

Nintendo<sup>64</sup> • PlayStation • Saturn • Super NES • Genesis • Arcade

# ELECTRONIC GAMING MONTHLY

# Final FANTASY VII

## The Best RPG Ever!

First Coverage of U.S. Version



## FEATURES

Bruce Willis in APOCALYPSE

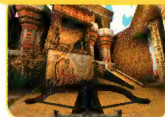
Full Coverage of the ASI-ACME ARCADE SHOW

Inside the TOKYO TOY SHOW

### SPAWN



### HEXEN 2



### MISSION: IMPOSSIBLE



### DARKSTALKERS 3



## OVER

# 100

## GAMES INSIDE

Blast Corps • Last Bronx  
Xevious 3-D • Ray Storm  
Manx TT • Albert Odyssey  
Dynasty Warriors

# 94

MAY, 1997  
\$4.99/\$6.50 Canada

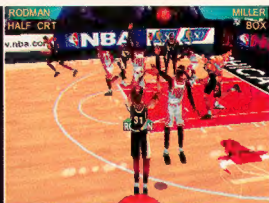
0 70992 37371 0

U  
R  
N  
O  
T  
e

DON'T  
WORRY  
ABOUT  
YOUR  
MOMMA,  
I'LL  
TAKE  
YOU  
TO  
SCHOOL.



For game hints call 1-900-933-SONY(7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. U R NOT E<sup>®</sup> is a registered trademark



Camaraderie. Brotherhood. Sportsmanship. That's what NBA Shoot Out '97 is all about. Oh, victory has its spoils, but they're not as rewarding as the shared fellowship one feels after capping off a drive to the hole with a towering Tomahawk Jam. Particularly when you're jammin' on Ewing, Malone or Olajuwon. And now, with revolutionary Icon Passing,\* you can execute pinpoint passes that would make Payton, Kidd or Hardaway jealous. Plus, new motion capture will make all your moves appear much, much smoother. And faster. So if you're going to demonstrate the pump fake, fade-away jumper or the flying windmill, you'll want to perform them over and over again so students of your game don't miss any fine points.

**NBA Shoot Out '97. Don't let it mess with your head.**



**ONLY ON PLAYSTATION**

and Icon Passing is a trademark of Sony Computer Entertainment America, Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties, Inc. ©1997 NBA Properties, Inc. All rights reserved. ©1997 Sony Computer Entertainment Europe. [www.sony.com](http://www.sony.com)

# FIGHTERS MEGAMIX™

32 fighters.

New Virtua Fighter™ 3 moves.

32 rockin' arenas.



The two greatest fighting games of all time.

Together, at last, "til death do they part.

11 vicious Fighting Vipers™ characters.

11 combatants from Virtua Fighter™ 2.

10 hidden mystery characters.





5 battle modes.



SEGA SATURN™

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



One of the largest collections of fighters ever.



New and nasty Virtua Fighter™ 3 moves.



Choose from 32 rockin' arenas.



5 battle Modes, including Team.

**VIRTUA FIGHTER 2 VS. FIGHTING VIPERS**

An unparalleled, world-class festival of fighting.

# INSERT COIN

# ELECTRONIC GAMING MONTHLY

## NUMBER 10.5, MAY 1997

By Ed Semrad - 750521667@compuserve.com

- Sony & Nintendo drop prices...
- Review Crew gets wordy...
- Poster pair packs punch...

**T**he video game system price war has started. Nintendo, seeing its N64 system sales declining in Japan, has decided to lower the system price to around \$140. One week after this announcement, Sony had a news conference where they stated that the U.S. PlayStation price would be \$149.

Could it just be a coincidence that both major players decided to lower the price at the same time or was there something else going on?

It depends on who you talk to.

In our discussions with Sony, they state that this is all part of their long-term marketing plan, and they aren't reacting to what Nintendo did.

In Japan, we hear the same story from Nintendo.

Who do you believe?

While the truth will never come out, our sources have found out that Sony has indeed been planning this price reduction for a long time, and Nintendo of Japan somehow found out about it. Rather than wait until E in June, Nintendo decided to counter quickly with a matching price drop to \$149 in North America—obviously, it was just a matter of time.

With the top two players in the industry trading blows like power wrestlers, we wonder: What will it take for either Sony or Nintendo—to regain the upper hand? First, Sony can drop the PlayStation price even further to \$129 (which they can, and were planning to do all along). When that happens, Nintendo may be able to respond with a \$149 price AND include Super Mario 64. However, considering how conservative Nintendo is, they probably will stop at \$149 without a cart.

What about Sega? It appears that they are between a rock and a hard place. The circuitry in their system is not as consolidated as the other two are, and any further price drop will really hurt them. Still, they will have to match the others at \$149 as their old three-free-game offer just won't be enough to keep them competitive. E' should be the time when it all comes out but keep reading Q-Mann's column, as he gets the information months before the other mags do.

In other news, I want to thank everybody who e-mailed me with your comments about the magazine. Many of your suggestions are already in the works and you should start seeing them later this year. I am also very pleased



Ed tries for par on one of the new third-party Nintendo 64 golf simulations.

that virtually everybody liked the change we made to the design of the Review Crew pages. One problem I always had—and this goes all the way back to issue number 2—is the fact that there never was enough space to fully review a game. While the four-person Review Crew format is the only way to go, having four equal spaces just wasn't quite right. Many times everybody said the same thing, and 80 words never was enough to fully explain the good and bad points of a game. This led to numerous questions, not only from our readers but also the game companies, as to why we gave a game a certain score.

Now, in our current design, one reviewer—usually the one who has the most experience with the game—has the space to really speak his mind. Nothing is held back, and, as in the past, you get the only unbiased, uncensored review of the real game. I say real because, as some of you pointed out, our reviews are not necessarily the first you will see in the magazines. We take great pains to only review "FINAL CODE" games. That is, no Japanese games, no beta discs, no near-finished discs with qualifying letters from companies—just real reviews of the same games which you will buy in the stores. Plus, as you've also pointed out, our reviews aren't all 10s or to put it in other numbers smiling 5.0s or over-inflated 98s just to keep the advertisers happy.

In addition, our Review Crew is made up of real hardcore players. They take their job very seriously and most importantly, they aren't hiding behind fake, artificial caricature sketches with hokey made-up names. (OK, Sushi-X is an exception, but at least he's a real guy.)

Finally, the positive response to our free pack-in posters has been phenomenal. It must be a good idea as others have already started to copy us, but wait until you see what we have lined up next! Until then, check out the two-page gatefold Lost World miniposter on pages 99 and 100 in addition to the WCW poster packed in the bag.

Keep the e-mail coming!

**Publisher** Jonathan Lane  
**Editorial Director** Joe Funk  
**Editor in Chief** Ed Semrad  
**Managing Editor** Ken Williams  
**Associate Editors** Crispin Boyer  
 Shawn Smith  
 Dan Hsu  
 Sushi-X  
**Third-Party Liaison** John Stockhausen  
**Sports Editors** Dean Hager • Kraig Kujawa  
**News Editor** Nelson Iaruc  
**International Editor** Wafar Maryama  
**West Coast Editor** Kelly Rickard  
**Tricks Editor** Terry Minnich  
**Protos Editor** Scott Paus  
**Arcade Editor** Mark Hain  
**Online Editor** Chris Johnston • Helen Lee  
**Managing Copy Editor** Jennifer Whitesides  
**Senior Copy Editor** Jo-El Damm  
**Copy Editor** Dan Peluso  
**Foreign Correspondents** Stuart Levy • David Rider

**Creative Director** Michael Stasus  
**Art Directors** Jason Hinman • Cyril Wochok  
**Associate Art Director** Mike Yallas  
**Layout & Design Manager** Paul Ojeda

**Production Director** Marc Camron  
**Prepress Manager** Dave McCracken  
**Assoc. Prepress Manager** Jack Copple

**Network Manager** Pamela Schneider  
**Assoc. Client Service Specialist** Mark Lefebvre

**Circulation Director** Joan McInerney  
**Newsstand Sales Manager** Don Galen  
**Circulation Coordinator** Ann-Marie Mrozynski

**Business Manager** Cathy Bendoff

**Advertising Inquiries Contact:** Ziff-Davis Publishing Company  
 1920 Highland Avenue  
 Lombard, IL 60148  
 Telephone: (630) 916-7222  
 FAX: (630) 916-9254

**Assoc. Publisher Ad. & Marketing (Also East Coast)** Jennie Parker  
**Account Executive** Suzanne Farrell

**West Coast:** Jon Yoffie  
**District Ad Sales** 135 Main Street, 14th Floor  
**Manager/Northwest** San Francisco, CA 94105  
 Telephone: (415) 357-5522  
 Fax: (415) 357-5200  
 E-mail: jon\_yoffie@zgd.com

**District Ad Sales** Karen Landon  
**Manager/Southwest** 11766 Wilshire Blvd. Ste. 1550  
 Los Angeles, CA 90025

**Marketing Coordinator** Amy Dellos  
**Sales Assistant** Jessica Prentice

**Send Advertising Materials to:**  
**Advertising Coordinator** Mike Darling

**Founder** Steve Harris

ELECTRONIC GAMING MONTHLY (ISSN #1058-8183) is published monthly by Ziff-Davis Publishing Company, 1920 Highland Ave., Suite 222, Lombard, Illinois 60148. Second Class Postage Paid at Lombard, IL, and additional mailing offices. Subscription rates for U.S.: \$24.97. Single issue rates: \$4.99. Additional postage for orders outside the U.S.: Add U.S. \$16 per year for surface mail; alter subscription rate. POSTMASTER: Send address changes to Electronic Gaming Monthly, P.O. Box 50722, Boulder, CO 80522-5722. For subscription service questions, call (303) 885-8930 or write to Electronic Gaming Monthly, P.O. Box 50722, Boulder, CO 80522-5722 or send e-mail to <http://www.zdnet.com/adsubs/egm/service/>. The editors and the publisher are not responsible for unacknowledged materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of Ziff-Davis Publishing Company. © 1997 Ziff-Davis Publishing Company. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff-Davis Publishing Company. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is 140498720 RT.

Printed in the USA.



Audit Bureau of Circulations

# Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.



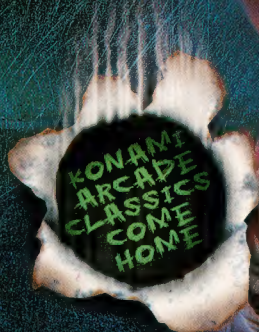
We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



## NanoTek Warrior™









YOU NO LONGER  
HAVE TO PLAY THESE  
GAMES IN DARK, DINGY,  
SMELLY ARCADES.

YOU CAN PLAY THEM  
IN YOUR DARK, DINGY,  
SMELLY ROOM.

GRAB YOUR JUSTIFIER AND START  
SHOOTING- LETHAL ENFORCERS I & II™  
AND CRYPT KILLER™ ARE READY  
FOR YOUR HOME MACHINE.



WWW.KONAMI.COM

Lethal Enforcers and Crypt Killer are trademarks of Konami Co., Ltd. PlayStation™ and the PlayStation™ logo are trademarks of Sony Computer Entertainment Inc. Sega Saturn is a trademark of Sega. Konami is a registered trademark of Konami Co., Ltd. ©1997 Konami of America Inc. All Rights Reserved.



# PLAY WITH THE BEST!



**FORGET THE REST!**  
**GET IN THE KNOW AND  
 BECOME A GAMING GURU!**  
 LOOK FOR THE EGM<sup>2</sup> SUBSCRIPTION  
 CARD STUCK IN THIS MAGAZINE  
 AND SEND IT AWAY TODAY!

## ELECTRONIC GAMING MONTHLY

**ZIFF-DAVIS PUBLISHING**  
 CHAIRMAN AND CEO Eric Hippeau

President, U.S. Publications	Ronni Sonnenberg
President, Interactive Media and Development Group	Jeffrey Ballowe
President, International Media Group	J.B. Holston III
President, Computer Intelligence/Infocorp.	Bob Brown
President, Training and Support Publishing Group	William Rosenthal
Vice President, Chief Financial Officer	Timothy O'Brien
Senior Vice President, Marketing	Terri Holbrooke
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Human Resources	Rayna Brown
Vice President, Planning	Darryl Otte
Vice President, Production	Roger Herrmann
Vice President, Controller	Mark Moyer
Vice President, Information Systems	Steve Gladyszewski
Treasurer	Thomas L. Wright

### U.S. Publications Group

President, U.S. Publications	Ronni Sonnenberg
President, Business Media Group	Claude Sheer
President, Consumer Media Group	J. Scott Briggs
Senior Vice President, Circulation	Baird Davis
Senior Vice President, Consumer Advertising	Lawrence C. Burstein
Vice President, Business Manager	Tom McGrade
Vice President, Marketing Services	Jim Manning
Vice President, Central Advertising Sales	Bob Bader
Vice President, Product Testing	Mark Van Name
Vice President, Circulation Services	James F. Rameley
Vice President, Creative Services	Herbert Stern
Vice President, Research	Elda Vale
Vice President, Executive Vice President/Group Publisher	Don Byrnes
Vice President	Al DiGuido
Vice President	Daniel Farber
Vice President	Michael Miller
Vice President	Daniel Rosenweig
Vice President	Paul Somerson
Executive Director, Licensing	Gertrud Borchardt
Director, ZD Labs	Mark Hall
Director, Benchmark Operation	Bill Catchings
Director, Public Relations	Gregory Jarboe
Ziff-Davis Media Network, Senior Vice President	Joe Gillespie
Executive Director	Jeff Bruce
Executive Director, Marketing	Mike Perkowski
Managing Director	Rita Burke
Directors	Kon Beach, Michael Bird, Sue Pappalardo, Scott Murphy, Melinda Maginn

Associate Network Debbie Moss, Julie Tuttle

### Interactive Media And Development Group

President	Jeffrey Ballowe
Executive Vice President	David Shneider
Vice President, General Manager ZD Net	James Savage
Vice President, ZDTV	Richard Fisher
Editorial Director, New Products	Bill Machrone
Group Business Manager	Jocelyn Grayson

**Ziff-Davis Publishing Company,**  
 A SOFTBANK Company

TUNE IN TO THE  
ONLY NIGHTLY SHOW  
ABOUT COMPUTER  
TECHNOLOGY  
AND THE INTERNET.

THE  
SITE

Every Night  
on MSNBC  
7PM, 1AM & 4AM et  
4PM, 10PM & 1AM pt



Emmy Award-Winning  
Host, Soledad O'Brien

www.thesite.com





A lot of people have a problem with the  
**violence in video games.**

We, for example,  
feel it hasn't been realistic enough.

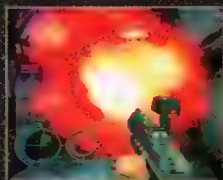
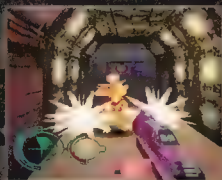
**TENKA**

An evil corporation is threatening to kill all humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them from putting man at the top of the extinction list. This is the real deal. This is the baddest-most-realistic-kill-or-be-killed-switching-to-holy-automatic-how-d-you-like-a-nuclear-rocket-up-your-butt-7-did-I-just-kill-someone's-boss-3-what-the-hell-face-7-corridor-shooting game ever built.

**CODENAME: TENKA** gives you features you just ain't get in *Dark Forces™* and *Final Doom™*:

- ▲ Fully 3D playfield and enemies in a smooth non-pixelating environment.
- ▲ Freedom of movement to look up & down, jump and crouch while moving.
- ▲ Laser sighting on your gun to target more effectively.

With terrific light sourcing, fluid controls, non-stop action and superb graphic quality, *Tenka* will blow you away.



"Makes the flat, pixelated characters in titles like *Doom* and *Alien Trilogy* pale by comparison." — *PSExtreme*

redefining the state of console shooters as we know them  
Next Generation

It's one kick butt! — *GamePro*



www.psygnosis.com

# COVER STORY



# FINAL FANTASY VII

EGM HAS THE FIRST INFORMATION ON THE U.S. VERSION OF FINAL FANTASY VII. THE STORY BEGINS ON PAGE 90.

## GAME DIRECTORY

36	Albert Odyssey	SS
116	Andretti Racing	SS
38,106	Battle Stations	PS
52	Blast Corps	N64
44	Bottom of the 9th '97	PS
50	Brahma Force	PS
86	Bubble Bobble	PS
39	City of Lost Children	PS
68	Contra: LoW	PS
88	Crow: CoA	PS
40	Dark Light Conflict	PS/SS
87	DKC3	SNES
54	Doom 64	N64
104	Dynasty Warriors	PS
111	Fatal Fury Special	Neo
107	Fighting Force	PS
116	Goal Storm '97	PS
48	Harvest Moon	SNES
40	Hexen II	PS
87	Incredible Hulk	PS
112	Int. Superstar Soccer	N64
64	Jet Moto	PS
117	K-1 Arena Fighters	PS
36	Last Bronx	SS
46,60	Lost Vikings II	SNES
108	Lost World: JP	PS
113	Manx TT Super Bike	SS
34	Mission: Impossible	N64
64	Mortal Kombat Trilogy	N64
42	Moto Racer GP	PS
68	Mr. Bones	SS
69	NBA Live '97	PS
119	NHL Breakaway '98	PS
105	Overblood	PS
117	Peak Performance	PS
68,116	Rage Racer	PS
116	Rally Cross	PS
42	Ray Storm	PS
68	Re-Loaded	PS
54	Scorchier	SS
54	SCUD	PS
64	Soviet Strike	PS
69	Space Jam	SS
44	Spawn	PS
48	Suicide Run	PS
67	Super Puzzle Fighter II	SS
103	Swagman	SS
44	Tail of the Sun	PS
60,110	The Divide: CW	PS
117	Thunder Truck Rally	PS
65	True Pinball	SS
65-66	Turok: DH	N64
117	VR Baseball '97	PS
58	Wing Commander IV	PS
109	Xevious 3D	PS

# NUMBER 94

## DEPARTMENTS

- 6 INSERT COIN**  
Sony and Nintendo start a system price war!
- 18 PRESS START**  
New portable game system and controllers in stores now.
- 28 TOP 10**  
Will Nintendo's new Blast Corps take over as #1 game?
- 32 GAMING GOSSIP**  
Q-Mann digs up the gaming dirt that no one else knows about.
- 34 PROTOS**  
An exclusive look at the movie-to-game hit, Mission: Impossible.
- 52 REVIEW CREW**  
Doom 64 or Blast Corps: Which is game of the month?
- 64 TRICKS OF THE TRADE**  
Access all the tracks in Jet Moto, this month's top trick!
- 72 SPECIAL FEATURES**  
The first U.S. coverage of the ASI/ACME and Tokyo Toy Shows.
- 103 NEXT WAVE**  
Swagman lurks in gamers' dreams, while dinos romp on the PS!
- 112 TEAM EGM**  
Find out which sports games will be scoring big-time this summer.
- 118 INTERFACE**  
Readers voice concerns on race, religion and blood...

## WIN BIG!

### POSTERS

**YOU WANT THE GOODS?** Tucked into this exciting issue of EGM are TWO posters: JURASSIC PARK on page 99 and WCW vs. The World which is packed in. Adorn your room, locker, work space or anywhere else you choose to hang 'em!



# THIS MONTH



72

## FIND OUT WHAT ARCADE ADDICTS WILL BE PLAYING

...and spending their hard-earned cash on this year in our coverage of the ASI/ACME Show. As well, look for continuing info on the AOU Show. Tekken 3 and DarkStalkers 3 are just the tip of the iceberg that will soon strike local arcades. Look for more coverage starting on page 72.

"DarkStalkers 3 shows off some of the flashiest gameplay yet!"

## THE TOKYO TOY SHOW TEEMED WITH SURPRISES

EGM editors don't stop for anything when on the prowl for gaming information. Yet again, they crossed the big blue-time for the Tokyo Toy Show. They brought back some updates on games soon to be released as well as a few surprises from Sega and Sony. Check out page 86 for the scoop.

"At the show, companies show off their summer game releases."



86



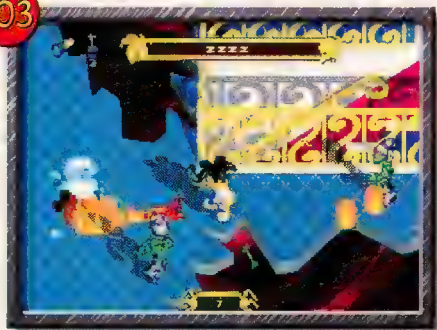
96

## SINGLETRAC ADDS H<sub>2</sub>O TO ITS NEW GAME

The company responsible for such hits as Twisted Metal 1 and 2 and Warhawk are not stopping to smell the roses. Once again, SingleTrac will be scoring big with an underwater Twisted Metal-type game called Critical Depth, which boasts lots of "depth" and action. The coverage begins on page 96!

"Critical Depth will feature a good number of environments..."

103



## SWAGMAN

## NEXT WAVE

- 103 SWAGMAN (SS)
- 104 DYNASTY WARRIORS (PS)
- 105 OVERBLOOD (PS)
- 106 BATTLE STATIONS (PS)
- 107 FIGHTING FORCE (PS)
- 108 LOST WORLD (PS)
- 109 XEVIOUS 3D (PS)
- 110 THE DIVIDE (PS)
- 111 FATAL FURY SPECIAL (NEO)

NINTENDO 64



forget  
everything your  
mother said  
about running  
with sharp  
objects



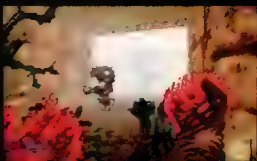
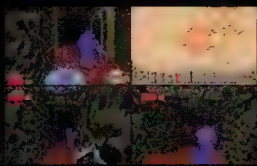


# HEXEN™

NOW AVAILABLE FOR NINTENDO 64

**SUPPORTS  
4 PLAYERS!**

(NINTENDO 64 VERSION ONLY)



welcome, **nintendo 64** users, to the decaying world of **hexen**.  
as a mage, a cleric, or warrior, you and **three** friends have the ability to go  
**head-to-head** in a split screen **deathmatch**. you have a wicked  
arsenal of **medieval** weaponry, you have **superhuman**  
powers, you have **no idea** what you'll be getting yourself into. **hexen**.  
beyond **evil**. beyond hope. beyond any 3-d game ever created.

ALSO AVAILABLE ON



Distributed by  
GT Interactive Software

16 EAST 40TH ST., NEW YORK, NY 10016

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



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

MAG, TC-ES and Windows

© 1996 id Software, Inc. All Rights Reserved. Published by id Software, Inc. Distributed by GT Interactive Software Corp. PlayStation and the  
Official Nintendo Seal are trademarks of Nintendo. SEGA and Sega Saturn are trademarks of Sega Enterprises, Ltd. Nintendo, The Official Seal, Nintendo 64  
and the Nintendo 64 logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. All other trademarks are the property of their respective companies.

THE BEST VIDEO GAME NEWS

# PRESS START

## PRICE WARS

Rumors, barbs  
abound as Sony  
and Nintendo  
drop systems  
to \$149.99

In the United States, Sony fired the first salvo in the hardware price war when it lowered the cost of the PlayStation to \$150. After plenty of false starts, Nintendo did the same about a month later.



EGM photo illustration by Nelson Thorne. Courtesy: the prev. SAs: Miles Trigg

### Sega's Status

As of press time, Sega has not indicated a Saturn price cut in the works. Officials have maintained (rightfully so) that its free software bundle offer, which expires at the end of May, makes the Saturn the best deal on the market.

"We are not moving on our hardware price," said Sega's Dan Stevens. "We are more concerned this year [with] our consumer and less focused on competitors."

As to Sony's lowering of PlayStation software prices, Stevens noted that Saturn game retail prices are already at the \$40-50 range—a highly competitive price point in Sega's eyes.

In a side note, Sega has slowed production of systems to between 3 million and 4 million for 1997. The production move aims to reduce current system inventory.

The video game equivalent of "all hell breaking loose" took place in late February, as Nintendo and Sony began slashing system prices left and right—or to be more accurate, east and west.

For those keeping score, here's a timeline of what's happened so far:

■ **Feb. 21:** Nintendo announces a Nintendo 64 price drop in Japan to occur March 14—a 33 percent plunge from \$203 U.S. to \$137 U.S. Due to successful U.S. sales, Nintendo announces no equivalent drop for U.S. systems.

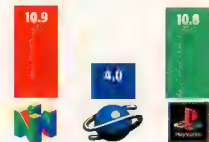
■ **Feb. 27:** Rumors surface of a worldwide PlayStation price drop for both hardware and software.

■ **Feb. 27:** PS system prices drop in Australia and European countries—to roughly \$200 U.S.

■ **March 3:** Sony Computer Entertainment America announces a 25 percent PS system price drop to \$149.99. In addition, SCE announces lower prices for

### Projected Sales

Barring any news shocks, here's a best-case scenario of how many millions of systems will sell worldwide in '97.



Sources: Various analysts

first-party software (\$39.99-49.99) and a new "Greatest Hits Series" for games more than a year old that have sold more than 150,000 copies. The first titles in that group include Battle Arena Toshinden, NFL GameDay, Twisted Metal, NHL FaceOff and Warhawk.

■ **March 3:** According to the Associated Press, a Nintendo rep

said the company would take a wait-and-see attitude to an N64 price response. However, analysts state an N64 price drop is a question of when, not if.

■ **March 6:** A Japanese paper prints a story later picked up by Reuters and plenty of Internet sites. It states that Nintendo President Hiroshi Yamauchi himself made it clear that the N64 will indeed drop to \$150 U.S. by the end of March.

■ **March 7:** In America, Nintendo officials refuse to verify Yamauchi's statement—even going to the extent of calling the report a "mistranslated" story.

■ **March 17 (St. Patrick's Day):** Perhaps it was the luck of the Irish—or the fear of SCE's move—that prompts Nintendo to drop to \$149.99 in North America.

■ **Today:** The only question left is how Sega will react—or if SCE will counter once again. All eyes turn to E' as this war unfolds... ■

NEW SYSTEM!

# NEW HANDHELD ROARS INTO PORTABLE MARKET



## What's Up?

- Two Cartridge Ports: Carry two games at the same time. Tiger also has a modem connection cart (\$19.95). With it and any PC modem, users can hook up to the Internet to receive and send e-mail—certainly an inexpensive option for non-PC owners.
- Stylus: game.com has touch-screen technology. Use the black stylus to type in e-mail messages with an on-screen keyboard, or to play games.
- Save: With four AA batteries, it saves top scores and phone directory information.

## Tiger game.com Boosts Internet Access, Cart-Based Video Games

If you thought the portable video game market was going the way of the dodo, you're mistaken: It's taken a turn toward the Tiger. The company known for handheld LCD games and toys is taking its first stab at LCD cartridge-based gaming—Sega's and Nintendo's turf—with the game.com.

"This exciting new system offers more than Game Boy," contends Sandy Schneider, vice president of Tiger Interactive.

Launching in June, the base game.com system costs \$69.99, which includes a Lights Out cart, Tiger's top-selling puzzle game. The game.com also functions as an electronic organizer, with an address/phone/e-mail directory, calculator, calendar and high scores list. Plus, game.com has a solitaire game built in.

The game.com offers features

never before seen in any portable video game system. First off, it has a touch screen with stylus; the penlike tool is used to input text or play certain games.

More intriguing is Tiger's push to link game.com to the Internet, via a special cartridge that hooks up to any PC modem. Tiger has teamed up with an online provider, Delphi, to give game.com users cheap access to sending and receiving text-based e-mail. These messages can't be saved on the game.com, but Tiger is mulling a RAM cart for that purpose.

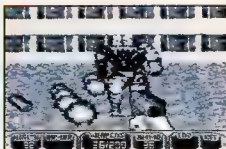
Because game.com has two cart ports, Tiger is examining ways to add online elements to future cart titles, either with "secret levels or codes that can be downloaded from the Internet," Schneider said.

Look for a hands-on test in a future issue of EGM. ■ \*



## First Games

Tiger Interactive's exciting new handheld game system features a 2.8-inch color LCD screen. Tiger's response device, which lets you play Duke Nukem and RoboBots, has 16MB of RAM and 1MB of ROM. The base game.com system is available for \$69.99. Tiger's top-selling puzzle game, Lights Out, is included. Other titles expected to be available include: Duke Nukem, RoboBots, and Duke Nukem: Time to Die. Tiger Interactive is a subsidiary of Tiger Electronics, a company that has been in the handheld game market since 1987. Tiger Interactive's first handheld game, Tiger's first handheld game, Madden Football, is now available and a home-based game. Game.com's highest price is \$149.99, or \$129.99, depending on the title. Additionally, the system is available as a home-based system, or as a portable system, which is included with the Tiger game.com system. For more information, visit [www.tiger.com](http://www.tiger.com).



The LCD game screen may not be backlit, but it offers four shades of gray at a 160-by-200-pixel size; Tiger claims the resolution is better than Nintendo's Game Boy. It looks decent for Duke Nukem (left) and Solitaire, game.com's built-in game.



# PRESS START



Speaking of portables, Nintendo has given the Game Boy Pocket some new shades of color and a lower price, \$54.95. The new hues include black, green, red, yellow, see-through (above) and the original silver. Sadly, a gold-metal Game Boy Pocket out in Japan isn't included in this new rainbow of Game Boy Pockets.

Here's a singles ad Electronic Arts has officially responded to: Third-party game publisher Accolade, 13, seeks big publisher 15 or older, to exclusively distribute some current and all future game titles. Possible partners must have money to invest in Accolade. Long-term commitment a must—no one-night stands! [OK, EGM added that last part.]

News of the Weird: China, normally a hotbed of pirated video game sellers, has responded to fight the influx of foreign games by encouraging patriotic-themed war video games that promote the country's image, a China news agency reported. If you think patriotic games don't sell, EGM would like to remind readers of Fox Interactive's game Independence Day.

\* The first Internet site to break this story (and others in Press Start) was Videogamespot. So the next time you see the word "exclusive" in a Net news story, be sure to check out <http://www.videogamespot.com> first—that "exclusive" just might have been yesterday's news for them...

You can't see the laser in real life. (We just faked it.)



What do you get when you cross a mega supermarket with an arcade? Whatever it is, it's probably about as big as GameWorks (artist's rendition pictured above), a new high-tech entertainment center in downtown Seattle that will be a testing ground for Sega's future arcade games. Of course, **EGM** sent out a staff member to cover the event. When (or if...he loves arcade games) he returns, he'll report what's up at Seattle's newest hot spot. Look for that story in a future issue.

**Aloha Square!** The crafters behind Final Fantasy VII plan to make the next game related to that series near the sunny beaches of Honolulu.

**Square** has set up a \$7-million-plus development center in Hawaii. The site will house up to 120 computer graphics engineers (half from Japan, the rest from the United States) and be run by **Square's** U.S. branch. Also, overseas sources indicate that the Honolulu operation will also work on—fasten your seat belts now—a fully rendered Final Fantasy feature film...feel free to wipe the drool off your chin.

**Psygnosis** will handle distribution of its own PS software titles—a task formerly performed by **Sony**.

**PERIPHERAL REVIEW**

**LASER-HOT**



An attachable Red Sight (left), sold separately for \$16.99 and for use only with Naki's Lunar Gun (above), sets it apart from the pack.

**hot** Lunar Gun (PS)  
\$29.99 (msrp) • Out in stores

**Pluses:**  
+ works with optional Red Sight  
+ decent auto-reload/fire capability  
+ clean gun design

**Minuses:**  
- no dual-plug for use with Sega Saturn

**Plain-Jane PS Gun Turns Killer With Addition of Laser Target**

**T**he editors at **EGM** will be the first to tell you. There are too many light guns, and too few games to support them. So before you take a glance at Naki's Lunar Gun for the PS and groan, "Oh no, not another gun!" take note: Naki has come up with one of the most wicked (as in cool) light gun innovations—a special laser sight to help aim the gun. **EGM** tried out the Lunar Gun-plus-Red Sight combo with Project: Horned Owl and Crypt Killer; the staff was duly impressed with how the laser popped up brightly on the TV screen (not

to mention co-workers and passers-by). The Red Sight slides off and on the Lunar Gun, so it can be removed at any time during play. It can also be manually calibrated. The Lunar Gun itself offers semiauto and auto fire, as well as auto reload. LEDs on the side of the gun show what features are in use. The gun comes with an 8-foot cord. Don't feel left out Saturn owners; a Lunar Gun is in the works as well. Overall, the Lunar Gun/Red Sight is a smart idea for those who need a little extra help with light gun games. ■

**NEW!**

**NEW TOOLS THAT RULE?**

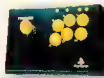
Here's a first (or second) look at some new video game peripherals:

**EagleMAX (tentative title)**  
PlayStation • ACT Labs  
\$49.99 • Due in June

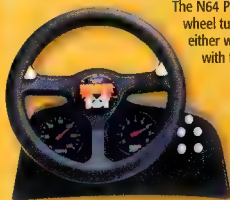
This funky dark gray PS flight stick features the same pad programmability used in ACT Labs' Psychopod controllers. It works in analog, Wheel or Digital Mode as well. The joystick grip has the main PS fire buttons and a top-hat D-Pad. On the base is a two-way rocker switch, which can work as the accelerator/brake in some driving games.

**Namco Joystick**  
PlayStation • Namco  
\$30 to \$50 • Now

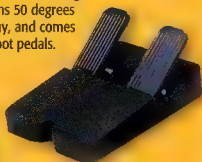
Folks looking for a heavy-duty, metal-based PS pad to abuse would do well to grab Namco's Joystick—out since last year in Japan but only available recently in the United States. Namco reps said this pad is perfect for PS shooters and fighting games—especially if you wish to duplicate the arcade playing experience.



**REVIEW**



The N64 Per4Mer steering wheel turns 50 degrees either way, and comes with foot pedals.



**GIVE ME A BRAKE**

**A**fter testing Platinum Sound's Nintendo 64 version of the Per4Mer steering wheel—the first available driving tool for the N64 in the United States—with the meager lineup of driving games out, **EGM** editors were left with a bland taste in their mouths.

The controller worked adequately for Cruis'n USA. However, when **EGM** tried it with Super Mario Kart 64, problems sprouted up. First, the pedals didn't work—partly because the right pedal got stuck inside the plastic casing. Sliding—a key tactic in the game—required use of

**hot** Per4Mer (N64)  
\$69.99 (msrp) • Out in stores

**Pluses:**  
+ pedals included

**Minuses:**  
- pedals stick, creek  
- poor button layout  
- a pain to reconfigure

two buttons on the side, which proved a pain to use. Configuring buttons is no easy feat, either.

If you're a die-hard fan of Cruis'n USA and must have a steering wheel now, get it. Otherwise, pass this one by. ■

# POWER and PERFORMANCE

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

G  
A  
M  
E  
P  
A  
D



● Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.

● Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.

● Special rubber grip provides tactile feedback and a secure grip.

● Extra long 8-foot cord

**For more info visit us at**  
**[www.interactive.alps.com](http://www.interactive.alps.com)**  
**800-720-ALPS**



Licensed by Sony Computer Entertainment Inc. in association with the PlayStation game console. Alps® and Alps logo are trademarks of Sony Computer Entertainment Inc. Alps is a registered trademark of Alps Electric Co., Ltd. of Japan. Alps Interactive and Alps Interactive logo are trademarks of Alps Electric Co., Ltd. of Japan. Alps Interactive logo and Alps logo are trademarks of Alps Electric Co., Ltd. of Japan. Alps Interactive logo and Alps logo are trademarks of Alps Electric Co., Ltd. of Japan.





**New Line Cinema**, the fine fellows who served up touching romance with *In Love and War*, are dishing out something different with *Mortal Kombat: Annihilation* (above). A description of this movie sequel in **New Line's** own words: "A group of courageous heroes must survive the most spectacular series of challenges ever encountered as they take on an unscrupulous warlord in his terrifying bid to control the planet Earth." Whatever—just as long as the fight scenes kick \_\_\_\_ (fill in the blank). This movie is due Aug. 1.



Let's play Jeopardy. The Category: Real Estate. The answer: **Electronic Arts**. The question: Which video game company has opened a new studio in the Seattle area, and just broken ground on a new world headquarters in Redwood City, Calif.?

Overseas reports state that the white **Sony** PlayStation systems have begun selling in Southeast Asia. These consoles can play video CDs, which are all the rage in places such as Hong Kong and Thailand. In Hong Kong, the PS will sell for about \$330 U.S.

The Question: What exactly can the 64DD do? Could answers possibly lie...



**WHAT DOES THIS...**

**HAVE TO DO WITH THIS?**

**EGM Reveals A Little-Known Super NES Box That May Hint At Nintendo's 64DD Strategy**

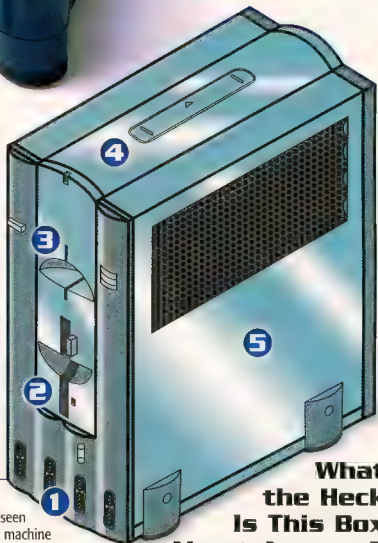
**H**ere's the deal: In Japan, reports state Nintendo's long-awaited Zelda 64 game will come out first as a cartridge.

This means Zelda 64 won't be a "bulky drive" game, right? Not exactly. Nintendo maintains that Zelda 64 will also come out on the still mysterious 64 MB magneto-optical disk format as well.

Two versions of the same game? Why bother? Of course, Nintendo refuses to spill the beans yet.

However, *EGM* has acquired intriguing documents describing an amazing piece of Super NES vaporware (see right), the design of which "is not limited to [the] Super NES... but may be used with alternative game hardware," according to Nintendo.

Based on this information, one possible theory—one of many circling about in N64 discussions, mind you—has arisen about why Nintendo would offer two versions



**What the Heck Is This Box About Anyway?**

...in this never-before-seen game making machine designed by Nintendo?

Develop your own Super NES games? It sounds like a pipe dream, but Nintendo actually designed a system to do it! What makes it so amazing is that it was targeted toward users from "elementary school students to sophisticated game designers," according to documents. Here's what this PC-like box offers:

- 1 Four Controller Ports:** They're ordinary Super NES ports; however, the first two could be used by the Super NES mouse and a PC-type keyboard. The controllers could plug into the third and fourth ports.
- 2 Floppy Drive:** Original game design data would be placed on disk and loaded into the system's memory. Then, the user could alter the design while playing the game, test it and save it onto RAM cartridges (see 4). The example Nintendo showed in documents was "Mario Factory," a Super Mario Bros.-ish game in which players could pause at any time to modify the music, level design or player animation.
- 3 ID Card Slot:** Without an ID card, system users would only be able to play games. The card would be needed for editing and saving customized titles.
- 4 Cartridge Slot:** The cartridge would accept either regular Super NES carts, or special RAM carts that would store newly designed games.
- 5 Connections and Expansions:** The base system was intended to be Nintendo's version of Sony's "Yaroze" hobbyist program. Yet Nintendo also contemplated its use for professional developers via an expansion board, so users could hook up a photo scanner, hard drive or printer. Other additions include a microphone and a modem—an interesting option, because Nintendo mulled the possibility of users trading home-designed games with each other and Nintendo through the internet. Could this foreshadow Nintendo's 64DD online strategy? Who knows. Still, the 64DD may still let players trade files with each other...

(Continued on Page 24)

EGM Illustration By Nelson Tanuc. Source: Nintendo Co. Ltd.



They have been born of fire —  
hopefully they won't melt.

# PLAY FIGHTER 63 1/3



1997 Interplay Productions. All rights reserved. 63 1/3 and Interplay are trademarks of Interplay Productions. All rights reserved. Nintendo, Super Mario Bros., and Mario are trademarks of Nintendo of America, Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

Developed and published by



BY GAMERS. FOR GAMERS.™

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

RATING PERIOD  
**RP**  
CONTENT RATED BY  
ESRB









# 三國無双

DYNASTY WARRIORS™

Coming Summer '97

Visit our web site at  
<http://www.koeigames.com>

**KOEI**



Shengshu Musou is a trademark of KOEI Corporation. PlayStation and the PlayStation logo are trademarks or service marks of Sony Computer Entertainment Inc. © 1997 KOEI Corp., All rights reserved.

*Introducing the ultimate in lethal combat performance.*

# The 2673 Black Lance Dragon

FROM WING COMMANDER® IV

Custom Kilrathi® leather seats.

External imaging system eliminates danger from warhead flash.

Digital 16-bit Dolby® Surround sound stereo system.

Minimized front silhouette—they'll never see you coming!

**E**ngineered for the discriminating PlayStation™ pilot. In combat you expect reliability, performance and massive destructive punch. The Dragon delivers all three. Never has a fighter ship been so well appointed with all the subtle pleasures of wanton carnage. Rugged. Responsive. An absolute killer. Comes fully-loaded with multiphasic cloaking capability and auto-tracking dual Tachyon and Plasma guns. Become the undisputed master of the galaxy. Fly the Black Lance Dragon. It'll take you there like nothing else.

Fly the Dragon and other high-performance fighters in the premier 3-D space combat simulation—Wing Commander IV.



The speed and maneuverability of a fighter, the power and protection of a bomber.

Jump drive equipped for the long haul.

Plasma, Tachyon and Fission guns—a triple punch!



2673 BLACK LANCE DRAGON SPECIFICATIONS

Class	Heavy Fighter	Acceleration	900 k/s <sup>2</sup>	Armor	300 cm
Mass	26 metric tonnes	Top Velocity	500 k/s	Shields	500 cm equiv.
Length	40 meters	Mileage	7692 klicks/Meganeutron		

To order your game call Electronic Arts Direct at 1-800-245-4525 today!

[www.origin.ea.com](http://www.origin.ea.com)

DOOLBY SURROUND™



# ELECTRONIC GAMING MONTHLY'S REVIEW CREW

## TOP 10 PICKS OF THE MONTH

APRIL 1997

### OVERALL

1	NEW	M	<b>Mario Kart<sup>64</sup></b>	9.3	
			Nintendo		
2	NEW		<b>Blast Corps</b>	8.6	
			Nintendo		
3	2	NEW	<b>SF Alpha 2</b>	9.1	
			Capcom		
4	NEW		<b>Goal Storm</b>	9.0	
			Konami		
5			<b>Tetris Attack</b>	8.3	
			Nintendo		
6	NEW		<b>Rally Cross</b>	8.8	
			SCEA		
7		M	<b>Soul Blade</b>	8.3	
			Namco		
8			<b>Brahma Force</b>	7.8	
			Jaleco		
9	NEW		<b>Doom<sup>64</sup></b>	7.4	
			Midway		
10			<b>Tekken 2</b>	8.5	
			Namco		
11			<b>Andretti Racing</b>	8.8	
			Electronic Arts		
12	NEW		<b>W. Commander IV</b>	7.6	
			Origin		
13			<b>Rage Racer</b>	9.0	
			Namco		
14	12		<b>GameDay '97</b>	9.5	
			SCEA		
15			<b>SCUD</b>	7.1	
			Sega Soft		
16	15		<b>NBA Shoot Out</b>	9.0	
			SCEA		
17	14		<b>Die Hard Arcade</b>	7.4	
			Sega		
18	9		<b>Twisted Metal 2</b>	8.3	
			SCEA		
19	3		<b>Tomb Raider</b>	9.1	
			Fidos		
20	7		<b>MechWarrior 2</b>	8.1	
			Activision		

### PLAYSTATION

1	NEW		<b>Goal Storm</b>	9.0	
			Konami		
2	NEW		<b>Rally Cross</b>	8.8	
			SCEA		
3	5		<b>Soul Blade</b>	8.3	
			Namco		
4	NEW		<b>Brahma Force</b>	7.8	
			Jaleco		
5	7		<b>Tekken 2</b>	8.5	
			Namco		
6	NEW		<b>W. Commander IV</b>	7.6	
			Origin		
7	NEW		<b>Rage Racer</b>	9.0	
			Namco		
8			<b>GameDay '97</b>	9.5	
			SCEA		
9			<b>NBA Shoot Out '97</b>	9.0	
			SCEA		
10	8		<b>Twisted Metal 2</b>	8.3	
			SCEA		

### SATURN

1	NEW		<b>SF Alpha 2</b>	9.1	
			Capcom		
2	NEW		<b>Andretti Racing</b>	8.8	
			Electronic Arts		
3	NEW		<b>SCUD</b>	7.1	
			Sega Soft		
4	3		<b>Die Hard Arcade</b>	7.4	
			Sega		
5	4		<b>Command &amp; Conquer</b>	8.9	
			Westwood Studios		
6	3		<b>S. Puzzle Fighter II</b>	7.4	
			Capcom		
7	6		<b>Virtua Cop 2</b>	8.1	
			Sega		
8	7		<b>Virtual On</b>	7.9	
			Sega		
9	3		<b>DecAthlete</b>	8.3	
			Sega		
10	2		<b>Dragon Force</b>	9.0	
			Working Designs		

### HOW TO READ THE TOP 10 CHART

2	20	IN	<b>Name of Game</b>	9.1	
			Publisher's Name		
			Average Review Crew Score		
			# Consecutive Months On The Chart		
			Last Month's Rank		
			Rank Number		
			Game System		

The editors of EGM have put together a listing of the best games for the most popular systems. Our Review Crew has done the ratings, and they have been averaged into one easy-to-read score. It is also important to note that sometimes a game will get ranked higher than others with larger Review Crew scores. This is because the game is "hot," and it is one which our Review Crew is constantly playing. These lists will change every month as additional games are reviewed.

The games are ranked by individual system, and there is an overall top 20 list for all the systems. This last list will pick up any hot 16-Bit or portable game that may come out.

On the right-hand page, we have put together a list of all of the games that will be coming out in the next three months for the three major game systems. This list should be helpful for players, so that they can plan out their upcoming game purchases. The game name and the month the title will be released was obtained from each of the game companies and is correct as of the middle of the month listed above. Please note that the release date could change due to reasons beyond our control.

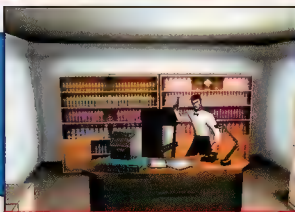
### NINTENDO<sup>64</sup>

1	NEW	M	<b>Mario Kart<sup>64</sup></b>	9.3	
			Nintendo		
2	NEW		<b>Blast Corps</b>	8.6	
			Nintendo		
3	NEW		<b>Doom<sup>64</sup></b>	7.4	
			Midway		
4	2		<b>NBA Hang Time</b>	7.8	
			Midway		
5			<b>Turok: D. Hunter</b>	6.9	
			Acclaim		
6	4		<b>Wave Race<sup>64</sup></b>	9.3	
			Nintendo		
7	5		<b>Super Mario<sup>64</sup></b>	9.5	
			Nintendo		
8	7		<b>MK Trilogy</b>	8.1	
			Midway		
9	8		<b>Gretzky Hockey</b>	8.3	
			Midway		
10	3		<b>Shadows O.T. Empire</b>	7.9	
			Nintendo		

# COMING SOON



TOM RAIDER 3-PLAYSTATION



MISSION: IMPOSSIBLE-N64



THE NORTH WIND-PLAYSTATION

## PLAYSTATION

All-Star Baseball '97	Acclaim	May	Sports
Battle Arena Toshinden 3	Playmates	May	Fighting
Battlesport	Acclaim	May	Act/Sports
Grand Slam BB	Virgin	May	Sports
Hexen	GT Interactive	May	First-Person
Lethal Enforcers 1 & 2	Konami	May	Shooting
Magic: Battlemage	Acclaim	May	RPG/Strategy
MDK	Playmates	May	Action
Nightmare Creatures	Kalisto Entertainment	May	Adventure
Overblood	EA	May	Adventure
Rage Racer	Namco	May	Driving
Ray Storm	Spaz	May	Shooter
Suicide Run	MGM Interactive	May	Shooter
Triple Play 98	EA	May	Sports
Wild Arms	SCEA	May	RPG
X3	GT Interactive	May	Action

Clay Fighter Extreme	Interplay	June	Fighting
Dynasty Warriors	Koei	June	Fighting
Golden Nugget	Virgin	June	Simulation
The Lost World: Jurassic Park	DreamWorks	June	Action
Marvel Super Heroes	Capcom	June	Fighting
Mass Destruction	BMG Interactive	June	Action
Museum Volume 4	Namco	June	Arcade
SSF2 Collection	Capcom	June	Fighting
Syndicate Wars	EA	June	Action
War Gods	Midway	June	Fighting
Xevious 3D	Namco	June	Shooter

Aaron vs. Ruth	Mindscape	July	Sports
Atari Greatest Hits 2	Midway	July	Arcade
Bottom of the 9th '97	Konami	July	Sports
Ghost in the Shell	T'HQ	July	Action
HardBall 6	Acolade	July	Sports
Monster Rancher	Tecmo	July	Sim/Fighting
Ogre Battle	Atlus	July	RPG/Sim
Pinky and The Brain	Konami	July	Acbon
Rebel Moon Rising	GT Interactive	July	First-Person
Red Asphalt	Interplay	July	Driving
Time Crisis	Namco	July	Shooter

This calendar lists the release dates for the next three months. The information is accurate as of March 15, 1997

## NINTENDO64

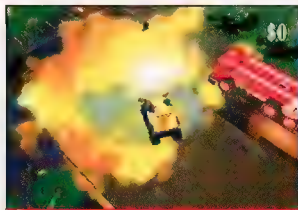
Clayfighter N 63 1/3	Interplay	June	Fighting
Dark Rift	Vic Tokai	June	Fighting
Hexen	GT Interactive	June	First-Person
Intl. Superstar Soccer	Konami	June	Sports
Mission: Impossible	Ocean	June	Action
StarFox 64	Nintendo	June	Shooter
War Gods	Midway	June	Fighting
F-1 Pole Position	Ubi Soft	July	Sports
Lamborghini 64	Titus	July	Sports
Robotron X 64	Midway	July	Arcade
Top Gear Rally	Kemco	July	Sports

## SATURN

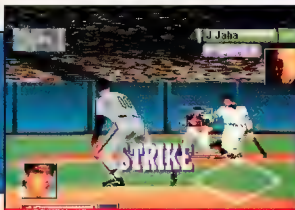
Albert Odyssey	Working Designs	May	RPG
All Star Baseball '97	Acclaim	May	Sports
Battlesport	Acclaim	May	Act/Sports
Fighters Megamix	Sega	May	Fighting
Grand Slam BB	Virgin	May	Sports
High Velocity	Atlus	May	Racing
Killing Time	Acclaim	May	First-Person
Lethal Enforcers 1 & 2	Konami	May	Shooting
Magic: Battlemage	Acclaim	May	RPG/Strat
Ten Pin Alley	ASC Games	May	Sports
Virtual Pool	Interplay	May	Simulation

Marvel Super Heroes	Capcom	June	Fighting
Mass Destruction	BMG Interactive	June	Action
Re-Loaded	interplay	June	Action
Shining The Holy Ark	Sega	June	RPG
SSF2 Collection	Capcom	June	Fighting
Tenka	T'HQ	June	First-Person
World Series BB '98	Sega	June	Sports

Adidas Power Soccer	T'HQ	July	Sports
Duke Nukem	Sega	July	First-Person
The Lost World: Jurassic Park	Sega	July	Action
Magic Knight Ray Earth	Working Designs	July	RPG
Marx TT	Sega	July	Sports
MK Trilogy	Midway	July	Fighting



BLAST CORPS-N64



THE BOTTOM OF THE 9TH-PLAYSTATION



OGRE BATTLE-SATURN

NINTENDO 64



CHANGE THE SYSTEM

Life, liberty and the pursuit of a

Introducing Blast Corps. Only for the Nintendo 64 system.  
Armageddon is heading your way. Good thing you have the right to bear arms.



**BLAST**  
CORP.

nuclear-armed 18-wheeler.



© 1997 Nintendo. All Rights Reserved.  
The "N" logo and the "Blaster" logo are trademarks of Nintendo of America, Inc.  
© 1997 Nintendo of America, Inc. www.nintendo.com



- **More PS Type C info**
- **Prepare for a PS/N64 price war**
- **Shooters from Working Designs?**
- **Sony jumps into arcade biz**
- **M2 to hit Japan this summer**
- **PS gets a popular PC RPG**

Hello Quarterfriends! Last month we took an international look at the gossip scene with juicy reports from Japan and Europe. Now that the Q-crew has racked up the frequent-flyer miles and with the Atlanta E' show just one month away, we can scurry around the U.S. gaming scene and throw some home-grown lava into the worldwide mix...

Our spies tell us that Working Designs (the company best known for their snazzy translations of Japanese RPGs and strategy games) are now eyeing a new genre of Japanese gaming. From what we hear, WD is now satisfied with the recent proliferation of Japanese RPGs making their way over to U.S. Working Designs' plan—all along—was to educate American gamers on the quality and richness of Japanese games. Now that RPGs are starting to get the respect and visibility they deserve in the U.S., the group is now going to concentrate on giving Japanese shooters (the Gradius and R-type kind, not the Doom and Turok kind) their props over here. Precisely which shooters Working Designs has their eyes on at the moment is a closely guarded secret (although a conversion of Macrocosm's Digital Mission VF-X and Ray Storm is rumored), and as soon as we hear more, we'll give you the full skinny...

In other software news, we hear that Sierce is thinking about bringing Wizardry (the mega-hit PC series) over to the PlayStation. If this does come to pass, literally millions of Wizardry fans could flock to the system. With hugely popular PC games like Duke, MechWarrior II and Command & Conquer already on the PlayStation and with more big games on the way (Quake, Duke Nukem 3D and Lands of Lore, just to name a few), Sony's 32-Bit game machine could turn out to be an unstoppable global gaming force in the future...Don't believe me? Well, consider this:

By now, everybody knows the about the latest drop in price of the PlayStation (down to \$149), and many of you also know about the N64's sales problems in Japan (only around 3 percent of all games sold in Japan are N64 titles while more than 90 percent are PlayStation games) causing Nintendo of Japan to drop their price down to the equivalent of \$134 U.S. dollars. What you may not know is the twisted melodrama that connects these two gaming giants (and no, it's not the Super NES/CD/PlayStation soap opera, but a new, more late '90s tale). Terry-Aki (our man with the plan in Japan) tells us that Sony has been planning the PS price drop for months, which is no big surprise to Q-followers. Nintendo, on the other hand, was quite surprised by the price tumble when they got an early tip-off of Sony's plan. In fact, this news, combined with the low sales in Japan and the daunting and unenviable task of keeping Nintendo's stockholders happy, forced NCL to announce a price drop of their own, just days before the Sony announcement.

Speaking of Sony (and don't we always), we hear that there is a chance the big S will have a working version of the new PlayStation Type C at the Tokyo Game Expo (April 4-6). Rumored Type C games to be shown at the Expo include Tekken 3 and Taito's new Darius shooter (which made its arcade debut at the AOU show in Japan). Additional Type C games are due to be unveiled at the Atlanta E' show. As you may or may not know, the Q-Mann was first to report that the Type C upgrade would be able to play regular PlayStation games, but we now hear that this may be only partially true. You see, the Type C has a little problem: it can only play PlayStation games that include a special Type C compatibility code embedded in the CD...So what's the problem?...Well, many PlayStation third-party developers didn't have access to this code before early 1998. While this poses no problems on the Type C upgrade (remember, it hooks up to a regular PlayStation, which can play all standard PS games), it does mean that not all PlayStation games will work on the upcoming, dedicated Type C console (the one with the Quad-speed CD drive)...DOH!! The reason the code is Type C specific is because it's an easier way of making the 64-Bit PlayStation 2 backward compatible. Keep in mind, all of Sony's first-party games include the code, plus all the newer and more popular third-party games (the ones which Sony reckons will still be popular enough for gamers to pop into their PS2s in 1999). This way, Sony has complete control over which games can and can't be played on the PS2 in a few years (for example CD pirates and non-licensed Yaroze developers will not have access to the code). Hey, who said console gaming was gonna be uncomplicated?!

In even MORE Sony news, SCE is planning to bring some of their older first-party games (NFL GameDay, Warhawk, Twisted Metal, etc.) into the arcades. Sony will distribute these games through Namco coin-op. Question: Why would Sony want to perform such a strange maneuver? Answer: So arcade gamers will get used to the idea of Sony coin-op titles. Stage two of this grand plan is to introduce all-new games in the arcade. In fact, Sony has a couple of top-secret teams developing games specifically for the arcade (a la Sega and their AM arcade teams) and will launch a separate coin-op label for these titles. And we have a new winner of the Most Ambitious Software Company Award!

Last but not least, we have the M2. Matsushita (the supplier) recently announced that their new 64-Bit game machine will be released this year in Japan. Although Matsushita did forego minor details such as price and whether or not it will make it over to the U.S. this year, the Q-crew has dug up more dirt on the subject. Word on the street sez the M2 will hit Japanese store shelves as early as July or August, with a U.S. release to follow around Thanksgiving (1997 that is). Expect to see a major, magnificent, Matsushita, M2 bruhaha at E' next month. Although many gamers scoff at the idea of another game system thrown into the fray, our Japanese sources have seen actual M2 games in action and were blown away. More than 40 M2 games are in development in Japan as we speak (er, read, uh, whatever). Rumored M2 titles include a 3-D Strider sequel and Street Fighter III by Capcom. Capcom's first M2 title is said to be an all-new 3-D fighting game. Konami is working on a new racing game for the M2 as well as a soccer title and a new update of Toki Meiki Memorial (a popular dirt sim in Japan).

Well, that just about does it for this month Q-fans. Tune in next month when Q'll have more info on the Type C, yet another new 64-Bit console, more N64 games, and Sega's game play in the next-next generation hardware race. Peace.

**-THE Q**



# TO HELL WITH YOU.



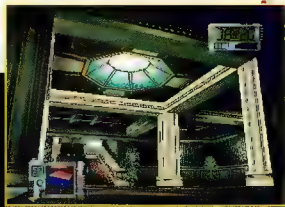
**MIDWAY**  
www.midway.com



the N64 could  
do this game.

# PROTOS

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



You may have missed this blockbuster when it premiered on the big screen recently starring Tom Cruise as the main character. But don't despair, the gaming minds of Ocean have decided to give you a second chance to enjoy all the fast-paced action in the life of a secret agent on the N64. Playing the role of Ethan Hunt, a CIA agent with a perfect spy record, the player's ability and intelligence is tested during each of the six intense

missions. Your first mission takes place at the Russian embassy where your goal is to rescue a top computer programmer from the enemy.

Every point-of-view, character and object is rendered in realtime, making play smooth and seamless, bringing lifelike quality to the characters not commonly found in similar titles.

Different camera options are included in the title, allowing

the player to jump between them while observing unfamiliar characters. The standard view is a three-fourths, behind-the-character cam which is similar to Super Mario 64, but not as cartoony. The various camera angles include a mouse cam and hover cam that—fron their name—can be understood what viewing range they allow.

Characters met along the journey can range from other tourists with no involvement in your mission to foreign spies with ulterior motives (who appropriately have to be dispatched). Just like in the movie, players can employ

## PUBLISHER

Ocean

## SYSTEM

NINTENDO 64

## THEME

Adventure

## RELEASE DATE

June

## PLAYERS

1

## SIZE

64-Meg

## % COMPLETE

N/A

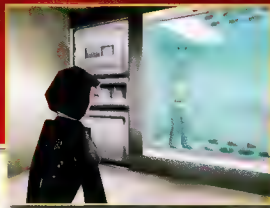


ingenious devices included in the title to manipulate innocent bystanders and infiltrate enemy territory.

Each object can be used in solo or combined with others, depending on the clever thinking of the player.

Some of the interesting devices you can use include the infamous face maker device that allows Ethan to steal the identity of others and assume their role to infiltrate different areas. Another useful item is the fountain pen that doubles as a tranquilizer whose use is very apparent.

If your attention is grabbed by titles like Tomb Raider, Resident Evil and Total No 1, be sure not to miss Mission: Impossible. It's bound to be a graphically intense title with all the trimmings of a full-blown adventure. Remember being a secretive spy in a world filled with espionage may be too much for some weaker players to handle. If you think you are up to the challenge, you can expect it to fall into your lap (and in stores) sometime later this year.



# MISSION: IMPOSSIBLE

Third time's a charm.  
If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
- Unique save/ranking feature holds your place between matches. • 2 player mode.
- Dozens of brand new fighting combos. • Improved game and control dynamics.

TAKARA

<http://www.playmatestoys.com>



PIE™ is a trademark of Playmate Interactive Entertainment. Battle Arena Toshinden 3 and its characters are trademarks of Takara Co. Ltd. ©1997 All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment, Inc.



# PROTOS LAST BRONX




The name may be familiar to some, but many players haven't had the chance to try this game in the arcade since its release last June/July. Last Bronx appeared in a few of U.S. arcades, so this title is all but brand-new to the States. This lack of distribution, however, has not quelled the hype over its conversion to the Saturn.

Coming from AM3, the team who did Virtual On and Sega Rally (referred by some as the best arcade-to-home system ports), comes their first true fighting title. It is planned to run at 60 fps and boast character movement and control a plateau above VF2, Soul Edge and Fighting Vipers.

The build of the characters is comparable (or better) to VF2, but the action and the feel of the characters set it above the rest. Most notable improvements are the jumps that have been designed from a more realistic viewpoint than other comparable fighters. With AM3's reputation for quality, Last Bronx offers some definite promise. We can expect it to hit the shelves later this year.



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

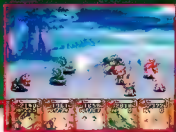
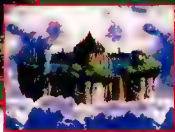
# ALBERT ODYSSEY



Saturn owners won't be without a Working Designs' RPG for long. Translation work is nearly complete on Albert Odyssey, an ultra-colorful epic that Working Designs is calling the first true RPG for the Saturn. Unlike the more action-oriented Shining Wisdom and Legend of Oasis, Albert Odyssey is a more traditional, menu-driven RPG with turn-based combat and smaller characters. Gamers won't be overcome by unwieldy menus, though. Albert Odyssey's commands are icon-based, similar to those in Secret of Mana and Lufia.

The game's most noteworthy features are its beautiful graphics and sensational orchestral soundtrack. The characters, drawn by the same artist who created Lunar: The Silver Star's heroes, look especially good. The scattered villages and castles are richly detailed, while travel through the game's world takes place on a 3-D map, similar to the one in Dragon Force—except much better looking.

Unlike Working Designs' famous Lunar games, Albert Odyssey is lean on digitized dialogue and anime-style cinemas. Instead, most of the game's story unfolds through text, in the traditional top-down view seen in the Final Fantasy games.



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

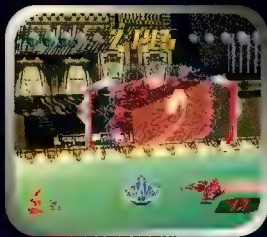
**WITH  
PLAYER STRIKES,  
FREE AGENCY,  
AND CONTRACT  
DISPUTES,  
JUST HOW BRIGHT  
IS THE FUTURE  
OF SPORTS?**

# PRETTY BRIGHT.

your hovering Rotofoil, grab onto the Plasmborb, and blaze it into your opponent's goal.

**You're not alone.** Of course, your opponent is trying to do the same thing. And, that's when all the fun begins.

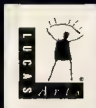
The competition will be fierce, fast-paced, and frenetic. Whether you compete alone, in single-player mode, or in two-player mode via split-screen. But, however you play, you're in for the most action you've ever had. In this galaxy, or any other. **BallBlazer Champions.** With anti-gravity arenas, blazing thrusters, cloaking devices and nitroid injection systems, it's the way sports will be played in the future. So, you better start practicing now.



You shoot, you score! You'll taste the thrill of victory as you launch the winning goal.



Earn the title of Master Blazer, and you'll bask in the glory of piloting the Ultimate Rotofoil.



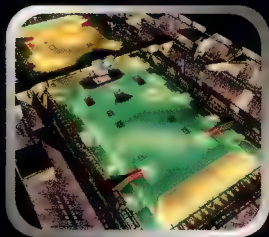
<http://www.lucasarts.com>

# ACTUALLY, IT'S

Forget today's big egos and endorsements. In the future, athletes will be fighting over just one thing: this bright, glowing Plasmorb. **Introducing**



Eight champions fiercely compete for the Interstellar BallBlazer Championship.



Mega-huge arenas give you plenty of room to maneuver. And show off your winning moves.



Glide along in your Rotofoil as you battle for control of the elusive, glowing Plasmorb.

## **BallBlazer<sup>™</sup> Champions.**

A futuristic sports game

created for the Sony

PlayStation that's

part hockey, part

racing, and part

insanity. It's an

action-packed,

real-time 3D

gaming experience

like no other.

**Have a ball**

**if you can.**

Players compete

for the Plasmorb.

Which is sort of like a

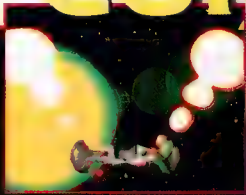
ball. Except that it totally

disregards the laws of gravity.

You can't kick it, dunk it, or catch it.

So how do you control it? Jump into

## PROTOS

DARK LIGHT  
CONFLICT

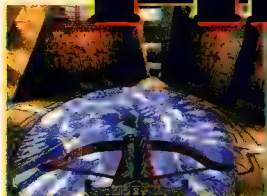
Dark Light Conflict is the recent development from Electronic Arts. The game features realistic 3-D space combat with over 50 missions. Other notable features include realtime lighting effects with lens flares and multilight sources such as suns, weapons and navigation lights. There is also an encyclopedia of customized fighters to choose from. And for the player with his or her mind bent on destruction, there are 15 unique weapons to experiment with on the opposition. Power-ups and cloaking devices also abound in the stages.

With all of these features, it's obvious Dark Light Conflict has a good amount of action, but what about game depth? Well, besides striving to become the perfect fighter pilot, you—as one of a handful of genetically created humans—also have to learn the language and customs of the strange alien allies of the Repton clans. Here is where you are required to gather intelligence that is imperative to your survival.



SYSTEM		RELEASE DATE	
		April	THEME
		Action	SIZE
PUBLISHER		EA	CD-ROM
PLAYERS	% COMPLETE	1	N/A

## HEXEN II

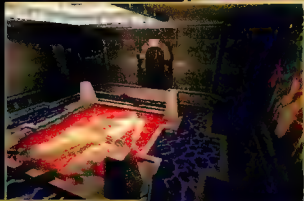
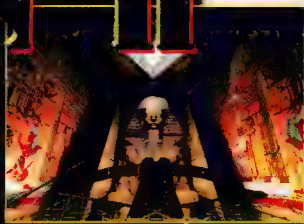
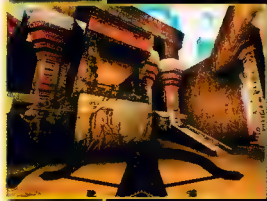


Activision might have scored a big hit by acquiring the rights to Hexen II, a new first-person shooter. Hexen II will be based on an enhanced 3-D Quake engine, which was created by id Software (who is responsible for the first-person shooter craze with their big hit Doom).

This sequel to another id hit, Hexen, looks so far to be leaps and bounds over its predecessors. As you can see from these early screen shots, Hexen II looks like nothing you've seen before. There will be 30 levels of intense action. You will visit places like medieval towns, cathedrals and catacombs as well as Egyptian tombs.

Taking advantage of the true 3-D engine, Hexen II will also allow gamers to swim, run and fly around the massive levels.

New character classes up the replay value even more. Now players can choose to play as a paladin, crusader, necromancer or assassin. Each class has its own unique set of abilities and weapons. With five weapons per class (some of which can be upgraded to pack a more powerful punch), gamers will have the chance to deal out death and destruction with the help of over 30 different weapons.



PUBLISHER		SYSTEM		THEME	
Activision				First-person shooter	
RELEASE DATE	PLAYERS			SIZE	% COMPLETE
October	1	CD-ROM	N/A		





# THE SUSHI-X FILES

No. 2

A guide to the weird, offbeat stuff EGM couldn't print...until now!

## Butt-Kickin' Strategy

This Titan arcade-system wonder has arrived for the Sega Saturn. This one- or two-player fighting game takes the gameplay in titles such as **Double Dragon** and elevates it to the 32-Bit domain with a speedy 3-D engine. Sega has supplied **EGM** with a moves list; we put a **Q** next to the most useful attacks:

# DIE HARD

## Arcade



### MOVES KEY

Moves with an asterisk (\*) have different animation for player two.

- N ■ neutral (don't move)
- ⬆️ ■ move left or right
- ⬇️ ■ push down on joystick
- ⬆️ ■ neutral (don't move)
- ⬆️ ■ move left or right
- ⬇️ ■ push down on joystick

- ⬆️ ■ move toward enemy
- ⬆️ ■ move up or down
- ⬆️ ■ move away from enemy

- P ■ Punch (A button)
- K ■ Kick (B button)
- J ■ Jump (C button)

- ☑️ ■ Hold button or joystick
- ☑️ ■ Let go of button/stick
- ☑️ ■ As enemy is grabbed

- ☑️ ■ Do while in the air
- ☑️ ■ Do just before landing
- ⚠️ ■ Do while getting up

### Jumping Attacks

Jumping Uppercut

**J+P** Jump Kick

**J+K** Dash Elbow

**J+P** Jump Kick

**J+P** Dash Elbow

**J+K** Jumping Double Back Kick

**P** Swing down on an enemy

**P** Double-handed Swing

**P** Diagonal Kick

**K** Double-rolling Heel Kick (\*screw kick)

**K** Elbow Drop

**+P** Knee Drop

**+K** Knee Drop

**P** Slide Punch

**K** Sliding Kick

### Running/Dashing Attacks

**+P** Elbow

**+K** Grom Kick (\*back fist)

**☑️** Run toward enemy

**☑️** Tackle enemy

**☑️** Jumping Kick

**☑️** Back Roll (better than turning your back on a foe!)

### Emergency Attack

**P+K+J** Hurricane Kick (combo breaker)

### Special Situation Attacks

**☑️PKP** Giant Swing (knocks down multiple foes)

**☑️PKK** German Suplex

**☑️P+☑️** Rising Uppercut

**☑️K+☑️** Grom Kick (\*rising sweep)

**☑️J** Jump to a standing position

**☑️P+☑️** Roll to a standing position

**☑️P** Backfist (attack turns the character around)

**☑️+K** Side Kick (attack turns the character around)

**☑️P** Dash Uppercut

**☑️K** Somersault Kick

### Best Combo Attacks

**N PPPPK** Triple Punch/Jump Kick

**N PPPPK** Triple Punch/Rolling Heel Kick

**☑️ PPPPK** Triple Punch/Knee Kick

**N KKKP** Double Kick/Body Blow

**N KKKK** Double Kick/Back Kick

**☑️ KKP** Double Kick/Double-handed Uppercut

**☑️ KKK** Double Kick/Front Kick

**☑️ PPK** Double Punch/Foot Sweep

### TIPS

■ Gather all available health boosts and gun ammo before killing the final enemy in a stage. After the last enemy is killed, the computer will whisk you to the next level immediately.

■ Against multiple foes, always attack gun-toters first (when unarmed, they can't hit you from afar).



■ Deep Scan, the mini-game within Die Hard Arcade, can help you get more credits—up to 99. Keep your eyes peeled for red stubs; they're big bonuses.

■ For an easier time with two players, turn off the "Friendly Hits" Option before starting. With it off, players can't hurt each other.

Read the Fine Print

**WARNING!**

Do you ever read those warning notices that come with your video game systems? We didn't think so. To help inform you, the consumer, **EGM**'s reprinting some video game system warnings you should know about—but probably missed...

from the **SONY PLAYSTATION** manuals



**Sony says:** Don't use a plugged-in PS near water.  
**EGM says:** Skinnydipping with your PS is strongly discouraged. Or: "I'm going to wash that gray system right out of my hair," Shirley exclaimed. (We don't know her real name; we're just using Shirley's name because she's pretty cool.)



**Sony says:** Never block the PS cooling slots.  
**EGM says:** Don't get fresh with the PS on a first date—wait four dates, then make your move!



**Sony says:** Never put objects into the PS.  
**EGM says:** That's a bad touch, you pervert! Get ready for a hefty lawsuit from Sony, buddy boy...



**Sony says:** Always clean your PS with the system unplugged. (Shirley here is a real neat freak...)  
**EGM says:** A talking electrical outlet! Run for the hills! Hide your valuables! Call a home exorcist!



**Sony says:** If water gets into the PS, please take it to qualified service personnel for service.  
**EGM says:** *Singin' in the Rain* with your PS not only infringes on the copyright of a famous song and movie scene, but it also certifies you as a nut. Repeat after us: The PS is not my imaginary friend, the PS is not my imaginary friend...



**Sony says:** Call qualified service personnel if you drop or crack the PS. (Shirley's a phone addict!)  
**EGM says:** Notify authorities immediately if you suspect your PS is taking steroids. I mean, look at the size of that system and controller now!



**Sony says:** Only qualified technicians should try to take apart the PS for repair. Got it, Shirley?  
**EGM says:** No matter how desperate you are, don't try to turn the PS into a Tickle Me Elmo.

from the **PS** and **SEGA SATURN** manuals



**Sony and Sega say:** Take care when moving electrical equipment on wheeled carts.  
**EGM says:** Stick men are prohibited from placing their systems on altars and worshipping them as false idols. (This goes for human beings, too.)

from the **NINTENDO 64** manuals

Curiously, the N64 came sans picture warnings. Oh well! **EGM** suggests the following label\* on all N64 boxes:

**WARNING** The surgeon general has determined that a lack of games may be hazardous to your N64's health.

Shh! Secret! Hush!

**RYU-SUE-KEN!**

A highly reliable source\* has unearthed secret moves in beta versions of top fighting games that—for whatever reason—aren't or will not be in production versions of these games. Remember...people died getting this news to you:

**RYU IN COURT**



**Street Fighter III:** Here's the story line: Ryu obtains a patent for projectile attacks. So, when any enemy uses a projectile against Ryu, he can counter with a fiery lawsuit. The name? Ryu-sue-ken, silly!

**IT DIDN'T FIT**



**Killer Instinct Gold:** Woe to any foe who sees Orchid try on a "Wonder Bra™". The resulting silicone-driven projectile (the bra) instantly shaves half off the life bar. It was called Orchid's Ultra Tight Squeeze.

**LEI'S 10-HIT**



**Tekken 3:** Now that Jackie Chan is a huge hit, Namco revised Chan wanna-be Lei Wulong's 10 hitter. It now ends with Lei whipping cans of Mountain Dew at his hapless foe—a la Chan's commercial.

If you happen to find any other "moves," inform Sushi-X pronto: We just might print them or put them in a video game ourselves!

\*The names, sources listed on the left are for illustrative purposes only.

Win, Lose...or Draw!

**SUSHI-X CIRCUS**

By Shawn 'Shafty' Smith



"And I thought all Sushi-X did on the weekends was train as a ninja and play Street Fighter III!"



Mr. Smith likes to hang out and play video games, but most of his free time consists of drawing and painting. He just recently had the horns implanted and plans to keep them "if things go well."

\*The names, sources listed on the left are for illustrative purposes only.

# TOMB RAIDER

HAVE YOU  
GOT YOURS YET?

If you know **Tomb Raider**, you know why **Lara Croft** is the #1 cover girl in gaming. No other game has won more awards, sold more copies, or kicked more ass. Hardcore gamers have made **Tomb Raider** the undisputed megahit of the year. Have your got yours yet?

- Game of the Year - PS Extreme
- Game of the Year - Game Fan
- Game of the Year - Computer Player
- Action Game of the Year - PC Gamer
- Adventure Game of the Year - Ultra Game Players

**EIDOS**  
INTERACTIVE  
[www.tombraider.com](http://www.tombraider.com)

CHECK OUT  
**Ninja**  
[www.eidosinteractive.com](http://www.eidosinteractive.com)

PC  
CD




Tomb Raider, Lara Croft and her likeness, CORE, Ninja and Eidos Interactive are trademarks of Eidos, Phoenix

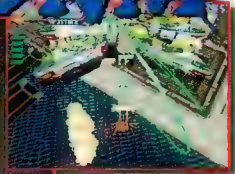
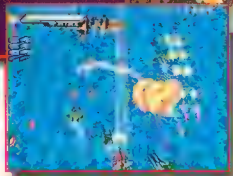
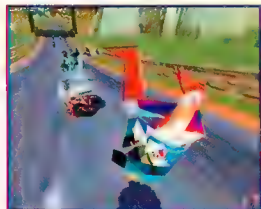
Lara Croft, gaming's #1 cover girl

## PROTOS

## RAY STORM

If you feel it's about time we get a good ol' fashioned shooter back into our mits, it might be a good idea to look for Sony's latest shooter Ray Storm—published by Spaz, a new division of Working Designs. This title combines classic elements of shooter excitement (multiple weapons and power-ups) with beautiful graphics and stunning sound. Ray Storm uses an auto-locking feature on its ships for those elusive enemies. This gives your ship extra potency against enemies that are up-close and personal. Just run the crosshairs over an enemy and watch a missile target the lock you have on him. Ray Storm doesn't have a whole lot new in terms of originality, but the combination of great shooter elements is what really make this one favorable. And you thought sprite-based games were all but gone in a time when polygons reign supreme.

PUBLISHER		SYSTEM	THEME	
Spaz			Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
May	1 or 2	CD-ROM	88%	



From the creators of *Fade to Black* comes *Moto Racer GP*. It features eight different courses from around the globe including tracks from The Great Wall of China, a snow course, a dirt arena and city streets. The cycles are accurately modeled after real Kawasaki and KT bikes, each with its own variation of acceleration, top speed and handling. There are three different modes of play in *Moto Racer GP*. They include a Practice Mode for the new players, a Single Race for those looking for a quick thrill and Championship Mode for the experienced racers seeking to continue their riding career. All of the tracks can also be raced in "Reverse" Mode, doubling the number of useable tracks.

As of this time the graphics are surprisingly sharp through all of the stages. The action looks

to be as exciting and fast-paced as a real motorcycle race, but with a lot less personal injury. Take all of this excitement and mix in another

player and anyone can see how this life can keep a small "op gamers" faces for a long time to come. Now, the only downfall to all this is that we aren't going to see any of the wear part of the

SYSTEM	RELEASE DATE	THEME	
	August	Racing	
	PUBLISHER	SIZE	
BMG Interactive	CD-ROM		
PLAYERS	% COMPLETE		
1 or 2	N/A		



## MOTO RACER GP

See, in VMX Racing, both you and your bike have fully articulated bods, which means infinite opportunities to sling soil. And VMX has lapped those other Motocross games with the hauliest enduros and stadiums in the country. We've road tested and **totally 3-D repro'd 6 tracks** including San Jose National (watch that radioactive waste), and Tijuana (think of yourself as a Mexican jumping bean on



full throttle). And for the ultimate visceral experience: **4 different points of view.** So when you kick out the ass-end of your 250 and pop it through the hole-shot, you can practically taste exhaust. Trick out your ride with moves like the table-top and the knock-knock, and your competition can taste humility.

So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.



<http://www.playmatestoy.com>



Why go out for mud when you can have it delivered?

# VMX RACING



STUDIO  
E



VMX racing developed by Studio E. © 1998 Studio E. All rights reserved. Studio E, and the Studio E logo are trademarks of Studio E. PlayStation and the PS Family logo are trademarks of Sony Computer Entertainment, Inc. All other trademarks are the property of their respective owners.

# PROTOSPAWN



Note: Deals with the devil never work in your favor. With that out of the way, Spawn for the PlayStation looks like one of the few comic-inspired games to actually be worthwhile.

From what we've seen thus far, Spawn looks similar to Tomb Raider with fighting aspects of Tomb No. 1 (in the Quest Mode, that is). The graphics are what makes

Spawn stand out at this step in the development process. Realtime lighting effects give an eerie feel to the levels.

Wonder if Todd McFarlane is actually working on the project? Gamers and fans of the comic should be pleased to know Todd is making sure the "attitude" of Spawn is intact. Although there is a lot that can change, Sony is on the right track with this upcoming title.

SYSTEM		RELEASE DATE	
		August	
		THEME Action	
PUBLISHER		SIZE	
SCEA		CD-ROM	
PLAYERS		% COMPLETE	
1		N/A	



You may be wondering: Why another Bottom of the 9th when the first one (released last spring) is still leaving a favorable taste in

your mouth? Well the answer is: improvements. In this '97 edition, players can expect more stadiums and more camera angles. The 3-D batting interface has also been improved, and they have even included night games in the season roster. A simpler Season Mode is another scheduled addition. Bottom of the 9th '97 even acquired an MLBPA license. As spring is slowly creeping up on us, what better way to spend your time than playing America's favorite pastime.



PUBLISHER		SYSTEM		THEME			
Konami				Sports			
RELEASE DATE				SIZE		% COMPLETE	
July		1 or 2		CD-ROM		N/A	



## BOTTOM OF THE 9TH '97



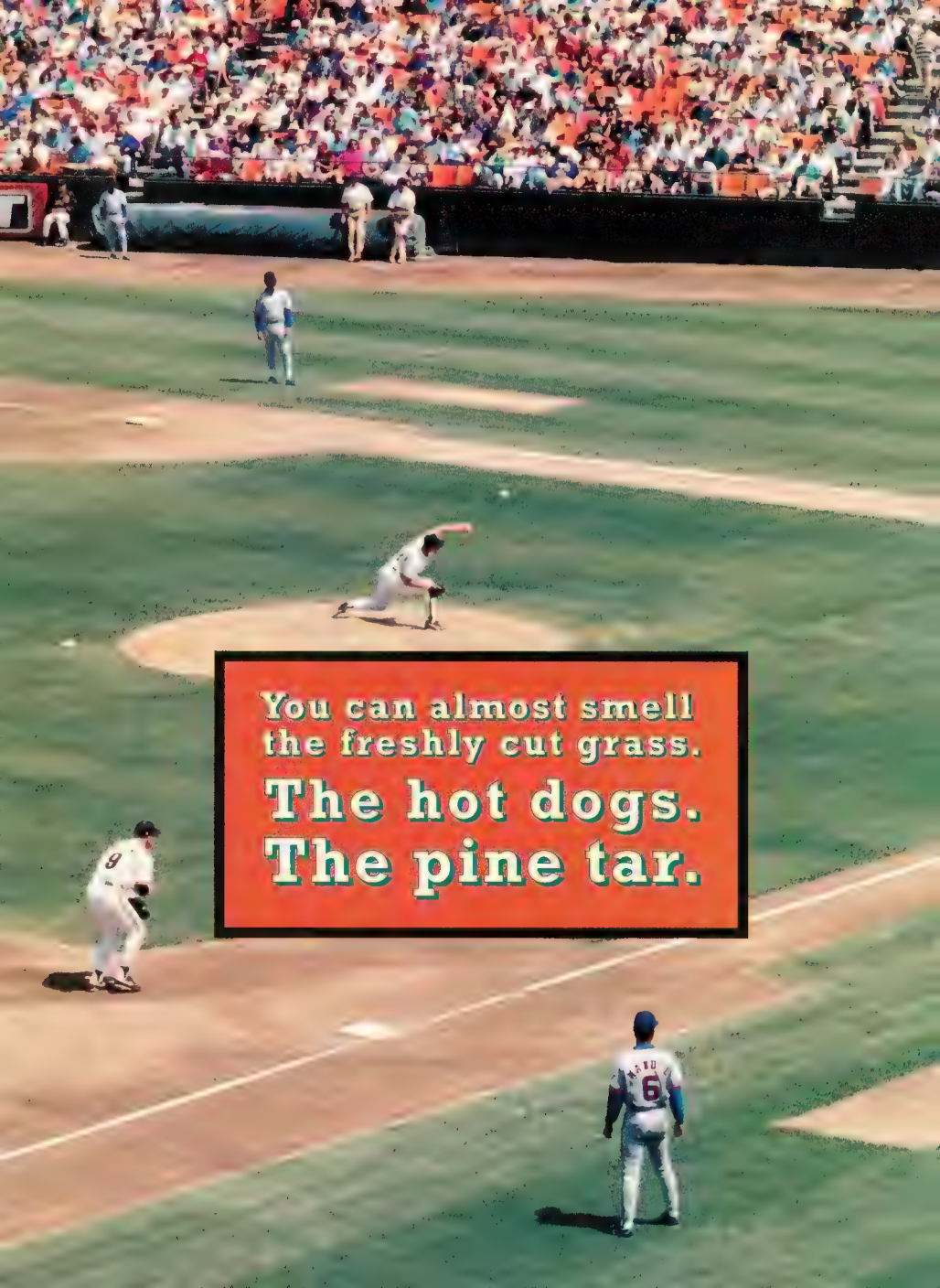
From the developers of Aquanauts Holiday comes a Stone Age title where you are in control of a caveman who must take care of his village. Within the game, you have to complete many tasks as village leader which include forging for food and defending your village from wild beasts such as mammoths. One interesting feature

is how your village develops differently depending on the outside forces. Some of these forces are in your control and some are not. Even the smallest decisions such as the food you feed your people is an important deciding factor in how your tribe develops. All in all, Tail of the Sun is an entertaining title that will keep players snickering while they try to plot for the survival of an entire tribe.



SYSTEM		RELEASE DATE	
		April	
		THEME Adventure	
PUBLISHER		SIZE	
SCEA		CD-ROM	
PLAYERS		% COMPLETE	
1		N/A	

## TAIL OF THE SUN



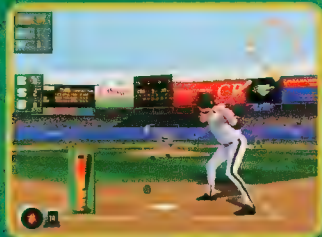
You can almost smell  
the freshly cut grass.

**The hot dogs.**

**The pine tar.**



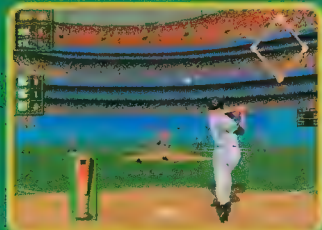
Inclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



Unique **Batting Meter** lets you keep your eye on the ball and control the power to your swing. Everything in *MLB 97* is built for your control and "park one."



On-the-fly **3-D environment** and free-moving camera give you the action from field level in authentic stadiums. Accelerated animation yields the smoothest, fastest graphics for the most realistic baseball action.



Superior **Artificial Intelligence** creates over 100 MLBPA players and prospects who move, live and play like the pros, based on real-life player statistics vs. stats for a year average against theirs. And they didn't come to the majors to lose.



**"...unprecedented control."**

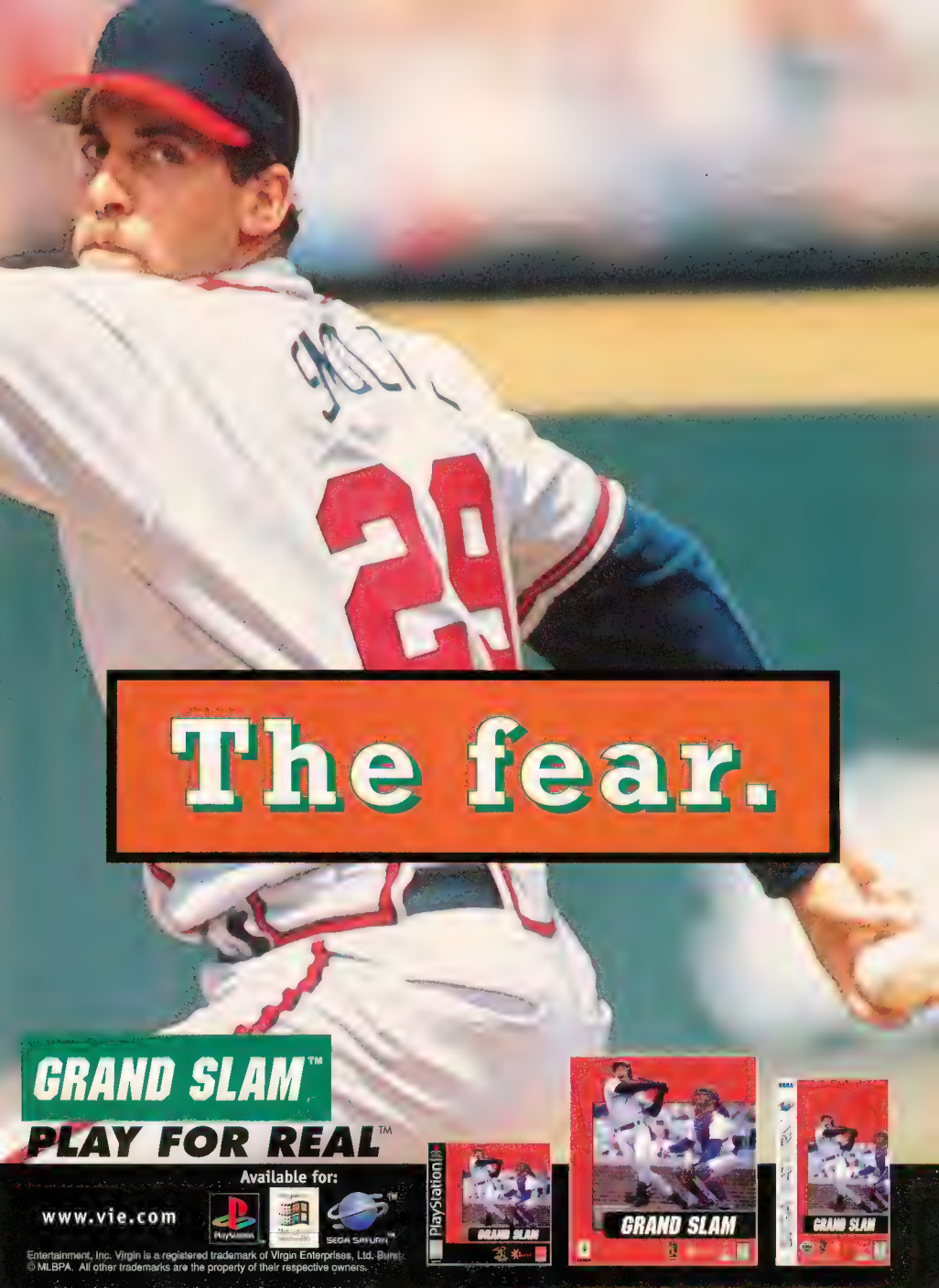
**ELECTRONIC GAMING MONTHLY**

**The most realistic  
gameplay ever.**



© 1997 Virgin Interactive Entertainment, Inc. All rights reserved. Grand Slam is a trademark of Virgin Interactive. MLB is a trademark of Virgin Interactive Entertainment, Inc. Official Licensee - Major League Baseball Players Association.





**The fear.**

**GRAND SLAM™**

**PLAY FOR REAL™**

Available for:

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



Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Baseball  
© MLBPA. All other trademarks are the property of their respective owners.

## PROTOS

## SUICIDE RUN

MGM's newest fast-paced shooter for the PlayStation forces the player into a plot where he/she has to blast his/her way through hordes of worker droids gone awry. Viewed from a top-down perspective and armed with cybernetic armor, players "morph" into their defeated enemies' bodies and inherit their increasingly powerful characteristics and weaponry. This arsenal includes grenade launchers, multishot lasers and plasma cannons. During the course of *Suicide Run* (previously known as H.O.S.T.), players can morph into nine different droids, each sporting three deadly weapons.

Movement is experienced in 360-degree range of firing within 14 different multilayered 3-D environments. Some of the stages range from an Earthly swamp level to an alien homeworld. For techno fanatics out there, *Suicide Run* also boasts an awesome collection of music for keeping interest high during play.

## PUBLISHER

MGM Interactive

## SYSTEM



## THEME

Action

## RELEASE DATE

May

## PLAYERS

1

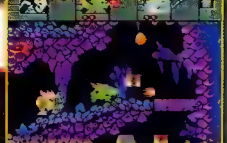
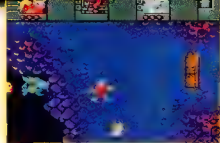
## SIZE

CD-ROM

## % COMPLETE

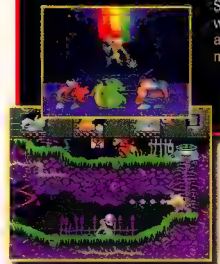
N/A

## LOST VIKINGS II



The Super NES hasn't thrown in the towel yet as The Lost Vikings return for more action in '97. This time, players can expect to make more allies including a dragon and a wolf in their adventures. They will also use their custom talents to get them through all-new levels of obstacles. You still can only control three Vikings (or characters) at a time, and these are

based on the mission parameters. Sometimes you may start out with two vikings and have to acquire another character in your mission. Ready for round two?



From Natsume comes *Harvest Moon*. It is a small character RPG that is filled with an above-average story and plenty of conversation. There are multiple areas to explore including many different towns and buildings both large and small inside of the walled cities. Your progress is gently guided through the adventure but not so restricted that it feels like you are just watching a movie and pressing buttons. Graphics are reminiscent of early Super NES games, but are not really needed to be all that impressive due to the player's attention being drawn to other areas of the title, mainly the story. Sure it's not going to give *FFVII* for the PS a challenge, but it's a thrill to play in its own right.

PUBLISHER

Natsume

## SYSTEM



## THEME

RPG

## RELEASE DATE

May

## PLAYERS

1

## SIZE

16-Meg

## % COMPLETE

100%

## HARVEST MOON

## SYSTEM



## RELEASE DATE

April

## THEME

Action

## PUBLISHER

Interplay

## SIZE

8-Meg

## PLAYERS

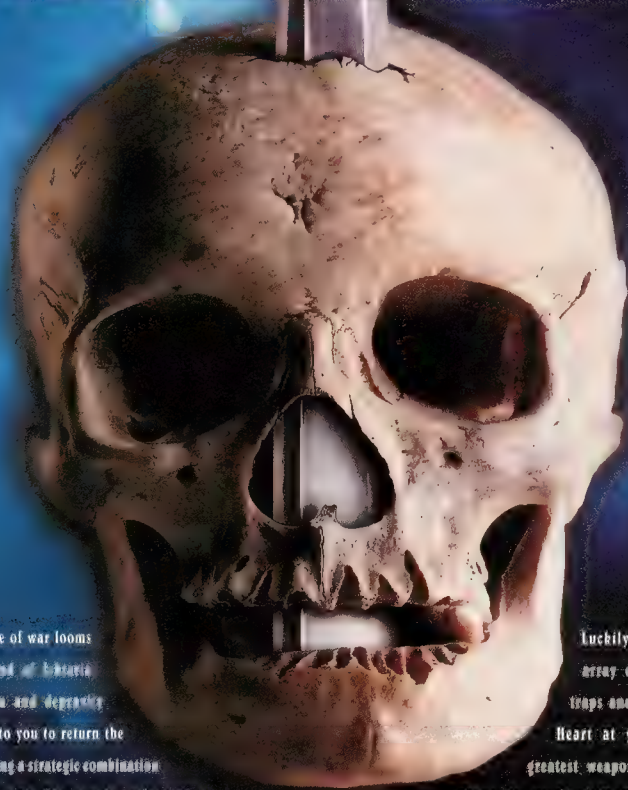
1 or 2

## % COMPLETE

100%

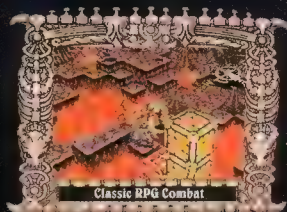


# IF YOU DON'T USE YOUR HEAD SOMEONE ELSE MIGHT.

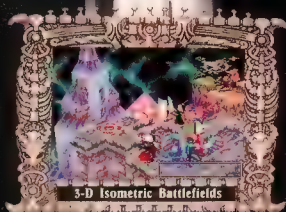


The spectre of war looms over the peaceful land of Ibsavia. Terrorism, corruption and degeneracy run rampant. It's up to you to return the land to democracy, using a strategic combination of wits, muscle and magic. It's an epic confrontation that unfolds on multiple, glorious, 3-D isometric battlefields.

Luckily, you have an awesome array of weapons, spells, booby traps, and The Great Sword Vandal-Heart at your command. Plus the greatest weapon of them all - your brain. Enter the world of Vandal-Hearts. Where a sharp sword is no match for a sharp mind.



Classic RPG Combat



3-D Isometric Battlefields



3-D Magic & Spells

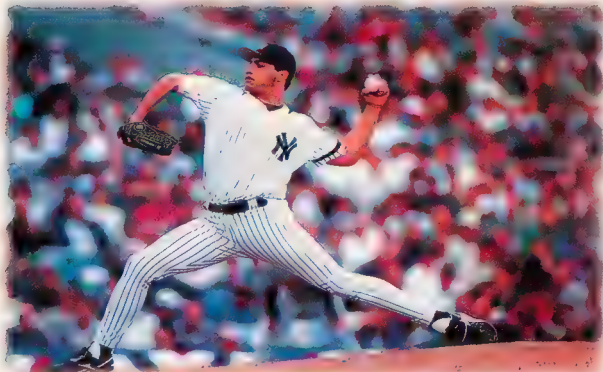


www.konami.com™ Vandal-Hearts™ is a trademark of Konami Co., Ltd. Konami® is a registered trademark of Konami Co., Ltd. PlayStation® and the PlayStation® logo are trademarks of Sony Computer Entertainment Inc. The Vandal-Hearts is a registered trademark of its respective British Software Association. © 1997 Konami of America, Inc. All Rights Reserved.

# VANDAL-HEARTS

**Hit his heat...**





ALL 28 3-D RENDERED  
MAJOR LEAGUE STADIUMS



PHOTO REALISTIC PLAYER GRAPHICS



PLAY BY PLAY CALLS  
FROM JON MILLER

## ...or join his fan club.

We could tell you that **ALL-STAR™ BASEBALL '97 FEATURING FRANK THOMAS™** has every feature you ever wanted (because it has). But every ball player will tell you he can hit. Or pitch. Or field. It's how you play that matters.

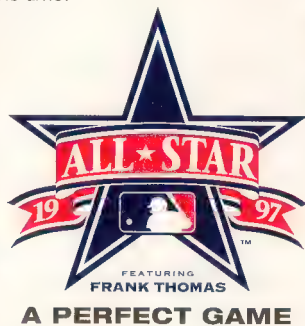
Just like an All-Star, we're bringing you the complete package. Intuitive. Fast. Accurate. Consistent. And multi-talented. Because an All-Star isn't just a pitcher. He's a fielder, too. An All-Star isn't just a batter. He's a threat to steal. An All-Star isn't just a catcher. He's a pitching coach. An All-Star is a workhorse. And a stallion. An All-Star is a player. All the time.



FULL SEASON TEAM AND  
PLAYER STATS



TRADE PLAYERS BETWEEN TEAMS



Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. OMLBPA Officially Licensed By Major League Baseball Players Association. Officially endorsed by Electronic Arts Inc. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1997 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown were taken from the PlayStation version of the videogame.



www.majorleaguebaseball.com

www.acclaimsports.com

# REVIEW CREW



**SHAWN**

Now that Shawn has adjusted to the new Review Crew format he can spend more time with his favorite titles. His recent trip to talk to Todd McFarlane about the upcoming PlayStation title based on *Spawn* was "like some crazy dream come true." His drawings scattered about the magazine make him feel important.

**CURRENT FAVORITES**

Blast Corps  
Doom 64  
Scorchers  
Dragon Force

**FAVORITE GENRE:**  
Action



**DAN**

We all know that Shoe isn't crazy about Doom games. But with a Net Linkable Duke Nukem 3D coming up, will it change his mind? He is a big fan of deathmarching actual people, after all (the loves network Duke 3D). Shoe's also been a bit ornery because he hasn't seen a Street Fighter III on test anywhere yet. He wants to play it!

**CURRENT FAVORITES**

Worldwide Soccer 97  
Blast Corps  
Mario Kart 64  
Brahma Force

**FAVORITE GENRE:**  
Strategy/Puzzle



**CRISPIN**

Crisp kicked us all off this month when he hailed Blast Corps into the EGM conference room and played it on the big-screen TV we hide there. He cranked that sucker up so loud that cars outside were slowing to hear the explosions. Crisp kept on telling us "it's too loud, you're too old!" Yeah right, whatever you say, Mr. Freedom Rock.

**CURRENT FAVORITES**

Blast Corps  
Wing Commander IV  
Brahma Force  
Albert Odyssey

**FAVORITE GENRE:**  
Role-Playing



**SUSHI-X**

Sushi's been a little depressed over the lack of any substantial Bosses in SF3, so he was quite pleased to see the reactions from his little "joke" last month. Also, he wants your feedback on the raging SF3 debate! e-mail your take of the SF3 story to Sushi\_X@z.com, with the subject heading, Street Fighter III Debate.

**CURRENT FAVORITES**

Street Fighter III  
Mario Kart 64  
Darkstalkers 3  
Tekken 3

**FAVORITE GENRE:**  
Fighting

<b>RATING SCALE</b>	10 - PERFECTION	5 - AVERAGE
	9 - VIRTUALLY FLAWLESS	4 - RENT FIRST
	8 - SPLENDID	3 - TIME-MASTER
	7 - WORTHY	2 - DON'T EVEN RENT
	6 - GOOD NOT GREAT	1 - FLUSH IT



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



## BLAST CORPS

\$0

**GAME OF THE MONTH**

**PUBLISHER: NINTENDO**

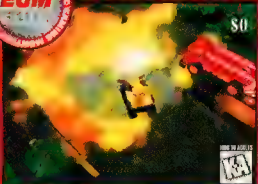
**CATEGORY: ACTION**

**BACK-UP: BATTERY**

**BEST FEATURE: LOTS O LEVELS**

**WORST FEATURE: HICK MUSIC**

**ALSO TRY: IT'S UNIQUE**



Blast Corps is the most intense game ever made...at least most of the time. You'll spend half the game on the edge of your seat, smashing and blowing stuff up with a collection of whacked-out Tonka trucks, trying to clear a path for a rolling, nuke-hauling semi. If the errant nuke should knock into a structure you left standing, then KABOOM! Thank you, try again later. It's a silly premise, sure (why doesn't someone just turn off the bomb truck—DUH), but originality is one of the game's strongest points. And there's more to Blast Corps than mindless destruction and pretty explosions; it often demands some good ol' puzzle-game head scratchin'. Sometimes you have to shove around crates of TNT to take out sturdier structures, fill potholes with slabs of concrete or transport your vehicle to different parts of a level via a crane, train or ship. But the real puzzle is figuring out how to topple the buildings fast enough so that you can stay one step ahead of the bomb carrier. Blast Corps packs 12 vehicles—from a tumbling robot to a missile-launching motorcycle—which you'll gradually stumble upon throughout the game. Most smashing machines have a special power that you must learn, and the first 20 levels

act almost as a tutorial for newbie drivers (trust me—I'll take a while to master the power-sliding dump truck). The other half of Blast Corps—the exploration side of the game—is much more laid back. Once you complete a level, you can hop back in, relax and explore it at your leisure, looking for hidden vehicles, more buildings to smash, radar dishes and lost scientists. Finding all these secrets opens up bonus levels, which have you racing cars, destroying more buildings—even smashing a lunar base. (And just wait until you see the level that pays homage to Pac-Man, complete with colored bulldozers as the ghosts!) With all its normal and bonus levels, Blast Corps packs more than 60 stages (fortunately, you can save your progress to the cartridge). And while the antiaised landscapes are incredible (especially their sense of depth) and the bonus stages are OK, the game's greatest strength is the palpable sense of suspense it creates as you watch the semi rolling closer to a stubborn structure. You pummeled the house but it doesn't crumble. The semi's closing in. You slam the building again, but it still won't fall! The semi's nearly on it! We're gonna die! Thank you, try again. **-CRISPIN**

I'll admit it, I'm a starving Nintendo 64 player. I'll try anything that comes through at this point. Even though I'm a little desperate, I do have to say that Blast Corps is a real winner. Needless to say, the graphics are excellent. The sound, although it's nothing I'd want on CD, fits the game well and really builds up the tension, although I don't like the jawharp song at all.

What impresses me the most about Blast Corps is the variety—in many ways. First, all of the vehicles to choose from; second, all of the secrets to discover and last, all of the different styles of levels to play through. Still, what it comes down to is level after level of destroying stuff which might get old. Overall, this one is a definite buy **-SHAWN**

Don't judge a book by its cover, right? Well, when I first saw Blast Corps, I thought that it looked extremely boring. It's a good thing that I had to review it, because I discovered that it was very fun to play. It's the type of adrenaline-pumping, addicting experience that will make you say, "just one more round," or more likely, "let me give that last round one more

shot." The game is definitely challenging, and you'll have to retry some levels over and over (but you'll have fun doing it). The variety keeps the game interesting, and the action never gets old. The graphics and sound are also killer. It may not be for everyone, but I got hooked. Don't miss out (like I almost did) on this sleeper. **-DAN**

Blast Corps is kind of a shocker for Nintendo, considering the premise of pure destruction and all. But still, they've managed to pull off a truly unique game, with enough levels to keep you smashing for a few weeks without getting bored. The vehicle variety was very good, and overall the game feels a little like Pilot Wings 64, except on the ground. There's really

only one major stumbling block that keeps it from getting a much higher score from me: the repetitive game-play. After all, here's a game totally about nothing but destroying buildings. Sure there are side missions, like rescuing the scientists and finding radar dishes, but those elements seem placed as an afterthought, not an enhancement. **-SUSHI-X**

**10**  
VISUALS

**9**  
SOUND

**9**  
INGENUITY

**9**  
REPLAY

# TECMO'S DECEPTION

Invitation to Darkness

"AN ALL-NEW MASTERPIECE... ENTHRALLING AND FIENDISHLY ADDICTIVE."

—GAMEFAN

**EDITOR'S CHOICE SILVER AWARD**  
"...THE DARK SIDE OF HOME ALONE"  
—EGM

**BEST NEW CONCEPT IN GAME DESIGN**  
—PSEXTREME

"UNLIKE ANYTHING YOU'VE EVER PLAYED BEFORE."  
—NEXT GENERATION

"KEEPS YOU SUSPENDED IN TERROR."  
—GAMEPRO



## GET ON TECMO'S INSIDER MAILING LIST!

If you would like to be included on our mailing list and receive *insider information* on upcoming Tecmo products, fill out this form and send it to the address listed on the lower left.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Phone Number \_\_\_\_\_ Age \_\_\_\_\_

Mail this form to:  
**Tecmo, Inc.**  
19260 S. Van Ness Ave.  
Torrance, CA 90501

# TECMO

Visit Tecmo Interactive at: <http://www.tecmo.co.jp>

Tecmo, Inc. • 19260 S. Van Ness Ave., Torrance, CA 90501 Fax (310) 787-3131 Phone (310) 787-2800

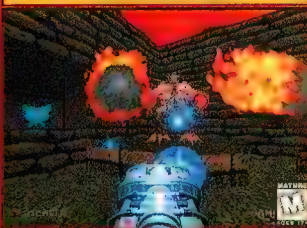
© Tecmo, Ltd. 1998. TECMO is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use on the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE PSX DESIGNATION.

SYSTEM: N64

**DOOM 64**

PUBLISHER: MIDWAY



CATEGORY: SHOOTER

BACK-UP: PASSWORD/PAK

BEST FEATURE: NEW GRAPHICS

WORST FEATURE: IT'S STILL DOOM

ALSO TRY: TUROK

I'm not about to pawn this one off as just another Doom clone...but this applies for more than one reason. First, the graphics are simply stunning—the original Doom crew wish they could've done what Midway did. The artists and programmers at Midway know what the hell's going on when it comes to Nintendo 64 hardware. Second, Doom 64 is Doom. Now before you scratch your head, let me explain. Some of you may want to see your space Marine jumping around or swimming underwater. Purists wouldn't want these features added because Doom wasn't about that stuff. I'll have to agree with the purists. I feel that Doom is Doom and Quake is Quake. This way, I know what I'm getting into without having to relearn anything about a title I'm comfortable with. Since all that's changed is the art style, the levels, a couple of monsters and a couple of weapons, I'm not about to complain. Plus, the challenge level is turned way up. The only problem I have is that it's a first-person shooter. It does a great job at that, but the genre is saturated—I'm about ready to play something else quite honestly and that's not because Doom 64 is a bad game. For anyone who never really got into Doom-ish games because "they're too blocky up close," this one's a definite buy.

—SHAWN

Don't forget, I do have a personal bias against first-person shooters, so please disregard this review if you love 'em! Doom 64 has the best-looking levels and the most awesome music yet for this type of game. But the enemies are very predictable (in behavior and location) after you get over how pretty Doom 64 is. You may get bored with its repetitiveness.

—DAN

Sure, I was a little disappointed that Midway scrapped the Four-player Mode, but this is still the best version of Doom ever. The game's level design is top-notch, and the castles and dungeons look amazing. Doom 64 is jammed with atmospheric touches, too, like thunder and fog effects. If only you could jump and look around, but then it would be Quake.

—CRISPIN

Doom 64 is a game that really shows off what the N64 is capable of. The antialiased texture-maps are absolutely gorgeous, and will have PC gamers drooling over the quality. Enjoyed being treated to the new super weapon and truly devious new Boss, so all Doom fans will want this one in their collection. Too bad the Doom engine is outdated.

—SUSHIX

<b>8</b>	<b>10</b>	<b>3</b>	<b>7</b>
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: SATURN

**SCUD**

PUBLISHER: SEGA SOFT



CATEGORY: ACTION

BACK-UP: NONE

BEST FEATURE: GAMEPLAY VARIETY

WORST FEATURE: A FEW DULL LEVELS

ALSO TRY: VIRTUA COP 2

Based on the popular comic book, SCUD starts you off with a nicely rendered cinema explaining the current story. SCUD is fairly original as far as light gun games go, since you can play without a light gun! The side-scroller version of SCUD is pretty weak, however, and really hurts the overall scoring. In order to enjoy SCUD, you will have to run out and buy at least one light gun, but I recommend two to maximize your fun. Once you're properly equipped, give the One-player/Two-gun Option a shot. I quickly found myself enjoying this mode, since reloading is handled easier, and there's nothing like blasting two sides of the screens at the same time! The graphics are pretty good, as expected, but you'll probably not care for the corny background music, which seems more like cartridge-quality. I would have liked to have seen a larger variety of enemies too, especially considering how long the levels are. While SCUD isn't about to replace games like Virtua Cop 2, it certainly can hold its own with the growing crop of light gun games this year. One interesting thing to note: While the Two-gun Option is cool, it actually allows you to fly through the game with ease, so if you're looking for a challenge, you'd better stick to one gun. Oh yeah, look closely for the slight gaps in every corner...

—SUSHIX

Sometimes games inspired by a comic book are better left in the comic world—that's how I feel about SCUD. It's above average, but it's nothing to write home about. The graphics and control are decent, but the light-gun portions aren't all that fun (except when you go gung-ho with two guns). The concept was outstanding, but I'll stick with the comic.

—SHAWN

A light gun game that's much longer and provides more replay value than its competition? What more could you ask for? SCUD also has unique features (the best being the One-player/Two-gun Mode, though it's too easy) and plenty of strange humor (this is one twisted game!). The levels got very long and repetitive, and that hurts the score a bit.

—DAN

SCUD is the best reason to buy (or at least borrow) two light guns. The one-player, dual-gun game is way cool and often way intense (you try aiming two guns in two directions at once!). And the two-player, side-scrolling/shooting game doesn't disappoint, either. A few levels get repetitive, though, and you're often assailed by frustrating automatic hits.

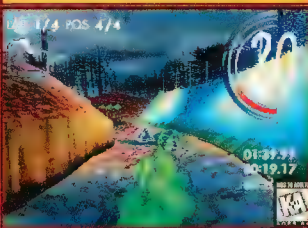
—CRISPIN

<b>6</b>	<b>9</b>	<b>9</b>	<b>7</b>
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: SATURN

**SCORCHER**

PUBLISHER: SEGA



CATEGORY: RACING

BACK-UP: SYSTEM

BEST FEATURE: SENSE OF SPEED

WORST FEATURE: INSANELY HARD

ALSO TRY: WIPEOUT

I'm going against the rest of the Crew on this one, as I didn't enjoy Scorcher in the least. Only the fast graphics and near-perfect polygonal effects save this game from the depths of coaster-doom. Even after getting used to the ridiculous control, I found that Scorcher still had no depth. Without a Two-player Option, Scorcher is an empty game with no redeeming qualities. Racing against the three computer players just isn't fun, as they seem placed for no other reason than to pace you. I was excited to give Scorcher a whirl, but imagine my surprise that there was no challenge other than avoiding potholes and tight turns. The tracks themselves are rendered OK, but the collision detection is outrageous. I laughed when I barreled through a barricade, but was stopped cold by a skinny light post. There aren't even any shadows to help guide you when airborne. Also, the super speed-ups are useless for the most part, as you must begin to brake the instant you hit it, lest you sail off into the horizon, and back to last place. I was very disgusted at the poor tight-turn responsiveness, which has a noticeable delay, then an exaggerated pull right or left, sending you careening off the track in most cases. I'll leave this electrified hamster ball race to my furry little friends.

—SUSHIX

If I went with my first reaction to this one, I would have given it a low score, but with continued plays, I ended up liking Scorcher. The graphics and music are great. It reminds me of a Marble Madness-meets-WipeOut XL-type of game. The control takes some getting used to—that's for sure—and the break-up is annoying, but it's a pretty cool title overall.

—SHAWN

Visually, Scorcher holds its own. Its level design has a great, unique look to it. The animation is also perfectly smooth, even at high speeds. The game is not for the impatient! Sometimes, you move so fast, you will inevitably fly off the track. Through practice, this game can turn from frustrating to fairly good. Missing is a Two-player Mode.

—DAN

Most gamers are gonna hate Scorcher the first few times they play it. This game punishes its newbies with the toughest, most obstacle-ridden tracks that ever coursed through a racing game. But if you stick with it, learn when to zig and when to zag, the game becomes very rewarding. And the sense of speed in First-person Mode is amazing, too.

—CRISPIN

<b>7</b>	<b>8</b>	<b>7</b>	<b>7</b>
VISUALS	SOUND	INGENUITY	REPLAY



# BRAHMA Force™

## The Assault on Beltlogger 9



# COMING SOON TO PLAYSTATION

©1997 GENKI CO., LTD. Presented by JALECO LTD. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC/JC DESIGNATION.

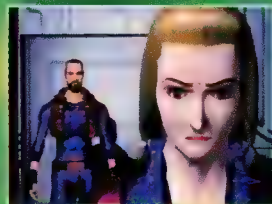
# EVIL IS IN



Cold, alone, unsure even of your identity. A deadly virus courses through your veins.

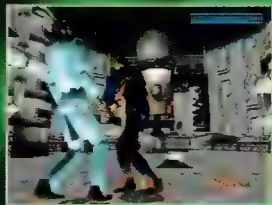


A deadly virus courses through your veins. As you unlock the mystery of your identity, more disturbing questions arise.



The great action hero master of the circumstances. Raz, the man of action. Millie, the mysterious woman who may be no stranger. And Pipo, the friendly robot.

# YOUR BLOOD



Multiple perspectives and compelling characters bring the 3-D world to life. Can you find the cure to this disease... yourself?



Disturbing images, visceral violence, no intercut titles.

OverBlood  
A 3-D Sci-Fi Adventure



ELECTRONIC ARTS®  
[www.ea.com](http://www.ea.com)

**SYSTEM: PLAYSTATION**  
**WING COMMANDER IV**  
**PUBLISHER: ORIGIN**



**CATEGORY: FLIGHT COMBAT**  
**BACKUP: MEMORY CARD**  
**BEST FEATURE: COOL MISSIONS**  
**WORST FEATURE: CONTROL**  
**ALSO TRY: MECHWARRIOR 2**

If you feel you were burned instead of blown away by EA's shoddy PlayStation version of Wing Commander III, then buck up, space cowboys, cuz the console conversion of WCIV is really right on target. This time, instead of delivering a straight port of the PC title, EA has brought us a Wing Commander that feels more at home on the home system (and this time the collision detection's nearly intact). The ships' HUDs have been redesigned so they're easier to read in the TV's lower resolution. And players have the option of choosing a simplified control scheme, which makes many of the communication and combat tasks automatic (of course, players keen on the PC game's sim feel can stick with the more button-intensive controller modes). But while WCIV packs console-friendly additions, it remains true to the excellent PC original. Players still get seven different fighters to fly and a total of 50 missions (although the planet-based missions of the PC game have been replaced with space-only sorties). A few scenes of the lengthy movie were cut so that the game could fit on four CDs, but the story is still intact and the FMV looks sharper than ever. Better still, WCIV supports Dolby Surround Sound, so you can crank it up and rock your house with every laser blast. **-CRISPIN**

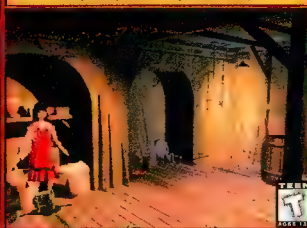
First I should mention that flight games, whether in space or on the Earth, have been far from my favorite genre. With that out of the way, Wing Commander IV is a lot of fun—even with its complex control. What really helped me to get into it was the story line and cut scenes. I also like the various options to make the game more arcade-esque. **-SHAWN**

WC4 is an example of packaging (meaning the game, not the box) done so well, that you can't help but enjoy the game underneath. The FMV (and its special FX and acting) is the best I've ever seen. The choice of full sim or arcade controls is also a nice added feature. Get this if you want an above-average action game inside a great movie. WC4 is a must-see. **-DAN**

It's hard to believe that this is one of the most popular PC games to be translated for the console market. The best part about WC4 is the plot, which is second to none. I love watching the awesome movie sequences over and over. Gameplay is non-existent, but with a plot-driven FMV game like this, who cares? This monkey can live with that. **-SUSHI-X**

**7** GRAPHICS **7** SOUND **6** INGENUITY **6** REPLAY

**SYSTEM: PLAYSTATION**  
**CITY OF LOST CHILDREN**  
**PUBLISHER: PSYGNOSIS**



**CATEGORY: ADVENTURE**  
**BACKUP: MEMORY CARD**  
**BEST FEATURE: ANIMATION**  
**WORST FEATURE: GETS BORING**  
**ALSO TRY: RESIDENT EVIL**

If I've said it once, I've said it a thousand times: Psygnosis always makes the weirdest darned games on the market. Is this bad? Heck no! Since I'm a little strange myself, their off-center titles make me feel at home. City of Lost Children is an interesting title with great-looking graphics. The cinemas are done well, and the rendered city gives the impression of really being in dirty, semi-futuristic alternate reality. One thing is for sure, seeing the movie this game is inspired by helps a lot (even though the movie could be called "artsy by some"). One major problem that bugged me were the background stills where the main character walks around, though nice-looking, can make finding a particular item very difficult. In some cases I was stuck for hours looking for a rope or some other object. Also, the game gets a little slow at times. Not so much in a frame rate sense, but in a boring sense. All of the animation in the title is well done and the characters you interact with are amusing—and sometimes a little frightening! Smaller details, like flowing water near the dock instead of just sound effects, would have been nice. The non-linear parts were a neat touch—when Miette is thrown in the cellar and when she gets put into the warehouse. **-SHAWN**

This is one of the hardest graphical adventures I've ever played. Without any help, you'd have a hard time knowing what you need to do next to progress in the game. Objects that need to be picked up are lost on the (albeit beautiful) backgrounds, making things more difficult than they need to be. A unique game that masochists should check out. **-DAN**

CoLC is heavy on atmosphere but lean on fun. The game's plot drags along, and items are often a chore to find since they don't stick out much from the pre-rendered backgrounds. Still, the game's film noir feel is pretty cool; it adds a touch of sophistication missing from most adventure games. If you're into high-brow adventures, then go for it. **-CRISPIN**

City of Lost Children appeals to me for the plot more than the gameplay, since it is tied so closely to the popular foreign film of the same name. In fact, I recommend you rent the movie and watch it for clues on what actions you need to perform and when in the story's timeline. I think you'll enjoy the game, though it can be slow and tedious at times. **-SUSHI-X**

**8** GRAPHICS **7** SOUND **5** INGENUITY **2** REPLAY

**SYSTEM: PLAYSTATION**  
**BATTLE STATIONS**  
**PUBLISHER: ELECTRONIC ARTS**



**CATEGORY: ACTION**  
**BACKUP: NONE**  
**BEST FEATURE: CONCEPT**  
**WORST FEATURE: DIFFICULTY**  
**ALSO TRY: RETURN FIRE**

Battle Stations is a game of could've beens. It could've been a way-cool realtime strategy game. It could've been a true-to-spec sim of ship-to-ship combat. Heck, it could've been a Navyfield version of the Strike series (what I had hoped for). Instead, it's a repetitive, overly difficult fighting game that demands little strategy and lots of button pressing. The game's instant-action Arcade Mode, surprisingly enough, involves the most strategy. It lets you choose one of eight ships to battle the computer's chosen vessel. And since the key to success is discovering which craft are best in battle against others, you have to give a lot of thought to which ship—from the speedy patrol boat to the mammoth aircraft carrier—you send into combat. Success in the Campaign Mode, on the other hand, depends more on luck than skill. The game's 10 campaigns are played out on a Map Screen, which shows you the position of enemy ships but doesn't identify what kind they are. You therefore have no idea what type of ship you should send into battle. Only by building a task force do you stand a chance, and even then victory depends on luck. The ship-to-ship battles themselves look nice, but control of the vessels isn't so hot. Be prepared to memorize a lot of button commands. **-CRISPIN**

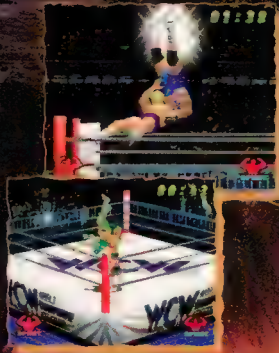
I really like the idea behind this one, but then I played BS and wasn't pleased with it—specifically the control. Granted I don't necessarily want it to feel like I'm really controlling an aircraft carrier (or any other ship) but the control is really sluggish. Besides this, the game is nearly impossible—even on easy. I'm sorry to say that it's mediocre at best. **-SHAWN**

Battle Stations is a perfectly good premise wasted on one of the most simplistic, most juvenile games ever to be found. Any semblance of "strategy" was lost when the designers decided pushing certain buttons at the right time would make a good game. The traditional board game Battleship involves more thought than this sad waste of time. **-DAN**

Like most of the Crew, I have to agree that Battle Stations is not for the serious strategist. Lacking any real strategy elements, you'll quickly find yourself in the same arcade-style battles over and over, with more than a little luck needed to win. The battle scenes involve a frenzy of button pushes that cannot be controlled, by design. Duh! **-SUSHI-X**

**6** GRAPHICS **5** SOUND **4** INGENUITY **4** REPLAY

# WCW VS THE WORLD



...sets the standard for next generation  
wrestling games...



Ric Flair



Hulk Hogan



Dean Malenko



Eddy Guerrero



Ric Flair



Chris Benoit

- Available for PlayStation
- 15 of your favorite WCW superstars
- 66 wrestlers from 6 different organizations
- 30 to 40 moves per wrestler
- Over 10 hot 3-D arenas

Also appearing: Sting, Rick Steiner, Scott Steiner,  
Ultimate Dragon, Masahiro Chono, Lord Steven Regal...and more!

Visit your local retailer or call

1-800-WCW-3466 for more information

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

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

THQ  
Entertainment



SYSTEM: PLAYSTATION

## BRAHMA FORCE

PUBLISHER: JALECO



CATEGORY: ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: MISSIONS

WORST FEATURE: CHEAP ENEMIES

ALSO TRY: EPIDEMIC

Kleek: The DNA Imperative was OK. Epidemic was better, but Brahma Force, the third first-person shooter from Japanese developer Genki, is easily the best of the bunch—although it's not a sequel. It's also not a run-of-the-mill robo-Doom clone. Each level is mission-based, so the game packs a good combo of exploration and action. Most levels have you seeking out and activating switches and finding keys—maybe not the most exciting tasks in the world, but at least you get something to do while blasting and dodging the bad guys. And with its 22 levels, Brahma Force isn't exactly a one-night wonder. You'll have to play some of the later levels over and over until you discover the right path through them (it's a little frustrating, sure, but you get your money's worth). What really makes the game stand out, though, is that you have complete control over how you upgrade your robot. You'll pick up new guns, missiles, shield and armor enhancements, weapon superchargers, bombs and other goodies. While the graphics are good, the control is even better; your robot can even leap now (it couldn't in the two previous games). And since the later levels have you bounding across hovering platforms, Brahma Force at times plays like a badass version of Jumping Flash!

—CRISPIN

The title alone makes me think that this one is going to pack a punch. For this style of play, Brahma Force has a lot to offer. I was never a big fan of the games like this (rough mission-based style), but BF had enough to keep my interest for some time. The graphics are great and the missions have a lot of thought put into them. It'd be a good buy.

—SHAWN

Brahma Force does an excellent job of simulating what it'd be like to really be in a mech (as if I'd know what "really" being in a mech is like). The visuals are crisp and seamless. The ability to power up different areas of your mech (either offensively or defensively) is what won me over. My only gripe is that the levels needed a bit more variety in them.

—DAN

Brahma Force is an excellent tour of duty in yet another mech-based title set in a Doom-like engine. The missions are short-lived at first but increase in complexity as you get further in the game. I like being able to store energy and armor power-ups for later use, as well as the multitude of weapons to choose from. The 3-D map feature is brilliantly done.

—SUSHI-X

8

GRAPHICS

7

SOUND

5

INGENUITY

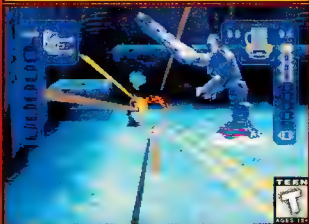
3

REPLAY

SYSTEM: PLAYSTATION

## THE DIVIDE: ENEMIES WITHIN

PUBLISHER: VIRGIN



CATEGORY: ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: HUGE LEVELS

WORST FEATURE: CONTROL

ALSO TRY: SUPER METROID

Can a video game win a Hugo Award? If companies work on their story line as hard as Radical Entertainment (the developers) did on The Divide, then they would have a shot. The Divide has a deep and involving plot that should instantly pull you into the game. The sad part is, this is not a graphical adventure or an RPG, (where a good story matters). Outside of this well-crafted sci-fi tale and the excellent music, you'll find that The Divide is only a sub-par action game. The game is done in full 3-D (complete with full freedom of movement), but its frame rate is so poor that perhaps The Divide should have taken it easy on the PlayStation's processor and been made a partial 3-D game (like Pandemonium or Spider). Or it could've taken Bubsy 3D's route and skipped the texture maps. The choppy animation isn't the only thing hurting this game. The graphics, without a doubt, leave plenty to be desired. The weapon effects and explosions are so uninspiring, it affects the gameplay seriously. Looking past these problems, you can find an average platform game that will neither excite nor bore you. Simply put: The Divide can't compete with the numerous other better-looking and better-playing action titles on the PlayStation. Rent it and see what I mean.

—DAN

This one has undergone some major changes since early demos long ago. It has improved since those, but it still doesn't do much for me. The graphics are pretty good but have a strange, grainy quality. The game has some great ideas but it didn't keep me interested for a long time. It'd be a definite rental with a possible buy if I had extra cash.

—SHAWN

There's nothing about The Divide that'll knock you out of your socks. It's just an average—as well as average-looking—action title that's a little hard to control. Still, the game gives you lots of sprawling, maze-like areas to explore. And you get plenty of cool power-ups for your 'bot, too. You just have to find them first. But, of course, that's half the game's fun.

—CRISPIN

Honestly, The Divide does excite me, but not in the way you'd think. The three-fourths perspective was interesting, and really shows off the levels nicely, but the gameplay suffers with low gun accuracy. Also, some areas are very large, yet have no enemies or puzzles, causing boredom to set in quickly. Who knows? The Divide could end up being this year's sleeper hit.

—SUSHI-X

6

GRAPHICS

8

SOUND

7

INGENUITY

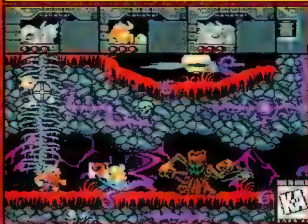
4

REPLAY

SYSTEM: SUPER NES

## LOST VIKINGS II

PUBLISHER: INTERPLAY



CATEGORY: ACTION/PUZZLE

BACK-UP: PASSWORD

BEST FEATURE: PUZZLES

WORST FEATURE: NO REPLAY VALUE

ALSO TRY: LOST VIKINGS

Lost Vikings 2 serves to remind us that simple, low-key titles can provide just as much, if not more fun than bigger, more prominent 32- or 64-bit games. If you are an action-oriented gamer, or if you are short in the patience department, then you may want to pass this cart on by. Lost Vikings 2 is a slow paced experience that's part puzzle, part strategy. The goal of the game is to maneuver two or three characters at a time through several stages of tricks and traps. The beginning levels are full of help boxes (like in Super Mario World) that will teach you the ABCs of navigating through the obstacles. This makes the game so easy to get into, Interplay can forget about a game manual if they wanted. After the initial lessons are over, it's up to you to use your gained knowledge to finish each level. The problem lies in the fact that every stage is very straightforward and linear. This means that there is usually only one answer per puzzle, so it's just a matter of going through the predetermined solutions to finish the game (forget about replay value—you're only going to play this game once). I would've liked for Lost Vikings 2 to offer multiple ways of completing each level, forcing the game to involve a bit more thought than it does. Still, it's a recommended fun time.

—DAN

Not much to say about this one. A couple issues back we reviewed the Saturn version about all that's changed in this version are the graphics and lack of voices (which in the long run isn't a bad thing). Since Lost Vikings 2 isn't about graphics, the strategy aspect is the same in this Super NES version. I still would've liked to see more levels.

—SHAWN

You can't go wrong with the Lost Vikings, no matter what system they're on. This sequel (long past due, if you ask me) packs all the puzzles and personality of the original. The difficulty of the puzzles ramps up perfectly, too. And the oddball characters who aid the Vikings keep the game fresh. Heck, it was nice just to hold a Super NES pad again!

—CRISPIN

Let's see, this is Lost Vikings 2, but on the Super NES. That fact alone is enough to earn some brownie points, considering the lack of any substantial new Super NES games. Every Super NES owner who hasn't made the jump to 32-bit will want this solid game, though it's getting a little old in the ingenuity department, with little over its venerable predecessor.

—SUSHI-X

7

GRAPHICS

8

SOUND

6

INGENUITY

2

REPLAY

# GUNZ™

ARCADE ACTION SHOOTER

# need ammo?



ST. LEONHARDT APP (L) (R) (L) (R)

FOR KITE SHOOTING GAMES WITH THE  
GUNZ ARCADE ACTION SHOOTER.

GUNZ IS FORTIFIED WITH AUTOMATIC AMMO

RELOAD AND RUTHLESS ACCURACY FOR THOSE  
BAD GUYS WHO DESERVE TO EAT LEAD.

MAKE GUNZ PART OF YOUR WELL-BALANCED  
ATTACK. MODELS AVAILABLE FOR PLAYSTATION  
AND SEGA SATURN.

Play it with

**DIE  
HARD**



Available at The Home Depot, Best Buy, The Game Guys, Meijer, and Montgomery Ward

© 1997 ACT Labs. All rights reserved. Gunz and ACT Labs are trademarks of ACT Labs. PlayStation and PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Sega Saturn is a trademark of Sega Enterprises Ltd. DIE HARD STRATEGY™ & © 1997 Twentieth Century Fox Film Corporation. All rights reserved. This software is not compatible with the More Tap Multiplayer Adapter. WARNING: Gunz is designed to play with your game console system and is not a real weapon. Do not use it at anyone's or anything other than your leisure.

**ACT LABS™**

MAX THE EXPERIENCE

<http://www.actlab.com>

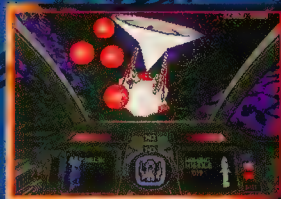
1-800-980-9997

# Get Shafted for

An all-new addition exclusively for the PlayStation game console.

The best parts from the original have been super-charged for the latest and final version of Descent for the PlayStation game console. Use upgraded weapons, a faster reaction time and blow through never-before-seen levels and you'll see why this one is called MAXIMUM. Your newest addition comes faster and hotter for you gamers who just want to plug-in and play!

But you better hurry - this is the last time Descent is coming to the PlayStation game console. After this, the only thing left will be some incredible memories and a few new craters.



Take The  
Final Plunge  
at Full  
Throttle!



*Interplay*

BY GAMERS. FOR GAMERS.™

Interplay Website: [www.interplay.com](http://www.interplay.com)

Developed By  
Parallax  
Software



# the Last Time!



36 All-New levels never-before-seen in any Descent game.

High-impact, non-stop subterranean action designed specifically for the PlayStation game console.

New throbbing "stroboscopic" light source shading effects brings the intensity right in-your-face.

More than a dozen weapons of devastation, from double-damage cannons to Level 6 Lasers.

We mean 360° fluid movement - any direction, any time, at full speed. Use Sony's Analog Joystick for more enhanced control.

Grab a Link Cable and go from One-player to Two-player Anarchy Levels.

Metal pounding digital soundtrack takes your sensory input past all safety zones.



# DESCENT MAXIMUM™

# TRICKS OF THE TRADE

## TRICKMAN TERRY NEEDS TO KEEP HIS HEAD ABOVE WATER

The financial situation for Trickman Terry is not so great this month. Leaving his townhome a month before the lease was up didn't turn out to be a good idea after all. Now the poor guy has to pay two rents in one month! It got so bad that the phone company turned off his line. What's next? Electricity? Gas? Water? Terry needs to pay his utilities and it's not a pretty sight seeing him crying over a pile of bills at his desk. Yes, another bad decision has set the Trickmeister back and it will take months to catch up this time. Oh well. At least his cat Oscar isn't complaining too much. He's getting fed more than Terry himself! Cheer the Trickman up by sending in a whopper of a trick (and solid financial advice) to:

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

## WIN GAMES AND ACCESSORIES FOR YOUR TRICKS!



If your trick is selected as the Trick of the Month, you will win a free Game Shark, provided by the kind people at Interact. If you are given credit for submitting a hot trick in this section, you will win a free game. Gaze at the tiny text below, so you can get all the details on the free stuff.

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

**Central Rules:**  
 1. We reserve the right to accept or decline any trick submitted. We reserve the right to edit or paraphrase any trick for clarity or brevity. We reserve the right to use any trick in any form, including but not limited to, as a reference, in a book, or in any other form. We reserve the right to use any trick in any form, including but not limited to, as a reference, in a book, or in any other form. We reserve the right to use any trick in any form, including but not limited to, as a reference, in a book, or in any other form.

2. Prizes: Free games will be given to winners and 1000 credits will be given to the runner-up. Prizes will be given to winners and 1000 credits will be given to the runner-up. Prizes will be given to winners and 1000 credits will be given to the runner-up. Prizes will be given to winners and 1000 credits will be given to the runner-up.

3. Details of winners and the rules of the contest will be published in the next issue of EGM. 4. Shipping: Winners will be responsible for shipping their prizes to the address provided. 5. Winner's Responsibility: Winners will be responsible for shipping their prizes to the address provided. 6. Winner's Responsibility: Winners will be responsible for shipping their prizes to the address provided.

## TRICK OF THE MONTH

## JET MOTO

### OPEN UP ALL THE TRACKS

From the Title Screen, highlight Options and enter it. On the Options Screen, set the difficulty to AMATEUR and the Trophy Presenter to MALE. Now move to the Exit Option and press X to go back to the Main Title Screen. Now on the directional pad, press Up, Right, Down, Left, Up, Right, Down, Left. Next, press Left, then X to go back into the Options Screen. Put the Difficulty to PROFESSIONAL and the Trophy Presenter to RIDER'S CHOICE.

Now move to the Exit Option and press X to go back to the Main Title Screen. This time press Up, Left, Down, Right, Up, Left, Down, Right on the pad. You will hear a "cash register" type of sound indicating that the code worked. Now begin your game, choose your rider and your Race Type. After you get past these



From the title, go into the Options and change them accordingly.

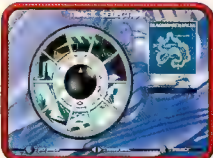


Go back in the Options and change them again. Go out to the Title...

modes, the Track Selection Screen will appear. Now instead of having to beat one track to get to the next, you will have access to all



Go back to the Title Screen and do the sequence on the control pad.



...Screen again and do the pad sequence. You will gain all tracks!

the tracks to play in any order you choose.

Alexis Gutierrez  
 San Francisco, CA

System: PlayStation Publisher: Sony Computer Entertainment

## MORTAL KOMBAT TRILOGY

### REVERSE BABALITIES

Play a normal game against the computer or another player. Lose on purpose and wait for the "Finish Him/Her" to appear. If your opponent performs a Babality on you, press and hold the High Punch+Low Punch+High Kick+Low Kick buttons on your pad before the sequence is being pressed on your opponent's pad.



When your opponent does a Babality, hold the correct buttons.

Your character will change from a baby to an adult, and then to a



You will turn into a baby and then normal again. Then you'll explode!

bloody explosion for a Fatality!  
 Stephen Newcoms; Belleville, IL

System: Nintendo 64 Publisher: Midway

## SOVIET STRIKE

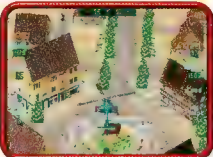
### ARMOR, FUEL AND LIVES CHEAT

These codes will give you some incredible cheats in Soviet Strike. Go to the Load/Save Option and choose Enter. When the password box appears, put in these codes for various results: **IAMWOMAN**: This code replenishes your armor back to 1,500 after reaching zero. **MOUNTAINEW**: This replenishes your fuel back



When the password box appears, enter one of the cheat codes.

to 100 after it depletes to zero. **NOSFERATU**: This code lets you



With the NOSFERATU code, you will start the game with seven lives.

start the game with seven attempts instead of three

System: PlayStation Publisher: Electronic Arts



**On May 20th**

**I, \_\_\_\_\_,**  
(your name here)

**promise to crush**

\_\_\_\_\_  
(opponent's name here)

**like a bug.**

**TRIPLE  
PLAY 98**



## NBA LIVE '97

### CHEAT SCREEN

At the Game Setup Screen enter: L1, X, X, L1, X, Square, R1, X, Square, R1, Circle. This might take you to the Credits Screen. Then press and hold simultaneously: Up+Right+Triangle+Square.

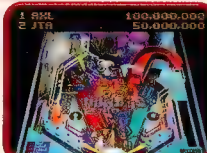
Now, set up an exhibition game, and when you reach the Loading Screen, press and hold: L1+R1+Up+Right+Triangle+X+Square+Circle. Hold these buttons during the entire Loading Screen. If done correctly, you should enter the Hidden Cheat Screen. A list of players will be shown. Depending on which controller you have, change the height of the player by pressing the L1 and L2 buttons. Pressing the Start button will access the "Outdoor Court." Pressing the Up arrow will access Chameleon Mode. Press Triangle and X at the same time and begin your game.

System: PlayStation  
Publisher: EA Sports

## TRUE PINBALL

### TABLE TILT CHEAT

At the Main Menu, choose the Tables Option and then choose one of them. When the table appears, press Down, Right, Up, Down, Right, Left Shift, Right, Down, Down. You will hear some new music, and the introduction music will no longer be playing. From now on, you will not be able



When the table appears with high scores and credits, do the trick.

to tilt the table during play, so nudge the table all you want!

System: Saturn Publisher: Ocean

## SPACE JAM

### HIDDEN OPTIONS

On the Main Menu Screen, highlight the Options and press button A. Now the Game Options should be highlighted. Press and hold the top L and R shift buttons+X+Y+Z at the same time. Now press Start. You will get two new options. Gravity will affect the way your players jump and



Hold the buttons at Game Options to get two new hidden options.

Court lets you choose your stage.  
Joseph Welch; Brooklyn, NY

System: Saturn Publisher: Acclaim

## TUROK: DINOSAUR HUNTER

### MANY CHEAT CODES

On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:

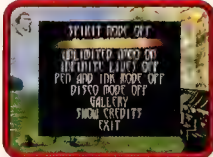
**CMGTSMGGTGS:** This code gives you all of the weapons.  
**BLTTSRRFRND:** The code gives you unlimited ammunition.  
**DLKTDR:** This code gets you the Pen-and-Ink Mode where all of the graphics are black-and-white wireframes.  
**SNFFRR:** Disco Mode (colored strobe lights and dancing enemies that don't attack).  
**FRTHSTHTRLSCL:** Unlimited lives are at your disposal.  
**THBST:** This code cannot be used while in the middle of play. You must exit the game and go to the Title Screen Menu to access the Gallery.



At the title or the Pause Menu, access the "Enter Cheat" Screen.



Put in your desired cheat and then go to "Enter" to activate it.



You'll have a list of cheats to choose from on the Cheat Menu.

**FOTHMGS:** You must exit the game and go to the Title Screen menu to access the Credits.  
**THSSKLSCL:** Spirit Mode (Invincibility and slow-moving enemies). After entering the codes you want, move down to the Enter command and press Start. The result will appear on screen. Press Start to OK the command



Use the most powerful weapons, invincibility, etc. on the first levels!

Now choose "Exit." Back on the Pause Menu, a new option called Cheat Menu will appear. Access this to get another menu which allows you to turn on the cheats you have already entered. Exit when you have finished and start or resume your game to have your chosen cheats activated.

System: Nintendo 64 Publisher: Acclaim

## TRICKS OF THE TRADE

### Game Shark Codes

—by Interact Accessories Saturn Codes

These passwords were provided by Interact Accessories and 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:

Master Code:  
!6000914c305  
960280000000

Andrea! Racing  
Quality In First:  
!60b37860064

NBA Jam Extreme  
Home Team Scores 0:  
!602e4460000  
Away Team Scores 0:  
!602e44a0000

Powerslave,  
All Weapons and Artifacts:  
!608607effff  
Infinite Pistol Ammo:  
!6096196003c  
Infinite M-60 Ammo:  
!608609a001e  
Infinite Flamethrower:  
!60860a20060  
Infinite Ring of Ra Ammo:  
!6060aa006c  
Infinite Manacle Ammo:  
!60860ae0004  
Infinite Health:  
!608608e00c8  
All-Seeing Eye:  
!60518e0001  
All Keys:  
!604a556ffff

Spot Goes to Hollywood  
Infinite Lives:  
!60694c20099  
Have 5 Stars:  
!6066fb40011

### PlayStation Codes

These passwords were provided by Interact Accessories and 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:

Andrea! Racing  
Quality In First:  
801eb35ca39d  
801eb360c9ae  
801eb3740111

(Continued on page 66)

## Game Shark Codes

—by Interact Accessories  
PlayStation Codes

(continued)

### Andretti Racing

Infinite Fuel:  
801eb3a83cf8  
801eca8c3732  
801e01940040  
801e019c0040

### Cool Boarders

High Scoring:  
800182100000  
800182120000  
Extra Tracks:  
8001ef82a0005  
Extra Boards:  
8001ef82e0007

### Ridge Racer Revolution

Extra Cars:  
8001dd2080001  
Course Select:  
801dc9c80707  
Race As Black Car:  
8007c43a000c  
Race As Black Kid Car:  
8007c43a000d  
Race As White Car:  
8007c43a000e  
Race As Black Kid Car:  
8007c43a000f

### Twisted Metal 2

Infinite Armor:  
80187D000098  
Infinite Homing Missiles:  
801882EA0009  
Infinite Lightning:  
801882F40009  
Infinite Napalm:  
801882F60009  
Infinite Remote Bombs:  
801882EC0009  
Infinite Ricochet Bombs:  
801882F20009  
Infinite Power Missiles:  
801882E80009  
Infinite Fire Missiles:  
801882EE0009  
Rapid Fire:  
801882FE0000  
Infinite Specials:  
801882e60009  
Infinite Specials P2:  
80188af00009  
Infinite Homing Missiles P2:  
80188afe0009  
Infinite Lightning P2:  
80188b080009  
Infinite Napalm P2:  
80188b040009  
Infinite Remote Bombs P2:  
80188b000009  
Infinite Ricochet Bombs P2:  
80188b060009

(continued on page 67)

## THE CROW: CITY OF ANGELS

### MULTIPLE CHEATS

Access the Continue Option from the Title Screen. The "Enter Password" Option will appear. Now you can enter any of these level codes:

**Pier:** Triangle, X, Triangle, Triangle, Circle, Square, Triangle, Square, X, Circle.  
**Boat:** X, X, X, X, Triangle, Square, X, X, X, Circle.  
**Tom:** Triangle, Circle, Triangle, Circle, Square, Triangle, Triangle, Circle, X, Circle.

**Grave:** X, Triangle, X, Triangle, Square, X, X, Triangle, Square, Circle.

**Church:** Triangle, Triangle, Triangle, Triangle, Circle, Square, Triangle, Square, Circle.  
**Day o' Dead:** X, Triangle, X, Triangle, Square, Circle, X, Triangle, X, Square, Circle.

**Club:** Triangle, Circle, Triangle, Circle, Circle, Triangle, X, Circle, Square, Circle.

**Tower:** X, X, Circle, X, Square, Square, X, Triangle, Triangle, Circle.

**Borderland:** Triangle, X, X, X, Circle, Square, Triangle, Square,

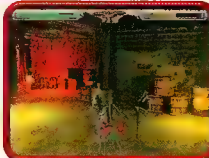


After entering Debug Mode, you will get coordinates on the screen.



Giraffe Mode will give your character and all others long necks!

Triangle, Circle.  
**Final:** X, X, X, Circle, Square, Square, X, X, Triangle, Circle.  
The next set of codes are fun ones. Just enter them on the Password Screen:  
**Debug Mode:** Square, X, Square, Circle, Triangle, Triangle, Circle, Square, X, Square.



Stickman Mode will thin out your player and all of the enemies.



FMV Select gives you a menu to watch all of the video in the game.

**Stickman Mode:** Triangle, Triangle, X, Square, Circle, Circle, Square, X, Triangle, Triangle.  
**Giraffe Mode:** X, Circle, Triangle, Circle, Square, Square, Triangle, Circle, X, Circle.  
**FMV Select:** Triangle, Triangle, Circle, Circle, Circle, Circle, Circle, Triangle, Triangle.

System: PlayStation Publisher: Acclaim

## BUBBLE BOBBLE

### THUNDER BUBBLE GLITCH

At the Title Screen, do the debug code (Down, Up, Down, Up, Right, Down, Left, Down, Up, Down). While in the game, press R2 to bring up the Debug Menu. Go to map 63 and then press L2. You will appear on stage 100 where there are Thunder Bubbles. Press R2 again and go back to map 0 and press L2 to go there. The



Use the debug cheat to get to 100. Then exit back to the first stage.

thunder bubble icons will follow you to the beginning! Now you



You'll be warped back to the beginning with the thunder bubble icons!

can easily beat the game!  
B.J. Vosti; Arroyo Grande, CA

System: PlayStation Publisher: Acclaim

## TUROK: DINOSAUR HUNTER

### ROBINS CHEAT

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter **RBN5MTH**. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited



At the Pause Menu, go to the Cheat Menu. Put in the RBN5MTH code.

ammo, all weapons and even a new, Big Head Mode, where many



You can now access multiple cheats including a new Big Head Mode!

of the enemies in the game have huge heads and lower voices!

System: Nintendo 64 Publisher: Acclaim

## SUPER PUZZLE FIGHTER II

### HIDDEN CHARACTERS

These tricks will give you the character codes for the Saturn version of Super Puzzle Fighter II. To do this, just go to the Player Select Screen, highlight Morrigan and hold the Start button. After that, enter the following codes as shown to access each character:

For **Akuma** press: Down, Down, Down, Left, Left, Left and then any button.

For **Dan** press: Left, Left, Left, Down, Down, Down and then press any of the buttons.

For **Devilot** press: Left, Left, Left, Down, Down, Down Then press any of the buttons when the timer reaches "10."

For **Hsien-Ko's Paper Talisman** move the cursor to the right one square and then press any button.

For **Anita** move the cursor to the right two squares and then press any button.

**System:** Saturn  
**Publisher:** Capcom

## THE INCREDIBLE HULK

### LEVEL PASSWORDS

These codes will help you through the game. Just highlight the Password Option on the Main Menu and access it. Now enter the following codes to get to different levels of the game:

**Level 2:** 803EE0C530

**Level 3:** 808E0F0802

**Level 4:** 000026B698

**System:** PlayStation **Publisher:** Eidos



Enter the level password under the New Game Option as shown.

**Level 5:** 40074DFF12

Krista Mullinix; Aberdeen, NC

## DONKEY KONG COUNTRY 3

### PLAY WITH BLOCKS

On the "Game Over" Screen where the blocks play a little tune, wait until the song is over and then press any of the buttons (L button, R button, A, B, X or Y) to make the blocks jump and play sounds. Each button controls one of the blocks. Rapidly pressing one of the buttons will make that block



After the song finishes, press L, R, A, B, X or Y to play your own tune.

rise higher. Make your own tune! Josh Nickerson; Homer, LA

**System:** Super NES **Publisher:** Nintendo

## TRICKS OF THE TRADE

### Game Shark Codes

—by Interact Accessories  
PlayStation Codes  
(continued)

#### Twisted Metal 2:

Infinite Fire Missiles P2:  
80188af0009  
Infinite Power Missiles P2:  
80188b020009  
Infinite Armor P2:  
801885140096  
Extra Vehicles:  
80180d040101

#### Warhammer

Infinite Cash:  
800d09202701

#### WipeOut XL

Infinite Energy:  
300945290001  
Track Select:  
801fe4d20001  
Piranha Team:  
801fe4ac0100

Look for more Game Shark codes in the next issue of Electronic Gaming Monthly!

"You idiots. That was our village!"



31 puzzling new levels. 5 bewildering worlds. 3 burly Norsemen too stubborn to ask for directions. Runs aground Spring '97.



Licensed by Nintendo, Nintendo Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo DM. All other trademarks are the property of their respective owners. © 1997 Interact Accessories Productions and Silicon & Synapse. All rights reserved. The Lost Vikings and Vikings are trademarks of Interact Accessories. All rights reserved. Electronic Gaming Monthly and Interact Accessories are trademarks of Interact Accessories. All rights reserved. All other trademarks and copyrights are the property of their respective owners.

Exclusive distributors: 800-568-9600





# WORLD DOMINATION IN A BOX

## COMMAND & CONQUER<sup>®</sup>

FOR SEGA SATURN™ AND SONY PLAYSTATION™

- PlayStation™ version features all of the original C&C missions plus 6 extra levels and all of Covert Operations™
- Saturn™ version features all of the original C&C missions and a sound track that has been recorded in Red Book Audio for superb stereo sound
- Both versions have fast paced game play scrolling at 60 frames per second
- Cinematic movie scenes put the player in touch with the action

AT RETAILERS EVERYWHERE OR CALL 1-888-VIECOM1



Over 40 missions in two CD-ROMs



Dozens of classic and action music



The ultimate strategy game

**Westwood**<sup>™</sup>  
GAMES  
[www.westwood.com](http://www.westwood.com)



SEGA SATURN



Microsoft and the Westwood logo are Microsoft Corporation trademarks.



*"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."*

- PC GAMER



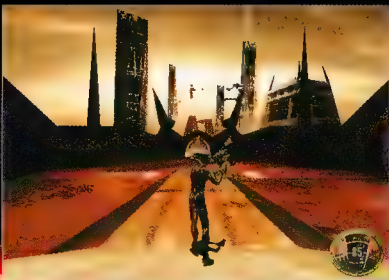
*"The ability to zoom in from a mile away within the sniper mode is remarkable."*

- ELECTRONIC GAMING MONTHLY

# THE WORLD WILL END IN 1999. THE

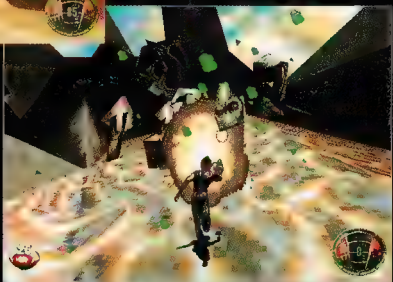
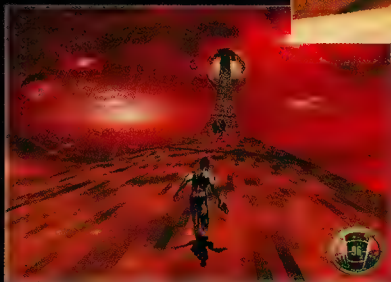
*"One of the most innovative games ever created."*

- GAMEFAN

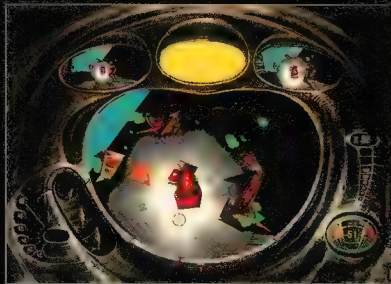
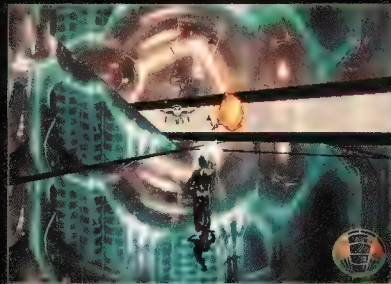


*"...we could be looking at a 1997 Playstation game of the year..."*

- GAMEFAN



Created by Shiny Entertainment, Inc. © 1997 Shiny Entertainment, Inc. MDK is a trademark of Shiny Entertainment, Inc. All rights reserved. Artwork and design © 1997 Playmates Interactive Entertainment Inc. PIE™ is a registered trademark of Playmates Interactive Entertainment Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.



Your planet is being bulldozed by the ton. Alien controlled mobile mining cities are strip-mining the earth's surface overrunning and crushing anything in their path...Unless you can stop them.

# BATTLE TO SAVE IT WILL BEGIN SOON.

- Fully 3-D rendered graphics unlike anything you have ever before seen.
- Over 60 arenas spread out over 6 cities.
- Never before seen "sniper mode" that allows you to zoom in on the enemy and pick it off with astounding accuracy.
- The most sophisticated enemy artificial intelligence ever created. Fully reactive "smart enemies" think, listen, and communicate in a calculated assault on your life.
- An arsenal of totally innovative weapons

and equipment including:

- A helmet-mounted sniper rifle that targets enemies from over two miles away.
- A living polymer suit that protects from piercing projectiles.
- A high-tech reusable parachute.
- Bombs... decoys... homing sniper grenades... and many more.
- Two styles of adrenaline-pumping game dynamics featuring first and third person point of view.



**IT THINKS. THEREFORE IT KILLS.**

<http://www.playmatestoy.com>

**Shiny**  
TOYS

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





# TEKKEN 3

## NEW MOVES & CHARACTERS



**SIDE-STEPPING**  
By tapping Up or Down, you can side-step out of the way of incoming blows.



**ON-GROUND KICK-OUT**  
Press Down+Kick to kick out at the enemy while you're on the ground.



**KICK THROWS**  
Like back and front throws, you can grab from the side to do a side throw.



**BACKFLIP**  
By pressing Up+Back, some characters can perform a backflip move.



**FINALITY**  
Also, certain characters can push others away by pressing Forward twice.



**INSTANT GET-UP**  
If you hit any button as soon as you hit the ground, you will instantly get up.



## EDDY GORDO

His name was last reported as Rally Jackson (which does sound better). Eddy is the final addition to the roster of regular fighters. This dancin' man really shows off the lengths you can go with motion-capture technology—having Eddy do all sorts of Spin Kicks, Breakdancing Whirls and Helicopter Spins. Kicks are his strong point and nearly all his special attacks can link right into one another.





# HEIHACHI MISHIMA

The leader of the Mishima financial group has honed his crushing skills for the past 20 years and is ready for anyone to take him on. Now with gray in his hair and goatee, he is more refined and faster. His normal Foot Stomp channels lightning into his opponent. Most people when reaching Heihachi will think they are obtaining their character's mid-Boss. This is not the case however; he is the first Boss before you face Ogre.



Heihachi is back in the limelight. This time he is faster and shoots out more lightning than before.

# THE MID-BOSS MYSTERY...

It seems right now that you just fight Heihachi and both Ogre's forms. Rumor has it that the mid-Bosses are active by doing something special (like no continuing or win the sixth battle with only 5 percent health).

Current known mid-Bosses:

Julia Chang  
Brian Fury  
Kuma



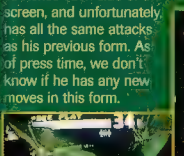
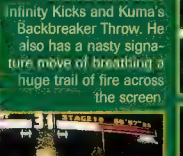
**TIME RELEASE** Just like Tekken 2 in the arcade, Tekken 3 has the time release feature, letting the Bosses and mid-Bosses become playable.



# OGRE

In his first form, Ogre contains many characters' moves from Tekken 2, such as Kunimitsu's Knife Stab, Anna's Low Unblockable, Lee's Infinity Kicks and Kuma's Backbreaker Throw. He also has a nasty signature move of breathing a huge trail of fire across the screen.

After absorbing Heihachi's soul, Ogre becomes one mean-looking monstrosity! His arm range is doubled, has a wingspan that stretches each side of the screen, and unfortunately, has all the same attacks as his previous form. As of press time, we don't know if he has any new moves in this form.



Ogre fights with many older fighters' special moves and throws, and can also breathe fire!



When Ogre loses the first time, he absorbs Heihachi's soul.

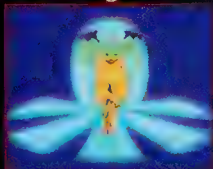
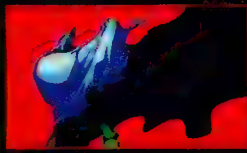
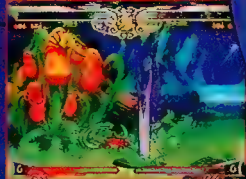
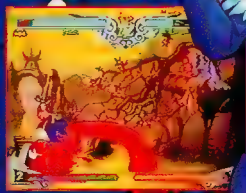
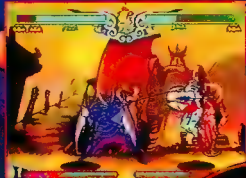
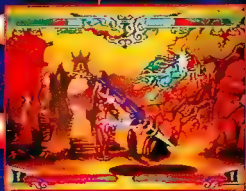
He's a real ugly one, all right. Ogre's second form really puts Devil Kazuya to shame!



# DARKSTALKERS

## JEDAH'S DAMNATION

### Nightfall Is Upon Us Once Again



A dark and foreboding voice declares, "All living and dead souls should merge with me! That is your only hope for ultimate salvation!" And so the call goes out, and the gala of the Darkstalkers is held once again. Jedah, the Messiah of Darkness, summons all

the worthy spirits to the battlegrounds known as the "Damned Dimension" to fight for their survival.

DarkStalkers: Jedah's Damnation, is the third part of the DarkStalkers series, Capcom's famous monster fighting games which utilize a modified Street Fighter II fighting game engine. This time, 15 characters gather for a huge monster brawl.

Four of the fighters are brand-new to the series. They include Lilith, the Lost

Child of the Lust; B.B. Hood, the lovely bounty hunter; Q-Bee, the ghostly insect and Jedah, the Messiah himself.

DarkStalkers: Jedah's Damnation shows off some of the flashiest fighting gameplay yet. Some of the special attacks will probably put other "loud"

Capcom fighters to shame. Forget about Marvel Super Heroes or X-Men vs. Street Fighter.

DarkStalkers 3 is here to take the title of the wildest 2-D fighter yet.

Stay tuned to future issues of *EGM* for more updates on this hot new game, including any news on what home systems may get treated to this potential hit.



With 15 characters, loads of special attacks (that all look amazing, if not overdone) and the SF engine, it's a fan's dream!





# What's New in DarkStalkers 3?

## Mysterious "Dark Force" Powers



Every fighter can perform a unique Dark Force attack. After a flash of light appears, players are transported to another dimension, where the attacker gains special abilities for a short period.

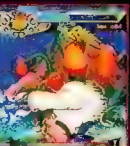


We don't know much about the Dark Forces yet, but they are, without a doubt, visually impressive.



## No-Round Combat

When you are defeated and lose all of your health, you immediately pop right back up to fight the next round. No pauses between rounds equals no breaks in the action.



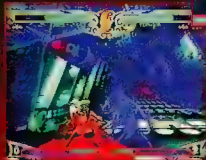
DarkStalkers 3 should be nonstop action.

## Jedah

The organizer of this big party has a giant scythe, giving him that certain lovable Reaper look. Watch out for his quick and far-reaching slash attack.



Jedah can pull opponents into hell for a torturous 10-hit attack by the hands of nameless souls.

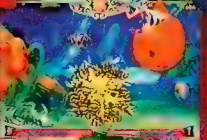


## Q-Bee

Q-Bee (Queen Bee?) is able to summon large swarms of killer bees to aid her attacks. These bees surround the opponent and dish out several hits.

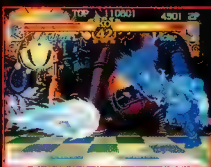


DarkStalkers 3 is full of quirky attacks. You won't see anything like this move (right) in a Street Fighter game!



## DarkStalkers 3 for the Home Systems?

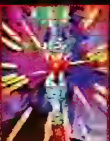
The PlayStation had the original DarkStalkers, while the Saturn got the sequel, Night Warriors. Who will get DarkStalkers 3? Capcom won't make an official announcement until E\*. We'll let you know as soon as possible.



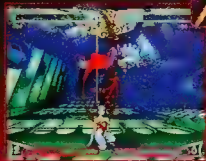
Chances are we'll see DarkStalkers 3 for both the PlayStation and the Saturn.

## Lilith

Lilith has one special attack where her unfortunate opponent becomes a human (or monster) arrow in her giant bow and gets fired off for some serious damage.



We're not sure why the good folks at Capcom called Lilith a "Lost Child of the Lust." Maybe we shouldn't ask...



## B.B. Hood

This Uzi-toting cute Red Riding Hood wanna-be is no slouch in combat. She has a little puppy companion; we are not yet sure if he gets involved in combat.



B.B. Hood has a standard Uzi shot and an obviously more powerful rocket launcher attack. Don't let her looks fool you.



What about the black sheep powerhouse, Nintendo 64? We told you, wait until E!!!!





# The Battle Has Only Just Begun!



## BATTLE ARENA TOSHINDEN

Based on the smash-hit video games available on the PlayStation™2 & Sega Saturn™!

One year ago, the battle between Master Swordsman Eiji Shinjo and the infamous Gaia was interrupted by agents of "The Organization." Now, the ultimate battle between the greatest fighters in the world will finally be decided. Two Versions Available: Uncut Version & Edited for Younger Viewers

**\$19.99 each\***

**BLOCKBUSTER  
VIDEO**

### Make It A BLOCKBUSTER Night®

Available at all participating stores

For the BEST in Japanese Animation  
Call the

**MANGAMANIA™**

CLUB OF AMERICA

1-800-626-4277

Website: <http://www.centralparkmedia.com>

MANGAMANIA

\*Suggested Retail Price. Price varies by region in Canada. Copy: 30 mins. 48 minutes e.s.m. Directed. Contains violence and language. Parents' discretion advised (Uncut version). Contains mild violence. Suitable for most audiences. (Edited version). ©1997 Central Park Media Corporation. Company names shown in the Gaia appears courtesy of Jippon Corporation, Inc., Japan. U.S. Manga Corps, and Joga, are trademarks of Central Park Media Corporation. MANGAMANIA is a trademark of Central Park Media Corporation. Sega is registered in the U.S. Patent & Trademark Office. Sega Saturn is a trademark of Sega. © 1996 Sega, P.O. Box 8007, Redwood City, CA 94063. All other names, titles and design and MANGAMANIA BLOCKBUSTER VIDEO are registered trademarks of Blockbuster Entertainment, Inc., Ft. Lauderdale, FL 33301. All rights reserved.

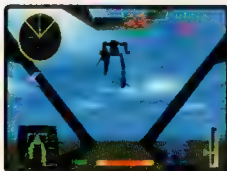


THE ALL-NEW MECHWARRIOR® 2  
ARCADE COMBAT EDITION HAS ARRIVED.

## REBUILT FROM THE GROUND UP.

MechWarrior® 2 is here. Featuring true 3-D simulator styling, yet customized for the console. It's the first combat simulator totally redesigned to bring you ultra-fast shooter-style gameplay. From #1 in its class — to #1 at hauling chassis, its groundbreaking design leaves PC ports behind. No wonder the all-new Arcade Combat Edition of MechWarrior® 2 is turning heads — into shrapnel.

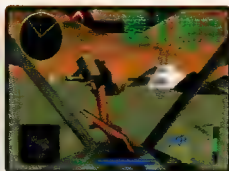
ACTIVISION PRESENTS  
**MECHWARRIOR® 2**  
31ST CENTURY COMBAT



*48 missions with awesome power-ups including Stealth and Invincibility!*



*Ultra-fast gameplay packed with lethal missiles and Mechs®!*



*Advanced tactical artificial intelligence and stunning 3-D texture-mapping!*



*The official site is your assurance that this product meets the highest quality standards of Sega.™ Buy games and accessories with this site to be sure that they are compatible with the Sega Saturn™ System.*

## SIDE-SCROLLING MAYHEM

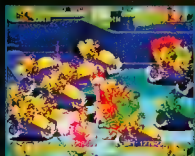
Continuing their tradition of releasing wild and flashy fighting games, Capcom is bringing to arcade gamers what is probably the strangest side-scrolling fighter yet.

Battle Circuit is a one- to four-player action game that should have Final Fight fans drooling. The battles take place on a wide field, and the mayhem starts when literally dozens of enemies appear on the screen at the same time with no slowdown. You can select one of four truly unique characters, like Yellow Iris (an aggressive, yet passionate Spaniard), Captain Silver (a Russian master of Tech-combos), Pink Ostrich (a battling ostrich and a girl), Alien Green (a mysterious *Little Shop of Horrors*-esque plant creature) and Cyber Blue (a fun-loving all-American).

Each character has a "Battle Download" feature, which enhances all team members' powers for a short while. And since each character is also a cyborg, you can buy new special enhancements at a cybersoftware shop between rounds. By picking up coins from

fallen foes, or by earning rewards for finishing the missions, you can save up to buy new and unique powers to use in battle.

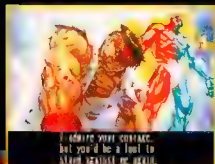
So far, Capcom doesn't have any plans to bring this title out on a home console (but things can always change as they do in this industry). Look for this crazy side-scroller in your local arcade.



Who can deny the popularity of such Final Fight games like the Double Dragon series, or Alien vs. Predator, or Guardian Heroes, or, well, Final Fight? From early looks, Capcom has captured the magical, intense formula that made all those games so popular.



## GILL



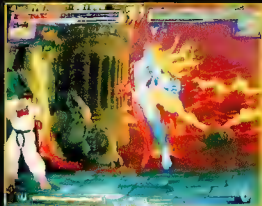
Having finally been able to play a more complete Street Fighter III, we've managed to encounter the final Boss, Gill. He is the only Boss character too, which is quite a step back for Capcom. Still, you will quickly find Gill to be the hardest, if not cheapest, end Boss you've ever faced in the Street Fighter series—next to Super Akuma, that is.

Gill only has one Super Art, and it's all he needs: Resurrection. Should he be drained too low on life, he can regain it all in one stroke. So, in order to beat him, you have to be sure to not let his attacks touch you, or he'll be nearly invincible. Your only other hope is to knock



Gill can smash you with either his flashy flame attacks or his vicious freezing attacks. Add to that the cheapest Super Art ever made, and you've got trouble.

him out of his Super Art before it recharges him, but you have to anticipate when he'll use it, and stay close at all times. Gill plans to use his powers to dominate the world, so we at EGM wonder what happened to M.Bison and his cronies. We'll have to wait and see...



When Gill gets his health drained too low, he'll unleash his Resurrection Super Art.

NEW GENERATION  
FINAL BOSS UPDATE

# Proof That Demons Do Exist

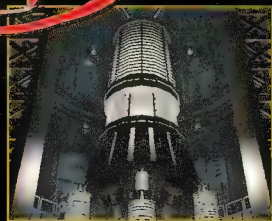
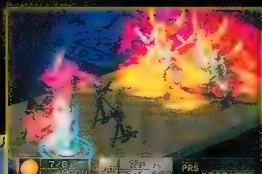
In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

## SPECIAL FEATURES

- Based on the ultra-popular, mega-hit, Megami Tensei series in Japan: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful "Persona"
- Fight your way to one of many endings

# Persona



ATLUS



Persona<sup>™</sup> is the first chapter of the  
**REVELATIONS**



AMUSEMENT  
SHOWCASE  
INTERNATIONAL

FORMERLY KNOWN AS  
THE ACME ARCADE SHOW

ACCLAIM MAKES SOME  
MAGIC OF THEIR OWN

This is the rebirth of Acclaim Coin-Op. In case you don't know, neither NBA Jam Extreme nor Batman were programmed by Acclaim. Magic: the Gathering



Armageddon (working title) uses a roller ball, and allows you to teleport, create creatures as well as blast creatures and your opponent. Although the characters weren't varied (every character has four creatures) and things can get a little confusing at first, this game has a hell of a lot of potential!



KONAMI REVEALS MORE "COBRA" GAMES

PF573

With an early name of Polygon Fighter SKU 573, this game looks like it could easily smash Virtua Fighter, Tekken and all the rest (not counting game-play of course). There are seven characters as of press time, and Konami's got several styles present as well!



All effects are incredible, including the background!



HIBIKI WATARU



KONGOUJI



LEE SUNSHIN



OHOTORI



SAOTOMI



SHIN KUE



SHO FU



Cobra Racing will be the best-lookin' driver around!

RACING JAM

We, as arcade addicts, are used to Sega, Namco and other companies' huge, deluxe driving simulators.

Well wake up, because this one looks as realistic as you can get. Definitely look forward to more coverage on this hot item.



SAMURAI 64 WILL SOON BE SLASHING

There was a short tape of Samurai Shodown 64 shown at the Japanese AOU show, but it showed no gameplay. The tape shown at ASI wasn't much longer, but it did have a few more minutes including some very early game footage. Not only are the playfields 3-D in nature, but the graphics are highly improved. Operators might be worried that SNK will drop their previous system immediately, but there are new games scheduled for the old system.

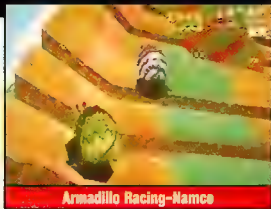


We finally get our first glance of gameplay!

SO JUST WHAT THE HECK WAS AT ASI?

ASI was not a huge show. There was no new MK4 news (in fact Midway only had games we've already covered). However, the strongest booths at the show were Konami and Sega. Konami had three new projects: GTI Club, Hang Pilot and Op. Thunder Hurricane, plus the excellent Cobra tape. Sega had House of the Dead (AWESOME gun game), Top Skater (a deluxe skateboarding game), Super GT (Sega's awesome new Model 3 driving game) and a surprise—Hummer (a new Gunblade-style gun game). Namco showed the

95 percent version of Tekken 3 including Eddy Gordo, Heihachi and the end Boss "Ogre." They also had an awesome racing game called Armadillo Racing. Using a trackball, you guide your armadillo through a maze—EXTREMELY COOL! Microsoft made a bigger splash at this show with a plane simulator by Inner Workings. Microsoft could very well rule arcades as it does the rest of the world with games like Plane Crazy on the front lines (mainly because the equipment's so darn cheap!).



Armadillo Racing—Namco



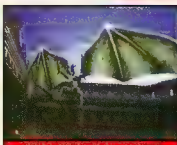
Plane Crazy—Inner Workings



Op. Thunder Hurricane—Konami



Hummer—Sega



House of the Dead—Sega



Top Skater—Sega

# Bring it...

MORE THAN 50 DUNK ANIMATIONS.

MORE THAN 10 CAMERA ANGLES & DOZENS  
OF PLAY OPTIONS.

RUN-N-GUN WITH 1-4 PLAYERS ON PC,  
1-8 PLAYERS ON PLAYSTATION.

CREATE PLAYERS & CUSTOMIZE YOUR TEAMS.

64 TEAMS & STADIUMS TO CHOOSE FROM.

TOP 20 NATIONAL CHAMPIONSHIP TEAMS OF  
ALL-TIME.

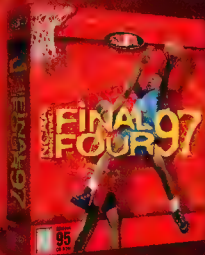
PLAY CALLING ON THE FLY.

REAL STATS.

GET WIRED WITH ONE  
CLICK TO OUR WEBSITE.



# ...dunk YOU VERY MUCH!



THE ONLY HOOP GAME  
THAT FEELS AS GOOD  
AS IT LOOKS.

AVAILABLE IN MARCH



©1997 Mindscape, Inc. All rights reserved. Mindscape is a registered trademark and Mindscape Sports Advantage and the NBA logo are trademarks of Mindscape, Inc. The NCAA and Final Four are registered trademarks of the National Collegiate Athletic Association and are used under license by Mindscape, Inc. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, and mascots associated with the universities are the exclusive property of the respective universities. Windows is a registered trademark of Microsoft Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All purchases necessary. Available in PC or other PC cases. Open to legal residents of the U.S. and Canada. Sold in Province of Quebec, State of New York, State of Florida, and wherever prohibited by law. The sweepstakes begins March 1, 1997 and ends February 28, 1998. Come to our site for the official rules. All other trademarks and registered trademarks are the property of their respective holders.



#### HYDROFOIL MODE:

Approx. height above ocean surface: 96'

#### SURFACE WEAPONS:

- 2.75' Shrike homing missiles
- 2.75' Blowpipe heavy rockets
- 2.75' F-90 cluster munitions
- 2.75' M261 40mm rotary cannons
- 2.75' M261 40mm rotary cannons

#### AIRBORNE WEAPONS:

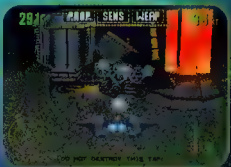
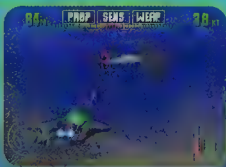
- 6" Mark-60 Thrasher torpedo
- 6" Mark-65 Moray torpedo
- 6" Mark-68 Barracuda homing torpedo

**A killer submarine.  
A deadly hydrofoil.**

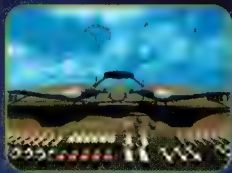


#### SUB-SURFACE MODE:

Hull pressure resistant to 1100 meters







2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blockaded by

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype

Forged for war. Built for speed.

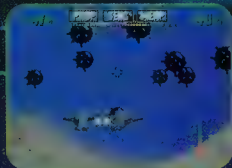
Ready for destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...  
**COME HELL AND HIGH WATER**



# TIGERSHARK™

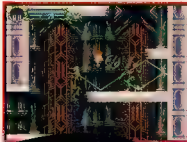
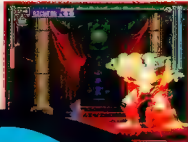
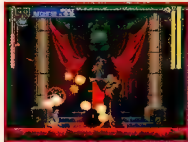
THE PERFORMANCE OF THIS PRODUCT HAS BEEN OPTIMIZED FOR USE WITH INTEL'S MMX™ TECHNOLOGY

Tiger Shark™ © 1997 e-Space, Inc. All Rights Reserved. Created by e-Space, Inc. Distributed by GT Interactive Software Corp. Microsoft® and Windows® are registered trademarks of Microsoft Corporation.

PlayStation™ and the PlayStation Logo™ are trademarks of Sony Computer Entertainment, Inc. GT™ is a trademark and the GT Logo® is a registered trademark of GT Interactive Software Corp. e-Space™ and the

e-Space Logo™ are trademarks of e-Space, Inc. MMX™ is a trademark of Intel Corporation. All other trademarks are the property of their respective companies.

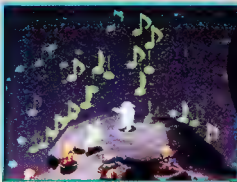
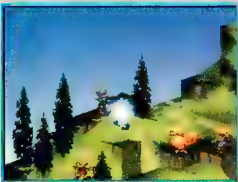




By Stuart Levy and Ed Semrad

**A**s one would gather from the name, the Tokyo Toy Show is the one big event in Japan where buyers from all around the world gather to see what will be the next "Tickle Me Elmo" toy. Besides toys, the major buyers are also checking out the newest Christmas games. That's where we come in. Having heard that there was more to the show than what was being displayed, our editors were able to track down the *real* game show. And what we discovered was a very exclusive preview that only a small group of selected Japanese editors were

Final Fantasy Tactics-Square



'97

# TOKYO TOY SHOW

**Sony of Japan confirms PlayStation upgrade for 1997!**

able to see. What follows is a condensed list of games that either are committed to come out here in the States or are titles that are currently in negotiations for the U.S. rights.

**Sony:** Besides the current titles that are ready to ship, one game that caught our eye is the rumor of a possible system upgrade. Q-Mann calls it the PlayStation C and when we mentioned that name, everything got very quiet. What followed was an official "no comment" to all of our questions, but in the Japanese way of smiles and nods, the staff was able to say something by not saying anything. In addition, the Japanese

third-party developers we talked to confirmed what Q-Mann has been saying all along—that **SOME** of the new games are already being created with the special programming code that will make those games PlayStation C compatible. Bottom line, an upgrade will happen in 1997. The formal announcement will either be made at E<sup>3</sup> or at the upcoming Japanese PlayStation show. Watch for our exclusive coverage of the game show next issue.

Way Slurm-Taito



**Sega:** Like Sony, Sega officials had no official comment on their new 64-Bit Eclipse hardware. They did admit that they will be ready with a new system when Sony announces their 64-Bitter. As



Doraemon-Epoch

Cyborgs-Capcom

Indy 500-Tomy

Gundam-Bandai

Metal Slug-SNK



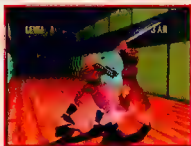
## AT THE END OF YOUR ROPE?

VideoGameSpot is here to help you. We are your guide to the eye-popping world of video games. Our multi-step, online program of reviews, previews, video demos, news and clips on all of the latest video games and console platforms gives you the information you so desperately need. We'll challenge you with the best tests, motivate you with through stories and news, and even let you share your own opinions on our award-winning forums.

VideoGameSpot is in your hands. You're in control.

**videogamespot**

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



# “Sega will be ready with their 64-Bit game system when Sony announces their PlayStation 2.”

far as new games, Sega has Virtua Fighter 3 characters up and moving on a “modified” Saturn. The modifications have yet to be shrunk down to a plug-in board for the cartridge slot, but that should be ready in another month. The other major game will be a conversion of the coin-op Last Bronx.

**Square:** Now with almost 3 million copies of Final Fantasy VII sold in Japan, Square has just released Bushido Blade. Sony U.S. will bring it out over here later this year. The same for Final Fantasy Tactics and Tobal 2.

**Capcom:** The major news was that their pro-

special cartridge). However, now with the PlayStation C soon to become a reality, Capcom could have the game ready for the launch of the upgrade. The only thing that would slow this down is whether Capcom would want to put their SEIII up against Tekken 3 this fall.

**Namco:** Ace Combat 3 was finished and ready to ship. It will be here in the U.S. this fall along with Xevious XG and Time Crisis (with a new light gun). The conversion of Tekken 3 to the home is already under way and with the new PlayStation C this fighter should be a direct port.

**Konami:** With Castlevania X in the stores,

SNK still would not comment on whether a home system version would be available this year.

**Hudson:** Their graphically impressive Nintendo 64 fighter—Dual Heroes was finally playable and it shows promise. It still is too early in development to comment on so we’ll have to wait another month. The rumor we hear is that Hudson U.S. is starting up again and this could be the title that brings them back.

**Video Systems:** Well known for arcade games, Video Systems has put the finishing touches on the Nintendo 64 home version of their arcade shooter Sonic Wings Assault. It reportedly has

Fighters Impact-Taito



Goemon-Konami



Ace Combat 2-Namco



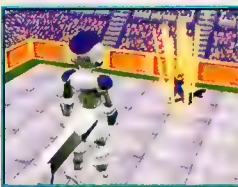
X-Men vs. Street Fighter-Capcom



Last Bronx-Sega



Dragonball GT-Bandai



**Goemon 5** (Mystical Ninja) for the Nintendo 64 should be their next major release. Sources here tell us that it should also be available in the U.S.

**Taito: Fighter's Impact** for the PlayStation should be out in the stores in Japan within the next few weeks. It was a

strong arcade fighter so watch for a U.S. version by the end of the year.

**Human:** The long-awaited Nintendo 64 version of Human Grand Prix has just been released in Japan. Since Ubi Soft will bring the cart out here in the U.S., watch for a detailed Next Wave in next month's issue.

**SNK:** The PlayStation and Saturn conversions of their popular arcade games have been selling well in Japan. Metal Slug is next on their list of games to do but neither Sony nor Sega have acknowledged this title for the U.S. There has been a new tape prepared showing more Samurai Shodown 64 (arcade only) gameplay but

been picked up by a U.S. publisher and we will be covering this title more in the coming months.

**Tomy:** Best known for their line of toys, Tomy is moving full speed ahead on a PlayStation racing game called Indy 500. It will be out in the stores in Japan by the time the actual race takes place and from what we saw, this should be one fine sim. Negotiations with several U.S. publishers are under way.

**Bandai:** Dragonball fans will have something to be happy about as Bandai is roughly half finished with a new PlayStation game appropriately called Dragonball GT. Besides this surprise game they also will have Gundam the Battle Monster out in the stores next month.

Next month our editors are going back to Japan to get the official word on the above games when they will all be officially debuted at the Tokyo Game Show. We were able to get a copy of the show's floor plan and from what we could tell, Capcom, Namco, Konami, Sony, Sega and Warp will all have huge booths so they probably will have a few secret projects ready to show. As usual, our editors will be there in force, cameras loaded and taping everything.

Don't miss our exclusive coverage of this major game show next month!

grammers are hard at work on converting the arcade game X-Men vs. Street Fighter. While only about 15 percent complete, two of the characters were playable on one level. It is on the U.S. schedule so we should see a late fall release. Nothing was available for Street Fighter EX nor the compilation SF discs, but Cyberbots (for Saturn only) is out in the stores and we should have a full Next Wave next month. When we mentioned Street Fighter III there was no comment. From what we were able to determine, the problem seems to be with the hardware. The PlayStation can not handle the game and there are strong rumors of a Saturn-only game (with



Human Grand Prix-Human

Dual Heroes-Hudson

Alundra-Sony

Sonic Wings Assault-Video System

Tobal 2-Rare

# Sweet Dreams.

In the nightmarish world of the Swagman, members of the Dreamflight are being held captive. The twins Zack and Hannah need your help to make the night safe again for happy dreams.

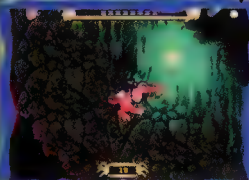
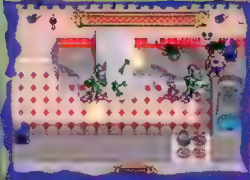
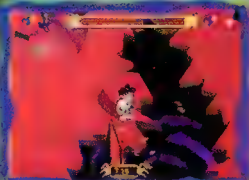
Explore the eerie house of the real world and learn the bizarre secrets of the dream world with Zack and Hannah in 6 massive levels of adventure with 16 graphically intense 3-D settings.

"Swagman is eye-popping!"

-GameFan

"Swagman's dream-like graphics and involving gameplay will capture the player's imagination!"

-PS Extreme



# SwagMan

EIDOS  
INTERACTIVE

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

SWAGMAN, CORE and Eidos Interactive are trademarks of EIDOS, PLC. © 1997 EIDOS. The ratings icon is a trademark of the Interactive Digital Software Association, Eidos Interactive, 303 Sacramento St., San Francisco, CA 94104.  
For Swagman hints and tips: CALL 1-800-77EIDOS \$.95 per minute / Must have touchtone phone / If under 16, must have parent's permission

COVER STORY



# FINALIZING THE FANTASY

**E**very month that goes by is another month closer to the September release date of Final Fantasy VII here in the States. Continuing with our coverage of this year's most anticipated RPG, EGM has tracked down the U.S. producer of Final Fantasy VII for SCEA, Seth Luisi and asked him about the latest developments and other key concerns in the translation of this epic RPG.



**EGM: How long will the translation process take?**

Seth Luisi: Sony Computer Entertainment America is working very closely with Square on the translation and localization of Final Fantasy VII for the U.S. market. Currently, all text translation is being handled by Square Soft, Inc., in Costa Mesa, Calif., and a group of skilled programmers at Square Japan are undertaking the localization process. Square began translating the in-game text for Final Fantasy VII last November, as soon as they received the final text for the Japanese version. The U.S. version will be finished in time for its Sept. 7 release.

**EGM: What is the most difficult aspect of translating a game such as Final Fantasy VII?**

SL: Usually, the most difficult aspect of translating an RPG is making the direct Japanese-to-English text translation read correctly in English. The sentence structure and grammar rules for the Japanese language is very different from English; as such, it is very difficult to make the translation seem as though it was originally written in English. Also, the names of items in the game may not have a direct English translation. Square is very skilled in the translation process and FFVII will be a testament to that quality.

**EGM: How many people are directly involved in the U.S. side of the production?**

SL: There are approximately 50 people working on the U.S. translation of Final Fantasy VII.



**EGM: As a reference point, how many were involved for Wild Arms and Beyond the Beyond, which are also RPGs?**

SL: Beyond the Beyond involved four production personnel directly working on translating the game. With Wild Arms, we had a much tighter schedule, and so we had seven people working on the translation. These numbers do not include the numerous game testers who are always vital in game development.

**EGM: There has been some controversy regarding certain mature aspects of the game. Will Sony censor the game in any way for the U.S. audience? If so, what specifically?**

SL: Sony Computer Entertainment America has always maintained its intent to preserve the "greatness" of Final Fantasy VII. It is a masterpiece, a work of art, and we have every intention of keeping the integrity of Square's work intact.

**EGM: What are the Sony guidelines that have to be followed when judging mature or inappropriate content?**

SL: There are no "guidelines," per say. Sony Computer Entertainment America is one of many companies that honor and abide by the guidelines set forth by the ESRB (Entertainment Software Ratings Board), an independent organization responsible for evaluating and rating entertainment software products.

# FINAL FANTASY VII







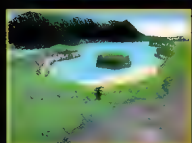
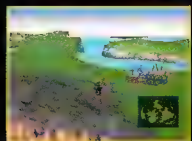
**THERE IS NO SUCH THING AS A TWO-GAME GARAGE.**

Lose the pretenders. Rage Racer™ is the king of speed. Nothing captures the realism of street racing like it. Rage Racer is not some retread. It's brand new from the ground up. But please, don't take our word for it. Take one lap. Then you'll know why *Game Fan* calls Rage Racer "the greatest racing game on the planet."



**RAGE RACER™**

**Real. Fast.**



## FINAL FANTASY RELEASE DATE CORRECTION:

Last month we misprinted the release dates for Final Fantasy I-VI. Here are the correct release dates.

- Final Fantasy** - Famicom - 5800 yen - Dec. 18, 1987
- Final Fantasy II** - Famicom - 6500 yen - Dec. 17, 1988
- Final Fantasy III** - Famicom - 8400 yen - April 27, 1990
- Final Fantasy IV** - Super Famicom - 8800 yen - July 19, 1991
- FFIV (easy)** - Super Famicom - 9000 yen - Aug. 29, 1991
- Final Fantasy V** - Super Famicom - 9800 yen - Dec. 6, 1992
- Final Fantasy I, II** - Famicom - 8800 yen - Feb. 27, 1994
- Final Fantasy VI** - Super Famicom - 11400 yen - April 2, 1994
- Final Fantasy VII** - PlayStation - 8800 yen - Jan. 31, 1997

### EGM: What ESRB rating is Sony anticipating (or planning, aiming...) for FFVII?

SL: At this point, we are not sure what rating FFVII will receive from the ESRB. We don't see the pending product rating to be an issue where Final Fantasy VII is concerned. Final Fantasy has a well-established heritage with U.S. gamers. With this PlayStation-exclusive title, Square has delivered a depth in gameplay that has never been accomplished.

### EGM: Will anything major be added to the U.S. version that was not in the Japanese game? If so, what would it be?

SL: We do not have plans to add anything to the U.S. version of Final Fantasy VII.

### EGM: Are there any difficulty adjustments planned that would make the game easier or harder for the U.S.?

SL: There are no enhancements of this nature currently planned.

### EGM: What has been the reaction you have received so far from the gaming public about the anticipated release of FFVII in the U.S.?

SL: Final Fantasy VII is one of the most anticipated video game launches of all time. There is a general sense of excitement surrounding this title from consumers and retailers alike. And we, along with the gaming community, are anxiously awaiting the title launch in September.

### EGM: Is Sony anticipating any game shortages when FFVII is released here?

SL: We are making plans to ensure that every current and future PlayStation owner will be able to get their hands on Final Fantasy VII. To further guarantee a copy of the product, consumers will be able to reserve FFVII through an extensive presell program.

### EGM: What is your impression of the game so far?

SL: I am awestruck! Final Fantasy VII really shows off the power of the PlayStation and the advantage of the CD medium. As an RPG fan, I'm in heaven.

### EGM: What other PlayStation products have you been involved with?

SL: I have been involved in numerous games in the past. Of the games that have been released so far for the PlayStation, I was responsible for Beyond the Beyond, Wild Arms, Carnage Heart, Tail of the Sun and all upcoming Square titles to be published in the U.S. through Sony Computer Entertainment America.

### EGM: Are there any plans to change the names of the characters?

SL: The names will be remain the same as in the Japanese

version (except that it will be written in English). For a game like Wild Arms which is set in a Wild West-type motif, the characters all had English names to begin with, so there wasn't a problem.

### EGM: In your opinion, how does FFVII directly compare to games available for competing game systems?

SL: Final Fantasy VII is incomparable to any other game on any other hardware system. The story line, graphics, music and gameplay really set it in a class by itself. Trust me, you have never experienced anything like Final Fantasy VII before.

### EGM: In your opinion, how does FFVII relate to the previous games in the series?

SL: Every Final Fantasy game has always had a completely separate storyline, world and cast of characters from previous games in the series. However, certain gameplay mechanics, magic techniques, items and the Moglos and Chocobos are common throughout the series to help build the identity that it is a Final Fantasy game. Final Fantasy VII relates to the previous games in the series in the same manner.

### EGM: Will Sony try to explain to gamers who are unfamiliar with the Japanese versions, the jump from FFIII (FFVI Japan) to FFVII?

"We have every intention of keeping the integrity of Square's work intact."

SL: We felt that if we labeled it FFIV, it would cause more confusion in the marketplace since there has been such a name brand build up with the FF "VII" title.

### EGM: Have you had a chance to play any of the previous FF games?

SL: I've played through II and III (Super NES) and most of the first one (NES). Basically, all the Final Fantasies that were translated into English.

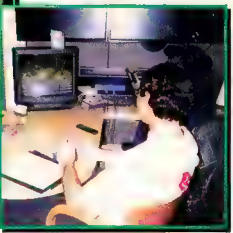
### EGM: What is the most outstanding feature of the game to you?

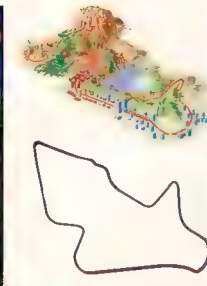
SL: The feature that I find most remarkable about Final Fantasy VII is the way that it truly immerses you in its fictional world. Like a good movie or novel, you get so engrossed in the story and events that you actually begin to feel as if you are a part of the world. Final Fantasy VII is an epic adventure.

### EGM would like to thank Seth for his time and all the people involved with this interview.

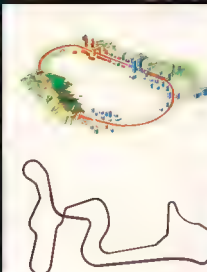


The guys at Sony are all eagerly awaiting the September release of FFVII.





Welcome to the land of the flat-out fast. Tear up hellacious hills and rocket around hair-pin turns. 13 new Rage Racer cars stick to the tarmac like gum to the bottom of your shoe. 4 new tracks and an 11 circuit challenge will twist, fold, bend and bludgeon your central nervous system. The more rivals you humiliate,



RAGE RACER™

Real. Fast.



the more cash you accumulate. Use it to modify your existing car, or save it to finance a trickier, quicker ride. See the face on the hood of that car? His handsome mug was lacquered on with the Custom Paint & Team Logo Designer. No bolt was left untorqued in an effort to make Rage Racer the most realistic street racing experience. The only question is, how fast can you race to the store and buy it? **POWERED BY namco®**

Rage Racer™ & © 1998 Namco Ltd. All Rights Reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings.com is a trademark of the Interactive Digital Software Association.

# JUST ADD WATER

CRITICAL DEPTH



**G**amers were wowed with the first-generation title Warhawk for the PlayStation. Then Twisted Metal came out and owners of the Sony 32-Bit system couldn't believe their eyes. More recently SingleTrac released Twisted Metal 2 and received an even bigger reaction. It seems as if they can't lose. So what's next, if this is the case?

Some say that if it ain't broke then don't try to fix it. For the moment, this seems to be SingleTrac's mentality. Critical Depth, SingleTrac's new pearl, for the PlayStation, should have gamers swimming for joy if all goes as planned. After all, it's the first game produced *and* published solely by SingleTrac.

**Is this all it takes to make a sequel? Don't be fooled...Critical Depth is definitely its own game.**

Calypto or, in Critical Depth's case, an odd monolith) and a group of characters that want to obtain whatever this figure can give them. Guess what else? Each of the characters has his/her own special vehicle, weapons and story line.

We know there will be those who'll say, "If I

In all fairness, there is a team of talented programmers, artists and producers working on Critical Depth to make sure it's top-notch, so there really will be more than just water added (but our readers would know that, right?).

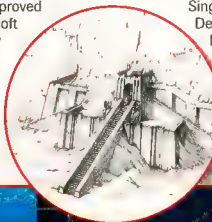
First, we have a story line that starts with a



A little confused as to what happened to the relationship SingleTrac had with Sony? Check the sidebar for more info, but to sum it up quickly: SingleTrac has definitely proved themselves, and now with Microsoft on their side, what could possibly go wrong?

Even though it's early, it's obvious to see the similarities between Twisted Metal/Twisted Metal 2 and Critical Depth. Let us break it down...

We have a central figure (e.g.,



wanted another Twisted Metal, I'd go play the sequel." These people should remember the statement: If it ain't broke, don't try to fix it.

SingleTrac is confident that Critical Depth is more improved than Twisted Metal 2 with better graphics and an improved engine, but they also know that there wasn't anything really wrong with Twisted Metal 2 to begin with.

So the phrase "just add water" is born, and so far, this shouldn't be a bad thing.

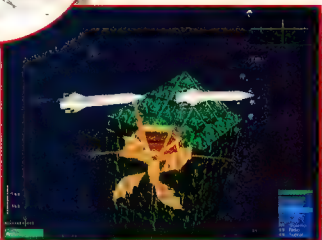
strange electromagnetic energy emanating deep from beneath the ocean. A scientist by the name of Doug McRacken starts looking for this center of activity and finds a monolithic structure. Once McRacken reports his findings to the appropriate authorities, the race begins.

Government organizations and scientific communities (being how they are) want to use the energy for various reasons, whether for good or for evil—perhaps to simply unlock its mystery.

So are the scientists and government groups the only ones involved? A hearty NO resonates off of the ocean floor from a diverse band of



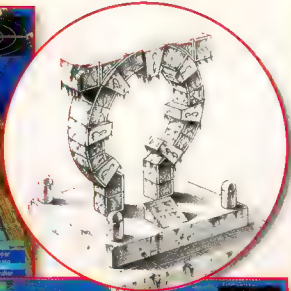
Although it may look a little like Tigershark, Critical Depth is a SingleTrac title...will it live up to their name?



There are 13 ships to choose from, not including the secrets that'll more than likely be in the game.



Is this any way to treat fine art? Of course no...jam a missile right between the marble and blow it up!



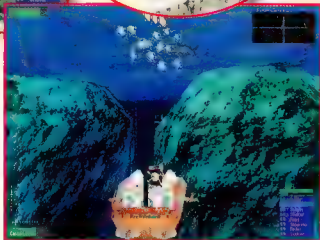
characters, each with his/her own craft.

Adding up to 13 all together, the submarine vehicles (and their respective operators) will surely make good competition for one another as they race to get the mysterious powers from the monolith—whatever those may be.

Several of the subs from the game are pictured in the middle of these two pages. Since it's still early, some may change in the final version. After all, it's no more than a couple of months into production.

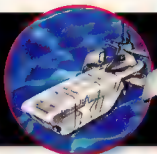
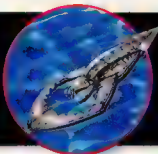
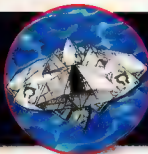
Some of the characters include: the whacked-out host of a children's show who gets fired for reasons that he deems unjust. Thus, he wants to kill everyone in the world since the show was his life. He hopes that the monolith will aid him in his conquest.

Another one is the C.I.A. sub that wants to get



from each level. These pods energize the passageways between levels, ultimately taking gamers to the final level where the monolith lies. The fun comes in when an opponent has a few pods. Needless to say some rockets start to fly.

Other features may include sea creatures that



to the monolith first to cover up a peace treaty with aliens signed in 1948. The monolith may be something left over from those aliens. Other subs include those from the Navy Seals, terrorists and a French oceanographer among others.

Critical Depth will also feature a good number of environments to play through. Some early sketches are also pictured on these two pages. Some levels take place beneath the polar caps, others in the Red Sea—basically, the levels are all over the world.

The object is not only to get to the monolith but to obtain the seven pods

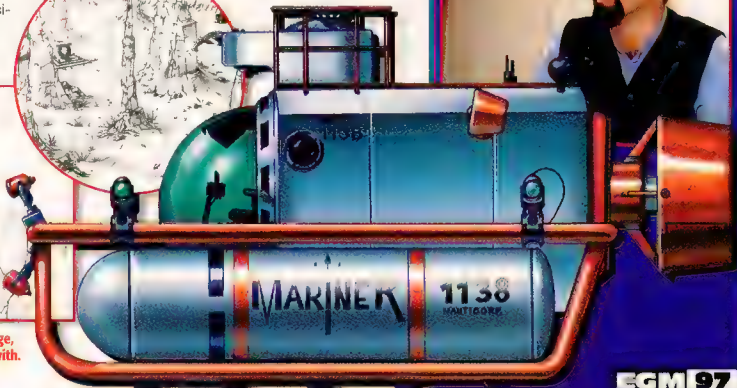
inhabit the deep, weapons that are in sync with the style of the ship and hidden levels and characters.

Users of the Internet can keep up to date with Critical Depth's development on SingleTrac's Website ([www.singletrac.com](http://www.singletrac.com)).

As this title is closer to completion, we'll keep the info flowing.



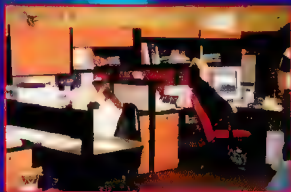
The levels in the game promise to be huge, possibly with lots of objects to interact with.



# ON THE RIGHT TRAC

Does SingleTrac have what it takes to keep the ball rolling?

With their recent break from SCEA, SingleTrac wants to make it clear that they're big in the development area. As Todd J. Kelly, VP for SingleTrac, puts it, "It doesn't hurt to have the largest software company in the world establishing our intellectual properties. What we need is the only name that



comes to mind. Bill Gates' software giant will help SingleTrac with technological issues as well as be a significant shareholder.

Kelly made it clear that there is no bad blood between SingleTrac and Sony, but mentioned that it was time for SingleTrac to continue growing. These days, things are changing for the game development and production company that started on the dining room table of one of its founders. As they grow, it should be interesting to see what titles they put out.

VP of SingleTrac,  
Todd Kelly



# War Gods<sup>®</sup>

War is Hell.

[the battle begins in May]

 MIDWAY

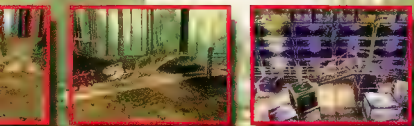


War Gods<sup>®</sup> ©1995 Midway Games Inc. All rights reserved. War Gods, Midway<sup>®</sup> and all character names are trademarks of Midway Games Inc. Used by permission. Distributed under license by Midway Home Entertainment Inc.

# ELECTRONIC GAMING MONTHLY



## THE LOST

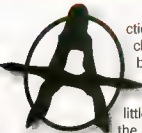


THE LOST WORLD™





Most stars might resent the frequent deaths their characters face in a video game. Not so with Willis.



ction hero Bruce Willis—clad in a skin-tight bodysuit and covered with glittering sensors—looked a little silly stomping around the padded floor of House

of Moves, a film studio in Venice, Calif. He looked a little ticked off, too. *Wham!* He kicked aside a 6-foot-tall pad held upright by two studio workers. Striding atop the downed pad, he worked the barrel of his hefty rifle—click-click. "Light 'em up!" Willis said, low and menacing.

And then the scene was over. But don't look for this surreal few seconds of action in *The Fifth Element*, *Die Hard 4* or any of Willis' other forthcoming celluloid exploits. Willis was acting for Activision—for a cutscene in their PlayStation shooter *Apocalypse* (due in October)—making him arguably the biggest star ever to appear in a video game. And Willis "appears" in the game in every way, no doubt about it. Activision captured his likeness through cyberscanning, a process that uses lasers to map every wart and wrinkle of a person's face. His movements were

# ACTIVISION'S STAR SEARCH

FOR BRUCE WILLIS AND AN AS-YET UNNAMED POP-MUSIC STAR, THE APOCALYPSE IS NOW

motion-captured (hence the bodysuit and sensors). And several hours' worth of his dialogue were recorded to give Willis' character—your virtual sidekick in the game—plenty of sarcastic wisecracks, sage advice and other in-game commentary.

But how—and why—did Activision nab Willis for this 3-D shooter? The search for a star began last year, shortly after Activision coders built *Apocalypse*'s game engine in January. Activision considered several big-wg stars—and even talked briefly with Hollywood heavyweight Arnold Schwarzenegger—before finally approaching Willis with the invitation to become a video game hero. Willis, no stranger to strange roles, expressed immediate interest. Activision showed him several potential game story lines and asked which ones

captured his imagination.

He chose the *Apocalypse* plot. After negotiating a deal reportedly worth seven figures (Activision's still tight-lipped about the specifics), Willis was in the studio perfecting his video game persona.

Willis plays Trey, a nanotechnologist who recruits you in his battle against a false prophet named the Reverend. Unfortunately, the Reverend is also a wiz at nanotechnology (the science of really tiny machines, by the way), and he uses his skills to create the Four Horsemen of the *Apocalypse*—or, at least, Activision's version of the Four Horsemen—Plague, Death, War and the Beast. This goon squad, each of whom maintains a human

Played any good buddy pictures lately? No? Willis' wise-cracking sidekick kicks the shooter genre in the pants.

persona and holds a prominent position in society, roams the Earth, rallying followers for the Reverend, awaiting his command to unleash all heck on the populous.

It's a quirky plot, sure, and one that Activision believes demanded a quirky actor such as Willis from the get-go. "Bruce is not your heroic everyman, like Arnold," said *Apocalypse* Producer Michael Kirby. "He has a certain quality, more than just his great sense of humor, that other action stars don't

AC  
activision  
comics

## "Activision is looking to the music industry for someone to fill Plague's cybercannned shoes."

seem to have, and we wanted an actor who could put himself into an action environment and yet players can identify with him, even though they're not playing as him."

With Willis firmly in the fold, Activision has yet another casting conundrum. While the horsemen Death, War and the Beast will most likely all be created from scratch and portrayed by voice actors, Activision wanted someone special to play Plague, who's actually a female character and easily the sexiest of the game's super villains. Since Plague's human form in the game is that of a rock diva (think Madonna), Activision is looking to the music industry for someone to fill her cybercannned shoes.

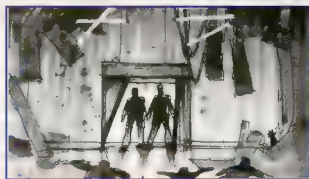
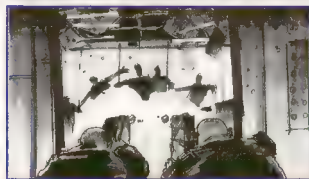
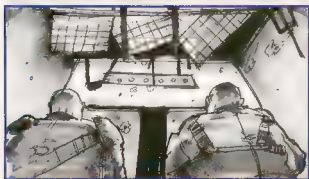
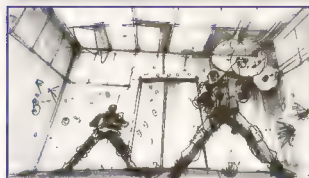
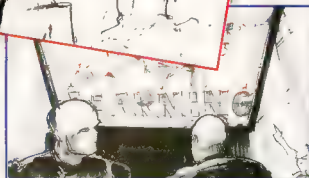
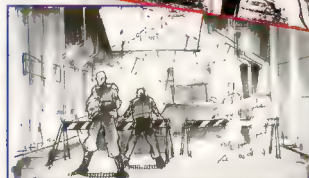
The search is reportedly almost over, although Activision is not quite ready to announce their choice. "We're talking to someone who's established and who has gone golden on her first CD," Kirby said. Alternative singer Poe may have ended the guessing game. She said on the MTV program *Love Lines* that she will play the role. Whether Poe is Activision's choice or not, she'll go through the same cyber-scanning, motion-capturing and voice-recording process as Willis.

Activision will also have the singer record at least one original song for the game, which she'll perform during one of *Apocalypse's* cut scenes. With the game boasting all the production values of a bona-fide Hollywood flick, will Activision release a soundtrack, too? "I'd love it if we could do one," Kirby said. "We are building the game so that it could have a soundtrack, but naturally that depends on closing a deal with a record company."

*Apocalypse* is still deep in development, and *EGM* plans to keep a close eye on this star-studded shooter. Look for more behind-the-scenes info soon.

## MYSTERY GRRL

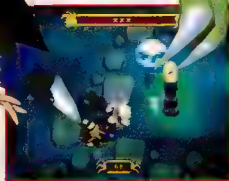
Plague's lean, mean and not afraid to show a little skin. But who will play her in the game? Alterna-chick Poe's a possibility, although Activision isn't naming any names—yet.



As this storyboard from one of the game's early levels shows, you and Willis' characters are inseparable. The developers are even toying with the idea of having the duo share a common health bar, so players will have an extra incentive to watch Willis' back. And don't worry about him watching yours—AI for his character is expected to be top-notch.

# SATURN

NEXT WAVE



# SWAGMAN

## Beware Of What Lurks In Dreams

**W**hat do you get when you mix the classic gameplay style of Casper with the dreamy atmosphere of NIGHTS? Swagman, of course.

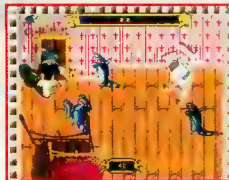
This Saturn (and PlayStation) title is a bizarre adventure into the realm of dreams. You play as one of two twins, Zack or Hannah, who are living in a nightmare. Your goal is to rescue the Dream Fly (the keeper of the nice and happy dreams) from the evil Swagman.

You start the game out in Zack and Hannah's place of residence: their parents' house. But this seemingly innocent place is as horrifying as it comes. Floors are broken away to reveal whirling abysses below, strangeimps breathe fire upon your fragile bodies and so on. And this is supposed to be the RealWorld!

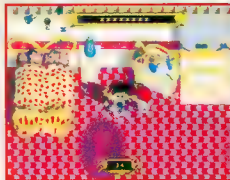
Your goal is to find the keys that will let you access new areas which will contain more keys to let you access more new areas. These locales are composed of 16 different settings in six very large levels. Along the way, you may find a few



Giant flying pool sticks try to make a cue ball out of your young hide.



Walking through a mirror will transport you to the alternate worlds.



Replenish your Z's (health) by standing over your sleeping parents.

items to help you on your mission. The first "weapon" you will find is a flashlight. This will help you chase away some of the monsters (the nightmares) or temporarily stun others.

Special mirrors litter this "normal world," which transport you over to the other side. This DreamWorld is stranger than RealWorld, to say the least. When you venture into DreamWorld, you are transformed into grotesque DreamBeasts with new powers.

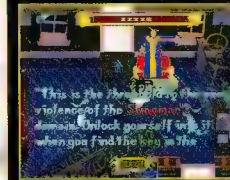
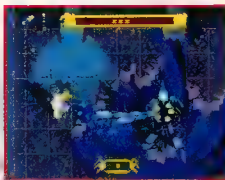
As mentioned above, the play is similar to Casper or Zelda 3 (Super NES). As you can tell from the screen shots on this page, the

view is from an overhead perspective. The controls are very simple, making the game easy to pick up. Swagman will easily remind you of a traditional 16-Bit game in terms of its light and easy fun, only with a 32-Bit facelift.

Despite the nightmarish theme of Swagman, the nature of the game won't scare off young game players. The theme is more along the lines of Tim Burton's idea of horror (like *Beetlejuice* or *A Nightmare Before Christmas*) rather than say, Wes Craven's or Stephen King's. It's a lighthearted adventure game that should appeal to both young and old. ■

## Gamer's EDGE

Swagman has a major bug in it. Don't worry, it's a helpful one. His name is Scarab. He's the "Boss bug" from Zack's bug collection. When you are travelling around, you may occasionally see a strange, ornate chest. Touch it, and Scarab will magically appear to give you hints about the level you are in.



PUBLISHER	Eidos Interactive
DEVELOPER	Core Design
THEME	Action/Adventure
PLAYERS	1
% DONE	80%
RELEASE DATE	April
ALSO ON	PlayStation

PLAYSTATION



## Gamer's EDGE

Most of *Dynasty Warriors*' depth lies in its two-button blocking system—one of the most complex defensive setups ever. The X button parries weapon strikes, while the Circle button—if used at the right time in an opponent's attack—will brush your enemy past you, leaving him or her open to a good beating from behind. Since each strike to an enemy's backside yields five extra points of damage, mastery of the brush parry is crucial. You can also block by swinging your weapon at the same time your foe does. Fortunately, the game's Practice Mode helps you master all blocking techniques.



## DYNASTY WARRIORS

Block Buttons Abound In Koei's First Fighter

**H**uh? A fighting game from Koei, the developers behind the *Romance of the Three Kingdoms* strategy epics? It's strange, sure, but it shouldn't come as too much of a surprise. After all, Square proved that kick-but fighting games can come from the most unlikely places (Tobal No. 1, anyone?), and the ROTK series is certainly a fertile battleground for Koei to cull potential combatants.

Surprise aside, is *Dynasty Warriors* any good? So far, no complaints. But this

*Dynasty Warriors* demands more strategy than most fighting games, but then what would you expect from Koei?

Moveswise, it plays like a mix of Capcom's and Namco's offerings. Some attacks are of the dial-a-combo variety, while others rely on Dragon Punch-esque D-pad maneuvering. Each of the game's 13 motion-captured warriors (three of which are playable Bosses) has a super combo that can be performed once his or her attack meter charges up. This meter charges as long as players remain on the offensive.

PUBLISHER	Koei
DEVELOPER	Koei
THEME	Fighting
PLAYERS	1 or 2
% DONE	75%
RELEASE DATE	June
ALSO ON	None



Sparks fly when two fighters strike in unison, locking their blades.



Graphically, the game looks as good if not better than the prettiest fighting games out there. It runs at 60 frames per second, and each warrior is made up of at least 600 polygons. Koei has used the high poly count to doll up the game's fighters in historically accurate warrior garb. The weapons, too—which range from maces to maracas (maracas?)—are just as true to history. Which is appropriate, considering that the

game's warriors, all nabbed from the ROTK universe, are based on historic figures from China's war-torn second century. The back-grounds are real places, too—the sites of battles that Chinese students read about in their history books. To put it in an American perspective, imagine a fighting game featuring Ulysses S. Grant and Robert E. Lee, and they fight hand-to-hand in Gettysburg.

*Dynasty Warriors* was created by Koei's Omega Force Team, which is made up of veteran fighting-game coders who were brought together specifically to develop Koei's first fighter.

Consequently, the game packs much of the perks and polish of most modern 3-D fighters, including Practice and Tournament Modes, rendered endings, plenty of throws and the ever-popular glowing motion blur that trails the game's weapon strikes.

According to a Koei spokesperson, *Dynasty Warriors* has already done well in Japan, selling 70,000 units its first three days. If you want to see what all the fuss is about, you can play one arena on *The PlayStation Underground*, Sony's demo-filled CD magazine. Check out the news section for more info. ■

weapons-based fighter's strength lies in its novel use of defense as a strong offense. Fighting game fanatics who despise Block buttons may cringe, but *Dynasty Warriors* has not one but two defensive buttons that can set opponents up for some serious counterattack hurt. This heavy reliance on defense means

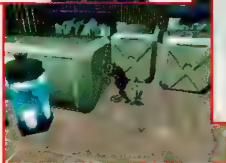
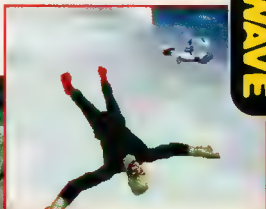
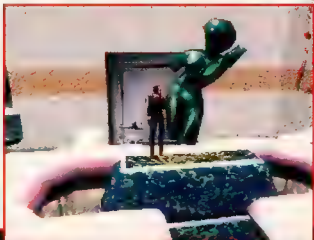


All the weapons—yes, even these maracas—are supposedly authentic.



Of course *Dynasty Warriors* has throws—one for each fighter.

PLAYSTATION



# OVERBLOOD

## Call It The Sci-Fi Resident Evil?

**H**ow would most people feel if they not only lost their memories but also had a disease that will change them into a genetic freak, eventually killing them? Chances are, the average person would be against this happening to them...with good reason!

By controlling Laz, gamers can try to save him from this terrible fate. Somehow he has contracted the same sickness that inflicts the crazy, flesh-eating monsters that frequent the underground complex. Can he be saved by finding a cure?



The base that Laz awakens in is nothing more than a disaster area. Look out.

Laz is not alone in his battle against the unknown. Along the way the bearded wonder first meets Pipa, an R2D2-esque robot that puts its own life on the line for Laz more than once.

Laz also comes in contact with a female named Milly. Lucky for her, Laz comes to her rescue just as a genetic monster is about to tear her to shreds.

The graphics are similar to Resident Evil, except there aren't anywhere near as many enemies lurking in the halls. Overblood has



A series of button taps is usually enough to overcome most puzzles.

more of a sci-fi feel, thus the story line is an active part of the game—one that makes complete sense. But there is a good deal of gore.

In one scene in particular, Laz sees the legs of a body. As he gets closer and peers around the object, he gazes upon the remains of what seems to be a human. The body is torn to bits. Be prepared.

The levels are generally big, but seldom have gamers going back to previous areas to complete tasks or find objects.



Does the gore look familiar? Think Resident Evil with some sci-fi flavor.

An interesting feature of Overblood is that each character Laz meets can be controlled.

Not only can players switch to any of the characters, they can also change the view. With a tap of the button, a new look is available—handy for awkward angles.

If Overblood turns out to be something special when the final release comes around, maybe some players out there won't mind contracting a life-threatening disease...or then again, maybe they will? ■

PUBLISHER	EA
DEVELOPER	Riverhill Soft
THEME	Adventure
PLAYERS	1
% DONE	90%
RELEASE DATE	May
ALSO ON	None

## Gamer's EDGE

### Characters

Unlike some action/adventure titles, gamers can find allies in the game and switch to them throughout the various levels. Here's a look at them:



### LAZ

He's a little confused to say the least. He has no memory and that makes him a little angry. Hopefully the weird growth on his arm can be cured somehow.

Keep an eye out for something called ARNA...this may lead to the cure.



### PIPO

Here's the little robot friend that Laz takes a special liking to. Don't worry, it's nothing like that. Pipa really helps Laz out a lot. After all, if it wasn't for Laz, Pipa

would still be in a corner rusting away. Keep tissues nearby for a sad death scene.



### MILLY

A young lady in the same situation as Laz, except she knows who she is. Though she relies on Laz to battle most of the monsters, she quickly

learns how to take out the beasts on her own, with a gun found later in the game.

The key to victory is knowing which ships are best at battling particular vessels. Here are some successful sparring partners.

This Ship...

...Is Best Against:



Patrol Boats

Subs



Submariners

Any Ship



Destroyers

Subs



Aircraft Carrier

Any Ship



Battleship

Mine Layers



Mine Layer

No Ships



Troop Transport

Shore Installations



Cruiser

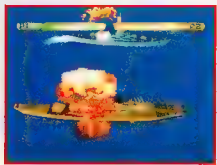
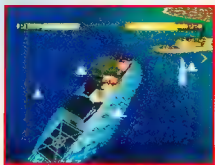
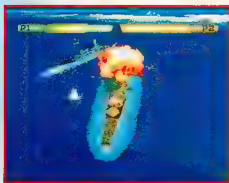
Battleship

"Mastering the aircraft carrier will take a lot of practice!"

enemy vessels. While on the map, you can have your mine layers create mine fields or send your subs into enemy territory submerged and undetected. Battle Stations also includes several two-player games, including a capture the flag and capture the harbor scenario—which requires your troop transport and its load of Marines.

Battle Stations certainly hasn't ridden on any tidal wave of hype and is a surprise title from EA. But does it have what it takes to be a sleeper hit, or is it just a plain 'ol miss? Turn to the Review Crew section for a critical look at the game to find out. ■

PLAYSTATION



# BATTLE STATIONS

You've Got That Sinking Feeling

It's no battle to find games that let players duke it out hand-to-hand, air-to-air or on good ol' terra firma, but so far few console titles have gotten combat-craavin' gamers' feet wet. EA's Battle Stations—a high-seas, ship-to-ship romp—is an explosion-filled exception. With its small navy of ships that players can match in one-on-one battles, the game plays like a '90s version of the Intellivision classic Sea Battle.

Battle Stations has two modes of play: Arcade and Campaign. The Arcade is straightforward enough—players choose one ship, the computer or a second player picks another. The two try to blow each other out of the water. The game packs eight ships in all, including a patrol boat, submarine, mine layer, troop transport, destroyer, cruiser, battleship and aircraft carrier.

In a way, Battle Stations plays like a Street Fighter II for naval

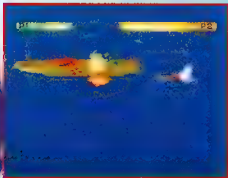


buffs; each ship has a health bar and can perform unique attacks. For instance, the aircraft carrier—the most advanced ship in the game—can launch depth charges, a defensive air patrol and squadrons of F-14 fighters to bomb opponents. The slow-moving troop transport, on the other hand, only packs depth charges and a single tiny cannon, but it carries the Marines you need to complete certain missions. Each ship also comes with defensive weaponry, such as anti-aircraft guns and radar jammers, as well as a rescue helicopter that will snatch overboard sailors

PUBLISHER	EA
DEVELOPER	EA
THEME	Action/Strategy
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	Now
ALSO ON	Saturn

from the sea (such rescues grant a health boost). Success depends on your learning the abilities of each ship and sending the best-suited boat into battle.

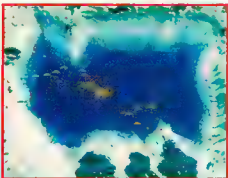
Campaign Mode is more strategy-oriented. The game offers 10 campaigns in all, and they come in five levels of difficulty. Campaign goals include searching for an experimental sub, protecting your homeland—even saving the whales! Each campaign begins on a Map Screen, where you can combine your ships into task forces and send them on their way. Combat begins when your ships meet up with the



Although it's fast, your little PT boat won't last long against a carrier.



Land your Marines, and they'll go gung-ho on ground installations.



You won't see the Map Screen much. Most of the game's spent in battle.



# Fighting FORCE

## A 3-D Final Fight Done Right

**S**o why hasn't anyone developed a 3-D go-anywhere version of Final Fight/Double Dragon yet? ASC Games' Perfect Weapon was a step in the right direction, but its prerendered environments were too limiting. Die Hard Arcade was really, really close, but its corridors and rooms didn't give gamers much room to maneuver. Now Core Design, the U.K.-based developers behind Tomb Raider, is finally hitting the mark with Fighting Force, a 3-D fighter that lets gamers spread out and kill someone.

The game packs 30 stages in all, which are divided into 10 levels, and it's obvious that these stages are inspired by the Final Fight and Streets of Rage beat-'em-ups. The game begins on a sidewalk alongside a busy street, with your character under attack by suit-wearing goons from all directions. But since the polygonal environment is so



**Things get a little bloody when you pull a hatchet job on the bad guys.**

expansive, you don't have to wade through the villains in a straight line from one end of the level to the other. You can take the fight out into the road if you want, clambering onto the safety meridian and tossing villains into the paths of speeding cars.

When you get near the exit point of one stage, the computer takes over and runs your character to the next stage of battle. You'll also come across forks in the road in some levels, so you'll have to play through Fighting Force several times before you



**Nearly everything can be a weapon—even cans from the soda machine!**

see all 30 stages. By the end of the game, you'll have battled through an office building, a submarine and a shopping mall flying fortress, among other locales. Some stages—such as the wide-open sidewalk and city park areas—allow more exploration than others, but all levels allow full freedom of movement.

But beyond its mere 3-Dness, the coolest thing about Fighting Force is that nearly everything you find can be used as a weapon. See that hot dog cart? Pick it up and crash it down on your enemies. Or smash open that pop machine and use the soda cans inside to K.O. the approaching punks. Fighting Force's levels are so interactive that whatever isn't nailed down can be used against enemies. The game has its share of normal weapons, too, such as knives, guns and missile launchers. But why blast a baddie with a gun when you can chuck a car instead?

Of course, Fighting Force lets you get your knuckles bloody, too.

PUBLISHER	Eidos
DEVELOPER	Core Design
THEME	Action
PLAYERS	1 or 2
% DONE	30%
RELEASE DATE	September
ALSO ON	Saturn

Players can pick one of four characters—two dudes and two babes—to take through the game, and each has more than 40 moves. Most attacks are simple jab-jab-kick combos, but the characters have a few super moves and projectile attacks in their arsenal, too. Best of all, two players can fight alongside each other in true Final Fight form.

Fighting Force is only one of several projects now under way



**Grab the baddies and you can bash them in some, er, sensitive places.**

at Core Design (which, considering the mega-success of Tomb Raider, is no doubt just fine with Eidos Interactive, Core's U.S. publisher). Other games in the works include Swagman, Ninja and—of course—Tomb Raider 2. But don't get too excited about playing all these games at once. Core has pushed forward Ninja's release date from August until later in the year so that Fighting Force and Swagman can have their time in the limelight. ■



**Here comes the goon squad! Knock 'em out before they surround you.**



**The Spin Kick—a classic beat-'em-up move—will clear the deck in a hurry.**

EGM recently had a chance to talk to Patrick Gilmore, the producer at DreamWorks Interactive, about The Lost World.

**EGM:** Why was the decision made to go with a 2-D game? Gamers' big complaint of pseudo 3-D games (like Spider or Pandemonium!) is the lack of freedom of movement.

**Gilmore:** The primary reason is that you are playing a dinosaur, and that dictates lateral controls. His primary functions involve biting and attacking in highly specific directions, and that's difficult to do in a 3-D product. Tomb Raider, for example, makes tremendous allowances with its weapons' aiming, which lets the game demand less precision on the player's part. The Lost World is a game more about conflicts between characters than exploration of the environment. You won't have to concern yourself with aligning the T-Rex's mouth with the target. Also, the PlayStation's digital controller is optimized for 2-D gameplay.

**EGM:** Movie-licensed games are usually shunned by the hardcore gaming crowd. What makes Lost World stand out?

**Gilmore:** You first have to ask why are they shunned in the first place. Too often, licenses are used more as a label for products, rather than a subject matter, so what we tend to get is a very ordinary type of game with a prominent license attached to it. Our role in this product is to give players a new and deeper perspective as to what could be going on in a prehistoric island. There's a lot more to this world than what a two-hour movie could show. What do the dinosaurs eat? How do they survive? How do they stalk each other? We give the players a chance to experience life on the island.

# The Lost World: JURASSIC PARK

## Time To Return To The Terror

It's appropriate that possibly one of the best-looking games to come out this year is based on possibly one of the best-looking movies to come out this year. The Lost World video game by DreamWorks is due out soon for the PlayStation (the Saturn version is being made by Sega—see last month's cover story), as is *The Lost World* movie by Steven Spielberg.

The world-famous film director himself overlooked the video game project in the beginning (he even took his children into the DreamWorks studios to get their opinions on the early betas). But now as the game is nearing completion, Spielberg has left the gaming experts at DreamWorks alone to do what they do best.

The game takes place four years after the events in the first *Jurassic Park* film. A second island (which was abandoned by the scientists) now serves as an overgrown home to dinosaurs left unchecked. You might think that



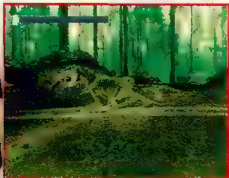
it is your job to go in and take care of these ancient creatures, but The Lost World not only has you playing as one of two heavily armed human dinosaur hunters (Iurok, anyone?), but as any one of three ferocious carnivores as well. You can play either as a compsognathus (the smallest of the bunch), a raptor or even the mighty tyrannosaurus rex. Each separate character has its own set of movements and attacks, giving the game plenty of variety. All of the enemies will be unique as well. And with the attention being paid to the little details in this game, you may wonder how close you are to the real thing.

For example, when playing as a

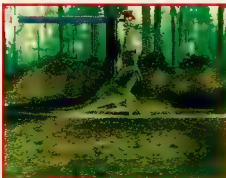


T-Rex, you may run into a pack of humans armed with flamethrowers and rifles. You might decide to step on them or ram head-first through their ranks. You may even want to eat a couple of them or just toss their bloody carcasses into the air. But first, you'll have to catch them. These intelligent enemies will run away from you the minute you turn to attack. You might hear them screaming for help (or for more ammo!) as your massive, ultra-realistic-looking body lurches forward for the kill.

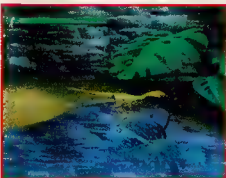
It's too early to tell right now, but The Lost World may be the video game industry's summer blockbuster. Watch for this highly anticipated title soon. ■



The animations are incredible. A T-Rex, for example, can eat a human...



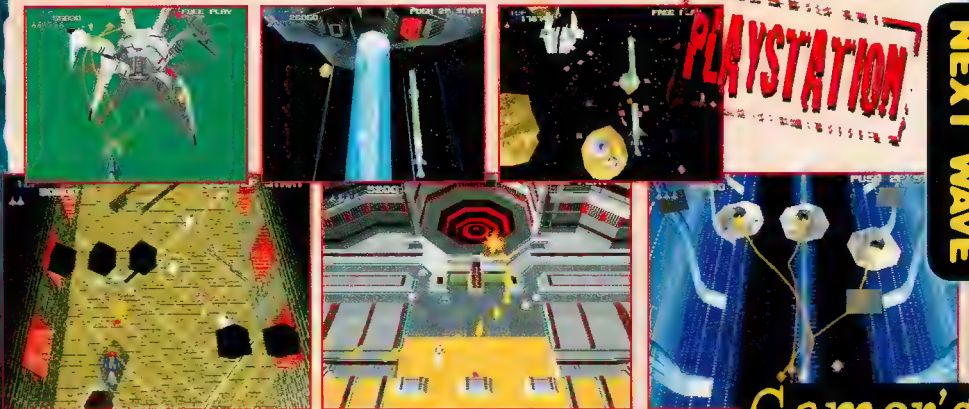
...or chew him up and flip him in the air. It's gruesome and fun.



You can tell by the screen shots how much detail was put into this game.

PUBLISHER	DreamWorks Int.
DEVELOPER	DreamWorks Int.
THEME	Action
PLAYERS	1
% DONE	60%
RELEASE DATE	June
ALSO ON	Saturn





# XEVIOUS 3D

## You've Come A Long Way, Baby

**T**he recent demand for retro titles has been great for companies who made the originals so long ago. Now something else is going on that relates directly to the oldies coming back—retro titles being reworked to become par with today's technology (like *Robotron X* and *Pitfall 3D*).

Namco may not have known, back in the day, that they were making a spaceship shooter that would become the standard for others of the same genre.

*Xevious 3D* takes the best qualities of *Xevious*—those being the arcade feel of the game, the simple but effective graphics and the great game play—and brings them over to a next-generation system.

So then, how come this version of *Xevious* has 3D after it? By "upgrading" *Xevious*, it's only natural to take advantage of what the PlayStation can do well 3-D, realtime graphics.

With that, even though the graphics are in hi-res 3-D which give a great feeling of depth, they are still flat (much like *Tobal No. 1*). In this early version, this style works very well with the game. Hopefully things will look even better with the final version.

*Xevious* still has the same feel as old versions of the game. Players can either fire from the air or shoot targets on the ground.

There are dozens of enemies coming toward the gamer at once from both the air and the ground. Various types of crafts inhabit the skies of the game, while tanks, boats and ground cannons populate the ground, among other types.

With all of these enemies, new weapons have been added that can also be powered up. There are three weapons to obtain from power-ups scattered in the levels.

The first weapon gamers start with is a standard double-shot pea-shooter type. This can be upgraded to a three-way.

The second weapon gamers

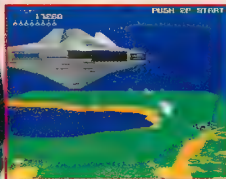
can find is the heat-seeking laser. This one can be upgraded to gain even more power. The beams of light find the enemy and take them down.

The third weapon is a powerful light beam. It's the strongest weapon, but also the most concentrated. The upgrade for this one makes it even more powerful.

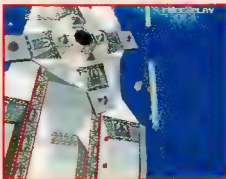
The Bosses in the game are huge. Some look like giant spider robots while others are huge spinning power generators. The game features plenty of Bosses to defeat.

*Xevious 3D* also has rendered cutscenes, something that the original only dreamed of. ■

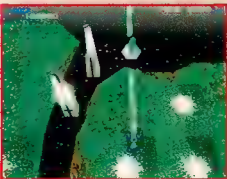
PUBLISHER	Namco
DEVELOPER	Namco
THEME	Shooter
PLAYERS	1 or 2
% DONE	90%
RELEASE DATE	June
ALSO ON	None



To show off its 3-D effects, the game changes views for a short time.



The Bosses in *Xevious 3D* are far more menacing than in old versions.



Each of the levels has its own theme. Watch out for ice slicks!

## Gamer's EDGE

### The Versions

*Xevious 3D* isn't the only game players will find on this disc. Since the new 3-D version of the classic arcade shooter could never have been made without the original(s), Namco thought it'd be nice to throw them on the disc. What's cool about having more than one version of *Xevious* on one CD is that now gamers can do an easy comparison on how far *Xevious* has come. Here are the versions included on the disc.



*Xevious*: Who could forget the top-down shooter that practically started it all? Here it is in all of its glory.

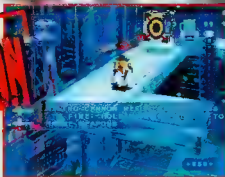


*Super Xevious*: Similar to the original with some new weapons and new levels.

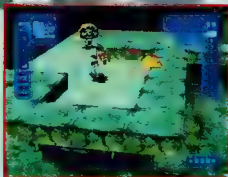


*Xevious Arrange*: This is a remixed version of the arcade classic.

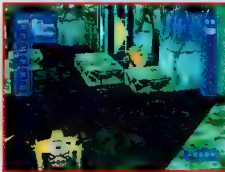
PLAYSTATION



A useful training level prepares you for the different obstacles ahead.



Your Terragator Unit starts the game in need of some vital repairs.



# The Divide: ENEMIES WITHIN

## Sci-Fi Platform Action in Full 3-D

**W**ith a grandiose story line that's worthy of a Hugo award, *The Divide: Enemies Within* prepares to take on PlayStation powerhouse action games like *Spider* and *Pandemonium!*. The difference, however, is that this new sci-fi platform game is fully 3-D with complete freedom of movement.

The gameplay borrows some elements from other titles. The layout of the levels look a bit like *Bubsy 3D*'s, but with a darker, more foreboding feel to them (and with texture maps, unlike *Bubsy 3D*'s flat-shaded terrain). *Metroid* fans may experience a sense of *deja vu* too. Some of the weapons and power-ups seem to be taken right out of the popular Nintendo series, to the point where *The Divide* could almost pass off as a 32-Bit *Metroid* sequel. This was not a coincidence. "I loved all the *Metroid* games," says Ian Vercher, director for Radical Entertainment, the developers of *The Divide*. "Knowing that *Metroid* is a Nintendo exclusive, I designed a game for the PlayStation which I hope captures the great balance of action and adventure that made *Metroid* so great."

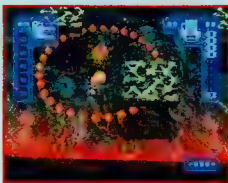
As we said before, *The Divide* has a fantastic story line. It's an involving plot which we won't go into much detail here (to summarize it would do it injustice). The story, combined with the computer-generated FMV



sequences, should pull you right into the game.

Before you even start out on your quest, the game will put you through a training level. This first stage will show you how to use the various power-ups for your Terragator Unit (the armored mech body you are placed in), how to fire primary and secondary armaments and how to use the basic controls (like aiming up and down, or switching camera angles). This initial lesson is not comprehensive, and a few tidbits of help will pop up later in the game as well.

After the lesson, the game will start you off right after you wake up from an eon-long cryosleep. Before your extended nap, you were injured in battle. So you

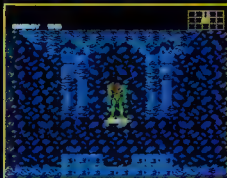


begin the first level with very little in terms of equipment. In fact, the first to-do on your itinerary is to pick up something to fix your injured legs (until then, you'll have an annoying limp). Slowly, as the game progresses, you'll pick up other parts vital for survival, like missiles, jumping attachments, heating and cooling units, etc.

As you traverse the alien worlds, you will run into a myriad of strange creatures. The levels are pretty standard fare—you'll find an ice level, a desert level, a jungle level, etc. Remember though, the game is fully 3-D, meaning you can explore wherever you want (you can even go back to visit old levels). But don't be under the impression that this

As mentioned in the main text, *The Divide* has things in common with Nintendo's *Metroid* games. Here are a few of the things (some more important than others) that you'll find in both games (all except one, can you guess which one?):

- Bombs and missiles as secondary weapons
- Power-ups, such as a super jump
- Enemies that leave 10-point health-up balls when killed
- Canisters of energy (health) that hold 99 units apiece
- A rainy level
- A main character who almost bears it all in the end
- Play set in an alien world
- A descending elevator that brings you into the first level of the game

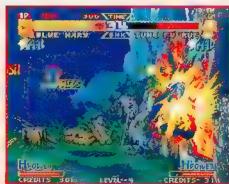


"The Divide's main character keeps his clothes on in the end. Fortunately!"

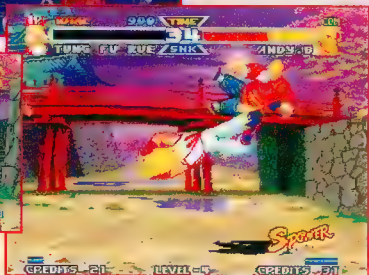
is a *Tomb Raider*-type of exploration game. The stages are pretty straightforward and confined.

Even though you can't call *The Divide* the most original title around, it still has enough going for it to make it stand out. The story line and the unique levels and enemies may prove the game worthy. Check out this month's Review Crew to see what the game experts have to say. ■

PUBLISHER	Viacom New Media
DEVELOPER	Radical Ent.
THEME	Action
PLAYERS	1
% DONE	100%
RELEASE DATE	Now
ALSO ON	None



NEO-GEO



# REAL BOUT FATAL FURY SPECIAL

## The Furious Legend Continues...

**F**ans of Neo-Geo fighters (the Fatal Fury series in particular) should be pleased to see Real Bout Fatal Fury Special coming to the 24-Bit system for the arcade.

The new installation of the Fatal Fury game features characters from older Fatal Fury games coming back for a rematch of sorts—some include Cheng and Laurence, among others.

There is a large number of characters to choose from all together—over 15. Each, as always, has his or her own distinct style.

Whether they're a master of Kung-fu or an armor-plated villain, the characters have one thing in common: a thirst for victory in battle. And that's where gamers come in.

The graphics in Fatal Fury Special are similar to other games in the Fatal series. This one has a "three-dimensional" feature that allows players to move to a

PUBLISHER	SNK
DEVELOPER	SNK
THEME	Fighting
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	Now
ALSO ON	None

different plane while fighting. In no way is this true 3-D but it does add a little more intensity to a battle. For instance, if the opponent throws a couple of fire bursts toward a gamer, he/she can simply jump back to the background or vice versa.

Like the old Fatal Furies, this one has awesome-looking specials that tend to pack a wallop! There's a combo system that allows multiple hits with the help of a series of button taps.

Fatal Fury Special does offer a lot of moves for each character as well as a new extra special move (per character) that is incredible



to view and even more fun to inflict on an opponent.

Another addition to this Fatal Fury game are the barriers on each side of each stage. Some are nothing more than a post while others are large cauldrons.

When players knock their opponent into one of these barriers and crumble the barrier while doing so, the opponent becomes stunned allowing the player to pull off an easy combo. The result? A good chunk of their power gone.

Fans should enjoy this new Fatal Fury title and owners of 32-Bit systems may see it on over to their consoles. ■

# Gamer's EDGE

## Back to the Front

Not only does the ability to move back and forth between the foreground and background give gamers a chance to take a quick rest during an intense battle, but also on the offensive it allows players to deal a barrage of attacks from plenty of angles. A personal favorite technique is to seal the opponent by knocking him/her into one of the barriers on each side of the screen, then switch planes (whether going to the background or coming to foreground) and wait for the opponent to recover. Let him/her move to the same plane before administering any sort of damage. Just as he/she move to that plane, pull off a special attack. Attacks that cover long distances or projectiles work best. Bam...he/she is knocked to the ground! Sure, it's a round-about way, but it makes him/her look like idiots! Is this too mean? You betchah!



A mouthful of fireball isn't a good way to start off a battle for anyone.



This addition to the Fatal Fury series has a load of new moves to try.



Being able to maneuver in the foreground and background make for a good fight.

# SPORTS

## INTERNATIONAL SUPERSTAR SOCCER

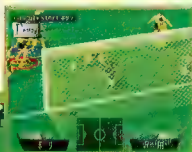
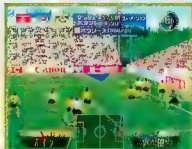
Konami's 64-Bit Japanese soccer game is set to come kicking ashore this summer



**K**onami has long been known for great soccer games, especially overseas. Perfect Striker debuted in Japan for the Nintendo 64 shortly before Christmas, and it has earned critical acclaim ever since. Finally, under its new (and tentative) title of International SuperStar Soccer, U.S. gamers will get a chance to try what could very well shape up to be the best soccer game ever.

The most immediately noticeable thing about SuperStar soccer is its silky-smooth, highly detailed 3-D graphics. The player animation is absolutely incredible. Not only does it look good, but it's also very realistic. For example, players look around for the ball, and when they have it, they turn their heads, scanning the field for teammates

**The corner kick interface is intuitive and somewhat unique (pictures to the right). Relive every glorious or disappointing moment of a hard-earned goal with the multiple replay cameras.**



to pass to. The analog control allows you to move the players at varying amounts of speed. As the analog stick is pressed farther in a direction, the player goes from trotting at a leisurely pace to progressing into a full-out run. Additionally, there is a variety of tackling, injury and diving goalie animations in the game, and some of the goal scoring

celebrations are incredibly funny. Although this title is fiendishly fun as an action game (especially with four players at once), hardcore soccer fans will undoubtedly be satisfied. There are plenty of coaching options that give the game considerable depth. The ability to choose several different strategies such as "offside trap" and "counter attack" on the fly is welcome, and if you pause the action, you can individually pick which zone of the field you want to place each player in. Players also have stamina and attitude meters. For instance, when a certain person is on the receiving end of hard fouls too often, they get mad, and it can dramatically affect their performance..

Unlike many sports games, the artificial intelligence is excellent and can be changed to provide several levels of challenge. The AI levels are split between the team and goalie, allowing you to change each one independently.


There is a very good chance that, when this



**Elaborate celebrations take place after each goal (top). The goalie is extremely fun to watch with the amount of dives and tackles in his repertoire. With the goalie AI set at its highest rating, he's almost like a brick wall.**



game arrives on store shelves in June, it will not only be the best N64 sports game on the

SYSTEM	RELEASE DATE
	July
	THEME
PUBLISHER	Soccer
SIZE	96-Meg
PLAYERS	% DONE
1-4	80%

market, but it could also be the best next-gen soccer game, period. It could very well be that the only bad thing about this game is the wait.

# MANX TT SUPER BIKE

TEAM EGM SPORTS

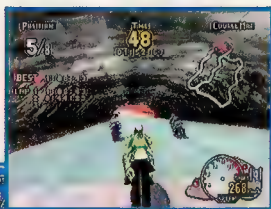
Sega ups the stakes in the battle of the super bikes

The long drought is over for motorcycle racing fans. With Manx TT leading the way and several others nipping at its heels, including VMX from Virgin and Moto Racer GP from BMG, we finally have some two-wheel action for the 32-Bit systems.

Manx TT is an arcade port, sporting all the features of its arcade big brother and more, except for the stylish fiberglass motorcycle that your rum rests on. There are two primary tracks that feature long, gradual curves and lots of pretty scenery to look at (You can also race the tracks reversed and mirrored.) Playing Modes include: the new Saturn Mode, in

which eight different high-powered super bikes can be used, and the traditional Time Trial and Arcade Modes. In Time Trial, a Ghosting Mode is also included so that you can race against your best time. Serious racers will be happy to know that the Saturn analog pad can also be used to upgrade the control.

This racing game is brought to us by AM3, the same fellows who created Sega Rally. Manx is quite similar in gameplay characteristics and overall appearance to that hit game. Preliminary play revealed that Manx TT is quite fast and works well with the analog controller. With good gameplay and graphics thus far, perhaps Manx TT could join the ranks of the classic Saturn racing games.



The competition is very tough in all modes, assuring the game will have plenty of lasting power.

SYSTEM	RELEASE DATE
	July
	THEME
	Racing
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1 or 2	80%



Although the tracks are based in a rural, country setting, occasionally players will blow through a quaint little village.



# NHL BREAKAWAY '98

Acclaim prepares to put their sports lineup on ice

Hockey is one of the few major sports that Acclaim hasn't made a game for. This hole in their lineup will be filled in September by NHL Breakaway '98.

Acclaim touts their new hockey game as being the most realistic hockey simulation ever created. We'll judge that in September, but right now we can tell you some of its features that they hope will push it to the top.

Breakaway will feature an Icon Passing system which is something that NBA Shoot Out has demonstrated to be a very good addition to sports games. In addition, another feature will

allow you to control



offensive players that don't have the puck. Good thing the PlayStation has lots of buttons!

Graphically, these pictures tell most of the story. High-resolution, 3-D graphics will power the game. The players' animation will be drawn from motion-capture, promising some real moves. Most interesting is the computer general manager that promises to make and offer realistic trades during the season.

One thing for certain, Breakaway has many impressive features. The big challenge will be meshing them together to make a good quality game.



When players are viciously checked, glass shatters, giving the fans a rude surprise.

SYSTEM	RELEASE DATE
	September
	THEME
	Hockey
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1-8	N/A



## VR BASEBALL TIP 10

IF YOU DON'T MIND GETTING KNOCKED AROUND, SWITCH TO BALL CAM AND SEE THE GAME FROM A PERSPECTIVE YOU'VE NEVER SEEN BEFORE.



Officially Licensed by  
Major League Baseball™ and  
Major League Baseball Players  
Association™



Check out VR Baseball '97 at [www.vrsports.com](http://www.vrsports.com)

Check out the official Major League Baseball™ web site at [www.majorleaguebaseball.com](http://www.majorleaguebaseball.com)


# PLAY THE FIELD!


## NEW! VR BASEBALL™ '97.

### THE ONLY REAL-TIME 360° 3-D BASEBALL GAME!


Now, play Major League Baseball™ from any position or perspective. Because, this next generation game has a **Virtual FieldVision™** 3-D camera that allows you to dolly, pan and zoom to and from any point in 3-D space. Now, see the action bigger and closer than ever before from either a first person or third person perspective. To bring this Major League Baseball™ 3-D world to life, real-time motion capture was combined with polygon players producing quick, smooth, life-like baseball moves.

*After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:*

 Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.

 Hit and run, tag up, steal, stretch out a double or execute a squeeze play. It is up to you because you can control all of the baserunners while simultaneously controlling the batter.

 Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.

 Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.

**Plus**, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.

### VR Baseball '97

Try it. It's new. It's different. You may never go back to your old game again.



Play baseball in a true real-time 3-D world with unlimited 360° views and motion captured polygon models for all players.



Over 700 Major League Baseball™ players with updated stats, rosters, uniform styles, logos and inter-league play for '97.



In-stadium scoreboard tracks scores, pitches and stats in real-time while the big screen in-stadium television broadcasts live.



Play day or night games in all 28 3-D Major League Baseball™ stadiums including three new stadiums: Atlanta, Anaheim and Oakland.



The Difference Is Real.™



COMING SOON!!!

## Sporting Game Reviews

One of the Best Lineups of Reviewed Sports Games Ever!

## Current Favorites:

Krazy Kujawa Goal Storm '97 • Jet's Star Soccer

Dean Hager Goal Storm '97 • Rally Cross

### RALLY CROSS • PLAYSTATION • SONY

Krazy Kujawa

This is one of the more innovative racing games I've played in a long time. Rally Cross is very much like Sega Rally, but much more involving and difficult. What makes this racer so original is that your vehicle can flip over, jump uncontrollably and crash if enough driving skill isn't used. There is a variety of vehicles to choose from, and plenty of off-road tracks that contain obstacles such as mud, large hills, ice and even streams for you to plow through. Not many games dare to be this thorough, and gamers should give this good one a try.



Is this Sony's answer to Sega's Rally? Oh yes. While not as fast as Sega's Rally, this game gives fans the better driving experience overall. Four-wheel suspension, multiple cars and wild, unforgiving terrain make it a driving challenge that will keep Rally racing fans busy for a long time. Some of the tracks are better suited for all-out speed while others, like the Oasis sand track, call for more finesse and skill especially to keep the cars upright. Despite some view annoyances and the frequency of tipping, the game is very good.

Dean Hager

### ANDRETTI RACING • SATURN • EA SPORTS

Krazy Kujawa

Andretti Racing may not be the prettiest racing game, but no other 32-Bit title can touch the amount of realism that EA Sports has poured into this racing simulation. The Saturn version of this has been put together well. The 3-D graphics are not exceptional, but they are more than capable. An enormous amount of options allow you to customize your vehicle by changing things such as its tires, air dam, spoiler, etc. The game is fully licensed, allowing you to race against all of the big names. If realism is a priority, then this is the game for you.



I'll say right off the bat that Andretti Racing is the best true 32-Bit racing simulation on the market. Only Psygnosis' Formula One has come close to this game's level of quality. With Andretti offering both Indy and Stock Car racing, each with separate physics, it will be hard to top this racer for a long time to come. In addition, very responsive car control and challenging tracks add to the mix. The pop-up in this 3-D game is minimal and is really the only thing that detracts from this excellent game. This is the one to own.

Dean Hager

### GOAL STORM '97 • PLAYSTATION • KONAMI

Krazy Kujawa

There have been a lot of bad soccer games hitting the shelves lately, which makes me oh-so-happy that Konami has blessed the genre with this outstanding follow-up to the forgettable original. Goal Storm '97 is nothing like its forgettable predecessor, and in fact, this may be the best blend of realism and entertaining gameplay that I have ever witnessed in a soccer title. With great 3-D graphics, excellent animation and capable sound, this game scores highly in all categories. The only gripe, however small, is that only two players can play at once.



PlayStation soccer titles, up to this point, have either been too arcade-ish or have ruined their gameplay by attempting to be too realistic. Goal Storm, on the contrary, has found very good middle ground. With 32 countries represented, team selection is quick and easy. Gameplay is excellent in all areas including the learning curve which is quite easy. Very responsive player control coupled with the game's ultra-realistic, 3-D polygon animation and a speedy frame rate, combine to make a very decent soccer simulation.

Dean Hager

### RAGE RACER • PLAYSTATION • NAMCO

Krazy Kujawa

Rage Racer plays and controls a lot like its predecessor, Ridge Racer, but that's where the similarity ends. Here, your goal is to win different racing classes so you can buy better cars to keep up with your competition. You can even customize your car by painting its hood and choosing its primary body color and logo. The stunning graphics move silky-smooth and really show off the PlayStation, and the music is pretty good too. My only gripe is that there is no Two-player Mode, which is a real drawback. Otherwise, this is a solid title.



It's tough to compare Rage Racer to the original Ridge Racer because this one is so much better in every way. The rolling courses dotted with mountains, buildings and even an awesome waterfall graphically blow away anything seen in the original Ridge Racer. A gradual light change to evening is also simulated in longer races. Progressing through the ranks, winning cash to buy better cars is the mainstay of the game. The cars range from quick hatchbacks to blazing fast formula cars. For arcade racing, Rage Racer will satisfy all.

Dean Hager



## Sporting Game Reviews

### K-1 ARENA FIGHTERS • PLAYSTATION • T\*HQ

Kraig Kujawa

K-1 is a kickboxing game, but what it generally amounts to is a fighting game with considerably less depth. Many real kickboxers are present and each has his/her own specific moves and abilities, which lends some realism to this. Everything in the game is 3-D, and the players are very detailed and execute their blows fluently. Aside from this however, the gameplay lacks. It's tough to move around the ring, and there just isn't enough gameplay variety to keep the game fresh for very long. Only consider this title if you really like kickboxing.



Despite the large size of the polygonal characters, the action is fast in this ultra-realistic kickboxing sim. More than the above-average graphics and responsive gameplay, this game is good because it forces players to use strategy in their battles rather than an all-out button-pushing exercise. All eight of the true-life kickboxers have their own signature kicks and punches as well as strengths and weaknesses. The key is learning how to use the signature moves. Don't expect this one to be anything like Street Fighter or Mortal Kombat.

Dean Hager

### THUNDER TRUCK RALLY • PLAYSTATION • PSYGNOSIS

Kraig Kujawa

This is the fastest off-road game I've played, and it's pretty good-looking too. Thunder Truck Rally takes off-road racing to new heights with some of the most demanding and rigorous courses that any racing game has offered. From steep cliffs to an active volcano with bubbling lava, this racer throws realism to the wind. Despite all of these tracks and a slew of monster 4x4s and options, Thunder Truck just isn't all that exciting. Aside from banging around the terrain, this game simply isn't that challenging and isn't as fun as front running Rally Cross.



The key term here is "4x4." Don't expect this to be a Rally-type racing game because it's not. It is, however, a very fast 4x4 game. The object: Push the non-traditional 4x4s to their limits over the rough-and-tumble terrain of seven different circuit tracks. Car Crushing and Endurance racing is also present in the game. This puppy is fast, definitely a step in the right direction for 4x4 sims, but the actual racing element of the game is weak. Some of the sound effects, particularly the motor noise, are also lackluster. Still, overall, a strong title.

Dean Hager

### VR BASEBALL '97 • PLAYSTATION • INTERPLAY

Kraig Kujawa

After a ridiculously long wait, VR Sports' flagship title is finally out. I can safely say that it was certainly not worth that long wait. VR Baseball is just not a polished title. From the choppy graphics to the cumbersome control, almost every aspect of the game seems like it was half-baked and thrown together. The sound is about the only thing really done well here. It's hard to make baseball games exciting, while also keeping them realistic, but VR Baseball fails miserably, making this one of the most boring 32-Bit baseball games I've played.



Sorry, nothing groundbreaking here. Large polygon players move smoothly if not a little jerky due to the frame speed. Seeing the batter actually hit the ball can be tough and detracts from one of the simple joys of playing a baseball sim. To make matters worse, the game plays too slowly making "a quick game" impossible. Overall, a little more tweaking was needed in the sim. On the upside, the game is fully MLBPA licensed and offers some unique variables such as Virtual Field Vision™ and four uniform options.

Dean Hager

### PEAK PERFORMANCE. • PLAYSTATION • ATLUS

Kraig Kujawa

Peak Performance is not a bad racing game, but amidst the tough competition, it looks unremarkably average. The game plays similar to Rage Racer, in which power-sliding around corners makes for most of the strategy and technique. The big novelty is the amount of vehicles you can choose from. The variety is for anyone's tastes. They don't have real names, but you can tell what they are—replicas of the Ford Probe, a semi-truck and even a scooter. Overall, Peak Performance is interesting for a little while, which makes it perfect for a rental.



They call it "drifting" in Japan, and here in the United States we refer to it as "power-sliding." Sliding a car around a corner at top speed while keeping it in control is a challenge, and this seems to be what Peak Performance is all about. Power-sliding aside, the game is solid as a racing sim, offering a lot of cars (12 plus some secret ones) and three challenging alpine courses. The pop-up is a little annoying but not atrocious by any standards. This one will be a unique addition to any racing sim enthusiast's collection.

Dean Hager

# LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

**Interface, Letters to the Editor**  
1920 Highland Avenue, #222  
Lombard, IL 60148

or, you can send e-mail to:

**EGM\_Mail@zd.com**

*EGM* will award a prize to the writer of the best letter of each month. Please note: The above two addresses are for editorial correspondence only! Direct any subscription inquiries to:

**Electronic Gaming Monthly**  
Subscription Department  
P.O. Box 55722  
Boulder, CO 80322-5722

Note: *EGM* cannot and will not personally respond to any letters. We reserve the right to edit all correspondence for space and grammar purposes.

## OLD AND NEW FRIENDS IN STREET FIGHTER III

Dear *EGM*,

Why did Capcom decide to only include Ken and Ryu in *Street Fighter III*? I would have loved to have seen Sakura and Chun-Li featured. The world doesn't revolve around Ken and Ryu!

SailorJupiter3@xband.com

Hmmm...a *Sailor Moon* fan longing for Sakura and Chun-Li? Go figure. Knowing that they couldn't please everyone, Capcom chose to have an almost all-new cast. They knew that since we have waited six years for this true sequel to *Street Fighter II*, most of us would want to see a fresh game. More than likely, Capcom would've received a lot of flak from gamers (and the media) if *SFIII* reshaped all the old characters from the old series. They did keep Ken and Ryu, however; because the two are pivotal characters in the *SF* universe and are the two most widely recognized *Street Fighters*. The other *SFII* characters will probably come back for *Street Fighter Alpha 3*.



In *Street Fighter III*, it's out with the old, in with the new...that is except for the ever-popular Ken and Ryu. Here, Ken prepares to redefine the term "smacker" for Ryu.

## MKT BUGS FIXED

Dear *EGM*,

I think your magazine is the best game magazine around, however, I have to say

that I did NOT like your article on the N64 Vs. PlayStation *Mortal Kombat* Trilogy comparison in your January issue [#90]. The idea of comparing the two systems' versions was excellent. After I read the article, I played the game to test the so-called glitches on the PS version. I don't know what game you were playing, but I didn't find Shao Kahn "jumping for joy," nor did I find Shang Tsung's "disappearing fireballs." My music didn't change tracks when I used Goro's or Kintaro's fireballs either, and my game never locked up. I tried to find these glitches over and over. Do you think maybe the game you guys tried was defective? Or do these glitches randomly occur and just haven't happened yet in my game?

Jason LoManto  
Long Island, NY

We tested several production PlayStation versions of *MK* Trilogy on several different systems. Believe us, we are not so irresponsible as to list something as serious as glitches and bugs unless we are sure of what we are talking about! The fact was, we found the same bugs over and over again. The reason you did not find them is because you probably have an updated version of the game. Midway has since—without much fanfare—put out a newer version of *MKT* for the PS, apparently sans glitches. We asked Midway why a buggy version was released in the first place. Although they were given several opportunities to respond to this issue, Midway has taken the fifth.

## EGM ON THE EDGE

Dear *EGM*,

I'm writing in regard to a comment made by one of your writers in his "review box." In his statement, he made the remark that a particular game had less substance in it than the Pope [*EGM*#90-yours truly, Dan Hsu on *Acclaim's Dragonheart* for the *PlayStation*]. Well guess what? You have a rather irritated subscriber. Where did that comment come from? Unless one is truly

ignorant of the Pope—who he is, what he does—that criticism just can't make any sense. Since I can't recall any history of this sort of thing in *EGM*, I'll assume the writer didn't do this in a deliberate, mean-spirited manner. If indeed he did deliberately mean to use those particular words, then please cancel my subscription. Although we are all entitled to our opinions, I do not wish to contribute financially to a publication whose opinions are so

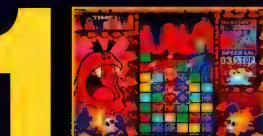
## TOP 5 EGM Editors' Favorite PUZZLE GAMES

5 TokiMemo Puzzle  
PlayStation/Saturn  
Konami of Japan

4 Super Puzzle  
Fighter II Turbo  
PlayStation/Saturn  
Capcom

3 Mean Bean Machine/  
Kirby's Avalanche  
Genesis/Super NES  
Sega/Nintendo

2 Tetris  
NES/Super NES  
Tengen/Nintendo

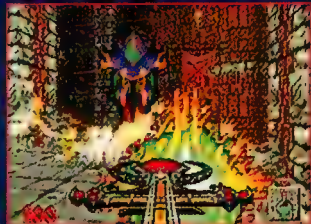


Tetris Attack  
Super NES  
Nintendo

Honorable Mentions: Bust-A-Move 2,  
Baku Baku, Klax, Columns, Dr. Mario



N64 bandwagon. This producer was more than happy to give us several reasons why they aren't making N64 games yet (and why he thinks Nintendo is greedy) but wished to remain anonymous. He says making N64 games is still risky. Companies have to pay about \$30 per cartridge vs. \$1 per CD. They may have to order about 150,000 cartridges to have enough presence to sell 100,000 games. In that scenario, the company loses about \$1.5 million (50,000 unsold carts times \$30/cart) in inventory alone. Now, what if the game sells out? If it were a CD, it'd be no problem. A company can press more CDs in a week and have more games out on the shelves immediately. If the game is on a cartridge, then a company may need two or more months to produce additional stock. By that time, the title may no longer be in high demand, therefore this second shipment may not sell anywhere near as well as the first (on an interesting note, Sony refunds to game companies the \$1 cost for every unsold CD, if it gets destroyed). Do these inventory problems actually occur? Well, Acclaim was once stuck with a half million copies of Double Dragon 3 for the NES sitting in a warehouse, unsold. That cost them a pretty penny, to say the least. The producer whom we talked with hopes that Nintendo will lower their licensing fees soon. He says that Nintendo is being greedy and doesn't need to charge companies so much. But he did say that Nintendo is smart in discouraging production of low-quality titles; because N64 games are so expensive to produce, most third-party companies are only willing to make N64 games that they are sure are top-quality and will sell well.



GT Interactive (with their N64 Hexen shown here) is confident of their products' success.

We asked GT Interactive (who will be bringing out Hexen and Unreal for the N64) why they aren't afraid of the N64. Alan Lewis, communications manager, told us that the cartridge risk factor only comes into play if the game is not top-quality. He says that the inventory problem is the same as it was in the 16-Bit days, and it's up to the companies to evaluate the market intelligently and bring out only the best, potentially highest-selling games.

## WHERE'S SONY LINK TO THE NET?

Dear EGM,  
Do you know why Sony hasn't released an Internet service for the PlayStation?  
MrsuPERStar@kband.com

Sony's official response is that they're dedicated to the home console market. Their primary focus is on gaming. What this statement means is that they don't really want to tell us. Sony wants to be seen as a game company that'll consider every aspect of the market. A little further digging on our part showed that Sony doesn't see the console Internet market as a viable one. They consider Sega's Net Link sales (just over 10,000 units so far) to be too low to be an enticement to enter the market.

## WE ARE EGM!

Dear GamePro,  
I have subscribed to *Gamelan* eight months ago, and I still haven't got one #1@%&\* issue yet. Can you guys send me 12 issues please? I will tell everyone to subscribe to *Ultra Game Players*. Thanks a bunch  
*Nintendo Power*.

wonheo@ix.netcom.com

Thanks for the spoof on Justin Booth's letter [*EGM* #91]—Mr. Booth, having trouble with his *GamePro* subscription, asked his other favorite magazine, *EGM*, for some of his missing *GamePro* issues. We laughed, and then we cried. You didn't mention *EGM* anywhere in your letter!

## FOOTBALL, ER...SOCCER

Dear EGM,  
Whilst over in the U.S. on temporary assignment, I purchased a copy of the January '97 issue of *EGM* and found it an entertaining and informative publication. But I do have a point to raise with you. In your preview of FIFA '97 (FIFA, by the way, stands for the Federation of International Football Associations), you say, "...[soccer], the game the English affectionately refer to as 'football.'" Now, as its governing body's name implies, it's not only the English that call "soccer" football. Just about the whole world, barring one country, calls it football, too. I don't think you need three guesses to work out which country is the odd one out. The game Americans call "football" has more in common with rugby than with football. But because rugby's correct name is rugby football (confusing, isn't it?), my guess is Americans adopted the "football" part of the name so as to avoid clashing with rugby. Suffice to say, we English avoid any such ambiguities—there's football, and then there's American football. I could go on to discuss why rounders was turned into baseball, but I'll leave that for another day.

Mark Roberts  
Sheffield, United Kingdom

Three guesses as to which country is the odd one out? We guess Brazil, Italy and Argentina. Man, where are those Team EGM guys when we need them! All kidding aside, thanks for the vocabulary (and cultural) lesson.

## EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal!



WINNER!  
Danny Rodrigues • Queens, NY

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



Jennifer Nicol  
Wpq, Canada



David Medina  
Brooklyn, NY



William Jimenez  
Wildwood, NJ



Milke Gonzalez • Los Angeles, CA

\*Or at least get your name and work in the magazine and win! You need a game controller (1997) (2028) ONLINE

## The ASCII Control Pad

Put your creative skills to the test by drawing out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:  
EGM Letter Art  
1920 Highland Ave, Suite 222  
Lombard, IL 60148

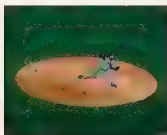
# You could be a **WINNER!**

This Spring, EGM & EGM<sup>2</sup>  
have **two very special mags** available  
for a **limited time only** on the **newsstands!**

## **EGM's Players' Guide to Sports Video Games**

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

# **SPORTS VIDEO GAMES**



## **EGM<sup>2</sup> Ultimate Guide to Fighting Games**

# **THE ULTIMATE GUIDE TO FIGHTING GAMES 1997 EDITION**

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



**Buy 'em while they last! Your high score is at stake!**

Magazines available at the following locations:

**Kmart, Wal-Mart, Electronics Boutique, Meijer, Waldenbooks, Borders, Crown Books, Barnes and Noble**

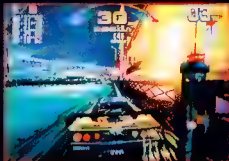
# Next Month

## EGM<sup>2</sup>

Tips, Tricks and Strategies for Home and Arcade

### May 1997

Last month we gave you a little taste of Street Fighter III and Tekken 3. Well, now they will be going fist-to-fist to see which one will be crowned 1997's King of the Fighters. Each game will be explored extensively in order for one to be crowned champion.

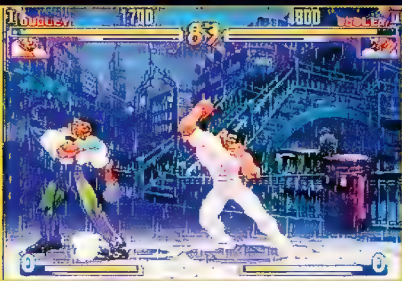


Arcade coverage galore. See what was at the latest arcade show before everyone else.

Also, *EGM* will be bringing back the hottest arcade coverage from the ASI Show in Las Vegas. Shooters? Fighters? Puzzle games? Find out which quarter-muncher you'll be spending your hard-earned dollars on and how to get the most gameplay out of that money.

Whether you are hitting a homer, jammin' it in the net, slam dunking or scoring a touchdown, *EGM* will be there to provide sports fans with the best way to win big in your favorite sports game.

FEATURE STORY



*EGM* flexes its muscles again with more bust-'em-up coverage on the latest fighters as we compare, in detail, the two hottest sequels of all time. Look for in-depth combos and the latest playing strategies.



Football, basketball, soccer or hockey... hot sports strategy guides will be coming your way!

# ELECTRONIC GAMING MONTHLY

### June 1997



FEATURE STORY

Q-Mann says that the new PlayStation C is going to be at the Japanese show. We're off to bring back the first information, and pictures!

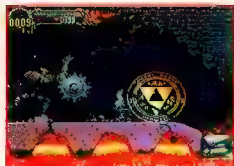


Our editors are really excited about Sony's new PlayStation game *Spawn*. Be the first to know why!

Our editors are off to cover one of the most important Japanese game shows of the year. It is quite possible that the PlayStation C, M2 and Sega's new 64-Bit monster could be there. Don't miss the only U.S. coverage next month.

Also, our editors are going behind the scenes at Sony. Watch for our exclusive story on their new top-secret games including *Spawn* and *GT Racing*.

Many of the games which we have been previewing over the past few issues are reaching completion. MDK, Albert Odyssey, Cyberbots (Saturn),



Konami's long-awaited PlayStation version of *Castlevania* is now in house.

Ray Storm and the highly controversial Japanese version of *Castlevania X* are but a few of the titles that we will be blowing out next issue. Also updates on MK4, Tekken 3, DarkStalkers 3 and more are in the works.









STOP  
THE  
INSANITY



# Seeing spots?

Maybe the game you're playing  
is driving you nuts.

Imagine the countless hours  
of expensive therapy that could  
be avoided if you just use the  
**Game Shark** to help ease you  
through those tough times.

The **Game Shark** turns any title into a  
mind-bending programmable gaming experience  
with options like **endless ammo**, **infinite health**,  
**extra vehicles** and many more. You'll never need  
to strain your brain because the **Game Shark** has  
enough pre-programmed codes to fill a loony bin.

The **Game Shark** also provides you with  
space for thousands of additional codes,  
so the only thing you'll ever outgrow  
is your straitjacket.

Overpower the hottest games and revive the old ones.

## Game Shark.

You'd be crazy not to.



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

**INTERACT**  
GAME ACCESSORIES

Interact Accessories, Inc.  
A Recoton™ COMPANY  
[www.interact-acc.com](http://www.interact-acc.com)

**Game Shark HOTLINE**

**FOR THE LATEST CODES:**

**1-900-773-SHARK**

Call costs \$1.29 per minute.  
Must be at least 18 years of age  
or have parent's permission to call.



PlayStation Game Shark  
AVAILABLE NOW



Sega Saturn Game Shark  
AVAILABLE NOW

Nintendo 64 Game Shark  
COMING SOON

# SAVE YOUR QUARTERS FOR THE LAUNDROMAT

## DIE HARD *Arcade*

IT'LL BLAST YOU LIKE A SAWED-OFF SHOTGUN. DON'T WEAR WHITE.



OKAY, ROOKIE. LISTEN UP. YOUR GIG IS TO RESCUE A HOSTAGE AND KICK SOME TERRORIST BUTT.



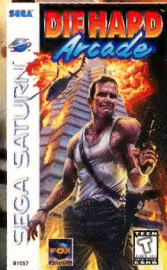
USE WHATEVER IT TAKES: MACHINE GUNS, MISSILE LAUNCHERS, FLAME-THROWERS, BROKEN BOTTLES.



GRAB A PARTNER IN TWO-PLAYER MODE AND DOUBLE-TEAM YOUR WAY OUT OF HELL.



ONLY ON SEGA SATURN™



WWW.SEGA.COM  
WWW.FOXINTERACTIVE.COM

Die Hard™ © 1988, 1997, Twentieth Century Fox Film Corporation. All rights reserved. Sega is registered in the U.S. Patent Office and Trademark Office. Sega Saturn is a trademark of Sega. ©1997 Sega.

Made with love by

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [retromags.com](http://retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!