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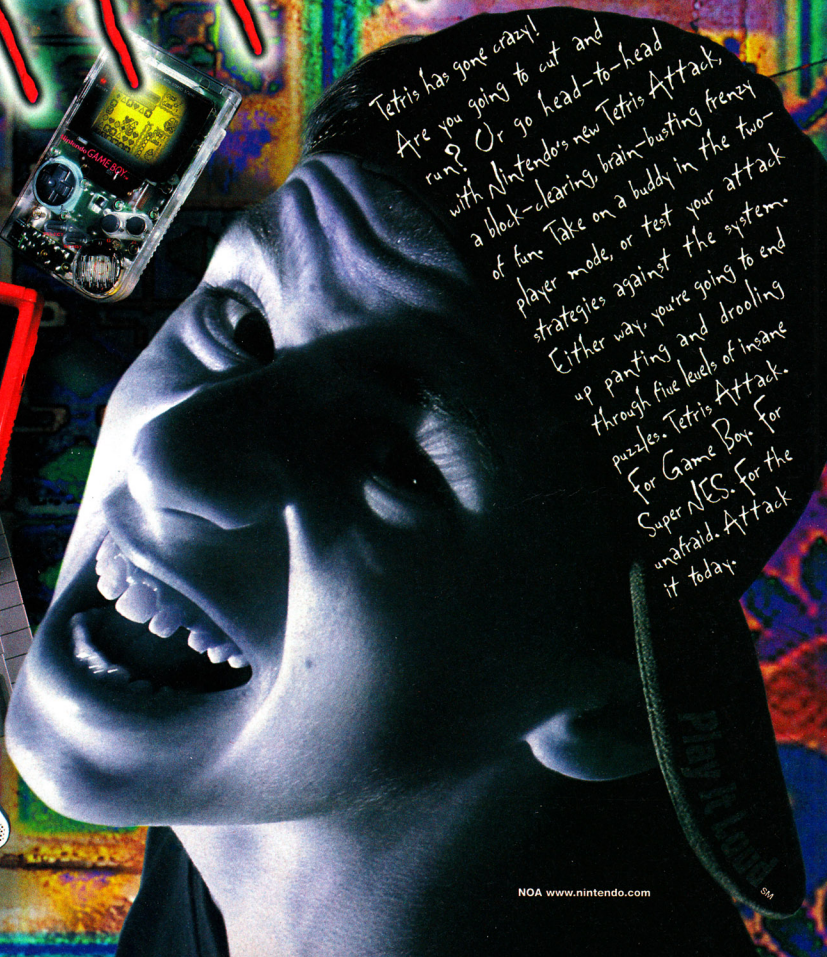
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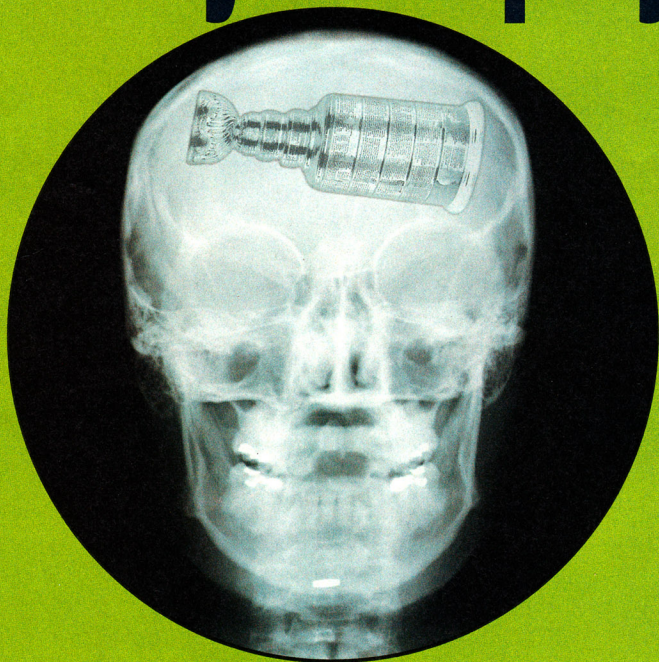


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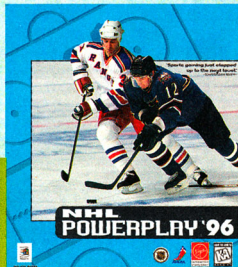
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ELECTRONIC GAMING MONTHLY

By Ed Semrad

As you can see from the masthead, there are more changes taking place here at the magazine. Most notably, we have a new publisher, Steve Harris is moving on to head up our online service NUKE in addition to pursuing projects that he always wanted to do, but never really had the time.

In retrospect, I've known and worked with Steve for a long time. In fact, we go back to well before issue one of *EGM* when I was writing a game column for the *Milwaukee Journal* and Steve was an award-winning world class game player who had an idea of starting the first game magazine. There are a lot of fond memories of the good old days—the times before computers. Those were the days when page layouts were done by cutting and pasting (with scissors and tape and not the computer) and game maps were created by taping small screen shot photographs together. In addition, back then there were no video cameras or digital image capture boards. We did all the work the old-fashion way—with a 35 mm camera. It was always easy to spot the *EGM* people at trade shows because of the high-tech "cone" we carried along with us to help us take photographs of the game screens so we could be the first to get the information to the readers. But I digress.

I've always been amazed how Steve could single-handedly run the company and yet still find the time to constantly tweak all of the sections in our magazines so we would always be one step ahead of all of the other guys. And when it came to covers, no item was too small or unimportant. He would spend hours agonizing over every detail, making sure everything was perfect. If there was something hot that



Ed learns new tricks in Street Fighter Alpha 2 from the Capcom gurus.

came in at the last minute, there was always time to get it in the issue. All that meant was that we had to make up the time by driving faster to get the pages to the firm house.

But being the best didn't come easy. There would be many a night when I would be leaving to go home at 10 p.m. and Steve would still be in his office working on a new idea. And this would go on seven days a week.

However, over the past seven years Steve was quietly, and patiently, preparing all of us for that inevitable day when the training wheels would be taken off the bike and we would ride on our own.

We're at that point now, but we're not alone. Steve made sure that we are in good hands. With Jonathan Lane, our new publisher, and the backing of the tremendous resources of Ziff-Davis and Soft Bank of Japan, we now have the ability to take our publications to heights never before dreamed of in any game magazine. If things go well, the changes to the magazine should begin in the October issue. We are starting to prepare for it now, but what will happen will have to remain a surprise for a while yet.

All of us here wish Steve the best of luck in the future. You've trained us well and we will continue to work hard to keep *EGM* the number one video game magazine in the industry. Thanks Steve.

NUMBER 9.8 AUGUST 1996

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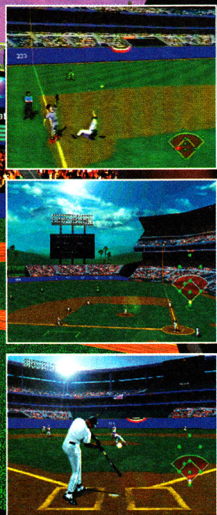
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Frank demanded motion-captured fielding and computer-rendered perfection before he would unleash his home run power!



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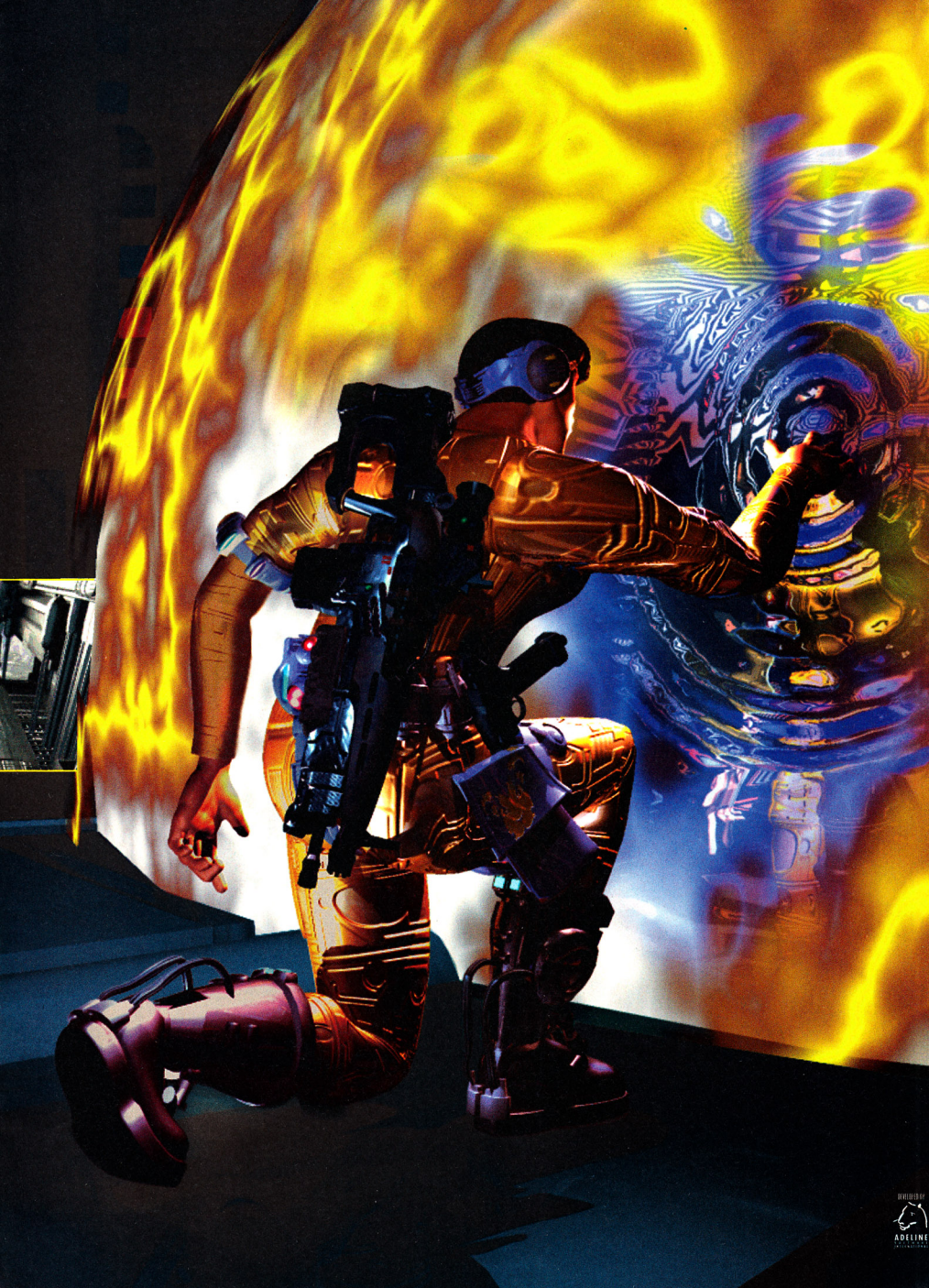


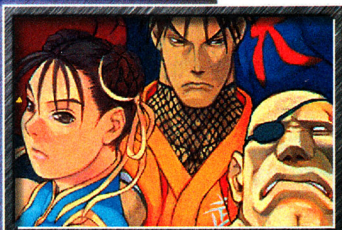
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WIN BIG!

YOU WANT THE GOODS? Don't miss your chance to ENTER THESE GREAT CONTESTS... Win big money in Working Designs' Shining Wisdom contest or hit the trails with a new mountain bike from T*HQ's Mohawk & Headphone Jack contest! Score some fast cash or the hottest gaming goodies in this once-in-a-lifetime opportunity!

FEATURES



BIG NAMES AND BIG GAMES AT JAPAN'S TOY SHOW

Sega comes out in full force, along with Capcom, Namco, Taito and SNK for Japan's recently held Tokyo Toy Show. The big hit of the show was a preview of Virtua Fighter 3. Attendees also got their hands on SFA2 for the Super NES, PlayStation and Saturn. Plus, a peek at games you may find under your Christmas tree this year.

"Old games are coming back...jumping on the retro bandwagon."

WILLIAMS GEARS UP FOR THE FUTURE OF GAMING

Get the inside story on the projects arcade giant Williams has been working on. The company's Andrew Hoolan visited our offices and he brought everything from MK Trilogy to Final Doom! The big shocker was to hold an actual Nintendo 64 in our hands. Check out the games and Andy's thoughts on the industry.

"If you don't listen to the consumer, you will not evolve."



GAMERS WILL FLIP FOR SONY'S FURRY NEW HERO!

The question all America is talking about: What is a Bandicoot? Four pages of exclusive coverage on Sony's new marsupial. We give you interviews and plenty of insight into the game, not to mention character pictures and screen shots.

"One badly aimed leap will land Crash all wet and all dead."

NEXT WAVE



60 SATURN

Get "Loaded" with Interplay's latest action title, or if you're feeling really ambitious, jump into an all-out war in Working Designs' Dragon Force. Plus, don't miss Gun Griffon and Shockwave Assault!

70 PLAYSTATION

See if the Force is on your side with Dark Forces from LucasArts, then take control of a Tomcat in Bogey: Dead 6. If that's not enough for you, check out Blast Chamber and Iron & Blood: Warriors of Ravenloft.

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PRESS START



Virtual i-o offers both i-glasses (above) and a less expensive Virtual TV model.

Cheap 3-D?

At the Electronic Entertainment Expo earlier this year in Los Angeles, Konami spiced up the debut of its 32-Bit Contra game by showing some of the games in stereovision. To see the 3-D effect clearly, gamers wore chintzy 3-D cardboard glasses to play—similar to the kind you'll find at a movie theater showing a 3-D movie.

Comparing this "3-D" gaming experience to headsets is like comparing a Micro Machines car to a Ferrari. The actual effect appeared more gimmicky than substantive or realistic. Still, it did open the door for an intriguing scenario: Games that come packaged with 3-D glasses and have a gameplay option to toggle between normal views or a 3-D display.

Consoles Face Long Road Ahead in Quest for True 3-D Gameplay

Just five years ago, the connection between video game and virtual-reality systems was about as close as two people standing on different sides of the Grand Canyon.

On one side stood the video game consoles: To them, virtual reality consisted of little more than a static background with blocky 2-D sprites running across the screen. You'd be ecstatic if you had more than 16 colors or a scrolling background.

On the other side of the chasm stood the virtual-reality systems: large, bulky booths that had a price tag as whopping as the graphics. Oftentimes, you couldn't play for more than 10

"No one should think that for any of the gaming platforms...head tracking and 3-D are around the corner."

Virtual i-o's
Linden Rhoades

minutes at a time for one of two reasons—not enough cash or not enough neck strength to hold up the heavy helmet on your head.

Thanks to jumps in technology, that gap has gotten narrower.

With the advent of next-generation systems that can effectively render 3-D environments, and cheaper, lighter headset displays, the immersive gaming era is virtually at hand. However, major obstacles must still be tackled before console machines can truly bridge the gap between themselves and the promise of interactive 3-D gaming.

buzz words

Perhaps the greatest indication that video games have been bit by the virtual reality bug is in the game names. Think of all the next-generation games that feature the word "virtual" in their game title or advertising. From VR Soccer to Virtua Fighter, the

Virtual Words Explained

■ **Head-Mounted Device (HMD):** The technical term for a headset display. Also known as a visette.

■ **Head Tracking:** Currently only available for PC and location-based entertainment games, the feature in headsets shifts the viewing image as your head moves, i.e., when you look right, the screen "moves" right accordingly.

■ **Inter Pupil Distance: Or IPD,** it's the distance between your eyes. Some HMDs require users to adjust the headset's IPD so they get the correct field of vision and eye relief.

■ **See-Through Lenses:** This feature in headsets lets you view your surroundings as well as the LCD (liquid crystal display) projection, which makes the image appear to float in the air.

■ **Stereoscopic:** Applies to both sound and visual display. A stereoscopic image creates a 3-D illusion by feeding each eye with a slightly different perspective of the image.

■ **Vertigo: Or motion sickness.** Side-effects that sometimes occur with extended use of some glasses.

Virtual i-o has a product lineup of LCD glasses that work on PCs and video game systems. Virtuality, which has primarily focused on location-based entertainment machines, recently forged a deal with Takara of Japan to manufacture low-priced HMDs for the consumer market.

Virtual i-o currently has a product out that is of direct relevance to gamers: the \$399 Virtual TV, glasses that project an LCD image that's the equivalent of a big virtual screen that also has stereo sound. "People are really, really beginning to like that experience for console gaming because it is a big immersive screen," said Virtual i-o's president, Linden Rhoades. "It helps create the illusion of a real-world experience."

What puts Virtual i-o in a plum position to capitalize on console-based 3-D gaming is its licensing deal with Sony—specifically for the PlayStation.

The deal means Virtual i-o "can exclusively have a head-mounted display product with a PlayStation look and logo," Rhoades said, that would also have the

(Continued on Page 16)

illusion of virtual reality has translated into big bucks. However, the use of the word is a misnomer. The game may be programmed to draw what looks like a 3-D environment, but you wind up watching it on a 2-D TV screen. No matter what those ads say, these games are about as 3-D as a cardboard cut-out.

Actually creating a 3-D gaming experience remains the industry's next great challenge—re-creating an interactive environment that gamers can literally jump into and navigate. To this point, video game companies' stabs at virtual reality have missed the mark, such as Atari's aborted Jaguar VR headset and Nintendo's two-toned Virtual Boy, which is virtual reality only in name, not performance.

The recipe for real 3-D gaming includes much more than a good video game system. It also necessitates the use of a head-mounted display, or headset, that effectively shuts out the outside

world and provides convincing 3-D sight and sound. While no company has yet embarked on that mission, there's a growing list of companies in prime positions to move ahead on that front.

Two of the biggest companies are Virtual i-o and Virtuality.

Virtuality's agreement to make a VR helmet for the Atari Jaguar fell through because of production costs. Now Takara is taking a stab at the market.



PRESS START

From the "setting the record straight" department: You may remember from January of 1995 an announcement between **GTE Interactive** and **Nintendo** regarding the joint creation of a 16-Bit fighting video game. In that announcement, **Nintendo** also announced **GTE's** involvement with the Nintendo 64, and alluded to online gaming and Internet access possibilities—ostensibly for the N64 machine—with the aid of **GTE's** phone network technology. While the 16-Bit title (FX Fighter) wound up in the scrap heap, questions regarding **GTE's** N64 work remained nebulous. **EGM's** curiosity was further piqued by **Nintendo's** "Dream Team" partner list, which failed to list **GTE**. So what's the status quo? A comment from **Nintendo** was unavailable at press time, but **GTE Interactive** Public Relations Manager Valerie Motis assured **EGM** the company no longer has development plans for the N64.

Tetris, certainly the biggest computer puzzle game ever devised, will soon be headed online and to next-generation systems. The announcement comes from **The Tetris Co.**, which plans to renegotiate the game's licensing rights with current holders, including Atari, Nintendo and Sega. As far as the online gaming goes, the company wants to divvy up players into leagues based on gender and age, a statement read.

Problem: **Studio 3DO** seeks role-playing/strategy gaming developer expertise. **Solution:** Buy RPG/strategy gamemaker. That's exactly what **3DO** did when it announced plans to acquire **New World Computing**. The company, a subsidiary of **NTN Communications**, is best known for its "Might and Magic" series.



Audiophiles may want to tune into a new product from **Z-Man Corp.** named the Audio Signal Enhancer. The black box (above) connects between your video game system (or other audio output device) and speaker system, and spices up the audio signals. The result is better sounding effects, clearer voices and elimination of "brightness," a term describing the dull, lifeless tones that sometimes result from digital recording. "Gameplay [in the 32-Bit era] is great, but the sound quality sometimes falls short," company president Gerald Zerfas said. "This device 'warms up' that sound and makes it more pleasant to listen to." With a \$198 price tag, this device likely won't float most gamers' boats—except for sound-quality maniacs. For more information, call **Z-Man** at (616) 246-7929, or check out its home page at <http://www.z-man.com>.

REALITY CHECK

(Continued from Page 15)

future expandability for a head-tracking add-on. However, Rhoades pointed out that "it'll be some time before there's any software—maybe a very long time—that'll take advantage of 3-D or head tracking."

(Incidentally, you may have heard of Sony's new Glasstron LCD glasses, a new HMD that's expected to run more than \$800 when released in Japan. While a Sony Electronics spokesperson did confirm the product's existence, she did not say that the product would come over to the U.S. According to one industry official, Sony will market the Glasstron as a niche market HMD for technical uses rather than for mass-market consumption—so you won't see it in the U.S. any time soon. As a result, Rhoades said, the Glasstron project has no bearing on Virtual i-o's plans with Sony.)

Meanwhile, Virtuality's deal with Takara puts closure on a project the company first started with Atari for a Jaguar VR system. Atari reportedly dropped the project because of the high startup costs involved with mass production. However, Takara



Reality Bites

One of the first companies to create a video-game system compatible headset has reportedly decided to exit the business. The company, **VictorMaxx**, built the **CyberMaxx** head-mounted display (above). An *EGM* call to the company was not returned but a report from our online **NUKE** site quoted company president **Richard Currie** as saying the HMD market's "potential has been very slow in developing." The report also states **VictorMaxx** will shut down all current production of the **CyberMaxx** to focus on its online gaming venture, an **AutoDuel** game based on **Steve Jackson's** board game.



Specs

- HMD Dynovisor
- Japan Launch Date: Sept. 14, 1996
- U.S. Launch Date: Not yet determined.
- Price: About \$385
- Display: LCD screen equivalent to viewing 5' wide monitor from 10 feet away
- Open speakers.
- Dimensions: 8.86" x 4.96" x 8.66"
- Weight: 1.32 lbs.
- Japan Sales Goal: 50,000 units/1st yr.

Virtuality, makers of high-end VR machines and headsets, will help make the Dynovisor for Takara an LCD projection headset.

has decided to invest in that technology by bringing out the Dynovisor LCD glasses, which are slated to sell this September in Japan for roughly \$375. According to Virtuality (U.S.) Vice President of Marketing Mike Adams, the company is still negotiating deals that would bring it here to the United States.

"The preproduction units have performed well ahead of our expectations," said Takara of Japan's Yasumi Suzuki, a manager involved with the Dynovisor.

why the delay?

Still, these products are currently little more than 2-D TV screens that float in front of your face. Immersive, yes.

But 3-D? Not exactly.

"I think it's important to be honest about the fact that while we think the VTV is really, really fun for console gaming, that no one should think that for any of the gaming platforms... head-tracking and 3-D is around the corner," Rhoades said.

Why not? Both the Dynovisor and Virtual TV are capable of simulating 3-D via stereoscopic imaging, and Virtual i-o's products can have head-tracking add-ons. The problem lies with the consoles: specifically, games compatible with these headsets.

"It's a question of, 'Is there content for it yet?'" Rhoades

said. "It's a different ballgame with the PC. As you know, the PC is an open architecture, consoles are not." So while PC game developers can make titles compatible with HMDs that have 3-D or head tracking, console developers must secure approval from the system maker, such as Sega or Sony. It's a complicated process that will require a lot of time before gamers get a chance to play in a 3-D environment through their console system.

the good news

What will help further the cause of 3-D gaming is the growth of the consumer HMD market. Headsets that cost \$800 and up years ago are now available for half that.

Wider distribution channels and overlapping market potential also will help increase the user base. In Virtual i-o's case, its affiliations with telecommunications giant TCI and Thomson-CSF give the company's products tie-ins with not only computer products, but also cable TV, DVD applications and even communication services. Thanks to the lightweight nature of these headsets, a portable system/headset combination is never a far-off possibility. (Of course, the chances of Sony and Sega building portable 32-Bit systems is an entirely different issue.)

The key now is exposing enough gamers to the HMD experience, and getting video game developers to build a library of titles that offers 3-D gaming. That prospect may only be a console generation away.

"I think when people try them, they love them," Rhoades said. "So it's just a matter of getting people to try them." ■

PRESS START

N64 TOP 10 LIST

A lot has been said about the Nintendo 64 in the video game media, but chances are you haven't heard or seen all of it. Now that EGM has gotten its grubby hands on the N64 system and ahold of new information from various sources, the editors have compiled this list of N64 facts that you might not know:

10 what's out: Unlike the Super NES, the Nintendo 64 gets rid of the RF connector output. Instead, the system has a multi-out port with a stereo AV cable. Those who want to hook up via RF or S-Video will have to buy a separate extension cable.



9 Yoshi in Mario 64: However, he's hidden. You'll only find him if you go above and beyond the normal requirements for beating the game.

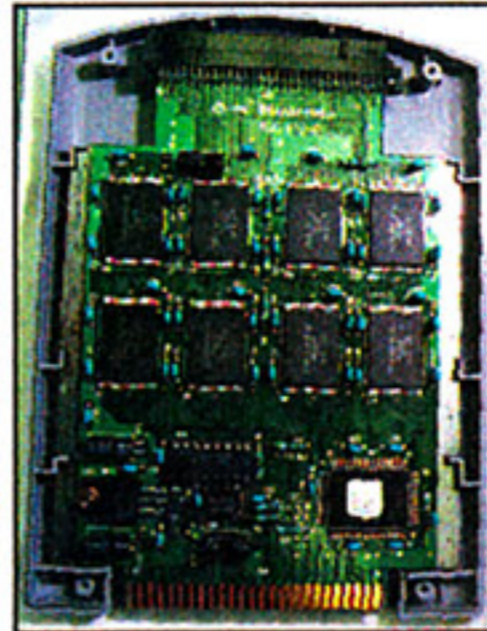
8 it's small: 10.23" x 7.48" x 2.87". The numbers don't tell the story as well as seeing the system in person. EGM estimates the system is two-thirds the width of the Sony PlayStation, and the same depth and height.

7 N64 F-Zero: It's not on any official product lists yet, but Shigeru Miyamoto has stated that he plans to make a sequel to the 16-Bit title, perhaps after Super Mario Kart 64 is complete.

6 lockout chips: While the Japanese and U.S. Nintendo 64 will basically be identical in

design, you won't be able to play Japanese games on U.S. systems because of lockout chips. (Look for import adapters to soon come out afterward, however.)

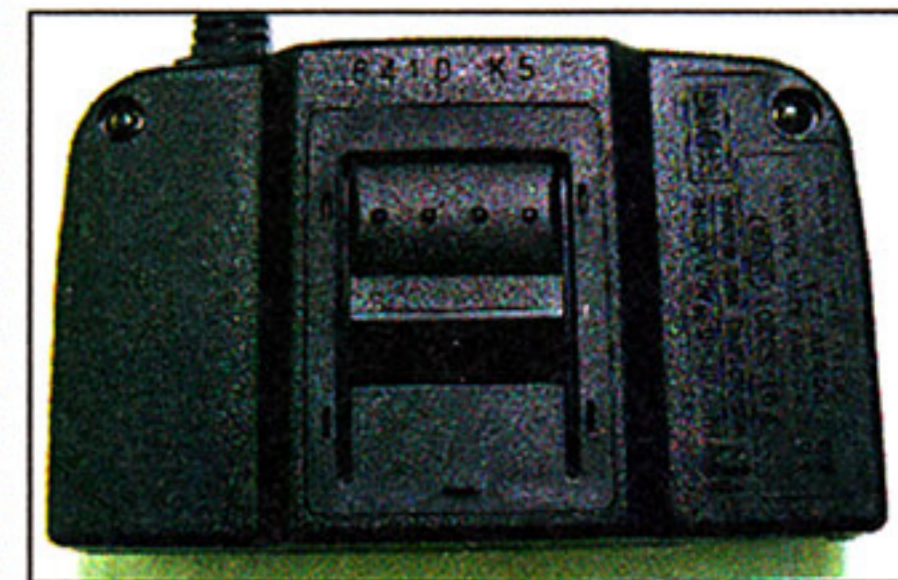
5 what's in an EPROM: These oversized carts are how game makers get to run N64 titles still in development on the system. Note that the carts are about twice the size of the ones you'll buy in stores. At the top is the I/O port used to transfer code from the computer to the circuit board.



4 what's underneath: The memory expansion port in front of the N64? In the future, it will be able to hold 1 or 2 MB memory expansion packs (for the 64 Disk Drive, or "bulky" drive). So what's underneath it now? Well, it's a sticker and a black plastic "jumper pak" that's not supposed to be removed.



3 game slot: You'd think that bigger is better. Just the opposite with the N64; the game plug-in is one-third smaller than in the Super NES.



2 power supply: Forget those old AC adapters with bulky plugs at the end. This time, Nintendo has opted for nifty plug-in module power packs (above), which add about an extra inch to the length of the machine. The adapter slides into a port into the back and locks in.

1 mass production: You may have heard Nintendo plans to sell 500,000 systems between the Sept. 30 launch and Christmas in the United States, and 500,000 in the first quarter of 1996. What you may not know is how Nintendo came up with that figure: That's all the company can supply. If the N64 sells like hotcakes, be prepared for system shortages this holiday season. ■

TRACID
PENNYWISE
DAREDEVILS
PRIMUS
THE OFFSPRING

BORED GENERATION

Beastie Boys
NOFX
HELMET
CASUAL
BOULDER
OF MISCHIEF

LEAMON

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COMPILATION WITH PREVIOUSLY
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AUGUST 6th



VIDEO BY
TWS



PRESS **START**



SATURN DIALS UP XBAND SERVICE

Sega of Japan has hammered out deals both here and in Japan to bring the XBand service to the Saturn. The service will be accessible with Sega's Net Link device (above).

"Sega's been so happy with where we've gone on the Japanese service that they've asked us to make a U.S. version," Catapult Entertainment President Adam Grosser said.

The U.S. Saturn service will differ from the Genesis service because it will allow both multi-player network play and cross-platform gaming. This means that future XBand-compatible titles will let PC players battle against Saturn players with no problem—thanks to programming tools developed by Catapult and recently given to Saturn/PC game developers.

No announcement has yet been made regarding the XBand launch date in the United States.

XBand's future with other next-generation systems remains in limbo, although Grosser did confirm talks between his company and Sony and Nintendo. According to Grosser, Sony's Internet strategy is not yet fully formulated, but Catapult is the "leading contender to provide network services." The company has not yet talked to Matsushita regarding XBand for possible use with the M2. ■

FOR YOUR VIEWING PLEASURE

Samsung Engineers 'Dream' TV

Everyone knows companies that make video game systems for TVs, but has anyone heard of a company making a television specifically for video game systems?

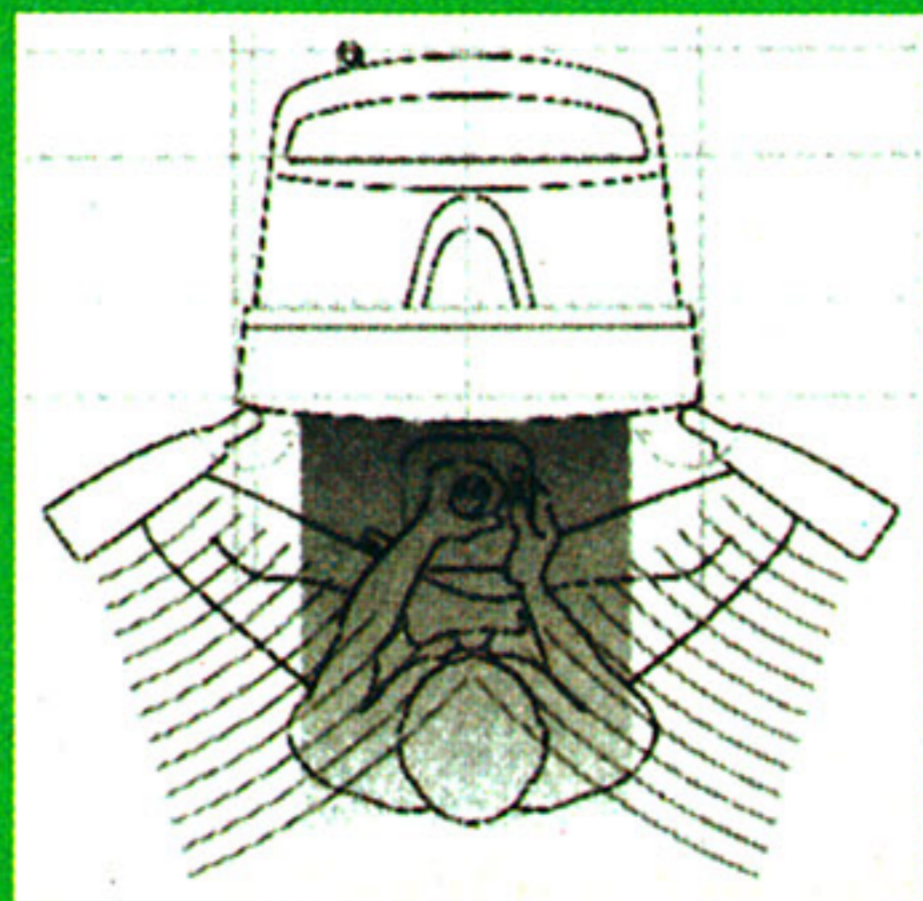
Enter Samsung, the home-electronics giant that will bring out, this September, the GXTV, a 13" monitor with a revved-up speaker system.

The GXTV is in most respects the first-ever "video game monitor designed by gamers for gamers," said Jim Sanduski, national marketing manager for the GXTV. "This is our most heavily researched product that's ever been produced."

Samsung officials corralled die-hard players with only one request: design a dream monitor they'd like to play video games on. Samsung then compiled players' sketches and feature lists, and handed that information over to the company's product designers.

Once the first prototypes were built, Samsung showed them to gamers for additional input. "The [gamers'] response has been extremely positive," Sanduski said.

GXTV differs from ordinary TVs in several important departments. While the screen (with a



Thanks to a low-emissions monitor, users can sit close to the TV without fear of fried eyeballs or reprimands from mom.



The GXTV's door cover swings out to reveal a pair of stereo speakers that can be positioned for optimal listening.

cable TV-quality resolution) may be a mere 13" diagonally, it has low-level emissions. That means gamers can sit up close to the screen without fear of damaging their eyes.

The GXTV's audio capabilities sound even more impressive.

The monitor has a 21-watt stereo speaker system consisting of a 15-watt subwoofer and two magnetically shielded speakers. Those two speakers are located on both sides of the monitor, and fold out. A player sitting in front of the GXTV can adjust the angle of these speakers for the best sound.

The GXTV also boasts two preset surround sound modes specifically for video games.

The first, dubbed "warzone," caters to shooting games by amplifying explosions and other special effects to mimic a surround-sound sensation. The second mode, "roadrace," is designed to emulate the pedal-to-the-metal driving experience.

The GXTV has two A/V input jacks, so a player can hook up two systems to the monitor simultaneously, as well as a headphone jack for private listening. The A/V input hookups will be especially useful for players with multiple systems, because the GXTV can switch from one system to another at the touch of a button.



Features

- 181-channel TV
- 13" diagonal low-emissions screen
- Stereo sound with dbx® Noise Reduction
- Tilt/swivel stand
- 21-watt 3-piece speaker system:
 - Bass reflex 15-watt subwoofer
 - Two hinged speakers rotate 175 degrees
- Two preset surround-sound settings
- Multiple A/V input jacks
- Headphone jack output
- Remote control

Since the monitor is a fully functionable TV/speaker system, players can also hook up a VCR, portable CD, stereo or any other audio/video device.

At \$349, the GXTV seems a logical choice for gamers seeking a compact, versatile all-in-one monitor for both video games and audio systems. Look for the product where video game systems are sold. ■

DEATH. It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a gut feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you out.



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Coming soon for Sony PlayStation,
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REVIEW CREW

THE REVIEW CREW



SHAWN
SMITH

CURRENT FAVORITES:
Jumping Flash! 2
Blast Chamber
Bogey: Dead 6

Doom's cool and all but it's nothing like the real thing—paintball. Shawn was able to give high scores to his co-workers...in the form of painful paintballs!



DAN
H SU

CURRENT FAVORITES:
SF Alpha 2
Baku Baku Animal
Gun Griffon

Hsu organized the whole paintball fiasco. He got coated in mud and eaten by mosquitoes, but all the pain and effort paid off when he bulls-eyed Sushi-X!



CRISPIN
BOYER

CURRENT FAVORITES:
Gun Griffon
Bust-a-Move 2
Crash Bandicoot

Cris got pelted by more paintballs than anyone else in the EGM gang—and most balls beamed him in the skull. Next time he's bringing a real gun.



SUSHI
X

CURRENT FAVORITES:
MK Trilogy
Dragon Force
NiGHTS

Sushi found paintball to be a relaxing break from his fighting game-playing duties. Now he's plotting revenge against Hsu, who got off a lucky shot.

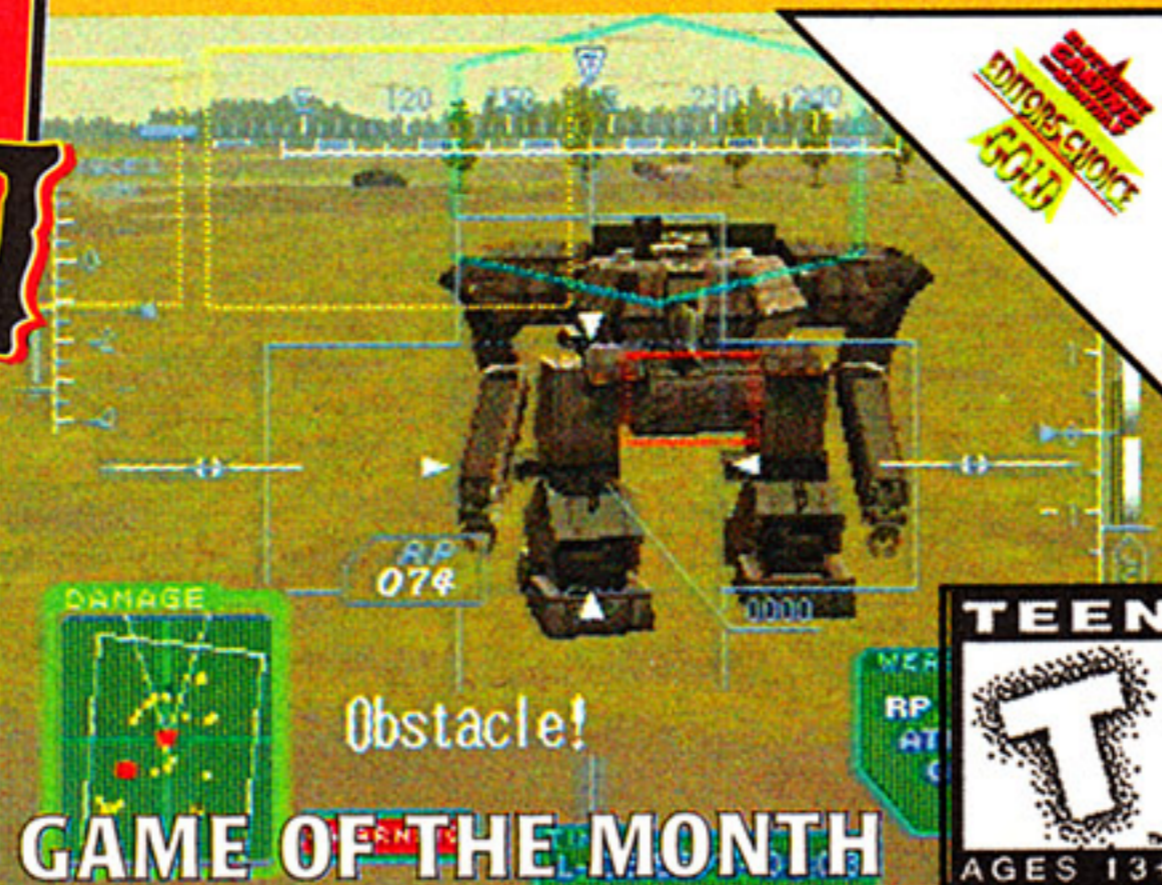
The Review Crew rates each game in several categories: visuals, sound, ingenuity and replay value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

THE RATING SCALE:

10-Perfection	5-Average
9-Virtually flawless	4-Rent first
8-Splendid	3-Time-waster
7-Worthy	2-Don't even rent
6-Good, not great	1-Flush it

SATURN GUN GRIFFON

SEGA OF AMERICA



GAME OF THE MONTH



CATEGORY: MECH SIM

BACK-UP: SYSTEM MEMORY

BEST FEATURE: GRAPHICS

WORST FEATURE: STICKY BUILDINGS

ALSO TRY: THUNDERSTRIKE 2

I've always been a big fan of the arcade-type sims like AH-3 Thunderstrike for the Sega CD. Gun Griffon fits right into the same style as the oldies but uses the Saturn's new technology and comes through to offer gamers an action-filled mech extravaganza. The graphics are sharp but not incredible—they work for this game. There are plenty of different weapons to choose from but you don't have unlimited ammo. Conservation adds a good angle to the game. It's not just a blast-fest. There are a variety of missions. The night mission even allows you to use the night-vision goggles. I liked this one all the way through.

By far, the best, most realistic cinematic intro I've ever seen. I thought I was watching film, not computer animation. This is the most exciting mech sim I've ever played, including any found on the PC. The controls are simple and responsive. The load times are minimal. The sounds are great. The mission briefings are quick and to the point, although I would've liked to have seen some more great cinematics utilized there. My only other complaints are some graphics were too pixelized, like the explosions. Also, the buildings should be destroyable. They are mysteriously resilient and cause your mechs to stick to them and stop abruptly.

Gun Griffon is the best mech sim to ever come out for the console systems. The game contains nearly everything a would-be mech pilot could hope for, from way-cool HUD displays to dozens of various multiton, multilimbed robots. GG's graphics are superb, as well. The enemy mechs, tanks, jets and helicopters are all extremely detailed, as is the terrain. And GG is polished with nice little features like radio chatter and varying weather conditions. The game's only flaws are the lack of external views and the "stickiness" of buildings and other structures. Even mild contact with a building is enough to stop your speeding mech cold.

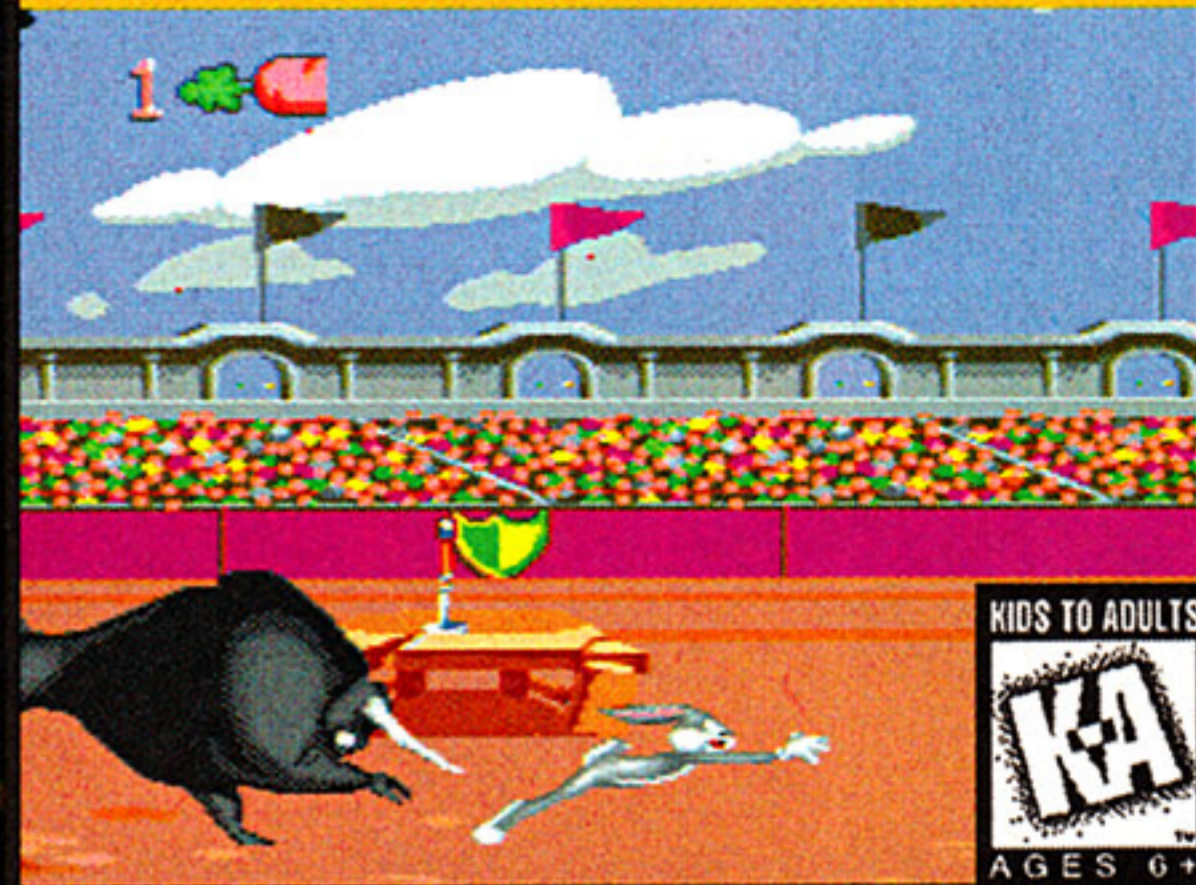
This game has everything a good mech sim should—realistic graphics, excellent control and a cool story. The enemy mechs, tanks, gunships and jets look especially realistic. Battles get pretty intense, and you have to keep moving to survive. The option to fly with your jump jets adds a whole new level of strategy to the game, since the enemy mechs can fly, too. The game only has eight missions, but they're long and challenging and will keep you busy for a while. GG has a few flaws. You can't blow up buildings in the city levels (although you can walk across their roofs), and it's too easy to get your mech stuck on buildings.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.5	7.5	7.5	7.0

GENESIS

BUGS BUNNY IN: DOUBLE TROUBLE

SEGA OF AMERICA



CATEGORY: ACTION

BACK-UP: NONE

BEST FEATURE: VARIOUS THEMES

WORST FEATURE: TEDIOUS LEVELS

ALSO TRY: ALADDIN

This one's a little too average for me. Granted it's fun but too many areas leave you feeling annoyed because of control. Good points? It's fun, it has bright, colorful graphics and there's a variety of levels to play through—each with its own theme. It was very cool to see so many different characters from the cartoon star in the game. If you're a Warner Bros. fan, this game is even better for you. I can't say that I wanted to play the game again after going through it once. When I pay \$40 or \$50 for a game that is so average—like Bugs Bunny—I feel kind of jipped. When games like Vectorman are out, why bother with the average?

Looney Tunes can always bring a smile to my face, I have to admit. Trying to look beyond that, Bugs Bunny is really nothing special. It's a platform game much like any other cartoony deal. Some new ideas can be found, like bouncing up to grab dynamite and a parachute to blow up entrances in the ground, but they are not earth-shattering. Some levels are difficult to find your way around, especially the underground mines. Once you get lost, you'll circle all around, wandering endlessly through the same paths. When you see the same surroundings over and over, it will drive you buggy. Not bad to keep the young 'ens busy.

Fans of Warner Bros.' wisecracking rabbit might get a kick out of this game, since its levels are loosely based on the bunny's old cartoons. Otherwise the title is barely above average. While the graphics and animation are colorful and cartoonish, they're not as good as the visuals in Disney-inspired Genesis titles. The sound's only so-so, too. This game's greatest strength is its variety of levels. Each stage sends Bugs on a specific mission, so the latter levels always offer something new to do. The levels are also large and give you plenty of room to get lost. Bugs doesn't control very well, though; he slides around too much.

Everyone's favorite wascally wabbit gives players an action-filled adventure that changes greatly from level to level. Although the control may not be as precise as possible, it is still fair and just even to beginning players. At first glance BB in DT may appear to be just another side-scrolling adventure game that requires more reflexes and minimal amounts of intellect, but let me assure you, this is a thinking man's game requiring as much strategy as a side-scrolling game can handle. This one is great for all but the youngest players. Great characters and plenty of different action to go the distance in this one.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6.5	5.5	6.0	4.5

SATURN**SHOCKWAVE ASSAULT****ELECTRONIC ARTS**

KIDS TO ADULTS
KA
 AGES 6+

CATEGORY: FLIGHT COMBAT**BACK-UP: SYSTEM MEMORY****BEST FEATURE: TWO GAMES IN ONE****WORST FEATURE: MONOTONOUS PLAY****ALSO TRY: WING ARMS**

I was pretty much frustrated with this one. Yeah, the FMV was well done and the graphics weren't horrid, but I just didn't really enjoy the game—it wasn't that fun. The enemies were kind of weird-looking in a bad way and the Bosses were big but unimpressive. The missions were fairly bland and restrictive. Many times the captain would yell at you or compliment you for what seemed to be no good reason. There were a number of different levels to play and having the sequel included was a great touch. The control was decent but again restrictive. For a cool story line with mediocre gameplay, Shockwave is here.

Shockwave Assault will tantalize you. Good full-motion video intro, decent acting, smooth-scrolling terrains. That's the good. The bad is the control. Your spaceship is not very nimble, so it's hard to dodge attacks and keep a bead on your enemy at the same time. To avoid frustration, I found myself taking all the hits and throwing any kind of evasive maneuvers out the door. Shockwave allows freedom of movement, but that movement is confined to a limited area. To make matters worse, your ship takes a lot of damage trying to leave the area. The slow action never raised my heart rate. You can find a better space shooter.

This game may have been a real system seller when it debuted a few years ago for the 3DO, but now it's just an average game that pales in comparison to similar titles. Actually, it's two average games on one CD. SA includes the original Shockwave game, in which you battle aliens over Earth, and its second episode, Operation Jumpgate, which continues the battle throughout the solar system. These two episodes make for a lengthy and difficult game, but the gameplay during each of the 15 levels is pretty much the same. All you really do is take on wave after wave of monotonous aliens. The cinemas are cool, though.

SA has a cool plot and excellent cinemas, but its gameplay is below average. All you do is fly around and blow up aliens over and over again. Later levels can be frustratingly difficult. For instance, most enemies nail you with at least one shot before you can blow them away. Control of your ship is very limited; you can't fly very high and you can't crash into the ground. And your controls are so unresponsive that it's often impossible to dodge enemy fire. SA does offer plenty of play time, however. Since the title is actually two games in one, it features 15 lengthy missions that will keep you chasing aliens for a while.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5.5	5.5	5.5	4.5

PLAYSTATION**BOGEY: DEAD 6****SONY**

KIDS TO ADULTS
KA
 AGES 6+

CATEGORY: AIR COMBAT SIM**BACK-UP: MEMORY CARD****BEST FEATURE: STORY LINE****WORST FEATURE: TIME LIMIT****ALSO TRY: AIR COMBAT**

I'm not one to drool over flight sims so when I first saw Bogey: Dead 6 I wasn't too excited. After playing it, though, my attitude changed. I couldn't get enough of this game. Playing the Training Mode, the Regular Mode and the link-up Vs. Mode, I would just play and play. If I got shot down, I'd restart and play some more. There were some polygon breakup problems but nothing major. The voice-over was great. The nice thing about Bogey is that as much of a flight sim as it is, it's also an arcade-action game. Because of this, it has great replay value. Also, Bogey has a huge variety of missions—blowing up bridges and carriers is fun!

It's a cliché in the world of reviewing games, but it applies to many games before, many games now, and unfortunately, to many more games to come. Bogey: Dead 6 is nothing we haven't seen before. Sure, it looks great: The animation is top-notch smooth. Sure, it sounds great: Clear voices help build the tension for dogfighting, and the sound effects of bogies roaring by are loud and realistic. The problem is, it has no innovation, it's all flash. The bottom line is, if you really enjoy air-combat games, this is one of the best-looking and sounding ones around, but don't expect any surprises in here.

Like Air Combat and Top Gun: Fire at Will, B:D6 is not a complicated flight simulator. It's just another arcade-style shooter that has more to do with blowing stuff up than flying a true-to-spec fighter jet. Still, the game does up the ante in realism a bit by allowing you to land your plane once in a while, and sound effects—such as engine whine—sound authentic. But B:D6 shatters all illusions of real-life combat by imposing a time limit on your missions. It's more than a little frustrating to watch the last bogey get away because you ran out of time. B:D6 does offer a wide variety of day and night missions to fly, from patrol to escort duty.

I'm not a fan of these types of games at all but Bogey: Dead 6 did have a lot of action for a flight sim. Knowing that it's more like an arcade game than most I've played helped me tolerate a usually boring genre. The graphics were very good with minimal pixelization and the missions were fun to play through. I liked destroying ground targets and locking on enemy jets. I had a slight ammo problem since I fired seven missiles per plane. Oh well—I crave action. Again, if you're not a combat-sim fan, Bogey is not going to convert you into a jet jockey. If you like jet fighter games, then Bogey is a good purchase.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.5	8.0	4.5	6.5

PLAYSTATION**BUST-A-MOVE 2****ACCLAIM**

KIDS TO ADULTS
KA
 AGES 6+

CATEGORY: PUZZLE**BACK-UP: MEMORY CARD****BEST FEATURE: TWO-PLAYER MODE****WORST FEATURE: IT'S TOO ADDICTIVE****ALSO TRY: ZOOP**

I kept on thinking maybe this was a Young M.C. game of some sort but then I remembered the first Bust-A-Move at the arcade. This one is a lot of fun and since no other Bust-A-Move game was ever released for the PlayStation before, you'll have a lot of fun with a fun new puzzle game. Plus, if you're into anime, this one will please you with its cartoony characters and funny voice clips and background music. The three different modes of play make for good variety. My favorite mode, besides two-player, is the puzzle game. This is not one to be finished in one day. For the price I've seen it for at local stores, this one is a great buy.

I never understood the popularity of Bust-A-Move. That is, until I sat down and played it. It's an addicting puzzler. I can't resist beating up on Crispin in the Two-Player Mode. The challenge doesn't lie in setting up combos, but making sure your shots line up correctly. It's different, but too easy. I prefer games like Kirby's Avalanche and Baku Baku where you will have to plan fast and hard to combo your opponent. In Bust-A-Move, all you really need to do is to pile up balls on one long leg, bust the top of the line and drop the whole thing. Too simple, but still fun. Be ready to get frustrated with balls that don't go where you want!

Except for its brand-new puzzles, BaM2 is the same game as its predecessor. And that's great news, because the original was one of the most addicting puzzle games ever developed. This game demands more than just the match-the-color skills that so many other similar games require; you have to be a good shot, too. One carefully aimed bank shot can win you the match. The game offers hundreds of puzzles and a slew of computer opponents to tackle. But the best way to play is against a human opponent. Everyone at EGM has lost a few hours of work time this month after getting sucked into BaM2's Two-Player Mode.

When you are tired of falling blocks, better move to the colored floating spheres. Bust-A-Move 2 takes the original one step further to include tougher competition as well as the option to play on the Full-Screen Mode filled with more challenge than many mortal men could handle. This is one of the hottest puzzle games that allows players to battle it out by setting up combos and banking shots into tight corners to put their opponents away. Grab a friend and crank the difficulty up and try to force your way through the constantly changing levels. This title will have you bursting bubbles in your sleep.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.0	6.5	6.5	8.5

PLAYSTATION

SIMCITY 2000

MAXIS



CATEGORY: STRATEGY/SIM

BACK-UP: MEMORY CARD

BEST FEATURE: REPLAY VALUE

WORST FEATURE: INTERFACE

ALSO TRY: THEME PARK

I played this one originally on the PC so the image I had was one of hi-res graphics and easy-to-use mouse control. The PlayStation version is still hi-res and has the mouse control that I truly enjoy. The interface is big and kind of clunky which is annoying but not terrible. I would say using the control pad instead of the mouse would be very frustrating. There are a variety of different cities to load up and build from—or destroy! Usually games like this are difficult to get into on a home system, but SimCity 2000 on the PlayStation is not that way at all. It's nice to see games like this finally taking advantage of the mouse.

I love being able to build anything I want, where I want. SC2000 lets you feel the headaches of running a small town or a bustling metropolis. Being able to custom-design your city has a certain appeal to it. You can place highways, zoos, bus depots, or prisons anywhere you want. This is easily Maxis' best Sim title. It doesn't score higher because it's hindered by a lack of a better resolution. SC2000 is too graphically detailed to look at on a television. The interface is clunky too. The menus are hard to navigate; a PlayStation mouse helps out a bit. It was also difficult to scroll around the map quickly. Great game, bad version.

This port of the PC classic is half-game and half-civics lesson. But just because the game is educational doesn't mean it's boring. Sim City grabs your attention the second you start setting up your city. You can spend days tinkering with your metropolises, so the game never really gets old. The tons of play options and numerous mission modes also add life to the title. The graphics are adequate, but the music gets old—it sounds like it's from the film *Weekend at Bernie's*. Manipulating the menus is a bit hard with the joypad, so the mouse is strongly recommended. In fact, this game is the best reason to buy the PlayStation Mouse.

I remember playing SimCity on the Super NES for hours on end. This updated version for the PlayStation gives players a chance to build not only on to the ground but down under it as well. I was hoping for an interface similar to the PC version but what was included instead was a childish menu bar similar to the Saturn version. The game features plenty of controlling options for you as the mayor to take charge of, such as balancing a budget and fighting increasing pollution. SC2000 has it all. The only thing this game needs is the all-out money trick so players can build to their heart's content.

VISUALS 5.0 SOUND 5.0 INGENUITY 8.0 REPLAY VALUE 8.5

PLAYSTATION

SPACE HULK

ELECTRONIC ARTS



CATEGORY: STRATEGY/ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: INTENSE STRATEGY

WORST FEATURE: SLOW PACE

ALSO TRY: DEFCON 5

When I originally saw Space Hulk I thought to myself, "Great. Another Doom clone." Sure, I had heard of the versions out for 3DO and other platforms but I never really took a good look. I loaded up Space Hulk for the PlayStation with an open mind because I wanted to know what it was really all about. I was pleasantly surprised. The graphics were sharp. They moved a bit slow but for this type of game that really wasn't a big deal. The monsters were cool looking even though they were all the same. There are plenty of missions to complete and it has an interesting motif. If you're looking for something in-depth, Space Hulk is for you.

Take the graphics of Doom and sprinkle it with the anxiety of any of the *Aliens* movies, and you have Space Hulk. You have to play this game to see (and feel) what I mean by anxiety. This game is different than any Doom clone because you have to design a plan with your team. You cannot just rush in wherever you want—it won't work. You have to utilize your resources and place teammates in strategic locations to fulfill your main directives. The movement, and therefore the action, is a slow plod. You won't find any excitement there. What Space Hulk offers is a scary and difficult first-person perspective strategy game.

Don't be misled by screen shots—this game is not an action-packed Doom clone. Rather, SH is a strategy game in which you guide around a team of armored, gun-toting soldiers as they go about specific missions. While you must blow away the occasional alien, the game is by no means an edge-of-your-seat killfest. You spend more time giving your soldiers orders and placing them in strategic positions than attacking the enemy. The game's plot is imaginative (it's based on a popular board game) and your mission objectives are always interesting, but the sorry graphics really let this title down. They're way too grainy and choppy.

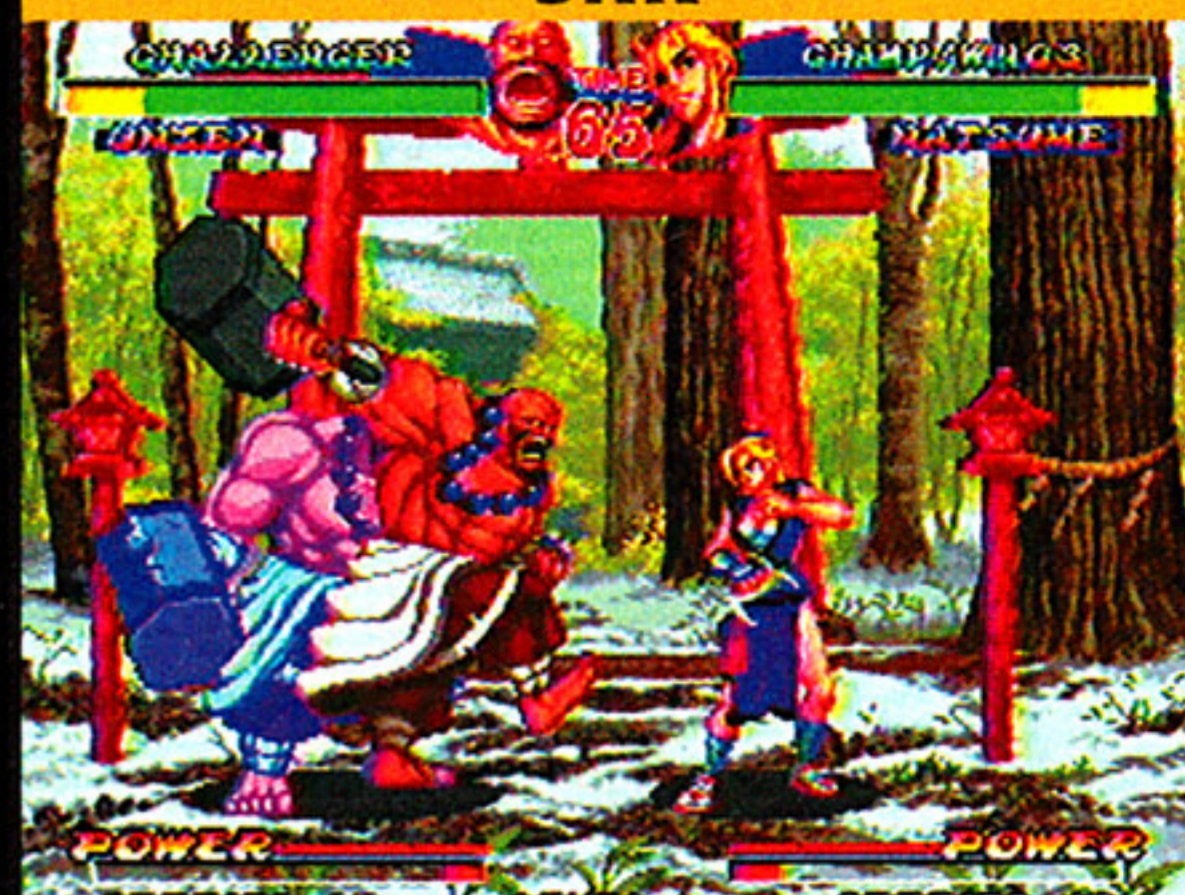
Space Hulk could have scored extremely high. Everything was there: the graphics, the music, the sound effects. The slow movement was what hurt it. I understand that it needed to be a slower pace, since this is a combination of a strategy game with an action game. It's a catch 22. If they would've sped up the game, then it'd be unplayable. The best part of Space Hulk is how the mood was set. With all of the sound effects and dark tunnels, I was thrown deep into the role of a space marine. It was a scary role! I also liked controlling several soldiers at once. It added to the anxiety of the moment.

VISUALS 6.5 SOUND 7.5 INGENUITY 7.5 REPLAY VALUE 7.5

NEO-GEO

NINJA MASTERS

SNK



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: WEAPONS

WORST FEATURE: SMALL SPRITES

ALSO TRY: SAMURAI SHODOWN

While playing this one, a co-worker walked over and asked who made this game. I said, "SNK." He then replied, "Really? This is so much like Samurai Shodown!" This made me think about the game. Why would SNK come out with a title that really fits the definition of "average" and is so similar to one of their past fighters. The graphics are okay but the characters are way too small for a Neo-Geo fighter. There is plenty of interesting art and character animation and weaponry but if the players were bigger I would be more impressed. There are plenty of special moves but for the price tag, this one just isn't worth it.

This game has almost everything: super moves, combos, special throws, shadow moves, ultimate super powers, lethal infernos, etc. Big deal. The graphics stink. The characters are small, and I'm not sure they have more than two frames of animation. Ten fighters are selectable, which is fair. I doubt this game will do well, it just looks like too many other SNK fighters. I promise you will probably walk right by this arcade cabinet on your way to Street Fighter Alpha 2 or any of the multitude of better fighters out there. On the plus side, there is a bit of technique to learn, but the mediocre graphics won't hold your attention.

This game sports the less-than-brilliant graphics of a 3-year-old 16-Bit title, but it has the moves and combo system of a more up-to-date fighting game. NM's locations and characters contain none of the polish that's found in most Neo-Geo fighters; its graphics don't scale in and out and the combatants aren't very big. NM's fighters look like lame clones of the stars of the Samurai Shodown series. The game does feature a few fresh options, like the ability to fight with or without your weapon and even toss your weapon at opponents. You can also create your own mega-hit combos and perform desperation moves.

I'm probably going to have to rip in pretty hard on this one since I know SNK can make a game much better than this. What were they thinking? Why did they come out with such a mediocre game? It's similar to some of their older titles but looks like it should've come out a couple years ago instead of 1996! There are some nice special moves with devastating results and the ability to use or not use your weapon button while in combat is a nice touch, but when you spend a lot of money on a Neo-Geo cart you expect more. Ninja Masters does not offer more—instead it offers more of the same. That isn't worth \$150 is it?

VISUALS 3.5 SOUND 4.5 INGENUITY 3.0 REPLAY VALUE 4.0

Shodown

Dan

Crispin

Sushi X



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DOESN'T MEAN YOU HAVE TO STAY THERE.**



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3DO

CASPER

INTERPLAY**CATEGORY: ADVENTURE****BACK-UP: SYSTEM MEMORY****BEST FEATURE: GRAPHICS****WORST FEATURE: LOAD TIMES****ALSO TRY: GEX**

Casper, the friendly ghost. The friendliest ghost around. Yea, he's around. Around the mansion racking his brain trying to figure out what to do next. I have to admit though, the more I played Casper the more I got into the game. The graphics were spectacular and the orchestrated sound was very fitting—since it was from the movie soundtrack. I was frustrated with the load time in between rooms and Bosses, but there are plenty of things to accomplish in the game. It won't be beat in the first few hours for sure. As mentioned, some of the puzzles didn't seem to make sense and were almost impossible without a hint book.

Casper hits the right spot. The game's lighthearted tone works well with the puzzle element. The sprites are colorful and crisp. The backgrounds are also drawn nicely, adhering to the cartoony and scary theme. The puzzles are obscure, yet enough clues are given to you to make you feel stupid for getting stumped, which I was a couple of times. Load times are the only major gripe I had. New maps=load time. Inventory screen=load time. Spoken dialogue=load time. If you can look past this, you have a definite worthwhile game to play. Younger kids should eat this up, if they can get a strategy guide to go with it.

Despite its fancy graphics and numerous puzzles, Casper is at its heart a maze game—and often a frustrating one. You'll need to draw maps of the game's areas to keep from getting lost. You'll also need to search for lots of items to solve the game's puzzles. But some of these puzzles don't make sense. For instance, Casper can turn into vapor to travel through air vents, but the same power doesn't let him squeeze through barred doors. Casper controls well, but sometimes he freezes in mid-glide while the game loads another area. The freezing is a small annoyance, though, and doesn't sap much fun from the game.

Casper is one of those classic titles that has great graphics and plenty of action in the multiple levels to keep players interested, whether they enjoyed the movie or not. Looking past the minor slowdown, I feel Casper is undoubtedly the best title to be released for the 3DO ever. Many players may feel the action gets a little repetitive in certain aspects of the game such as finding the puzzle pieces. But for anyone who has played a great action game or an involved RPG, they will have to admire Interplay's attempt to breathe a last breath of life into the pre-M2 3DO system. Hours and hours of game to be enjoyed by all.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.5	3.5	6.0	5.0

GAME GEAR

IRON MAN & X-O MANOWAR IN: HEAVY METAL

ACCLAIM**CATEGORY: ACTION****BACK-UP: PASSWORD****BEST FEATURE: ANIMATION****WORST FEATURE: CONTROL****ALSO TRY: BATMAN & ROBIN**

I remember Tony Stark from the good old days of comic books. Can't say I recall X-O Manowar but that's okay. This one for the Game Gear is nothing too special. The graphics are pretty average and the animation is very good. The control seemed jerky though. There aren't a large variety of enemies and each one seems to take too many hits to kill. Sure, this adds to the challenge of the game but when a simple "enemy" like a security camera takes five hits to kill—and it hurts you—it's more of an annoyance than anything. The bios of the enemies you'll face in the beginning are pretty cool. Overall, it's a good rental.

Ahhhh...I'm angry for having spent time on this poor attempt. Side-scrolling platform games are just old and dated, and Ironman is more of the same. The control is horrible. It is sometimes easy to shoot your enemies, and it's sometimes hard. You just never know. The enemies always behave the same and provide you with zero challenge, although they may give you a hard time since you will be spending more time mastering the controls instead of aiming for them. Nothing exciting can be found; all you do is jump and shoot! I wouldn't even recommend this to Ironman/X-O fans nor side-scrolling game fans.

There's really not a whole lot to like about this game. It dumps you into a bunch of dull, monotonous levels and annoys you with repetitive music. The armor-clad hero is hard to control; although he can aim his blasters, throw kicks and fly for a brief time, none of these moves is especially easy to pull off. The poor control is very frustrating, since enemies can leap on Iron Man before you can aim his blasters at them or jump out of the way. The game's only impressive feature is the animation of its main characters, especially Iron Man, whose movements look fluid and natural. Everything else in the game is forgettable.

It's so hard to swallow games like this nowadays but they're still around so let's be fair. Since I'm into comics I like the theme involved with this one but I can't say I was impressed with Iron Man X-O Manowar even if it's on the Game Gear. It has a password feature that games like this often forget but the graphics and sound were too simple and average. Remembering games like Chuck Rock II with its bright colorful graphics make Iron Man look bad. The animation was good and the levels played well. I do wish the characters were easier to control. Overall, this one was too simple and frustrating.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5.0	5.0	3.0	3.0

GAME BOY

DRAGONHEART

ACCLAIM**CATEGORY: RPG****BACK-UP: PASSWORD****BEST FEATURE: STORY LINE****WORST FEATURE: FIGHTING SCENES****ALSO TRY: FF ADVENTURE**

I didn't see the movie yet but I do think there was only one or two dragons in it. The game throws a plot twist in there where you destroy dozens of different dragons throughout your adventure. Strange, but for gameplay reasons I can understand. For a Game Boy game this one is not bad at all. The story was pretty cool and the graphics were good for what that tiny two-color screen can do. The text is a little tiny on the small screen but fine on the Super Game Boy. There are a variety of characters and items to find. The main problem is that the game isn't challenging. Many of the tasks are far too easy to complete.

At first, you'll wonder if role-playing games can get any simpler than this. No experience points, no levels gained, no special powers. Explore many different locales and talk to people that'll further your quest. Say the right thing, and these people will help you on your way. It's not challenging, but when you remember it's a Game Boy game, you might think, "Okay, it's not that bad." Dragon Heart provides enough long-term entertainment on a portable level that it's worth checking out. The silliest parts are the anticlimactic battle scenes. Risk blindness if you decide to read the dialogue without a Super Game Boy.

I'm usually a big fan of Game Boy RPGs, but Dragonheart is a little too lean on action for my tastes. It's also a type of RPG that's different from what console gamers are used to playing. Much of the game is played in a first-person perspective rather than an overhead one, with you wandering around in search of dragons to slay. The actual battles against the scaly beasts happen infrequently, and they're not very exciting. You just advance on the dragon and swing your sword while the creature tries to nail you with fireballs (which look more like gross globs of spit). The game's plot is cool, though, and will hold your interest.

This was a good role-playing game for the timid. It does not involve a whole lot of brainpower to beat this one. If you can talk to every inhabitant and listen to what clues they'll give you, then you'll have no problem. There are plenty of side stories to distract you from your true objectives. The game is very linear, but you can't expect too epic of a quest on a 4-Meg cart. I liked the story; it was the only thing keeping me playing the game. Otherwise, with the lack of features, like a spell system or different weapons and armor to buy, it wouldn't have fared so well. The fighting system sucked—it should have been skipped.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5.0	4.0	6.0	3.5

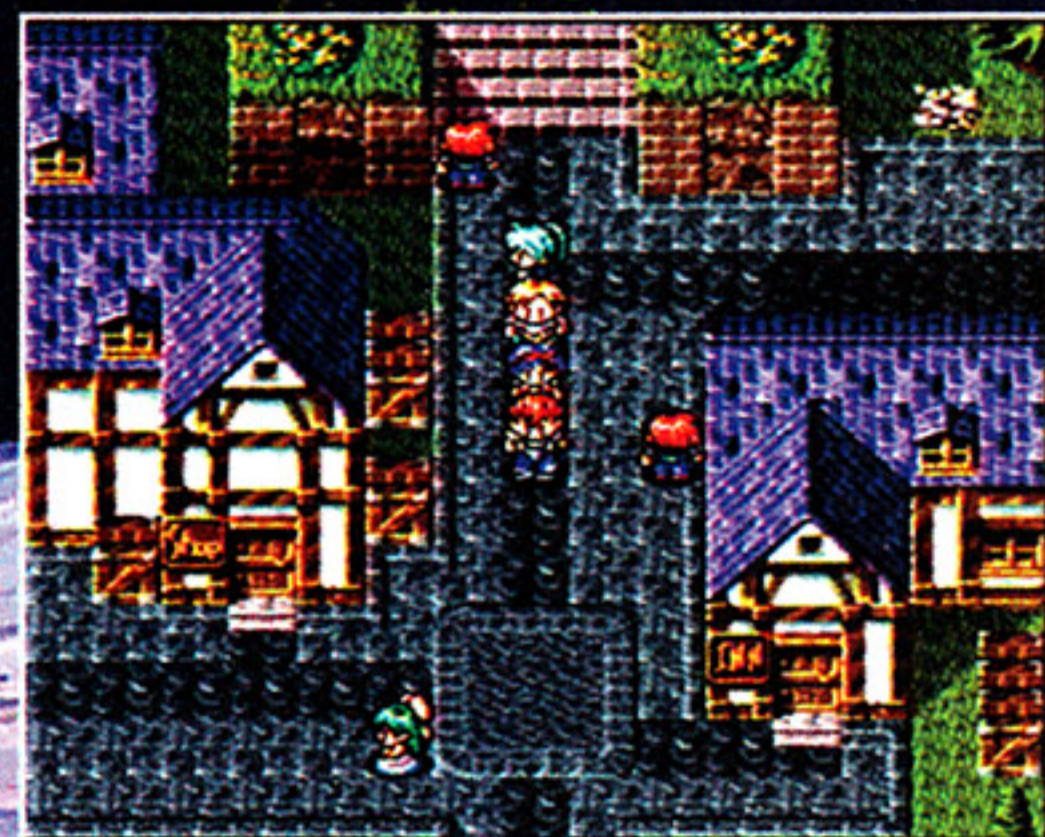
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You step on the field.



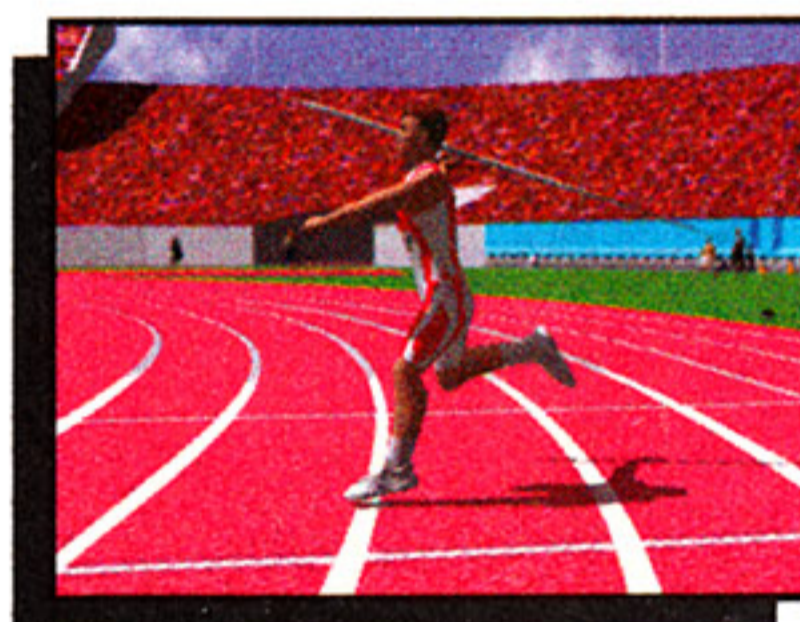
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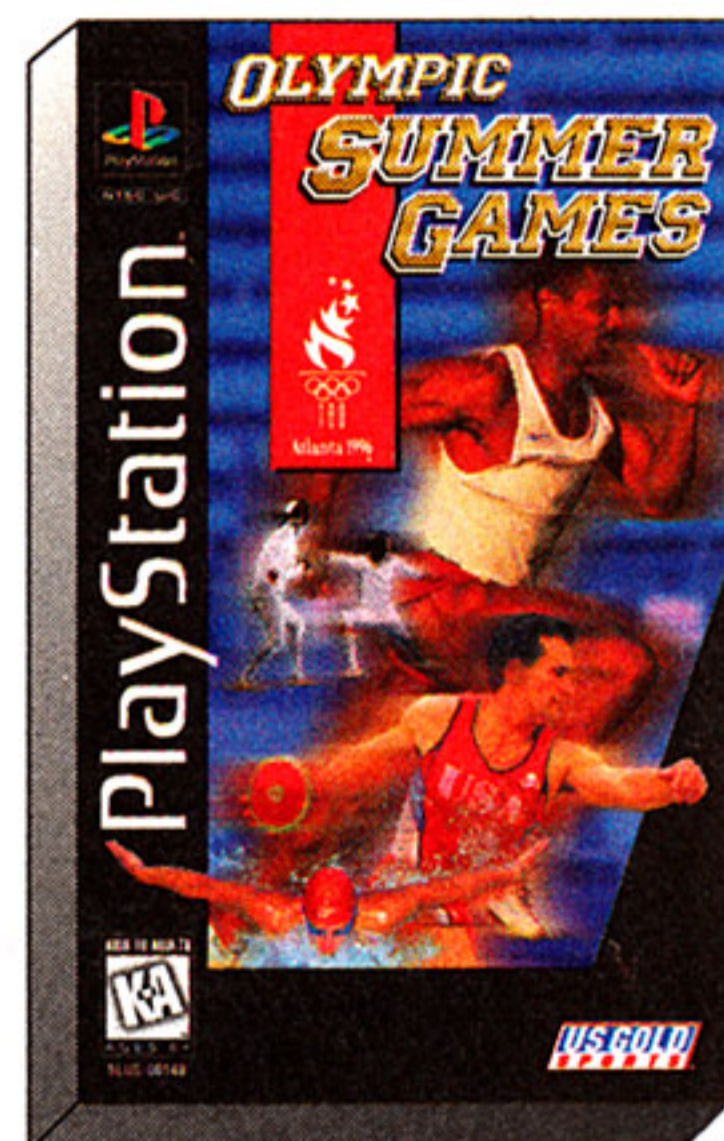
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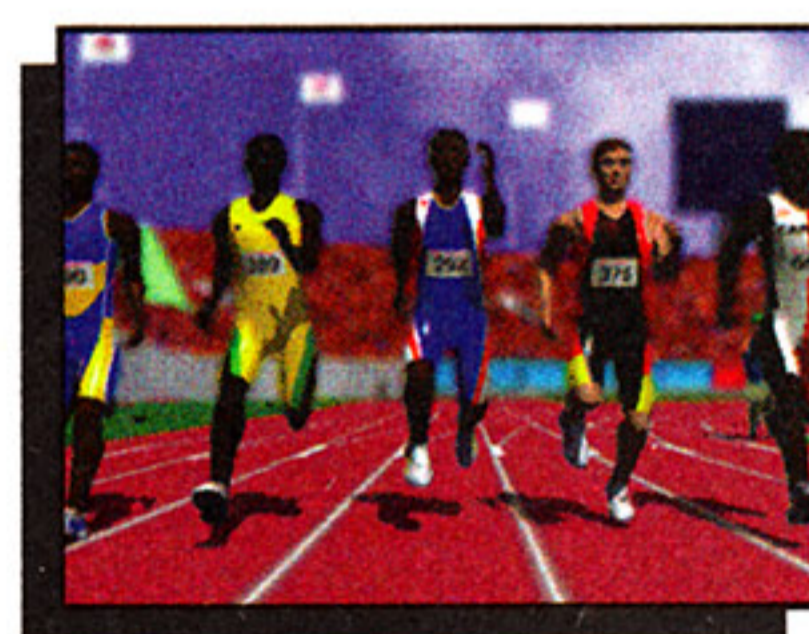
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- **Sega's 64-Bit Box for \$250!**
- **Sony May Sell RPG Combos**
- **Finally, It's Street Fighter 3**
- **More N64 Game Developers**
- **Adieu to Current MK Stars?**

...Surf's up, my fellow Q-worshippers. It's time once again to ride the big gaming wave and take your monthly plunge into the murky waters of gossip that are found only in the deepest depths inside the industry. While the other gaming gurus have been soaking up the sun and taking vacations, my Q-spies and I have been out in full force and collected the inside story on the hottest gaming developments of the summer...Word out of the Naughty Dog camp suggests that work has already started on Crash Bandicoot 2. Some of the levels and bosses that wouldn't fit into the first version will finally get to make their debut in the proposed sequel. Industry insiders expect that Sony's new little ratlike marsupial will take the gaming world by storm, and should give Nintendo and Super Mario 64 a race for Game of the Year honors...The gap between Sony and Psygnosis seems to be widening into a major league schism. Rumor has it that each company harbors big-time bad feelings against each other; Sony reportedly fed up with Psygnosis and vice-versa. How bad are the vibes? Well, while Psygnosis plans to release Formula One racing, Sony aims to release its own high-speed racing game at about the same time. The Q-Mann asks: "Can't we all just get along?"...

...Insiders also suggest that Sony is hard at work packaging some of the Station's best role-playing games together for a U.S. release to combat anything Nintendo comes up with in the RPG category. One juicy tidbit hints of Sony putting Arc the Lad 1 and 2 together as an RPG combo package. Another rumor suggests Sony will delay the release of Final Fantasy VII—with Square's approval. The plan is to release FF7 at the same time Nintendo releases the Nintendo 64 version of Zelda, which could prove to be a winning strategy for the PlayStation...

...With the maiden voyage of Nintendo's 64-Bitter ready to launch, the Q is hearing all sorts of goodies—including info that Mario creator Shigeru Miyamoto is currently assembling three more new game development teams. More than half of the first team's members will comprise those who worked on Mario 64—with their new task at hand being the completion of a Mario sequel. Why three teams, you ask? Simple, Nintendo is hoping for a historic repeat. During the 8-Bit era when the big 'N' ruled with an iron fist, you may remember that Nintendo released three NES Mario titles on a yearly basis. This time around, Nintendo aims to have an N64 Mario title ready every 12 to 18 months, according to my sources deep within Nintendo. The second team will work on a Yoshi 64 title, while the third team will be put to work on a version of Super Metroid 64. Plans have been drawn up for all three games, but no work will begin until the teams are solidified. Other Nintendo 64 rumblings include a new version of Electronic Arts' Jungle Strike, which is in the early design stages, as well as Interplay's Clayfighter III title. In addition, Konami is considering bringing out an N64 football game and an ultra rev of Contra...

...Word on the street is that some Sony execs have been approached by Sega to spearhead the launch of a new Sega 64-Bit gaming system. Since the Sony folks have been so successful with the launch of the Station, Sega's apparently trying to cherry-pick some of Sony's top talent. It's certainly not a big deal: Companies have been plucking programmers and game designers from each other for years. What is a big deal is a report from one of my most reliable Q-spies, who claims Sega is working on a deal to launch this new 64-Bit CD-based system next year...for around \$250...Tied to that tidbit are rumblings that the Sega and Panasonic deal might not be as dead as everyone is being lead to believe. Sega's new 64-Bit system may even be the first game machine to take advantage of the DVD standards that hopefully will materialize soon. We'll have to wait and see what develops, but the Q will be on the front line to get a look inside Sega's 64-Bit box...

...On the Mortal Kombat IV update front is news that may require some MK worshippers to take a seat before reading on. Williams is considering scrapping all—that's right, all—of the old MK characters in favor of as many as 16 new faces. Another possible scenario sees eight of the old characters in MKIV along with 10 new ones. One thing is certain: Williams will use Voodoo Graphics' 3Dfx technology, which is rumored to have the juice to duke it out with the hardware in Sega's Virtua Fighter 3. Furthermore, Williams is committed to making MKIV an entirely new gameplay experience, rather than just another rehashed sequel. To that end, Williams faces a great challenge between offering enough new features to make arcade operators happy, while remaining faithful to the wishes of die-hard MK fans...Capcom finds itself in a similar predicament, with formal word finally leaking from Japan that the long-overdue Street Fighter 3 is in the works. The game will be based around an enhanced graphics engine and feature a new control interface according to reports that the Q has run down. The game is expected to hit mid-'97, so fighter fans can rest assured that the next 12 months will be some of the hottest in gaming history...

...That wraps it up for this installment of the Q. Yours truly is now off to the Big Apple to catch the premiere of *Independence Day* on June 24 to see how well Roland and Dean have obliterated the world. Can't wait to play the game (especially if you get to be the aliens)...Speaking of aliens, that new *Dark Skies* program is truly cool with an insider's look at how the Men in Black really operate—a great companion to *The X-Files*...Anyway, enough with the Hollywood talk. Last month I reported that Tecmo Super Bowl was nixed for the PlayStation, well, Tecmo converted and got a first down and it seems they will be bringing it out for the PlayStation after all. You can count on the Q to return next month with a bigger dose of the good stuff and the best inside info that you'll find anywhere...

-THE Q

Long before

there was ultra-super-duper-64-bit-polygon-video-

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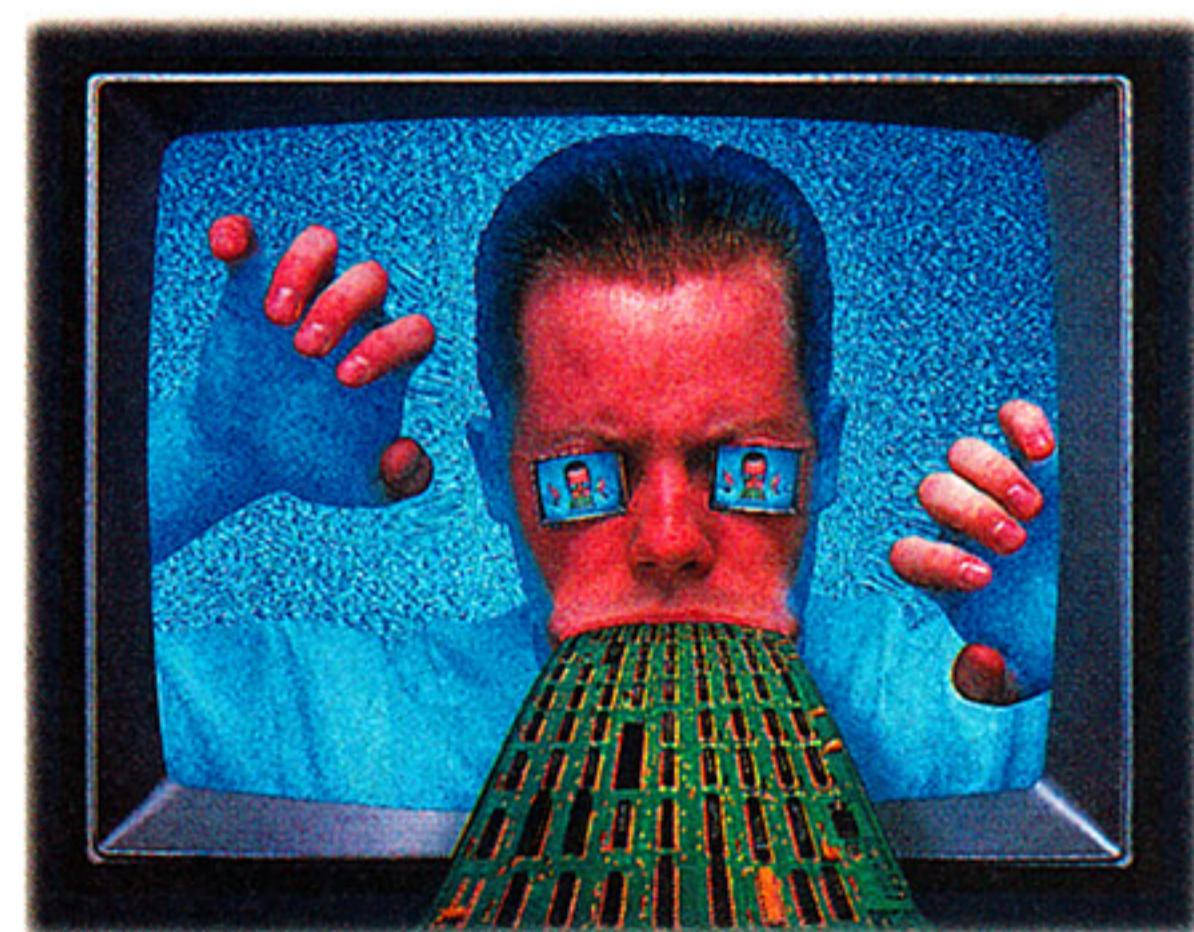
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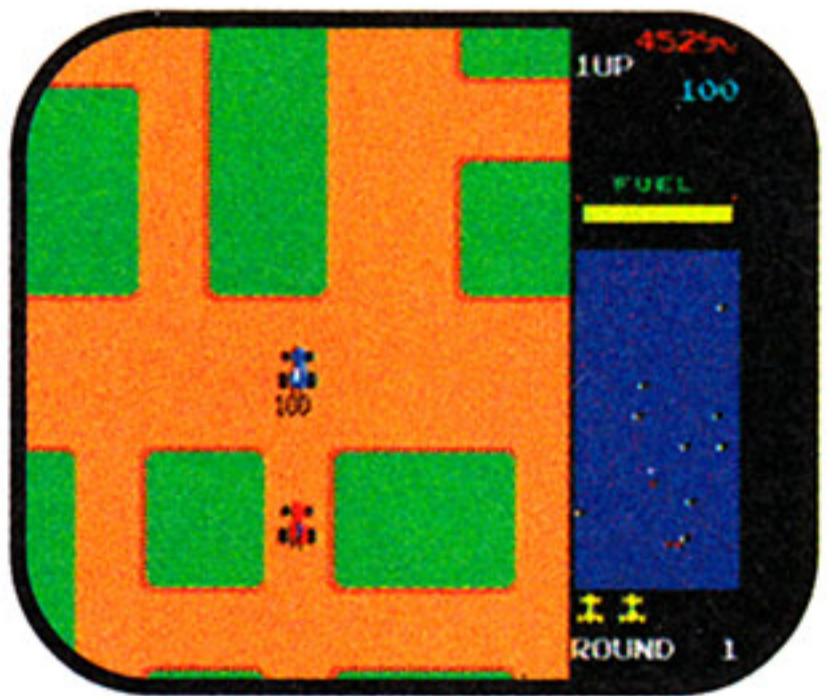
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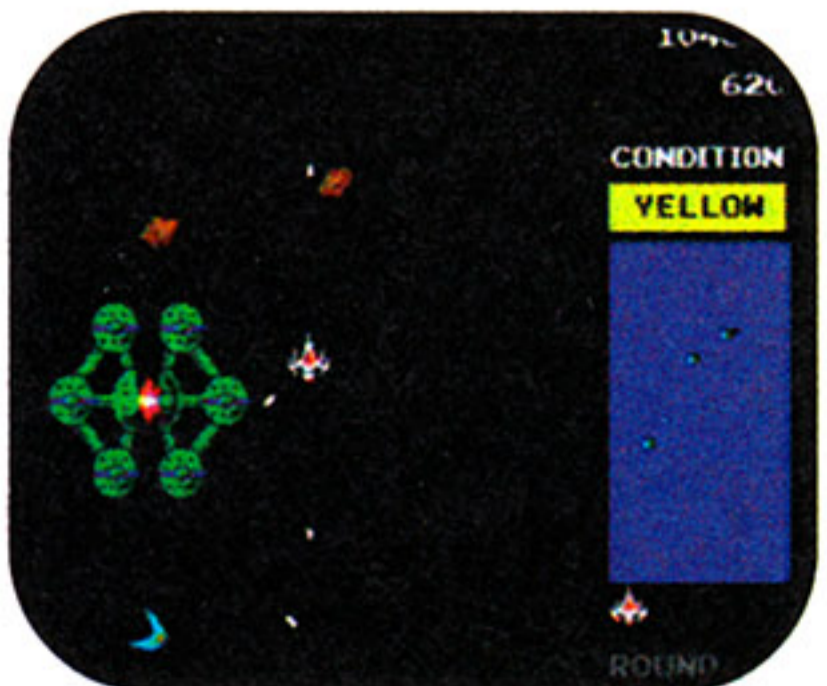
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TRICKS OF THE TRADE

TRICKMAN TERRY GETS PSYCHED ABOUT THE NEW STUFF!

The flow of new games and hardware has been kind of slow lately. Trickman Terry has been running around in a frenzy, trying to keep from going berserk by his anticipation for new games. Luckily, his thirst should be quenched with the release of the Nintendo 64 next month, and all of the incredible games for the next-generation systems coming out around the same time. But, that's still a month to wait, and Terry's brain probably can't handle the pressure! He'll just have to rely on his loyal trickfans to send him some wonderful mail to soothe his pain. Keep the Trickmeister busy and happy by mailing your killer tricks, codes, cheats and FAQs, and whatever else to:

Tricks of the Trade
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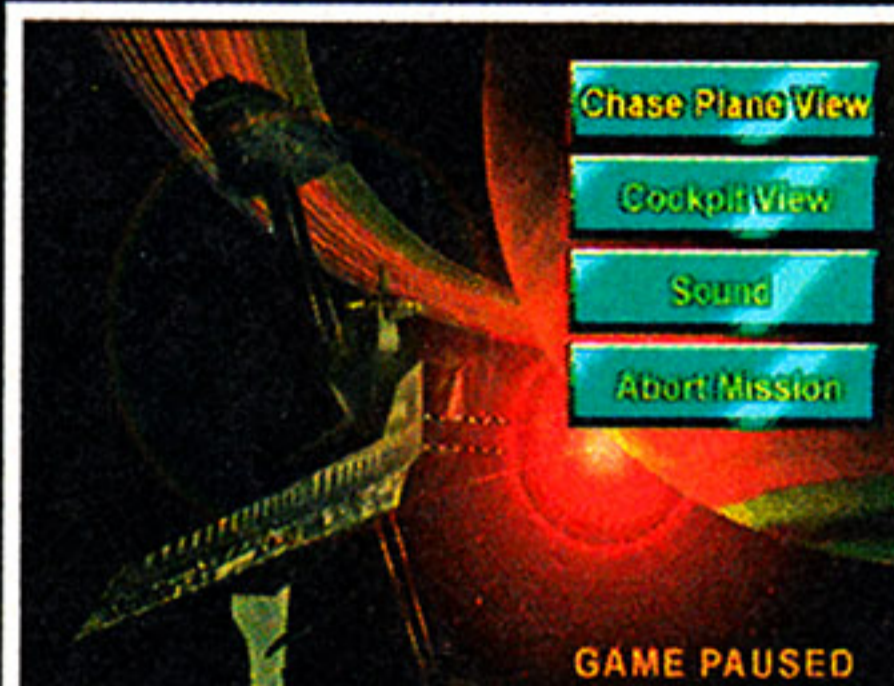
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TRICK OF THE MONTH

SOLAR ECLIPSE

SYSTEM: Saturn

PUBLISHER: Crystal Dynamics



Start a game and pause. Do any of the codes at this screen.

Begin your game and press START. Now, at the pause screen, you can do the codes as shown below. Refer to the Legend on the right to decipher the letters to buttons:

- RDDLASCAL** - Immortality throughout the game.
- RDDLSCUD** - Resupply yourself with nine missiles.
- RDDL SUB** - Brings you to the Undersea level.
- RDDL RACYCAR** - Brings you to the Offworld level.
- RDDL SCRU** - Brings you to the Corkscrew level.



With the invincibility code, you'll be invulnerable to all hits.



The Offworld bonus level lets you destroy vehicles.

- RDDL SALAD** - Gives you a temporary Scatter weapon.
- RDDL BUSY** - Supplies you with the Energy Sponge.

Lenny Orozco; Glendale Heights, IL



With the "scud" code, you can replenish your supply!

CHEAT SHEET:

MANY INCREDIBLE CODES

Legend -
U = Up, D = Down, L = Left, R = Right, A = A button, B = B button, C = C button, X = X button, Y = Y button, Z = Z button, S = Start button.

HOT
NOT

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"THE FINAL ROUND"

GUARDIAN HEROES

SYSTEM: Saturn PUBLISHER: Sega

Normally, this game will give you three continues to finish Story Mode. This might be a little difficult to do in any mode other than Easy. If you want to play the game on Normal or Hard Mode, with a plethora of continues, just follow this trick to get 99 continues in those modes. Is this a glitch or just a great cheat? Well, whatever it is, you can bet on receiving a "more than fair" amount of continues in Normal or Hard Mode. Just follow the instructions as shown here:

Before you begin the game, access the Option Menu from the Title Screen (where it says Story Mode, Versus Mode and Option Mode) and change the DIP Switch level to Easy. Then press START to exit. Select the player that you want to fight with, and start the game. When the game starts, or during any point in the game, reset the game by pressing A, B, C and the Start buttons simultaneously. Now, at the Title Screen, select Options again and choose the DIP Switch option. Change the DIP Switch to the Normal or Hard Mode. Exit the Options and back at the Title Screen, select Load Game at the lower part of the screen, where it should read how many continues you have left (99) from the Easy level. You have essentially fooled the computer into thinking that it is still playing the Easy Mode.

Now when you begin your game, you will be playing the Normal or Hard Mode with 99 continues!

CHEAT SHEET:

**99 CONTINUES IN
NORMAL/HARD MODE**

POWER TRIP Follow the instructions shown to play a Normal or Hard Mode game using 99 continues that you would normally receive playing the game in the Easy Mode.

HOT
NOT



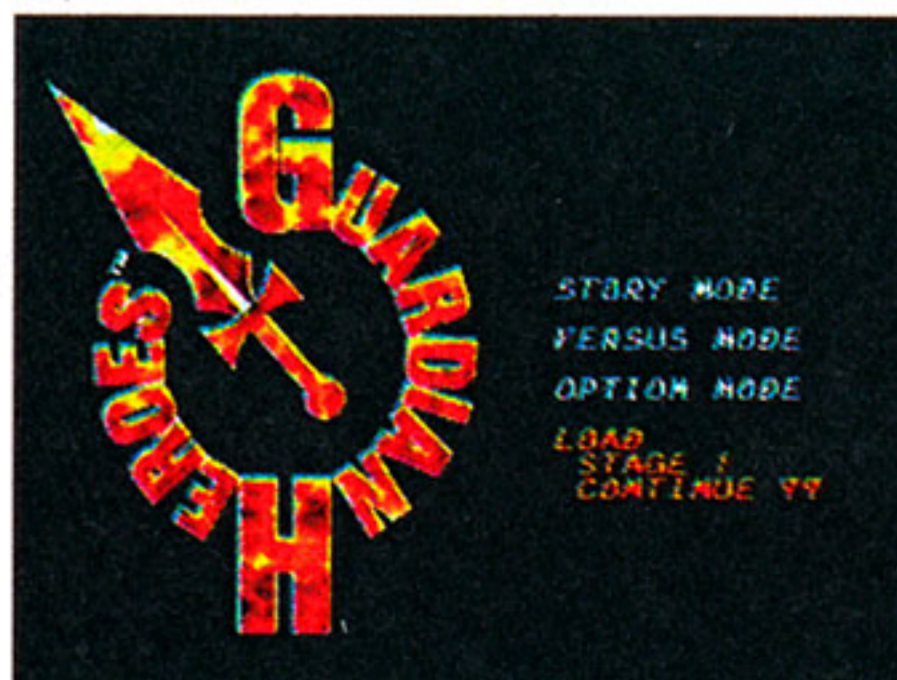
Pick DIP Switch from the Options and put the level on Easy.



While in Easy Mode, reset and go back in the Options.



Back in the DIP Switch option, choose Normal or Hard Mode.



At the title, highlight "Load." You'll have 99 continues!

AGILE WARRIOR F-111X

SYSTEM: **PlayStation** PUBLISHER: **Virgin Interactive**

This trick will give you a good ending for the game, no matter if you win or lose. To get this, you must be in the middle of a mission. Now, press START. Take controller 1 and enter LEFT, Square, Square, Square, Square, Square, UP, Triangle, Triangle, RIGHT, Circle, DOWN, X, DOWN, X, DOWN, X, DOWN, X, DOWN, X, DOWN, X. You'll hear a voice say, "Outstanding." Now, all you have to do is run out of fuel or armor to make your plane blow up. Get past the Statistics Screen and choose to fly a mission. Instead of the regular mission briefing, the officer will tell you "Well done. This one's on SOCOM!" You'll get a blonde woman in a red dress to dance for you!

CHEAT SHEET:

DANCER CHEAT

POWER TRIP In a mission, press LEFT, Square, Square, Square, Square, UP, Triangle, Triangle, Triangle, RIGHT, Circle, DOWN, X, DOWN, X, DOWN, X, DOWN, X, DOWN, X for the Dancer.

HOT
NOT



Instead of the normal briefing, you'll get this dancer.

SUPER MARIO RPG

SYSTEM: **Super NES** PUBLISHER: **Nintendo**

Here is a funny little trick that really doesn't help you in Super Mario RPG. At the Marymore Inn, you may sleep there more than once (turn off the lamp to officially sleep), but you have to pay the manager 100 more coins for every other night. What a steep price! If you run out of coins, and don't have enough to pay the manager, he will make you work for him to pay off your debt! It's rather amusing to see. Another little tip that actually gets you

CHEAT SHEET:

STRANGE TRICKS

POWER TRIP These little tricks are both done at the Marymore Inn. Follow the instructions shown to see a humorous scene, or to acquire a flower pot for Mario.

HOT
NOT

something, is that you can stay at the suite three times in a row, and then you will acquire a flower jar.

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PO'ed

SYSTEM: PlayStation PUBLISHER: Accolade

KILLER CODES

GAME SHARK CODES



—by Interact Accessories

PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

NBA Shoot Out -

Away Team Scores 0:
80096ed40000
800b4e680000
Home Team Scores 0:
80096ed00000
8004e6400000

PO'ed -

Infinite Health:
80075c400064
8009aba00064
Have Drill:
8009abba0101
Have Missile Cam:
8009abc20001
Infinite Rockets:
8009abb403c7

Resident Evil -

Infinite Health:
800c51ac0060
Rocket Launcher In 1st Pos.:
800c8784ff0a
Flame Thrower In 1st Pos.:
800c8784ff06

(continued on p. 42)

CHEAT SHEET:

PLENTY OF CHEAT CODES

POWER TRIP Follow the instructions for the many tricks below to give you plenty of advantages in the game such as Full Inventory, Invulnerability, Ammo Refill, etc.

NOT HOT

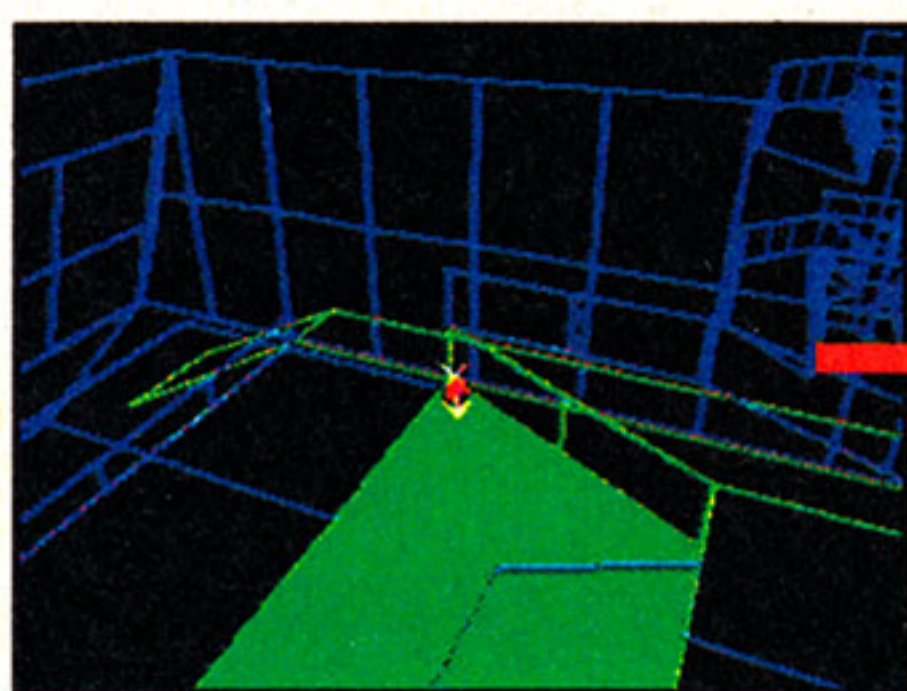
Full Inventory: Enter map mode (Square+SELECT) and press LEFT on the pad until the arrow is pointing at you. Press START to rotate into the standard view. During the rotation, press L1+Square+X+Circle simultaneously. Press SELECT to exit Map Mode. Press Triangle to verify that you've got the weapons.

Invulnerability: Make sure you have the drill. The trick won't work unless you have it. Go somewhere safe and press Triangle to bring up the Weapon Select Menu. Choose the frying pan with L1 or R1. Press Triangle to confirm your choice. Press Triangle again to bring up the menu again. Now press and hold Circle+R1 to increment the selected weapon until you get a flashing 999 in your health counter.

Ammo Refill: Get in Foot Mode (if you're in Jetpack Mode, double click on Square to switch to Foot Mode). Do a backflip by pressing Square+L2 simultaneously. During the backflip (before you land), press RIGHT+X+Circle at the same time. Check your weapons with Triangle and you'll see full ammunition.

Health Refill: Get in Foot Mode (if you're in Jetpack Mode, double click on Square to switch to Foot Mode). Do a backflip by pressing Square+L2 simultaneously. During the backflip (before you land), press DOWN+X+R2 simultaneously.

Fart Sound for Butts: Select "Load Game" from the Main menu. Press L1+L2+R1+R2 at



In Map Mode, face the arrow toward you and do the trick.



Back on the normal screen, verify your new inventory.



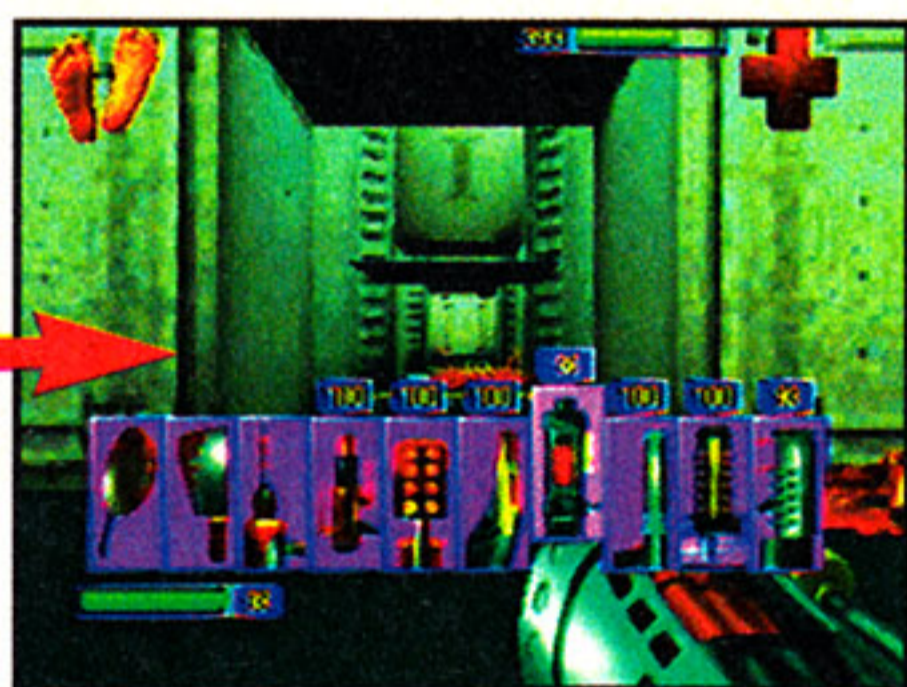
With the drill, bring up the menu and do the trick.



The numbers 999 will be flashing in your health counter.



In Foot Mode, do a backflip and do the trick before you land.



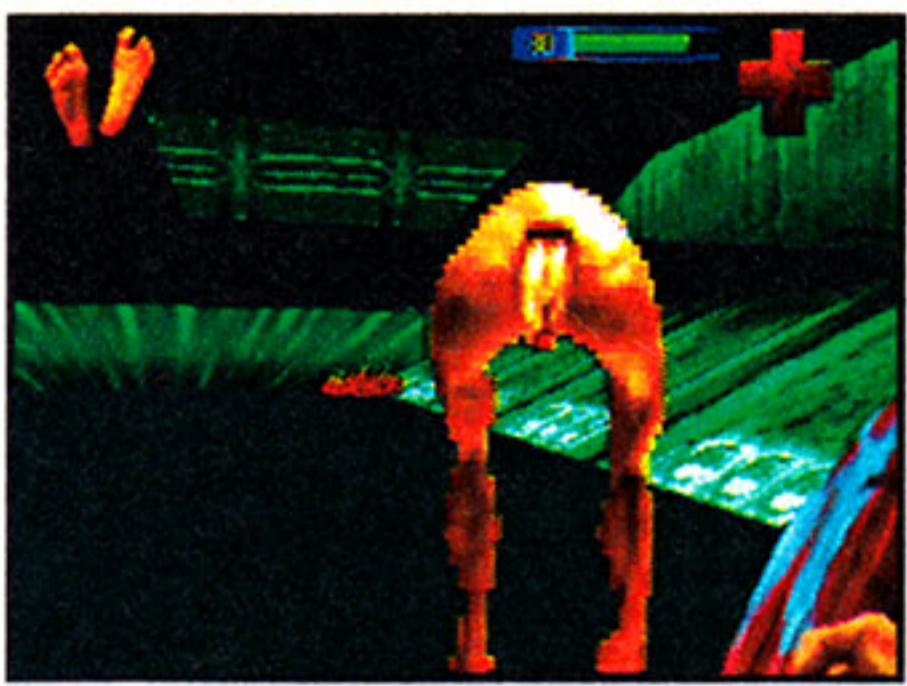
All of your weapons should now have a full ammo count.



When your health is down, do a backflip in Foot Mode.



Before landing, do the trick and health goes back to 100.



At the Load Game Screen do the trick to make the butts fart. the same time and then let go. Exit this screen. From now on in the game, the butts will have a fart sound when they fire at you.

See Final Sequence: Select "Load Game" from the main



From the Load Game Screen you can see the final scene. menu. Press RIGHT and while holding it, press Circle. Press Triangle to cancel. Press Square+LEFT simultaneously, then let go. Press Triangle to cancel. The screen will be showing the final kitchen scene.

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KILLER CODES

GAME SHARK CODES (CONTINUED)

—by Interact Accessories

(PlayStation Codes Continued)

Shell Shock -

Infinite Armor:
80087c1e0300
Reloader:
800855ba0004
Air Support:
800855b40004

Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Galactic Attack -

Master Code:
F600914 C305
B6002800 0000

Infinite Ships Player One:

160EAC30 0003
Infinite Life:
160EAD30 0003

Iron Storm -

Master Code:
F600914 C305
B6002800 0000

Infinite Cash:
1603BCB2 FFFF

Wing Arms -

Master Code:
F600914 C305
B6002800 0000

Infinite Armor:
16065936 0035
Infinite Missiles:
16065932 0064

SLAM 'N JAM '96

SYSTEM: PlayStation PUBLISHER: Crystal Dynamics

CHEAT SHEET:

SMALL PLAYERS, BIG HEADS, SHOT PERCENTAGE



POWER TRIP At the Scouting Report Screen, highlight "Continue" and press X for the Home and Away team. Then press the correct button for the trick.

Simply follow the directions below for various results.

Small Player Code: Choose your teams and get to the Scouting Report Screen for the Home team. Highlight the Continue option and press X. Next, you'll see the Scouting Report for the Away team. Now, press X and then press the R1 button rapidly and repeatedly until the tipoff. After the tipoff, press START and then press START again. Every player will now be about half the size that they were before the trick was done!

SCOUTING REPORT		(Rank in League)					
SHOOTING - INSIDE	12TH	OVERALL	17TH				
SHOOTING - OUTSIDE	14TH						
SPEED	24TH						
BALL HANDLING	15TH						
DEFENSE	29TH						
STARTERS							
		Hgt	Shots	Spd	BH	Def	
F	22	Eric Dwan	6'6"	69-59	76	69	68
F	23	David Hough	6'11"	77-53	62	61	63
C	00	Calvin Carlson	7'1"	76-39	57	51	66
C	4	Tony MacKoyne	5'6"	73-80	85	80	65
G	2	Harry Cook	6'3"	76-91	70	60	65
CONTINUE		QUIT GAME					
AWAY - SEATTLE							

Highlight "Continue" and press X and the correct code button.

Big Head Code: Choose your teams and get to the Scouting Report Screen for the Home team. Highlight the Continue option and press X. Next, you'll see the Scouting Report for the Away team. Now, press X and then press the L1 button rapidly and repeatedly until the tipoff. After the tipoff, press START and then press START again. The players will have huge heads!

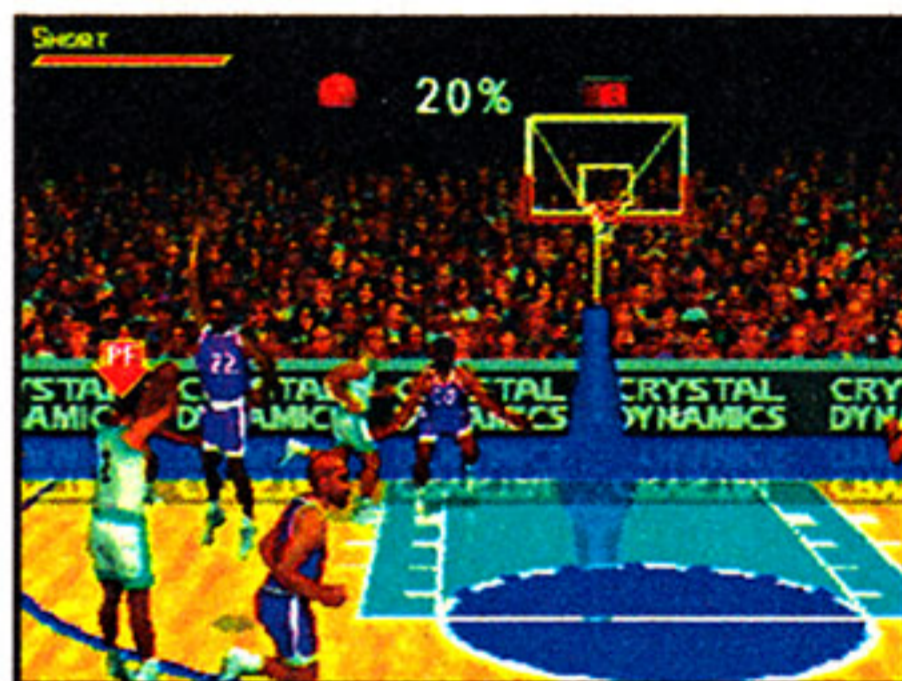
Shot Percentage Code: Choose your teams and get to the Scouting Report Screen. Do the same thing you did for the previous codes and press and hold the L1 button until tipoff (instead of pressing it rapidly). You'll see the player's shot percentage on screen!



Pressing R1 rapidly will make your players small in stature.



Pressing L1 rapidly will give your players huge heads!



Holding the L1 button will give you a shot percentage.

BUST A MOVE 2

SYSTEM: PlayStation PUBLISHER: Acclaim

When the Title Screen appears, press START to get to the menu (with Game Start, Time Attack and Options). Now press R1, UP, L2, DOWN.

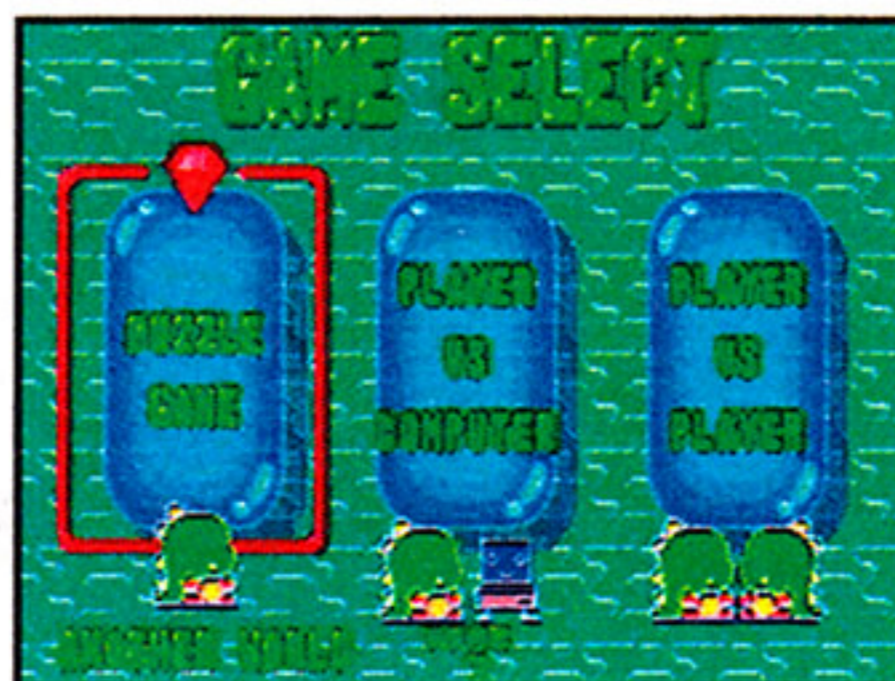
CHEAT SHEET:

ANOTHER WORLD



POWER TRIP On the Game Start/Time Attack/Options Screen, press R1, UP, L2, DOWN. Another World will be under the Puzzle Game option.

A little character will appear in the right-hand corner of the screen. Highlight Game Start and choose it. In the Game Select option under Puzzle Game will be "Another World." Choose to play the Puzzle Game and you will be trying to complete a brand-new set of puzzles that are similar to the originals.



Under the Puzzle Game option will be Another World.



At this screen, press R1, UP, L2, DOWN. A character will appear.



A new set of puzzles are here to challenge the best players.

music from the miramax / dimension film

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KILLER CODES

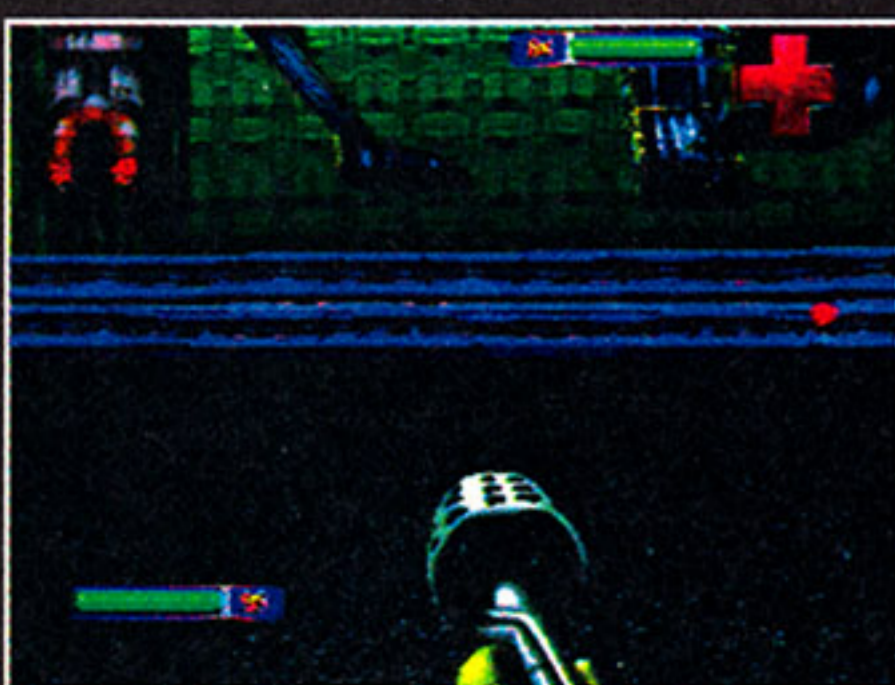
PO'ED

—by Accolade for PlayStation

To turn off collision detection, you must be in Jet Pack Mode. (You can have a jet pack by either going to level 3 or doing the Full Inventory cheat.) Now, locate a dead body of any kind. (A dead body consists of one which gave you energy. Use up some BFD90 ammo by letting off some shots and then move onto a dead body. Make sure you took energy from them. A clicking sound will confirm this.) Now, stand on top of the dead body. Press Triangle to bring up the weapons selection. Now, press L1+RIGHT+DOWN. You will immediately start falling through the floor! You can use the jet pack to move around, and you will be able to go through walls and any other solid object in the game! To turn it back on again, press Triangle and then L1+RIGHT+DOWN at the same time.



On a dead body, bring up the weapons and do the trick.



You will fall right through the floor. Use the jet pack to move.

RETURN FIRE

SYSTEM: PlayStation PUBLISHER: Time Warner Interactive

CHEAT SHEET:
PLAYER HANDICAP
At the Vehicle Selection Screen, press L1+L2+R1+R2. Highlighted vehicles will explode.

Go to the Vehicle Selection Screen. Press and hold all four buttons (L1+L2+R1+R2). A vehicle will explode in the row that is highlighted. Highlight another row, do the trick and one of those will be destroyed. This can handicap your game, making the levels more difficult to complete.

Zak Affi; Clemens, NC



Blow up all the vehicles until there is only one.

RESIDENT EVIL

SYSTEM: PlayStation PUBLISHER: Capcom

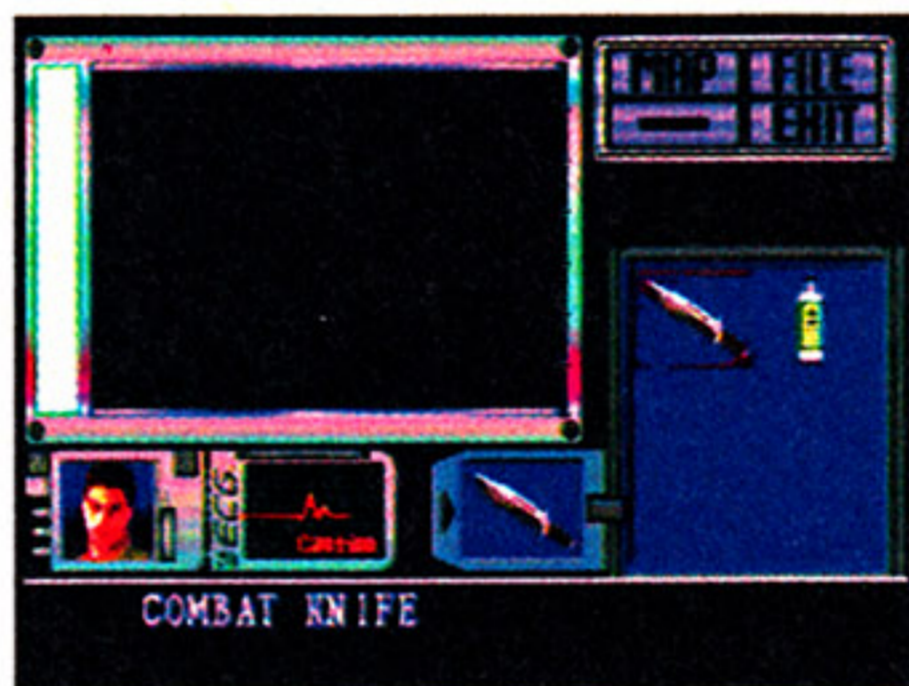
CHEAT SHEET:
EASY GAME RESET

POWER TRIP You can start your game over again from the beginning without resetting the PlayStation when you do this rather simple code using START and SELECT buttons.

When you are playing, press START. At the Status Screen, press and hold START and SELECT for two seconds. After

a short time, the screen will black out and return to the beginning FMV sequence.

Patrick Lusby; Boulder, CO



At the Status Screen, press and hold START and SELECT.



In about two seconds, it will reset to the beginning.

NIGHT WARRIORS: DARKSTALKERS' REVENGE

SYSTEM: Saturn PUBLISHER: Capcom

CHEAT SHEET:
AUTO CHAIN COMBINATION MOVE

POWER TRIP From the Character Selection Screen, choose "Automatic" from the Mode Select Menu. In the game, press all three punch or kick buttons to do it.

Automatic blocking. Now, when playing the game, you can pull off an Auto Chain Combo by simply pressing all three punch buttons or all three kick buttons simultaneously. If all of the three hits connect with your opponent, you will get a three-hit Auto Chain bonus award of 1000 points to boost your score.



On this screen, choose a character and Automatic Mode.



In the game, press all three punch or kick buttons together.



If it connects with your opponent, you'll get a three-hit Auto Chain!

W ADDICTIVE W

EGM

PSXtreme Magazine

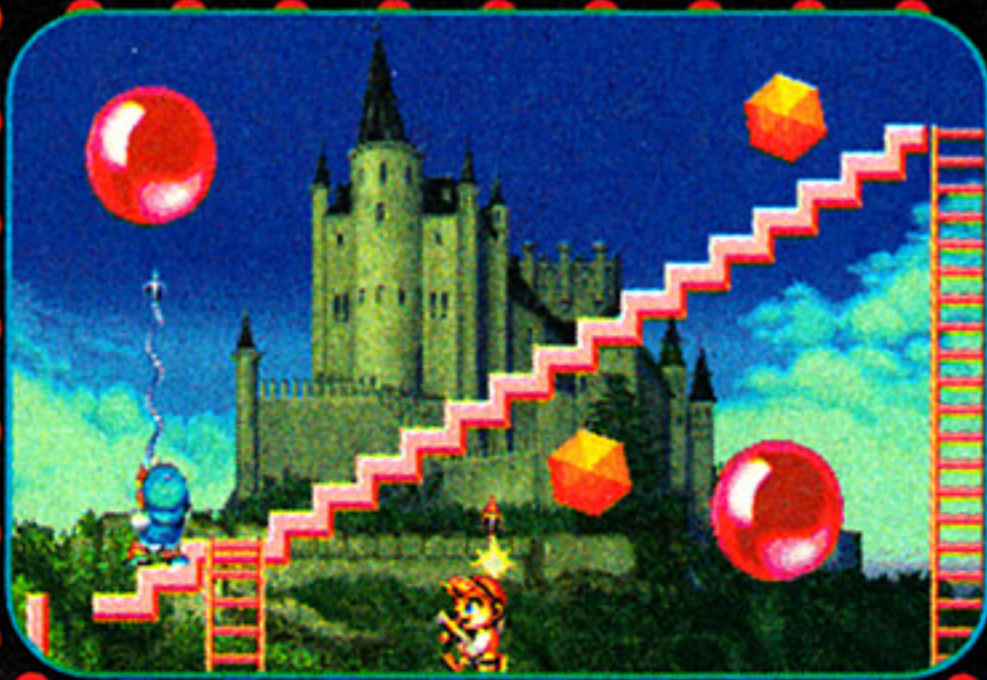
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KING OF FIGHTERS '95*

SYSTEM: Saturn

PUBLISHER: Sega of Japan

KILLER CODES

POCAHONTAS

—by Disney Interactive for Genesis

These passwords will let you go to the levels you want.

2nd Section -



3rd Section -



4th Section -



Matthew Ross Genovese
Hamilton, Ont.

STREET FIGHTER ALPHA 2

—by Capcom for the arcade version

This trick will let you play as the Evil Ryu. To do this, get to the Player Select Screen. You must press and hold the START button throughout the entire trick. From Ryu, move right to Adon, then up to Akuma, down to Adon, left to Ryu, and while still holding START, press any other button. You'll have the Evil Ryu in your possession!



Do the trick at the Player Select Screen for Evil Ryu!

CHEAT SHEET:

AUTO EDIT

After fighting a match, go back to the Character Selection Screen, hold L or R and press C.

Start a game and pick any characters you like (choose team edit and pick individual characters if you wish). Play a match. When you lose, go back to the screen with all of the character profiles. On the screen to select the team edit, press and hold the L or R button and then press C to get the same characters.



The same characters are automatically chosen for you.

VECTORMAN

SYSTEM: Genesis

PUBLISHER: Sega

CHEAT SHEET:

CHEAT MENU

To access this secret cheat option, just go to the Option screen and enter A, B, B, A, DOWN, A, B, B, A. The new menu will appear with many cheats.

Go into the Options and enter the code: A, B, B, A, Down, A, B, B, A. If done correctly, a hidden screen called, Refus Q. Orbot's Private



Go to the Options Screen and enter A, B, B, A, DOWN, A, B, B, A.

Option Screen should appear. From here, you will access a cheat screen that will give you health, lives, starting level and a starting shot option.



A new option will appear that gives you many debug options!

BATTLE ARENA TOSHINDEN REMIX

SYSTEM: Saturn

PUBLISHER: Sega

CHEAT SHEET:

BOSS CODE

On the Press START Button Title Screen, enter UP, DOWN, X, B, A, Y, C, Z. Press START. Go to the Player Selection Screen and you can access all of the game's bosses!



At the Press Start Button Screen, do the Boss code.



At the Player Select Screen, you can choose Gaia or Sho.

Select Screen, you will notice that Gaia and Sho are now accessible!

Cupido can also easily be accessed by pressing UP, while highlighting Sho at the Player Select Screen. After you select your desired character with a button, press the START button and you will begin fighting in a new match!



Cupido is chosen by highlighting Sho, pressing UP and a button.

* This trick was done on a Japanese version of the game and is subject to change.

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STREET FIGHTER ALPHA 2



Capcom adds Street Fighter Alpha 2 to their considerable lead in the arcade translation business.

If there is one company that has become famous for near-perfect arcade translations, that company would be Capcom. When game players got their hands on Street Fighter II for their Super NES way back in '92, they were amazed at how close it actually is to the coin-op experience. SFA2 is no different. First, let's get acquainted with the actual game.

The release of SFA2 was a complete surprise to many people. Highly anticipating SF3, game players greeted yet another prequel with little excitement—at first. The game does offer huge advancements over SFA. First of all, Bison, Dan and the elusive Akuma are immediately selectable. There is also the addition of more old favorites from SF2: Zangief and Dhalsim, and surprisingly Gen who appeared in the original Street Fighter. Also added to the



roster in SFA2 are Sakura and Rolento. Sakura is Ryu's #1 fan and emulates his fighting style quite a bit. She has a fireball that does not quite reach the entire screen length, a dragon punch where she runs into you for two to three extra hits

and a hurricane kick that cannot be done in the air and slants toward the opponent. Rolento throws knives as projectiles, and uses two billy clubs as weapons.

Another addition to the SFA engine are "Custom Combos." By pressing either two punches and a kick or two kicks and a punch, you are able to add quite a few hits to combos you already know or simply make up your own. Unfortunately, this does not do much damage even with large combos simply because it's so easy to do. One



All the new characters, custom combos and tricks can be found in all three conversions!



plus, however, is that they can be done in the air and on the way down to add a bit of strategy.

Some simple play mechanics have been changed as well. Rose has a new drill move, as do a couple of other characters. Most importantly, Akuma has been weakened to the point where he is little or no fun to play at all. (His air fireball falls to

There are also several tricks that have been added to SFA2 for fun. First off, Street Fighter II and SF2 Turbo versions of Chun-Li, Zangief and Dhalsim are playable (a near worthless trick since they have all gained considerable power since then). Second, there is an "Evil Ryu." He has Akuma's three-hit Dragon Punch, Teleport and Raging Demon Super

Combo. There are most likely several more, but as of press time the game has only been in arcades for a short while and not all the tricks have been found.

Okay, enough about the history, how do the home versions play? The EGM staff got an exclusive walk

through all the versions of the game by the Capcom staff and if you thought SFA was good, SFA2 is even better! While some of the character patterns (animations) had to be removed, Capcom was also able to make adjustments to compensate for the change in timing.

The disc access is being worked on and should be minimized within the next month. Even the Super NES version was spectacular. Capcom plans to squeeze all 18 characters into 32-Meg, but they admit that they will have to put a "special" chip in the cart in order to get everything to fit. Nintendo is probably going to be the company that will bring this version of the game out later this year. The PS disc will be first, followed by the Saturn about a month later. Watch for a complete Fact

File on this hot title next month!



the ground right along with you, etc.) A strange difference in SFA2 is the addition of mid-Bosses. If you defeat three characters in a row with a burst of light in every round (when you beat an opponent with a custom combo, the screen lights up with blue light, and if you defeat him with a super combo, it flashes yellow) you will go to the next opponent's stage, however the screen will say, "Here comes a new challenger" as if 2P is entering the game. There is a short dialogue and you fight that opponent instead.





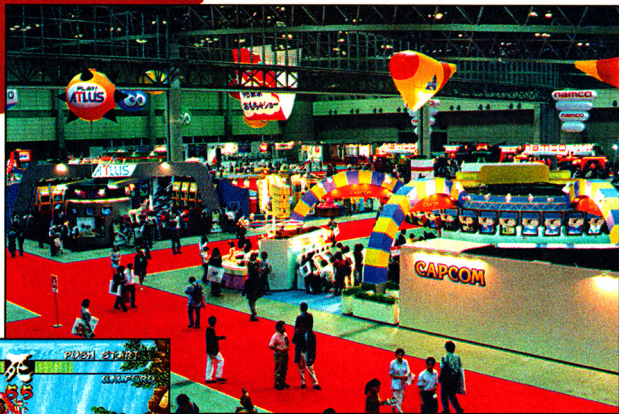
Japan's TOY SHOW



Japanese third-party software publishers share a trade show with the primary toy manufacturers where everybody is showing all the new toys and games that will be out for Christmas. Entitled Tokyo Toy Show, this year the event was held in early June just outside of Tokyo.

Although Sony and Nintendo were no-shows (they have their own trade events at other times in the year) Sega was there in force, with all of its licensees as were the 'big guys'—Capcom, Namco, Taito, SNK and others.

The biggest news came from Sega where they had a new, updated demonstration of the eagerly awaited Virtua Fighter 3. Dural was again in the spotlight with more moves and animations, as were the other previously announced characters who were being demonstrated with new jumps, punches and combo animations. This demonstration repeated every 15 minutes and it was easy to tell when it started as the show floor would literally clear out and gather around Sega's video wall. Off site, there was a controllable version where the new character, Takaarashi, was unveiled. He is a BIG sumo wrestler, who



This year's Tokyo Toy Show had the latest Saturn and PlayStation games from all the major publishers.

weighs in at about 200 kg and stands around 2 meters tall. His name translates to

Eagle (Taka) and Storm (Arashi). He is a high-ranking sumo wrestler as can be seen from his decorative waist band (the Keshou Mawashi).

Capcom had the other major booth at the show where we were able to play the Super NES, PlayStation and Saturn versions of Street Fighter Alpha 2. (See our cover story for the scoop on this great translation.) Their big news was an update on Street Fighter 3 (yes 3). Capcom's main producer Mr. Funamizu

added some details previously unknown. First, the number of colors in SF3 will be increased from 16 to 64 which is the limit. Second, the number of patterns for each of the characters will be increased from about 150 (which was used in SF Alpha) to about 500. Third, most of the characters will be back from SF2. While there is no complete official character list yet, Capcom did confirm Ken and Ryu. Fourth, Street Fighter Alpha 3 will be the team's next major project after SF3 is completed. Also there will be 24 characters in SFA3. Fifth, the home versions of SF3 are being planned but the home system memory will have to be increased through the memory cartridges. Finally, Star Gladiator 2 and Star Gladiator 3 were announced.

Tohshinden (Ura) 2.5



Lunar Silver Star Story (above) and Reverthion (right) should get to the U.S.

Takara announced the next game in the Tohshinden series. It will be called Tohshinden Ura but everybody was calling it version 2.5. This update (with two new characters) will be coming out for the Saturn only, with Tohshinden 3 following for the PlayStation a few months later.

Neo-Geo conversions were all over the show. Sega and Takara had playable versions of Samurai Spirits, World Heroes Perfect and Fatal Fury: Road to the Final Victory. It also looks like the cartridge isn't going to be needed for the Saturn ver-

sions of these games. This should lower the price by about another \$20.

Old games are really coming back as virtually everybody is jumping on the retro bandwagon. The newest company to join the crowd is Techno Soft. Their new combo disc (Saturn and PlayStation) will be their old shooters Thunder Force 2 MD and 3. The second disc will be Thunder Force 4 and AC (Arcade).

One of the sleepers at the show was Shinrei Jusatsushi Taromaru by Time Warner Interactive of Japan. If there ever was a game that had the Castlevania style this was it. It plays unbelievably well and surprisingly (for the moment), TWI of America (or anybody) will not bring it out over here. We will be watching this title very closely in the next few months.

Finally, Sega had finished versions of VF Kids, Decathelete, Virtua Cop 2, Fighting Vipers and NIGHTS which we were able to get a lot of in-depth gameplay and footage. Watch for these and others in the upcoming issues of EGM.



**VIRTUA FIGHTER 3
NEW CHARACTER DATA SHEET:
NAME: TAKAARASHI
SEX: MALE
AGE: 27
BLOOD TYPE: O
FIGHTING STYLE: SUMO
NATIONALITY: JAPAN
OCCUPATION: SUMO WRESTLER**



Shinrei Jusatsushi Taromaru (above) and (below) Samurai Spirits for the Saturn and PlayStation respectively.





WILLIAMS

PREPARES FOR A NEW ERA!

A few weeks ago, the rest of the EGM staff who didn't go to E³ got their chance to play with a Nintendo 64 for the first time, and it wasn't because of Nintendo. The system came to our offices courtesy of Andrew Hoolan, product marketing manager for Williams Entertainment. Andy, as we call him, spent the day at the EGM office, showing off Williams' future releases and giving us useful insight on the ever-changing video game industry.

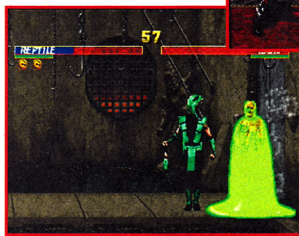
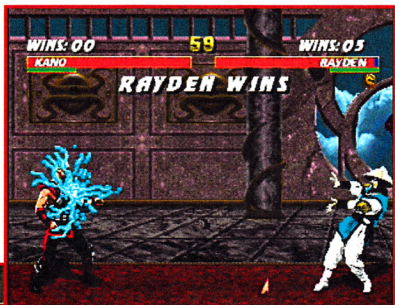
Andy brought a lot of games with him, but everyone was mostly excited to see the long-overdue, highly hyped Nintendo 64. The console looked much more compact than pictures portray. In fact, the controllers looked almost as big as the main machine. We had a choice of the bright green, blue, yellow and red controllers. They fit nicely in our hands, although using the center arm took some getting used to.

The first game we tested out on the N64 was **Mortal Kombat Trilogy**. MK Trilogy is not three separate games. It's basically every character (except for Johnny Cage), every background and every secret, from every Mortal Kombat (including UMK) ever made. Everything was combined into one large game. Once you have MK Trilogy, you'll never need to look at any of the previous versions again.

What can we really say about the N64 version (a PlayStation version will also be released)? Everything was arcade perfect. The first thing most people noticed was *load time*. All of the fighters were large

and detailed and the moves were easily executable on the new controllers. You can even use the analog joystick on the middle arm to move your kombatant, although the only reason you may want to do that is to utilize the z-trigger on the bottom for possible run or block button.

Nintendo requires that if any games will be put out on

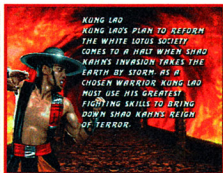


multiple platforms, the N64 version needs to have an exclusive factor included in it. This can be anything from a new character to a completely new feature. For MK Trilogy, a few options exist. The most likely one is the addition of an Aggressor Kombat feature.

This feature will be a meter at the bottom of the screen that spells out "Aggressor." The meter fills up every time you perform an attack, even if it's blocked.

Once the meter is full, all moves of that aggressor will be shadowed for a brief period, indicating that any damage caused by him or her will be greatly increased. This addition will reward the aggressive player and punish the defender.

Another possible N64 exclusive is Baraka's cheap spinning blades maneuver.



Mortal Kombat Trilogy



which might be taken out of the PlayStation version. There is also a possibility that Johnny Cage may be a hidden warrior. Why was he not included as a regular character? The actor who played Cage, Daniel Pesina, apparently wanted residual commissions for his appearance in the MK series. Cage was therefore officially dropped, but we saw his name in the energy bar of certain characters. It was obviously a glitch, as the N64 MK Trilogy we played was an incomplete version, but someone had to program that name in for some reason or another—look for Trilogy to hit the N64 and PlayStation in October of this year. On a side MK note, Ultimate Mortal Kombat is scheduled for release on the Super NES and Sega Genesis in September.

The second N64 title we got to play was **Wayne Gretzky's Hockey 64**. The graphics looked great, especially the animation, but not absolutely spectacular. To be fair, the game was incomplete and did not utilize some of the N64's internal advantages, such as antialiasing.

Williams could have easily settled for



a second-rate hockey game. After all, this game could market itself: Wayne Gretzky's name, the first N64 hockey game, the first 64-Bit hockey game, etc. They didn't. As Andy put it, "Any game company who would be just cutting their own throats." Williams went beyond trying to make the game look good. They worked the AI through and through. For example, if you have one player you tend to use solely for scoring, the computer will pick that up and adjust play accordingly.

Gretzky 64 will introduce an exciting option: two modes of play. The first is the standard five-on-five hockey we see everywhere. This is the simulation designed for the serious hockey

enthusiast. The second mode is a three-on-three version (plus goaltenders). This is an NBA Jam/Hit the Ice style of hockey for the fan who doesn't want to get into rules and penalties and other stuff that weigh down sports in general. You can expect hard checks and high scores in this mode. Another fun option is the choice of a normal puck for traditionalists or the glow puck, complete with flashing red streaks for shots over 65 mph

The only thing Williams might worry about is if they can sell enough Gretzky 64s to make it worth their while. Don't forget, only about a half million N64s will be sold in the U.S., and in Japan hockey



GRETZKY 64



isn't anywhere near as popular as it is over here.

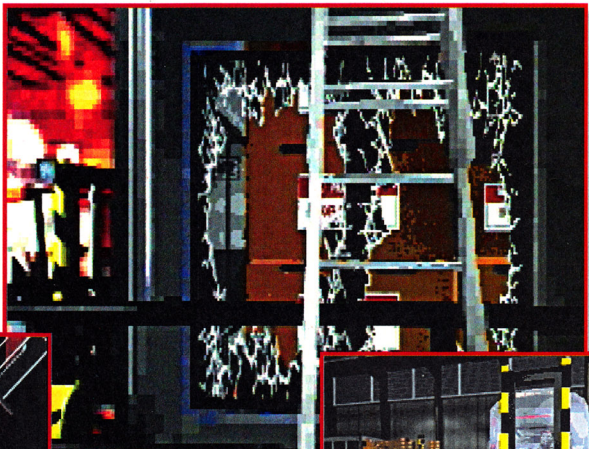
What's the deal with the hellspawn these days? Those pesky possessed sergeant and fire-spitting imps are always running around trying their damndest to kill you. What's their problem? It's par for the course, I suppose, when it comes to the game known as Doom. **Doom 64** is the third game for the N64 that Williams will be releasing. We didn't get a chance to play the game, but we have seen film on it. It's hard not to recognize Doom's success on the PC side: It's the top-selling PC game of all time, and it has been installed in more than two-thirds of PCs in the U.S.



Is it, however, getting old? Williams doesn't think so. They stand by it as the most intense, most terrifying first-person perspective shooter still on the market. They don't even consider games like Duke Nukem 3D and Dark Forces (clones, but successful clones) to be serious threats. "The only true challenger to Doom is Quake," said Andy. Quake, by the way, is ID Software's hoped-to-be big-hit follow-up to the successful Doom and Heretic series that they've created.

Doom 64 uses the same original engine, but will take advantage of N64's hardware. Williams states that the light sourcing and shading should be terrific. No pixelization should be found, and the monsters are said to look like they've been rendered on a Silicon Graphics station.

Not all the games Andy brought with him were for Nintendo's 64-bit system. They brought another version of Doom, **Final Doom**, and this title is for the PlayStation. It's really Doom III, and this



installation has all of the original characters and the same dark, sinister motif fans have come to know and love. The three episodes, consisting of 30 levels total, are made from maps pulled off the Internet—ones that true Doomers created. The AI in Final Doom is tougher and the levels

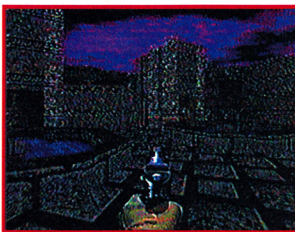
house far more monsters than before. According to Andy, "This one has the most challenging levels yet." Players will find a new musical score along with some new secret cheat codes to enhance gameplay. No graphic enhancements have been made, but the game still has link-up modes for cooperative and five new deathmatch levels, something that Doom 64 can't brag about.

Both Saturn and PlayStation owners will



soon be able to visit the most well-known top-secret military base in the United States—and blow away everything in sight. Williams is bringing out the arcade smash **Area 51** to both 32-Bit systems.

This light-gun compatible shooting game sends players through the infamous airbase, where the U.S. State Department allegedly performs all of its alien autopsies and other hush-hush flying saucer stuff. Apparently, some government experiment with E.T. technology has gone horribly wrong, and the base has become overrun



DOOM 64



with mutating alien critters.

It's up to you, as a member of the government's alien-bashing task force, to restore order to the base. You won't be alone on your mission. Like the arcade game, the home version can be played by two players, and from time to time during play you see other armored task force members covering your back. If you can't put down the alien menace, you and your teammates are ordered to set off nuclear self-destruct devices and wipe Area 51 from the face of the Earth.

The game's graphics are mostly rendered, except for the digitized task-force members and mutants. Williams did everything short of breaking into the installation to make Area 51 look as authentic as possible. U.S. Geological Survey data maps and a Russian spy satellite photo of the actual air base were used to create Area 51's 3-D environment.

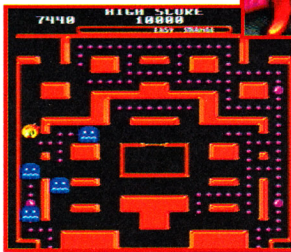
The version we saw was for the Saturn and included only the first level. The graphics weren't up to the arcade machine's standards, but Andy said the game was far from complete. Once finished, Area 51 is expected to contain all the action and levels of its arcade incarnation. The home versions will have a few new features, such as an alien vision system, hidden rooms and power-ups.

Robotron is coming to this decade. Yeah, it's been around a little here and there in its original form but has featured nothing really to place it on another level of play. **Robotron X** is coming to the PlayStation and Nintendo 64. The version *EGM* saw was the one for the PS. Like most of the other titles we saw during our visit with Andy, Robotron X wasn't close to completion. The version at the show was graphically sharper and more complete than the one we played here but that one was for the PC. Throughout the over 100

lines, it's hard to say just why those humans were walking around on a grid near killer robots. Go figure.

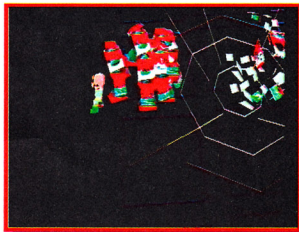
Other classics will be making an appearance but will stay in their original forms. Believe it or not, **Ms. Pac-Man** will be rereleased. It's still in the top 20 in sales as a Genesis cartridge, so as ancient as it is, it'll come out as a stand-alone game on the Super NES.

Since Williams, Atari and Midway are living under a symbiotic relationship of all being owned by WMS Games, talks are in the works to release **Williams Arcade's Greatest Hits 2 and 3**. We speculate that we'll see at least Asteroids, Missile Command, Centipede and Tempest from the Atari side, and Road Blasters, Spy



Hunter, Wizard of War and Tapper from the Midway side. Each compilation will contain six games.

One thing is for sure: Williams is not resting one bit. The game market is in the midst of incredible change with the new systems coming out, as it was a year ago when the 32-Bit wars started. Williams Entertainment is in the thick of things, giving us game players what we want, whether it's a new generation of technologically advanced playing experiences, or a rerelease of a game from our childhood past. Perhaps Andy Hoolan said it best when he told us, "If you don't listen to the consumer, you will not evolve." ■



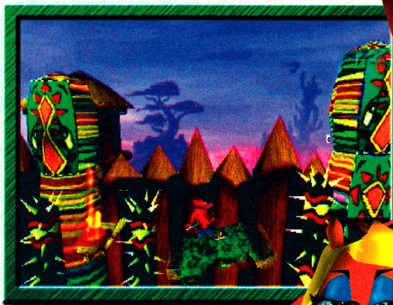
WELCOME TO THE JUNGLE

To most folks, the bandicoot is just a silly looking marsupial that lives in the Australian outback. To PlayStation owners, however, the tiny critter is a spinning, pants-wearing bundle of red fur and attitude that just happens to be the next big thing for Sony's 32-Bit system.

And this next big thing's name is Crash Bandicoot, whose self-titled game is one of the most highly anticipated second-generation next-gen titles to come along for the PlayStation. The game is slated for a September release, and the mounting anticipation surrounding it is understandable; Crash Bandicoot is, without a doubt, the best-looking title to come out for the PlayStation ever. Its graphics are crisp, colorful, and—for lack of a better term—just plain awesome. (Check out the sidebar for info on why the game looks so great.) In fact, the game's stunning visuals have prompted many Crash-playing EGM staff members to wonder if they were watching a cinema rather than the game itself.

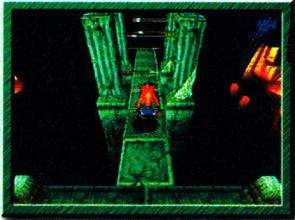
But does Crash Bandicoot play like a cinema? No. It has gameplay guts to go with its visual glory. Although Crash's attacks are pretty standard stuff (he leaps on and spins into enemies) the game is packed with a variety of levels, many requiring a different type of play style. It offers forward-scrolling stages, side-scrolling stages—even two stages that tax Crash's beast-riding skills!

The majority of the game is played in a third-person perspective, with you looking



over the furry head of the pouched-reared protagonist as he zips head-on through each stage. And Crash has more than his fair share of obstacles to avoid during his quest to rescue his girlfriend. Most levels have Crash making a mad dash through the jungle, which is packed from tree to shining tree with bottomless pits and angry animals. Crash must contend with rogue skunks, bandicoot-eating plants, bloodthirsty bats, vicious villagers and other terrors of the jungle.

Not all the animals are against Crash,





JUST WHAT IS A BANDICOOT ANYWAY?

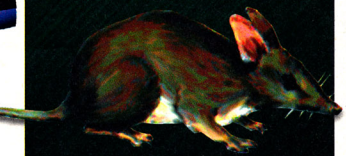
Not surprisingly, the real-life bandicoot is a bit different from the star of the PlayStation game. For starters, the rabbit-size critters don't wear clothing, and they're more apt to sit around scratching their tick-infested fur than go on island-spanning adventures.

Bandicoots are rat-like marsupials with long noses and pointy ears. Like their kangaroo and possum brethren, bandicoots have an extra-long combing toe on each hind foot. They use these lengthy appendages for grooming and removing unsightly lice.

Most varieties of bandicoots are extinct, and the few that remain live on the Australian island of Tasmania. Here, they spend their days sleeping and their nights digging for food. Bandicoots crave insects, bulbs and roots, but they're also known to munch on lizards and other small animals.

So why is Crash Bandicoot so much more refined than other members of his insect-eating kind? The little critter was no smarter than the average bandicoot until he wound up the target of the Evolto Ray. This device—devised by Dr. Nitrus Brio, one of the game's villains—instantly infuses any animal with human-like intelligence.

Brio's partner, Dr. Neo Cortex, has built a far more sinister device called the Cortex Vortex. The machine makes animals loyal to Dr. Cortex, but it also drives them insane. Crash's girlfriend, Tawna, is the Cortex Vortex's next target. It's up to Crash to storm Dr. Cortex's fortress and save her from certain insanity.



however. Later in the game, the bandicoot will climb aboard his trusty wild boar and haul butt through the greenery. The squealing sow only has two speeds—fast and faster—and Crash must clutch to the critter and steer him around and over traps and pits. Some chasms are too wide to clear in one jump, but big bongo drums lie before these pits and give the pig a boost of leaping power. Crash will also have to avoid spiked posts, barbecue pits and shield-wielding villagers that

with hungry fish and even hungrier plant life. But the water levels' real challenge lies in guiding the bandicoot through the wet-and-wild obstacles. The only route Crash can follow downstream is across slippery logs and onto moving lily pads. One badly aimed leap will land Crash in the drink, all wet and all dead.

These water-logged levels are perhaps the game's most visually stunning stages. Crash's falls into the stream are rewarded with realistic splashes, and the waterfalls

"One false step and Crash is road kill."

cross his pig's path.

But the hog-riding levels aren't the only ones laden with traps. Giant stone rollers lumber onto the road in front of Crash during his on-foot adventures, and Crash can only cross some chasms by vaulting onto support columns that drop from under the hero's feet if he wastes too much time planning his next leap.

Not all of the game's levels—and traps—are landlocked; some stages send Crash careening along a rock- and log-strewn stream. Here the bandicoot must deal

that Crash must occasionally scramble over look straight from a postcard.

Other levels reverse the player's perspective and send Crash cruising in your direction, toward the television screen. For instance, several Indiana Jones-inspired stages have Crash running in front of huge rolling boulders that pursue the hero. One false step and Crash is road kill. These backward-scrolling levels are extra tough because you can't see the obstacles that lie in front of Crash until they're nearly under his feet. Jumping



across chasms becomes especially difficult, since you can't see their far sides.

Still other levels are played in the traditional side-scroller fashion, with Crash running and jumping his way over gaps and past traps that lie along his path. The visual quality of these levels doesn't degrade just because the player perspective has changed; they're rendered in the same crisp 3-D graphics that make the game so spectacular. Later levels mix both side- and forward-scrolling perspectives, with Crash dashing left or right for

GAMER'S EDGE

Crash Bandicoot is loaded with secret levels, but you can only get to them if you collect gems. And you can only collect gems if you smash all the crates in each level. Unfortunately, finding every crate is not always easy. If you're handy with your jump button, however, smashing all the crates in Level One isn't hard. About halfway through the level you'll come to a chasm that's far too wide to jump across. Hit the solid block sitting beside the chasm and a row of crates will extend

across the abyss. If you run over these crates and finish the level, you won't get a gem, since you didn't smash the crates that make up the chasm-crossing bridge. You'll have to jump on and break every one of these crates, making sure you don't fall into the pit. If you smash all of these and the level's other, easier-to-find crates—and don't lose a life trying—you'll receive a gem at the end of the stage. These gems grant access to bonus levels that are littered throughout the game.



• a while, then plunging straight into the jungle or a cavernous ruin.

Crash's adventure takes him to three islands, all containing a total of more than 30 stages. Besides the jungle locales, he'll also wander inside and outside of ancient ruins and storm his nemesis' castle.

Gems are guaranteed to reach 26 levels when they play through Crash Bandicoot, but chances are they'll stumble across a slew of bonus rounds. The key to reaching these rounds lies in the crates that Crash can bust open as he hauls butt through the game. Most crates are full of fruit that the bandicoot can collect for extra lives, while others contain voodoo masks that make Crash invincible if he collects three of them.

But a few crates house bonus-level heads. Collect three of these and Crash will cruise to one of the game's three types of bonus rounds. For instance, collect three Tawna heads and Crash will be sent to her bonus level. Here Crash can load up on fruit, voodoo masks and lives—and you can save your game if you reach the end of the level. Later in the game, Crash can also collect Dr. Brio and Dr. Cortex heads and be sent to their respective bonus levels. Brio's levels are chock-full of extra lives, while players will find two keys in Cortex's stages. These keys grant access to two super-secret bonus rounds that can be found early in the game.



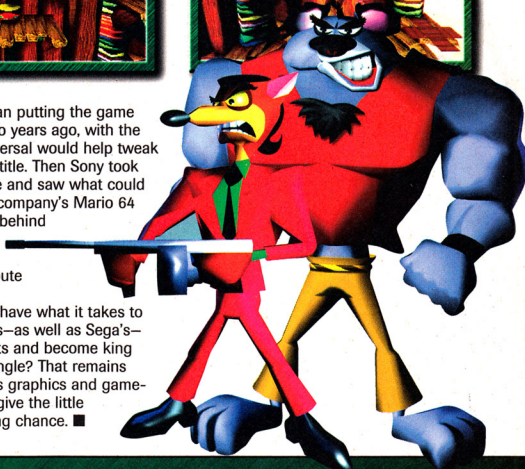


The crates themselves also open up bonus levels. If Crash finds and smashes every crate in a level without losing a life, he'll be awarded a gem at the end of the stage. These crystals unlock special gem levels that Crash can uncover throughout the game. Some gem levels can only be accessed once Crash clears a level later on in his adventure. This need to revisit early stages to find new bonus levels adds tremendous replay value to the game.

Crash Bandicoot is a tent-pole product for several companies, namely Sony, Universal Studios Interactive and Naughty Dog Inc., all of which became caught up in the game's development at one point or another.

Naughty Dog began putting the game together nearly two years ago, with the intention that Universal would help tweak and distribute the title. Then Sony took notice of the game and saw what could potentially be the company's Mario 64 killer. So the folks behind the PlayStation signed on to publish and distribute Crash Bandicoot.

But does Crash have what it takes to take on Nintendo's—as well as Sega's—juggernaut mascots and become king of the next-gen jungle? That remains to be seen. Crash's graphics and gameplay will certainly give the little bandicoot a fighting chance. ■



THE SECRET BEHIND CRASH'S FLASH

Crash may be cute. He may have attitude. He may even wear pants. But he's not the real star of Crash Bandicoot. The ultra-colorful, hi-res visuals are what this game's buzz is all about.

These graphics seem even more impressive when you consider that Crash Bandicoot is Naughty Dog's first game for the PlayStation. So how did this relatively small, 10-year-old

company assemble a game that Sony is billing the benchmark for all the PlayStation's second-generation titles?

"A lot of it was attention to detail by the artists," said Jason Rubin, Naughty Dog's president and co-founder. He explained that several of the artists who worked on Crash were art-school graduates (two had even worked as computer artists in the film industry) who brought to the project the benefits of their classical art training. In other words, they knew the basics of perspective, balance and color and used their skills to create a product that wouldn't look out of place in an art museum.

"A lot of video games ignore classical art in exchange for the video game look," Rubin said, "but [Crash's artists] really wanted to do something that looked a lot more like a painting than a video game."

But Rubin said the artists' efforts were only half the reason Crash Bandicoot looks so darn spiffy. The game's developers can claim the rest of the glory.

"You can go after the art look with a vengeance," he said, "but if you don't have the programmer support backing up your ability to get the number of polygons up, the shading right and everything else you want to do at a good frame rate, you're going to get a really nice-looking game with absolutely no gameplay."

Rubin explained that the artists placed a slew of demands on the programmers. They needed the game to play in hi-res. It had to run at a high frame rate. It had to spool code continuously from the disk. The artists slammed the programmers—who, after all, were new to the PlayStation hardware—with one challenge after another. But the coders prevailed.

"This game gave the programmers a lot of hard work," Rubin said, "but in the end we didn't have to back off on any of our goals."

Of course, it didn't hurt that Crash's creators had nearly two years to work on the project (most games are developed in about one year). Rubin said the artists spent about

eight months on visuals alone before any game code was written. And outside cartoon experts were even brought in to tweak the look of the game's cast of characters.

But after all this time and effort, did Crash's developers ever reach the ceiling of the PlayStation's potential?

Reuben said no way. He reminded that Crash Bandicoot—although visually spectacular—is still only a second-generation title. The PlayStation can take a whole lot more programmer prodding, he said, before it becomes a dead-end system.

"If hardware had emotion," he said, "the PlayStation would be somewhat angry at what we forced it to do with this project. But next year we're going to make it really mad."



SATURN



The game's battles are intense—and you control the viewpoint.



Some spoils of war grant you powerful special attacks.



DRAGON FORCE

A Force To Be Reckoned With

Working Designs is quickly becoming Sega's work horse for converting Japanese RPG and strategy games to the Saturn. The Redding, Calif.-based company has already released the war sim Iron Storm and the RPG Shining Wisdom for Sega's system, and now it's working on a title that combines both genres—Dragon Force.

This lengthy, highly complex game puts you in control of one of eight castle-bound warlords, all of whom are vying for control of the land of Legendra. Each warlord has his or her own story, complete with plot twists and other surprises, and these stories are told

through anime-style cinemas that play throughout the game.

Once you've picked a warlord, your next task is to organize a cadre of commanders to lead the warlord's forces. Your commanders can also form alliances with each other to increase their armies' destructive power in battle.

Each commander can lead up to 100 soldiers, and it is this diverse selection of troops that sets DF apart from other strategy games. Troop types include knights, cavalymen, martial arts masters, samurai, magicians, harpies—even zombies. The homelands of your commanders determine which types of soldiers you can control, since wild lands breed wild warriors. Once you've gathered your soldiers, you march them out into Legendra to conquer

the castles of the other warlords or protect towns from marauding armies.

Like most strategy games, DF is a menu-driven simulation. You can use either the



Opposing generals duke it out when they run out of troops.



Gamer's EDGE

The only way your generals are going to win the war in Dragon Force is if they win a whole bunch of battles, since they gain experience points after every successful skirmish. And the best way to raise the level of weaker generals is to team them with combat veterans. For instance, say you've just captured a wimpy level-one general and he has sworn allegiance to your warlord. Now you want to raise his level quickly. Team the weak general with two stronger ones and deploy them all into battle against a strong opponent. When in combat, let your stronger generals soften up the enemy forces, then have your troops retreat from combat. Next, send in the weak general and his inexperienced troops to finish the job. Once he wins the battle, he'll gain all the experience and increase several levels.





Your conquest of *Legendra* is played out on this map, which shows the whereabouts of your enemies and who's attacking whose castle.

joystick or Sega's mouse to choose the menu options that guide your troops. Travel takes place in an overhead perspective on a large, scrolling map, similar to the one in *Romance of the Three Kingdoms*. On this map, you can walk the roads of your expanding realm and see what your enemies are up to.

Combat begins once your army storms another warlord's castle or enters a town that's

Once you've beaten down the bulk of your enemy's army, you can finish off the opposing general in a one-on-one duel to the death. Or, if the battle's not going in your favor, you can run away.

But the spoils of war are great if you conquer a castle. Your generals get experience points for every battle they win, and you can give them rewards for their valor later on. You can also capture the



opposing generals and troops and make them join your cause, thus increasing the size of your own army. Captured castles yield special items, too, if you search hard enough. These items can be used in battle and often offer spectacular and powerful attacks against the enemy.

To win the game, you have to take over the entire land of *Legendra* and defeat the other warlords. Working Designs claims this feat will take between 40 and 60 hours. Judging by the complexity of this highly addictive game, 60 hours of battle-packed gameplay sounds like the more likely estimate. ■

Behind The SCREENS

EGM talked to Working Designs' director of public relations, Matt Atwood, about *Dragon Force* and the company's work with Japanese titles.

EGM: When you bring a game over from Japan, like you did with *Dragon Force* and your other Saturn games, do you translate all of its text and story directly?

MA: No. We have to change it some because of the differences between Japanese and American culture. For instance, Americans wouldn't get the punchlines to a lot of jokes the Japanese put in their games, and their language doesn't translate word-for-word to English. So we have to make changes—but we try to alter the story as little as possible.

EGM: *Dragon Force* contains elements of both RPG and strategy games, but which of these genres does it borrow the most from?

MA: It's more of a strategy game than a role-playing game, although it contains many RPG features.

EGM: Okay, then what sets it apart from the other strategy games that are out there for all systems?

MA: This game is similar to *Ogre Battle*, which is an excellent strategy game, but you just don't see games of [Dragon Force's] caliber anymore. It's a great game and it's really addictive. One big feature is the fact that you can have 200-plus sprites on the screen at one time. Everyone here who has seen the game says the battle scenes remind them of *Braveheart*. I just about think we should change the name to *Braveheart*.

"...the game almost looks like a scene out of *Braveheart*."

under attack. Your forces are also called to battle whenever enemies besiege one of your castles. Skirmishes are fought in realtime, and you can view the carnage from several angles by changing the position of the game's virtual camera.

More than 200 different characters can be on the screen during combat. You can have your soldiers yell a throaty battle roar and rush across the battlefield at your opponents. When the screen fills with charging, screaming men on foot and horseback, the game almost looks like a scene out of *Braveheart*. If your general leads archers or sorcerers, your soldiers can hurl spells at enemies from afar.



Although *Dragon Force* is more of a strategy game than an RPG, it does feature a strong story that's told through anime-style cinemas.

Behind The SCREENS

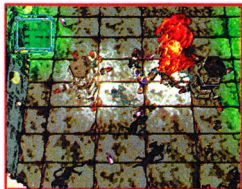
Don't expect to see a version of *Dragon Force*—or any other Working Designs—game out for the PlayStation any time soon. Working Designs plans on releasing games exclusively for the Saturn for a while, and these games will mainly be strategy and RPG titles. The software company at one point looked into releasing such strategy-intensive games for

Sony's console, but then it looked elsewhere after Sony expressed total disinterest in the non-action genres (at least for the American market). Now that Sony has had a change of heart concerning RPGs (looking further than the forthcoming *Beyond the Beyond*), it's too early to tell whether Working Designs may turn its talents toward the PlayStation. For now, though, Sony will miss out.



RELEASE DATE	DIFFICULTY	
August	Moderate	
PUBLISHER	% DONE	
Working Designs	55%	
THEME	PLAYERS	SIZE
Strategy 1	CD-ROM	

SATURN



Behind The SCREENS

Jeremy Airey, producer at Interplay, talks about getting Loaded on the Saturn.

EGM: Do you think it's irritating to Saturn owners that they had to wait a year later for Loaded? **JA:** It's the way things go. A year ago, we were worried if the Saturn was even going to do well. As of late, [Saturn sales] have picked up. Also, when we started doing Loaded [for the] Saturn, it looked horrible. With the new Sega libraries, Loaded looks and plays good.

LOADED

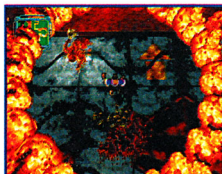
Body Bag Not Included

You're not drunk or messed up on drugs—you're Loaded. There's just too many things you can do with the word Loaded, as Interplay demonstrated in this colorful phrase that was used in an ad in our October 1995 issue.

Now combine the catchy marketing campaign with a game that has some flashy effects and a bit of the 'ultra violence, and you have a success known as Loaded. The game did well on the

PlayStation format. It sold over 140,000 discs in the U.S. (A game can be considered a hit if it sells 100,000 in the U.S.) Interplay now is porting Loaded over to the Saturn. They knew that they had a winner on their hands, and they comfortably felt that the Saturn was firmly established as a player in the 32-bit market.

The story line is one of the most unique and twisted ones seen in a while. A prison warden named F.U.B. (Fat Ugly Boy) is planning on taking over the universe. To make



Butch, the transvestite, cooks the baddies for a prison picnic.

Interplay's logic that game players like to blow things up and see a lot of blood and gore.

Loaded boasts some nifty graphical sights that make this an appealing shoot-

"...a bit of the ol' ultra violence."

sure he's up to the challenge, he's provoking the prisoners to the point where if they ever get out, they'll want to kick his F.U.A. pronto. He then sets it up so that they'll escape with revenge in mind, therefore testing his ability to wage war.

You are one of the psychotic prisoners, and your mission is just to kill everything—other prisoners, guard dogs, empty boxes, etc. In fact, it's not really clear what your objective is other than destroy every animate or inanimate object in sight. You can't argue with

'em-up, like great texture mapping and ambient lighting effects. The industrial soundtrack includes music from Pop Will Eat Itself and fits the violent and intense mood of the game. What more would you like in a mindless experience? ■



The graphics and blood are what makes Loaded so appealing.



Encouraging graffiti should raise your confidence somewhat.

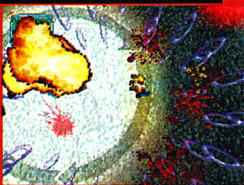


EGM: Do you feel the action gets redundant after a while?

JA: Running around and killing people is fun and cool. Originally we wanted to put in more puzzle and strategy elements, but Loaded was handled from start to finish within a year, so it was rushed a bit. It catered to the need to blow stuff up.

EGM: Do you feel the gore is a big factor in selling Loaded?

JA: I think it is in any game. That's what made Mortal Kombat I and II big. It wasn't because the gameplay was there, it was because of the variety of the mindless violence.



EGM: So would Loaded have done as well without the gore?

JA: Probably not as good, however in Japan, the game did really well, but we had to take out the gore in that version.

EGM: Can you tell us a little bit about the sequel, Re-Loaded?

JA: There are new characters, you can talk to people, enemies can beg for mercy, different ways of killing and torturing enemies and morphing floors.

RELEASE DATE	DIFFICULTY	
October	Adjustable	
PUBLISHER	% DONE	
Interplay	75%	
THEME	PLAYERS	SIZE
Shooter	1 or 2	CD-ROM

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SATURN



When the supply helicopter touches down, it will repair your mech and reload its weapons, so make sure it doesn't get blown to bits.

GUN GRIFFON

It's mech driving—arcade style



The world according to Gun Griffon isn't a very nice place. The game's plot is set in the latter half of the 21st century, when the planet's population is suffering from global warming and relying on a supply of food and energy resources that's about

to go bye-bye. Skirmishes and full-blown wars are popping up across the globe, and no nation seems ready to give peace a chance.

Fortunately, you have a heavily armed, multiton mech to help you cope with the world's problems. And GG lets you drive this towering robot



"YOUR MECH CAN FLY, TOO."



across and above the future's most intense battlefields.

The game's bleak world is divided among four coalitions, the United American Countries (UAC), the Pan European Union (PEU), the Asia Pacific

Community (APC) and the Organization of African Unity (OAU). You're a mech driver for the UAC, and you spend the game engaged in constant combat against the forces of the other unions, especially the APC.

UAC cargo jets drop your mech into eight different war

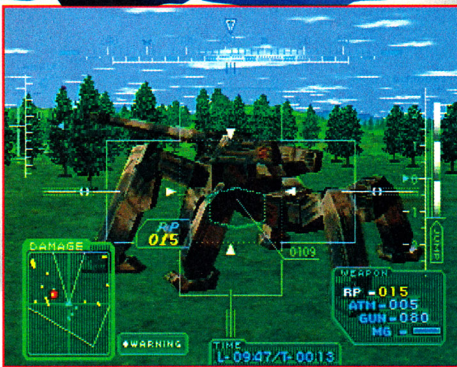
zones throughout Eurasian. Your missions vary in complexity. Some are just simple search-and-destroy outings that have you blowing away every enemy in your mission area. Others have you guarding allied forces or destroying particular structures or vehicles, including enemy trains.

Gamer's Edge

Forget all the fancy guns and missiles: Your mech's coolest pieces of equipment are its twin jump-jet turbines. These powerful engines, which grant the mech limited flight capabilities, will save your life at least once per mission, and they're also useful for taking a gander at what the bad guys are up to. You'll note the engines' usefulness early in the game, when you drive your mech through a strand of trees. Forests render your mech's radar useless, so the only way to get a look at the enemies' position is to rise above the treeline. Punch on your jets for a brief eagle-eye view of your surroundings, note where the opposing forces are, then drop back into the woods. Or stay airborne and thrust toward the enemies, then blast them with a rain of cannon fire and rockets.



Behind The \$CREENS



Your robot's not alone on the battlefield. Ally mechs cover your back while you go about your mission. Just be careful not to shoot them.

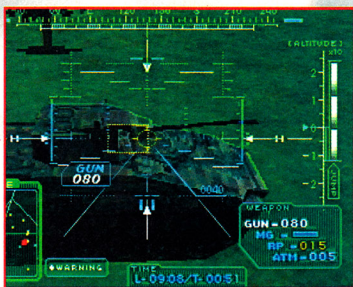
But just because you drive a titanic, weapon-laden robot doesn't mean your missions will be easy. The enemy forces throw a variety of vehicles your way; as you'll have to contend with an assortment of mechs, tanks, jets and helicopters—all bristling with weapons.

Fortunately, you're never sent into battle alone. With you goes a cadre of other mechs, tanks and helicopters that are working toward the same mission objectives that you are. From time to time, you can even hear your teammates' radio chatter.

The roving supply helicopter is the most important member of your team. This twin-rotor chopper will occasionally land and rear and repair your robot—as long as you protect the helicopter when it dips into range of enemy fire.

Your mech comes equipped with four types of weapons: a big-barreled cannon, a rocket pod, homing missiles and a machine gun. Ammo for every weapon except the machine

gun comes in a finite supply—hence the need for your trusty supply heli—so you'll have to aim carefully. But aiming is easy, since every weapon comes with its own high-tech heads-up display. Also,



weapons work realistically. For instance, when you fire your big cannon at a distant target, it will take a few moments before you see an impact plume.

What isn't so realistic is the way your robot handles. The enormous mech is fast and nimble, with wheels on its feet. If you get it going fast enough, the robot controls more like a sports car than a lumbering titan.



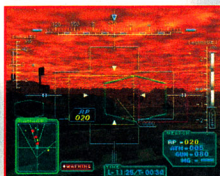
Battles can get intense in GG's eight target-rich war zones.

Your mech can fly, too. It sports two jump-jet turbines that launch it hundreds of feet in the air for a short amount of time. While airborne, the mech can fly in any direction to clear obstacles or see distant enemies. Don't jump too often, though; the jump engines only lift the mech three times before they must recharge.

Although all of GG's many missions take place in the former Soviet Union and China, it's doubtful that you'll recognize the terrain. Global warming has turned all of Siberia into a debris-strewn desert. You do see some

familiar landmarks from time to time, such as the Great Wall of China.

But in a world as bleak and shell shocked as GG's, who wants to spend time sightseeing? ■



EGM talked to Greg Becksted, producer of the U.S. version of Gun Griffon for the Saturn, about the game's plot and its mechanized stars.

EGM: Gun Griffon's features a complex story of global war. Is this game based on something, like a novel or comic book, or was the plot created especially for Gun Griffon?

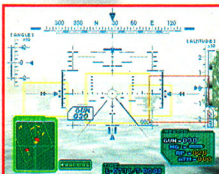
GB: It's made up for the game. We changed it slightly from the Japanese version for the U.S. version to better suit the U.S. market, but basically the whole story line was written for the game.

EGM: Why does your mech move so quick on its feet rather than lumber around like most giant robots?

GB: The faster reaction gives it more of an arcade-type feel. One of the really cool things that Gun Griffon offers that other mech games don't is faster action and faster response time. Other mech games usually tend to go into the exact detail of how a mech actually operates. This game kind of gives you more freedom to move around.

EGM: Any mech game needs smart artificial intelligence to be challenging. Do Gun Griffon's enemies use any special tactics?

GB: The enemies will try to attack both you and your teammates. In one mission, for example, you need to guard the C-17 before it takes off, and they'll target that C-17 while you defend it and they'll also attack you as well.



It's a lousy day for a war. You can barely see your enemies...



...fortunately, your mech's night-vision system clears the air.



RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	% DONE
Sega	100%
THEME	PLAYERS
Mech Sim 1	SIZE
CD-ROM	

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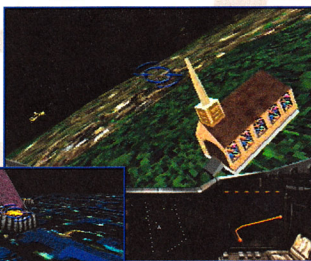
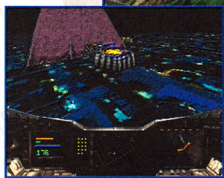
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second specs hot off the ROAD & TRACK[®] proving grounds. Seize your competitor's jugular with split-screen
All of which erupt, depending on you, with fiery crashes. And yeah, you can replay each one instantly. Sicko.


ELECTRONIC ARTS

SATURN



Shockwave Assault throws a bunch of bad guys at you as you progress through its 15 levels, and the only friends you'll find are the widely scattered refueling drones.

These hovering ships replenish your shields and laser power and your supply of missiles and fuel when you fly beneath them, but you'll have to resist heading straight for a drone as soon as it pops up on radar.



Shockwave Assault

Aliens Invade The Saturn

The local cineplex isn't the only place gamers can watch marauding aliens make craters out of the world's capitals this summer. The Saturn's being invaded, too, now that EA is releasing Shockwave Assault for Sega's 32-Bit system. This first-person, flight combat game—which has been around for a while on the 3DO and PlayStation platforms—pits players against an army of aliens who definitely haven't come in peace.

SA is actually two games—



You'll find help from some unlikely places, like this ship.

or episodes—in one, and the entire game is made up of 15 lengthy levels. Each mission takes you to some well-known but beleaguered corner of the world. You'll battle alien bad guys in the unfriendly skies above Las Vegas, the Hawaiian Islands, England, Egypt and dozens of other far-flung locales.

Your ship skims the game's terrain, making it impossible to crash. While your flight through each level is restricted to a predetermined path, these paths are wide and allow you plenty of room to swoop over familiar scenery.

You won't have much time for sightseeing, however. SA's aliens come in all shapes and sizes, and they're as numerous as they are deadly. Some aliens trod spider-like across the Earth, blasting away at all human resistance. Others fly and try to fry your fighter with hit-and-run blaster attacks.

Fortunately, your fighter is equipped with laser blasters of its own and a variety of missiles. As the game progresses, you'll acquire more powerful projectiles, such as hellfire missiles and nuclear warheads.

Once you rid Earth (and the moon) of the alien menace, SA's second episode begins. Now you battle the aliens across the solar system and take part in Earth's final push to send the aliens back through the jumpgate from which they crawled.

The game relies heavily on full-motion video sequences to further its story. In fact, SA contains nearly an hour's worth of FMV, which plays during flight on your ship's television screen and after each level. These effects-laden cinemas gradually tell why the aliens have come to Earth.

To explain why the aliens have invaded would give away too many of the game's surprises, but here's a hint: They're not here to see *Independence Day*. ■

RELEASE DATE DIFFICULTY

June Hard

PUBLISHER % DONE

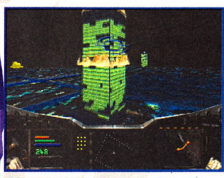
Electronic Arts 100%

THEME PLAYERS SIZE

Simulation 1 or 2 CD-ROM



When your crosshairs turn red, unleash your warheads.



Aim carefully. Friendly fire can wreak havoc with real estate.



supplies when you fly beneath them. They'll give you only a partial reload depending on how much damage you've caused.

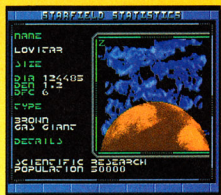
One final note: Search for refueling drones everywhere. Only some of them appear on radar, while others are hovering away in hard-to-reach areas.

WAR 3010

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DARK FORCES

No One Will Force You To Play This One

Remember wanting desperately to be Han Solo? Sure, Luke was cool and everything, but Han had such a great attitude for being a scoundrel. What's better is that underneath all of that machismo was a really good-hearted guy. Plus he flew the Kessel Run in 12 parsecs! How much more of a man could he be?

If gamers agree, they'll surely get a kick out of playing the role of Kyle

Katarn, the Han Solo-esque star of Dark Forces for the PlayStation.

Katarn had a hard life and like Solo he once worked for the Empire as a non-aligned mercenary. His parents were killed by the Empire and it's because of this that Katarn is now a valuable member of the alliance and a perfect character to star in a first-person shoot-'em-up in the *Star Wars* universe.

The game is broken up into 12 missions, each going along

with the story line. Cutscenes using film footage break up the action. The game features hand-drawn and rendered backgrounds and characters straight from the trilogy—Jabba, Boba Fett and Darth all make appearances in this title in one form or another.

The story starts right before the Death Star plans are

stolen. Is Katarn that thief? Either way the first mission of the game is to steal the plans from an Imperial base. After the plans are stolen and the Death Star is destroyed, the Empire makes another strike against the rebels. This time though the weapon is unknown. That's where Katarn comes in again. The gamer



When you're in a pinch, the flak will never run out of ammo.



A three-second delay on this thermal detonator and you running away will take care of these goons with no problem—check below.

Gamer's EDGE

SECONDARY WEAPONS:

Each weapon has a secondary firing mode. It's easy to forget this in the heat of battle but it's

helpful to know for the heat of battle. For example, let's say you're backed into a corner and five storm troopers and an officer are firing on you and all you have is a rifle, thermal detonators and a light gun. Do you:

- Open fire with an assault rifle and hope you take everyone out.
- Use the speedy light gun and, again, hope you take everyone.
- Use the secondary mode of

the thermal detonator and run away quickly.

If you chose "C" you are correct. But why? Because the secondary mode of the detonator enables a three-second delay. Throw it in the middle of your Imperial anti-chums and run like hell. They'll stand there for a few seconds wondering what the shiny ball is right before they go bye-bye.

Behind The SCREENS



The look and feel of the levels is much like being in the movie.



Jump on the elevator and keep your gun ready for enemies.

controls Kyle through a rebel base that has been practically reduced to ash. What weapon could have caused this much destruction? As the story progresses, more clues are given



The light gun is just one of the weapons gamers can use to blow away stormtroopers but more explosive ones are always more fun!

dist) has a secondary function. This makes the weapon shot different—and usually more powerful—than the standard shot. For example, a mine layed normally will go off in five seconds. By laying a mine using the secondary button, the mine will not go off until triggered by an enemy. Check

special weapons to find. These weapons aren't necessarily new, but getting a rocket launcher in the first couple of levels could help in later ones! To be dropped right smack-dab in the middle of the *Star Wars* universe is something dreams are made of. To battle the Empire single-handedly is

"To be...in the middle of the *Star Wars* universe is what dreams are made of."

and players finally meet the Dark Trooper face-to-armored-face, which is never a good experience.

The game has 10 weapons including: the fist, a phaser, a stormtrooper assault rifle, land mines, thermal detonators, a light gun, a rocket launcher, a Dark Trooper gun and others. Each weapon (except for the

the Gamer's Edge for more info on secondary weapons.

As mentioned before, the game features characters that gamers will recall from the films. Bossk and Ree-Yees make many an appearance trying to stop your advance on the Imperials.

The levels have plenty of hidden areas to explore and

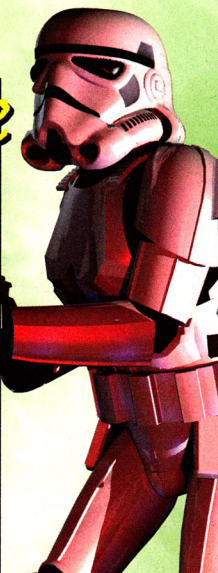
unbelievable but perfect for a die-hard *SW* fan. Finally gamers will be able to walk around the *Star Wars* universe as a rebel ally and once again stop the Empire from taking over. ■

Gamer's Edge

FIRST LEVEL STRATEGY:

You start the level just as you fall down a ventilation shaft. Walk down a tall corridor and you'll find officers and a lieutenant waiting for you around a corner. BLAM, BLAM, BLAM! They're blown away. Go into the room to the left to pick up a couple items and blow away a couple of Imperial employees. Go back to the corridor and open the door to the left. Two stormtroopers will be there to greet you. After you're outside veer to the left and open the door across from you. Take out the trooper in there and take an elevator ride. An officer and a trooper are there for target practice. Pick up the key card after you shoot the officer. Take the ride down the

elevator and go back to the starting corridor. On the right wall is a door with an elevator in it. When on the second floor, flip the switch on the column to the left. Watch for the troops in here and through the windows. Drop down and walk into the room that just opened up. Go past the large elevator door and take the staircase down. Open the door and take down the stormtrooper. Go through another door; take out the enemies in there and flip the switch on the right wall. This will activate the wall covering the plans. Take the plans, go through the door and take the elevator up to where an ally ship will pick you up. There will be enemies scattered about. Take all of them out if they get in your way.



We talked with with Brett Tosti, production manager for the PlayStation version and Daron Stinnett, project leader for both the PS and PC version about why the *Star Wars* universe was chosen for Dark Forces and what they dealt with during the making of the game. Here's the inside info:

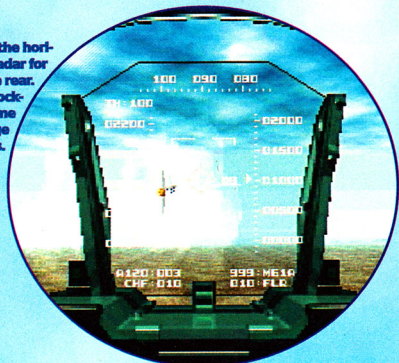
EGM: Obviously *Star Wars* is the big one, but why not another license for a first-person game like *Indy Jones*?

Daron: Our original idea came from Wolfenstein 3D and later Doom. The whole genre cried out for *Star Wars*. This was evident in the add-on levels people made for Doom that put you in the Death Star. The idea grew from that but we had a couple of problems. First, since there was so much more than just action going on in the movies—like all of the complex dialogue between the characters—the translation to an action game could be difficult. Second, what happens when a player does something that differs from the storyline of the movie? What happens when someone kills Darth Vader? With this, players would probably be frustrated if they were being controlled through a game instead of controlling it. Lastly, we didn't want to make a game where a player just walks through the film. We've all seen the movie so many times. It wouldn't be as fun to just live the movie. It would be more fun to feel as if they're doing something new. What we finally decide to do was to take what George [Lucas] created, in the style of the characters and locations—the feel of *Star Wars*—and develop our own story. We used the Universe as our inspiration.

RELEASE DATE	DIFFICULTY	
August	Moderate	
PUBLISHER	% DONE	
LucasArts	60%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

PLAYSTATION

All seems clear on the horizon. Check the radar for bogies from the rear. Once they have a lock-on, you'll need some fancy flying to dodge the missiles.



BOGEY: DEAD 6

Play it Again, Sam



Mongoose, this is Maddog. We've got a new PlayStation title coming in fast at 12 o'clock. Do you copy?"

Gamers will be saying "Roger that" as they go into combat against an international crime organization backed by small third-world terrorist countries that have one intention—to exploit the world for all it has and take over by way of a powerful military force that they will assemble. They'll destroy what they need in order to

succeed on their conquest and they have plenty of systematic attacks planned to help them reach their goal. The gamer controls a Naval fighter pilot that takes on 12 of the deadliest attacks the enemy has planned. In these attacks, gamers will be up against anything from SCUDs to Attack Choppers along with everything in between like MIGs and anti-aircraft guns. Sure, players might be a little outnumbered but that just adds to the challenge.

Although the story line may seem standard to picky com-

bat-sim enthusiasts, the gameplay and graphics are not. Since Sony has taken the 3-D engine to the max by way of realistic texture-mapped graphics, along with control tweaked to the point of perfection, *Bogey: Dead 6* missions are as action-packed as possible.

The 12 missions offer gamers a variety of playing fields and different types of enemies to shoot down. The first mission has the player taking down a stolen F-16 while destroying the enemies covering the stolen craft. This offers gamers the chance to

polish up their flying technique and aiming skills. Other missions have players protecting a V.I.P. 747 or destroying a fake oil refinery that actually houses the ingredients for chemical warfare! With each completed mission players are rewarded credits and level stars. The credits are a scoring system while the level stars allow gamers to use different jets. At first, players can only use the F-4E Phantom. It's a decent but fairly ineffective fighter compared to the others. As levels are gained players can choose from stronger, faster and more maneuverable

Gamer's Edge

Ground Targets...

Ground targets in *Bogey: Dead 6* can be a real nuisance. They have the nerve of shooting you while you're trying to take care of some attack choppers or enemy MIGs. Can you believe it? The trick here is to be sure you have your air-to-ground missiles selected and ready to launch when taking on your "pals" on the ground. But what if you're out of air-to-ground missiles? Then select your air-to-air missiles and get ready to fly low and fire plenty. Air-to-air missiles will work on ground targets but will not lock on. This means you'll be doing the aiming. It's a good way to polish up on your flying skills and see just how low you can go. If you're running low or are out of air-to-ground missiles, you've destroyed the enemies and you have some non-lethal targets such as oil tanks or bridges to take care of to end the mission—don't worry—fire all the air-to-air missiles that you want. We'll make more. These big targets are a cinch.



Launch an air-to-ground missile and watch the tank go bye-bye.



The enemy has a lock on you! Take evasive action now!

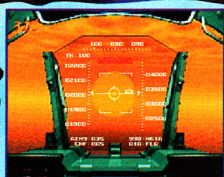


RELEASE DATE	DIFFICULTY	
July	Moderate	
PUBLISHER	% DONE	
SCEA	100%	
THEME	PLAYERS	SIZE
Sim	1	CD-ROM

Gamer's Edge

Remember the throttle...

Here you are playing *Bogey: Dead 6* for the first time. You take the controller and start shooting down everything in sight. Before you know it you're out of ammo and you're just about dead. What happened? More than likely you approached the game like we did at first, as an arcade game instead of a flight sim. Would many arcade lovers play a game like *Bogey: Dead 6*? Probably because there is plenty of action in the missions. The key is to know that you're playing a flight sim that has many elements of an arcade shooter. Flying around at a constant speed works on games like *Philosoma* because all you have is one speed. On the other side of the spectrum if you don't use different speeds in a game like *Agile Warrior* you're as good as dead. *Bogey: Dead 6* requires a balance. When you're being pursued by the enemy, speed up. When you're following an enemy that's flying slow, slow down and launch a couple missiles that way. Seems simple but when you're used to fast-action arcade games, it's easy to forget.



"Bogey: Dead 6 missions are as action-packed as possible."

planes like the FA-18 Hornet and the F-22 Superstar.

The Training Mode gives players an opportunity to choose from all of the planes without having to complete any missions. This way the



player gets a taste of how the planes handle and perform in various combat without using any continues or wasting any ammo. Check the Gamer's Edge for more info.

The weapons used on the jets are the same for all. Their are two types of air-to-air missiles—one being more powerful than the other—along with two kinds of air-to-ground missiles—one being more powerful than the other again. Players don't have an unlimited supply of ammo so conservation is key especially when the mission has ground tar-

gets as well as air targets. The jets are also equipped with a vulcan cannon that has unlimited rounds. With practice, of course, gamers will get to know the missile and cannon usage in a special way.

Now when gamers are out at their favorite hang-out and they hear a fighter pilot say something in jet-speak, all they'll have to say is, "Bogey: Dead 6." The pilot will understand and give you a "10-4 good buddy" with a thumbs up. ■



There are six jets to choose from—each with its own qualities. Choose the Falcon for the best endurance and stability.



One mission might seem like a cakewalk while the next bites.



EGM talked to Darren Yager, associate producer for *BD6* and got some inside info.

EGM: What makes *Bogey: Dead 6* stand out from other flight sims?

DY: *Bogey* has 3-D graphics that are superior to other sims. It isn't mostly flat and sometimes 3-D. The terrain is completely diverse. The polygon database we had access to was excellent so we were able to make very realistic terrain. Plus, the texture artists we used were great.

EGM: So where does the name come from?

DY: It's a term that jet pilots use. It means unidentified jet directly behind you. *Bogey* meaning unknown fighter. *Dead 6* meaning right behind you. Another title we were thinking of was *Bandit: Dead 6*.

EGM: Was *Bogey: Dead 6* made to be realistic or more action-arcade oriented?

DY: There's a little of both involved. The control is realistic but we wanted the action to stay more like an arcade game. The analog joystick makes it more realistic.

EGM: Is there an advantage to having the analog joystick for *Bogey* opposed to just the gamepad? Also, are there any plans on including the stick with *Bogey: Dead 6*?

DY: Like I said, it does make playing the game more realistic and more fun, but you can play it with the regular pad, too. There are no plans of packaging the analog controller with the game as of yet.

EGM: What kind of secrets does the game have?

DY: Well, if you finish the game—if you finish it—all of the cheats will be activated.

EGM: What new technology if any was used in *Bogey: Dead 6*?

DY: No new technology but the graphics are sharp. Like I mentioned we used plenty of polygons, realistic textures and other graphic effects to make the game graphically impressive. Plus, the control is very realistic but that's not necessarily a new technology.

PLAYSTATION



Gamer's Edge

Basic Cube Strategy:

Think ahead. Sure, your parents and other adults always tell you to make plans before you venture into something. Since it might be hard to plan in real life sometimes, Blast Chamber gives you a chance to practice the skill that your care-givers have been talking about for so long. In Blast Chamber, looking into the future is key. Before you rotate the cube think about what will happen when that arrow pad is triggered. Will you get crushed by a giant spiked ball or fall into a boiling floor of lava? A quick glance and some brain churning will give you the answer. There's nothing wrong with saving a life or two. Of course there are some levels where you'll have to think far in advance because there will be a chain reaction of events when the cubes spin. Anyhow, think of how proud your relatives will be when they learn that you avoided a laser beam to the skull just by thinking ahead!

BLAST CHAMBER

Spinning the Cube to Victory

What could be more fun than running around inside a cube—on all sides—trying to find the exit before a detonator is triggered that will set off a large quantity of explosives strapped to your back?

Since it's a little dangerous and pretty much impossible in the real world, Blast Chamber should fill the need for crazy fun.

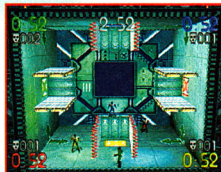
Set in an M.C. Escheresque cube that is spinnable, Blast Chamber features two main game modes with one varia-

tion of each. In all modes the player is plopped in the middle of a strange and sadistic gameshow. In One-player Mode, the contestant is to wear a large amount of explosives which is strapped to his/her back. It's the player's task to find the crystal and panel that will turn off those explosives for that chamber, after which the player warps to the next cube and the cycle starts again.

Obstacles like spiked walls, spiked platforms, lava floors and walls and toothed floor panels try to stop the player from advancing. The trick



Moving platforms take you to higher places in each chamber.



Compete in multiplayer and knock the crystal from the enemy.

is not to fall on any of these stoppers when the cube rotates.

When a gamer comes to the edge of one of the sides of the cube he/she might find a flashing arrow. By kicking that arrow, the entire cube—and all

of its unsecured contents—rotates. This means that a player finds a spiked ball falling their way when it was on the "ceiling" just moments ago. Although the idea seems to be action-oriented, because of the three dimensions, gamers will find themselves planning ahead. Blast Chamber definitely has a puzzle game feel to it. This mode has up to 40 different cube designs and a Tournament Mode on top of the regular one-player game.

As if this wasn't enough Blast Chamber has a multiplayer option to contend with.



RELEASE DATE	DIFFICULTY	
October	Moderate	
PUBLISHER	% DONE	
Activision	60%	
THEME	PLAYERS	SIZE
Puzzle	1-4	CD-ROM

Behind The SCREENS

Interview with Tom Sloper, senior Producer and Marc Metis product producer both from Activision.

EGM: Blast Chamber really is a lot different from many of the games out right now. Were you afraid of gamers not accepting a game like this?

ACT: We wanted our product to be unique. With so many first-person shooters—so many driving games, we wanted to make something different that made a game what it's supposed to be—an original game that draws people in. We wanted to make a game that's fun with one, two, three or four players. Any amount of players will be fun.

EGM: The game has a pretty intense Multiplayer Mode. Could you tell us about it?

ACT: Oh yes. You can select from one to four players. What's nice is that you can also pick two human players and one or two computer players. As long as the number of players on screen equals four.

EGM: There's a lot of competition involved with Blast Chamber. Were you going for that sport feel? In what category exactly would it be placed?

ACT: The game has been categorized into puzzle games, sports games, strategy types and of course action. When testing the game we had plenty of laughs because of the fun but also some thrown controllers so it's definitely competitive in a sport sense. It has plenty of different everything but the easiest category would probably be action-arcade.

EGM: Blast Chamber is strange in a fun way. What's the story behind it?

ACT: It's set in a twisted and immortal future. Athletes are genetically engineered from birth and are trained in athletic "stables." They're forced to compete in the game where they wear the explosives. You become a hardened Blast Chamber contestant until you finish the game. The ending is secret but we promise that you will be surprised.

EGM: What will the final version feature?

ACT: There will be some neat additions but the main thing will be power-ups. They're a big part of the game. This will give players a chance to not only try to obtain the crystal but they'll also have to decide whether the power-ups are more important than the crystal at certain times.



Play chambers from all sides in order to find the floor panel in One-player Mode.

In this mode, players are put up against the same nasty clock but instead of just racing against time they're also racing against their buddies. Like the one-player game, the object in Multi-player Mode is to find the crystal and touch your corresponding floor panel to win. There are still a number of obstacles to avoid but along with them are the other players in the cube. They can



give the gamer a good shoulder slam to knock the crystal loose so they can pick it up and get to their panel before the timer runs out and they go boom. This mode has up to 20 different cube designs made especially for the multiplayer part of the game. The variations of this mode are a free-for-all and an elimination. Also like the regular One-



An exploding opponent is always good motivation to keep moving and find the crystal.

"There's nothing like a back full of explosives..."

player Mode, Multiplayer Mode has the arrow pads that the player can kick to rotate the cube to the right or left. If the opposing player—or the gamer—is in the wrong place at the wrong time they'll fall into a munching hole or a spiked platform. Either way, they'll blow up and have to start again. There's nothing like a back full of explosives to keep things interesting.

When players get to their color-coded floor panel in time—with the crystal—their timer increases. Each time a

player is blown to bits, a counter underneath his/her timer increases. With four players in the cube at once it can be a real rat race.

Blast Chamber also has a Training Mode with a full-voice walk-through for each of the training chambers.

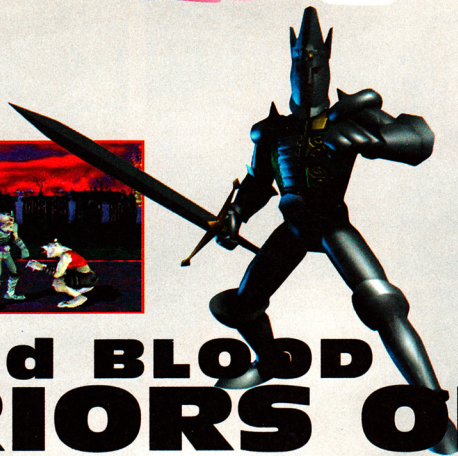
For an original idea with elements of action, strategy and puzzle, Blast Chamber should be a sure winner with many gamers. ■

Gamer's Edge

Multiplayer strategy:

It's hard enough to try to retrieve the crystal and find your floor panel on your own. Throw three more players in the mix and you have what they call chaos. There's bumping and shoving and of course the occasional explosion. Not of something but of someone. That's okay as long as it's your opponent biting the dust and not you. As mentioned in the Next Wave text the Multiplayer Mode is like the One-player Mode in that you must find the crystal and touch your color-coded pad before time runs out. There's only one crystal for multiple players and that's where the fun comes into play. Let's say the blue guy has the crystal and he's running for his panel. A swift kick by you to an arrow rotates the cube and makes him fall to another side before he can succeed in his task. A good shoulder slam to the opponent does the trick of knocking the crystal loose too. Be aware of your enemy and use the cube to your advantage.

PLAYSTATION



IRON and BLOOD WARRIORS OF RAVENLOFT

A revolution in fighting games is happening

Anyone familiar with Dungeons and Dragons should shudder at the mention of the word Ravenloft, the other-worldly dimension controlled by the most evil of evil. Knowing Ravenloft is one of the most popular AD&D realms, Take 2 Interactive Software and Acclaim Entertainment, Inc. combined powers to bring you Iron & Blood: Warriors of Ravenloft, a fantastic 3-D fighter set in the haunted world.

I&B promises to revolutionize the fighting game genre. You will see, of course, 3-D

texture-mapped characters and terrains, light sourcing and multiple camera angles. The game looks great, but hey, almost anyone can do that now, right? The new features will not be found on the technical side.

Now, your fighters can gain experience and magical powers that can stay with them even after your playing session is over. This concept of "building up" your character has been around in the role-playing genre and is now applied to a fighting game for the first time.

In the Campaign Mode, each player will agree on the

number of lives each character gets, then select the characters to be on their team. The computer then selects an objective that each of the combatants will fight for. This objective can be a Ring of Resurrection, a one-time use ring that will bring a fallen fighter back to life; or an addition of a new teammate; or a magical bonus, which translates into a new magical ability, an increase in an existing ability; or an arcane

power, which is a super, one-use power.

Each player then fights out the individual matches. The winner of the match will win the objective and live on to fight another match. He keeps any objectives won, as well as any damage taken. If an injured winning character chooses to skip a few matches, some of the damage may be healed. The losing character loses a life, but can keep fighting if he has lives left.

"The new features will not be found on the technical side."



The beautiful forest background is one of 20 arena locations.



The Goblin prepares to cut off the Headman's nipple rings.

Motion-capture technology is nothing new. Take 2, however, took the cry of realism in gaming to heart.

The developers wanted to create a lifelike fighting simulation. They used Ascension Technology's motion-capture technology, which was the hardware used in Take 2's recent PC graphical (and I mean graphic) adventure. What's the big deal? Nothing, except Take 2 did not just motion capture any old folk. They grabbed the services of a group called the Society for Creative Anachronism (SCA). The chapter that was filmed is made of several hundred fans of the medieval period who own and construct a range of weapons, armor and costumes. Most of them are skilled in the art of using archaic weapons and practice combat regularly. Therefore, all of the animations that you will see in the game will be as true to medieval life as possible.

Behind The SCREENS



Gamer's Edge

Top-secret artifacts will be scattered throughout the game. For a player to find one, you must note the correct signal. For example, on Nym Pymplee the Goblin's stage, it may be a goblin giggling in the distance. Within five seconds of recognizing the signal, the first player to perform a specific button combination will be awarded the artifact. These then can be used by anyone on their team in the future. Here is a peek at a few of them:

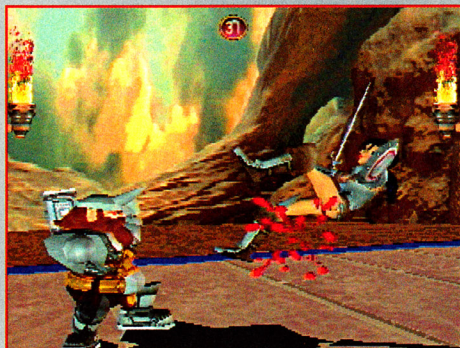
Mantle of Swiftnes: increases the user's speed by 50 percent.

Talisman of Health: heals the user until contact is made with the enemy.

Black Lodestone: allows the user to permanently steal artifacts and powers.

Tempest: sends bolts of energy to rain down on the enemy at random intervals.

Signet of Holy Wrath: doubles the damage of all non-magical attacks, but the user cannot block nor dodge.



This keeps continuing on until one team eliminates all the fighters on the other team.

Besides winning the objective, you can earn more hit points (health) by racking up your kill count. This is a permanent improvement on your character as well. You can raise your characters up to, but not over, Level 9 (after all, a limit has to be placed on how powerful your character can become).

If that were not enough, there are points in the game where a signal will indicate that a secret code should be entered. If you can pull it off, you will be bestowed with an ancient artifact that will grant

you even more powers. These artifacts all come from actual D&D campaigns and include such peculiar items as the Voodoo Doll or the Signet of Holy Wrath.

All of these improvements and bonuses can be saved to your memory card. This terrific feature gives the game the long-term playability of the classic paper-and-dice role-playing games. Imagine bringing to your friend's house your ninth level, Hourglass of Doom wielding Black Knight for an evening of fisticuffs.

Iron and Blood is coming to multiple platforms, but will premiere on the PlayStation. I&B may take fighting games



to such a high level, it will get to put its name up with the likes of Street Fighter II and Virtua Fighter as one of the most revolutionary games of its kind. ■



An invisible shield will forcibly shove you back into the arena if you fall out.



A little secret code will allow you to access the overlords of Ravenloft.

Behind The SCREENS

EGM interviewed Lance Seymour, marketing manager for Take 2, the developer of Iron & Blood. Lance gave us a more in-depth look at the game that evolved from the masses.

EGM: How has the Dungeons and Dragons license affected the game?

LS: We wanted to do more than just stick the TSR license on the box. For instance, we have a wizard that will be casting actual D&D spells. We had to change the combat system because the combat from D&D doesn't translate too well into a fighting game.

EGM: How is this game different from most fighting games?

LS: It's a medieval style of fighting. With other fighting games, you'll find almost all martial arts. And to make it even more different, we threw in the magic and the monsters. In this game, you can build up your character or a team of characters over time. The more opponents you defeat, the stronger you become.

EGM: How is the game going to differ from platform to platform?

LS: We're going to pioneer it on the PlayStation. We'll have to cut down on the polygons for the PC. With the M2, we will get to have higher resolution. 640x480 versus 512x240 for the PlayStation.

RELEASE DATE	DIFFICULTY	
September Adjustable		
PUBLISHER	% DONE	
Take 2 Int.	60%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	

Remember Last Year?

you say... **YES**

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PROTOS

CLAYFIGHTER 3

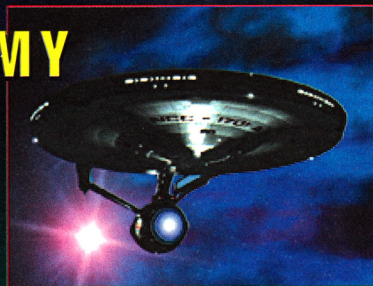
**NEXT WAVE**

This is the third installment of arguably the most unique fighter we've seen in a while. As you can tell from the screen shots, the clay characters are looking frighteningly realistic. You can also tell that the backgrounds are looking more colorful and more detailed than any of the previous Clayfighters. Even the pyramid level shows how much care was put into the art. You'll get to play a number of never-before-seen fighters, as well as some old timers like Bad Mr. Frosty. The unique nature of the rendering gives the game the look of smooth clayamation. The special moves should be hilarious to see, as they always were in the old Clayfighters. It's probably just a matter of time before we see Clayfighter 3-D.

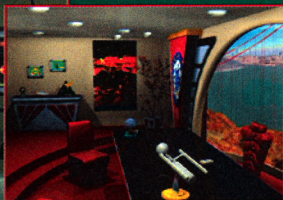
PUBLISHER		SYSTEM	THEME	
Interplay			Fighting	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
December	1 or 2	CD-ROM	N/A	

STAR TREK: STARFLEET ACADEMY

Before would-be starship troopers can boldly go where no one has gone before, they have to attend Starfleet Academy. Now gamers can learn the basics of seeking out new worlds and life-forms and blowing up unfriendly aliens in Star Trek: Starfleet Academy. The game is expected to be similar to the Super NES title—except with much better graphics and a slew of cinemas. You play the role of an ensign at the San Francisco-based academy. As the game progresses, you'll perform various missions that teach the ins and outs of galactic exploration in the 23rd century. The missions take place in a holodeck that has been set up to simulate the bridges of various Starfleet ships. Mission types include exploration, rescue operations, combat and escort. After each mission, your instructors grade your performance. Complete all the missions and you'll graduate. The school launched the careers of Captains Kirk and Picard. Do you have what it takes to follow in their footsteps?



PUBLISHER		SYSTEM	THEME	
Interplay			Simulation	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1	CD-ROM	N/A	



POWER RANGERS ZEO BATTLE RACERS

PROTOS



Test your offensive driving skills on 16 different courses while racing and basically destroying your competition. Several different vehicles are useable. You can drive anything from jet cycles, hover crafts, dune buggies, quadrafighters and three-wheel choppers. On a split screen, you can race against another human or against the computer. Is Power Rangers still

big enough a hit to carry this racing game?



PUBLISHER		SYSTEM	THEME	
Bandai			Battle Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
August	1 or 2	8-Meg	N/A	

NEXT WAVE

VIRTUAL PRO PINBALL



Pinball games just keep looking better and better. Pro Pinball is Interplay's latest table sport from the "virtual" line. You will be able to play through six different missions which will lead into the ultimate showdown, a six multiball bedlam. You can view the entire length of the extremely detailed table, which is almost a requirement to play a good game of video pinball on the television. Naturally, no pinball would be complete without letting you bump the table a bit from either side or from the top and bottom. Why top and bottom? With all the ramps that Pro Pinball is offering, a third dimension of physics needs to be taken into consideration. You can never get the feel of a real pinball table, but Interplay is certainly getting closer with this one.



SYSTEM	RELEASE DATE
	September
	THEME
	Pinball
PUBLISHER	SIZE
Interplay	CD-ROM
PLAYERS	% DONE
1-4	N/A

POWERSLAVE



An ancient Egyptian city has been taken over by powerful, unknown forces. Many armies from all over the world have been sent into the dangerous valley, but none have returned. So what do the world leaders do? The only thing that makes sense—send you in all by your lonesome, armed with only a machete (of course, you can always find more powerful weapons that enemies tend to leave around the streets). You will face anyone from mutated animals to Egyptian gods.



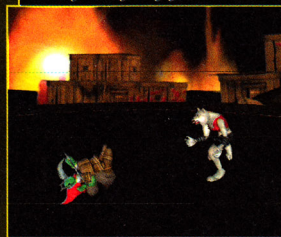
PUBLISHER		SYSTEM	THEME	
Playmates			1st-Person Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
August	1	CD-ROM	N/A	



PROTOS

IRON & BLOOD

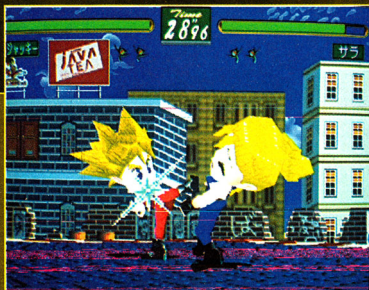
One of the most anticipated fighting games of 1996 will be coming to the PlayStation, Saturn, M2 (its first fighting game) and PC CD-ROM. For the first time, players will be able to win various prizes and abilities in battle and be able to permanently save them to memory for future battles. Iron & Blood will take place in the famous Advanced Dungeons and Dragons realm of Ravenloft. You will take fighters from either the side of Order or Chaos and send them to the arena to fight. As teams battle it out, individual fighters or teams may win magical powers, arcane abilities, ancient artifacts, extra teammates and experience points, which turns into more health for future matchups. Iron and Blood should be so revolutionary, it might be a disservice to call it "another fighting game." It may start a new trend that gives fighting games a new dimension in long-term playability.



SYSTEM		RELEASE DATE	
M2		1st Qtr '97	
THEME			
Fighting			
PUBLISHER		SIZE	
Take 2		CD-ROM	
PLAYERS		% DONE	
1 or 2		N/A	

NEXT WAVE

PUBLISHER		SYSTEM		THEME	
Sega				Fighting	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
December	1 or 2			CD-ROM	N/A



They almost look like Dragon Ball Z Kids, with the big heads and funky hair, but they are Virtua Fighter Kids. VF Kids is hoped to help Sega satisfy three-dimensional fighting fans' and Virtua Fighter fans' appetite until the new arcade model 3 board arrives to show off Virtua Fighter 3. Although cute, VF Kids does require technique and skill. It may be geared toward a younger crowd now, but Virtua Fighter lives on.

VF KIDS

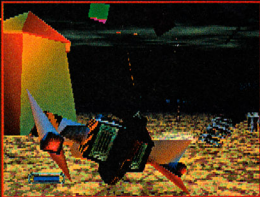
MTV'S SLAMSCAPE

Viacom New Media is ready to hop on the bandwagon of making things appealing to the MTV generation or (it's a ridiculous label, but you got to use it...) Generation X. Slamscape will feature realtime 3-D graphics running at a full 60 frames per second. The soundtrack should fit the mood appropriately, especially since MTV's going to put their multimillion-dollar name on it. Viacom describes the action as "a unique new play mechanic that incorporates elements of driving, shooting and slamming with an innovative soundtrack." In the story, you are a half-comatose road accident victim, and become a guinea pig for a group of mad hackers. Your mission is to travel through surreal worlds and rescue the psyches of several other hostages that are imprisoned by the group. Certainly unique, certainly cyberpunk. Is it *Hackers* meets *Speed*?



PROTOS

NEXT WAVE



SYSTEM	RELEASE DATE
 PlayStation	September
	THEME
	Action
PUBLISHER	SIZE
Viacom	CD-ROM
PLAYERS	% DONE
1	N/A

MARVEL 2099

Marvel 2099 stars more superheroes than any previous comic book-inspired title. The comic book series features futuristic versions of Marvel's most popular, super-powered stars, and this game unites them all in one huge side-scrolling adventure. Marvel 2099 stars Spider Man 2099, X-Men 2099, Ghost Rider 2099, Punisher 2099, Fantastic Four 2099 and the Hulk 2099. Besides these heroes, more than 40 other comic book characters appear in the game. Marvel 2099 is set, of course, in the last year of the 21st century, when mutants and super beings are running rampant throughout the world. A super villain named Anthony

Herod is trying to take control of the war-ravaged world, and it's up to the superheroes to put an end to his nefarious plans. Their job won't be easy, however, since Herod rules an army of super beings. You must defeat his army, then herod, then Dr. Doom 2099 to save the world.



PUBLISHER	SYSTEM	THEME
Mindscape	 PlayStation	Action
RELEASE DATE	PLAYERS	SIZE
December	1	CD-ROM
		% COMPLETE
		N/A

PROTOS

Magic Knight

RAYEARTH

Working Designs—the king of Saturn RPGs—is readying yet another Japanese RPG for Sega's 32-Bit system. This game's story line, which promises to last more than 30 hours, involves three girls who are transported from modern-day Tokyo to a magical world, where they go on a quest to save a princess. The game's world is loaded with enemies, and only the princess can restore peace. Magic Knight Rayearth is played in an overhead, Zelda-style perspective, and the game's plot is told through anime-style cinematics. The game is based on a Japanese cartoon that will come to the U.S. this fall, so the cinematics should be especially spectacular. The story is also furthered by conversations with the game's huge cast of characters. And when you talk to these characters, their responses are played straight from disk. You'll be doing a lot of talking, too—the game contains more than 90 minutes of audio. At least you won't have to read much text.

**NEXT WAVE**


SYSTEM	RELEASE DATE
	October
	THEME
PUBLISHER	RPG
	SIZE
Working Designs	CD-ROM
PLAYERS	% DONE
1	N/A

DARK SAVIOR



Fans of role-playing games, side-scrolling platform games and fighting games will all find something to like in Dark Savior. The game contains elements of all three genres. Dark Savior has you wandering through an immense, texture-mapped world, which is full of forests, castles and caves. And you can view this world from any angle. Your character is out to avenge the death of his friend, and he spends much of the game walking and jumping across the scrolling terrain. He can even climb trees to escape enemies. Battles with bosses are handled Street Fighter style. Health bars appear above the combatants' heads, and you can pull off special moves and use weapons.



SYSTEM	RELEASE DATE
	November
	THEME
PUBLISHER	R.P.G.
	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1	N/A



The Shining Wisdom Contest Continued

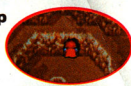
EGM gives you all the tips on "secret items" to make you \$10,000 richer in Working Designs' contest...



Medicine Bottle

Just west of the Waterfall, around the bend of the Gudo Valley, in the northwest corner, check out the little secret.

Over the cliff and past the Fire Labyrinth is the right direction. Once the wall breaks away, you are there before you know it.



Item Shop



Angel's Wing

South of the Wind Labyrinth and west of the Fire Labyrinth is where this secret item lies.

To find this place go south of the Hobbit Village. From there it's a piece of cake.

Record Book



Angel's Wing

When you are south of the Millennial Tree and east of the Wind Labyrinth, just jump the cliff and you are there.

Go through the Creepy Caverns (east of the Fire Labyrinth) and exit the doorway leading to the cliff. Head east, then north and jump the chasm.

Life Bubble

TIP #1



TIP #2



Use a combination of stone shoes and the Power Orb. Stand in front and stomp away!



Use the slide shoes and slide into the walls, as pictured. This is the only way to enter these secret areas.

So you thought last month's clues weren't detailed enough, quit your whining...



Judo Suit

West of the Water Labyrinth and south of the Twin Peak Cape, be on the lookout for this handy weapon.

Mostly west, but a little south of Gudo Valley is the place to find this very useful item.

Life Stock



Life Bubble

In West Odegan, go south to get there, but it's north of the Wind Labyrinth. Not only will this help you find an item, but you will live longer too.

Go south of both the Jump Labyrinth and the Creepy Cavern. This is especially useful if you're prone to monster attacks.

Silver Bottle



Dyslex Orb

Just a bit southeast of the Fire Labyrinth and you're there. This is for those who do things backward.

From the Sand Labyrinth, you'll need to go east. This item is especially useful for the contest because you can save without a record book.

Miracle Diary

1. To enter: Send a legible photograph or a video tape showing the final status summary screen (as depicted below) from the Sega Saturn/RPG Shining Wisdom to: Shining Wisdom Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

Prizes to claim are as listed, but only one single mailed item submitted by any one individual will be entered for final consideration. Limit one submission per game back. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning time in order to claim grand prize. Entries must be received by November 1, 1998. All entries become property of Working Designs, Inc. and will not be acknowledged or returned. Working Designs, Inc. assumes no responsibility for lost, mislabeled, late, illegible, incomplete, postage due, or non-deliverable entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household. Prizes: One (1) Grand Prize: \$10,000. Twenty-five (25) First Prizes: One year subscription to Electronic Gaming Monthly (Approximate retail value \$60). One Hundred (100) Runner-up prizes: Shining Wisdom Poster (Approximate retail value \$7). Winners will be determined on the basis of the fastest completion time amongst those entries with the highest completion ratio (as reported on the status screen sent as an entry requirement). Judges' decisions to mark the books of November 1st, and winners will be notified by November 15th. All judges' decisions are final. Grand prize winner will be notified by Federal Express. Runner-up prizes winners will be notified by mail. Results will be published in Electronic Gaming Monthly, as well as on Electronic Boutique's Internet Web page. No substitution of prizes, if allowed, except at the discretion of Working Designs, Inc. Should one of the featured prizes become unavailable, a substitute, chosen open to residents of United States and Canada only. Non-compliance with any of the contest rules or the return of the prize notification will be grounds for disqualification. In the event of a disqualification, the Grand Prize will be awarded to the next available entry. In the event of a disqualification, First and Runner-up prizes will not be re-awarded. Winners or their legal guardians shall sign an affidavit of eligibility/acceptance of prize/entry acceptance within 30 days of receipt of books or prizes. By acceptance of prize entries, signees to the use of their name and/or address for purposes of advertising, trade or promotion without financial consideration. Employees of Working Designs, Z-Division Publishing Group, SEGA Enterprises, Electronic Boutique and their affiliates are not eligible. Neither Working Designs, Z-Division Publishing Company, SEGA Enterprises, Electronic Boutique are responsible for any damages, losses, 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 Working Designs, Inc., Z-Division Publishing Company, SEGA Enterprises, Inc., Electronic Boutique 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. Winner further understands that Working Designs, Inc. and all of the contest sponsors bear neither make nor is in any manner responsible or liable for any awards, representation or guarantee expressed or implied, in full or in part, to any prize, including but not limited to quality, mechanical condition, or fitness. A list of all winners, and a self-addressed stamped envelope to Shining Wisdom Winners c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Prizes for winners must not be received by Dec. 15, 1998. Allow four weeks for delivery of winners list. 2. Regulations: Void where prohibited or restricted by law. All Mexico, state, and local regulations apply. This contest is sponsored by Working Designs, Inc., Z-Division Publishing Company and Electronic Boutique. SEGA is a registered trademark of SEGA Enterprises, Ltd. SEGA Enterprises, Ltd. is a trademark of SEGA Enterprises, Ltd. SEGA Saturn are trademarks of SEGA Enterprises, Ltd. ALL RIGHTS RESERVED. Electronic Gaming Monthly is a trademark of Z-Division Publishing Company. Electronic Boutique is a registered trademark of Electronic Boutique, Inc.

PROTOS

The Divide: Enemies Within



Updates have come in for Divide: Enemies Within. Now that EGM has actually seen game shots instead of just cinemas, this title is looking even more interesting than before. The gamer is put in the role of a pioneer trying to find a planet to inhabit. The one chosen has an alien life-form that doesn't like strangers and it's the player's job to change that!



PUBLISHER		SYSTEM	THEME	
Viacom			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1 or 2	CD-ROM	N/A	

NEXT WAVE

DARK RIFT

More shots of this game show that it could be something that stands out in an over-populated genre.

Dark Rift has 3-D polygon fighters with gigantic weapons that let gamers really feel the hits. Various holds, throws and weapon attacks add depth and variety to the game. The graphics are similar to games like

Toshinden. The main difference is character size and weaponry. Keep an eye out for this one.

SYSTEM	RELEASE DATE
NINTENDO ⁶⁴	Mar. '97
THEME	
Fighting	
PUBLISHER	SIZE
Vic Tokai	64-Meg
PLAYERS	% DONE
1 or 2	N/A



POWER RANGERS PINBALL ZEO

Those multicolored heroes of Saturday-morning television—the Power Rangers Zeo—are starring in a game that has them battling

bad guys in a new way—pinball style. This game features several rendered tables and loads of paddle-flipping action. Each table is based on the television series. Your goal is to defeat each table's enemy while racking up points. And just like arcade machines, this game's tables are

loaded with ramps, shoots targets and other pinball frills.

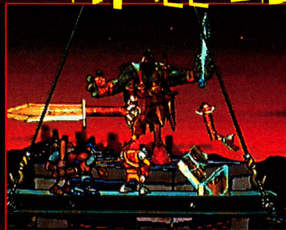


PUBLISHER		SYSTEM	THEME	
Bandai			Pinball	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1 or 2	CD-ROM	N/A	



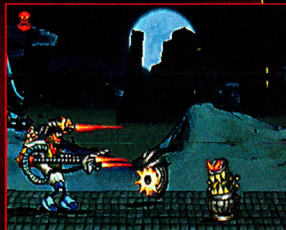
THREE DIRTY DWARVES

PROTOS



The evil General Briggs is holding four genius children captive. The gamer controls three dwarves, who are trying to save the kids, through 15 levels in this action title for the Saturn. Players will use anything from bowling pins to baseball bats in their quest. The graphics are highly detailed with a cartoony feel. Since the game features full voice, the dwarves really convey a style all their own. There are one-player options as well as team options where two friends can join in the fun.

SYSTEM	RELEASE DATE
	October
	THEME
	Action
PUBLISHER	SIZE
Sega Soft	CD-ROM
PLAYERS	% DONE
1-3	N/A



NEXT WAVE

discworld 2



The first Discworld game was packed with fiendish puzzles, cartoonish graphics and silly British humor. This sequel promises more of the same—only with improved graphics and smoother animation. In fact, the animation is so smooth that Psygnosis claims it will play like an interactive cartoon. Discworld 2 also marks the return of Monty Python alum Eric Idle, who once again lends his voice to the game's bumbling hero, Rincewind. In the first game, Rincewind goofed his way through wizard school. His second adventure has him teaming up with another Discworld favorite, Death. The game is based on the best-selling Discworld series of novels, which were penned by fantasy humorist Terry Pratchett. Discworld 2 is expected to unleash as many—if not more—rude punchlines as its predecessor.



PUBLISHER	SYSTEM	THEME
Psygnosis		Graphic Adventure
RELEASE DATE	PLAYERS	SIZE % COMPLETE
November	1	CD-ROM N/A

WORLD HEROES PERFECT

NEXT WAVE



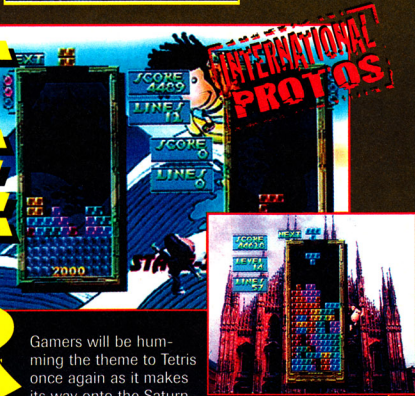
SYSTEM		RELEASE DATE	
		August	
		Fighting	
PUBLISHER		SIZE	
SNK		CD-ROM	
PLAYERS		% DONE	
1 or 2		N/A	



As many fighters as SNK has put out, World Heroes remains one of the more prominent on the arcade scene. World Heroes Perfect improves on World Heroes Jet which improved on WH2 which improved on WH. So far, we have only seen characters that made previous appearances, though we expect new characters will debut. The special moves look flashier than before. The backgrounds have all been redone to add much clearer detail. Who knows if World Heroes will be noticed in a crowded genre.



TETRIS



Gamers will be humming the theme to Tetris once again as it makes its way onto the Saturn.

The game features a challenging one-player mode as well as the necessary two-player mode to test a gamer's skills against his/her comrades. The game graphics look sharp and interesting, and hi-res images have been added in the background. More info will be given as we receive it but from the popularity of puzzle games recently, Tetris on the Saturn should bring back memories in many gamers and tease their brain again.

PUBLISHER		SYSTEM		THEME	
Bullet Proof				Puzzle	
RELEASE DATE				PLAYERS	
August		1 or 2		CD-ROM	
				% COMPLETE	
				N/A	

Prince of Persia



PUBLISHER		SYSTEM		THEME	
Titus				Action	
RELEASE DATE				PLAYERS	
July		1		16-Meg	
				% COMPLETE	
				N/A	

Fans of Out of This World, Flashback and the original Prince of Persia get ready. A new addition is coming to the Super NES. Prince of Persia 2 has been released on other platforms but never on the Super NES. The game features super-realistic character animation. The Arabian motif will remind gamers of the Disney movie *Aladdin*. Players will face dozens of various enemies—dead and alive. There is plenty of mythological creatures to befriend and conquer along with dozens of traps and puzzles to complete to advance. It should be interesting to see how this one does in a 32-Bit world.

CHAOS IN LEMMINGLAND

PROTOS



This second outing of the suicidal Lemmings on the PlayStation is a bit different from their previous titles. The game focuses on one character, Lomax, rather than a whole army of the critters. Lomax must save his friends from Evil Ed, who has invaded Lemmingland and brainwashed its inhabitants. Lomax can use magic and spin attacks as he moves through the many levels, sub-levels and bonus stages. The game is based on the British animated series.



SYSTEM	RELEASE DATE
 PlayStation	August THEME Action
Psygnosis	SIZE CD-ROM
PLAYERS 1	% DONE N/A

NEXT WAVE

INCREDIBLE HULK



The Hulk's first appearance on the 32-Bit platforms drops the towering green, smashing machine into 14 levels of comic book-inspired mayhem. Each level is non-linear and allows the Hulk to wander in any direction. But when he does run into villains, he can pummel them with more than 50 different attacks.



PUBLISHER	SYSTEM	THEME
Eidos Interactive	 PlayStation	Action
RELEASE DATE October	PLAYERS 1	SIZE CD-ROM
		% COMPLETE N/A

FIGHTING VIPERS



A strange assortment of would-be combatants fill the lineup of Fighting Vipers. The 3-D action comes courtesy of Sega's Model 2 board, which powers Virtua Fighter 2. Therefore, you can expect ultra-smooth animation. Ring out takes on a new meaning as damaging barriers keep you in the arena. Don't ask why an electric guitarist would want to fight an in-line skater in a barbed-wire cage!



PUBLISHER	SYSTEM	THEME
Sega	 PlayStation	Fighting
RELEASE DATE November	PLAYERS 1 or 2	SIZE CD-ROM
		% COMPLETE N/A

Do you count the stitches on a 101 mph fastball?

Do you have a bat that leaves an annoying ringing in a pitcher's ear?

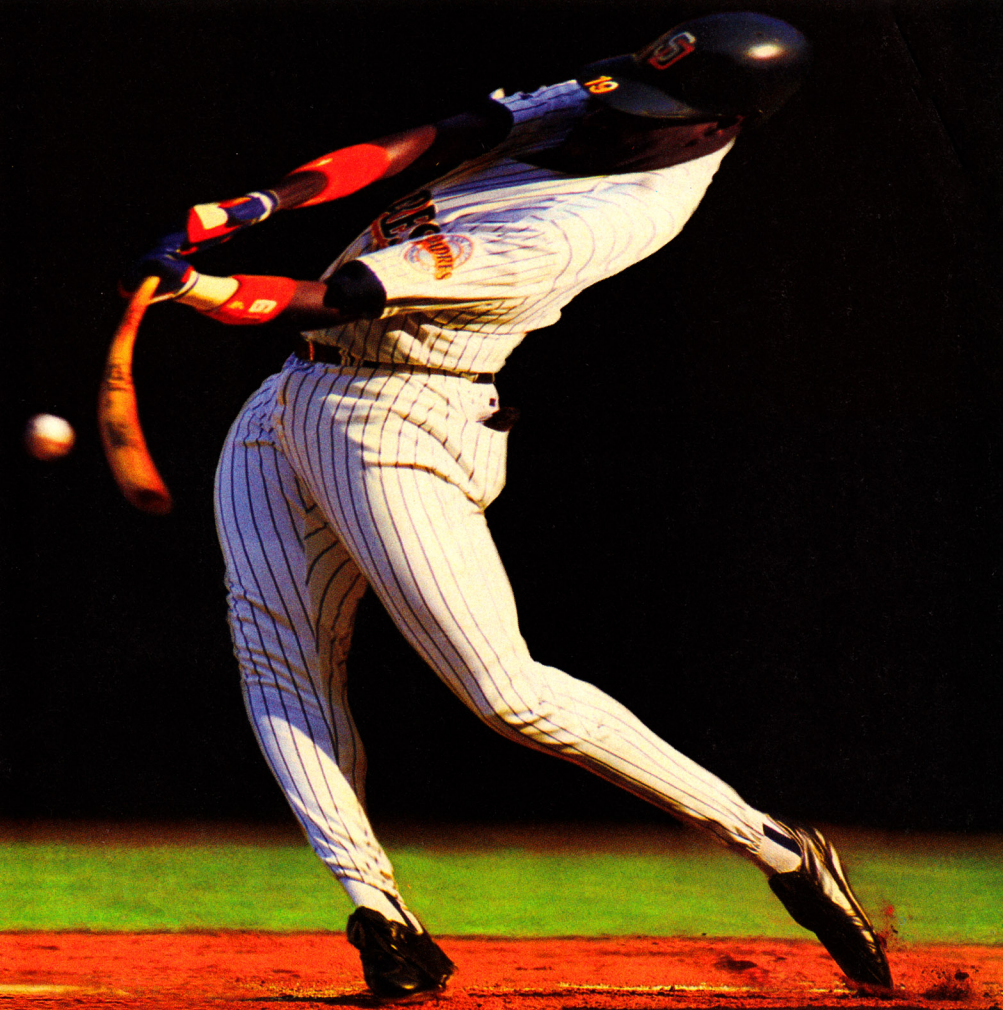
Do you have the strength to lift 40,000 people out of their seats?

**TRIPLE
PLAY97**

Can you prove it? Head-to-head or multiplayer, this is the ultimate judge™ of who's best. Where being a good loser



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only means you're going to get a lot of practice at it. On the PlayStation,™ PC-CD, and Sega™ Genesis.™ www.ea.com/easports.html



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Team EGM

THE LINEUP

• PREVIEWS

MADDEN '97 (PLAYSTATION)
TECMO WORLD GOLF (PLAYSTATION)
SUPERSONIC RACERS (PLAYSTATION)
GRAND SLAM (PLAYSTATION)
THE FINAL ROUND (PLAYSTATION)
NCAA BASKETBALL: FINAL FOUR '97 (PLAYSTATION)
NCAA FOOTBALL: SATURDAY SHOWDOWN (PLAYSTATION)
BURNING ROAD (PLAYSTATION)

• BOX SCORE

ADIDAS POWER SOCCER (PLAYSTATION)
BIG HURT BASEBALL (PLAYSTATION)
NBA ACTION (SATURN)
WORLD SERIES BASEBALL '96 (GENESIS)

EA SPORTS AND TONY GWYNN TEAM UP TO BLAST ONE OUT OF THE BALLPARK



Baseball superstar Tony Gwynn and the rest of his San Diego Padres teammates are avid video game fans. Team EGM finds out the most popular games in the clubhouse.

QUICK SHOTS



Baseball's greatest legends face off in Mindscape's Aaron Vs. Ruth.



American Softworks is going on all fours with Hardcore 4x4.



Mindscape is taking to the links with Mindscape Golf for the PS.

It has become a Team EGM custom to interview the hottest sports stars of the day. This month we had a chance to sit down with the Ted Williams of baseball's modern era. There is very little doubt that if the baseball strike didn't happen when it did two years ago, Tony Gwynn would have been the first major leaguer in five decades to reach the .400 mark for an entire season. As a consultant with EA Sports on their Triple Play Baseball for the PlayStation and Triple Play Baseball Gold Edition for the Sega Genesis, Tony Gwynn sat down with Team EGM recently to talk about gaming. You'll also find our regular jam-packed starting lineup of sports gaming titles warming up in the bullpen.

This month we take an in-depth look at Madden '97 from EA Sports, and we take a long

look at Virgin Interactive's baseball game that underwent a name change from "The Show" to Grand Slam Baseball. Mindscape has four new sports games coming onto the sports gaming scene: NCAA Basketball, NCAA Football, Supersonic Racers and Aaron Vs. Ruth: All-Time Superstars Baseball are all coming soon.

Konami is teeing it up with Final Round golf along with Tecmo as they are getting set to put one onto the dance floor with Tecmo World Golf for the PlayStation.

Playmates is getting ready to burn some rubber with Burning Road for the PS.

Next month get ready as we unleash our football issue. We've got some big-name games ready to knock you for a loss. Talk to you next month and enjoy this month's sports calendar.



EA Sports isn't forgetting its 16-Bit roots and they plan to release Triple Play Gold Edition for the Sega Genesis.

MADDEN



situations, you will be able to get the right man for the job on the field to convert the play.

As far as the playbook is concerned, John Madden himself has gone back to his NFL playbooks and chosen some of his favorite traditional and non-traditional plays. There are well over 100 plays on offense and the same number on defense.

EA Sports has polled their consumers via the Internet and through questionnaires inserted in their other titles to find out what gamers want to see

It's gut-check time for EA Sports and their Madden football franchise. They are lining up at the gaming line of scrimmage this year like a team that won the Super Bowl two years ago, but have failed to make the playoffs since then. Rebuilding time is over—this year they have something to prove.

As usual, all of your favorite NFL teams have been included with their actual player rosters. An added bonus of the game comes as over 100 hidden teams from NFL years gone by will be included in the game.

In this year's version, you will be able to substitute players on the fly. Change players in and out, depending on the defensive set or offensive formation. In key



in their new versions of Madden. Without a doubt, one of the most requested features was the lateral and flea-flicker option. This feature was first implemented in Madden '96 for the Sega Genesis and gamers want to see it in the 32-Bit version.

The 32-Bit Madden will also feature team logos on the field and for the first time you will have a choice between right- and left-handed quarterbacks.

You will be able to create and trade players and you will be able to kneel, jump up or dive to catch an errant pass.

In goal line situations you can now run for the hole and then dive over the top of the pile into the endzone.

Also for the first time, the referees are on the field and

you can see them throw their penalty flags. They may even get involved in the play if they don't get out of the way on time.

As usual, there is an Exhibition, Regular Season and Playoff Mode. However, one to four players can compete this year.

There is no doubt that EA Sports with their latest version of Madden is hoping to recapture some of their lost gridiron glory.

We've only played this game for a very short time, and we'll be able to tell you more as we get some more trigger time on it.

One thing is for certain: The game looks 100 times better than last year's version of Madden that was never released.

The EA Sports programmers have done their homework, and they know they have a formidable foe this year in Sony Interactive. Come back next month for more info on the video gridiron battles.

John Madden and EA Sports get ready to rumble!

Getting the job done

Are you ready for Madden '97? EA Sports and their talented crew of programmers and artists took it on the chin when they decided to hold back last year's version of Madden. They decided to sit last year's gaming football season out to retool. Since then they have been watching films and working with Mr. Football himself, John Madden, and they've tried to come out with the total football experience.

It will be quite the dog fight between EA Sports and Sony Interactive's GameDay '97. But they are competing to win and they have utilized their proprietary motion-capture technique to make the player animations life-like and their movements and reactions smooth.

This year's game will be loaded with new and old features and each team will be rated in four different categories: Overall, Offense, Defense and Special Teams.



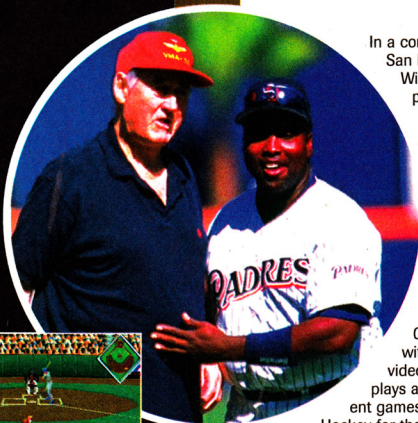
RELEASE DATE	DIFFICULTY	
3rd Qtr. '97	Moderate	
PUBLISHER	SIZE	
Electronic Arts	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Football	N/A



This year you can jump up and catch the ball over a defender.

FACE to FACE

with **TONY GWYNN**



In a commercial airing in San Diego, Ted

Williams, (seen in the picture to the left with Tony Gwynn), comes onto the screen and says: "You'll never get a chance to see me play again, but the Padres have their own .400 hitter in Tony Gwynn."

When future hall-of-famer Tony Gwynn isn't flirting with .400, he's a video game fan who plays a number of different games including NHL

Hockey for the Genesis, Triple Play '96 for the PlayStation and NHL FaceOff. Gwynn was recently signed by EA Sports as a consultant, but he and his teammates have been avid gamers ever since he's been in the big leagues.

Recently we stepped up and had a chance to ask the future hall of famer a few probing questions about gaming and about his illustrious baseball career.

Team EGM: How big of a video gamer are you?

GWYNN: Pretty big, practically everybody on our team is a gamer. I mean, we have guys on our team that after a road game, we go back to our hotel, they put on their favorite team's hockey jersey and, man, they go at it. We have tournaments with EA Sports NHL Hockey. We played these games even before I signed up to work with EA. Mostly we play the hockey and the golf games. I don't play baseball video games too much during the season, though. Things seem to happen a little quicker in a baseball game than they do when you are in the batter's box. Some guys, including me, think that playing a lot of baseball video games will mess with our timing. Triple Play '97 is a good game. Like I said, I haven't played it too much, but I played plenty of last year's Genesis version. Knowing EA, they will improve upon the game they did last year. They always do.

How did you feel about coming so close to hitting .400?

It felt good. I was glad that I was finally able to make a run. For years, my father, before he passed away, said he

thought I was capable of doing it, but I really didn't do anything to make a serious run at it. In 1994, I felt that was my year to make a run at .400. I realized it early on in the season. I was seeing the ball really well. I hadn't gotten into a rut, the longest 0-for that year was 0-for 7. When you are hitting that consistently, you start to realize as the season goes on that you are doing more than just making solid contact. Then when we went on strike, that was it. I feel as though I made a good run at it, and I can live with that accomplishment. I'm not unhappy or bitter that the strike came. I look at it this way: I would have sooner fell short due to the strike than if I would have hit .400 and then the strike came. Then people would have thought I would have collapsed down the stretch, instead of being at .390 when the strike came and being so close.

Do es it bother you when people say 1996 will be the year you hit .400?

Yes, it bothers me, because people seem to think hitting .400 is an easy thing to do. They don't realize that it hasn't been done in 55 years. I just laugh when I hear people say that I'm going to be the one to hit .400. People often say that Tony Gwynn is the type of hitter that can wake up at 2 a.m. and play in a game and go two for four. It's really not that easy. You really have to work at it, you really have to study and you have to do your homework. So when you are out there in the batter's box, you are prepared for what you are going to have thrown at you. I still don't understand why people think I'm going to be the guy that will be the next to hit .400. I'd be lying to you if I said I didn't want to do it.

Did you ever entertain thoughts about being a two-sport star?

Many people don't realize that I was drafted by the Los Angeles Clippers and the San Diego Padres on the same day. I was drafted by the Clippers in the morning and the Padres in the afternoon. I hinted at playing both, but that wasn't looked upon very favorably in those days, and the Padres told me that if I wanted to play baseball that I had better sign the contract. But with that Clippers team, there is no doubt in my mind that I could have made that team.

For more on Tony Gwynn, pick up CYBER SPORTS on sale now. The only sports-dedicated magazine brought to you by the editors of Team EGM.



Triple Play Baseball '97

TECMO WORLD GOLF



Each course is recreated from an actual course in Japan.

It's time to hop into the big gaming golf cart and take a tour of Tecmo World Golf links.

Tecmo's programmers and artists have re-created 101 of the finest golf courses that are available to be played from the land of the rising sun (Japan).

One to four players can compete against each other, and you even have the option to pick from one of four male and four female golfers.

You can create and save your own abilities as a player. If you want to be a great putter like Gary Player or a long-ball hitter like Tiger Woods or John Daly, then you can give yourself these attributes and perfect your golf game with a few button presses.

On each shot you can choose your stance, the club you want to use, your power, where you want the

club to impact the ball and the direction you want the ball to travel as it makes its way toward the pin.

If you want to execute a fade or a draw shot, you can work on that as well.

There are a variety of different tee locations that you can tee the ball up from on each course and that is very helpful for beginning golfers.



Tecmo trying to go under par

If you're an avid video gaming golf enthusiast, then you'll want to check out this realistic golf simulation for the PS.

This game even features a way for you to tweak your power and adjust the golf attributes of the player you are using. Once you have all of his or her golf skills, just the way



you want them, you can save these attributes to a memory card to compete another day.

There's even a caddie that will keep score and give you the verbal reinforcement you need. She will say things like "Nice Approach," "Birdie" and "Good Shot." Tecmo has packed their golf game with



RELEASE DATE		DIFFICULTY	
Now		Moderate	
PUBLISHER		SIZE	
Tecmo		CD-ROM	
PLAYERS	THEME	% DONE	
1-4	Golf	100%	

enough features to keep you busy well into next year's golf season.

As they like to put it, they have enough features to fill a golf cart, and Team EGM would have to agree with that statement.

CLUB SELECTION IS THE KEY TO VICTORY

Tecmo is hoping to bridge the gender gap by including an option where you can choose to play from four male or four female golfers. Don't think that the female golfers are pushovers. They will hand you your lunch if you don't concentrate on playing good golf. Golf fans can choose from over 100 of Japan's most challenging golf courses. There's even a female Japanese caddie to help you keep score and give you encouragement when you need it and blast you when you're not keeping your head in the game. If you're a video game golf enthusiast you'll want to add Tecmo World Golf to your gaming collection. The diverse selection of courses ensures that you won't get tired of playing the same courses each time you head out onto the electronic links. Seasoned golf gamers will have their hands full with the challenge that each course has to offer. Watch out for the sandtraps!

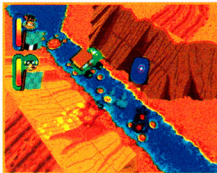


SUPERSONIC RACERS

Supersonic Racers puts you in the driver's seat of what may prove to be a daredevil driving classic. You can race head to head with as many as seven of your friends in this crash-and-burn adventure. It's good clean cartoon racing with crazy cars and 30 treacherous tracks.

The cars are souped-up to give each driver an unfair advantage and a better chance of sliding off of the track into the drink.

Speed is one thing, but learning to put on the brakes



at the right time to skid around a corner and glide onto the moving platforms will be the key to getting wet or capturing the checkered flag.

The game stars eight twisted cartoon characters, including

Big-Time Racing Action

Put your pedal to the metal

Going fast is just one small part of your success in this game. Slowing down to a crawl and accelerating at the right time to get onto floating platforms may look easy. But you'll have to learn when to put on the brakes and when to floor it if you want to get the checkered flag in Supersonic Racers.



RELEASE DATE	DIFFICULTY	
October	Easy	
PUBLISHER	SIZE	
Mindscape	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Racing	70%



Dr. Diabolical, Lucy Lush, General Blast'em, Oswald Doberman, Martha and Sloth and a few others.

As you conquer the courses, you will win special add-ons that prepare you for the next set of obstacles. You will be able to navigate under water, ski the North Pole, fly on a magic carpet and perform countless other stunts. Learning these special tricks will mean the difference between the winner's circle or being plucked from the water by a beachcomber.

Grand Slam

Despite the name change from "The Show" to Grand Slam Baseball, Virgin is hoping gamers will step into the batter's box with their baseball simulation. Most baseball games put the emphasis on strategy and/or action. Virgin is hoping to combine the best

elements from both of those worlds. Grand Slam offers complete strategic control over on-field events so players can set up for a hit-and-run or a pitchout. The game also has an emphasis on trades and minor league acquisitions to create the ultimate



baseball team. This game will come loaded with features including a new pitching meter that will give gamers full control over a pitch's location, speed and movement.

RELEASE DATE	DIFFICULTY	
3rd Qtr. '97	N/A	
PUBLISHER	SIZE	
Virgin	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Baseball	N/A

Another feature puts gamers in the shoes of their favorite big leaguers from the past.

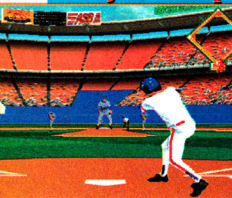
There's also a gallery of all of the major league players in a "Virtual" trading card setting.



Virgin is hoping to hit one deep!!!

Virgin is hoping to put on a show

Aside from the game's extensive artificial intelligence, Grand Slam employs two tools to create a realistic playing atmosphere. The first is the use of digitized live-action characters to exactly duplicate the movements of major-league players. The second are photorealistic 3-D stadiums that provide playing angles that switch automatically to where the play is taking place.



BURNING ROAD

Get ready to squeal the tires and go up through the gears. Racing fans now have something more to talk about as Playmates is coming out of the hole quickly on the PS. Players can choose from four

RELEASE DATE	DIFFICULTY	
4th Qtr. '97	Hard	
PUBLISHER	SIZE	
Playmates	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Racing	75%

challenging tracks. Each vehicle will sustain damage when hit by another or when it crashes along a course. The damage will affect the vehicle's performance and appearance.

Burning Road features five viewing camera angles: first

unique, high-performance vehicles, including a mammoth monster truck that can crush the smaller vehicles. You will be able to compete on three different and

Crash and Burn

There are three courses in the game, each with varying levels of difficulty and challenging terrain.

There is a countryside course, a mountain track complete with snowy and icy conditions and a city street race featuring thunderstorm conditions.

Your vehicle and those of your competition will sustain damage when they collide with other vehicles or go off of the road and strike an embankment or a tree.

person, front seat and three different distances behind the car. After the race you can watch the replay from multiple angles. One of the most incredible angles is the helicopter camera view. Two players can compete using the Sony link.

Avid race fans will want to check out this highly detailed racer. This is one high-octane racing adventure with arcade-quality graphics that doesn't run out of gas.

PLAYSTATION

LEARN TO PLAY BASS



LIKE A PRO

Featuring pro bass anglers George Cochran, Shaw Grigsby Jr., Gary Klein, Tom Mann Jr., Dee Thomas and Kevin VanDam, **BASS MASTERS CLASSIC™: PRO EDITION** brings world-championship bass fishing indoors.

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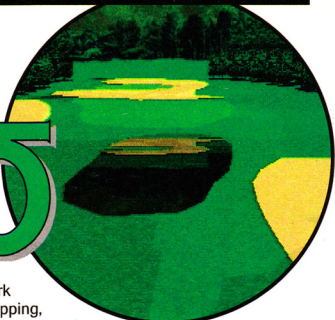
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THE FINAL ROUND



Konami is going for a birdie with Final Round, one fantastic golf game. This exceptional golf simulation for the PlayStation features a polished and easy-to-use arcade-style interface that is very addictive.

It has all of the bells, whistles and happy bird sounds that avid video game golf fans should enjoy.

In the production of the game, Konami's game designers used a unique



You can choose from any one of six different talented golfers.

motion-capture technique that makes the golfer's swings very smooth and the ball physics accurate. The ball comes off of the driver differently than it does when you hit it with an iron. The attention to detail is what makes this game enjoyable.

With this game Konami is definitely in the running for this year's Green Jacket of golf.

Up to four people can compete in stroke, match or skins play.

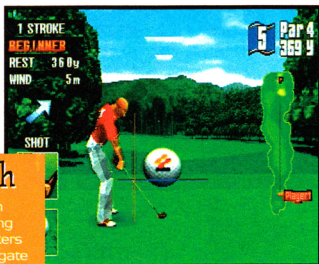
You can even work on improving your chipping, driving or putting in the Training Mode.

The game has three levels of difficulty: Easy, Normal and Hard. You can choose from any one of five male players and one female player. Each of the players are polygon-based and they are rated in a number of different golf-related categories: power, technique, stability and luck. Each of these 3-D rendered golfers has distinct strengths and weaknesses. One may have a better touch on the green, while another may be

replays. If you have the replays turned on, after a shot the computer AI will replay the shot automatically.

An announcer calls your shots as they land and he'll let you know by the tone in his voice whether you landed on the dance floor (the green), the bunker or the drink. The sound effects in this game are outstanding. Whether you're in the tee box getting ready to blast one into the stratosphere or getting ready to putt for birdie, the sounds of the

Konami is going for the Green Jacket



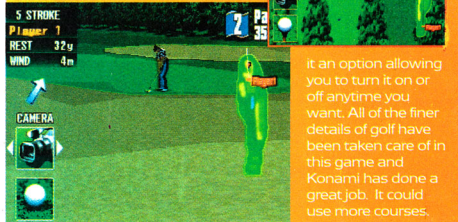
crowd clapping or the birds chirping makes you feel as if you are really out on the links.

Sound effects make this game, whether it's the plop of the ball as it lands in the water or the clank of the ball as it careens off of the pin. The sounds of the birds are so lifelike you will want to wear a hat.

Drive for show, putt for dough

One outstanding feature of this game is when before each hole, the computer takes you on a flyby of the hole first, giving you an idea of where the pin is located and where the bunkers and the trees are so that you can place your shots and navigate the ball around these obstacles to par. Then after each shot you take, if you have replays on, the computer will replay your shot, mirroring the trajectory of the ball as it comes off of the tee, out of a bunker or off of the fairway.

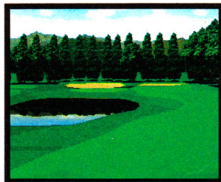
This is one feature that could get old and that's why Konami has left



it an option allowing you to turn it on or off anytime you want. All of the finer details of golf have been taken care of in this game and Konami has done a great job. It could use more courses.

able to drain a long putt, while another can drive the ball 300 yards. This game is very addictive and you will find yourself going through each of the characters trying to get a handle on which one has the most well-rounded golf game.

The game allows you to adjust your handicap for your golfer or any one of your opponents from zero to 40. There is even an option that allows you to start play on the front nine or the back nine. Among the other options, wind can be turned on or off as well as weather and instant



RELEASE DATE	DIFFICULTY	
July	Moderate	
PUBLISHER	SIZE	
Konami	CD-ROM	
PLAYERS	THEME	% DONE
1-4	Golf	98%

NCAA Basketball: Final Four '97

March Madness moves to the summer as the Mindscape Sports Authority plans to take it to the hoop with their first NCAA hoops title for the PlayStation.

Up to four players can play simultaneously in any combination of teams. The game features motion-captured characters, 3-D courts and a view of the on-court action from a variety of different camera angles.



Actual crowd noises were taped at NCAA games and it has been integrated into the game's audio.

The player animations were created using a unique motion-capture process and ex-college basketball players dunked, passed and dribbled

The Electronic Chalkboard

NCAA Final Four '97 features a special Coach's Mode that will allow players to create playbooks, control substitutions and call plays from the sidelines. Also included as part of the action will be full-motion video footage of historic Final Four matchups.



RELEASE DATE	DIFFICULTY	
1st Qtr. '97	Moderate	
PUBLISHER	SIZE	
Mindscape	CD-ROM	
PLAYERS	THEME	% DONE
1-4	B-ball	N/A



during an actual court in order for their basketball movements to be captured. You can pick your favorite NCAA teams and re-create your own Final Four matchups or actual matchups from years past.

You will play these games in actual rendered NCAA stadiums.

Another feature allows you to customize the rules so you can get all of the calls in your favor.

Taking it to the hoop with authority

NCAA FOOTBALL

SATURDAY SHOWDOWN

NCAA Football at its finest, with all of your favorite teams and the stadiums they play in. Each team has their actual team logos, uniforms and even their fight songs as Mindscape Sports heads onto the college gridiron with its first football foray. All of your favorite big-time college plays and offensive and defensive formations have been added to make this



Hard-nosed college football the way it was meant to be played.

call the offensive and defensive plays as well as audibles. You can import or export teams or playbooks. One feature allows you to create your own teams and playbooks that you can save to a memory card and take to a friend's house for the ultimate away game.

The game will track both weekly and seasonal stats for both offense and defense.

You can even go as far as to select the type of field you would like to play on, of course you only have two options, grass or astroturf.

You can view the action from all of the standard camera angles, plus you can add two of your favorite views.

a total college gaming experience.

One of the most exciting options of the game is a coaching feature that will allow you to take charge of a team and

No guts, no gridiron glory

RELEASE DATE	DIFFICULTY	
3rd Qtr. '97	N/A	
PUBLISHER	SIZE	
Mindscape	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Football	N/A

Get into a Bowl

Determine the outcome of a season with bowl games through championship brackets. You can import or export teams and playbooks. Create your own teams, players, uniforms and even select your own type of field surface you wish to play on.



BOX SCORE

ADIDAS POWER SOCCER • PLAYSTATION • PSYGNOSIS

This is one solid soccer title with one tough computer defense. It's a nice touch that you can play two on two. The player animations could have been better, but the gameplay is solid. The computer is just too darn tough to score on consistently. The variable referee features like severe and blind that you can access are very interesting. This game has potential.

Todd Mowatt

7.5



One thing that I have to point out is that the AI is hard as nails. Yes, this is a good advantage to seasoned gamers as myself, but for beginners it may get irritating. The controls are fairly easy; you won't have any problems in this department. Graphically, APS looks exceptionally well.

Animations of players are true to life. The live commentary is a nice touch.

Dindo Perez

7.0

BIG HURT BASEBALL • PLAYSTATION • ACCLAIM

Once you get into the swing of things by swinging a little early to connect on those 90-mile-per-hour fast balls, you will appreciate this one. The control is a little sluggish, but the sounds of the vendors in the stands and the attention to detail of the stadiums make you feel as though you are at the ballpark. The graphics don't look cartoony or blocky like in other titles.

Todd Mowatt

7.5



Despite not having a colorful look, the game as a whole has been done well. The atmosphere of the stadiums, whether it's indoor or not, adds realism to the game. While the controls need some attention at first, the playability is fairly easy and hitting home runs will be second nature. Some features were missing that could've enhanced the overall gameplay.

Dindo Perez

7.5

NBA ACTION • SATURN • SEGA SPORTS

He puts up a brick! This game doesn't even make the playoffs, never mind getting out of the first round. The frame rate is atrocious and the controls are sluggish. I would relegate this title to the bench until its skills are improved. One nice

feature allows you to create a player. But this game needs orthoscopic surgery before it would be able to make a run.

Todd Mowatt

4.0



I was really disappointed with this title. The animations definitely need some improvement especially in the frame rate department. Controls are a bit sluggish and getting used to the different playing perspectives took some time. Few

features like creating players from scratch gives the game some points, but it takes more than a few to make this game run.

Dindo Perez

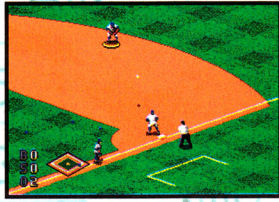
5.0

WORLD SERIES BASEBALL '96 • GENESIS • SEGA SPORTS

A new year and a new box cover. Of course they changed the two competing World Series teams to Cleveland and Atlanta. Other than that, Sega Sports tweaked the artificial intelligence a little bit. But you can still hit home runs at will with the league's marquis players. If you own World Series Baseball '95, I'd rent this one first to see if you think it's different.

Todd Mowatt

7.0



This sequel stands out on its own, but for a baseball game in this 32-Bit era the game doesn't have a chance with the big boys. There were a few minor adjustments to make the gameplay better, but overall it looks the same. Proud owners of the Genesis may want to check out this new edition, but if you already moved up to the Saturn platform, consider buying WSB2.

Dindo Perez

7.0

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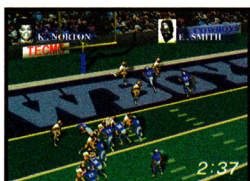
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A memory card may be required for some features.



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 You're There



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DREAM TEAM

BASKETBALL



**GRAB
A HOLD OF
THE
GOLD**

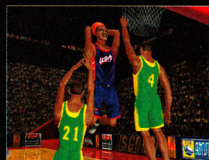


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and all their moves

Dream Team Basketball from U.S. Gold Sports.



Wild 3D SGI graphics
really rock the rim.

Take on the world's best players
with the most awesome array of firepower
ever assembled on one team.

Or maybe you could get
this much world-class action
with some
no-name hoops game???

you gotta be dreamin'...



Drive straight to the hole with
realistic motion control.



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Anfernee Hardaway

Grant Hill

Karl Malone

Reggie Miller

Hakeem Olajuwon

Scottie Pippen

David Robinson

John Stockton

Glenn Robinson

Mitch Richmond

Charles Barkley

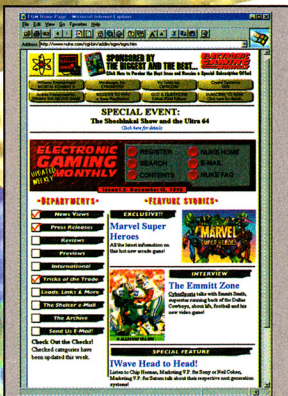
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Letter of the MONTH

IS THERE A PLACE FOR PIRATING GAMES?

Dear EGM,

I have been an avid reader of your magazine since 1990, and I am now connected to the Internet, I would like to take this opportunity to commend you guys for being the magazine to die for. Now, how come there is this thing about not being able to play American games on Japanese platforms and vice versa? If a game were to be written, manufactured, published, then sold, wouldn't the people involved be making money? [Also], we do not get official releases in this part of the world. So we have to contend with grey imports, most often deciding between a Japanese or an American system. Now it all sounds rosy and fine but when the crunch comes, we never seem to get legit software at reasonable prices. Imagine paying more than a hundred bucks for an "original game" compared to paying a fifth of it for a pirated copy. Why do we do it? Because it works on both platforms. Reason? Copy protection has been removed, game codes modified. Sounds like a good thing? Well, it certainly is if you simply can't buy any original stuff. Sega had an official release here for the Megadrive 2 (Genesis) with a promise of legit games. What did we get? A handful. Now with Sony introducing the PlayStation, the same problems exist. There are people out here who do not support software piracy but with the kind of circumstances we face, we do not have a choice. I support buying legit games, but if each time I find that a legit game cannot work on my system, I am forced to buy a pirated copy because the protection has been removed. End result? The software company loses out, programmers do not get paid, the pirates win, and us, the users, just keep going because so long as the games work, we pay.

Marc Pee (from Singapore)
umjuju@singnet.com.sg

It looks like you have a plethora of problems: not having the right version of legitimate games, not having

enough of a variety of them, and paying too much for them. It's a tough situation. Of course you know that game producers, publishers and retailers hate gaming piracy. As Andrew Hoolan, product marketing manager for Williams Entertainment, puts it, "It hurts everyone, even the consumers. You risk getting incomplete or glitchy games and no warranty will cover you." He also goes on to explain how else consumers are getting the shaft. Since there are people spending their hard-earned cash on illegitimate goods, the game companies will have to make up some profits elsewhere. The first way is to charge more for their games. Another, less obvious way, is to cut back on research and development. Most people do not realize this side of it. This hurts everyone as it affects the kind of games we will get to see in the future. Andrew sees a need for cooperation on all fronts to fight piracy. Not only should you, as the private consumer, report any wrongdoings, but game companies should as well. If company A sees company B's product illegally produced, they should help out and make it known to the proper authorities. We understand it's a difficult choice for you to willingly pay a lot more for a legitimate copy of a game, but if you are sincerely concerned about the health of the video game industry, can't you find it in your heart to do so?



Please mail your address to us Marc, so we can send you your prize. ATTN: Dan Hsu.

LETTERS

SQUARE SOFT SPEAKS OUT

Dear *EGM*,

I wrote a letter of protest to Square Soft. They are still standing by their decision not to give us Final Fantasy V. The two main reasons Square Soft gave were: 1.) The company is busy working on FF7 and Secret of Mana 2. 2.) FF5 is almost four years old. Talk about jerking us around! Is Square Soft trying to tell us that they have had all of these games ever since the system was released and have just released the games when they felt like it and to whom they felt was worthy of it? Please print my name and address so that other Square RPG fans can contact me and then we can become organized enough to do something about this situation.

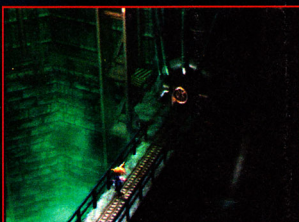
Gene Wilsea
16 Putnam Street
Mount Vernon, NY 10552

Dear *EGM*,

I read on the 'net that not only is Square Soft making PlayStation games, but they are leaving Nintendo all together. Why would Square leave Nintendo just like that?

Mike McLeod
via e-mail

Unfortunately for U.S. gamers, the Final Fantasy series is much hotter in Japan. FF6 sold over 2,000,000 copies in Japan, while the U.S. version, FF3, sold "only" about a half million. Well, there's obviously money to be made in the American market, but the same team that's making all of the new games is needed to do any translations since the original programming codes need to be changed. So what does that mean? Square would prefer to use that team's efforts in making new multimillion sellers than translating old hits for a smaller audience. After all, the team can only do one thing at a time! As to the second question, Square's official word is that they like the flexibility that the PlayStation can offer them. They need the extra memory that CD-ROMs offer, and CDs are cheaper and faster to make. They will wait for the final specs on the N64 bulky drive to see if that's a viable option for making games on, but, for now, the Sony PlayStation is Square Soft's platform of choice.



Final Fantasy VII: much too much to handle for Nintendo 64's meager cartridges.

EGM HAS BEEN BRAINWASHED!

Dear *EGM*,

When are you going to address this? I know you've had a lot of letters regarding audio defects in early PlayStations, as seen in games like Resident Evil, D, Decent, NBA Live, etc. Sony is denying that there's a defect, but Capcom told me about it a few weeks ago. Even Capcom has gone silent on it now (it seems Sony has put some pressure on Capcom to shut this up). Only you, *EGM*, can put this story out and get Sony to address this issue. Help us, please! Or has Sony gotten to you as well?

Mike Arrington
via e-mail

We..cannot..comment...on...this..issue... please..do..not..ask..us..again... Seriously, we have not heard of this problem before. Our PlayStations seem to work okay. Anyone else heard of any problems?



We found this body at Capcom headquarters. Maybe he knew something he shouldn't have.

GET A SATURN

Dear *EGM*,

Would someone please tell me why the Sega Saturn is awarded all the games that I enjoy playing? I am

speaking for all those PlayStation fanatics who dislike Sega.

Darkman
via e-mail

You do not make sense. If all the games that you like are coming out on the Saturn, wouldn't logic dictate that you buy a Saturn and enjoy it? And why would you hate a game company anyway?

DISAGREEMENT

Dear *EGM*,

In the May 1996 edition of your magazine, one of your articles stated approximately \$18 goes to the retailer on either a cartridge game or a CD game. I'll mention that I read the caption stating that the "retailer profit varies depending on the store's expenses." You couldn't be more right about varying profits. I, as a retailer, care to differ with the amount you specified for the retailer. For example, a new game such as Super Mario RPG costs me \$56 since I am not direct with Nintendo; even if I priced the game at \$69.99, the same price as Toys 'R' Us, my profit would only be \$13.99. Since I have competition, such as Best Buy, who priced the aforementioned game at \$56.99, I priced Super Mario RPG at \$59.99, which only leaves me a mere \$3.99 profit. I even had a few customers ask if I could match Best Buy's price, and if I did that, I would make a whopping 99 cents. It's pretty sad when the sales tax one collects is more than his profit. I have heard a lot of my customers say, "Well, at least you're not losing money." Those are the people who seriously need a couple of economic courses in their lives. Maybe they would actually comprehend how businesses stay in business: profit. Because of your article, people who read it now think video game retailers make a decent profit. The profit margin is ludicrous. I certainly know the big boys aren't even coming close to an \$18 profit per game sold, with the exception of perhaps Toys 'R' Us and the "mall" stores.

Christopher T. Bliden
Game Force
Arvada, CO

Thank you for your useful insight Mr. Bliden. Our information was given to us by video game analysts and is still considered accurate. But, like we

INTERFACE

said, the profit margin can vary. There's a big difference between what a national chain like Best Buy can charge and what a local franchise like Game Force can charge. Different regions can also have different supply and demand rates. Thanks for letting us know your side of it, and the next time someone asks you to match prices, try responding, "Best Who?"

MULTIPLAYER RPGS

Dear EGM,

I like RPGs like the Final Fantasy series, the ones that have magic, intricate story lines and a mature interface. I also liked that FF3 allowed up to two players. I need to know if there are any other RPGs out there for the Super NES with two-player capability that are set back in a time that had magic and swords.

Jon Washburn
Bainbridge Is., WA

Secret of Mana (also by Square Soft) is probably what you are looking for. You can have three players on the multitap play at the same time in most of the game. It's set in the swords and sorcery ages, but it's slightly different from the FFs—it's more action-oriented, with realtime

combat instead of turn-based combat. Think of it as a mix of Zelda and Final Fantasy.

THE DIGIPEN IS MIGHTIER...

Dear EGM,

I need some information on DigiPen. Could you give me the address? Also, what are the requirements to get a job at a place like EGM?

Nathan Miller
Orem, UT

You can get information on applying to DigiPen by writing to:

DigiPen
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Canada

(604) 682-0300
jchu@digipen.com

To work at EGM, send in your resume and some samples of your work, whether it be art, layout or writing. You better have a genuine love for video games, because you're going to be immersed in them day in, day out.

THE POTENTIAL OF THE SATURN

Dear EGM,

As tiring as it is to hear about the 32-Bit wars, I have to ask one thing: Why are industry experts saying that the Saturn has more potential than the PlayStation? Are they talking about technical specs or what?

Mena Welch
Jackson, MI

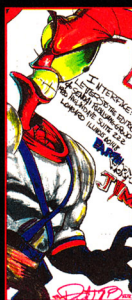
The PlayStation has always been known as the easier machine to make games on. The Saturn has dual processors, making it a trickier machine. Simply put, it'll take a more skilled programmer to utilize all of Saturn's capabilities. The greater potential people are talking about comes from the fact that programmers need more time to figure out the Saturn, so you'd expect better games to come from the machine after the initial "learning curve" period.

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Peter Yau • Williamsburg, VA

WINNER!

Lately, we've been flooded with great Dragon Ball Z art. Do you folks know how to draw anything else? Congratulations Stephen Gonzales of Miami, Fla. 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.



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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.

Mystery Word Grid

	H							M
		E						Y
P	I	N	C	H		W		S
	R							
S								

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOY
 STOMPT STANDR PRESSE DREAMO
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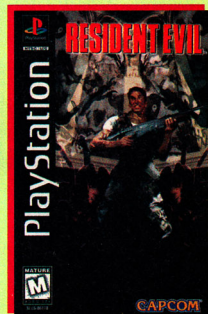
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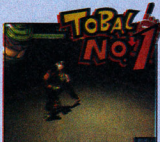
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