 million," Lenyo said. "We looked at Sega, and here were these guys trying to do some advanced graphics in an arcade game that sold on average for \$17000. So the question was: How could we put our technology into this kind of a product and at the same time, help us get into commercial markets?"

The answer was simple enough. G.E. added texture mapping (which its engineers invented and perfected in the mid-190s, by the way) to Sega's existing arcade polygon engine. The result was the Model 2 board, which powers some of Sega's most successful arcade games, from Daytona USA to Virtua Fighter 2. Sega was so impressed with the results that they had Lockheed design the entire graphics system for the next arcade board, Model 3, the 1-million-polygons-per-second powerhouse that is only now beginning to face competition in the arcades.

Today, Lockheed still stands as one of the world's largest developers of high-end military sims, and their Real 3D subsidiary is also heavy into designing chipsets for graphics workstations and a 3-D card for PCs. Still, they have yet to have a hand in any of Sega's home systems, and so far it looks unlikely that Real 3D will be involved in the design of Sega's 64-Bit system, the Dural.

"I think that some of the things we do in Twisted Metal 2...are even beyond what the simulation community is doing," —Singleïtac VP Todd Kelly"

Paradigm's Shift

Probably the most famous example of a military contractor expanding into the entertainment realm is Dallas, Texas-based Paradigm Simulations Inc, the "Dream Team" developer behind last year's Nintendo 64 launch title PilotWings 64. Formed in 1990 with a little hardware help from Silicon Graphics Inc. (SGI), Paradigm has designed simulation graphics and application software for the Army, Navy, Air Force, Boeing and numerous others. In doing so, they have earned a reputation for harnessing the full power of SGI's workstations. "We really became SGI's experts at pushing their hardware," said Gary Bandy, Paradigm's manager for new business development and one of the artists for PilotWings 64. "We were routinely invited out to their porting palace, their technology-exploitation center. We were kept out there on the leading edge.

It wasn't long before Nintendo, whose 64-Bit









Paradigm is unique in that its entertainment titles look nearly as good as its military simulators (note the comparison above between PilotWings 64 and a Cobra helicopter sim). That's because everything Paradigm makes runs on SGI-based hardware, whether it's a \$200,000 Onyx workstation or a \$150 N64.

1. It was mainly military pilots and ship captains who "played" Paradigm's early products. 2. Then the company developed Vampire, a multiplayer combat sim.
3. Today, Paradigm is one of Nintendo's

premier developers. Their next N64 game, Aero Fighters Assault, is a supercharged











POLE OF THOM











Compete against
 22 authentic F1 race
 cars!

Select from the Top 30 currently active drivers.

The most accurate racing simulation available!

 Battle the elements as well as other
 competitors.

> Ear-searing sound effects and breathtaking graphics!

this October!

www.ubisoft.com

©1997 Ubi Soft Entertainment. All rights reserved. ©1997 Nintendo of America Inc. All other trademarks are the property of their respective holders.

SPECIAL FEATURE

system incorporates SGI hardware, took notice of Paradigm's potential as a game developer. "When Nintendo approached SGI about doing the hardware for the N64, SGI said, Well, check out this little company in Texas," said Bandy, who himself negotiated the deal with Nintendo. The rest is gaming history. Today Paradigm's newly formed entertainment division, Paradigm Entertainment Inc., is working on no less than four N64 titles, one for Nintendo (still top-secret, but a sequel to PilotWings is a safe guess), and three for Japanese Developer VideoSystem, including the arcade shooter Aero Fighters Assault. Paradigm has also built a tools package for the N64-called Fusion64-which combines third-party applications, Paradigm's own Vega UltraVision environment software and N64 emulation hardware. The package serves as a one-stop hardware and software kit for developers eager to hop on the N64 bandwagon. Paradigm has had mixed results with the package so far.

Yet Paradigm dipped their feet into the entertainment industry before ever meeting Nintendo. Their first game, Vampire, developed in 1993, was a futuristic air combat game that pitted up to 18 players against each other at Magic Edge, a location-based entertainment center in Mountain View, Calif. And for Disney's EPCOT Center, Paradigm developed Egghead Shred, a sort of virtual-reality game that has you guiding a mohawk-coifed egg down 10 different snowboard trails.

So what made Paradigm shift from creating military sims to developing skiing-egg sims. N64 titles and other fun stuff? "It was just a logical extension," Bandy said. "Obviously, military markets are pretty tight. There are a lot of very strong and capable companies out there, and with the budget squeeze, you must deal with the ebb and flow of competition over the available defense budgets. It just made sense to delve into other markets."





Now that SingleTrac VP Todd Kelly (right) is working on fun stuff like Critical Depth (left), he can talk frankly about the military big wigs he worked for back in his hardcore sim days. "They weren't the funloving, devil-may-care, let's-have-agood-time kinda guys," Kelly said.

















70 EGM



ավավավավ

While some military-friendly hardware companies opted merely to expand their services into the gaming industry, more and more individual developers are deciding to bail out of hardcore sim work altogether and leap into interactive entertainment, Todd Kelly, vice president of SingleTrac, is one of them. Before he helped form the development company responsible for such PlayStation hits as Warhawk, the Twisted Metal games and Jet Moto, Kelly worked as a program manager for Evans & Sutherland (E&S), a 30-year-old. Salt Lake City-based firm that rivals Lockheed in the development of realtime simulators for the military.

"There were literally times on sensitive projects when you'd get a call from some general threatening to shut down everything until his problem was fixed." -n-Space President Erick Dyke

For six years. Kelly managed contracts for Navy F-14 and A-6 simulators, a submarine conning-tower simulator, custom sims for Japanese customers and other big-money projects. But E&S' emphasis on hardware development discouraged him. "I told them, 'Look, there's no way we can compete, at the size we are, in the hardware business," Kelly said. "The way to do this is in software, but that wasn't really their focus, so we started SingleTrac."

Three years later, SingleTrac has swelled to more than 70 people, about 25 of whom came from E&S. And luring these programmers-who were experts in developing software rather than hardware-was easy. "What we offered was an

opportunity for them to be first-class citizens and for a lot more than just a handful of pilots to see their work." Kelly said. "And that's exactly what we did."

Kelly said his company's background in creating highly detailed 3-D worlds gave them an edge when it came to writing games for Sony-who, after all, has always been keen on 3-D rather than 2-D titles, "We pride ourselves on creating 3-D games that aren't on-rail shooters and don't have a predetermined path," he said, "and that's hard, because you've got to keep the entire terrain database in memory so that at any point in time you can turn around and go backwards or wherever the hell you want. If you turn around and the database isn't there, it's not exactly a fun experience."

Of course, the move from multimillion-dollar sims to the-at the time-\$300 PlayStation meant a huge drop in technology, right? According to Kelly, not quite. "The sims had pretty graphics, but their dynamics sucked," he said. "Quite frankly, I think that some of the things we do in Twisted Metal 2 and games like that are even beyond what the simulation community is doing. And in the simulations there isn't even any sound!"

SingleTrac's next big thing for the PlayStation and PC is Critical Depth, a waterloaged take on the Twisted Metal formula. The company is also working on an unnamed N64 game and, for the first time, will begin publishing its own titles, with the help of Microsoft.

Just for the fun of it

With most development houses following a Silicon Valley-type business model, in which employees share in the profits of successful titles ("You're not going to get that in the military world," Kelly said), there's plenty of cash to be made by developers who know their stuff when it comes to games. Still, the game industry offers

more than a comfortable living. Erick Dyke knows it can be pretty darn fun, too. He's the president of n-Space, the Orlando, Fla.-based developer behind the PC and PlayStation titles Tigershark and the forthcoming Bug Riders. Before he helped form the game company nearly three years ago, he and several n-Space colleagues were neck deep in sim work for Lockheed. They worked on full-motion tank sims, fighter sims, terrain databases that modeled the Kuwait desert for Desert Storm pilots and even the Model 2 arcade game Desert Tank for Sega.

And although he wasn't forced to wear a lab coat or anything so formal, Dyke said his work for Lockheed wasn't exactly a party. "When you're doing any military or government work, you're dealing with standards down to every single line of code," he said. "If anything goes wrong, you have to start over from scratch. There were literally times on sensitive projects when you'd get a call from some general threatening to shut down everything until his problem was fixed, and they have the authority to do that."

Sure, the video game industry can be fairly strict, too, Dyke said, what with the deadlines and guidelines imposed on developers by their publishers. But he explained that he and his team's prior involvement with Lockheed gave them a sense of discipline that other developers might lack, as well as an understanding that no matter what you do in the game industry, it'll always be more fun than government work. "A couple of our artists came from some simulation shops in town that were doing animations of how to take apart a military engine and put it back together," Dyke said. "Now we have them working on Bug Riders, doing huge animations of knights in shining armor flying on giant bugs. You gotta know they like that a whole lot better."







With Tigershark (far left) in stores, n-Space is "We're made up of a lot of frustrated gamers from the sim industry, where they learned code discipline," said n-Space President Erick Dyke.





or G.E. Aerospace, where they developed M1 del 2-based Desert Tank (right). my's artists and programmers worked for G.E. Aero arcade mastermind Yu Suzuki—the Model 2-based ed n-Space, several of the co ormed n-space, several of the company's arease and pors (left) and—with the help of Sega's arcade mastermi







TARWARS VASTERS

of Teräs Käsi™

CANLUCASARTS MAKE STREET FIGHTERS

or most gamers, a Star Wars fighting game is

MODEL JEDI

Although LucasArts' artists toyed with the idea of digitizing the fighters' faces from the Star Wars films, they opted instead to create facial textures from scratch (it just looked better that way, they said). Fortunately, when George Lucas created his Trilogy, he took hundreds of photos of his actors—from every conceivable angle—and stored them in the Lucasfilm archives. So the artists had plenty of source material when it came time to model the Teras Käsi masters.



Masters' warriors are larger and have a higher polygon count than characters in other fighting games, and their combos were motion-captured.



reason enough to get excited. For others...well, it's also reason enough to get skeptical. After all, Star Wars: Masters of Terâs Kâsi—a PlayStation-exclusive fighter due this fall—is LucasArts first fighting title. And considering that it pits the most recognizable characters in movie history (Luke, Han, Vader, etc.) against each other, the game will probably be a hit even if its gameplay makes War Gods seem like a national treasure. So, LucasArts, you have some explaining to do.

"We're not designing this as a showcase game just to show

"We're not designing this as a showcase game just to show off Luke and Leia," said Robert Blackadder, lead programmer. "We're designing it as a flighting game first and foremost. And by opening it up for a lot more input from testers, we're hoping to get plenty of feedback on the moves and Force powers, so we'll get everything we need to balance this game out."

Sounds like a promising plan. Outside of Nintendo and its much-vaunted Treehouse, LucasArts employs one of the largest, most critical game-testing departments in the industry. The testing area takes up most of the basement floor of the company's San Rafael, Calif.-based offices, and most of the testers are flighting-game fanatics.

But even more promising is the attitude of the developers themselves. Although only one has worked on a fighting game before (Blackadder wrote a 3DO fighter that was never released), all of the team's members admit to being big fans of the genre. Back when they began the project in late 1995, the artists and coders tore into every 3-D fighter they could get their hands on—from Battle Arena Toshinden to Virtual Fighter 2—until they found a gameplay model they liked. Tekken was the game we kept playing," said Tony Hsieh, Masters' project leader, "so we wanted to model (Masters) after that."

Sure enough, the game plays similar to Tekken, with each joypad button controlling a different limb.

EGM 75

But the developers are quick to assert that Masters is anything but Tekken rehash. For starters, it packs two modes of combat: hand-to-hand or with weapons. Players can switch between these modes on the fly, and the joypad layout changes accordingly.

Combos will be of the tap-tap-tap variety, but the results won't seem as

random as Tekken's limbs-akimbo linkers, which seldom seem tied to the buttons used to initiate them. "Our combo system will make more sense than a sequence of buttons that don't really relate to hands or feet." Blackadder said, "We want to make it so that when you hit the left button, you'll really hit with your left arm in a combo."

Masters' developers also promise the game'll look better than its competition. Each Star Wars warrior is made up of at least



from Lucasfilm to build the models.

Artist Mai Nguyen used archived pics

ust to show off Luke and Leia." rt Blackadder, lead programmel

1,200 polygons (compare that to the roughly 600-polygons-per-model characters in Koei's Dynasty Warriors, not a bad-looking game itself). And the fighters are much larger on-screen than the combatants of other fighting games, but-thanks to the high polygon count-they never appear blocky. Masters is also packed with way-cool lighting effects, such as the way Luke's lightsaber bathes his surroundings in green light. LucasArts even enlisted the help of sister company Industrial Light and Magic, using their motion-capture facilities and software to grab animation for the game's combos. "We were actually (ILM's) test bed for other projects, like the Spawn movie," said Craig Rundels, lead artist.

The size of the game's characters did present one problem. "Other fighting games have the luxury of having everyone as tall as Kazuya or someone like that," Hsieh said. "We don't have that luxury. Some characters are bigger than others. We can't have Chewie as tall as Leia, after all." So the team had to be especially careful when they developed Master's collision system. Every portion of each character's model is wrapped in a small, collision-detecting bubble, and characters

will react differently depending on which bubble gets bashed. The result: When towering characters such as Chewie or Vader throw low punches at the pint-sized Leia, she'll take the hit squarely in the neck and react accordingly, rather than follow some generic collision system that has her buckling over as if she

were nailed by a low, below-the-belt punch. Considering all of Masters' perks and polish, LucasArts seems determined to make the game more than just another me-too 3-D fighter. Even better, they realize it'll take more than the Star Wars name

to impress fighting-game fans, who already have more than enough 3-D fighters to play. "If the game's no good, then all the Star Wars stuff you put in

won't help at all," Hsieh said. "But having Star Wars on top of it is just icing on the cake."





OK, so the game's title-Masters of Teräs Käsi-may be a mouthful (keeripes, man-it even has umlots!), but it's not like LucasArts pulled the name of this Force-fueled martial art out of their vou-know-what. Teräs Käsi is a bona-fide bit of the Star Wars universe that the game's developers nabbed from West End Games' Shadows of the Empire Source Book.

According to the book, teräs käsi is a form of hand-to-hand combat

taught in Pacanth Reach, a remote star cluster stuck way out in the

their profits. The sisters are masters of the Bunduki mar tial art called teräs käsi, or "steel hands." When they were young, their mother sent them to

> Outer Rim Territories. Students of this somewhat mystical martial art practice it for years on the planet Bunduki, where they also study history, philosophy and various assundry metaphysical subjects under the tutelage of mysterious hermits called the Followers of Palawa.

world in the Pacanth Reach c

In the game, teräs käsi draws some of its chop-socky power from the Force, but those who practice the martial art don't necessarily have to be Force sensitive (that explains why Han Solo, who after all once labeled the Force a "hokey religion," can kick butt teräs käsi-style). Arden Lyn, the game's super-sexy, slightly bionic star villain, is the galaxy's foremost master of teräs käsi, and Darth Vader has hired her to track down Rebel big wigs and whup them in one-on-one combat. Luke Skywalker, wise to the plot, begins training his pals in teräs käsi, readying them for their potentially fatal confrontation with Lyn and her henchmen.

Oh, and here's an odd bit of linguistic trivia: According to the source book, teräs käsi translates to "steel hands," which seems oddly similar to the English translation of the word "Tekken" into "iron fist." But before you start screaming copycat, LucasArts assures that the similarity in meanings is purely coincidental.



Finally, there's violence on T.V. worth getting excited about. That's because NAKI's new Red Sight Laser Target System gives you total shooting control. Blow away enemies cowering behind obstacles. pick out terrorists without killing hostages - any time the situation demands pinpoint accuracy, you've gotta power up the Red Sight Laser. There's simply no alternative.

- · Combine special features like Auto Fire, Auto
- The Red Sight Laser Target System works with shooting games for PlayStation, N64, and Saturn.

Red Sight Laser Target System shown with Lunar Gun For Sony PlayStation (attaches to any NAKI Lunar Gun).

NAKI Lunar Guns arelightweight, durable, and available for all platforms.

1.800.626.6254 Call for your nearest retailer











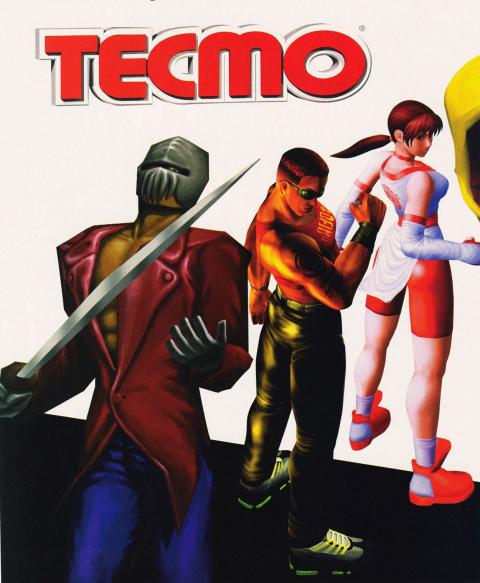






RF Switch (1MB, 8MB)

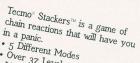
Deception, Fighting, Breeding Monsters. What a way to run a business!



With Monster Rancher™ you're the breeder and master of your creature's character. Raise a fighter or a spoiled wimp - it's all up to you. Advanced 3D Polygon

- · Head to Head Tournament Competition
- · Morph a Monster with your Favorite Music CD





- Over 37 Levels
- Head to Head Competition

Dead or Alive" is based on the new hit arcade game for the Sega" Model II board. 8 Original Martial Arts Experts

- Advanced 3D Polygon Graphics
- · Advanced Death Blows





Tecmo's Deception™ places you at the crossroads of good and evil - only you can decide which path to take!

- Create diabolical traps and monsters
- 1st person "through the eyes" perspective Six totally different endings





PSIFFIE BY



Psygnosis' biggest project for this year, and the one they expect to occupy the number-one slot this Christmas is G-Police, an awesome first-person hi-tech helicopter-sim/arcade shooter set on Callisto, one of Jupiter's moons. Ross Thody, the game's producer, ran us through the details.

The intro story is told in a narrative form and motion-captured FMV clips, as are your briefings at the start of each of the 35 missions which take place in 50 of Callisto's massive cities. Inside the cities are complex Blade Runner-style environments with graphics like in the movie.

Your missions begin initially with routine police work investigating robberies and murders, but as the campaigns progress, you pick up clues as to why there's so much gang warfare in the city and just what the big corporations are up to.

The cities of Callisto are linked by "transport tunnels" which allow you to access them without leaving the domes. Inside,

there are Soviet Strike-style rearming points where you can pick up ammo, but because of the way the game's AI is structured, your enemies can also take these over.

In-game, the flight module is very responsive, and it'll take, players some time to get used to it without smashing into -buildings; although Ross tells us that this won't do your copter any harm. As if that wasn't enough, there are numerous enemies you must destroy while fending off ground forces, ranging from marauding gangs to out-ofcontrol mining droids. Luckily, the G-Police have back-up in the air and on the ground. Your wingman can be assigned to take out enemies

by Ed Semrad

while you concentrate on the bigger targets, and firing a flare at something will sen your ground troops into the action. You only get one wingman per mis-

sion, though.
Unlike a
lot of games,
when you
take no part
in the action,

the story keeps unfolding in realtime. Graphic-wise, G-Police is way ahead of recent

PlayStation releases. With halos around missiles and even shock waves flying out from explosions when you drop bombs,

the game is

truly one of a kind. Best of all, G-Police runs at over 30 frames per second. To combat pop-up which does happen in games of this type, Psygnosis

is considering pushing the

in-game fogging back to give players a greater sense of depth. But the graphics haven't just

been wasted on buildings. Al-controlled cars and droids hurtle about on the streets below, and all of them can be taken out with your machine guns or rockets.

With its mix of strategic gameplay and frantic shooting, G-Police will be a huge hit.



At 30 fps the action stays fast and furious throughout the game.



Investigating why the gangs are taking over the city is your goal.

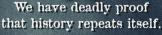




The halos around the missile strikes show the detail put into G-Police.



We have deadly proof





http://www.koeigames.com

To order, call 415-348-0500.

Available at retailers nationwide.

SPECIAL FEATURE

(Colony Wars)

COLONY WARS maintains the futuristic space theme at Psygnosis, and should give the Wing Commander series a real run for its money. The game is played out in 18 "acts" comprising 70 missions in total. Reach the finish and you'll be rewarded.



with one of six endings.

When you begin, the missions are basic, like escorting transports and general dogfights, but as you progress, you're given more responsibility and fly recon and spy missions, chasing down enemy scouts and flying into major battles with specific tarcets to take out.

Your main screen features a very slick 3-D space map and targeting system which locks onto the nearest enemy

ship, making life a lot easier. You have a "rear-view mirror" view to check who's on your tail.

Graphically, Colony Wars is exceptional. The space backdrop is amazing, with beautiful. texture-mapped planets and suns, excellent light sourcing and lens flare and highly detailed enemy craft. The game runs at 30 frames per second and is hi-res (5.12x240 resolution), which really makes a difference. The weapons are truly awesome; you've got six primary weapons to select, plus missiles, torpedoes and defensive light mines. There's even a grappling beam which allows you to stun other ships and keep them at a distance!

Be warned that this is an immense game, and one of the best we've seen in the genre.





Tarried the lang



Last year, Psygnosis' F1 was hailed as being one of the best racers ever conceived on a console. So how do you top that? Rather than just do the usual yearly update, Psygnosis decided to create the ultimate racing experience. And that they did. They've rewritten the AI to make the opposing drivers much more competitive, the driving dynamics have been tweaked, the tracks and cars have been remodeled and detailed and the cars now have twice as many polygons as before. Best of all it now runs in the hi-res Full Screen Mode at

Matt Birch, the game's lead programmer, took us through the changes. The main news is that the two-player head-to-head race is now in, and can be viewed either vertically or horizontally. The arcade game is now a lot wilder, with sharper graphics and a much improved

All on the opposing cars.
But it's the Grand Prix Mode
which will attract the most
interest. New for '97 are: collision
damage, on-track debris,
mechanical failures, Training
Mode including in-car telemetry,
dynamic weather conditions and
tire compound selection.

There's also a new in-car cockpit view for 1997, to really give you a feel for the action. The graphics look awesome, and well ahead of Andretti and Need For Speed 2.

The bugs have been worked

formula 1'91

out from last year's game and with that said, this is easily going to be the most realistic racing sim, bar none, this year.



F1 is easily the best-playing and most realistic racing sim to date.

Querboard

OVERBOARD is a bizarre little game that'll remind players of the good old Super NES days, where



Younger players will be interested in this new PS lighthearted action adventure game.

gameplay and decent graphics went hand in hand. But Overboard is like nothing you've ever seen before, guaranteed! It's kind of a cross between

Gauntlet and Micro Machines, with a top-down, isometric view and a fully 3-D landscape for you to roam around.

You control a galleon full of pirates, sailing through five zones earning booty. Each zone is broken up into four levels, and there are old-fashioned Bosses for you to face, too. It's retro gaming on the PlayStation, where the aim is simply to rack up as much money as you can.

Throw in the maze/puzzle
"theme, enemy pirate ships, hidden
health and weapon power-ups,
and you get an enjoyable,
fun game.

Your ship is armed with various types of weapons, from standard cannons to mines you can drop in the path of other ships, rockets which fly upiward to take out enemies and that all-important electric gun, just like the one in Quake!

A large Map Screen, done in 'ye olde-fashioned' style, charts your progress through the levels, and areas of the map are revealed whenever you find a bottle.

While aimed at the younger player, Psygnosis just may have found a new niche.









Psygnosis' other quirky game is a free-roaming, 3-D arcade adventure called PSYBADEK. In the game you fly around on a futuristic hover board (like the

hover board (like the ones in the movie Back To The Future II).

The game takes place in over 32 levels, and has a Boss at the end of every fourth level, with mid-level Bosses cropping up to test you. Although you're not armed, you can pick up weapons from drop boxes scattered on the levels and tow them behind you until you need them. There's even a smart, bomb which, when

released, will chase the Bosses! To keep things interesting, the bosses in Psybadek all have hit points, so you can gradually break them down. At the end of every eight levels, you'll free one of your friends. They'll then give you their hover board which allows you to do more camplex jumps on the next level.

boards are amazing and could have been lifted straight out of one of the

straight out of one of the WipeOut titles. While Psybadek isn't for everybody, the target audience is the mid- to late teenager who is into fast snowboarding games.



Hascal

Psygnosis' most secret title so far is RASCAL, another freeroaming, realtime 3-D platform adventure in the Mario mold. The skeptics said that Mario couldn't be done on the PlayStation, but Travellers Tales, the team responsible for classic



Sega titles like Sonic Blast, Toy Story and then 32-Bitters like Mickey Mania, have done it. You play the "Rascal" of the title, a kid whose father invents a time machine.

time machine.

The game takes place over the three time periods of the past, present and future and seven themed worlds including a medieval castle. Atlantis, a pirate ship, the Wild West, prehistoric and the tunnels of time. Each of these areas is different in each time period. You

rather like a game featuring a certain Italian plumber whose name we forget!

Getting rid of enemies is simple—you're armed with a 'time gun' which will zap enemies into the tunnels of time at the end of the game. Pick-ups include time ammo for your gun, but by far the most important are the six pieces of a time puzzle. Collecting these allows entrance to the next time zone.

Graphically, Rascal is out of this world. Unbelievably, the game runs at 60 frames per second and loading times have been eliminated.

This is the sleeper game to watch and try out.









SHADOW MASTER is a frenzied 3-D arcade shooter with graphics that'll make your jaw hit the deck. The game's a first-person perspective blast-athon with visual and gameplay elements of Quake, Tunnel B1 and Blamt Machinehead, with a nice mix of strategy and all-out firepower.

all-out firepower.
The game takes place across. 16 missions on seven worlds.
Destroy an enemy and they release power crystals. Collecting these allows you to do a number of things. Essentially, they're like tune-ups in a racing game. The crystals sit in a reservoir which you can use to allocate to your health, or your engines or shields. How you allocate them makes the

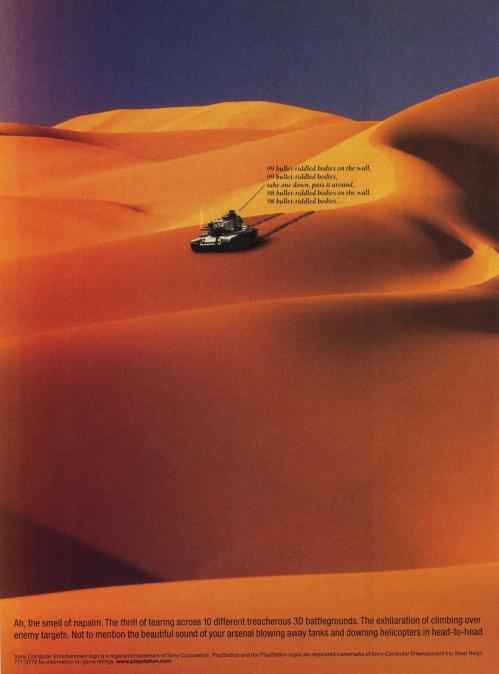
difference between winning and losing.
Your display is very detailed

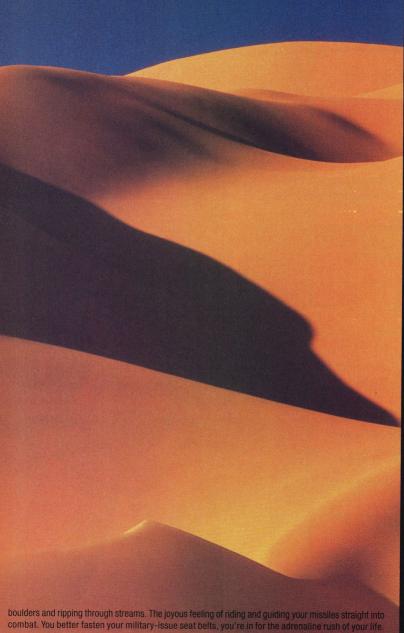
Your display is very detailed and thorough—something necessary in a 'twitch' shooter. The cockpit view contains a crosshair, shield and ammo display, a radar and tilt/angle finder and a databank which identifies whichever enemy you lock onto.

enemy you lock onto.
The 3-D game engine is amazingly quick, and everything moves at 30 frames per second, even when there are six to eight enemies on screen. Not bad, considering most of the enemies contain 200-300 polygons. This is one game that will really test your hand/eye coordination to the max.

Shadow Master



















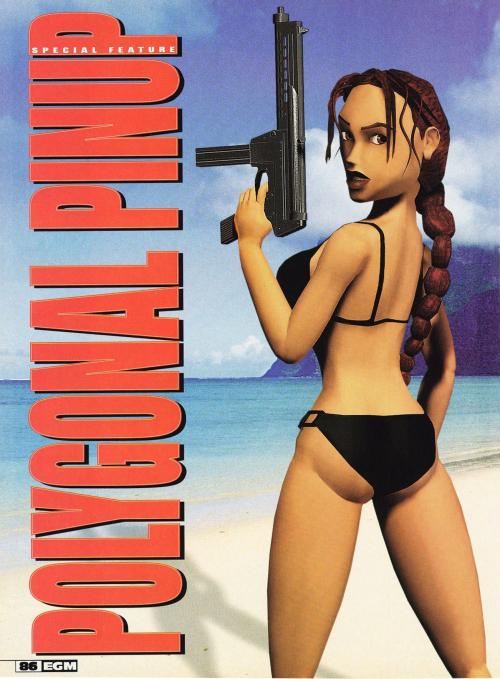












"Lara's a classy dame, a real heartbreaker. She'll also bust your chops if you don't treat her right."



"He (Toby Gard) wanted to create a heroine who would be more than a boy toy but rather a rough and tough female Indiana Jones-type character...with a figure to die for...which just makes her more unobtainable..."

strong. She's Lara Croft, the fantasy of millions of teenage boys. And she's a pot of gold for Eidos Interactive. Of course, it helps to have one of the best-selling games of 1996 to back up their buxom model, but nevertheless, game girls are hot and Lara is at the top of the list. But why:

he's sexy, she's smart and she's

Toby Gard is the graphic artist who originally came up with Lara. He admits that she was his personal fantasy. He wanted to create a game heroine who would be more than just a boy toy but rather a rough and tough female Indiana Jones-type character. Granted she has a figure to die for, but this, he believes, just makes Lara that much more independent and unobtainable. To balance her out, Toby gave her skills, techniques and guns to help get her out of any type of situa-

No matter how she is viewed, Lara, is riding high and Eidos plans to keep her that way as rumor has it that Lara just might have bigger

tion she may encounter in her journeys.

things (if they can get any larger) in store for her. Could it be the silver screen, TV, comics or a book? A Lara movie? Who would play her?

Actually there is a real-life Lara Croft! Her name is Rhona Mitra, and while we haven't seen whether she is exactly like Lara, she reportedly can sing. Rhona will be working with Dave Stuart on a record, and supposedly Rhona will be at the E game show in Atlanta, so we should be able to give you a hands-on report next issue.

While Eidos won't confirm any of the rumors about the future real-life plans for Lara, it doesn't really matter as the game sequel is just a couple of months away and from what we've seen of Tomb Raider 2. Eidos has another sure-fire hit on their hands. In the meantime, enjoy the new rendered pictures of Lara and the specs we were able to uncover about her.

Little is known about Lara Croft's early life. She was born on Feb. 14, 1968. Her parents were quite wealthy as her father was a British lord named Henshingly Croft. Unfortunately, there is no information or photos of her mother or of her family (if any). Being of noble blood, Lara was raised to be an aristocrat from birth. She attended the best of schools, and at the age of 21, she

Stacked Stats

BIRTHDATE: Feb. 14, 1968

AGE: 29

MARITAL STATUS: Single

HEIGHT: 5' 8"
WEIGHT: 119 lbs.

MEASUREMENTS:

BUST: 34D

WAIST: 24

HIPS: 34

ALIAS: Laura Cruise

"Actually, there is a real life Lara Croft. Her name is Rhona Mitra... and while we haven't seen whether she is exactly like Lara...we'll should be able to give you a hands-on report next month."

graduated from finishing school and then began to live the life of luxury...Until that fatal day when on the way home from an exotic skiing trip, her private chartered plane crashed deep in the desolate heart of the Himalayas, Miraculously, she survived the crash but she was all alone in the frigid mountains. Somehow she survived the lifethreatening ordeal, and two weeks later, she walked into the village of Tokakeriby where she was nursed back to health. She returned home, but the experience never left her memory. Time passed, and after a while, Lara came to the

ARA COMES

Did Lara always look as good as she does now? We were able to get Eidos to search through their vaults to see if they still had an early sketch of what Laura Cruise (later changed to Lara Croft) looked like. Not much has changed-different clothes and added sunglassesbut still hot!



realization that living the life of an upper-class aristocrat was not her calling. The near-death Himalayan experience nagged at her, and she realized that she was only truly alive when she was travelling alone on a dangerous journey.

Over the next eight years, Lara travelled the world acquiring an intimate knowledge of many different types of ancient civilizations all across the globe. Her father, displeased that Lara did not want to share the good life with him and his friends, soon disowned Lara, and without the financial backing of her rich father, Lara had to find another source of income to fund her need for adventure. She turned to what she did best and started writing travel books. In time

Lara became wellknown internationally for discovering several ancient sites of profound archeological interest, and her name became famous near and far as an expert on ancient civilizations.

So far she has documented two of her most important exploits. Last year's adventure was made into a video

HE GLOBE Lara's exploits are starting to get worldwide attention. Besides gracing the covers of game maga-zines, Lara is now being immortalized in British men's fashion pubs. Is

Cosmo next in line?

game called Tomb Raider. It puts Lara on a quest to recover a mysterious artifact from the tomb of Qualopec in Peru. After investigating the stories behind the artifact. Lara sets out to find one of the three pieces of the ancient Atlantean Scion, a talisman of incredible power. She finds it, but discovers another mystery and the reason why the Atlantean civilization was destroyed. The journey takes Lara through Peru-to a civilization that flourished for hundreds of years; to Greece-where she explores the ruins of the Golden Age of Rome; to Egypt where she travels through the buried pyramids and a hidden sphinx and finally the pyramids of Atlantis where the

another ancient artifact; the sacred Chinese dagger of Xian. Again, the guest spans the globe as Lara must find pieces of the puzzle which are located in China, Venice, Tibet and reportedly could end on a sunken ship somewhere in the middle of the ocean. But knowing Lara, she may not be telling us all of the details. We'll just have to wait until next month for the full story.

mystery unfolds and the quest ends. Not to rest on her laurels, Lara has just set off on her next adventure-to recover



UDE RADER



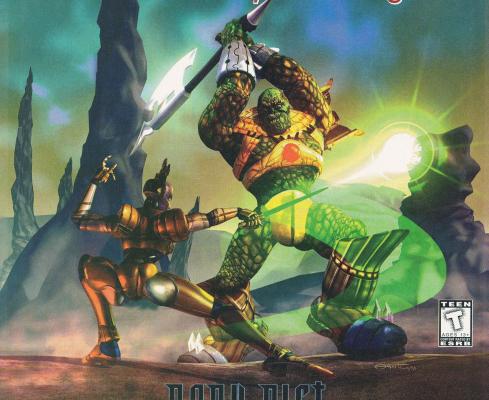
It had to happen! Given a beauti ful, well-endowed woman and present her to a teenage audience with time on their hands, and

sooner or later, Web sites pop up with nude pictures of Lara. Many sites have poorly drawn images, but one stands out from the rest. For the best fantasy images of Lara, check out the Nude Raider site!



*By the way, EGM does not condone or approve of this in any way.

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because Dark Rift gives it up. Dark Rift delivers more fight, more often with more speed than you have ever seen before. Check out Dark Rift for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.













MID4 Mintendo[©] and N64 are trademarks of MINTENDO OF AMERICA INC. Dark Rift™, Kronos™, their logos and characters are trademarks of and © 1996 Kronos

Available 1997





3 GRAND PRIZES!



gott

Personal Video Game TV With Hyper-Amplified Sound And Graphics.

To enter, hand-print your name, complete address and age on a 3" x 5" card, and mail in an envelope to: THE SAMSUNG

OFFICIAL RULES

 No Purchase Necessary: To enter, hand-print your name, complete address and age on a 3" x 5" card, and mail in an envelope to: The Samsung Independence Day!" Sweepstakes, P.O. Box 3509, Westport, CT 05880, No mechanical reproductions. Each entry must be mailed separately and received by 10/15/97, when the sweepstakes ends.

Wildstons: Winnes will be selected at random on or about 10/00/97 by a judging organization. Enterants agree to be bound by these rules. Sweepfiakes materials visid if incomplete, not legible or if
they contain errors. Potential winners will be notified by mail and may be required to sign an affidiret of eligibility and a prize release. No responsibility is assumed for lost, stolen, misdirected or late mail.
All submissions become the property of Sponsor.



NOW WIN THE SWEEPSTAKES!

ENTER THE SAMSUNG INDEPENDENCE DAY™ SWEEPSTAKES:

50 FIRST PRIZES!

Independence Day[™] PlayStation[™] Game



100 SECOND PRIZES!
Independence Day T-Shirt



INDEPENDENCE DAY" SWEEPSTAKES, P.O. Box 3508, Westport, CT 06880. All entries must be received by October 15, 1897.

Participation: This Promotion begins 71/59 and is open to residents of the 50 United States plus D.c., including FPOFFPO addresses, except enjoyace and their immediate limitine of Twenteith Century. For Home Entertainment, Inc., Electronic Caming Morally, PCR and Code Magaziners, Sammang and their affiliated companies, approximation, approximation ap

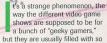
Prizes Available and Odds: Thre (i) Grand Prizes: A Sumsung GXTV (approx. retail value: \$599.00); 30 First Prizes: An independence Duy PlayStation¹¹⁷ game, (approx. retail value: \$54.98; 100 Second Prizes: An independence Duy T-Shirt, (approx. retail value: \$10.00). Limit one prize per household. All prizes will be awarded. Odds depend upon the number of entries received. Allow 6-8 weeks after validation for receipt of prize. No substitutions or transfer of prizes except with \$5,000 prizes of prizes. No substitutions or transfer of prizes except with \$5,000 prizes of prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes except with \$5,000 prizes. No substitutions or transfer of prizes. No substitutions of transfer of prizes. No

plope to: The Samsung Independence Day" Sweepstakes Winners, P.O. Box 2904, Westport, CT 06880-0904 by October 15, 1997.

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. © 1997 Twentieth Century Fox Film Corporation. All Bights Reserved.



by Shawn Smith



much glitz and glamour we have to wonder if we're not attending the Oscars. These shows are about video games, right?

Instead of names like Schwarzenegger, Pitt and Bullock though, we hear names like Mario, Crash and Sonic. among many othersand for good reason.

The big video game shows are the companies' chance to show us (and plenty of others in

this industry) why their game is the best. Some

Most shows are known for their huge displays and cool mascot stand-ups.

shows take us to Japan and England, while othersones we don't frequent-take place in unlikely locales like Russia.

The Electronic Entertainment Expo (E3), of course, is the biggest show for video games in the United States, and it just

ended a couple of weeks ago.

Although there are a lot of shows, the same basic rules apply: lots of fun, lots of freebies and most importantly, a lot of new games for our (and eventually your) viewing pleasure.

It's these big shows like Crash Bandicoot,

Mario 64, Shadows of the Empire and NiGHTS battle each other for the spotlight. Also, games we may have never heard of pop up and end up taking the entire populous by storm

But that's what's so cool. Some smaller companies show a game that ends up being a diamond in the rough, which we then unearth and give its proper treatment.

For the console gaming shows, things tend to get pretty crazy as far as the booths go. In some instances, 20-feet-high screens with gigantic speakers preview upcoming releases while smoke billows out and

techno blasts. Yes, it's for effect, but it certainly does work-at least for a few minutes anyway.

Besides hav-



The booths at any show are big and b where blockbuster titles Look for lots of lights, smoke and hot sabes.

ing playable versions of upcoming games, companies will often have big news at the shows. At E3 last year, the big announcements were about the Sony and Sega price drops.

With all of these shows, it's amazing that we can keep up, but that's the nature of this industry. If we don't, who will? Seeing the shows that matter takes up a lot of time and involves an amazing amount of hard work (not counting the flight, taxis and a bunch of other annoying details). But we shouldn't complain considering we travel to see video games!



Japan to IDG and IDSA: "Go Home Yankees!"

It's fairly obvious that E3 is the biggest show around-at least in the States, IDSA (Interactive Digital Software Association) and IDG, the companies responsible for putting E3 together, pretty much took over the console shows.

In Japan, there were separate

shows for each of the big systems (PlayStation, Saturn, Nintendo 64, etc.). Because of their success here. The creators of E3 thought to start a show in Japan to consolidate the many shows there.

But the heads of some big gaming companies in Japan

didn't like the idea of a U.S. company coming in and taking over their show market, so they banded together and told IDSA and IDG to take their show elsewhere.

So they did, and now E3 takes place in Singapore as well as in the States (and other places around the world).

JANUARY

- Consumer Electronics Show: The CES, it has evolved since it first started-now deals with PCs and electronics.
- · AETI: Big arcade show in England.



FEBRUARY

· AOU: Arcade show in Japan.



MARCH

- · ACME: U.S. arcade show in Las Vegas.
- Tokyo Toy Show: A tov show in Tokyo that features both toys and video games.
- ASI: Another U.S. arcade show.

APRIL



Show: A combined video game show. Used to have different shows for the PS. SS. etc.

MAY"



JUNE

Comdex: More of a computer show. but with technological advancements (i.e., the 3DFX chip and Sega) it might evolve. • E3: Electronic

Entertainment Expo. The biggie of the year.

JULY"



SEPTEMBER



E3 Asia: Electronic Entertainment Expo, but this time it's in Singapore.





- JAMA: Another Japanese arcade show.
- **Tokyo Game** Show II: The second installment in the TGS.

OCTOBER

. AMOA: Large arcade show. Like E3. the show is in Atlanta.



NOVEMBER

- JAMA Hong Kong: Same as the JAMA show in Japan but now it's in China.
- Shoshinkai: The show that features the newest of the new for any Nintendo system. It's not really sponsored by Nintendo, but by a group of retailers and other parties.

DECEMBER



* no shows during these months at press time

The Coolest Part of The Shows...From A Freebie Point of View.

A feature on shows wouldn't be complete without mentioning the neat-o freebies that companies give away. Sometimes it's as simple as a sticker or keychain, but other times certain companies will have contests where participants can win money, an arcade machine or even vacations. Who knows, maybe with all the freebies we get, we'll be able to pass a couple along to our readers some day in our very own contest...no promises, though.















COLLECTION

Elves, Dwarves, Clerics And Knights

ans of Capcom titles often forget that the company also developed two Dungeons & Dragons titles for a TSR license: Tower of Doom and its sequel Storm Over Mystaria. Their latest Saturn release appropriately named The Dungeons & Dragons Collection features both of these classics bundled into one giant adventure.

These titles feature sidescrolling levels with a Final Fight-style engine and multiple player-selected paths. Players also have the opportunity to have a friend help them out with Two-player Simultaneous Cooperative Mode.

These titles allows selection of four different characters: fighter, dwarf, cleric and the only female character—an elf. Each character has his/her own special abilities that include the use of magic true to the D&D RPG world, such as the clerics refusal to even touch a weapon with a



Some alternate paths give free treasure to gather and horde.

sharp edge. Ranged-projectile weapons common to all characters also exist in the game; these include daggers, hammers, arrows and flaming flasks of oil. These items can be found in the levels or bought from various dealers who appear to your character after each stage. Also important to your character's survival are healing potions that restore some of your life bar in combat. To purchase these needed items, you use treasure found in the levels. These bonuses come in many forms and can be picked up off the ground



Move quickly, because these trils' like throwing flaming sacks at you.

by using the Attack button while standing over the desired item. Additional items, such as special boots and gauntlets, can also be found in treasure chests while adventuring. These items are automatically used once found and give your character speed or strength bonuses.

There are also spells characters can use to help themselves and hurt their enemies. These spells again reflect the the class of character using them.

Everything considered, the D&D collection is a good translation of the original with very few changes to both the engine and the outside appearance.

PUBLISHER	Capcom
DEVELOPER	Capcom
THEME	Action/Classic
PLAYERS	1 or 2
% DONE	30%
RELEASE DATE	1st Qtr. '98
ALSO ON	PlayStation

Gamer's EDGE

Shop Items

As mentioned earlier, after each stage there are shops where you can use the money you found in the level on new items to help you through the next part of the adventure. Daggers and arrows have a level trajectory and cross the whole screen quickly.



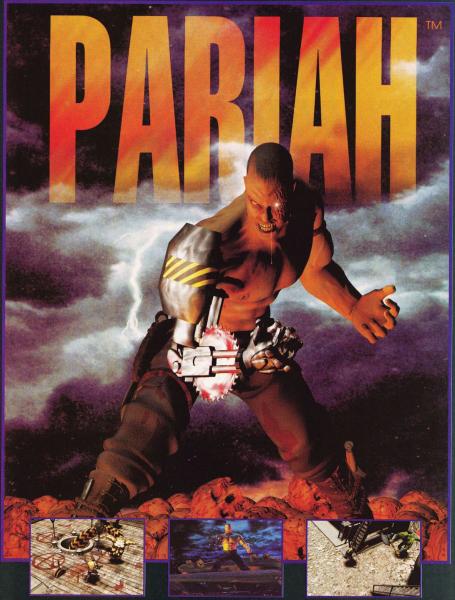
Throwing hammers arc upward and only reach out a short distance, but they can hit multiple enemies. Flaming flask oil has a short range, but fire damage really socks it to your enemies. The last item you can purchase is the healing potion that can be used in combat to relieve the damage your character has taken during battle.



Use chests as a weapon, or drop them to avoid the concealed traps.



True to the game, clerics can't use edged weapons, like this dagger.



Coming Soon From Studio

SATULIA SATULI









Gamer's EDGI

Ranking Mode

New to the home version of Sky Target is the Ranking Mode, which turns each level into an individual mission, then scores you on how well you flew it Shoot straight enough and you'll receive a promotion (you start as a lowly lieutenant), and as you go up in rank, new missions become available.

Of course, Ranking Mode doesn't actually open up and levels that you won't find in the regular game. But it does save your progress and gives you something to do when you beat the final Boss.



plane controls differently (the agile F-16 can fly circles around the sluggish Rafale), and each has its own intro cinema.

While the game controls just fine with the standard Saturn pad, you're best off plugging in Sega's 3D Pad or-even better—the mission stick. The analog control may feel a little sluggish at first, but once you get used to it Sky Target plays even better than the arcade version.

PUBLISHER	Sega
DEVELOPER	Sega of Japan
THEME	Shooter
PLAYERS	1
% DONE	60%
RELEASE DATE	September
ALSO ON	None

SKY TARGET Fly The Unfriendly Skies

ky Target certainly doesn't cruise into unfamiliar territory for long-time Sega fans. The game-which has been ported from the Model 2-based arcade standup-combines gameplay elements from some of Sega's greatest hits, including After Burner II, Panzer Dragoon-heck, even the Virtua Cop games.

Of course, After Burner II's inspiration is clear enough from the screen shots. The game hurls wave after wave of enemy fighters-as well as plenty of ground targets-at you in 12 levels. As in After Burner II, your fighter flies along a predetermined path over and through cities, canyons, deserts, clouds, mountains and other types of terrain. The only difference now is that everything is made of texture-mapped polygons. The game does throw a few new tricks into the After Burner II mix, such as one level that has you flying straight toward the



ground in a dive-bombing raid on enemy jets.

But what your fighter lacks in fancy aerobatic abilities is made up for by its missile-launching muscle. Besides your machine guns, you get an unlimited amount of missiles, which lock on when you sweep your crosshairs over oncoming targets (the lockon symbology is awfully similar to that of the Virtua Cop games, by the way). Like in Panzer Dragoon, you can lock onto a dozen enemies, then unleash 12 missiles and watch them knock the doomed bad guys from the sky. Sky Target's end-of-level



busses, too, are trainissent of those in Panzer Dragoon. These enemies lumber onto the screen, bristling with gun turrets and missile launchers. You have to bring them down quick, though—the Bosses will take your abuse for a limited time before they fly away. Control is tight but simple,

even for an arcade port. You can't perform barrel rolls or punch on After Burner Il's. All you worry about is lining up targets in your sights and evading enemy fire. When you start a new game, you get four fighters to choose from, the F-14, F-15, F-16 and the French Rafale superfighter. Each



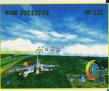
Fly in a straight line too long and you'll buy the farm in a hurry.



One level has you plummeting earthward. But what goes down...



...must go up. The second half has you chasing a missile into orbit.



Enemies approach in waves, like in After Burner II. Lock on to 'em quic

2000 MILES OF COASTLINE ...

AN ARMY OF WELL COMPENSATED OPPONENTS...

A PERSONAL REPULSORCRAFT...

BROADCAST ON 78 NETWORKS IN 37 COUNTRIES.

NOW THATS ENTERTAINMENT!

PRODUCTION No Retakes...

Studio

1920 Highland Avenue, Suite 105 Lombard, Illinois 60148 www.studioeinc.com Studio











What The Heck Does It Stand For,

et's get one thing driving their miles-long rolling straight from the getgo: Despite the game's ultrahigh body count. MDK does not stand for Murder Death Kill, It's an abbreviation for Max, Dr. Fluke Hawkins and Kurt Hectic, the game's three protagonists. Sounds structible suit, as well as an a little silly, right? But then what would you expect of a game that was originally developed for the PC by Shiny Entertainment, the cow-dropping masterminds behind surreal side-scroller Farthworm Jim?

MDK's backstory is a rambling epic that's half pop sci-fi, half sitcom. Invading aliens are fortresses toward Earth's major cities, thus setting humanity up for some serious property damage (not to mention the loss of a few billion lives). Earth's only salvation lies on an orbiting research station, where the eccentric Dr. Hawkins has invented an indearsenal of zany power-ups. Kurt Hectic dons the suit and freefalls to Earth, where he takes each of the six rolling fortresses (with the help of Max, a six-armed dog who can be called upon for the occasional bombing raid). So far, the PlayStation port of

MDK looks like it'll pack all the

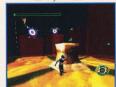


Geronimol Use your ribbon chute to drop death from above.

goofiness and shooter/strategy finesse of the PC original, Players will guide Kurt through 60 levels, very few of which are alike. Some have him tearing through tunnels at blurring speeds, perched atop a snowboard-like sled. Others strap him into a gunship's bombardier seat and have him drop death onto the huddled bad guys below.

But most levels are puzzleoriented. You might have to take out a particular enemy using your sniper snout, for instance, or lob a mortar shell into a hole in the wall to blast open a new passage. Your ribbon chute-a reusable parachute that lets you glide short distances-often comes into play. too, since you'll use it, along with ground-based wind machines, to reach lofty level exits. Don't get us wrong-MDK is essentially a kill-everything-that-moves kinda game. Once it begins, you'll rarely find an excuse to take your finger off the Fire button.

MDK's collection of power-ups look to be straight out of a novelty catalog for survivalists. Besides



Don't blast the monsters until you take out the boxy monster maker.

the standard grenades and health bonuses, you'll find such cheeky weapons as the World's Smallest Nuclear Explosion, an atomic bomb that's just the right size to open stubborn doors, and the World's Most Interesting Bomb, which looks so darn intriguing that monsters can't help but rush over and examine it-right before the thing goes nova in their ugly mugs. No-nonsense gamers may dislike the screwball spin these power-ups give to what is otherwise a dark, serious-looking game. But get over it! In a world where most 3-D shooters are all Doom and Tomb (Raider), we should welcome a little silliness.

NUMBER OF STREET	
PUBLISHER	Playmates
DEVELOPER	Neversoft
THEME	Action
PLAYERS	1
% DONE	20%
RELEASE DATE	August
ALSO ON	None
	The state of the s

Gamer's E Fighting Snipers

Kurt's rifle not only goes well with the hero's indestructible, fashionably black outfit-it attaches to it, too! Hit the select button and Kurt will snap the pointy weapon onto his noggin, thus putting you into Sniper Mode. Now you can zoom in on distant targets and blast them with a variety of projectiles, including homing grenades and mortar shells.

Sniper Mode becomes especially handy when you battle the end-Boss of each fortress. You'll need to nail most of these enemies several times in the head to take them out. Make sure you switch out of Sniper Mode every once in a while to drop any other bad guys who might be sneaking up on you.





INT'L 802-767-3033 FAX 802-767-3382

Also Available Jaguar, 3DO and CDI

www.cdmag.com/chips.html or call 1-800-600-4263

Source Code 10912

			VIDEO	GAI	ME2:	PLAYSTATI	UN				
Timue	RELEASE	PRICE	Title	RELEASE	PRICE	Time	RELEASE	PRICE	TITLE	RELEASE	Paic
3D Baseball	NOW	\$29	D & D Collection	08/97	\$49	NFL Game Day 97	NOW	\$50	Sentient	NOW	\$46
ASCII Revel Pad	NOW	\$26	Dark Forces	NOW	\$49	NHL Breakaway '98	10/97	\$49	Shadoan	09/97	\$50
Allied General	NOW	\$50	Darkstalkers 3	11/97	\$52	NHL Face Off 97	NOW	\$39	Shadow Warrior	08/97	\$54
Alone in the Dark	NOW	\$46	Dawn of Darkness	NOW	\$46	NHL Powerplay '98	09/97	\$49	Shattered Steel	NOW	\$52
Andretti Racing '97	NOW	\$49	Death Crusader	10/97	\$54	Nanotek Warrior	NOW	\$45	Silver Load	NOW	\$44
Area 51	NOW	\$50	Destruction Derby 2	NOW	\$49	Need for Speed 2	NOW	\$44	Soul Blade	NOW	\$45
Armed	NOW	\$50	Diablo	11/97	\$54	Nightmare Creatures	NOW	\$54	Soviet Strike	NOW	\$45
Battle Sport	NOW	\$36	Duke Nukem 3D	12/97	\$54	Obsidian	NOW	\$52	Space Hulk	NOW	\$50
Battlestations	NOW	\$46	FIFA Soccer '97	NOW	\$49	Offensive	NOW	\$49	Space Jam	NOW	\$42
Beyond the Beyond	NOW	\$50	Final Fantasy Tactics	01/98	\$56	Ogre Battle	NOW	\$49	Spider	NOW	\$48
Big Bass Wrld Cham	p NOW	\$54	Final Fantasy VII	09/97	\$72	Over Blood	NOW	\$46	Suikoden	NOW	\$41
Blood	08/97	\$54	Flying Saucer	NOW	\$52	PGA Tour '97	NOW	\$50	Syndicate Wars	NOW	\$4
Breath of Fire 3	09/97	\$54	Grand Theft Auto	NOW	\$51	PGA Tour Invitationa	NOW	\$42	Tecmo Deception	NOW	\$45
Bubsy 3-D	NOW	\$29	Herc's Adventure	NOW	\$52	PSX Analog Joystick		\$59	Tecmo Stackers	NOW	\$5
Bushido Blade	09/97	\$50	Incredible Hulk	NOW	\$50	PSX Flight Force Pro	NOW	\$56	Tecmo Super Bowl	NOW	\$5
C&C Red Alert	10/97	\$49	Jet Moto	NOW	\$44	PSX Memory Card	NOW	\$24	Tecmo World Golf	NOW	\$49
Castlevania Sympony	09/97	\$46	Kings Field 2	NOW	\$51	PSX Mouse w/Pad	NOW	\$32	Tekken 3	01/98	\$54
Chronicles of Sword	NOW	\$50	Legacy of Kain	NOW	\$52	Pandemonium	NOW	\$49	Ten Pin Alley	NOW	\$52
City Lost Children	NOW	\$46	Mad Catz Anal Steer	NOW	S54	Panzer General	NOW	\$32	Tenka	NOW	\$46
Clandestiny	10/97	\$54	Madden Football 97	NOW	\$54	Porsche Challenge	08/97	\$49	Tobal No. 2	09/97	\$54
Clayfighter 3	NOW	\$50	Magic the Gathering	NOW	\$50	Power Slave	NOW	\$46	Toh Shin Den 3	NOW	\$46
Colliderz	08/97	\$52	Mechwarrior 2	NOW	\$49	Propaganda	02/98	\$54	Tomb Raider 2	11/97	\$54
Command & Conque	NOW	\$46	Monster Rancher	08/97	\$54	Psychic Force	NOW	\$44	Triple Play 98	NOW	\$46
Contra:Legacy of Wa	NOW	\$46	Myst	NOW	\$50	RayMan 2	NOW	\$52	Twisted Metal 2	NOW	\$44
Cool Boarders	NOW	\$52	NAMCO Museum 3	NOW	\$44	Rebel Assault 2	NOW	\$49	Vandal Hearts	NOW	\$48
Crash Bandicoot 2	09/97	\$54	NBA Live 97	NOW	\$49	Resident Evil 2	11/97	\$52	Warcraft 2	NOW	\$44
Crusader:No Remors		\$49	NBA Shootout 97	NOW	\$44	Revelations:Persona	NOW	\$54	Wing Commander 4	NOW	\$46
D	NOW	\$49	NCAA Final Four 2	NOW	\$48	Rocket Jackey	NOW	\$52	Wipeout 2	NOW	\$50

VIDEO CAMES: DI AVETATIONI

VIDEO GAMES: SATURN											
3D Baseball	NOW	\$52	Dark Savior	NOW	\$54	NBA Live 97	NOW	\$49	Soviet Strike	NOW	\$49
4x4 Gears & Guts	NOW	\$51	Daytona USA	NOW	\$49	NFL Qtr Back Club '97	NOW	\$39	Space Hulk	NOW	\$49
Andretti Racing 97	NOW	\$48	Diablo	11/97	\$54	NHL Breakaway '98	10/97	\$49	Space Jam	NOW	\$42
Astal	NOW	\$19	Die Hard Arcade	NOW	\$44	Nights	NOW	\$46	Speed Freak	10/97	\$54
Baku Baku	NOW	\$36	Dragon Force	NOW	\$48	Panzer Dragoon 2	NOW	\$36	Spider	NOW	\$52
Battle Monsters	NOW	\$34	Fighters Megamix	NOW	\$54	Propaganda	02/98	\$54	Star Fighter	NOW	\$44
Battle Sport	NOW	\$36	Game Shark	NOW	\$50	QAD	NOW	\$49	Toh Shin Den URA	NOW	\$39
Battlestations	NOW	\$46	Herc's Adventures	NOW	\$52	Quake	08/97	\$54	Tomb Raider	NOW	\$50
Biohazard Five	NOW	\$52	Ironman/XO	NOW	\$50	Resident Evil	08/97	\$52	True Pinball	NOW	\$39
Blast Chamber	NOW	\$49	Legend of Oasis	NOW	\$46	Robotica	NOW	\$29	Virtua Cop 2	NOW	\$44
Blazing Dragons	NOW	\$29	Lunacy	NOW	\$49	Saturn Net Link	NOW	\$199	Warcraft 2	NOW	\$44
Blazing Heroes	NOW	\$59	Lunar Directors Cut	09/97	\$46	Shadoan	09/97	\$50	WWF:In the House	NOW	\$50
Command & Conquer	NOW	\$52	Marvel Super Heroes	NOW	\$52	Skeleton Warriors	NOW	\$39	Worldwide Soccer 2	NOW	\$46
Contra:Legacy of War	NOW	\$46	Mechwarrior 2	NOW	\$46	Sonic The Fighters	NOW	\$54	XS	NOW	\$52

WID	EO CAR	AFC.	MINITENDO (
Madden FB '97	NOW	\$56	Zelda 3	NOW	\$34
Lufia 2	NOW	\$69	WWF Arcade	NOW	\$52
Lost Vikings 2	NOW	\$44	Toh Shin Den	NOW	\$54
Killer Instinct	NOW	\$19	Super Mario Kart	NOW	\$34
Harvest Moon	10/97	\$56	Super Mario	NOW	\$59
Doom	NOW	\$39	NHL '97	NOW	\$39
Donkey Kong Co.		\$64	NBA Live 97	NOW	\$50
Dirt Trax FX	NOW	\$29	Mortal Kombat 3	NOW	\$59
Colige Footbil U:		\$59	Marvel Super Heroes	NOW	\$54
	VIDEO		ILO. ONLO		

VIDEO GAMES: SNES

MINIOUSII I D. JI	HOW	900	Zeiua 3	IAOAL	034
VIDEO	GAMES:		NINTENDO 6	64	
Blast Corps	NOW	\$72	Pilot Wings 64	NOW	\$69
Bomberman 64	09/97	\$74	Star Fox 64	NOW	\$79
Cruis'n USA	NOW	\$69	Star Wars Shdw Empr	NOW	\$79
Donkey Kong Fantasy	10/97	\$69	Super Mario 64	NOW	\$66
Doom	NOW	\$76	Super Mario Kart R	NOW	\$66
Killer Instinct Gold	NOW	\$76	Turok Dinosaur Huntr	NOW	\$79
Legend of Zelda	09/97	\$79	War Gods	NOW	\$69
Mortal Kombt Trilogy	NOW	\$75	Wave Race	NOW	\$72
Nintendo 64 System	NOW	\$199	Wayne Gretzky	NOW	\$76

Mintendo 64 System	BOARD		wayne Gretzky	NUW	5/6
			GAMES		
Axis & Allies	NOW	\$35	Necromunda	NOW	\$44
Battlespace	NOW	\$26	Robo Rally	NOW	\$33
Battletech 4th Ed.	NOW	\$19	Samurai Swords	NOW	\$35
Car Wars Deluxe	NOW	\$21	Space Chess 3D	NOW	\$35
Empire Builder	NOW	\$25	Space Hulk	NOW	\$50
Feudal	NOW	\$18	Stratego	NOW	\$14
Hobbit Adventure	NOW	\$29	Warhammer 40K	NOW	\$50
Knightmare Chess	NOW	\$13	Warhammer Fantasy	NOW	\$50
Magic Realm	NOW	\$23	Warhammer Quest	NOW	\$50

COLL	ECT!	BLE	CARD GAMES	S	
attletech Booster	NOW	\$2	MTG Mirage BP	NOW	\$2
attletech Starter	NOW	\$8	MTG Mirage SD	NOW	\$8
r Who Booster	NOW	\$2	MTG Visions	NOW	\$2
r Who Starter	NOW	\$8	Middle Earth Wizrd BP	NOW	\$3
reat Dalmuti	NOW	\$5	Middle Earth Wizrd SD	NOW	\$9
luminati BP	NOW	\$2	Star Trek Booster	NOW	\$2
luminati SD	NOW	\$8	Star Trek Starter	NOW	\$8
ITG 5th Ed BP	NOW	\$2	X-Files BP	NOW	\$2
TG 5th Ed SD	NICIMI	97	V. Files SD	NOW	0.0

ge of Empires	09/97	\$48	MechWarrior 3	12/97	\$52
urse of Monkey Isla	e NOW	\$48	Might & Magic VI	11/97	\$47
ark Frces 2 Jedi	NOW	\$53	Myst 2	NOW	\$52
ark Reign Futre Wa	r NOW	\$48	Napoleon in Russia	NOW	\$42
iablo	NOW	\$37	Populous 3	08/97	\$48
arthsiege 3	11/97	\$49	Red Baron 2 W95	09/97	\$49
ings Quest 8	12/97	\$48	Starcraft	09/97	\$46
ords of Magic	10/97	\$47	Warlords 3	08/97	\$48
RO	LE F	LAY	ING GAMES		W
M Guide	NOW	\$16	In Nomine Limited E	d NOW	\$28
Ionstrous Manual	NOW	\$20	Mechwarrior	NOW	\$13
to your Handle of	ALCOHAL	400	0 4 4 4 6 4		

COMPUTER GAMES

Aces:X-Fighters W95 11/97 \$49 Mageslaver 09/97 \$39

VIDEO GAMES: GENESIS

VIDEO GAME HINT BOOKS

Lunar

Lunar 2

Sonic 4

Sonic Blast

Vectorman 2

Star Foy 64

Tomb Raider

Warcraft 2

Tekken 3

Madden FB '97

NHL Hockey '97

Playstation Play Gd

Turok Official Gde

Nintendo 64 Gme Sec. NOW \$13

Playstation Play Gd 2 NOW \$12

War Gods Game Secrt NOW \$12

NBA Live 97

NOW \$34

NOW \$49

NOW \$54

NOW \$52

NOW \$56

NOW \$29

NOW S51

NOW \$49

NOW \$13

NOW \$12

10/97 \$12

NOW S10

NOW \$10

NOW \$14

NOW \$36

NOW \$19

NOW \$10

NOW \$29

NOW \$8

NOW \$12

MOW \$13

NOW \$13

Bass Masters Classic NOW \$29

Demolition Man NOW \$19

Genesis Nomad Sys NOW \$169

Happ Control Pad 2 NOW \$5

Lethal Enforcers 2 NOW \$14

Crash Bandicoot NOW \$11

Legend of Zelda 64 09/97 \$11

Lunar 2 Off Play Gd NOW \$13

Mario 64: Players Gde NOW \$14

Nights Hint Book NOW \$12

Fahrenheit

Hardhall 94

Hardball 95

Doom

Hexen 64

Kings Field

Legacy of Kain

RO	LE P	LAY	ING GAMES		
DM Guide	NOW	\$16	In Nomine Limited Ed	NOW	\$28
Monstrous Manual	NOW	\$20	Mechwarrior	NOW	\$13
Players Handbook	NOW	\$20	Pendragon 4th Ed.	NOW	\$19
Ars Magica 4th Ed	NOW	\$26	Rifts	NOW	\$21
Cthulhu Live	NOW	\$15	Robotech	NOW	\$11
Conspiracy X	NOW	\$20	Shadowrun 2nd Ed.	NOW	\$20
Fading Suns	NOW	\$22	StarWars Revised	NOW	\$25
GURPS Rulebook	NOW	\$20	Traveller	NOW	\$24
Heavy Gear	NOW	\$25	Vampire 2nd Ed.	NOW	\$24

'RAYSTORM' This arcade style, shooter game takes place in three dimensions. Your ship has two different weapons, a forward facing cannon and a locking laser. Attacks are illustrated in great detail, complete with building toppling explosions and appropriate sound effects. **Working Design**

Release Date: 07/97 PSX \$46

'STAR FOX 64' Take command of a high-performance Arwing, tank or submersible as you fight to save the Lycat Star System from the disastrous hands of the evil ape emperor, Andross. Nintendo

Release Date: NOW N64 \$79

'VMX RACING' has road tested and totally 3D reproduced 6 tracks including San Jose National and Tijuana, and added for your ultimate visceral experience - 4 different points of view. So hit the dirt, 'cause once you rev up your VMX, it's sure gonna hit you! Playmates

Release Date: NOW PSX \$46 SAT \$46

'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Capcom

Release Date: NOW SNES \$54 SAT \$52 PSX S52

THE LOST WORLD: JURASSIC PARK' Take on the role of a compsognathus, velociraptor, t-rex, or a couple of humans, as you make your way through 24 different environments and battle the carnivorous inhabitants of the The Lost World. Sega

Release Date: 08/97 SAT \$46

'SYNDICATE WARS' Your trench coat enforcers break into a room, ventilating any opposition and "persuading" useful people to join the Syndicate. Alien artifacts are found, and the Church of the New Fnoch rises. against the system. No matter which side you are on, will take all that you are to take and retain control. Flectronic Arts Release Date: NOW PSX \$44

'TWINSEN'S ODYSSEY' involves travel not only to Twinsen's home world, under attack by the Esmer aliens, but off to Twinsun's moon and beyond. Twinsen's job, as Grand Poobalof Twinsun magic, is to stop the Esmers, save the children, save the magic and make Twinsun safe

Release Date: 08/97 PC CD \$46

Activision

'ALBERT ODYSSEY' Legend of Eldean, Masquerade of the Impostor. In this fantasy role playing game, there are up to five characters in your party, you never know what's going to happen. The only way to find out is to play it

Working Designs Release Date: NOW SAT \$52

'WARHAMMER 40K' In the 41st millennium. armies of green-skinned Orks, rampage through the heartlands, while gibbering hordes of Tyranids assault the borders. Stand with the Imperial Space Marines, bio-engineered super-warriors. Fight to the defeat on blazing battlefields to save manking Games Workshop Release Date: NOW BG \$50

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs. Wizards of the Coast

Release Date: NOW CG \$7

'CONSPIRACY X' In a world of dark secrets, the only certainty is nothing is what it seems. The president may not be human. The sign carrying paranoid on the street ranting mind control satel-New Millenium

Release Date: NOW RPG \$20





avsse

Visa, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER \$200 SAME AS CASH. COD \$8. Price, availability, offer subject to change at any time. Release schedules and shipping times are approximate, not guaranteed, and subject to change at any time. Furtherware orders may require admissional shipping and marbling changes. Delectors especied with same product, it aliases fails. Call for details. Shipping and fails alianding changes calculated on a per order, per shipment, and per the marbling changes. Delectors especied with same product, it aliases fails. Call for details. Shipping and a familiary changes are considered and the "per shipment" change is changed once per lement "change is changed once per and the modered and the "per shipment" change is changed once per ment in change is changed once per change in ordered and the "per shipment" change is changed once per change it will be a changed once per change in ordered and the "per shipment" change is changed once per change in the change in the change in the change is changed once per change in the change in the change is changed once per change in the change in the change is changed once per change in the change in the change is changed in the change in the change in the change is changed in the change in the change is changed in the change in the change is changed in the change in the change in the change is changed in the change in the change in the change is changed in the change in the change in the change is changed in the change in









Ahhh, the sweet smell of burning

flesh...let's make some s'mores.

What's In A Name Anyway?

t has been everything from H.O.S.T. to Suicide Run. Now the topdown, action-packed shooter is known as Machine Hunter. Sure, it's a little confusing, but what's in a name anyway?

Readers who have been following this game know it to be a topdown bloodfest like Loaded was but with more of a strategic edge.

Machine Hunter plays like Robotron X in that by hitting the different buttons (like the X, O, Triangle and Square buttons) the main character will shoot in those directions. This way





Watch those tentacles. They could touch you in a very naughty way.



gamers won't have to turn around to shoot. They can just keep charging forward, continuing toward their mission objective(s).

The graphics in the game are similar to Loaded but tend to be brighter. On top of this, look for some levels that go outside and in locations that resemble a swamp or bayou. Of course, there are the standard underground complex, mechanical levels as well.

Machine Hunter allows gamers to not only destroy hundreds of blood-squirting enemies but also become different robots to kill even more blood-squirting enemies. There are 10 classes to become-nine droids and one human (who you are in the beginning of the game).

The different robots that your character can don have their own type of attack. Some are also more powerful than others. Keep an eye out for some incredible graphic effects when some of these robots shoot. But don't get too crazy with the effects because after awhile, the weapon's power level will go down. By destroying another robot of the same type though, players



can replenish their weapon's power supply.

Gamers will need plenty of firepower in the game's 15+ levels considering the number of enemies in each-not counting the Bosses. In some levels, players will have to blow up a central core and then escape, while in other levels the mission is only to rescue a certain number of fellow humans and then find the exit.

The levels in Machine Hunter are very big, so finding your way around isn't an easy task. That's another reason Machine Hunter isn't just about blood and gutsbut that can be a bonus of sorts.



The big levels can get confusing, but the overhead map remedies that

Name Changes

Put your thinking caps on and stay at attention because Machine Hunter has had a few different names. But to clear up any confusion-or perhaps cause some—here they are

Originally, this game was called **H.O.S.T.**, but then MGM Interactive decided to drop the periods. so it became HOST Unfortunately, they didn't like HOST either, so they dropped that idea altogether.

After that they thought they'd try Droid Hunter, but alas, the lawyers came back and said that LucasArts may have some problems with the use of "droid," so that idea never unleashed.

Because of the actionpacked nature of the game, MGM said, "Let's try Suicide Run." But that too didn't work out since they thought it sounded too much like a racing game.

So was there anything left to name it? That's when they decided on naming it Machine Hunter

The game has gone through some changes since its initial name, but the same development team has stayed on the project through the entire process. Eurocom is the developer who has stuck with this project since its conception a long time ago. Let's hope they don't change the name again.

The game features a detailed wire frame map that can be accessed at any point during the game.

Along with these big levels are some huge Bosses to go up against. Some take up more than one screen and don't mess around when it comes to taking you out of commission. But this is nothing a droid's firepower and some fancy maneuvering can't take care of.

This one's been coming out for a while now, and a specific release date has yet to be decided.

PUBLISHER	MGM Interactive
DEVELOPER	Eurocom
THEME	Action
PLAYERS	1 or 2
% COMPLETE	100%
RELEASE DATE	September
ALSO ON	None
Manager and the second of the second	A STATE OF THE PARTY OF THE PAR















Dome Part Bomberman, Two Parts Pou

hat happens when you not only put Bomberman in a 3-D world but also give him power-ups that were only in his wildest dreams? Simply put, Poy happens.

although Poy Poy has no direct connection to Bomberman (in fact it's made by an entirely different company), the hectic, every-person-for-themselves feeling that B-man is known for is there. Would Konami be pleased with this comparison? They should be, considering Bomberman is looked at as the granddaddy of

The graphics in the game are similar to Jumping Flashi but in a different plane. Gouraud-shaded polygons with some cool lighting effects fill the screen. After turning on the PlayStation and seeing the cartoony look of the characters, most gamers should know that a puzzle game is involved.

four-player excitement.

Poy Poy features two main play modes. The first, an Exhibition Mode, allows gamers to play just for the sake of playing and polishing up their skills.

This Exhibition Mode is perfect for when friends come over and want to challenge you. Besides Poy Poy is much easier to get into than a fist fight and causes fewer bruises and broken teeth.

Gamers with the multitap will be happy to find out that Poy Poy allows for four-player gaming. Isn't this reason enough to want this game?

The second mode of play is the Poy Poy Cup. In this mode (which is a One-player Mode), players can earn some cash in a game show-style setting—kind of like the movie *The Running Man* in a way.

By playing in the different arenas, each of which has its own theme, players will come across all different kinds of opponents. Some look similar to you, while others have a style all their own, be it robotic or like a ninja.

In the Poy Poy Cup there are three classes gamers can



ure, big blasts can hurt your nemy...just don't stand too close.

compete in: Junior Class, Senior Class and Master Class. The Master Class is near impossible, but that's where the weapon upgrades come into play.

By defeating all of the enemies in the different classes, players will not only be awarded a trophy but also a large amount of cash. After winning, they can go back into the weapon shop and make some transactions. There are well over 30 to choose from—everything from blasts to bolts.

Poy Poy features a Save Mode, so keeping your record in tip-top shape will be easy with multiple plays—but they don't have to be all in one sitting. ■

THE PROPERTY OF THE PARTY OF TH	THE RESIDENCE OF THE PARTY OF T
PUBLISHER	Konami
DEVELOPER	Konami
THEME	Action/Puzzle
PLAYERS	1-4
% COMPLETE	100%
RELEASE DATE	August
ALSO ON	None

EDĞE

Power-ups

In the Poy Poy Cup Mode, players can upgrade their arm." The arm is the weapon players use during a match. Additionally, these different arms can be upgraded after any of the classes. Some arms give your character a way to escape danger while other arms shoot a huge blast at one (or more) opponent. On top of the standard weaponry, players can also tune up their arms so they do even more than before. In most cases, though, this is a pricey endeavor. Some tuneups can cost \$500,000. But then again, what's \$500,000 when you win a million or more in each class?

Also, look for plenty of secret weapons to get after defeating the game without continuing. And go for the black-market purchases for weapons that do the most damage—and are cool to watch as well. Whatever arm or upgrade you might have, the object of Poy Poy remains the same: Destroy all adversaries.



After beating a class, use your winnings to upgrade your weapons...



...then tune up your arms with this guy for even more attack power.













Two zombies instead of one? Walk fast and stab often to get out alive.



Ever see this camera angle before? There are plenty more to find.



Additions like severed, half-eaten heads are part of the Dir. Cut fun.



Note the new outfit for Jill. Hmmm...three saves instead of two



RESIDENT EVIL DIRECTOR'S CUT

When They Say Director's Cut, They Mean It

esident Evil fans prepare yourselves. Capcom is bringing an enhanced version of its PlayStation hit Resident Evil to home screens in September...and guess what? It really does have a lot of additions

Resident Evil Director's Cut is a full-featured version of the game, complete with the original game as it was first conceived, and it includes the violent, gory scenes cut from the original when it was translated for the "non-violent" U.S. market.

and revisions

Specifically, look for more blood than you can shake a stick at—or at least wring out of a sponge—and drastically changed camera angles along with much harder gameplay than before.

Keep an eye out for zombies that come in greater numbers, are harder to kill and were once part of the first S.T.A.R.S. team that was sent to check out the mansion. That's right...friends that come back from the dead as flesheating zombies to eat you alive.

A spokesman at Capcom commented that since March, when the company stopped producing new copies of Resident Evil, the game has become harder and harder to find. Capcom says it decided to produce the Director's Cut now to maintain strong consumer awareness of the title.

Since the Director's Cut has a suggested retail price of only \$39,

it's the perfect title for a new PlayStation owner, or for any gamer who wanted to play the original game.

Capcom says that included on a second disc packaged with the Director's Cut will be an interactive demo of Resident Evil 2, the much-anticipated title that is not scheduled to hit retail shelves until early next year. For some gamers, this may be reason enough to buy the new Resident Evil version.

Since the Director's Cut is a PlayStation exclusive, the Saturn version of Resident Evil (which was released a while back) does not contain the Director's Cut additions, just in case you were wondering.



PUBLISHER	Capcom
DEVELOPER	Capcom
THEME	Adventure
PLAYERS	1
% COMPLETE	40%
RELEASE DATE	September
ALSO ON	None

Gamer's EDGE

Dare to Compare

The game itself has the most changes, but the intro also has its fair share of additions. Now for some of the small details that make Resident Evil Director's Cut different from the original:

 Instead of just talking about the strange murders that have been going on, we get to see a victim, complete with flesh torn from his face and a little bug crawling around by his eye.

Look for Joe, the guy who finds the hand of the fallen S.T.A.R.S. member, get eaten alive by one of the beasts.

 Also watch when the rest of the group starts firing on the Godzillalooking dogs—they pop and ooze like some bad horror movie.
 Watch when the cast of the game is being shown for some more chances. Chris Mayfield lights up and takes a couple of tokes off a ciga-

Game shots are above. These pics to the right are from the new intro:



Mysterious murders? I'd say they're pretty gruesome, too.



Now we see what the severed hand really looks like.



In this "Cast" shot Chris lights up and takes a puff.



Poor Joe-he really shouldn't have let his guard down.













is the original Flash Kicker: Guile!





iper SF2 Turbo: Introducing the uper"-less, but powerful Akuma.

Like Zangief's, T.Hawk's Super is two

ET FIGHT Classics Plus One From .

veryone knows that Capcom has some of the best 2-D fighting games around (and everyone knows that the good folks at Capcom

are the masters of rehashing). Their latest 32-Bit project. Super Street Fighter 2 Collection. is a paradox. It's old and unoriginal, yet we can't help but play (and enjoy) it. This compilation for the PlayStation and Saturn contains the original versions of Super Street Fighter 2, Super Street Fighter 2 Turbo and Street Fighter Alpha 2 Gold, all excellent games in their own right.

Super Street Fighter 2: This sequel to SF2 Turbo: Hyper Fighting (arcade) made one of the biggest changes to the series. For the first time, new characters were added to the SF2 cast. The new fighters were: Fei Long, Dee Jay, Cammy and T.Hawk. Although most of their moves were derivatives of the older characters' moves fi.e. charge back then forward, fireball, Dragon Punch, etc.), a few new moves spiced the game up a bit (like Dee Jay's Machine Gun Punch or T.Hawk's Power Dive).

Super SF2 also gave new moves to the existing fighters. Ryu received a (consistent) red fireball, and Ken got a 3-hit Flaming Dragon Punch.

Finally, minor cosmetic changes completed the package. The artwork was all redrawn. and players had several colorful

palettes to choose from for their characters.

Super Street Fighter 2 Turbo:

Super Street Fighter 2 Turbo added a few more new moves (like Ryu's lunging 2-hit punch) and more speed (players could now choose one of three speed settings). More significantly, this edition brought Super Combos to the series. Now players could build up their "Super" meters and execute a powerful multihitting automatic combo for mega damage. And who can forget the blinding flash of light after finishing off an opponent with a Super?

We question Capcom's choice of putting in the collection SSF2 when SSF2 Turbo was also in. Since the two are practically identical-with Turbo being the improved version-why would anyone play Super SF2? We felt that Capcom should have included Championship Edition, Hyper Fighting or the original Street Fighter instead.

Street Fighter Alpha 2 Gold:

This enhanced version of Street Fighter Alpha 2 actually has its roots in a game called Street Fighter Zero 2 Alpha, SFZ2A can be considered a Turbo or Championship Edition version of Street Fighter Zero 2 (or SF Alpha 2 to Americans...confused yet?). It was only released in Japan.

SF Zero 2 Alpha (the Japanese arcade game) had several improvements over SF Zero 2. One of them was new "Super" versions of previous fighters. You can find

Super Akuma and Super Sakura here, with new moves and all. Practically everyone has something new they could now boast. For example, Sagat has a Super Taunt that makes Dan's Super

Taunt look tame by comparison. Although it's still a bit early. SFA2 Gold (of the collection) should be exactly the same as SFZ2A, except without the tagteam feature that was reintro-

duced in that game.

Note: Assuming nothing else changes, Evil Ryu will be in SFA 2 Gold. Now PlayStation owners can play him as well.

Maximum Street Super Fighter 2: The New Championship Edition of Fighters Turbo

Just kidding. If you've read this far into this Street Fighter article. we thought that you'd be pretty much confused and disoriented by now. But the facts are these Street Fighter games are the best of their kind. And if you are looking to own a comprehensive collection of fighting games, Super Street Fighter 2 Collection might be right up your alley.

-	
PUBLISHER	Capcom
DEVELOPER	Capcom
THEME	Fighting/Compilation
PLAYERS	1 or 2
% DONE	60%
RELEASE DATE	September
ALSO ON	Saturn

The New...er.

It's been a long time. So long in fact, that these veteran Street Fighters feel like brandnew characters. If you've been spending the last couple of years playing the Street Fighter Alpha series like we have, here's the new (old) guys who have been missing from your PlayStation and Saturn... up to now

















Cammy

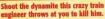
















Enemies stay hidden by blending into the stage in the chemical plant.

ENFORCERS 1& 2

hink you're a fast draw?
Later this year, Konami
will be giving you the
chance to prove it on
your PlayStation with
the arcade shooting classics Lethal Enforcers 1 & 2. These
shooting titles allow players to
play the role of a street cop out to
save the world in the first release
or a gun-slinging, boot-wearing
lawman in the sequel. Both titles
give the player five stages to
explore with strange Bosses in
each level to attempt to conquer.

Many gamers feel the two most important elements in any shooting title are the stage interaction and the styles of available weapons. LE182 has no shortage of available weapons. They range from your standard six-shooter up to rifles, gatting guns, Uzis, M-16s and even cannons. By using these uppgraded weapons, the player's shots are much faster and do considerably more damage. LE1 & 2's level interaction

The nightvision goggles look useful

but don't help you out at all.



gives players a good amount of background objects to train their sights on. But these objects are just for fun, and beside the occasional power-up that falls from them, they don't cause anything out of the ordinary to occur in your mission.

The items you break in the stages such as windows, bottles, cameras and car tires among others are just entertaining. But if your are not on a power-up search, you are better off not wasting the rounds. Even bullet holes in walls heal themselves after you start pumping too much lead in surrounding



These Bosses are looking for a showdown. Shoot quick, or eat lead.



areas (usually from using a gun with auto-fire).

Even on the easy level, there are more than enough bad guys to keep players occupied. End Bosses are also included. Each requires a different way of killing it besides just repeatedly shooting your foe over and over. And as a warning to trigger-happy gunmen, there's also a mix of good guys and civilians who—although are a bit too stupid for their own good—don't take too kindly to a piece of hot lead in their backs, so watch who you're shootin'.

If players remember to rate Lethal Enforcers 1 & 2 as a classic instead of a current release, it is bound to rank high in enjoyability.

MONTH OF THE PARTY	THE RESIDENCE OF THE PARTY OF T
PUBLISHER	Konami
DEVELOPER	Konami
THEME	Shooter/Classic
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	June

Gamer's EDGE

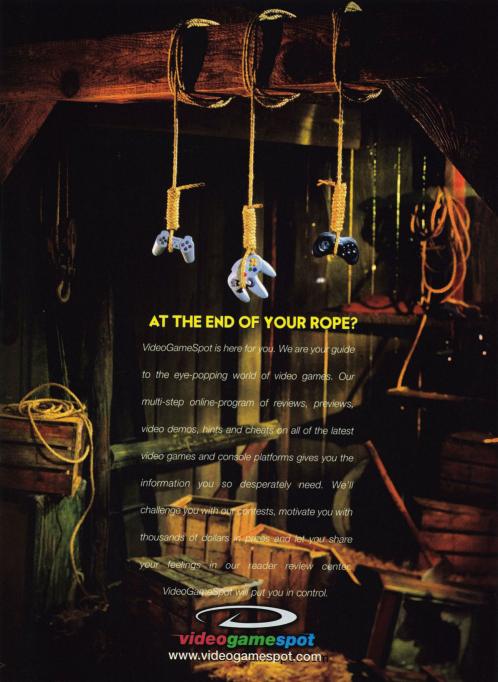
Stages

Each of the two releases allows the player to select where he/she wants to go in the Street Mode as well as work through them all in the Arcade Mode.

Lethal Enforcers 1 stages: Stage 1: The Bank Robbery Stage 2: Chinatown Assault Stage 3: The Hijacking Stage 4: Drug Dealers or Stage 5: The Chemical Plant



Lethal Enforcers 2 stages: Stage I: The Bank Robbery Stage 2: The Stage Holdup Stage 3: Saloon Showdown Stage 4: The Train Robbery Stage 5: The Hideout







No, you're not a Peeping Tom. You're just trying to find the truth.





The missions take you inside, outside and everywhere else.







A quiet ride on the subway turned ugly when this commuter transformed into a hulking robo-beast and tried to kill you.

Despite All My Rage...

age. Some people can't help but feel a little bad about the hate inside them. Others don't mind that feeling of anger at all. John Cain, the main character from ASC's upcoming PlayStation title, is one of those people. In fact, it helps him.

ASC Games' One puts John Cain up against a world he is unfamiliar with. Besides waking up with a metal gun where his arm used to be, he has no memory of where he came from or why he has the powers he has. All he knows is rage-so he runs with it.

One doesn't really have standard power-ups like most other games. Instead of gaining health and shield power-ups, One lets players gain abilities by feeding their Rage. In fact, the only powerups gamers will find are some weapons like a plasma cannon, flamethrower and missile launcher-look for about eight total.

Players start with a standard pea-shooter (kind of like Mega Man) which will always be there no matter what weapon is picked up. After picking up a weapon, though, players will have access to two forms of destruction.

The Rage meter will help gamers increase their health bar and become more effective in attacks. Players can perform standard punches and kicks when the game first starts, but after the Rage is built up, they'll be able to give enemies a flurry of attacks.

Look for huge Bosses in One. Some are as big as the entire screen-much bigger than your character anyway. The other enemies in the game range from human-size troops to mechs with gigantic cannons mounted on them.

Although there is a large amount of action in the game. it still has some strategy. In order to continue to new levels and possibly get to areas once inaccessible, players must constantly feed their Rage. By adding to their Rage meter, by way of killing enemies, players will be able to jump higher or do more damage when attacking larger Bosses.

One is definitely fast-paced-it seems to just get faster as each level passes. The fact that the standard type of transportation is running-players have to hold down a button for a "Walk" Mode-shows just how fast the

Like action games from a while back, One features an alternating Two-player Mode. So when the action gets old from a one-player point of view, try to outdo your friends or at least make fun of them as they

fall off of a cliff...in the game that is.

The game will take players all over the place. From incredible mountain passes with falling ledges and toppling rock pillars to underground monorail systems, One promises to be a huge game.

While John Cain makes his way through dozens upon dozens of sections in One, look for him to do all kinds of crazy moves similar to that Lara Croft chick, including flips, rolls and shimmying on the tops of skyscrapers. With all of these levels and moves, John Cain is hardly a rat in a cage.

####################	OF THE PROPERTY OF THE PARTY OF
PUBLISHER	ASC Games
DEVELOPER	Visual Concepts
THEME	Action
PLAYERS	1 or 2
% COMPLETE	25%
RELEASE DA	TE November
ALSO ON	None



Look for lots of moves in the game-

Gamer's EDGE **Humongo Levels**

One features five main levels.

but those five levels are broken up into a huge number of sections. Although ASC has vet to give a rough idea of square footage, the mountain level, for example, is probably 100+ square miles—and that's just one level!

Granted players don't necessarily control John Cain on every inch or every level, but the point is the levels are huge. With these levels people may think there's going to be some serious load time to deal with. Wrong. ASC is using a technology coined

"asynchronous loading" to allow the levels to be loaded one section at a time, as the game's being played. By loading while gamers are playing. there won't be a single second of annoying load time while going through the levels.



STAR FOX " SWEEPSTAKES

June 02 1997 Sweenstakes Bules 1. No Purchase Necessary: To enter, send a standard-size nostcard containing name address and phone number to "Star Fox Sweepstakes," 1920 Highland Avenue, Suite 222 Lombard Illinois 60148 No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by September 1, 1997, All entries become exclusive property of Ziff-Davis Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postagedue or misdirected entries. Only one prize per family, organization or household. 2. Prizes: 1 First Prize: First Prize winner will receive one (1) Nintendo 4 home video game system, one (1) Star Fox⁶⁴ game pak with the Nintendo⁶⁴ Rumble Pak, three (3) Nintendo Color Controllers and three (3) Nintendo 4 Rumble Paks. First Prize has an approximate retail value of \$370.00. 5 Second Prizes: Second Prize winners will receive one (1) Star Fox agame pak with the Nintendo Manual Pak, Second Prize has an approximate retail value of \$70.00 5 Third Prizes: Third prize winners will receive one (1) Nintendo 64 Color Controller and one (1) Nintendo ⁵⁴ Rumble Pak, Third

Prize has an approximate retail value of \$50.00. Winners will be determined by a random drawing from all valid entries received by Ziff-Davis whose decisions

Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Nintendo of America Inc. should the featured prize(s) become unavailable.

3. Odds of Winning: The odds of winning will be determined by number of valid entries received Eligibility: Contest open to residents of United States and Canada. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as unde liverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Nintendo of America Inc., Ziff-Davis and their respective affiliates are not eligible. Neither Nintendo. Ziff-Davis nor their respective affiliates, sub sidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize Winners accepting prizes agree that all prizes are awarded on the condition that Nintendo, Ziff-Davis and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Star Fox 64 Sweepstakes Winners List," 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by September 15, 1997. Allow 4 weeks for delivery of winners' list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local

7. Ziff-Davis: This contest is sponsored solely by Nintendo of America Inc. Star Foxed (and Nintendo⁶⁴) are trademarks of Nintendo of America, Inc. 1997 Nintendo of America Inc. All Rights Reserved.

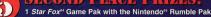
legal/contest/rules/970702 Star Fox

regulations apply



GRAND PRIZE WINNER:

- 1 Nintendo64 Home Video Game System
- 1 Star Foxed Game Pak with the Nintendoed Rumble Pack
- 3 Additional Nintendo⁶⁴ Color Controllers
- 3 Additional Nintendo⁶⁴ Rumble Paks
- SECOND PLACE PRIZES:

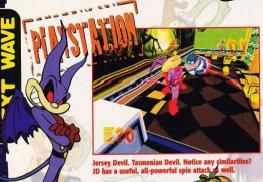


THIRD PLACE PRIZES:

1 Nintendo⁶⁴ Color Controller 1 Nintendo⁶⁴ Rumble Pak

TO ENLIST:

Send a Postcard with your name, age, address and







Cartoon Adventures In Full 3-

ute polygonal mascots are coming out of the woodwork. Super Mario 64 started a sensation, and now Croc, Gex and Jersey Devil are all trying for a piece of the action.

Jersey Devil is an exclusive PlayStation game that gives you 100 percent freedom of movement to go anywhere you want. like the aforementioned titles. The graphics are of a bright and colorful nature, as you can tell from the screen shots on this page. The worlds are all done up

in a cartoon fashion, making the game perfect for playing on a Saturday morning.

When you run around the 11 levels, you won't find anything particularly innovative in terms of gameplay. Collect icons/ defeat enemies is the theme of the day here. But Jersey one-ups the competition with its level designs and puzzles. Most of the stages are not straightforward. You may have to search behind secret walls to find items that may allow you

access to
even
more
areas.
Players trying
to finish a world
straight through will
miss half the fun.
To make going
through Jersey
Devil even more
challenging, the



programmers have given all the enemies some extra attention. They have randomized movements to help keep repetitive and predictable motions to a minimum. The enemies all have different attack styles, so you know you're not playing against a generic opponent who is different from the others in appearance only.

Jersey Devil can run, glide, bounce, push objects around, drive (a variety of vehicles) and ride (an assortment of animals). You will call upon all of these actions at one point or another in order to complete the game. For example, on some stages, falling



The slow glide can be a life saver, or it can help you reach new areas.



off a floating platform would normally end up meaning certain death. If the Jersey Devil falls off a cliff or a plank, he can pop open his wings and float to another part of the stage, safe and sound.

Early looks of this new title seem promising. Three-dimensional action/platform gaming looks like the hot genre nowadays. We'll wait for the final version and see whether Jersey Devil ends up being another Super Mario 64 hit or a Bubsy 3D flop.



sehind the SCREENS

"It was about three feet and half high, with a head like a collie dog and a face like a horse. It had a long neck, wings about two feet long and its back legs were like those of a crane, and it had horse's hooves. It walked on its back legs and held up two short front legs with paws on them."

 —Mr. Nelson Evans of Gloucester, N.J., describing his encounter with the real life" Jersey Devil at 2:30

a.m., Jan. 19, 1909. In 1957, the Department of Conservation found a strange corpse in a burned-out area of the woods. It had feathers and hind legs of an unidentifiable creature, believed by many to be the legendary Jersey Devil.



The Jersey Devil is actually a mythical creature that supposedly has been haunting New Jersey and the surrounding

areas for the past 260 years. Over 2.000 witnesses have claimed to have seen this creature, including Joseph Bonaparte, former king of Spain and brother of Napoleon (Joseph Bonaparte was hunting in the New Jersey area back in the early 1800s).

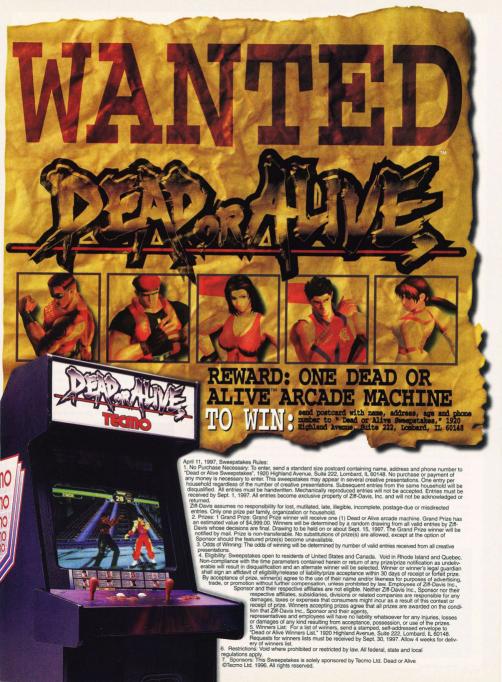
Some sightings have caused such a panic that entire schools and factories have shut down because students and workers have refused to leave their / homes. Many people still

believe parts of the East Coast are haunted by the Jersey Devil today.

Luckily for us. Megatoon's Jersey Devil looks a bit easier to handle than the "real life" one. But if you are interested in learning more about the legends of the "real" Jersey Devil. check out: http:// www.serve.com/ shadows/jd.htm

Special thanks to Dave Juliano for supplying the illustration and the Jersey Devil research.





TEAM EGM

SPORTS

MADDEN NFL 98

An early look at the latest edition of the longest-running football game series ever

his game really needs no introduction. EA Sports' Madden football has been the mainstay of video football games since the early '90s when it dominated the 16-Bit generation of game consoles. Now the competition has substantially heated up and the stakes are higher (thanks to Sony's GameDay). That's good news for sports gamers, as EA Sports is hard at work making what they think is easily the best version of Madden even.

One of the long-standing criticisms of the Madden franchise of games was the questionable computer intelligence. Not coincidentally, the Madden team at EA Sports proclaimed that improving the artificial intelligence (AI) and realism are the big emphasis in the development of Madden NFL 98. Loosely dubbed "Liquid AI" by its architects, Madden's new engine will play much smarter. Defensive players will cover zones realistically; offensive run blocking patterns will be completely realistic. Running backs will pick up blitzes if their intelligence rating is high enough; tight ends will "brush block" then go out for passes just as they do in the real game. To make sure the game followed the sport realistically, NFL players were brought in on a regular basis to sound off on the AI of each player position in addition to monthly input from John Madden himself.

monthly input from John Madden himself.

All-new playbooks completely drawn up

from scratch will be implemented in addition to a whole new play-calling system that is an enhanced offshoot of the systems found in the older Madden games (which showed three plays on-

screen). Playbooks will be more realistic and more tailored toward their respective strengths. For example, the "I-Form" will feature a majority of running plays, while the "Pro-Form" will be more balanced. While this sounds completely elementary, many football games (including past Maddens) didn't exactly follow this. It should also be noted that for the first time, Madden will have an in-depth Special Teams playbook which allows the selection of different kickoff coverages and return setups.

Surprisingly, Madden 98 is still a spritebased game—some traditions never die. EA opted to not make the plunge into polygons in order to insure that the gameplay is fast and crisp. It should be mentioned that these 2-D sprites do look remarkably good at this stage. They are prerendered and embellished with light-sourcing and shadows, giving them a pseudo 3-D feel. As you can see from some of the screen shots provided, there are plenty of new player animations such as one-handed grabs and over-the-shoulder catches.

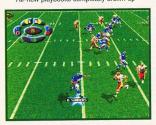




Madden NFL 98 promises to be chock-full of features and options.

At this stage of development, Madden NFL 98 looks very promising, maybe even ground-breaking if it delivers on all of EA's claims. Regardless, between this and NCAA Football 98, it looks like sports fans are in for a fantastic video football game season.









Talk about authenticity. Here you can see Riverfront Stadium with its dirt diamond left over from baseball season (right).

SYSTEM	RELEASE DATE
	September
45	THEME
	Football
PUBLISHER	SIZE
EA Sports	CD-ROM
PLAYERS	% DONE
1-8	N/A









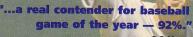


"9 out of 10"

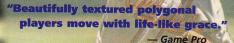
— Digital Diner

"...VR Baseball '97 is the new king of baseball games."

- PS Extreme



- P.S.X.



"VR Baseball will make you eat, sleep and live baseball."

— Game Informer



It's new. It's different. You may never go back to your old game again.







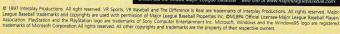






or perspective in a real-time 360, 3-D world.

Check out VR Baseball '97 at www.vrsports.co







MULTI RACING CHAMPIONSHIP

Ocean gears up to win the Nintendo 64 racing crown



Choose classic rally cars with two- and four-wheel drive.

t's a tough call, but if you wanted to compare Multi Racing Championship to a realistic racing event, it would most likely fit into the traditional European rally cross. Comparatively, the game looks similar to Sega Rally (right down to the flashing yellow roadsigns that appear when nearing turns). It, however, doesn't really play like Sega's signature racing game.

There hasn't been a revolutionary racing sim (or even many racers at all) made for the N64 yet. Most of the N64 racers I've tried sport unparalleled smoothness along with a limited amount of pop-up. MRC is the exception, not only for its smooth animation and frame rate, but in overall gameplay as well. There are no skips or slowdown when things get crowded on the screen (although you almost never see more than four cars at once). You also won't see the track generating itself just inches in front of your car, as is the case with many racing games on the market. MRC does its best to take advantage of the N64's processing power to give you a smooth and fast-paced racing experience formally found only in the arcades.



Of course what would a rally race be without a smattering of fans dotting the race course?



Multiple terrains keep the driving interesting as well as a challenge to some of the underpowered trucks.

Aesthetical questions answered, MRC follows a standard format when it comes to track selection, skill level, the amount of tracks as well as the win-reward system of car acquirement and modification. Basically, there are three very long courses all with several short-cuts and alternate

routes hidden within (they may be toggled off as well). It's up to you to find out which of the alternate paths will aid you in producing the best times as you make your way to the finish line. This is a relatively new and welcome feature in racing games and it goes a long way in boosting the complexity and replay value of MRC.

Because the tracks are so long, roadways with variable conditions will be encountered in each. Dirt, mud, asphalt and even cobblestone are a sampling of some of the surfaces drivers will have to endure. These different terrain types make car modification especially important when tackling these terrains.

Most of the cars resemble the classic hatchback rally racer while others are a bit more interesting such as pick-up trucks and other similar vehicles. Unfortunately, there are no brand-name licenses to give this racing simulation a more realistic edge.

Each of the six cars (along with two hidden ones) boasts its own handling characteristics in addition to front, rear and four-wheel drive configurations. The unique handling becomes especially evident when cornering on the dirt or gravel roads. Some of the vehicles are more prone to fish-tailing and powerslides which, in the end, can prove quite bad for your final time. To remedy this, a number of options will let you fine-tune each vehicle's suspension, tires, gearbox, steering and more in your quest to create the best car for the course. In the end, your driving, (not just your car tweaking) will change the outcome.

Other options include the ability to view a 3-D model of each track (much like Rage Racer) complete with bad weather indicators





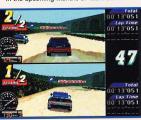
MRC's track detail is diverse and detailed. Notice the lovely hot-air balloons.

denoting the affected portions of the track. Another important feature concerning the game's replay value is the ability to race in Mirror Mode, effectively bringing the total number of tracks to six. And, of course, the requisite two-player split-screen racing is also

present in the game.

As their release dates draw near, it looks like it could be a neck-and-neck battle between Multi Racing Championship and Kemco's Top Gear Rally for the N64 racing crown. Both games share many of the same attributes and styles; it's just a matter of whose racer edges out the other.

To find out the winner, look for a comprehensive review of both of these N64 racing games in the upcoming months of Team EGM.



Two-player is just as fast as Single-player Mode due to the processing power of the N64.





RELEASE DATE
July
THEME
Racing
SIZE
64-Meg
% DONE
80%

FOOTBALL 98

EA is betting that their all-new collegiate football game is a gamebreaker

A Sports' NCAA Football 98 is poised to give college football fans reason to cheer this fall season. Not to be confused with last year's College Football USA 97 for the 16-Bit Genesis, this PlayStation title is a completely different title (well, except for the fact that they both are football games).

NCAA Football 98 features fully rendered 3-D polygonal college stadiums (122 of 'em, in fact) and motion-captured, 2-D rendered player sprites (similar to Madden 97 on the PlayStation/Saturn). All of the players have accurate jersey colors and correct logos. EA's Tiburon development team has made sure that every college stadium has been replicated down to the most intricate detail.

To Madden 97 football fans, NCAA 98 will look very similar at first glance. Although the game uses an enhanced Madden 97 engine,

the numerous changes implemented in NCAA 98 make a big difference. The players no longer appear to slip and slide around the field (as they did in Madden 97), and the new playbook allows the pitching of the ball in option plays. The game also seems more realistic, and the

also seems more realistic, and the



Oh, yes, the "Fullhouse Backfield" formation—often used in college but rarely seen in the NFL.

control is crisper. Still in early stages of development, NCAA is already feeling like a much superior product.

An incredible amount of features is one of the highlights of NCAA 98 as is the amount of licenses the game carries. Every NCAA division is represented in the game (including all 10 conferences and 112 division A teams). There are also over 40 classic football matches

in college football history (for example, you can re-create the 1987 Fiesta Bowl with '86 Penn State vs. '86 Miami University). If you win

with a classic team, you can also use them in a regular season game (not to mention edit your own classic match-ups at will). There's even a Rival Mode where each college team

college team can be can be shorted up against their unofficial rival (i.e., Florida vs. Florida State or Notre Dame vs. everybody). All of the regular season games are based on the current '97-'98 rosters and their full stat tracking during season play.

NCAA Football 98 also boasts four different bowl games (Rose, Fiesta, Sugar and Orange) and the East/West Shrine game as well. There's also a Dynasty Mode (a console first) where players can simulate four consecutive seasons in which players graduate, get better and hit slumps. You can even recruit freshmen





sented in the game (including all 10 conferences and 112 division A teams). There are also over

out of high school.

Fans of the game interested in realism and prepa-

A PLAYE

ration will be glad to note that NCAA features a unique Practice Mode. Here, you can run plays without the defense on the field, practice receiving routes and isolate specific matchups on defense and offense. During the game, fatigue can slow your players, and a variety of injuries can hampen a player's performance and/or keep him out of the game. You can even look at highlight footage at any time during a game to spot defensive breakdowns or to just admire a great play.

EA has paid a lot of attention to the atmosphere of the games. NCAA Football 98 has licensed fight songs from more than 30 different colleges, play-by-play commentary by Chuck White (of Rose Bowl fame) and even the voice of NCAA referee Bill McCall.

Due out for the PlayStation this August, EA's NCAA Football 98 is looking to be one of the major players in this year's hotly contested video game pigskin race.









POWERPLAY 93 Virgin is on the verge of scoring big with their

Virgin is on the verge of scoring big with their second powerplay attempt

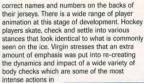
irgin made a great first step into the process of creating a sports franchise with the release of NHL Powerplay last year. While having a few problems and bugs, it was a good rookie effort. Almost finished and set for a September release (odd decision to release it between the end of one hockey season and the start of another) is NHL Powerplay 98, a title that is already looking much improved over the original.

As you can plainly see from the pictures, Powerplay 98 is an entirely 3-D game. It is remarkably fast, even though it is 3-D, which is definitely a good thing since it does re-create a sport that is known for moving at breakneck speeds (it is an unfortunate fact that many 3-D sports games have been a little sluggish).

The graphics that we sampled were quite satisfactory. In addition to rendered arenas, the hockey players are well-detailed and move much like their real counterparts. This is thanks in large part to some fancy motion-capturing that recorded most of the animation seen onscreen. The player's NHL uniforms are great renditions of the originals, right down to the

Want realistic-looking 3-D hockey arenas? Well hoo-boy, Powerplay 98 has 'em!





the sport.
Powerplay 98 is

Powerplay 98 is a robust title that attempts to cater to both arcade players and diehard hockey fans. If players want more than fast-paced arcade action, they can delve right into the

in-depth coaching features that are integrated into the game. By choosing the "Coach Team" Option found on the in-game Pause Menu, players are offered an incredible amount of strategic options. For example, scroll down to "Guarding End" and pick your defense.

Highlight "Play Zone" or select "Intimidation Mode," my personal favorite. Change your team's aggression to suit the current game situation. For example, it might be smart to pick "Protect Lead" once you've established a scoring cushion. And that's just a fraction of what's available. When you're on the defensive side of a powerplay, you can implement three different styles of penalty-killing such as "Tight Zone," "Set Up Box" and "Attack Perimeter."

A variety of features and statistical databases complement the game. The Season Mode allows for four different lengthen seasons, complete with extensive statistical tracking. If you don't like the teams included, alter them by trading players or even



NHL Powerplay 98's 3-D player graphics have been substantially vamped up over last year's version.



Different modes of season play and numerous coaching options flesh out Powerplay 98.

creating them. In addition to the NHL teams, there are also international ones. Nothing like playing with the Detroit Red Wings versus the almighty Australian hockey team, right?

With just about every facet of this icy sport covered, Virgin's Powerplay is likely to be a strong contender in a crowded field of games. Look for a full review in the next issue of EGM.



From the scratches in the ice to the players' anticipator crouching, the attention to detail is impressive.







SYSTEM	RELEASE DATE
	September
45	THEME
	Hockey
PUBLISHER	SIZE
Virgin	CD-ROM
PLAYERS	% DONE
1-8	50%

Current Favorites: Kraig Kujawa - NCAA Football 98 • ISS Soccer 64 Dean Hager - NASCAR 98 • NCAA Football 98

Sporting Game Reviews

NBA HANGTIME •

NBA Hangtime is the latest incarnation of the famed NBA Jam series of action sports games. Although a great arcade game, the PlayStation version of Hangtime fails to capture the original's excitement. Long load times bog the game down, and rampant amounts of slowdown plague this fast-paced game-especially when you inbound the ball. The 2-D graphics are also a little more pixelated than they should be, although they are workable. If you really want to play NBA Hangtime, I recommend getting the N64 version or sticking to the arcade.



One of the things that made this game unique to begin with was the blazing fast speeds at which it moved. Although the PlayStation does an admirable job of re-creating this arcade mainstay, it falls short of the speed and smooth animation present in the N64 and, of course, the arcade version. Newcomers to the game won't notice any blaring faults in this version with the exception of some skip in the animation when the machine is reading the disk and some long load times; otherwise it's still pretty solid.

GRAND SLAM · SATURN · VIRGIN

As far as I can tell, this game is identical to the PlayStation version (which is an above-average game). Grand Slam is not a cutting-edge baseball game when it comes to graphics. The 2-D players won't blow you away, although the 3-D stadiums are good. If you give the gameplay a chance, however, it could very well sneak up on you as an entertaining game to play. The pitching and batting interfaces are very unique, giving this title something to hang its hat on. Although not in the same league as Sega's WSB II, Grand Slam is a decent alternative.



I can honestly say this is one of the best PlayStation-to-Saturn conversions I've ever seen. Except for the icon that marks the player in control, this version of Grand Slam looks and plays exactly like its PlayStation counterpart. Beyond that, this game excels as a fast-paced, exciting and somewhat unique (due to the control-boosting batting and pitching meters) baseball sim. The graphics are good but not groundbreaking, as is the gameplay and statistical information. For

what it sets out to do, Grand Slam succeeds.

TOP GEAR RALL

Kemco prepares to roll out their N64 racing game

e at Team EGM have heard about this game forever, and we've finally gotten a chance to get our hands on a playable (if not complete) copy of Kemco's N64 racing game.

Top Gear Rally is one of the more interesting racing games I've played in a while. It



integrates a lot of different elements from different popular racing games such as Sega Rally and Rage Racer and mixes



them together into one package.

Top Gear Rally is loaded with vehicles, tracks and other variables. The courses can be quite long, and they have multiple branches (some hidden), allowing advanced players to improve their times. They can also be raced backward. Mud, water, ice and nighttime are hazardous conditions you may encounter. When it's dark or rainy, the vehicle's headlights shine the

way, snow sticks to tires and mud flies up from behind your wheels.

Mastering the game seems like it could be quite a challenge. Powersliding is a big part of the game, but so is keeping control of your vehicle in



adverse condi- A nifty, Split-screen Two-player tions. Making

Mode is offered in Top Gear. the wrong move

in icy terrain could really ruin your chances of winning a race.

Surprisingly, there is a shortage of racing games on the N64. Nearing its final stage of completion, Kemco's Top Gear Rally could put an end to this long famine.



Customize your car by painting each of its body parts.

SYSTEM	RELEASE DATE
	September
	THEME
	Racing
PUBLISHER	SIZE
Kemco	64-Meg
PLAYERS	% DONE
1-4	85%

LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

Interface, Letters to the Editor 1920 Highland Avenue, #222 Lombard, IL 60148

or, you can e-mail:

EGM_Mail@zd.com

For e-mails, include a detailed subject heading that pertains to what your letter is about. If you don't want your e-mail address printed, tell us. Please note: The above two addresses are for

editorial correspondence only! Sending subscription inquiries to those addresses is futile. Please direct all subscription-related questions to:

Electronic Gaming Monthly Subscription Department P.O. Box 55722 Boulder, CO 80322-5722

or, contact the subscription department by visiting:

http://www1.zdnet.com/zdsubs/custsvc.html

Don't forget, EGM reserves the right to edit any correspondence for space purposes.

THE LOST PORTABLE OF ATLANTIS

Dear EGM.

In issue #83's Press Start, you said Project Atlantis, Nintendo's 32-Bit color portable system, would be ready in the fall (it was June 1996 at the time). So, where is Atlantis? It's winter Nintendo!

Dustin Rock Cheshire, OR

Sorry we took so long to print your letter, Mr. Rock (his letter was sent to us in January of this year). We waited because Nintendo themselves didn't know the status of Project Atlantis. But Perrin Kaplan, corporate affairs director for Nintendo of America, told us that NoA just recently tabled the entire project. Why? Game Boy (in all its colorful reincarnations) still holds 80 percent of the handheld market. NoA does not want to release a new portable just yet, until the Game Boy's fires burn out. So, will we ever see a 32-8it color handheld system from Nintendo? Maybe, but it won't be for quite a while. We'll let you know if we get any updates.

A \$932 PLAYSTATION

Dear EGM,

I would like to tell everyone about a huge scam. I don't know about other rent-to-own centers, but the one here in Independence, Kan., (America's Sales and Leasing) has one of the biggest rip-offs for the Sony PlayStation that I've ever seen. The deal is: for \$11.95 per week for 78 weeks. Grand total: \$932.10. Or, you may pay it off early and pay half, but that is still \$466.05. This is a very greedy business practice! So if anyone is thinking about renting-to-own a PlayStation, forget it. Go to K mart and put it on lay-a-way. It will save you a fortune.

Chris Miller Independence, KS We called America's Sales and Leasing (in disbelief) and found out that \$932.10 is the eventual price you'd pay for a PS there. We asked the manager there why anyone in their right mind would want to pay \$932.10 for a \$149 machine. He told us that their business model is designed to entice customers who do not have the patience to save \$149 to buy a system outright. Also, renting systems for \$11.95 a week is much cheaper than renting them at most video rental stores, who may charge the same amount for about three days. So if renting is all you want to do, these rent-to-own shops are not such a bad deal after all. But if anyone is actually willing to pay over \$900 to own a \$0 ny PlayStation...well, we'd like to offer them a special \$EdM\$ subscription rate: For a limited time, you can get 10 issues of \$EGM\$ for only \$399. That's only \$800 percent greater than the cover price!

WANNA PLAY JAPANESE SATURN GAMES?

Dear EGM,

I don't know if you can answer this publically, but I understand that there are certain things you can do to play Japanese Saturn games on an American Saturn. Do you know how to do this?

Name and address withheld by request

OK, we're gonna get a lot of flak from Sega for telling you this, but you can find an easy solution at your neighborhood game store. Get an InterAct Games/Bhark (for the Saturn, of course). Plug it in, and select "Start Game" from the menu. Now at the next menu, while holding down your X, Y and Z buttons, select "Start Game" (making sure your Japanese Saturn CD is in the machine. Voilat Your American Saturn should now be loading up a previously inaccessible Japanese game. You can pick up a GameShark for anywhere from \$30 to

\$50, depending on where you go. You can also rent-to-own GameSharks from *EGM* for only \$10/week for 104 weeks. Man, these rent-to-own jokes never get old! Well...maybe they do.

FLATTERY WILL GET YOU EVERYWHERE

Dear EGM,

I have two questions: 1) I can't seem to find any info on a game based on the French film *The City of Lost Children*. Has it bitten the dust already? and 2) Will we ever get Final Fantasy VII here in the U.S.? P.S. I love you Dan Hsu and Sushi-X!!

Beth Taylor Saginaw, MI

OK, normally compliments won't get your letter printed, but we made an exception this time (but we won't do it again!). 1) We previewed City of Lost Children in issue #92, and reviewed it in issue #94. The PC and PlayStation versions are on store shelves now. Psygnosis has no plans for the game to hit any other platforms. 2) Yes. SCEA's release date for FFVII: Sept. 7, this year. We can get you an advance copy, if you send us a mere \$39.99 a week for...oh never mind.



Psygnosis' City of Lost Children is based on the fantasy movie of the same name.



etter of the MONTH

Dear EGM.

Over the years, Nintendo has made many great moves with its games and systems (with the exception of the Virtual Boy), but I feel that the upcoming release of the 64 Disk Drive is a mistake. It seems that after many long months of delaying the N64, Nintendo is going to push this new addon to the consumer before the N64 has even had enough time to build a substantial game library of its own. This is highly questionable, as Nintendo should really be concentrating all of its efforts on the N64. The 64DD can only lead to conflict when the serious N64 owners are eventually forced to upgrade when companies stop producing N64 cartridge titles in favor of the lower cost of making games on mini-disk. If Nintendo wanted to use a cheaper storage media than cartridges without losing memory transfer speed, they should have designed the N64 as a 4X or 6X speed CD-based unit in the first place. As to the question of players having writable memory access, technology would have allowed for an incorporation of a magnetic read-write storage area inside the com-pact disc itself. Of course, the N64 would have cost the consumer more money, but it would have generally been in the same price range as buying the N64 and upgrading to the 64 Disk Drive. I feel that with the amount of time Nintendo had in delaying the N64, the system should have been strong enough to last on its own in the first place. In conclusion, a word to

the wise: If Nintendo wants to be on top when the inevitable 128-Bit system wars erupt, it would do well to utilize the potential of DVD technology. Because going to the next level without any true advancement won't really be going to the next level at all.

Charles Shy Cleveland Heights, OH

Words of wisdom from our "old" friend Mr. Shy! We had our disagreements in the past, but you make a good point regarding past, but you mill see more and more companies favoring this cheaper format and shying away from Nintendo's expen-sive ROM cartridges (which can cost up to three times more to produce than a 64DD disk). So why didn't Nintendo make a writable CD-based console in the first place? First, rewritable CD drives are more expensive than you think. Currently, you can buy one for about \$600 retail (for a 2X speed write/6X read machine). These pricey gadgets weren't really around when the N64 was in its blueprint stages, and if they were, they'd be a hell of a lot more expensive than that. It'll be a while, maybe five to six years, before writable (or even non-writable) DVD becomes a viable platform for home gaming systems. Second, and more significant, Nintendo is one big control freak. They don't want to use CD technology because they don't *own* it. If Nintendo were to use CD (or DVD) mechanisms, they would have to pay licensing fees for the right to use them (maybe to Sony

even!). The way it's set up now, everyone has to pay Nintendo licensing fees to make games for Nintendo hardware. Sweet deal, eh? Nintendo's making all their own rules right now, and financially, it's doing them plenty of good (they make almost three times more money per third-party game sold than Sony or Sega do with third-party CDs). But they probably know that their days of doing business like this are numbered. The high costs of developing for the "Big N" is scaring away a few game companies. The N64 is doing well now, but Nintendo will probably not get away with this technology-controlling attitude for their next big system. So Mr. Shy, you may have foreseen Nintendo's Sny, you may have foreseen Nintendo's future: perhaps they will forget about creating their own specialized hardware and make that 128-Bit DVD system.



OOL'S JOKE

Dear EGM.

What's with this post-April trick? In the June issue's Interface, you printed a letter from W.A. Stokins saying he had found Sheng Long. C'mon guys! We're not that stupid! Stokins is the same guy who sent in the Sheng Long trick for Street Fighter II five years ago! W.A. Stokins=waste tokens and Fuldigen, HA=fooled again, ha. Why would you make this letter up? Apparently, you want a lot of controversy on this topic. Zachary Culver

Controversy? It's all in fun! Fun, Mr. Culver, is not meant to be taken as seriously as you are taking it. We are sorry we decided to have a bit of it after April. The nerve of us! We promise, we won't do anything fun from now on until next April (yeah, right)!

Dear EGM.

In your January 1995 Tricks of the Trade, you ran as the Most Wanted Trick for Donkey Kong Country to have the original Donkey Kong in it. Well, I have been working on it for over two years now and have come up with nothing. Zip. Zero. Did it end up only being a rumor?

> Miserable in MO Poplar Bluff, MO

Dear Miserable,

Memphis, TN

You may want to sit down before reading this...You should give up on that trick and move on with your life. It was just a trick that Trickman Terry would've liked to have seen (his Most Wanted). But it turned out to be a dead end. Sorry! Maybe you should get Donkey Kong for the Game Boy instead.

!@#%^&^#?{%#\$ Dear *EGM*,

I read that most likely, a fair (or unfair, depending on how you look at it) amount of the swearing, bloody deaths and strippers will be cut out of Duke Nukem 3D for the Saturn. I think that's ridiculous. Why would anyone want to take out the gore which made the game so much fun? And by removing the swearing and strippers, they are removing half the fun. I realize that a lot of kids own the system, but a lot of adults own it as well. What I am saying to Sega is: Don't be foolish; leave the game alone. Use the rating system-that's why it's there.

John Romano ranmahalf@juno.com

To the dismay of conservative mothers and uptight congressmen everywhere, Sega may be doing the "right thing." Representatives



at Sega told us that the Duke will remain true to the original PC version-blood, profanity, sleazy women and all. But the strange thing is, when we asked whether Duke will say (as he did on the PC), "I'm gonna rip off your head and \$#!T down your neck!" Sega replied, "Oh, we didn't know about that." So as it stands, Sega's official word (that the game will remain unchanged) may change as the project nears completion. We do know that the flying guts and scantily-clad women are in.

EYE CATCHING Dear EGM,

I know that advertisers need to sell their products, and I know that the best way to sell a product is with an eye-catching ad. However, I think that two of your advertisers-Virgin Interactive and InterAct-have gone entirely too far. Frankly, I don't know which ad offends me more: The Nanotek Warrior ad showing someone with his eyelids ripped off, or the butt-ugly, little dipwad with the disgustingly vacant expression and the shark teeth in the Game Shark ad. Can't they do any better than this? These ads are tasteless, disqusting and incredibly offensive. In a word: YUCK!

Don Lewis Fortuna, CA

You weren't the only one disturbed by these ads. When we saw them, we became queasy and frightened (and yet, strangely intrigued...). We showed your letter to Virgin and InterAct:

Simon Jeffery, vice president of marketing for Virgin Interactive responds, "Rather than opt for the route of glorifying death or exploiting profanity, we chose with Nanotek Warrior

to simply utilize an eye-catching (no pun intended) comedic play on the video game cliché of 'blink and you'll miss it. It is in no way intended to be offensive."

Virgin's Nanotek Warrior ad is enough to give you nightmares!



Jason Herskowitz, product marketing manager for InterAct Accessories, Inc. says, "To be quite honest, we are somewhat at a loss as to what is "offensive" about InterAct's latest GameShark ad. This advertisement simply portrays, as this reader puts it, a "butt-ugly little dipwad...with a disgustingly vacant expression and the shark teeth."

What is even more confusing is that a response of this nature was elicited from a gamer who is, in most likelihood, regularly exposed to software titles in which the goal is to kill, maim and mutilate every creature and/or human in sight. In contrast, InterAct simply used a visually arresting image, devoid of gore and carnage, to communicate the advantages of GameShark. For everyone else's sake, I certainly hope that this reader is not as harsh and critical of the other orthodonti-



cally challenged people that roam the streets, and perhaps even HIS neighborhood."

InterAct's Game Shark model ha a bit of a proble

PRELUDE TO MURDER Dear EGM.

I am SO mad at the local arcade owner! He says he's NOT going to get Mortal Kombat 4 when it comes out! Can you believe that? He thinks, "Mortal Kombat is dead no matter what they do to it." I think he's crazy! I mean, just imagine, 3-D fatalities! And oooooohhhh, Sonya Blade! I am the biggest MK fan in town, and if he doesn't get MK4, I'M GONNA KILL HIM!!!

Name and address withheld by request

So...arcade owners beware.

CENSORED EVIL?

Dear EGM.

I read that some parts of Resident Evil 2 are going to be censored. Is this true? I want to play it as it was written (after being debugged). Also, is Resident Evil 2 going to be for the regular PlayStation, Type C or PlayStation 2? **Alex Anderson**

Yakima, WA

As of this writing, Capcom of America has no idea whether Resident Evil 2 will differ from Bio Hazard 2, the Japanese original. After all, Bio Hazard 2 is not even out yet! Capcom said it's doubtful that RE 2 will be playable on the PlayStation 2, BUT we think otherwise. The 64-Bit PS 2 should be backward-compatible and play any PlayStation game with the Type C code (which lets games be played on the Type C PlayStation, naturally). Since pretty much all normal PS games created from this point on will have this Type C code, all 32-Bit PlayStation games (Resident Evil 2

SPORTS GAMES of

AS PICKED BY THE EDITORS OF EGM

Andretti Racing EA Sports

Triple Play 98 EA Sports

FIFA Int'l Soccer EA Sports

NHL '94

Madden NFL 97 EA Sports

Worldwide Soccer '97 Sega Sports

World Series Baseball II Sega Sports

NBA Live 97

NFL GameDay



Int'l SuperStar Soccer 6

Nonorable Mentions: NHL 96 (Genesis), Super Tecmo Bowl (NES), Ice Hockey (NES), FIFA series (Genesis/Super NES), NCAA Gamebreaker (PS), NBA Shoot Out '97 (PS), DecAthelete (Sat), NHL Powerplay '97 (PS/Sat), NHL FaceOff '97 (PS), Goal Storm '97 (PS), Madden 92 and 95 (Genesis), NBA Jam (multi).

included) created henceforth should theoretically be playable on the Type C and the PlayStation 2. If this idealistic little theory from utopia works like we think it should, the PlayStation 2 will instantly have hun-dreds of titles in its library at launch. To make matters more confusing, what we are calling the Type C PlayStation may actually end up being the PlayStation 2 itself. But that's a topic for another day (we'll let Quartermann talk about that one).

Dear EGM,

I would like to comment on Bandai's reluctance in bringing out Dragon Ball Z games to U.S. shores. What is their problem? Do they not see the popularity of DBZ here in the States? Some examples of Dragon Ball's popularity are: 1.) Every month in your Letter Art section, you usually see some sort of great DBZ artwork. 2.) Although somewhat butchered, there is a DBZ cartoon on every Sunday morning in my area. 3.) There are import stores everywhere selling the Super Famicom and PlayStation Japanese DBZ games for ripoff prices. 4.) There are dealers selling DBZ movies and anime episodes for about \$30 a tape. 5.) There are thousands of great DBZ Web pages on the Net. I am really steaming that there are nine Dragon Ball games in Japan and none here! Hopefully, Bandai will see this letter and open their eyes instead of wasting money making horrible Power Rangers episodes! Rvan Brenkert

The good news: Dragon Ball GT is coming out for the PlayStation here in the U.S. out for the PlayStation nere in the U.S. Bandai is not stupid. They recognize Dragon Ball's popularity in the States. The (potentially) better news: More may be on the way. When we asked Bandai about possible future DB games, they told us they couldn't comment on projects that are currently in negotiations. Most likely, Bandai will wait to see how well Dragon Ball GT is welcomed by the American audience before committing to future DB titles.



NUKE Dear *EGM*,

How come I can't go to the EGM-Nuke Web site? Every time I go to Nuke, VideoGameSpot comes up!

Victor Brunei e-mail address withheld by request

www.videogamespot.com is our site now. Look for a new EGM-specific site soon.

READERS' TOP PICKS OF ALL TIME

If you were trapped on a desert island, what five games would you want to have with you? Assuming you have every home console system ever made (from the Pong systems to the N64), a 32-inch TV and a mysterious source of electricity, what five games would you pick to be stuck with for the rest of your life? Please, limit your votes to console games only; no PC or arcade games unless they were ported over to a home system. Don't be afraid to list some old classics as well as the 32-Bit and 64-Bit stuff.

Send in a list (on a postcard) of your favorite five games of all time (and the systems they are played on) to:

> Reader's Choice, c/o EGM 1920 Highland Ave, Suite 222 Lombard, IL 60148

We'll let you know the results in our upcoming 100th issue. We will only count postcards-no letters or e-mails please. Only one vote per household! (As if we won't have enough postcards to tally...)

EGM LETTER ART

Farmingdale, NY

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal!*



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



Kevin Green



Joseph Porter Homestead, FL



Arlington, TX



Shu Zheng Li • New York, NY

The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to: EGM Letter Art 1920 Highland Ave. Suite 222 Lombard, IL 60148



Acclaim

7 4-5 21 41-43 Activision Alps Electric ASCII Atlus Behaviour BRE Software 63 57,59 121 Capcom Chips & Bits Crystal Dynamics Eidos 126 99 62-65 22-23,30-31 Game Spot 105 33-35 25, 111 GT Interactive Interplay 83 8-9 124-125 Konami LucasArts MGM/UA 95, 97 77 27 **MVP Productions** Naki International Namco 54-55 122 71 61 39 Nintendo Pandemonium Playmates

Polygram Psygnosis 12-13 Sony Computer 18-19, 37, 84-85 Tecmo 78-79 Tommo, Inc. 123 20th Century Fox UBI Soft 90-91 68-69

89 45, 47, 49 **Working Designs**

Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

August 1997

E, the biggest gaming show of the year, took place in June and EGM was there. In the August issue, we will have the first handson coverage of what games were at the show, such as Gastlevania, Gex. Enter the Gecko, Zelda 64, Tomb Raider 2, Resident Evil 2 as well as a few surprises.

If a game is coming to the PC

and the home consoles, then we will be blowing it out. This issue, we highlighted the action-packed MDK, and in the August issue, we continue our crossover coverage with Duke Nukem, Syndicate Wars and Warcraft II. Find out the differences (if any) you can expect when the game goes from PC to home consoles (and vice-versa) as well as if one version was better than the other.

version was better train the other.

EGM* Sports is feverishly working on a huge soccer strategy
blowout, topped by Konami's
Goal Storm '97 and International
Superstar Soccer 64. Other titles
include NBA Hangtime for
the PlayStation.



Warcraft II is just one of the PC-to-console crossovers we will



Right after covering the biggest show of the year, the EGM editors love to sit down and write about a really good game involving a female. We need psychiatric help, but frankly, we're a little too busy.



Developed longer than most Bond movie scripts, GoldenEye: 007 is now playing at EGM.



ook for the first real word on gameplay



Conami leads he sports lineup vith a pair of he occer games fo he PlayStation



FIESTRONIG GAMMING WONTER

September 1997

Lara Croft is finally coming back to EGMs offices, and after many long days of grueling E³ show coverage, we're more than ready to expose her...er...or rather her new adventure game, Tomb Raider 2. Look for our feature story that'll provide extensive coverage of what is sure to be one of the PS' hottest games this fall.

Speaking of hot games, check out the next *EGM* for brand-new information on Nintendo's upcoming N64 titles: GoldenEye: 007 and Banjo-Kazooie (formerly codenamed "Dream").

Curious about what's on the minds of the top executives making the decisions about the games you play? So is *EGM*, and we've decided to pick their brains. Find



but our task of covering it has just begun! Look for more shots and info drudged up from the show floor.

out what your favorite game companies are planning (and thinking) when we interview some of gaming's elite.

And finally, if you just can't get enough E³ news, we'll satisfy your insatiable craving for E³ coverage once and for all with our final E³ show wrap-up!

BRE Software

Credit Card Orders: (209) 432-2684

www.bresoftware.com Check out our webpage for Specials, Closeouts
PC CD-ROM games and Complete Price List

Fantastic Friday Specials

phone number will only be active on Fridays). Specials will be good for one

NINTENDO.



Send us your old games/systems

Receive a check back or purchase other titles of your choice



	CLAY FIGHTER 63 1/3	54.95/30.00
	CRUSIN USA	49.95/24.00
	DARK RIFT	54.95/28.00
	DOOM 64	54.95/28.00
ì	FIFA SOCCER '97	54.95/26.00
9	FORMULA 1	59.95/32.00
d	GOLDEN EYE 007	59.95/32.00
g	HEXEN 64	59.95/32.00
d	INTL SUPERSTAR SOCCE	ER 54.95/30.00
9	KILLER INSTINCT GOLD	49.95/25.00
g	LAMBORGHINI 64	59.95/30.00
j	MARIO KART 64	54.95/28.00
1	MISSION IMPOSSIBLE	54.95/26.00
ı	MK TRILOGY	49.95/25.00
2	NBA HANGTIME	49.95/25.00
	PILOTWINGS 64	
ĕ		49.95/24.00
1	ROBOTRON X	54.95/28.00
	STAR FOX 64	54.95/30.00
1	STAR WARS	
1	SHADOW OF EMPIRE	54.95/26.00
i	SUPER MARIO 64	44.95/20.00

TOP GEAR RALLY TUROK DINO HUNTER

WATER CITE	121111	101(1 40.00)	25.00	SUIKOCEN	39.95/20.00	DAY
GRID RUNNER	24.95/8.00	VOLUME 3	39.95/18.00	SUPER KICK BOXER SUPER MOTORCROSS	39,95/20,00	
GUNDAM	39.95/20.00	VOLUME 4	39.95/18.00	SUPER PUZZLE FIGHT.	39.95/15.60	DEH
GUNNER'S HEAVEN	39.95/20.00	NANOTEK WARRIOR	39.95/15.00	SUPERSONIC RACERS	20 00 20 00	DEH
GUNSHIP	29.95/10.00	NASCAR RACING	44.95/20.00	SWAGMAN	39.95/18.00	DOC
MARRINGER	34.95/14.00	NBA HANGTIME	39.95/16.00	SYNDICATE WARS	34.95/14.00	DRA
HARDRALL S	29.95/10.00	NRA IN THE ZONE	19.95/8.00	TAIL OF THE SUN	39.95/20.00	DOM
HARDBALL 6	39.99/20.00	NBA IN THE ZONE 2	34.95/14.00	TECMO STACKERS	39.95/18.00	DPIA
HEART OF DARKNESS	39 95/20 00	NBA JAM EXTREME	34 95/14 00	TECMO SUPER BOWL	29.95/10.00	COA
HERC'S ADVENTURE	39.95/20.00	NBA LIVE '97	34 95/14 00	TECMO WORLD GOLF	34.95/14.00	DRE
HFXFN	44,95/20.00	NBA SHOOTOUT 97	34 95/14 00	TECMO'S DECEPTION	39.95/18.00	DUK
HLOCTANE	19.95/8.00	NCAA FINAL FOUR	29.95/12.00	TEXCEN	24.95/8.00	DUN
HYPER 3D PINBALL	29.95(10.00)	NCAA GAMERREAKER	29.95/10.00	TEKKEN 2	34.95/14.00	FAR
HYPERSLAM WREST.	34.95/14.00	NEAR DEATH	34.95/15.00	TEMPEST X	39.95/18.00	EAR
MPACT BACING	29 95/10 00	NEED FOR SPEED	34.95/15.00	TEN PIN ALLEY	39.95/18.00	EATT
IN THE HUNT	24 95/8.00	NEED FOR SPEED 2	39.95/20.00	TEST DRIVE OFF ROAD	84 95/30 00	FAR
INCREDIBLE HULK	34.95/14.00	NFL FULL CONTACT		TETRIS PLUS	39.95/18.00	FFA
INDEPENDENCE DAY	34.95/14.00	NFL GAMEDAY '97		THE FALLEN	39.95/20.00	FEA
INTL TRACK & FIELD	29.95/10.00	NHI '97	34,95/14.00	THE FINAL ROUND	39.95/16.00	FIFA
IRON & BLOOD	29.9(V12.00	NHL FACE OFF '97	34.95/12.00	THEME PARK	29.95/10.00	FIGH
RONMAN X-O	29.9912.00	NHI OPEN ICE		THENDERHAWK	34,95/14.00	FIGH
ISLAND OF DR MOREA	JOS 95/20 00	NHL POWERPLAY 195	29.95/10.00	THUNDER TRUCK	39.95/20.00	FIGH
JET MOTO	39.95/20.00	MNU	34.95/15.00	THUNDERSTRIKE 2	24,95/8.00	GALA
JOHN MADDEN '97	29.95/10.00	NORSE BY NORSEWE	ST	THOROGHBREDDERB!	20 DEH 9 00	GAM
JOHNNY RAZOOKA	19.95/8.00	LOST VIKINGS 2	39.95/20.00	TIGER SHARK	34.95/14.00	GEX
JUMPING FLASH	24.95/8.00	OBLIVION	34.95/14.00	TNN MOTORSPORTS	24.00(14.00	GRA
ILIMPING FLASH 2	29.95/12 00	OFF WORLD INTER.	29.95/10.00	HARDCORE 4 X 4	39.95/20.00	GRA
JUPITER STRIKE	19.95(8.00	OFFENSIVE	29.95/12.00	TNN OUTDOOR BASS	44.95/22.00	GUA
JURASSIC PARK	20.05/20.00	OGRE BATTLE	44.95/26.00	TORAL NO. 1		GUN
K-1 ARENA FIGHTERS	39.95/20.00	OLYMPIC SOCCER		TOKYO HWY BATTLE	34.95/14.00	HEAL
KILLING TIME	34.95/15.00	OLYMPIC SUM GAMES	29.95/10.00	TOMBBAIDER	39.95/18.00	HEIR
KILLING ZONE	29.95/10.00	OVERNI COD	34.95/18.00	STRATEGY GUIDE	9.95/2.00	HELL
KING OF FIGHTERS	34.95(14.00	P.T.O. II	44.95/24.00		39.95/18.00	HER
KING'S FIFT D	24,95/8.00	PANDEMONIUM	34.95/14.00	TRIPLE PLAY 97	34.95/14.00	HEX
ONG'S FIFLD II	39.95/18.00	PANZER GENERAL	29.95/10.00	TRIPLE PLAY 98	44.95/22.00	HI DO
KINGDOM O'MAGIC	44.95/20.00	PARASITE	39.95/18.00		34.95/14.00	HID
KINGOOM SHADOAN	39.95/20.00	PARODIUS	39.95/18.00		34.95/14.00	HIGH
KIMOTE		PEAK PERFORMANCE	39.95/70.00	TWISTED METAL	29.95/12.00	HYP
FIGHTERS FINGE	39.95/18.00	PERFECT WEAPON	34.95/14.00	TWISTED METAL 2	39.95/18.00	INPA
LANDS OF LORE	39.95/20.00	PERSONA	39.96/18.00	LWOLED METAL S	39.55/18.00	IN TH
LEAGUE OF PAIN	34.95/14.00	PGA TOUR GOLF '96	34.95/12.00	VANDAL HEARTS	39.95/20.00	NCR
EGACY OF VAIN		DOA TOUR GOLE WY		TOTAL PROPERTY	200 00/10 00	ENGH

54.95/28.00 54.95/28.00

OWER SLAVE	34.95/14.00	WAR GO
RIMAL RAGE	29.95/10.00	WARHA
POJECT HORNEDOW	29.95/12.00	WARCE
POJECT OVERKILL	29.95/10.00	WARHA
ROJECT XZ	34.95/14.00	WARRIC
ROPAGANDA	34.95/14.00	WCW VS
ROWLER	34.95/14.00	WEREW
SYCHIC DETECTIVE	29.95/10.00	WILDRE
	34.95/14.00	
	39.95/18.00	
	39.95/18.00	
YRO	39.95/20.00	
	44.95/24.00	
LIARANTINE	34.95/14.00	WINGC
	39.95/20.00	WIPEOU
	19.95/8.00	
	39.95/18.00	
	39.95/18.00	
AW PURSUIT	39.95/20.00	WWFAR

CER	39.95/20.00	
PROJECT	19.95/8.00	WIPPOLITXI
2206	39.95/18.00	WORLD CLIP GOLF
POJECT.	39.95/18.00	WORMS
70.125	39,9520,00	WWF ARCADE GAME
		WAYE IN YOUR HOUSE
MW3	33.95/18.00	
WEAT FURY	33 95/20 00	XFNO POLICE
		XFVIOUS 3D
HALKT	39.95/20.00	
D	34.95/15.00	ZORK NEWESIS
TPVIL	39.95/15 00	
GY GUIDE	9.95/2.00	
FIRE	34.95/14.00	
TO 208K	39.95/20.00	4500
ICER .	29.95/10.00	40.7
ACER REV.	34.95/14.00	
	34 95/14 00	
SURRECTION	29 95/10 00	
GE	39.95/18.00	-
SH	34.95/14.00	
	24.95/8.00	SEC

27711	SN.	RET
ell Used	We Buy	ROA ROA SAC
R	39.95/18/10	SCL
DYSSEY	44.95/20.00	SHA
OGY	29.95/10.00	SHI
BASEBALL 9	739.95/20.00	SHIP
THE DARK 2	29.95/10.00	\$141
	29.95/12.00	SHC
RACING	34.95/14.00	SHE
GREATEST	34.95/14.00	SIG
	34.95/14.00	SIM
RIGS	34.95/14.00	SKE
LECTION #1		SKY
OREVER	29.95/10.00	SON
RENA		SON
EN URA	34.95/14.00	SON
ONSTERS	29.95/12.00	SPA
ORT	29.95/12.00	SPA
ATIONS	34.95/14.00	CAN

00	BUG TOO	29.95
00	BUST A MOVE 2	29.95
00	CAESAR'S WORLD	33.95
00	CASTLEVANIA	34.99
50	CENTER RING BOXING	24 95
00	CHAOS CONTROL	34.95
00	COLLIDER?	34.95
00	COMMAND &CONQUER	139.95
	CONGO	24.95
00	CONTRA LEG. OF WAR	20.06
00		29.95
	CRIME WAVE	24.9
	CRITICOM	19.9
00		34.95
••	CYBERIA	10.0
m		29.95
~	DARK LEGEND	29.95
	DARK SAVIOR	
		39.95
w	DARK SUN	29.95

KICK BOXER	34.95/14.00	DEMON DRIVER	322323232333
MOTORCROSS	39.95/20.00	DESCENT	20
PUZZLE FIGHT.	39.95/15.60	DIEHARD ARCADE	34
CONIC RACERS	39.95/20.00	DIEHARD TRILOGY	20
AN	39.95/18.00	DOOM	36
ATE WARS	34.95/14.00	DRACULA X	20
	39.95/20.00	DRAGON FORCE	30
		DRAGONHEART	30
SUPER BOWL		DRAGON'S LAIR II	30
		DREAM KNIGHT	30
	39.95/18.00	DUKE NUKEM 3D	20
	24.958.00	DUNGEONSADRAGON	
2	34 95/14 00	EARTHWORM JIM 2	
TX	39.95/18.00	EXTREME PINBALL	29 29 34 2
		FANTASY PINBALL	40
RIVE OFF BOAD	44 95/20 00	F1 CHALLENGE	21
PLLIS	39 95/18 00	FIFA INTL SOCCER 96	~
LFN	39.95/20.00	FEA INTL SOCCER 97	3
	39.95/16.00	FIGHTER'S MEGAMIX	
		FIGHTING FANTASY	33
	34,95/14.00	FIGHTING FORCE	20
	39.95/20.00		20
	24 95/3 00	GALAXY FIGHT	22
SHBREDDERBY		GAME SHARK	333333°
	34.95/14.00	GEX	34
TORSPORTS	JA 0414.00	GRAND CHASER	2

	GRAND CHASER
39.95/20.00	GRAND SLAM '97
44.95/22.00	GUARDIAN HERDES
34.95/14.00	GUN GRIFFON
34.95/14.00	HEART OF DARKNESS
39.95/18.00	HEIR OF ZENDOR
9.95/2.00	HFI/
39.95/18.00	HERC'S ADVENTURE
34.95/14.00	HEYEN
44 95/22 M	HIOCTANE
34 95/14 00	HIGH VELOCITY
34 95/14 00	HICHWAY 2000
20 05/12 00	HVDCD 10 DINBALL
39.95/18.00	BIDACT DACING
39 55/18 00	IN THE HUNT
39 95/20 00	INCREDIBLE HILLY
39.95/18.00	INCEPENDENCE DA Y
	IDON MAN
34 95/14 00	#IDGE DOEDO
39.95/20.00	KILLING TIME
44.95/22.00 34.95/14.00 34.95/14.00 29.95/12.00 39.96/18.00 39.96/18.00 39.96/18.00 19.96/8.00 39.96/20.00 39.95/20.00 39.95/20.00 39.95/20.00 34.96/14.00	HI OCTANE HIGH VELOCITY HIGHWAY 2000 HYPER 30 PAIBALL INPACT RACING IN THE HUNT INCREDIBLE HULK INDEPENDENCE DA Y IRON & BLOOD IRON MAN IRON STORM JOHNNY BAZOOKA LIDGE DIEGER

0.00	LAST BOUNTY HUNTER	29.95/10.00	MA
	LEGACY OF KAIN	39.95/16.00	Wit
	LEGEND OF OASIS	29.55/10.00	100
	LEGEND OF THOR	34.95/14.00	Wit
	LOADED	34.95/14.00	
0.00	LUNACY	39.95/18.00	WO
0.00	MACHINE HEAD	29.95/10.00	WC
		29.95/10.00	WC
2.00	MAGIC GATHERING	39.95/15.00	WC
		34.95/14.00	WO
		34.95/14.00	WO
	MASS DESTRUCTION	34.95/14.00	WO
	MAXIMUM SURGE	34.95/14.00	
	MECHWARRIOR 2	39.95/15.00	W
8.00	MEGAMAN 8	39.95/20.00	XM
00.2	MEGAMAN X4	39.95/20.00	20

MK TRILOGY	3
MR. BONES	2
MYST	
MYSTARIA	
NBA JAM EXTREME	3
NBA LIVE '97	3
NEED FOR SPEED	3
NFL 97	3
NFL Q-BACK CLUB '97	2
NHL 97	3
NIGHTS	3
NIGHTS WI3D PAD	4
NINJA	3
P.T.O.II	3
PERFECT WEAPON	3

	RAYMAN RESIDENT EVIL
N.	RETURN FIRE
	RISE 2 RESURRECTION ROAD RASH
	ROM. 3 KINGDOMS 4
e Buy	SACRED POOLS SCUD
95/20.00	SHADOAN SHINING HOLY ARK
95/10.00	SHINING WISDOM
95/10.00	SHINOBI LEGIONS SHOCKWAYE ASSAUL
95/14.00	SHREDFEST
95/14.00	SIGN OF THE SUN

	SKELETON WARRIORS	2
4.00	SKY TARGET	34
0.00	SONIC 3D BLAST	341
	SONICJAM	39.
4.00	SONIC X-TREME	441
2.00	SOMET STRIKE	321
2 m	SPACE HULK VENG.	29.1
4.00	SPACE JAM	291
0.00	SPIKE ARA ALJEN HIVE	341
200	SPOT GOES HOLLY.	29.1
0.00	STEEL HARBINGER	291
4.00	STORM	23
2.00	STREET FIGHTER	
0.00	ALPHA 2	39
8.00	STREET FIGHTER N	
4.00	COLLECTION	39
0.00	STREET BACERDIX	34
4.00	SUPER MOTORCROSS	34
4.00	TEN PIN ALLEY	
5.00	TETRIS PLUS	39.5
0.00	THEME PARK	
2.00	THREEDIRTYDWARVES	34.5

STREET FIGHTER N	
COLLECTION	39.95
STREET RACER DLX	34.95
SUPER MOTORCROSS	
TEN PIN ALLEY	39.95
TETRIS PLUS	39.95
THEME PARK	29.95
THREEDIRTYDWARVES	34,95
THUNDERSTRIKE 2	19.95
TNN MOTORSPORTS	44.95
TOMB RAIDER	39.95
VALORA VALLEY GOLF	29.95
VIRTUA COP 2	34,95
VIRTUA COP 2 WIGUN	49.95
VIRTUA FIGHTER KIDS	29.95
VIRTUAL ON	39,95
VIRTUAL POOL	34,95
VMX RACING	39.95

.00	STREET FIGHTER
.00	
.00	SUPER MARIO
00	ALL STARS
00	
	KART
.00	RPG
.00	WORLD 2 YOSHI ISL
.00	TECMO SEC OF STARS
	TETRIS 2
00	
	TETRIS/DR MARIO
.00	TNN BASS TOURN
.00	TNN BASS TOURN, '96
.00	TOP GEAR 3000
00	TOYSTORY
00	CIL TIMATE MICS
õõ	
8	UNCHARTED WATERS

To Buy Games

To Sell Games/Systems

BRE Software
Dept. EM8
352 W. Bedford Ave, Suite 104

Strategy Guides

strategy car	
arFox 64 Survival Guide	\$12.95
nal Fantasy VII Survival Guide	\$14.95
64 Survival Guide	\$14.95
Includes: Cruisin' USA, Killer Instinct, Mario Kart 6	

ario 64, Turok, Wave Hace 64, Wayne Gretzky Hol	
per Mario 64 Survival Guide	\$12.95
nis complete survival guide will help you find every str hile teaching you the tricks and techniques that mak	

a little easier.	
PlayStation Player's Guide	\$14.95
Complete walkthroughs and strategies for the follow Air Combat, Battle Arena Toshinden, Braindead to Darkstalkers, Destruction Derby, Discworld, Doom, G Flash, Klieak DNA Imperative, Loaded, Mortal Kombat T.E., NFL Gameday, Philosoma, Primal Rage, Ridge	 Cyberia, iex, Jumping NBA Jam Racer, Road

Wrestlemania, Zero Divide	1000
PlayStation Player's Guide 2	\$14.95
Complete walkthroughs and strategies for th Beyond the Beyond, Crash Bandicoot, Dieh- Fighters '95, Modden '97, Mortal Kombar Tri Pandemonium, Samurai Shodown 3, Star Glai Alpha 2, Tobal No. 1, Tomb Raider	ard Trilogy, King of logy, NBA Live '97,
Tekken 1 & 2 Survival Guide	\$12.95

Pandemonium, Samurai Shodown 3, Star Gladiat	or Street Fighter
Alpha 2, Tobal No. 1, Tomb Raider	
Tekken 1 & 2 Survival Guide	\$12.95
Mortal Kombat 3 Player's Guide	\$12.95
Wild Arms Strategy Guide	\$12.95 \$12.95 \$12.95
The above stratecy guides are "RRAND NEW"	factory fresh

Send us systems

100	The following are BUYBACK prices only.	We Buy
Genesis	We DO NOT SELL systems.	\$15
Super Ninte	ndo	\$20
Saturn		\$40
Sony PlayS	tation (Price based on serial number)	
	XXXXXXX, U6XXXXXXX, SXXXXXXX	\$40
	XXXXXX UBXXXXXXX	\$90
PlayStation. or how much	number can be found on the bottom If you have any questions about the serie you will receive for your PlayStation, pluding your system.	al number
Mintende CA		0400

No Boxes? No Instructions? No Problem!!!

e prices for cartridge/disc only.	
Nintendo 8 bit (cartridge only)*	\$1.00
Game Boy (cartridge only)	\$2.00
Game Gear (cartridge only)	\$2.00
Genesis (cartridge only)	\$3.00
Super Nintendo (cartridge only)	\$6.00
Saturn (disc only)	\$5.00
PlayStation (disc only)	\$6.00
Nintendo 64 (cartridge only)	\$15.00
All Nintendo 8 bit games except Super M	ario. Duck Hunt. Gyrom

YES! We honor our advertised prices. Prices in this ad are good through August 31,



You have the POWER. In this contest you don't rely on the luck-of-the draw You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 Mhz MMX Pentium, 24 meg. RAM, 4 Gig. HD, 8X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all flour or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Muctowy		H				
Minarch			E			
Word	P	I	N	C	н	W
Grid		R				
GI IG	S					

PRESS......K BLAST.....A WRECK.....D PINCHW BREAKZ PUNCHS SPRAYC TURBOV STAND.....R PRESS......E DREAM....O STOMPT

SCORE H SLANT CHASE P

MYSTERY WORD CLUE: WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

	CHIEF INF LODA! HEHE 2 MIL FIGURE 1 FF
Yes:	(\$3.00) Video Game Contest
	(\$3.00) Media Rig Contest
	= 144 441

(\$3.00) Computer Contest (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

TED ME TODAY HERE'S MY ENTRY FEE

Name

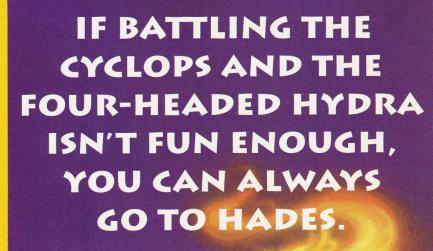
City

Address

SEND CASH, M.O., OR CHECK TO: PANDEMONIUM, P.O. BOX 26247 MINNEAPOLIS, MN 55426-0247

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY AUG. 23RD, 1997 • ENTRY FEE MUST BE INCLUDED VOID WITCH POWING THE PROVIDED BY COMMON TO A ROBOT OF A ROBOT OF





리민인민인민인민인민인민인민인민인민인민인민인





In addition to all the other freaky. creatures, you'll have to battle a boar. Which is anything but a bore.

> Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.)



In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF

CHARACTER, You'll oo into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,







you can also arm yourself with ray guns, houses, sheep and inflatable cows.

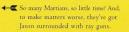
EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snakehaired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. GamePro says "Challenging bosses, humorous anecdotes, and gigantic landscapes - Herc's has it all." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

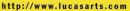




<u> 미리리리리리리리리리리리리리리리리리리리리리리리</u>



Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors.





Herc's Adventures Mand © 1997 Lucas Arts Entertainment Company. All Rights Reserved. Herc's Adventures is a trademark of Lucas Arts Entertainment Company. The Lucas Arts Entertainment of a grant service of the Lucas Arts Entertainment Company. The Lucas Arts Entertainment of Lucas Film Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. The ratings icon is a trademark of the Interactive Digital Software Association



© CAPCOM CO., LTD. 1996, 1997 © CAPCOM U.S.A., INC. 1996, 19 mark of CAPCOM CO., LTD. CAPCOM is a registered trademark of logos are trademarks of Sony Computer Entertainment Inc. Sega a

MEGA MAN MEGA MYTH MEGA LEGEND

THE BLUE BOMBER'S BACK.



CAPCOM