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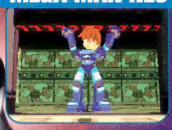

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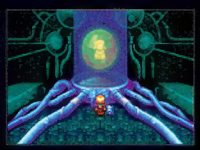

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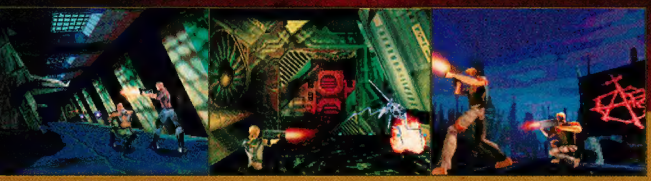

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By Ed Semrad - 75052.1667@compuserve.com

•Sega developing new 64-Bit Dural game system, but is it enough to turn Sega around?

It's not a video game, but "sticker photos" are the latest Japanese fad coming from the arcade game companies.

The big news this month is Sega's new game system. After discovering the not-so-secret (nor publicized) document from 3Dfx to the Securities and Exchange Commission (SEC), our editors immediately got on this story and started digging. In this Intent of Public Offering (IPO), 3Dfx had to disclose (to some extent) all of the deals they were working on. One of which was a multimillion-dollar project to create a custom version of their popular PC Voodoo graphics accelerator card for Sega's "...upcoming video game system..."

New game system? Yes. Code named Dural (after the Boss in the Virtua Fighter games), the new Sega 64-Bit system could be in the stores in Japan as early as 1998.

Of course, Sega of Japan, Sega of America and 3Dfx all refused to comment beyond what was revealed in the IPO, but that is where our editors started. A lot of the information we got was obtained from companies who have already been contacted by Sega to start developing games next year for Dural. While the system is far from being complete, the specs and, more importantly, the thought process of how the system is to work looks very promising.

Hopefully the one thing that Sega has learned from all of its past game systems (both failures and successes) is that they can't work in a vacuum. It probably is very frustrating for the staff in America not to know what Sega of Japan is going to do next.

From the third-party developers we talked to most have stated that one reason why they aren't doing Saturn games is the lack of support and cooperation with Sega. For instance, the newest program libraries (the ones that do the best "tricks" with the Saturn) are not being given out by Sega of Japan. Instead, the developers have to either invest sizeable amounts of time and effort to "learn" on their own how to do the new tricks or to go and compromise their goals as to how they want their game to come out. Or, as in many instances these days, not to even bother to do a Saturn version at all and stick with PlayStation and PC. When that happens, nobody wins. The end result is where Sega is now—in a "quality-not-quantity-of-games" attitude...meaning that there is a decreasing number of dedicated Saturn third-party developers in the U.S. and Sega is relying more and more on the arcade conversions from its R&D headquarters in Japan. I guess they have no choice since there isn't a U.S. Saturn development group any more (not that they did anything spectacular anyway).

The problems weren't limited to only software development. Who can forget the infamous Sega CD and 32X systems?

The thread that ties all of Sega's problems together is support and cooperation. The 32X could have worked if only Japan had given the hardware support to the companies who wanted to do games for it. There now would be more companies doing Saturn development if Japan would be more responsive to the developers' software needs. And if Japan would share more of the information that it has learned about the way the two processors in the Saturn work, we might now be seeing games that are so revolutionary that players wouldn't even think about buying a PlayStation or Nintendo 64.

So where are we with Dural? Maybe... just maybe...Sega of Japan is beginning to see the light. By using the soon-to-be U.S. "standard" in graphics chips, perhaps the U.S. developers will actually want to start making games for Sega's new system. Add in both 3Dfx's and Microsoft's new programming interfaces and guess what, a conversion from a hot PC game to the new Dural system will be virtually a push of a button away. That means reduced conversion costs for the developer (i.e., more games from third-party developers) and the Dural version would be the first one in the stores (not like the months of waiting for a Saturn conversion now).

All that leaves Sega to do is design the hardware properly. By being able to decide on what the system will actually consist of (and cost) and then to start consolidating the circuitry early on, if not even up front *before* the Dural comes to market, then Sega would be able to stay ahead of the competition if and when the price wars start between the next generation of systems.

Will it actually happen? Or will Japan repeat history a third time? We can only hope for the best.

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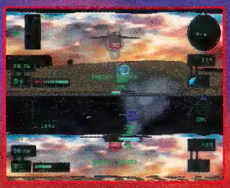

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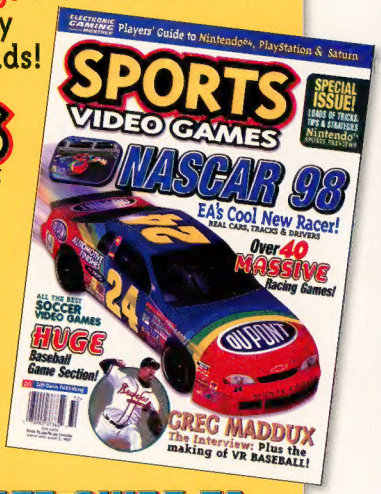

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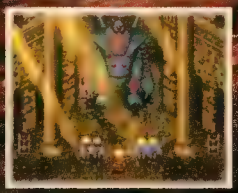

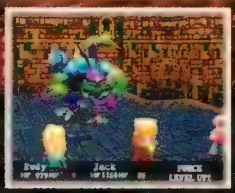

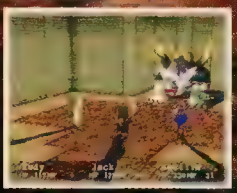

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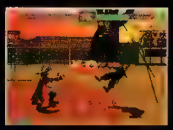

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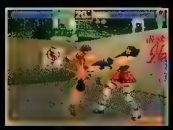

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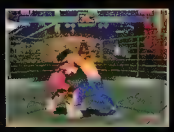

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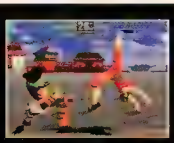

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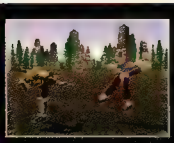

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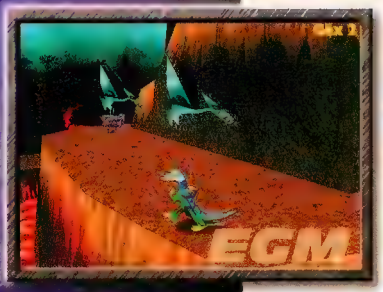

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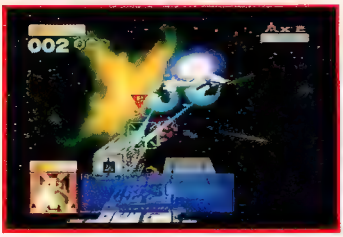
FREE POSTER

YOU WANT THE GOODS? Tucked into this exciting July issue of *EGM* is an AERODYNAMIC poster: STAR FOX 64. You can have Fox McCloud and his zany crew hanging in your room, locker, work space, space jet or anywhere else!



THIS MONTH

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THE GAMING TEMPTATIONS YOU WILL FIND AT E³

E³ reveals all the wonderful games that will be released this year and into the next. This issue we provide a mega list of all the games the companies will be previewing at the show. This is just the tip of the iceberg, though. We'll be covering more E³ info (and surprises) in future issues. E³ coverage starts on page 72.

"Next to Christmas, E³ is the biggest time of the year for gamers!"

THE FORCE IS FIGHTING BACK...

EGM has the world exclusive on the new Star Wars game for the PlayStation. This fighter (yes, it's a fighting game) has you battling it out with the bad boys and girls from the *Star Wars* universe. You can choose whether or not to fight with weapons. Also, there might be hidden characters. The story begins on page 94!

"Wookiees hate to lose."

94

96

STREET FIGHTER EX PLUS α TO HIT THE PS, 3-D STYLE

PS owners will soon be playing a bigger and further enhanced version of Street Fighter EX called Street Fighter EX Plus α. Touch-ups to the graphics promise smoother animations and improved moves. Besides being able to play as Sakura and Dhalism, there will be two new characters too. Page 87 has the scoop.

"Street Fighter EX Plus α is sort of a 'championship edition'..."

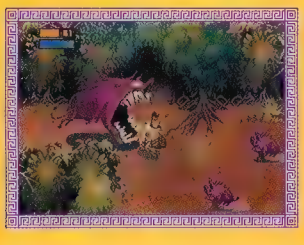
98

CLAY FIGHTER 63 1/3

NEXT WAVE

98 CLAY FIGHTER 63 1/3 (N64)
100 SONIC JAM (SS)
101 SHINING THE HOLY ARK (SS)
102 WARCRAFT 2 (PS)
104 TOBAL 2 (PS)
106 EXCALIBUR (PS)
107 WRECKIN CREW (PS)

IF BATTLING THE CYCLOPS AND THE FOUR-HEADED HYDRA ISN'T FUN ENOUGH, YOU CAN ALWAYS GO TO HADES.



In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.)

HERC'S ADVENTURES™

In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But, you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS. Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says *"Challenging bosses, humorous anecdotes, and gigantic landscapes - Herc's has it all."* In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

PlayStation™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

LUCAS Arts

So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors.

http://www.lucasarts.com

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THE BEST VIDEO GAME NEWS

PRESS START

SEGA'S NEXT CONSOLE

Is it 64-Bits or Bust for Sega?

EGM has learned from sources inside Sega that their next-generation game machine is already well under development in Japan. Code-named Dural, Sega's new top-secret system apparently is already in a noncondensed wired version, and Sega officials are meeting with "top-name developers" both in Japan and the U.S. to line up killer software titles for release as early as late next year in Japan.

HISTORY:

Rumors of a new system began as early as January, but the first solid piece of evidence appeared when the company—3Dfx Interactive Inc.—filed an Intent of Public Offering (IPO) document with the Securities and Exchange Commission in Washington D.C. on April 17, 1997. In this document 3Dfx had to disclose all of its work-in-progress, and one of the items was an agreement dated Feb. 28, 1997, between Sega of Japan and 3Dfx whereby 3Dfx was to "...develop for Sega a semiconductor 3-D graphics accelerator...for use...in Sega's **FORTHCOMING VIDEO GAME CONSOLE**..."

GAME SYSTEM:

While most of the "revealing" specs of Dural were blanked out (privacy enhanced) from the SEC document, *EGM* has been able to learn from other sources some

THE COMPETITION

Nintendo 64
The 64DD will be a [illegible]

M2
The [illegible]

PlayStation 2
Sony is the least likely to release their next system early—possibly late 1999.

Neo•Geo 64
The arcade machine may sneak through the back door late in 1998.

As seen above, the chart shows the progression of the SH family of processors from Hitachi. There were two SH-2s packed into the Saturn. The Saturn was originally designed to incorporate only one SH-2 CPU, but the spec was later increased to include twin SH-2s for increased performance. Hitachi will begin producing the SH-4 late in the second quarter of 1997.

* Under Development

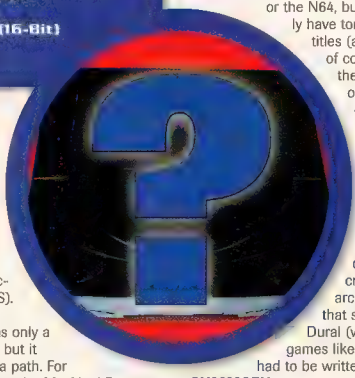
of the details about Sega's next console.

First, there is the graphics processor. 3Dfx will provide Sega with a modified version of its already-popular Voodoo Graphics PC accelerator card. This is a "...two chip [device] and has a **128-Bit** 'dedicated texture memory' architecture that provides over 800 megabytes per second of memory bandwidth."

Second, all indications are that Sega will be using the latest CPU in the Hitachi lineup of microprocessors. Currently code-named the SH-4, this CPU will go into production this fall and it boasts a speed of over 200 MHz and an ability to calculate over 350 million instructions per second (MIPS). While not a true 64-Bit processor, the SH-4 has only a 32-Bit address register but it does have a 64-Bit data path. For comparison sake, neither the M2 (dual Power PC 602 CPUs) nor Sega's own Model 3 arcade board (one Power PC 603e chip) have 64-Bit address registers. Only the N64 is a true 64-Bit machine.

'DURAL' THE SPECS SO FAR

1) 12x speed CD-ROM
2) 16 Megabytes (EDO) RAM
3) Hitachi 64 Bit SH-4
   - 200 MHz Clock Speed
   - 350 MIPS
4) 3Dfx\Voodoo graphics chips
   - 128-Bit dedicated texture memory
   - 800 Mbytes/sec memory bandwidth
   - At least 1 megabyte of texture map memory
5) Operating System
   - Microsoft API
   - Sega custom low level OS
   - 3Dfx 'Glide' API
6) Misc. specs
   - Z-buffering (16-Bit)
   - 50 pixel triangles



However, in practice, both of the above systems are capable of calculating more floating point math operations than the N64 and, more importantly, can calculate more MIPS than the N64's 4300 and, in the end, are more powerful. A second chip that Sega is considering is the Motorola PowerPC 603e. Already in use on Sega's Model 3 arcade board, this chip could become the main CPU of Dural if it wasn't so expensive. Sega will look at the costs and probably go with the SH-4.

Third, for a storage device Sega will continue to use a CD disc drive. Gone are the days of the old, slow 2X drive, and, depending on cost, Sega will probably opt for at least an 8X unit, perhaps as high as 12X. Again total system cost is of primary importance here and disc drive speed is one of the ways that Sega will look to keep costs in line. DVD will not be an option, mainly because of cost.

With a system as powerful and fast as Dural, there will have to be a lot of system memory. The 3Dfx chip alone will require at least one Megabyte. Best estimates to date put the total between eight and 16 Megabytes of EDO RAM. Again, cost is a major concern and the exact amount of system memory is the one item which Sega will decide on at the last minute—after the other costs are in.

Lastly, there is the operating system (OS) for the machine. It's no big secret that developers were not pleased with the extremely difficult OS on the Saturn. This time around Sega is exploring a different OS. First, Sega has been working with Microsoft to jointly develop an applications programming interface (API) to allow for easy ports from the PC. Second, Sega themselves is creating a new OS. This OS will run at a much lower level, and will be the backbone of the system. Finally, Sega has contracted with 3Dfx for a new version of 3Dfx's low-level "Glide" 3D API. "Glide" will optimize the performance of software designed for any entertainment platform, and affords virtually seamless portability of game content to the Dural. Using one (or more) of these OS configurations, not only would the Dural enjoy a development environment that is even easier and more accessible than the PlayStation or the N64, but Sega could literally have tons of successful PC titles (and the thousands of consumers that buy them) virtually overnight. What is even more intriguing is that this API is said to be the same software Sega will be using in their upcoming arcade machines. Sega's world-famous AM divisions could create games for the arcade and then reuse that same code for the Dural (with the Saturn, games like VF2 and Sega Rally had to be written from scratch).

SUMMARY:

Will the Dural really come about? That's the big unknown. Sega (and all of the hardware manufacturers, in fact) are constantly working on prototypes of new game systems. Yes, Sega threw over $1.5 million (to start) at 3Dfx for their technology, but that does not guarantee that there will be a new system. It does look promising though, with the many strategic alliances that Sega is setting up, that something is in the works. That leaves the big question—will consumers buy yet another Sega game system? The existing systems could dip under $100 quite soon and will there be enough players who will pay $300+ for a new system that may not be significantly better than what we are using now? Time will tell. We'll keep you informed on this revolutionary system as more facts appear at E³.

WHY A 3Dfx CHIP?

With the increasing use of polygonal graphics in 3-D games, the graphics processor is becoming the vital component in a game system. Mind-blowing gameplay doesn't come cheap anymore and all of the new 1998 game

systems are going to need one of the new super chips. While current PC games like Descent or NASCAR are doing in-software 3-D texture mapping, when the action gets hot and heavy, software can't do it all. Take a complex scene which has to be rendered at 30+ frames per second, 640x480 double buffered resolution, in 64k dithered colors, without the blocky textures and texture aliasing and something starts to give as the current systems can't handle the data manipulation in software.

Enter the next generation in graphics super chips. Currently, the leader of the pack is the Voodoo Graphics chip designed by 3Dfx. It already has developed quite a following of PC game developers, and there are dozens of big-name PC games already designed and optimized for their 3-D graphics accelerator board. Check out the Tomb Raider comparison below, and if you get a chance, watch the new generation of PC games on a loaded-for-bear system at your dealer—you'll have a glimpse into the future of console gaming!

The PC version of Tomb Raider (right) is an indication of the graphics to come.

Voodoo Graphics Chip Specifications:

Perspective-correct texture mapping
Bi-linear and advanced texture filtering
Level of detail (LOD) mapping
Sup-pixel correction
Polygonal-based Gouraud shading and texture modulation
24-Bit internal, 16-Bit dithered RGB frame buffer
Multiple format texture buffer (8-Bit and 16-Bit)
1, 2 and 4 Mbytes of frame/aux buffer memory per pixelfx
1, 2, and 4 Mbytes of texture memory per texelfx
45 Mpixels/sec sustained fill rate for bi-linear or advanced filtered textures
Over 1 M triangles/sec for filtered, LOD MIP-mapped, Z-buffered, alpha blended, fogged, textured 25-pixel triangles
Antialiasing
Depth buffering (16-Bit)
Alpha blending
Per-pixel special effects: fog, transparency translucency
Texture compositing, morphing, animation
Linear frame buffer access

FIRST HANDS-ON TEST OF GAME.COM

EGM takes the Tiger hand-held for a spin

Following up our initial look at Tiger's new entry into the portable gaming category, *EGM* recently got a chance to put the finished version through its paces. We first have to mention that although the system is fairly complete, there are still some minor details to be worked out. The software that was available for play included Lights Out, Indy 500 and Solitaire which is built into the system. There were non-playable demos of Duke Nukem and Batman and Robin with short clips of cinema openings and gameplay action to give a small taste of what was to come.

The first thing you notice is how slim the portable is in your hands. The view screen is slightly larger than that of the Game Boy and the resolution of the images also seemed to be an improvement. As mentioned before, the Game.Com has built-in functions such as a non-interactive calendar, phone number directory, calculator and the game Solitaire. When connected to a modem and a communications cartridge, you can send and receive e-mail and browse text-only Web sites. Of all the built-in stuff we toyed around with, Solitaire proved to be deliciously addicting, especially for Review Crew member Crispin Boyer who refused to let the rest of the staff examine the other games until he was threatened with bodily harm.

The Game.Com has a touch-screen interface you can activate with a pen stylus (included with the system) or finger. Tiger has gone to great lengths to ensure the durability of their touch screen and has gone through several revisions in manufacturers. The same effort was also implemented in the quality of the screen resolution. The games we tested and saw previews of (see boxes below) were a cut above anything we might've expected. Licensing power is what Tiger has in spades and it shows in their lineup of upcoming software. Everything from the new *Jurassic Park* and *Batman and Robin* movies to arcade/home console hits like NBA Hang Time, Madden Football and Mortal Kombat Trilogy.

Look for a final review score when we have one that is off the shelf, including the launch titles that will be available. So far, so good.

Will the Game.Com make an impact on the portable gaming market? Tiger Electronics is putting a lot of muscle behind its biggest product launch yet.

GAMES WE TESTED

Solitaire
This classic standard is still as addictive as ever. Hey, it's free!

Lights Out
Adapted from the bigger stand-alone hand-held, this Tiger puzzle game loses little in the transfer.

Indy 500
This was a surprise considering you can change the car views from behind-the-car to a driver's-seat camera angle. This is supposed to be an 8-Bit system! Anyway, the forward scrolling road was a nice try at pseudo-3D, but the game itself offered little challenge or fun. Still, this is as good as black-and-white portable driving games can get.

COMING SOON

Duke Nukem—apparently, Duke doesn't realize he's not on a system that is capable of doing 3-D. The amazing thing is that the demo we viewed looked impressive and vaguely resembled Duke running on a crappy PC. Since this is an 8-Bitter, crappy PC 3-D ain't too shabby. Batman and Robin—based on the upcoming movie, the caped crusader must once again defend Gotham City. This will be available at launch and will be the first test of the Game.Com's side-scrolling ability.

Here is a list of the confirmed titles scheduled for release in the first year:

The Lost World: Jurassic Park
Mortal Kombat Trilogy
Williams' Arcade Classics: Defender, Defender II, Joust, Robotron, Sinistar, Henry,
Quiz Wiz Jeopardy!, Name That Tune, Tiger Casino, Madden Football, NBA Hang Time

TIPS

In arcade-related news, Intel has announced a hardware specification for coin-op play based on its Pentium II technology. This not only puts a new face on arcade gaming, but also carries implications for PC gamers, namely the possibility that arcade games could run unported on home PCs. Games using it are expected to be in arcades by the end of the year. The hardware will have a Pentium II processor at its heart with 512KB of cache, a high-performance 3-D graphics accelerator, and arcade-quality controllers. The standard operating system will be Windows 95 in 1997 and Windows NT in 1998. Intel says that its new hardware is faster than and will outperform Sega's Model 3 arcade board. The specification is supported by computer game industry players such as Microsoft, Quantum3D, Happ Controls and Hanaho; game developers GreyStone, Interactive Light and Mango Grits; and coin-operated game distributors and operators H. Betti Industries and the Amusement and Music Operators Association. None of the "major" arcade manufacturers have signed on to this deal—no Sega, Namco or Capcom has jumped in...yet. Japanese coin-op manufacturer Taito has signed on with Intel's new machine, and there are others that are rumored to be coming onboard soon. This is good news for arcade operators, who recently have had to spend more and more money on "deluxe" machines that turn in little profit at $1 (U.S.) per play.

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HANDY WITH GAMES

Reality Quest is set to give gamers a better grip

Did you ever think you could make a better control pad? Adam Ullman and his brother had those thoughts and followed through with what they believe is a more natural way to play games; still having a free hand to drink a soda or punch your sibling. They formed Reality Quest and proceeded to make their glove-like controller a "reality." Imaginatively titled "The Glove," the controller enables you to play video games with wrist motion for directional movement and natural finger buttons for inputting commands in an efficient manner.

As expected, The Glove handles some games better than others with Doom-style games getting the biggest boost. Speaking of Doom, it works very nicely with The Glove in terms of movement and feel. There is a Simulated Analog Mode that allows precise control when aiming your weapon or just walking around in general. It also has a mode that supports the "negicon" channel for true analog movement which is handy for racing and flight simulation games. When used with fast twitch games like Tekken 2 and Street Fighter Alpha 2, The Glove was a bit more awkward to use, but can be adjusted with enough practice. The coolest thing about using it to play SF Alpha 2 is that your hand is emulating a fireball motion which gives you the illusion of greater interactivity.

One of the images that leaps to mind when contemplating a controller of this sort are the many failed attempts at this type of controller. Anyone remember the Power Glove or the U-Force? You can rest assured that The Glove had a lot more planning and is well thought-out from a gamer's perspective. Best of all, it really works which is more than can be said for those other products. The Glove is designed to be a controller that becomes second nature and while it might not be the ideal controller for every game, it's far from the worst.

The Glove will be available for the Saturn, N64 and PS, with each getting a system-specific model. The PlayStation model will be available first with the other two released shortly thereafter.

Overall, *EGM* was very impressed with The Glove and looks forward to seeing Santa put some in our stockings.

"With your non-glove hand free, you are able to do other things while playing games like eating a snack or picking your nose.

hot

THE GLOVE

$89.95

Available Fourth Quarter

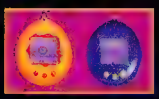
Pluses: Digital, true analog and simulated analog settings. One-handed control action.

Minuses: Learning curve for some games. One-handed control action.

not

TIDBITS

The virtual pet craze that has swept Japan has arrived on these shores. Tamagotchi from Bandai took the island country by storm last November when it released these keychain virtual pets that required care and attention to keep them "alive." Demand was and still is sky-high which has driven the black market price of these gadgets well into the hundreds. Now Bandai has started release of Tamagotchi here in the U.S., but they are not alone. Tiger electronics has



a similar product called Giga Pets. The main distinctions between the two are that the Giga Pets come in different animal varieties like a dog or dinosaur while Tamagotchi have different possible creatures on any given egg. Other differences are that the Giga pets have more "activities" to do as well as pet-specific functions like playing fetch with the dog. Time and people like you will reveal which will be more popular. Tamagotchi $14.95 (Bandai) Giga Pets $9.95 (Tiger). They're available now, if you can find 'em.

WHAT AM I?

New AI programmable controllers are loaded to the gill

When I first took a gander at the AI pads from Game Source, the first thing I thought about was a pizza with everything on it. The SS Majoris AI (Saturn) and PS Sakkara AI (PlayStation) are loaded with every kind of feature it possibly could have, including a new twist (pun intended).

In addition to being a standard controller, you get full programming capabilities for single-button complex move execution, five-speed autofire with individual autofire settings, five-speed slow motion, five-steps direction pad sensitivity, battery backup of internal memory (battery provided), an LCD screen display and the Reality Driving System. The most refreshing feature is the mini-steering wheel which allows analog control for games that support it.

The mini-wheel proved a bit awkward and hard to grip comfortably. This is a case of a pad that does a lot of things, but is not effective in any one. It is still recommendable due to the value the pad provides and seeing as this may be your pad of choice, it is possible to become proficient with the controller to overcome any shortcomings.

hot

AI PADS

$29.95

Available Now

Pluses: Lots of stuff to play around with. Every function you want is here.

Minuses: Doesn't excel in any one area. Mini-wheel is problematic and can be confusing.

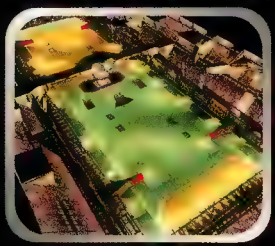
not

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

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 BallBlazer™ Champions.**

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.

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.

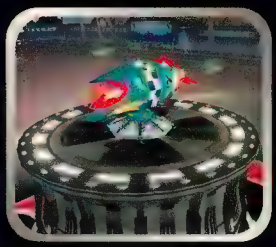
Players compete for the Plasmorb. Which is sort of like a ball. Except that it totally disregards the laws of gravity. You can't kick it, dunk it, or catch it. So how do you control it? Jump into

© 1997 LucasArts Entertainment Company. All Rights Reserved. BallBlazer is a trademark of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of Lucasfilm Ltd., used under authorization.

PRETTY BRIGHT.

your hovering Rotofoil, grab onto the Plasmorb, 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.

PlayStation

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

LUCAS Arts

http://www.lucasarts.com

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SONY VIBRATES PAST THE COMPETITION

In Japan, Sony has just released its much-anticipated analog controller that also has force feedback features for games that support that protocol. The basic layout of the pad is the same as the standard model with the exception of two analog sticks on opposite sides of the Start and Select button. Also between the sticks is an analog toggle button that switches the functions of the pad from standard, Analog/Feedback and Dual Joystick Analog Mode. Although the pad does not require additional power from batteries, the vibrating jolt it provides is not compromised as the games we have tested thus far (Tobal 2, Rally Cross and Bushido Blade) have shown. Like the Nintendo Rumble Pack, the Sony pad has different degrees of vibration and can vary greatly from game to game. For example, Rally Cross proved a much more rewarding tactile sensation than Tobal 2 due to the nature of racing games versus the constant light thumps of the latter. The Normal Analog Stick Mode offers complete compatibility with the double stick device which is also from Sony and made for games like Bogey Dead Six, MechWarrior 2 and Wing Commander IV.

The analog sticks feel great and are comparable if not better than that of the N64's in terms of motion and feel. The thumb rest is "dimpled" like the Saturn analog pad, but the sensitivity of motion is far superior to Sega's effort. Sony has done an excellent job on this pad and it is almost assured that there will be plenty more games available soon that will take full advantage of this wonder.

Sony has gone out and created one of the nicest controllers to come out in a long time.

BUSHIDO BLADE

RALLY CROSS

TOBAL 2

hot **SONY CONTROLLER**

$29.95 (tentative U.S. price)
Available Summer
Pluses: Great feel, solid construction. Nice analog control and you get two sticks. A great value for the price.
Minuses: Feedback is slightly weaker than N64 Rumble Pack.
not

HOT NEWS

STEVEN SEAGAL IS BACK... KINDA

I'm sure there were legions of fans who were bitterly disappointed when the Steven Seagal game planned for the Genesis and Super NES was canceled especially Steven. Now with the aid of "Caviar Technology" which is on license from AnimaTek, everyone's favorite environmentalist can convey his martial arts moves with stunning accuracy.

Deadly Honor is the title of the forthcoming PlayStation and N64 title from TecMagik and is scheduled for release some time in the fourth quarter. Robert Burnett, director of development at TecMagik commented, "We wanted to make sure that the action of Deadly Honor did justice to Steven Seagal's fast-paced martial arts performances, which is why we used Caviar for the title's action sequences." Hopefully this new game will fare better than its predecessor.

BIO-GRIPE

As many gamers have seen now, analog is the way to go when it comes to game controllers. There are still some gaming categories that aren't as ideal for that type of control, but flight simulator/action games are definitely not one of them. The Bio Grip digital joystick from Nyko seems like a huge throwback to the old days with its rigid stick that has a limited range of motion.

The layout of the stick is rather awkward with the majority of buttons laid out toward the front of the stick and aligned with your thumb which makes accessing them an ordeal. You can easily hit the wrong one in the heat of battle or even for mundane tasks. As *EGM* put the stick through a rigorous test, some staff members actually liked the old-school style and likened it to the old Atari joysticks. Indeed when playing some of the classic game collections available on the PlayStation, the Bio Grip seems to have found its niche. If you are still interested in this type of joystick, we highly recommend you test it out first since it took a good while for us to break in the stiffness of the stick and work out the stiffness in our hands.

hot **BIO GRIP JOYSTICK**

$24.95
Available Now
Pluses: Old-school controls!
Minuses: Stiff stick, awkward button placement. Overall balance of the stick is off.
From: Nyko
not

TIDBITS

Recently, the Nintendo 64 got a big push as far as graphics development goes—Softimage, which is owned by Microsoft, announced that it has entered into an agreement with Nintendo to produce a Nintendo Game Development Environment (GDE) for Softimage 3D. This announcement underscores Softimage's continuing support of video game developers on all major platforms. "With this joint effort, Nintendo 64 game developers will have access to another set of powerful tools, so all our products will continue to give players realistic and exciting games," said Howard Lincoln, the chairman of Nintendo of America. "The new GDE will allow developers to fully exploit the industry-leading 64-Bit graphics capabilities, plus the power of the Nintendo 64, within an easy-to-use integrated development environment." Previously, Softimage's 3-D development tools were used to create Super Mario 64, Wave Race 64 and Nekketu Professional Baseball King. Now the tools will be available specifically for N64 development for all companies developing games for the system. "Until now, developers of games for Nintendo's 64-Bit system were forced to develop their own Nintendo tools using the Softimage SDK," said Moshe Lichtman, the president of Softimage. "This new GDE allows developers to concentrate on producing world-class titles rather than development tools."

THE SUSHI-X FILES 4

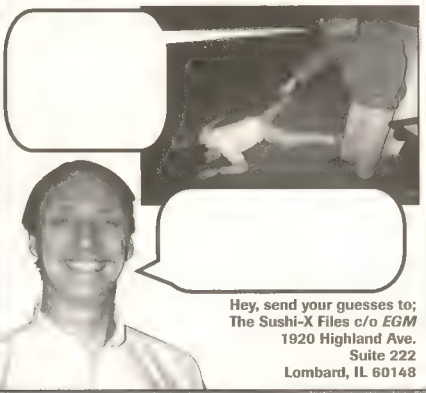
Submit your ramblings via E-Mail to Sushi_X@zd.com

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

UNFINISHED BUSINESS

SPEECHLESS ED: A DAY IN THE LIFE

As a special treat for you Sushi-X Files fans, we have uncovered secret spy photos of Editor in Chief Ed Semrad in action. What is he doing?! What has he done?! Why is he so happy?! Help us uncover the mystery behind these pictures by filling in the word bubbles and sending them to us!



Hey, send your guesses to;
The Sushi-X Files c/o *EGM*
1920 Highland Ave.
Suite 222
Lombard, IL 60148

FICTIONAL FACTS

SHOCKING, BUT TRUE!

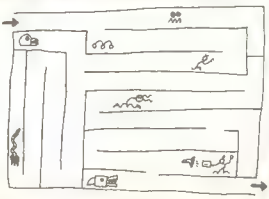
BOY BORN WITH SATURN CONTROLLER FOR A HAND!

INDIANA—Five months ago, a boy in Gary, Ind., was born with a Sega Saturn controller instead of a hand. Parents say all was normal in the delivery of the baby, until what was supposed be the emergence of a right hand from the mother's womb horrifically turned out to be the peripheral in question. "I thought it was pretty neat at first," says the nonchalant father. "I mean, you can plug it into the Saturn machine and it works just like a real controller except for the Z, C and R shift buttons which should grow in as the child develops." The mother, on the other hand, was a little more critical, stating, "I wish it could have been a PlayStation controller or that new Nintendo machine. At the current market rate, his hand will be obsolete by the time he's a year old!" When asked, for a comment, Sega officials said they were investigating the possibility of charging the boy licensing fees for the use of his hand. Sega added, "People can't have a free ride just because they're born with a controller for a hand."

READER RAMBLINGS

FIRST TOASTED HO-HO AWARD ENTRY

Sushi-X loves his fans, but sometimes they can send in some fairly odd stuff. Below is a map sent in by Tony Phosec from Florida. Apparently, this fearsome map is what Tony envisions what the next Doom game on the N64 should be. Can anyone tell us what those objects are?

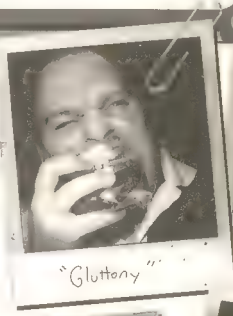


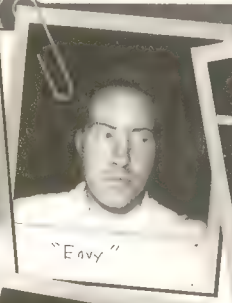
So what do you think about The Sushi-X Files? If you have any story ideas, lewd pictures, news of the weird or top-secret info you'd like to share with the honorable Sushi-X, let him know. All materials sent become property of Sushi-X—so deal with it! The address: Sushi-X Files, 1920 Highland Ave. Suite 222, Lombard, IL 60148. Sheng Long Lives!

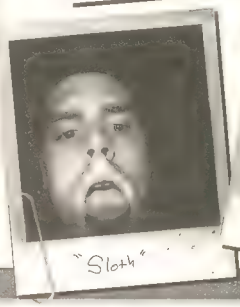
PHILOSOPHICAL ISSUES

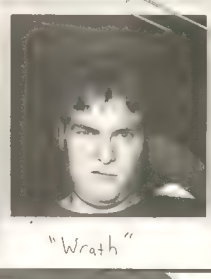
EGM'S SEVEN DEADLY SINS!

Oh the horror! The world is rife with decadence and decay which corrupts the minds of the weak. Now, witness the spectacle of *EGM*'s seven deadly sins! Can you name the identities of these wretched souls? Try your luck then read the answers at the bottom of the page. Don't cheat or you'll find yourself next to these guys in a place far from heaven!









CIRCULAR FILE

EGM'S TOP ~~TEN~~ 11 CANCELLED GAMES!

Sushi reveals the games the developers brushed under the rug. Whew!

1. **Union Strike**: the intended "true" sequel to EA's Urban Strike. Take out those scabs before they cross the line!
2. **Bronco 4x4 Extreme Racing**: Choose O.J., A.C., Kato or the fuzz.
3. **Barney Fighter**: Duke out that dino! "I punch you, you kick me..."
4. **Ellen 64****: Help guide the TV star to find her lost advertisers.
5. **Virtual Thumb Wrestling**: Realistic motion-captured thumbs battle for appendage supremacy. Uses analog controller technology!
6. **P.C. Web Shooter**: Jack into the Internet and shoot down all trashy Web sites you find for big political correctness points!
7. **Wal-Kart**: Race around the store in shopping carts while avoiding falling prices. Clean-up in aisle 6!
8. **SimMag**: Make money facing impossible deadlines and impractical decision-making as the editor in chief of your own magazine.
9. **Heavens Gate**: Similar to Lemmings, you assimilate and guide as many cult members as you can to catch the Hale-Bopp comet.
10. **Beanie Baby Adventure**: Join the quest to find all the popular toys while making a profit selling them to desperate parents.
11. **Mr. T vs. The World**: "I pity the fool who stifled my career!"

DOODLES!

Dog and Bug — By Josef P. Richter

Josef P. Richter has been in the surrealist comic world for 17 years. Although many do not know his true identity, one thing is sure. He is probably insane or at least wants to be. When *EGM* commissioned him to do some work, we had no idea what we were getting into

*Submit your own Sushi-X cartoons and cartoon ideas! If they're good, we just might print them in a future issue and give you credit. By the way, we think Josef P. Richter is a blockhead and anyone whose name is really Josef P. Richter...sorry.

The Sins: Mike "Gluttony" Vallas, Crispin "Envy" Boyer, Dan "Lust" Hsu, Scott "Pride" Parus, Shawn "Sloth" Smith, Wataru "Greed" Maruyama, Ken "Wrath" Williams.

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TOP 10 PICKS OF THE MONTH

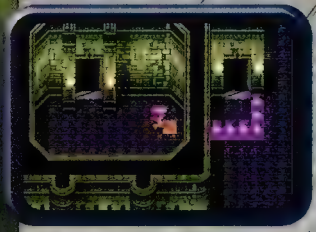
ELECTRONIC GAMING MONTHLY

JULY 1997

HOW TO READ THE TOP 10 CHART

5 | 5 Δ 5 | Name of Game — Publisher's Name | 5.5

- Average Review Crew Score
- # Consecutive Months On The Chart
- Last Month's Rank
- Rank Number



Wild Arms steals top billing this month, thanks to its addicting RPG action.

Star Fox 64 slides a little, but is still the strongest N64 title to grace our screens.

Mega Man 8 rules the Saturn top spot, and shows no signs of letting up soon.

PLAYSTATION

1	NEW		Wild Arms SCEA	8.8
2	NEW		Dynasty Warriors Koei	8.1
3	4	Δ 6	Tekken 2 Namco	8.5
4	5	Δ 2	Rage Racer Namco	9.0
5	1	▽ 2	Goal Storm Konami	9.0
6	8	Δ 3	MechWarrior 2 Activision	8.1
7	7	3	GameDay '97 SCEA	9.5
8	NEW	-	Swagman Eidos	7.3
9	3	▽ 2	Brahma Force Jaleco	7.8
10	NEW		BallBlazer Champs LucasArts	7.1

NINTENDO 64

1	1	1	Star Fox 64 Nintendo	9.1
2	2	2	Blast Corps Nintendo	8.8
3	NEW	-	Int'l Superstar Soccer Konami	9.3
4	3	▽ 5	Mario Kart 64 Nintendo	9.3
5	4	▽ 2	Doom 64 Midway	7.5
6	6	5	Turok: Dino. Hunter Acclaim	6.9
7	7	6	Wave Race 64 Nintendo	9.3
8	8	6	Super Mario 64 Nintendo	9.5
9	9	6	MK Trilogy Midway	8.1
10	5	▽ 3	NBA Hang Time Midway	7.8

OVERALL

1	NEW	-	Wild Arms PlayStation — SCEA	8.8
2	1	▽ 1	Star Fox 64 Nintendo 64 — Nintendo	9.1
3	2	▽ 2	Blast Corps Nintendo 64 — Nintendo	8.8
4	3	▽ 1	Mega Man 8 Saturn — Capcom	8.5
5	NEW	-	Dynasty Warriors PlayStation — Koei	8.1
6	NEW	-	Int'l Superstar Soccer Nintendo 64 — Konami	9.3
7	4	▽ 5	Mario Kart 64 Nintendo 64 — Nintendo	9.3
8	6	▽ 6	Street Fighter Alpha 2 Saturn — Capcom	9.1
9	7	▽ 6	Tetris Attack Super NES — Nintendo	8.3
10	13	Δ 6	Tekken 2 PlayStation — Namco	8.5

SATURN

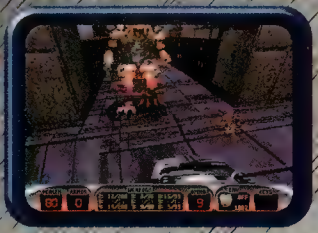
1	1	1	Mega Man 8 Capcom	8.5
2	2	6	Street Fighter Alpha 2 Capcom	9.1
3	NEW	-	Pandemonium! Crystal Dynamics	8.3
4	3	▽ 2	Andretti Racing Electronic Arts	8.8
5	6	Δ 6	Command & Conquer Westwood Studios	8.9
6	7	Δ 5	Super Puzzle Fighter II Capcom	7.4
7	4	▽ 3	Die Hard Arcade Sega	7.4
8	8	6	Virtua Cop 2 Sega	8.1
9	9	5	Virtual On Sega	7.9
10	NEW	-	Sega Ages Working Designs	6.5

COMING SOON

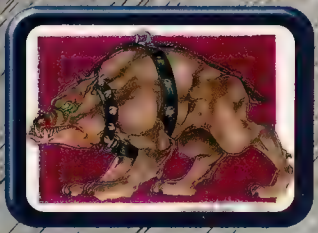
EGM'S GUIDE TO GAMES IN DEVELOPMENT

ELECTRONIC GAMING MONTHLY

Super Street Fighter II Collection hits the stores in July. It includes SF Zero 2 Alpha!



Duke Nukem 3D promises to wow Saturn owners in August. Reserve yours now!



MK Mythologies: Sub-Zero looks to be a hot adventure for N64 owners this September.

PLAYSTATION

Bottom of the 9th '97	Konami	July	Sports
Clay Fighter Extreme	Interplay	July	Fighting
Fantastic Four	Acclaim	July	Action
Marvel Super Heroes	Capcom	July	Fighting
Namco Museum Volume 4	Namco	July	Compilation
Ogre Battle	Atlus	July	Strategy
Rebel Moon	GT Interactive	July	First-Person Shooter
Red Asphalt	Interplay	July	Action/Driving
Super Street Fighter II Collection	Capcom	July	Fighting
SWIV	Interplay	July	Action
Ace Combat 2	Namco	Aug.	Shooter
Discworld 2	Psygnosis	Aug.	Adventure
Golden Nugget	Virgin	Aug.	Simulation
HardBall 6	Accolade	Aug.	Sports
Machine Hunter	MGM Interactive	Aug.	Shooter
MLB '98	SCEA	Aug.	Sports
NFL QB Club '98	Acclaim	Aug.	Sports
Ray Tracers	T*HQ	Aug.	Racing
Spawn	SCEA	Aug.	Action
Steel Reign	SCEA	Aug.	Action
Abe's Oddysee	GT Interactive	Sept.	Action/Adventure
Atari Greatest Hits Midway Collection 2	Midway	Sept.	Compilation
Castlevania: Symphony of the Night	Konami	Sept.	Action/Adventure
Colliderz	ASC Games	Sept.	Action/Sports
Dungeons & Dragons Collection	Capcom	Sept.	Fighting
Dungeon Keeper	EA	Sept.	Action
Excalibur	Sir Tech	Sept.	Adventure
Fighting Force	Eidos	Sept.	Action
Final Fantasy VII	SCEA	Sept.	Role-Playing
Formula 1 '97	Psygnosis	Sept.	Sports
Grand Tour Racing '98	Activision	Sept.	Racing
Major League Soccer	BMG Interactive	Sept.	Sports
Maximum Force	Midway	Sept.	Shooter
NCAA FB Gamebreaker '98	SCEA	Sept.	Sports
NFL GameDay '98	SCEA	Sept.	Sports
NHL Breakaway '98	Acclaim	Sept.	Sports
NHL Powerplay '98	Virgin	Sept.	Sports
Time Crisis	Namco	Sept.	Shooter
Treasures of the Deep	Namco	Sept.	Action
Vs.	T*HQ	Sept.	Fighting

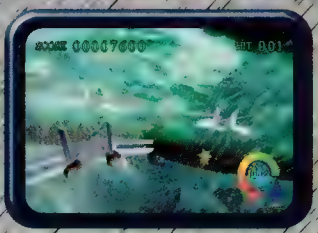
SATURN

Magic Knight Ray Earth	Working Designs	July	Role-Playing
Manx TT	Sega	July	Sports
Marvel Super Heroes	Capcom	July	Fighting
Mega Man X4	Capcom	July	Action
Re-Loaded	Interplay	July	Action
Shining the Holy Ark	Sega	July	Role-Playing
Super Street Fighter II Collection	Capcom	July	Fighting
World Series BB '98	Sega	July	Sports
Duke Nukem 3D	Sega	Aug.	First-Person Shooter
Sonic Jam	Sega	Aug.	Action
Ten Pin Alley	ASC Games	Aug.	Sports
Bomberman	Sega	Sept.	Action
Colliderz	ASC Games	Sept.	Action/Sports
D & D Collection	Capcom	Sept.	Fighting
Lost World: Jurassic Park	Sega	Sept.	Action
Lunar: Silver Star Story	Working Designs	Sept.	Role-Playing
NHL Breakaway '98	Acclaim	Sept.	Sports
Quake	Sega	Sept.	First-Person Shooter
Sky Target	Sega	Sept.	Shooter

NINTENDO 64

Clay Fighter 63 1/3	Interplay	July	Fighting
F-1 Pole Position	Ubi Soft	July	Sports
Lamborghini 64	Titus	July	Sports
Aerofighter Assault	McO'River	Aug.	Shooter
Int'l Superstar Soccer 64	Konami	Aug.	Sports
Top Gear Rally	Kemco	Aug.	Sports
Chess 64	Titus	Sept.	Simulation
MK Mythologies: Sub-Zero	Midway	Sept.	Adventure
Robotron 64	Midway	Sept.	Action

Fighting Force for the PlayStation battles its way into your home this September.



Sky Target is one of the few cool shooters coming to the Saturn in September.

Clay Fighter 63 1/3 has a few surprises for the N64 in July. Get the scoop on page 98.

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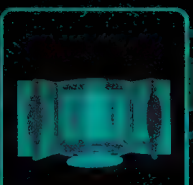

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GAMING GOSSIP

- 64-Bit Dural chipset for Sega
- Quake movie in the works
- Atari vs. Street Fighter
- Nintendo has a Dream
- Pac-Man goes 3-D
- Sony angers 2-D developers

Hi-ho Quarter-maniacs. It is I, Quartermann...Master of disguise...Sleight-of-hand specialist...Video game sleuth extraordinaire...the gaming industry's worst nightmare and hero to all of those who demand the juiciest industry gossip FIRST. This month the Q-crew and I have deftly scoured the gaming universe for the news Q-fans expect.

The biggest buzz around the gaming industry currently centers around Sega's newest 64-Bit monster console. Called the Dural (after the last Boss in Virtua Fighter 1, 2 and 3), this new 64-Bit system is being designed in both Japan and in sunny Silicon Valley. Our Japanese sources report that some of the first games in development include: VF3, Super GT, GL Quake II and Unreal. Due out in Japan around mid-1998, the Dural is rumored to use a 12-speed CD-ROM drive, 16 Megabytes of EDO RAM and is said to offer PC-style expansions like a modem, mouse, keyboard and more...hey, an arcade-perfect Virtua Fighter 3, Quake or Unreal deathmatches, a million polygons and an Internet browser, all in one box? Can you say Web TV Killer?...Dude, sign me UP!...

Terry Aki (our Japanese superspy) reports that Nintendo of Japan is working on, of all things, an untitled 3-D fighting game for the Nintendo 64. Supposedly, NCL is handling all design and programming work on the one-on-one fighter, and the game is not due out until sometime next year. Although this won't be the first fighting game to be released under the Nintendo label (Rare produced KI1, KI2 and KI Gold), this is the first time the Japanese wing of the big N will be venturing into this genre. Unlike the rendered Killer Instinct series, NCL's game will use true 3-D polygons and have weapon-to-weapon fighting. In other N64 news, one of the original Dream Team members has canceled its N64 project and is developing the game for the PlayStation instead. Our source reports that other Dream Team members have awaken from Nintendo's spell, and are moving over to greener pastures in Sony land. Stay tuned for more details in next month's Q-Mann.

Shifting gears over to Hollywood, it seems that the latest game to make the transition to movie-land will be Quake. The Q-crew reports that several major film studios are in a bidding war for the movie rights for id Software's latest bloodfest. Although nothing has been set in stone as of yet, we hear that Paramount Pictures are the odds-on favorite to win the Quake rights...Ahh yes, I can see it now...Quake-Marine grabs rocket launcher, Quake-Marine sees Shambler, Quake-Marine launches rocket at Shambler, Quake-Marine gets tele-fragged by another Quake-Marine...hey, I could be the screenwriter for this flick, no-prob...Look for Quake: The Movie around X-mas 1998. In other Quake news, Midway is already planning to release Quake 64 II for the Nintendo 64 in time for Christmas '98. Q64 II will be based on the upcoming PC title Quake 2.

Namco of America has been secretly working on a new 3-D Pac-Man for the PlayStation. The game reportedly, is totally free-roaming a la Super Mario 64 and Tomb Raider. From what we hear, Namco of Japan ordered the U.S. branch to develop the game. Furthermore, Namco of America is under strict orders that the game WILL be out for the PlayStation this Christmas and must be an A title otherwise it will be canned. No matter what happens, Pac-Man 3-D should make an appearance at E³. In related PlayStation news, Namco's new Pac-Man game was originally supposed to be a quasi 2-D/3-D game when Sony of America brought the project to a screeching halt. It seems that SCE of America has decided to put an informal embargo on any game that even whispers 2-D. Some third-party developers are beginning to voice negative opinions on Sony's dirty little secret but no developer is more outraged than Capcom, whose very life blood is probably two-dimensional sprites...The Q feels that Capcom should call Sony's bluff and use Resident Evil 2 as bait/ransom...hey, it could happen...If that is true, could Konami's glorious Castlevania: Symphony of the Night be the last exception to Sony's no 2-D rule? Sony's final word on the matter will be heard at the E³ show in Atlanta. Third-party standouts rumored to make an appearance at E³ include: Road Rash 3D, Metal Gear Solid, Final Fantasy Tactics, Ogre Battle, Agent Gex, Street Fighter EX Dash and Wild 9's for the PlayStation; Virus, Grandia, Duke Nukem 3D, SSF2 collection, Quake, MK Mythologies and Ray Earth for the Saturn; and Turrican 64, Densetsu No Ogre Battle 64, NFL QB Club '98, Battle Dancers, Cruis'n World, Family Stadium 64 and Tales of Xanadu for the Nintendo 64...We also hear that the voice of the main hero in Blasto (Sony's killer 3-D action game for E³) will be played by Phil Hartman of *Saturday Night Live* fame. Those who have seen Blasto report that the game looks amazing...Sony and Universal Interactive are also planning on releasing a game called Crash Karts for the PlayStation. Our Q-spies indicate that Crash Karts is a Mario Kart-style, multiplayer racing game featuring characters from the Crash Bandicoot universe. Crash Karts is due out for the PS around the middle of 1998.

In arcade news, Atari has a new, rendered, 2 1/2-D fighting game called Juko Thread. JT is currently nearing completion and should hit arcades across the country this summer. Those who have sampled Juko Thread claim it plays exactly like Street Fighter Alpha 2, right down to the two-in-ones, Alpha counters and Super Combos. Our Q-spies report that JT will arrive on the PlayStation and Nintendo 64 under the Midway label in the summer of 1998. Juko Thread is also said to be in contention for conversion on Sega's 64-Bit Dural console...more on this game as it develops...More details on Dream, Nintendo's big N64 game for this X-mas, have surfaced. First of all, the name Dream is definitely a working title and will change. The game uses a free-flowing game camera like Mario 64 (and countless other clones) but uses an all-new game engine from the ground up, not an enhanced SM 64 engine, as has been reported in other mags. From what we understand, Dream will be Nintendo's first N64 game to start a new franchise. What this means is that Dream is going to be similar to F-Zero, Star Fox, Mario Kart and PilotWings. All of those games started life on (and were designed specifically for) the Super NES and are now major Nintendo franchises on the N64. Dream will be born on the N64 and will live on, in future Nintendo consoles. In a nutshell? This is a HUGE game for Nintendo...It is as significant as Mario 64. In other N64 news, Terry-Aki has uncovered all four N64 games Paradigm Entertainment is working on. Game #1 is PilotWings 64 II. PW64 II will feature multiplayer Battle Modes, larger levels and more flying craft. Look for the game around first quarter of 1998. Paradigm is also doing three games for Video Systems in Japan. The first game is Sonic Wings Assault (to be renamed Aero Fighters Assault when it arrives in the U.S.), due out in Japan this summer. The other two games are an unnamed Formula One simulation and another flight sim tentatively titled Flights of U.N. That wraps it up for this month's edition of Q-mann. Tune in next month when we deliver the details on the Neo-Geo 64, uncover more mysteries of Sega's 64-Bit Dural and a report on one top-secret subject that I can't even give you a blues clue on...heh, heh...Till next time, Hasta la vista, baby.

-THE Q

The Odds are against you.

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

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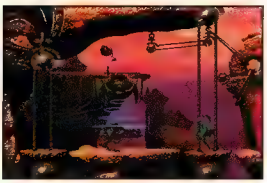

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possession is 9/10ths of the law

one-dimensional shooter. Solve wicked situations and wicked enemies. But, not in some wallpaper puzzle game.

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PROTOS

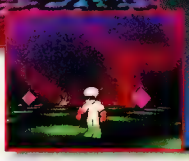
Here's proof that *EGM* brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.

LAMBORGHINI 64

SYSTEM	RELEASE DATE
NINTENDO64	July
	THEME: Racing
PUBLISHER	SIZE
Titus	N/A
PLAYERS	% COMPLETE
1	N/A

It looks like the N64 will be getting its dose of specialized racing titles in this year's lineup. Among one of the better racers comes Titus' latest title, Lamborghini 64. It features not only the chance to control a race-ready Lamborghini Diablo, but great racing vantage points as well as outstanding use of haze and lens flare graphic effects. Pit scenes are astounding. Let's just hope it doesn't look too much like Turok with the excessive fog. Keep an eye out for this one in the future.

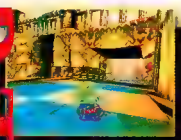
ROBOTRON 64



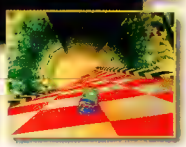
SYSTEM	RELEASE DATE
NINTENDO64	August
	THEME: Action
PUBLISHER	SIZE
Midway	N/A
PLAYERS	% COMPLETE
1	N/A

We know this title has been lingering in Protos for a while now, but soon gamers may actually have this one in their systems. Besides the general improvements in graphic quality, it is rumored that this N64 version will have specialized graphics only the N64 can produce, like antialiased edges and smooth-flowing backgrounds. Even though the N64 can do better sound effects, this version will include sound effects plucked right from the original. Controls will possibly use the N64's keypad as well as the analog stick for control similar to the arcade original. Robotron 64 is bound to be an experience that pushes the limits further than the PlayStation could.

EXTREME G



Into racing titles? Well, prepare yourself for Acclaim's Extreme G. It features one- to four-player action with different weapons and racing techniques for players to use. Players select the vehicle they want and gather weapons through the race to use on the opposition. These include rockets and heat-seeking missiles as well as placed traps and other death-dealing devices. Extreme G will have players feeling queasy while racing in the topsy-turvy variety of worlds.

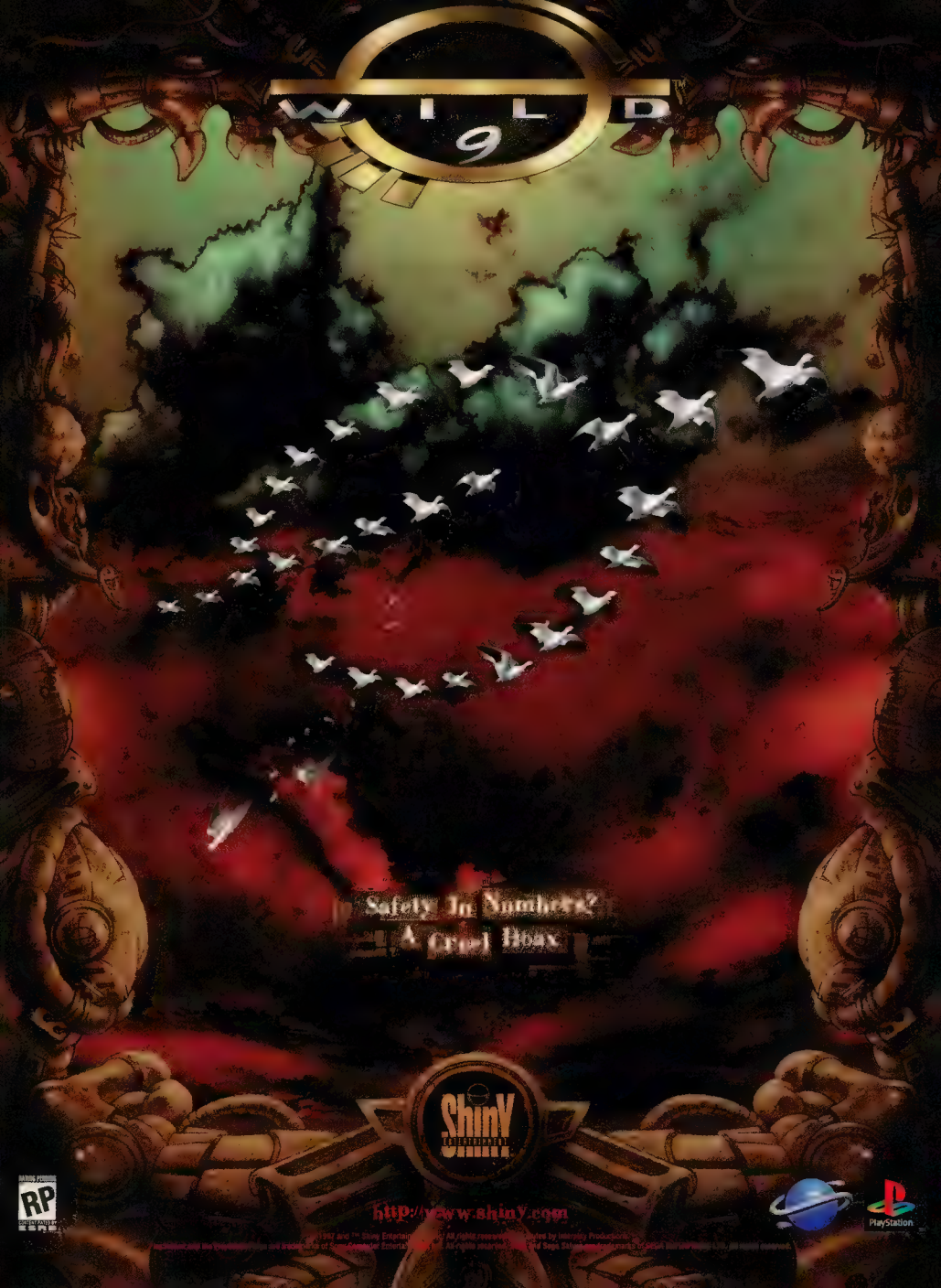


SYSTEM	RELEASE DATE
NINTENDO64	November
	THEME: Racing
PUBLISHER	SIZE
Acclaim	N/A
PLAYERS	% COMPLETE
1-4	N/A

TONIC TROUBLE

PUBLISHER	SYSTEM	THEME
Ubi Soft	NINTENDO64	Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr. '97	1	N/A / N/A

Remember a while back when a game called HED was in Protos? Well, HED is now called Tonic Trouble, a game by Ubi Soft (makers of Rayman and other titles). Ubi plans on taking full advantage of the Nintendo 64 hardware with this new title which has its main character trying to clean up a toxic mess he accidentally created on Earth. Because of the green liquid he let loose on the planet, life and land on Earth mutates. Although it may sound menacing, Tonic Trouble is a fun title.


WILD 9
Safety In Numbers?
A Cruel Hoax
ShinY
http://www.shiny.com
PlayStation

PROTOS

MORTAL KOMBAT: MYTHOLOGIES

MK Mythologies is designed to create a backdrop for the titles already in circulation by being set a full 10 years before the first MK Tournament. By taking on the role of the ice master Sub-Zero, players will live through the events that brought about the fearsome creature known as Scorpion. Players can expect to see Raiden, Liu Kang, several ninjas and other well-known MK characters as well a handful of entirely new characters. Think MK is just a mindless fighting game? Well, now you may have to think again.

PUBLISHER	SYSTEM	THEME
Midway	NINTENDO64 / PlayStation	RPG
RELEASE DATE	**PLAYERS**	**SIZE** / **% COMPLETE**
September	1	N/A / N/A

MARVEL SUPERHEROES

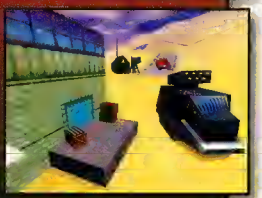
Later this year, players will be able to use the superpowers of the Marvel heroes to wage epic battles against other forces of good and evil in arena combat. Marvel Superheroes stars all the favorites including Wolverine, Iron Man, Juggernaut and Spidey. Special moves abound for each character along with other features such as an aerial combat ability that allows players to jump off the screen and wage battle in the vertical. Not only is Marvel Superheroes a decent fighting game, but it is also an entertaining title that re-creates the characters and their actions in shocking realism. Movements like handstands and flips have to be seen to be believed.

SYSTEM	RELEASE DATE
PlayStation / Saturn	August
PUBLISHER	**THEME**
Capcom	Fighting
PLAYERS	**SIZE**
1 or 2	CD-ROM
	% COMPLETE
	N/A

PUBLISHER	SYSTEM	THEME
MGM Interactive	PlayStation	Action/Strategy
RELEASE DATE	**PLAYERS**	**SIZE** / **% COMPLETE**
4th Qtr. '97	1 or 2	CD-ROM / N/A

RETURN FIRE 2

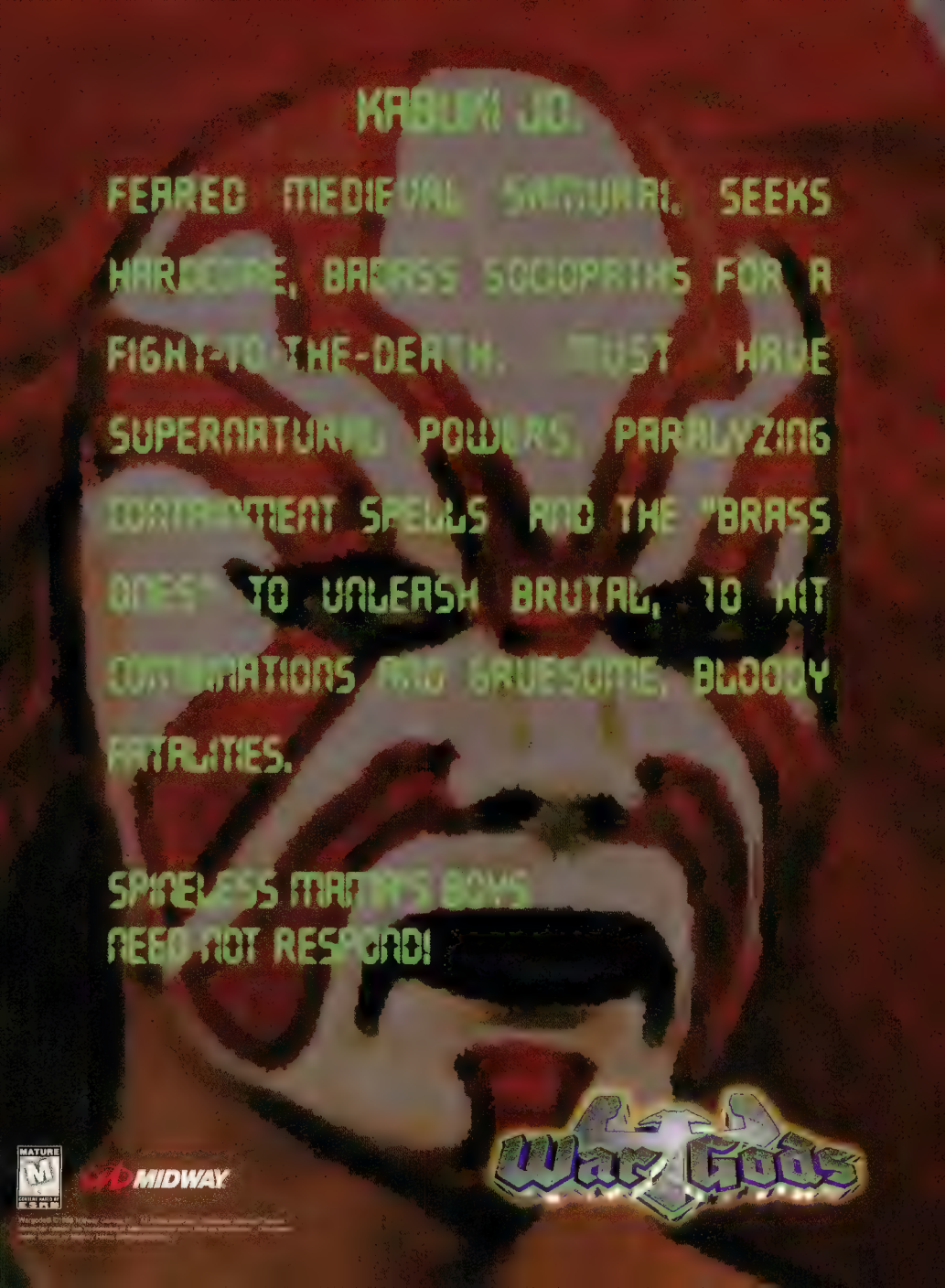
The only title sponsored by the U.S. military returns for a second shot this year. Although not much is known about this upcoming release, it is obvious that Return Fire 2 will be a hit if it includes all the original elements plus some surprises. We suspect more vehicles are going to be added as well as a lot more levels to explore and conquer. There will be more info on this one as it becomes available.



CART WORLD SERIES

Sony loves showing off the speed of their system, and what better way to do it than implementing race cars that reach speeds in excess of 200 mph? Indy Car Racing features a one- and two-player Split-screen Mode as well as a variety of different tracks to race on. Right now, this title is still being shrouded in secrecy, but it looks like a game not to be missed. Knowing Sony's reputation, great graphics and fast play are just part of what is to be expected. Race fans keep an eye open for this one—it's bound to cross the finish line with flying colors.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '97
PUBLISHER	**THEME**
SCEA	Racing
PLAYERS	**SIZE**
1	CD-ROM
	% COMPLETE
	N/A


KABUKI JO.
FEARED MEDIEVAL SAMURAI. SEEKS
HARDCORE, BADASS SOCIOPATHS FOR A
FIGHT-TO-THE-DEATH. MUST HAVE
SUPERNATURAL POWERS, PARALYZING
CONTAINMENT SPELLS AND THE "BRASS
ONES" TO UNLEASH BRUTAL, 10 HIT
COMBINATIONS AND GRUESOME, BLOODY
FATALITIES.
SPINELESS MARTHA'S BOYS
NEED NOT RESPOND!
MATURE
M
MIDWAY
War Gods

PROTOS FORSAKEN

The blood-soaked game Forsaken is gearing up to shock PS owners early next year. Forsaken takes place in a maze-like arena where the player is supposed to solve puzzles with wit and a little ingenuity. There is also a two-player Battle Mode where two players can battle against each other in the open mazes. To develop the mazes with unbiased originality, Acclaim has three separate teams of developers working on four levels each. All are to be included in the final release of this well thought-out title. Forsaken looks like it will be the next level in the Descent line of games. But unlike Descent, this title has gravity and much better scenery in all of the levels and hasn't neglected the all-important fun factor that makes a game enjoyable as well as challenging.

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '98
THEME	
Adventure	
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% COMPLETE
1 or 2	N/A

ARMORED CORE

Armored Core pushes mech games to the limit with its beautifully staged levels and sharp graphics. Right from the start, players are thrown into a giant room where there appears to be no enemies...until you start getting blasted from places you can't see normally (mainly up). Controlling the movement of your mech, its viewing area and weapon systems simultaneously is not exactly easy, but can be used effectively with some practice. There are also targeting squares and lock-ons for the player to use at his/her disposal while trying to defeat the fast-moving and bounding enemies that are much more than mere fall-down foes.

PUBLISHER	SYSTEM	THEME
SCEA	PlayStation	Action/Adventure
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr '97	1	CD-ROM / N/A

X-MEN vs. STREET FIGHTER

PUBLISHER	SYSTEM	THEME
Capcom	PlayStation	Fighting
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr. '97	1 or 2	CD-ROM / N/A

Take one group of well-known comic book superheroes and mix in characters from the hottest fighting game titles and you have an epic clash of good vs. almost good. Based on the arcade original, X-Men vs. Street Fighter is expected to grab home players' attention as much as its premiere form did this past year in the arcade. The title features totally unique backgrounds from other Marvel/SF games and has leveled off the fighting balance so most of the characters have a chance to stand up against the others in their side-scrolling arenas. This year, Capcom seems to be putting more than the usual emphasis on games that involve superheroes.

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 off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them.
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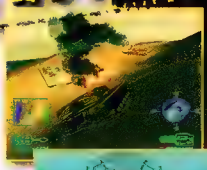
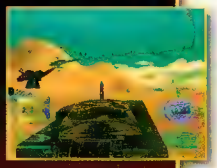
True 3D warzone with polygonal enemies in a rich, seamless environment.
Extensive arsenal of weaponry including laser-sighted spy or target skills.
PlayStation
CODENAME
TENKA
Check out exclusive previews on your website www.psygnosis.com
"Trigger-happy fun" – Gamepro
"Non-stop action and excellent graphics" – Game Informer
PSYGNOSIS
PlayStation
MATURE
M
CONTENT RATED BY ESRB

PROTOS STEEL REIGN



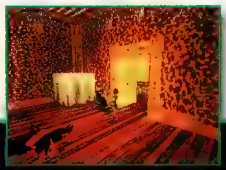
Not only do you get the chance to complete demanding missions in Steel Reign, but you can also choose your vehicle of destruction. SR features great graphics and smart-moving enemies who don't think twice about teaming up and using their numbers against you. Tank movement is accomplished with the keypad while the turret is controlled by using the top buttons for barrel-pitch and rotational movement. Besides the gang-based enemies, there are also buildings, radar stations as well as ammo stores to be found, gathered or destroyed. Steel Reign is prime for couch tank gunners everywhere.



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

TOMB RAIDER 2

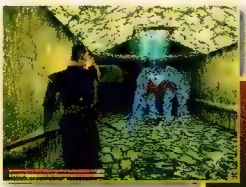
SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '97
PUBLISHER	**THEME**
Eidos	Adventure
PLAYERS	**SIZE** / **% COMPLETE**
1	CD-ROM / N/A

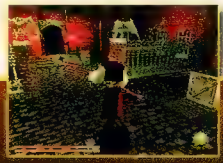


Join the female Indiana Jones (Laura Croft) once again in an adventure that takes her to the ends of the Earth and beyond in Tomb Raider 2. This time Lara will delve into a tomb beneath the Great Wall of China, a mansion in Venice and a wrecked ship. Unlike the first game, some levels will be set outside. New weapons and even more treacherous enemies and animals are to be expected this second time around. Lara will also be able to perform new moves, like climbing hand-over-hand up sheer cliff walls.

We'll have more on this hot sequel in our E³ coverage next month.

NIGHTMARE CREATURES





Throw Tomb Raider along with a 3-D Castlevania and you may get something close to Nightmare Creatures. But this game doesn't completely copy the games it resembles. Nightmare Creatures features plenty of innovative ideas to keep gamers happy. There are special attacks--some that are actually pretty brutal--and lots of items and power-ups to use against the game's army of gruesome enemies.

Since it's on the horror tip, expect anything from werewolves to giant, man-eating spiders and everything in between (use your imagination!). Some levels take place on infested city streets of European towns while others are in graveyards with dark tunnels underneath. To go along with the eerie mood, Nightmare Creatures has fog and lighting effects.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '97
PUBLISHER	**THEME**
Kalisto	Adventure
PLAYERS	**SIZE** / **% COMPLETE**
1	CD-ROM / N/A

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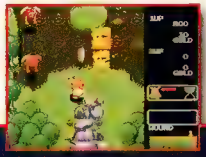
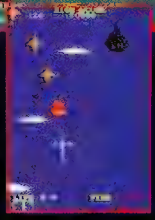
PROTOS





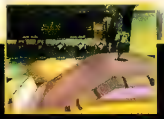
SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '97
THEME	
Classics	
PUBLISHER	SIZE
Namco	CD-ROM
PLAYERS	% COMPLETE
1	N/A

Probably the best way to describe any Namco Arcade Classic Compilation is to list the titles it contains. After all, most gamers have played them or at least heard of the titles contained inside. The fifth release contains the 3-D Pac-mania; the top-down shooter Dragon Spirit; the skateboarding and dodging Metro-Cross; the space man sensation Baraduke and the RPG Legend of Valkyrie.

Most players will either remember these titles or just have the desire to check out more of the old classics that all had a hand in forming the industry we now are apart of and enjoy.

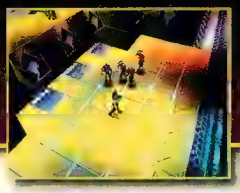
NAMCO ARCADE CLASSICS 5

ONE

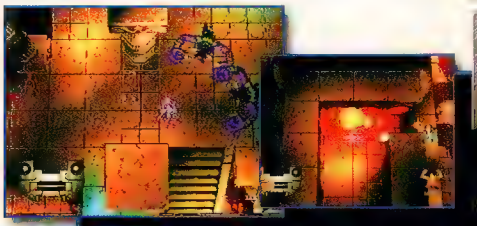


The game with the strange title features three-quarter perspective views of your character and his surroundings. ONE contains five in-depth levels of deadly hunters, attack craft, armored vehicles and mechanized beasts of war. And to take on these nasties, there are plasma cannons, flame throwers and missile launchers. As a last protective barrier against the incoming attacks, your character can complete evasive rolls and acrobatic flips as well as hanging, climbing and sliding moves. Even physical attacks are possible in ONE.

Although ONE is a one-player title, two players can battle in the built-in Alternating Mode in one of the three different levels of difficulty.

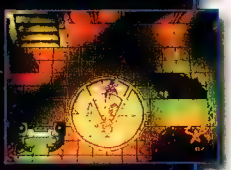


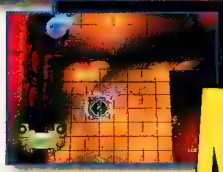
SYSTEM	RELEASE DATE
PlayStation	November
THEME	
Action	
PUBLISHER	SIZE
ASC Games	CD-ROM
PLAYERS	% COMPLETE
1 or 2	N/A



PUBLISHER	SYSTEM	THEME
MGM Interactive	PlayStation	Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
September	1	CD-ROM / 80%

Machine Hunter is similar to a top-down version of Spider mixed with levels and enemies who look like they were plucked right from Loaded. The stages are multi-layered and incorporate staircases, thin ledges as well as gates, doors and switches that allow further exploration into the depths of the levels. Machine Hunter uses directional shooting with the four buttons similar to the all-too-famous classic title, Robotron. Power-ups and bonuses also await adventuring players.





Machine Hunter

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(*Video Game Advisor—April, 1997*)

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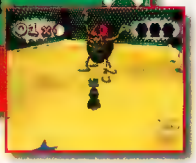
PROTOS

CROC

This polygon-based title looks like a cross between Mario 64 and Crash Bandicoot; since you have complete freedom of movement and Croc can perform a Butt Smash on crates to nab their contents. But Croc is actually as much a puzzle game as anything else. Each of the 40+ levels requires you to hit certain switches or push crates to certain positions to reach the exit. But you can only leave the level if you've rescued all of Croc's furry Gobbo friends. The game is set on four islands, including a desert island, one covered with ice and the last with a castle to explore. Croc can also collect gems, which grant access to secret levels if he finds them all. Fox is also developing Croc for the Saturn.



PUBLISHER	SYSTEM	THEME
Fox Interactive	PlayStation	Adventure
RELEASE DATE	**PLAYERS**	**SIZE** / **% COMPLETE**
October	1	CD-ROM / N/A

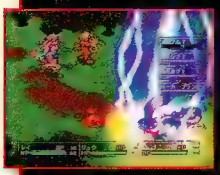
Test Drive 4

The first title to give the true feel of how it is to drive cars most of us only dream of owning is scheduled for a release on the PS this year. Test Drive 4 features multiple cars (including the Viper GTS shown in these pictures) as well as beautifully designed levels which you can try to get a glimpse of as you race through the countryside. Other options include simple features like selection between automatic and manual transmission for players with different preferences as well as different viewpoints that range from behind-the-car to right-in-the-driver's-seat.

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

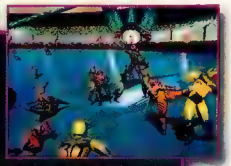
BREATH OF FIRE 3

This RPG may be running a little late, but it looks like it's going to be worth the wait. BoF3 takes the traditional RPG elements from the previous BoF games and plops them into a 3-D world, which you can rotate around your party to a limited extent. Your ability to rotate the view is vital to success, since treasures and people may be hidden by buildings or trees. BoF3 isn't a continuation of the previous games, but it's set in the same dragon-infested world.



PUBLISHER	SYSTEM	THEME
Capcom	PlayStation	RPG
RELEASE DATE	**PLAYERS**	**SIZE** / **% COMPLETE**
4th Qtr. '97	1	CD-ROM / N/A

SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '97
PUBLISHER	**THEME**
MGM Interactive	Action
PLAYERS	**SIZE** / **% COMPLETE**
1 or 2	CD-ROM / N/A



Still in the earliest stages of development, MGM's hot action/sporting title puts players on wheels in an arena where only the strong survive. Roller Ball has goals, a large banked arena and multiple angry players on two teams. This mix has the foundation for being one hot title. But don't plan on keeping too many close friends near you in the Two-player Mode!

ROLLER BALL

HAVE A VIRTUAL TOGA PARTY...

HERC'S ADVENTURES

INFLICT MYTHICAL MAYHEM!

It's time to get mythical and kick some Greek monster butt. Try on the super-strength of Hercules, or the lightning speed of Atlanta, or the street smarts of Jason. It's open season on the one-eyed Cyclops, the multi-headed Hydra, Medusa with the snake hairdo, sword-swinging skeletons, deranged gods, nasty Martians, crazy clowns and other not-so-mythological monstrosities. With your arsenal of arrows, slingshots, swords, houses, sheep, inflatable cows and ray guns it's up to you to save ancient civilization from massive myth-fortune.

- **Over 40 unique worlds of action and adventure**
- **Single or two-player cooperative mode**
- **Choose to be Hercules, Atlanta or Jason and become faster and stronger with game play**
- **A multitude of creatures and weapons of mythic proportions**

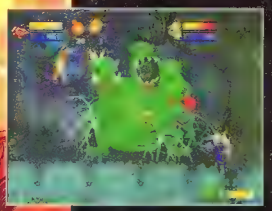
"...a virtual laugh riot in every sense"
–videogamespot

"Herc's is great fun"
–Intelligent Gamer

"...fun, high quality... Herc's will keep us busy for some time"
–Next Generation

PlayStation

SEGA SATURN

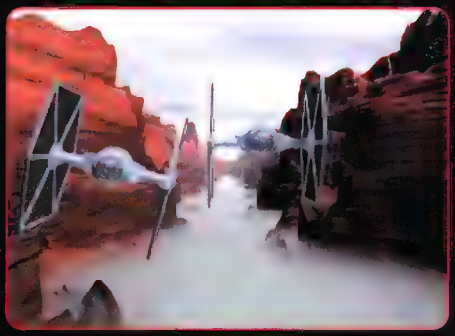


KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

LUCAS ARTS

LOOK FOR THESE OTHER GREAT NEXT GENERATION GAMES FROM LUCASARTS ENTERTAINMENT COMPANY

BALL BLAZER



STAR WARS REBEL ASSAULT II THE HIDDEN EMPIRE

STAR WARS DARK FORCES

LUCAS Arts

www.lucasarts.com

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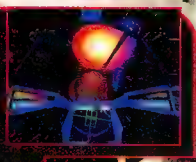
Psybadek

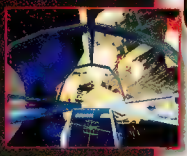
Psybadek takes place in five different themed zones of 10 levels. In each level, the player blazes around the screen on a hoverboard. The player is to collect power-ups while searching for secret levels, perform amazing stunts and avoid enemies with weapons like magnetic-mines, snowball and smart bombs and boomerangs.

Psybadek features a realtime 3-D platform that allows the player free-roaming capabilities of the various levels as well as some eye-catching stunts and air thrills many players may desire. Psybadek also features a unique blend of Japanimation for those characters who are incorporated with the background through all the stages.

SYSTEM	RELEASE DATE
PlayStation	November
	THEME: Action/ Sports
PUBLISHER: Psygnosis	SIZE: CD-ROM
PLAYERS: 1	% COMPLETE: N/A

PROTOS





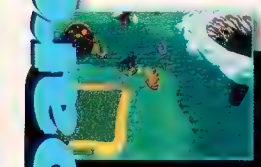
Colony Wars is a galactic adventure that spans five solar systems. This real-time 3-D action title includes an intricate mission system as well as in-the-cockpit fighting positions where the player is in a fight for his/her life in an action-based, one-person shooter.

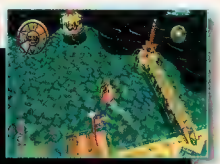
As a rookie pilot in the League of Free Nations caught in the middle of a vicious war to free the Colony Worlds, adventure and intrigue await the daring in Colony Wars.

COLONY WARS

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

Overboard





Overboard is a pirate- and maritime-themed arcade title that combines a free-roaming top-down perspective where the player is expected to use sea-based strategy as well as shoot-'em-up action. Players will captain a galleon on a mission to rid the world of the infamous Blowfleet, a pirate of great cunning and power.

The player will destroy various enemy strongholds, ports and shipyards while building his/her own fleet of oddly enhanced ships with add-ons during the game. One of the add-ons is the ability to morph your ship into Jules-Verne-style airships to attack with grace from the air.

PUBLISHER	SYSTEM	THEME
Psygnosis	PlayStation	Adventure
RELEASE DATE: October	PLAYERS: 1 or 2	SIZE: CD-ROM / % COMPLETE: N/A

FORMULA 1 '97

Psygnosis prepares racers to enjoy the thrill of F-1 racing with Formula 1 '97. This fast title features multiple viewpoints, statistically correct and random weather conditions and car options such as steering and braking assistance. The AI is also very sophisticated by incorporating car reliability and aggression levels. You can sense the teams' differences when they are next to you on the track.

SYSTEM	RELEASE DATE
PlayStation	September
	THEME: Racing
PUBLISHER: Psygnosis	SIZE: CD-ROM
PLAYERS: 1	% COMPLETE: N/A

REVIEW CREW

SHAWN

Late-night deadlines and the upcoming E³ in Atlanta has Shawn in a twisted mood, but nothing he has to see a doctor about. Now that he has his own swinging apartment, he can play games without his mom saying, "Video games will never get you anywhere..." Little does she know! Now he's concentrating on his features for EGM.

CURRENT FAVORITES:
Star Fox 64
Dynasty Warriors
Wild Arms
Excalibur 2555 A.D.
FAVORITE GENRE:
Action/Adventure

DAN

Shoe's in RPG heaven...or maybe hell? He loves Wild Arms, and he's eagerly awaiting Shining the Holy Ark, Albert Odyssey and Final Fantasy VII, which he refuses to play until the English version comes out. (Shoe's not Japanese, by the way.) But how on Earth will he have time to play them all? Maybe Ed will give him time off...

CURRENT FAVORITES:
PaRappa the Rapper
Warcraft II
Wild Arms
Dynasty Warriors
FAVORITE GENRE:
Strategy/Puzzle

CRISPIN

Cris was determined to re-create the arcade experience when he played Sega Ages, so he had co-workers rock his chair to simulate After Burner 2's moving cockpit. He liked it so much that he wanted us to rock his chair no matter what game he played. Needless to say, we had to stick Cris and his chair in the parking lot for a while.

CURRENT FAVORITES:
Wild Arms
Shining the Holy Ark
Warcraft II
Tobal 2
FAVORITE GENRE:
Role-Playing

SUSHI-X

Sushi's been bitten by the strategy bug this month, and is smitten with multiplayer Warcraft II. After beating SFIII a few thousand times, he's gotten bored, so Sushi needs a little mental stimulation to pass the time until Street Fighter Alpha 3. He's looking forward to E³ in June and getting the first glimpse of the Street Fighter Collection CD.

CURRENT FAVORITES:
Warcraft II
Wild Arms
Street Fighter III
Tekken 3
FAVORITE GENRE:
Fighting

RATING SCALE

10-PERFECTION	5-AVERAGE
9-VIRTUALLY FLAWLESS	4-RENT FIRST
8-SPLENDID	3-TIME-WASTER
7-WORTHY	2-DON'T EVEN RENT
6-GOOD, NOT GREAT	1-FLUSH IT

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.

WILD ARMS

EGM SILVER AWARD

GAME OF THE MONTH

PLAYSTATION

PUBLISHER: SONY

CATEGORY: RPG

BACK-UP: MEMORY CARD

BEST FEATURE: ITEMS

WORST FEATURE: LINEARITY

ALSO TRY: BEYOND THE BEYOND

The wait for Final Fantasy VII doesn't seem so bad now, because Wild Arms—easily the best PlayStation RPG to date—is more than enough to tide me over. The best thing about this game is how busy it keeps your three-person party. During the course of the game, you'll discover tools and special weapons, learn powerful attack skills, uncover "Crest Graphs" to learn new spells, nab runes so you can summon guardians (huge creatures similar to Final Fantasy's Espers), roam the land in three unique vehicles and solve hundreds of puzzles. Why, you even have to complete mini-adventures for each of the three characters before the game begins in earnest. And while guiding only three characters may seem a little lame, Wild Arms actually offers one of the best party systems in RPG history. Each character can wield up to four tools, which you discover as the game progresses, and each tool will help you overcome certain obstacles in the dungeons. Bombs, for instance, will blast open walls to reveal secret areas (just like they do in the Zelda games), while the grappling hook will carry your party over chasms. Most puzzles, therefore, require you to select the character who has the right tool for the job. You don't need to discover all 12 tools to beat the game, but then you'd have to deal with the guilt of leaving certain parts of dungeons unexplored because you lacked the right tool. The 3-D, turn-based battles also force you to rely on the unique skills of the characters. Besides the standard sword attack, each character has innate skills that build throughout the game. One character is good with guns, missile launchers and other heavy gear; another wields magic (she can learn more than 60 spells in all); and the third is a wiz with blade attacks. Besides these special attacks, the characters can also cut loose with powers that become available when they take enough damage, giving you more combat options than you'll find in nearly all other RPGs. Yet despite all the combat possibilities, Wild Arms remains simple to play (it's even ideal for RPG newbies, since the early part of the adventure is laden with hints) Wild Arms' graphics are much better than screen shots let on. Each character, including the residents of towns, is superbly animated and detailed. And the polygonal enemies in the battle scenes look phenomenal—especially the Bosses. Heck, Wild Arms is so good it might even give FFVII a run for its money.

–CRISPIN

Once in a while I can't help but want to get into a solid RPG. Wild Arms was one of those titles. I really enjoyed playing this one. The story was interesting (how the main characters come together) and the graphics were great. The switch between 2-D and 3-D was weird at times—almost like two different games—but nothing I couldn't get over. The best part about the game is that it has a lot of old-school RPG influences with the 3-D battle scenes from more recent RPGs. With all of the hustle and bustle surrounding Final Fantasy VII, it's nice to sit back and play an RPG now—that's really good by the way—and not worry about what's to come. It's an all-around solid buy for RPG fans.

–SHAWN

Well, this winner sure makes up for Beyond the Beyond. It has all the traditional RPG elements that make for a classic: a simple interface, great music, cool-looking spells, a deep and involving story line and so on and so forth. I love the sheer number of offensive attacks that you'll eventually get. The little things make the game too. For example, the shadows in combat change when a bright spell is cast about a room. Awesome! I would have liked to of had more than three characters and a story that wasn't so linear (but then again, *every* RPG out there is pretty linear). Fans of the genre, pick this up. It may be the last great RPG for the PlayStation before Square's giant comes out.

–DAN

With the stream of games hitting an all-time low, it's refreshing to see a solid title like Wild Arms squeak through the E³ firewall. Despite the deceptively complex party system, veteran RPG gamers will have no trouble adapting to the numerous commands and objects at their disposal. Luckily, you only need to control three characters, but after you get used to the setup, you'll be wishing you could have more allies. I wasn't very impressed with the background music, but most RPGs have this fault. The animation, however, was simply beautiful, and the character/object interactions were a nice touch. Without a doubt, you'll enjoy this RPG until Final Fantasy VII graces U.S. shores.

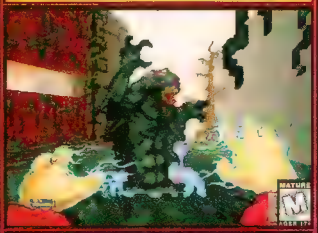
–SUSHI-X

8	8	7	3
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: NINTENDO 64

HEXEN 64

PUBLISHER: GT INTERACTIVE



CATEGORY: SHOOTER
BACK-UP: MEMORY PAK
BEST FEATURE: 4 PLAYERS AT ONCE
WORST FEATURE: OUTDATED
ALSO TRY: DOOM 64

Hexen 64 is in a bed of hot competition. You have the fancy-looking Turok in one corner and the new-and-improved Doom 64 in the other. Unfortunately, I think Hexen 64 will be squashed in between and left for dead. Why? It's just an old game with an old engine. The enemies in Hexen 64 are (and this is my biggest gripe of most "Doom" games) very predictable. It gets rather repetitive when you meet an enemy and (in order): Shoot, step out of the way, shoot again (if necessary), step out of the way, etc. So what's left? The level design. But the generic medieval look of Hexen can't compete with other first-person shooters' better-looking worlds. Hexen's stages just aren't that interesting to explore! At least the game gives you four-player deathmatch. This mode is fairly decent, but only because we haven't seen it in a console game yet. Having a four-player version of a lackluster game only makes it slightly better than lackluster. The different characters and their different weapons also makes the game interesting, but I doubt many of you will want to play the game through with another character once you've beaten it already (I didn't). So although many of you will buy Hexen 64 due to the current drought, I recommend waiting for Duke Nukem 64 or Quake 64. **–DAN**

Although action is part of my "Favorite Genre," sometimes one too many of a certain type of game comes out and I get bored. That's how I feel about Hexen 64. Sure, the graphics look great and I like the inventory system, but when it comes right down to it, it's still a Doom clone. The four-player feature is what saved this game from a lower score. **–SHAWN**

Hexen 64's frame rate is a little sluggish, and so is the control. You'll find yourself taking unnecessary enemy hits simply because strafing's such a pain in the butt. On the bright side, the four-player Deathmatch Mode is a nice touch. I also like that you can save your game at anytime, anywhere in the dungeon—a feature I wish more Doom clones would copy. **–CRISPIN**

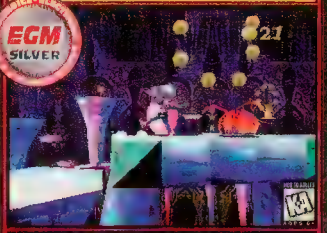
Besides the fact that this is an old game, I can't recommend this relic to anyone off hand. The Four-player Option, while nice, is not conducive to deathmatches in Hexen. Doom 64 needed it, not Hexen. Hexen is also an outdated first-person engine, as well as an unpopular one to boot. I'd much rather wait for Quake, which should be awesome. **–SUSHI-X**

8	6	5	7
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: SATURN

PANDEMONIUM!

PUBLISHER: CRYSTAL DYNAMICS



CATEGORY: ACTION
BACK-UP: PASSWORD
BEST FEATURE: GRAPHICS
WORST FEATURE: CONTROL
ALSO TRY: NiGHTS

Pandemonium! was a great PlayStation title, and it makes a stylin' debut on the beleaguered Sega Saturn. This past year has seen the emergence of the pseudo-3D genre, and Pandemonium! still leads the pack. Filled with excellent 2-D action on 3-D backgrounds, Pandemonium! on the Saturn is a step above its PlayStation sibling. The control is not perfect, but it is tighter, which is a blessing on later levels. The only surprise, which isn't a bad thing, is the different color usage for the levels. On the PlayStation, the color was bright and happy... happy...happy. This version is gloomier, with darker foreboding colors that set a slightly different mood as you play. Basically, there is no difference between the two games, but months later, Crystal Dynamics has seen fit to fully optimize it for the Saturn (another disturbing trend in video games). If you are one of those lucky few who own both systems, this is the version to get, but if you already own Pandemonium! for the PlayStation, the changes aren't worth the money. If you only have a Saturn, why are you still here? Go buy it! You won't regret it. Ah, it is refreshing to see the floundering 2-D side-scrolling platform make the leap to pseudo-3-D in order to remain a viable marketing option... **–SUSHI-X**

OK, before you guys start researching old issues for my score for Pandemonium! on the PlayStation (which was 9.0) let me just say that the 0.5 difference comes from the slight decrease in graphic quality I really liked Pandemonium! on the PS, and I still like it now. It's a lot of fun to play and I didn't find that it got old in the slightest. I'll buy it. **–SHAWN**

Crystal Dynamics' parting gift to Sega (Pandemonium! is their last Saturn game) is a fine one. This visual and musical tour de force may not be the most original thing around (it's a simple side-scroller with very cool 3-D backgrounds and perspectives), and the controls stink (the original Super Mario Bros. had better), but I still highly recommend it. **–DAN**

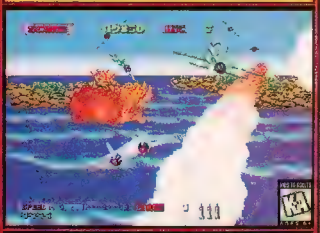
Everyone should play through Pandemonium! at least once, if for no other reason than to gawk at its gee-wiz special effects and wild, winding levels (which hold plenty of hidden areas). It happens to be a solid 3-D side-scroller to boot. Control is tight for the most part, but sometimes it becomes awkward when the camera whirls around into a new perspective **–CRISPIN**

8	7	6	7
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: SATURN

SEGA AGES

PUBLISHER: WORKING DESIGNS



CATEGORY: CLASSIC COMP.
BACK UP: SYSTEM MEMORY
BEST FEATURE: 3 GREAT GAMES
WORST FEATURE: ONLY 3 GAMES
ALSO TRY: ANY CLASSIC COMP.

It's about darn time a compilation disc hit the Saturn, and you couldn't ask for a better starter set than this trio of Space Harrier, Out Run and After Burner II. These classics—created by Sega's Yu Suzuki-led AM2 development team—were revolutionary in their time, not to mention expensive (the sit-down version of ABII was one of the first games to cost a buck). So it's extra cool to finally play arcade-perfect versions without going bankrupt. Each game is true to the original in every way, right down to the Demo Screens. Even the music is authentic (a good thing, since ABII has some of the most kick-butt tunes ever, something I missed in the Genesis version). Of course, the games don't look so hot when you compare them to today's flying, driving and shooting games. Looking back, I find it hard to believe I was so impressed by their simple scaling effects. Still, the graphics do pack a certain personality that you don't find in the polygonal visuals of most modern arcade titles (the Space Harrier dragon remains a classic video game bad guy). I am disappointed in only getting three games. The oldies in this small collection put me in such a nostalgic mood that I wanted to play other Sega classics, such as Thunder Blade and Hang On. Too bad they weren't included, too. **–CRISPIN**

C'mon...I know there were more than three old Sega games. The three that are included are cool and all but that's all? I never really liked Space Harrier that much anyway. Working Designs did a kick-ass job with what was on the disc though—even though it's straightforward. Some background info (a la Namco Classics) would've been nice. **–SHAWN**

Ahhh, the memories. Everything seems the way it should be, from the great smoke effects of After Burner to the little horse ornament flipping around on the car in Out Run. These games were all revolutionary in their time, so it's nice to have them in their untouched, original form. A couple more games would've helped greatly, but these three are golden. **–DAN**

It's clear to see how revolutionary Sega's arcade games were (and why I dumped tons of quarters into their games) from these three great titles. Alas, I can't help but wonder why only three games are featured, and why no excellent "inside info" is shared with us, as is the norm with the other classic compilations. Loyal Sega fans will feel cheated by this. **–SUSHI-X**

4	5	4	8
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: PLAYSTATION

BATTLESPORT

PUBLISHER: ACCLAIM

CATEGORY: ACTION/SPORTS
BACK-UP: MEMORY CARD
BEST FEATURE: ACTION-PACKED
WORST FEATURE: REPETITIVE
ALSO TRY: CYBERSLED

Cybersled meets soccer. Not a bad combination. Being a big fan of the above two, I enjoyed Battlesport right off the bat. The action is very fast-paced, and unlike BallBlazer Champs (a similar game in concept, also reviewed this month), Battlesport's animation was smooth and superb. The graphics, however, could've used some more pizazz. After all, we are used to light sourcing and other 32-Bit frills in futuristic sports games. Looking past the humble visuals, I thought the handling of the vehicles, to put it mildly, stunk. It's difficult to catch the ball at any time, unless it's sitting still, or you and it are heading toward each other in a straight line. I was frustrated when I was constantly missing the ball and power-ups because I wasn't quite in the perfect position. In order to make up for this, you may find yourself slowing down or outright stopping to get your bearings straight. So what's wrong with that? The supposedly "fast-paced action" comes to a halt and you become cannon fodder (this problem greatly lessens over time and practice). Battlesport gets kudos for offering so many arenas to play in (though many of them are pretty much the same) and so many in-game options (variety is good!). Battlesport is not great, by any means, but Cybersled fans should check it out. **–DAN**

Another futuristic sports title to review! What's the world coming to? I have to say I liked this one a little better than BallBlazer because it was easier to get into. The graphics were a step down in Battlesport, but I found myself genuinely wanting to score on the enemy. Sports enthusiasts beware: To me, Battlesport is more action with sporty influences. **–SHAWN**

Battlesport isn't as fun as this month's other futuristic sports game, BallBlazer Champions, but it ain't bad either. You get plenty of options to set up before each match, as well as lots of nifty power-ups. The different types of goals are especially cool (you try scoring on a goal that flies 20 feet above the arena's floor!). The sluggish control needs tweaking. **–CRISPIN**

By far my greatest kudos for Battlesport are for the immense options settings. I wasn't terribly impressed with the vehicle graphics, let alone their paltry control. Then again, I'm not a big fan of these futuristic sports games, so I didn't expect much. I'm surprised at the apparent unfinished quality of the game, almost as if it were a first-generation PS game. **–SUSHI-X**

6	6	6	7
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: PLAYSTATION

SWAGMAN

PUBLISHER: EIDOS

CATEGORY: ADVENTURE
BACK-UP: MEMORY CARD
BEST FEATURE: COOL LEVELS
WORST FEATURE: TOO SIMPLISTIC
ALSO TRY: CASPER

Games like this are always at least a little fun for me even if they're half-rate. What makes Swagman even better is that it's hardly half-rate! Granted it's a bit of a kid's game but there isn't anything wrong with that—in fact, that's part of what makes Swagman so great. The idea behind the game is simple (as far as the fantasy type of story line) but a lot of fun. The graphics are pretty sharp (except for the occasional rough-edged sprite) with the different realtime lighting effects and shadows. The adventure aspects of the game are also done well. All of the different items were neat since they kind of matched what would be in a house—what kids could find and use. The switch to the dream world was also a very cool idea, although I have to admit I was a little scared of the different monsters...OK, maybe not really scared, but they were eerie. The level design was pretty complex but really, what house is that big with all of those hidden rooms? I guess that's why the game is a fantasy. I liked being able to walk around a house with a kitchen, bathroom, etc. Sure, it sounds weird, but it added a lot to the game. For example, in the bedroom, to go into a secret room, you can bat the clothes out of the way in order to find the secret entrance. Overall, it's a good buy. **–SHAWN**

Never before has a game been so...*normal*. Although I can't really find one concrete complaint about the gameplay, I can't find anything stellar about it either. It's just *there*. When you first play Swagman, you'll swear that you've played hundreds of games like it before. The cartoon-quality graphics and creepy soundtrack do create a great atmosphere. **–DAN**

Simple but fun—that's the best way to describe this vaguely Zelda-esque action game. Swagman's more than 15 levels are large and imaginative, with plenty of puzzles and hidden areas. Most of the puzzles are easy to figure out. Throw a switch here, move a box there and you're all set. The game looks spiffy, but sometimes it's hard to see doors. **–CRISPIN**

Swagman deals out the goods: powerful ambience, deep story, Zelda-style controls, and backs it up with fairly decent challenges now and then. It's not too complex, so learning gamers will want to pick this up. I had a lot of fun rooting around in Swagman, and I know you will too, but I wouldn't recommend this to advanced gamers. **–SUSHI-X**

8	8	8	7
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: PLAYSTATION

DYNASTY WARRIORS

PUBLISHER: KOEI

CATEGORY: FIGHTING
BACK-UP: MEMORY CARD
BEST FEATURE: SOLID CONTROL
WORST FEATURE: FEW CHARACTERS
ALSO TRY: SOUL BLADE

Dynasty Warriors is a great fighter, almost at a par with recent hits like Soul Blade. Character detail and animation are perfectly smooth, and even the color choices are well-planned. My only real beef with this game is the relatively low number of fighters to choose from. I'm not sure if you're like me, but I tend to choose the female characters first, then branch out from there. This is the first fighting game to only have one female fighter to choose from in a long time. In other peeves, the backgrounds are less than inspiring, but are forgivable, as they remind me of Tekken sets. The control is very tight, and to accomplish some of the best combos, you'll need to practice, practice, practice. You get very little room for error here. This becomes most noticeable when you attempt to use your special attack. Thanks mainly to the location of the buttons on the control pad, getting your special to work when you want it becomes the hardest part of Dynasty Warriors. I would have to say that if there weren't already a few hundred titles like this already, we could very well see a great series forming here. All it needs is a little tweaking to the character balance and the backgrounds, and it would be far better. Dynasty Warriors is one of those games that reels you in after a while. **–SUSHI-X**

This is my kind of fighter. Sure, games like Street Fighter Alpha 2 and Tekken 2 are incredible, but when you start having authentic characters from history, you get to kill two birds with one stone, so to speak. Of course, it may be a little weird to control players from the 15th century, but it's a learning experience nonetheless. Besides this, it controls very well. **–SHAWN**

It's about darn time that a polygonal fighter offered more than tap..tap..tappin' the buttons away for a silly combo. Although a few of Dynasty's combos are done this way (ugh), they have many Street Fighter-style moves too. The best way to describe Dynasty is that it's a cross between Soul Blade and SF EX. Good variety among the characters is also a plus. **–DAN**

Dynasty Warriors lets those who like and those who dislike Block buttons beat each other up in peace and harmony. The game supports both types of defense—you can pull back to block or use the two defensive buttons. But you'll probably want to make use of the entire blocking system, since certain parries will set up enemies for devastating counters. **–CRISPIN**

8	7	8	9
VISUALS	SOUND	INGENUITY	REPLAY

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K-A
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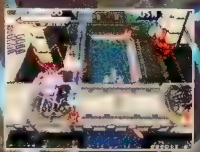

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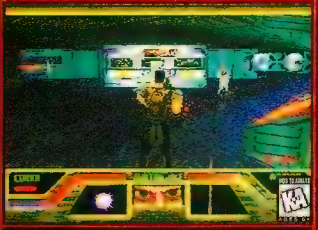
SYSTEM: PLAYSTATION

BROKEN HELIX

PUBLISHER: KONAMI



CATEGORY: ADVENTURE
BACK-UP: MEMORY CARD
BEST FEATURE: BRUCE CAMPBELL
WORST FEATURE: GRAPHICS
ALSO TRY: SENTIENT

It's been awhile since we first saw Broken Helix, but as far as I'm concerned, it was worth the wait. It may not be the premier game on the PlayStation but it certainly has some cool features. First, Bruce Campbell's voice-overs are hilarious and the whole intro with that jerk-off drill sergeant is great. Where's the chainsaw for an arm though? On the flip side of that, some of the other character voices were overdramatic and almost laughable. The graphics were done well, but often looked too polygonal (early versions seemed grainy but cleaner than in this finished version). The non-linearness of the game really adds to its playability. You could walk in there, guns a-blazin', but if you do so, you'll lose. Eventually the bad guys (who are supposed to be good guys by the way) will kill you for not completing your "mission" properly. So listening to your objectives and taking time is worth it. The missions in the game are really fun to play through as well. The levels have different paths, one possibly being quicker or more effective than another. The progression of the story (moving from vague instructions to top-secret Area 51 stuff) is interesting. Strange how Broken Helix is coming out at a time when aliens are so darned popular. Good timing on Konami's part—or is there more... **–SHAWN**

This game is sassy! I love the humor. Broken Helix is a potpourri of so many other types of games (Fade to Black, Overblood and so on) but has its own style and flair. The missions are packed with variety. It is a very challenging game, made more difficult by the substandard graphics (it's hard to avoid security cameras if you can't see them too well!). **–DAN**

Broken Helix may pack a cool story and excellent voice acting, but it still falls well short of being a perfect shooter—mainly because of its graphics. The game manages to be too colorful and too dark at the same time. You'll stumble into pitch-black walls and obstacles that stand beside banks of garish computers until you jack up your television's brightness. **–CRISPIN**

I really hate the graphics in Broken Helix. With the third-generation games almost upon us, I'd think the polygon count would be much higher, but instead I'm forced to resort to parlor tricks and "The Force" when playing. The story and humorous dialog really save Broken Helix, and without them, I'd have to rank it much lower than this. **–SUSHI-X**

6	7	7	6
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: PLAYSTATION

BALLBLAZER CHAMPS

PUBLISHER: LUCASARTS

CATEGORY: ACTION/SPORTS
BACK-UP: MEMORY CARD
BEST FEATURE: GRAPHICS
WORST FEATURE: SLUGGISH LOADING
ALSO TRY: LEAGUE OF PAIN

Ah, memories. I remember playing BallBlazer more than a decade ago on my Commodore 64 (it was one of those games that kept us going during the video game crash). So I booted up this update expecting to experience the original's classic gameplay. I wasn't disappointed. BBC demands both quick reflexes and a little bit of strategy. The object is to nab and carry a glowing orb across obstacle-ridden arenas and launch it into your opponent's goal (which sometimes moves or shrinks). Trouble is, the ball saps your craft's energy, slowing you down just as your opponent gets ready to turbo boost into your sluggish keester. You can pick up mines, missiles and other power-ups to keep your opponent off your tail, but then he can use the same weapons against you too. Success depends on you learning the layout of each of the 12 huge stadiums, which contain scattered energy-replenishing zones that'll recharge your craft when the ball saps all its power. With its smooth, Gouraud-shaded visuals, BBC looks as good as it plays. It's packed with little details like blowing banners, billboards and snazzy lighting effects. The two-player, Split-screen Mode can be a little confusing at first, but you get used to it. BBC also supports Sony's analog pad and its rumble feature. **–CRISPIN**

This one is sporty, but it is pretty fun since it has a sci-fi touch. Definitely a game where some strategy could be employed. The Selection Screens were sluggish, making character selection, etc. annoying. The different Play Modes were fun (my personal favorite being Freeplay) and the competition was pretty fierce at times. The graphics were awesome. **–SHAWN**

This is one game that could've taken it easy on the speed! It could've been an almost perfect futuristic sports/action title. The choppy and speedy animation combined with the loose controls make the game very difficult to follow, especially in the Two-player Mode. The confusion could lead to frustration, but you may get used to it with time and practice. **–DAN**

Here's a nice solid game to play with your friends. The numerous stadiums, while similar, still give an individual feel about them. The music is best left off. The addition of several key strategic elements really round out this game, placing it a little ahead of the other many futuristic sports/action titles like Battlesport, which lack this vital piece of gameplay. **–SUSHI-X**

8	5	7	9
VISUALS	SOUND	INGENUITY	REPLAY

SYSTEM: PLAYSTATION

NAMCO MUSEUM 4

PUBLISHER: NAMCO

CATEGORY: ARCADE COMP.
BACK-UP: MEMORY CARD
BEST FEATURE: MUSEUM MODE
WORST FEATURE: UNKNOWN TITLES
ALSO TRY: ANY NAMCO COMP.

The idea here is simple enough, but I have to give props to Namco for not just throwing their old-school games onto a disc and shipping them out. Granted this is the fourth one they've put out (in a series of five), so by this time it's a given that they know how to make a solid compilation, but the Museum area is still pretty darn cool. I like walking around looking at all the preliminary sketches, sounds, music, etc. of the games and then, of course, playing them. I especially liked the time line of Namco releases. My only gripe is that the games on this one were a little weird. Sure, Ordyne is a pretty neat shooter—very modern compared to the other titles on the CD—but the rest of them are a little strange (especially that darned Genji & Heike Clans). Pretty much three of the five games in Volume 4 are fun: Pac-Land, Assault and Ordyne. The other two, the aforementioned Genji & Heike Clans and The Return of Ishtar, were pretty lame due to difficult control and the games being...well, not very fun. The 3-D graphics while walking around the Museum are done well, similar to Jumping Flash! It's cool that they gave you control of Pac-Man, a Run button and the ability to look up and down. Honestly though, I would've rather been Dig-Dug as I walked around the place. **–SHAWN**

The Namco collections are getting more obscure. I've played Assault and Pac-Land, but the others are new to me. Ordyne (the shooter) is the best game here, and besides Assault (awesome with the dual analog joystick only), I don't see much more reason to get this one except to have a complete Namco series. Not bad, but the earlier editions are better. **–DAN**

Only two of this collection's titles—Assault and Ordyne—are worth a darn. But that's OK, because Assault (one of my favorite arcade games) is nearly worth the price of admission. Be warned, though—you'll need Sony's analog pad or dual analog stick to get arcade-true control in this classic. The other three games—although novel—aren't much fun. **–CRISPIN**

This museum really disappoints me with its irritating selection of games. Usually, you could count on at least three hot games you used to monopolize at the arcades, but this one only has Assault and Ordyne as its main draw. I'm shocked at the meager selections offered here, but as always, the behind-the-scenes interviews and movies rule. **–SUSHI-X**

5	4	4	6
VISUALS	SOUND	INGENUITY	REPLAY

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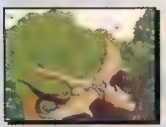
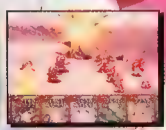

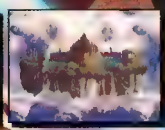

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K-A
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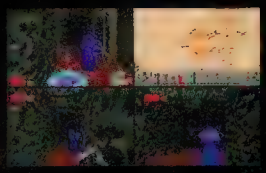

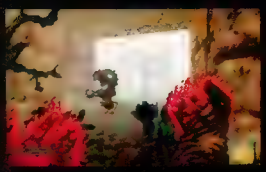

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Just like Samson's strength was in his hair, the Trickman's brain power has diminished after his haircut. Employees looked on with awe, as Terry arrived in the office with short hair on the back of his head! For over four years, he has kept it long in the back, but this time he decided a change was in order. We still don't know if it was a good decision or not, as Terry seems to be fumbling around aimlessly, even more than usual. In an effort to pay off more of his bills, he has resorted to selling locks of hair for money. How pathetic! What will the Trickmeister think of next? We don't even know the answer to that question! What we do know however, is that he still has enough brain power to make a great tricks section! Send your stuff to:

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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.

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Odds of Winning: The number of winners and the odds of winning will be determined by number of trick entries received.
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Winners: To receive a winners list, send a self-addressed, stamped envelope 6 weeks after the month in which the winner list is requested to: Winners List, Trick of the Month, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners list must be received by the 15th day of next month (January list is due day of the publication). No winners list will be sent without a SASE.
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NEED FOR SPEED 2

TRICK OF THE MONTH

POWER TRIP

MANY BONUS VEHICLE PASSWORDS

On the Main Menu Screen, highlight the Options and enter it. Move down, highlight and enter the Password Option. Now put in the following passwords:

LILZIP: Bonus car: Ford Indigo
SHOTME: Bonus track: Monolithic Studios
POWRUP: Pioneer engines; faster acceleration for all cars (lasts for one race)

26 SECRET CARS: At the Main Menu, select Options, then Password. Enter the desired car's password. You can now drive one of 26 secret cars! Return to the Main Menu and select Race. It doesn't matter what normal car you already have selected. Note: If you want to use a secret car password in Two-player Mode, simply replace the password's ME with U for the second player (example: ARMYU).

ARMYME: Army truck
BUSME: Yellow school bus
BEETME: Car with sunroof
BMRME: BMW
BNZME: Mercedes-Benz
BUGME: Volkswagen bug
CITME: Citrogen

At the Main Menu Screen, highlight the Options and enter it.

On this screen, move down and highlight the Password Option.

Enter the Password Screen and put in one of the codes as shown here.

Your vehicle will change into one of these vehicles listed, like the T-Rex!

JEPME: Comanche pickup
LCME: Landcruiser
LIMOME: White limousine
MAZME: Mazda Miata
QUATME: Audi Quattro
SEMIME: Semi-truck cab
SNOWME: Same as ARMYME, different trailer
TRAMME: Monolithic Studios tram
VANME: Combi minivan
VOVME: Volvo station wagon
YJME: Jeep Renegade/Wrangler
CRATME: Brown wooden crate
LOGME: Long wooden log
OUTHME: Small brown outhouse from North Country
STDAME: Souvenir stand(green)
STDBME: Souvenir stand (blue)
STDCME: Souvenir stand (red)
TREXME: T-Rex from Monolithic Studios
WAGOME: Old covered wagon from Monolithic Studios.

These passwords stay in memory for one race.

Brett Schultz
Elm Grove, WI

System: PlayStation Publisher: Electronic Arts

INDEPENDENCE DAY

POWER TRIP

SPECIAL CHEAT SCREEN

Go into the Options from the Menu Screen. Move down to the Player Name Option. Enter one of the words shown below (highlighted in red) on the Name Entry Screen. Then go back to the Main Menu Screen and press Left, Right, Square, Circle, Triangle, Triangle, Down. A new screen called "Cheater" will appear. Listed here are the codes that will turn the different options on or off in this screen:

FOX ROX: opens up CITY. Select any level, including bonus levels.
MR HAPPY: opens up PLANE. Setting the plane to "BAC" will let you fly the alien craft on any level!
GODZILLA: opens up KILL CIVIL (locks onto civilian objects) and KILL WING (locks onto wingmen and E3).
GO POSTAL: opens up FAST RELOAD (quick missile launches), DAMAGE BONUS (one missile to kill enemies) and WEAPONS (infinite missiles).
TOURIST: opens up CITY, TOURIST (all aliens removed from the world), DEMO CAM (detaches camera from the plane. The game can't be played in this mode, but the camera is controlled by the control pad) and NO TIME (not timed)

Enter one of the codes on the Name Entry Screen as shown here.

Go back to this screen and enter the code with the first controller.

You will open up an option to use from this "Cheater" Screen!

LIVE FREE: opens up INVINCIBLE (You'll take no damage).

System: PlayStation Publisher: Fox Interactive

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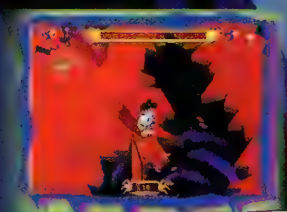

SwagMan

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Tricks Of The Trade

WCW vs. The World

—by T+HQ for PlayStation

Here are some moves for the wrestlers in the game provided by T+HQ:

Hollywood Hogan

Choke Hold: Hold the Circle button long, then press Up.

Face Crush: Press R1 to duck behind a stunned opponent, then tap the Circle button.

Chris Benoit

Power Bomb (pin): Hold the Circle button long, then press Down on the directional pad.

German Suplex (pin): Press R1 to duck behind the stunned opponent, hold the Circle button long.

Eddy Guerrero

Pendulum Backbreaker: Press R1 to duck behind stunned opponent and tap the Circle button.

Tiger Suplex (pin): Press R1 to duck behind stunned opponent, hold Circle button long and press UP on the directional pad.

Lex Luger

Torture Rack: Press R1 to duck behind stunned opponent and hold the Circle button long.

Choke Slam: Hold the Circle button long, then press Up on the directional pad.

Sting

Scorpion Death Drop (Reverse DDT): Press R1 to duck behind stunned opponent and hold Circle button long.

Pile Driver: Hold Circle button short and press Down.

Ric Flair

Knee Drop: Press R1 to duck behind groggy opponent, tap Circle and press Up.

Canadian Backbreaker: Hold the Circle button long and press Up.

Dean Malenko

Bryant Suplex : Hold the Circle button long.

Neck Jerk: Press R1 to duck behind groggy opponent, hold Circle button long and press Up on the directional pad.

Lord Steven Regal

Regal Stretch: Hold the Circle button long and press Down on the directional pad.

Diving Cross Arm Bar: Press R1 to duck behind groggy opponent, tap the Circle button and press Up on the directional pad.

Bad Blood

Avalanche Frankenwhip: Throw groggy opponent into turnbuckle. Hold the Circle button until you put your opponent onto turnbuckle and perform the move.

Throw German Suplex: Press R1 to duck behind opponent. Hold the...

(continued on page 62)

STAR FOX 64*

POWER TRIP

TITLE SCREEN TRICK, WARPS AND SECTORS

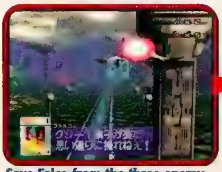
Here are some great tricks and strategies that will enhance Star Fox 64:

Follow the Numbers: On the Title Screen, press the B button once and then start rotating the analog joystick around until the number 64 on the end of the logo begins to move. Now you can move it anywhere on the screen and the characters will follow it with their heads! Let go of the stick and it will return to its original position.

Press B and move the stick around until their heads follow the 64!

Get 100 hits or more in Sector Y to get to the planet Aquas.

Go to Sector Y from Corneria: On the first planet, Corneria, your wingman Falco will be attacked by three ships. The easiest way to take them out is with a homing blast by holding the Fire button and then letting it go on the middle ship. This will destroy the others as well. After a little while, you will see arches made out of rocks. Make sure you go underneath each arch. Falco will then lead you into the waterfall (where you couldn't go before) and you will soon be fighting a different Boss. You may recognize him as the Boss from the first Star Fox game. After defeating him, you'll be led to Sector Y.



Save Falco from the three enemy ships with a homing blast.

After you go through the arches, you'll be led through the waterfall!

Go to Aquas: In Sector Y, get 100 kills or more to go to the planet Aquas.

Go to Sector Z: In Zoness, you must shoot down all the floating spotlights in the stage. You will then move onto Sector Z after you finish this stage.

Get a Warp to Titania: When you're in the meteor field Mateo, make it past the checkpoint and soon you will see rings made of

Stay left in Sector X and shoot the gates until they turn red and open.

Pass all the gates to warp. Survive this weird world to go to Sector Z!

light blue triangles. Go through all seven of these, and you will warp into a strange world full of power-ups and then you'll end up on the planet Titania.

Get a Warp to Sector Z: At around the halfway point of Sector X, move to the left side of the screen and stay in that general area. Eventually, you will have a choice of the direction of two arrows. Pick the left one and soon you will be faced with a few grey/white rectangular gates. You must shoot these constantly until they turn red, and then they will open. This is nearly impossible with anything other than the blue double laser. Make sure you have this weapon before getting to this point. Once you have passed through the last gate, you will warp! Avoid the rotating shapes and shoot the enemies to survive in this alternate world. Then you'll end up going to Sector Z.

*Note: The trick was done on a Japanese version of the game and is subject to change on the production American version

System: Nintendo 64 **Publisher:** Nintendo

WAR GODS*

POWER TRIP

SPECIAL CHEAT MENU

As soon as the War Gods logo appears on the screen, use the directional pad and the buttons (not the analog joystick) to enter the following code very quickly: Right, Right, Right, B, B, A, A. If you did it quickly enough, you will hear the announcer say, "All too easy." At the Main Menu (Start/Options) Screen, highlight Options and enter it. A new option will be available called "Cheat Menu." Choose this menu to get a new screen filled with options such as a level

When the War Gods logo appears, press Right 3x, then B, B, A, A.

In the Options Screen, pick "Cheat Menu" to get this screen of tricks.

select, timer option and skill levels for players one and two. Depending on the length of these meters, your life meter in the game will either go down slower or quicker. Also, easy fatalities will be available. When you are about to finish your opponent, make sure to stand the correct distance with your character, and press A+B+Top C+Right C buttons simultaneously for the fatality.

*Note: The trick was done on a preproduction version of the game and is subject to change on the production version

Benjamin Yavitz; St. Louis, MO

System: Nintendo 64 **Publisher:** Midway

SHE'LL
KICK YOUR
BUTT
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Tricks of The Trade

WCW vs. The World

—by T*HQ
for PlayStation
(continued)

Circle button long and press Up on the directional pad.

Abispa

Top Rope Drop: Knock your opponent out of the ring, then move near the ropes and press the Circle button.

Rope Flip: Knock your opponent out of the ring and press the Triangle button and the directional pad to run away from him. After you bounce off the far ropes, hold the Circle button long until you fly over the ring.

Mega Man 8

—by Capcom
for PlayStation/Saturn

Here are some hints and strategies to help you get past the Bosses in the game:

Stage 1: Island

Giant Robot Crab Boss: Kick the Mega Ball into the Boss' face until the Boss explodes.

Grenade Man Stage

The player should choose Grenade Man as their first challenge. To defeat Grenade Man, use the Mega Buster or the Thunder Claw. Once you destroy him, you will get the Flash Bomb.

Frost Man Stage

To defeat Frost Man, use the Flash Bomb. Once you destroy Ice Man, you will get the Ice Wave. Midway through Frost Man's stage there's a block of ice that will be under Mega Man. To break this block, Mega Man must use the Astro Crush.

Tengu Man Stage

To defeat the mid-Boss on Tengu Man's stage, you must dodge its laser, then fire upon it with the Mega Buster. To defeat Tengu Man, you must use the Ice Wave. Avoid Tengu Man until he lands, then freeze him with your weapon. Once you destroy him, you will get the Tornado Hold.

Clown Man Stage

To defeat Clown Man, use the Tornado Hold. When you destroy him, you will get the Thunder Claw, which will allow you to swing in certain areas. To defeat the mid-Boss on this stage, your best bet is the Mega Ball.

Duo Stage

After you beat the first four Mega Boss stages, you will begin Duo's stage. This stage is short and you will fight Duo at the end.

(continued on page 64)

NANOTEK WARRIOR

POWER TRIP

STOP SHIP, FULL SHIELD, ETC.

Press Start to pause during the game and enter any of the codes:
Stop your Ship enter: Triangle, Left, Triangle, Right, Triangle, Up, Triangle, Start. Stop your ship at any time by pressing Triangle.
Enable your Memory Card enter: Left, Right, Left, Left, R2, Circle, L1, X. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.
To access **Full Shield** enter: Select, Circle, Right, Up, Up, L1, L1, X. This allows you to gain full shield capacity.
To access **Warp Sim** enter: Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X. This will allow you to simulate the speed burst of the warp zones.

System: PlayStation
Publisher: Virgin Interactive

TIGERSHARK

POWER TRIP

TONS OF CHEAT CODES

Go to the Resume Mission Option and then to the Password Screen. Put in these:
For Improved Weapons enter: **RUBLE**
For Minimal Gravity enter: **SOYUZ**
For the hidden Sea Hunter game enter: **SNEEG**
For access to Movie Menu enter: **KIEV**
For the "Bugrider" Preview enter: **BUGGY**
To begin at Debriefing 2 enter: **AKULA**
To begin at Debriefing 3 enter: **PASHA**
Begin at Debriefing 4 enter: **MIRAS**
Begin at Debriefing 5 enter: **NAKAT**
Begin at Debriefing 6 enter: **REZKY**
Begin at Debriefing 7 enter: **TUCHA**
Begin at Debriefing 8 enter: **ZARYA**
Begin at Debriefing 9 enter: **VOSTA**

System: PlayStation
Publisher: GT Interactive

TOBAL 2*

POWER TRIP

GROW/SHRINK, PLAY AS THE BOSS

At the Character Select Screen, press and hold L2+R2 simultaneously. While holding these, press X to choose your character. During gameplay, press L2 to shrink your character and R2 to make your player grow! You can do this any time during the match, or replay of the game. To play as Mufu beat the game on Easy.

Put in the "Grow" code with the big Boss Nork and he'll be huge!

For Nork, beat it on Normal.
For Emperor Udan, on Hard.

*Note: The trick was done on a Japanese version of the game and is subject to change on the production American version.

System: PlayStation Publisher: SquareSoft

FADE TO BLACK

POWER TRIP

CINEMA TEST

Go to the Password Screen and enter the cheat enabler code as follows: Square, Triangle, Circle, X, Circle, Triangle. Then press Start. The screen will say you have entered an invalid code. Exit the screen and re-enter the Password Screen. Now put in Square, X, Circle, Triangle, Circle, X. You'll be brought to a

After entering the code, you will go to the Movie Player Screen.

Movie Player Screen where you can view the cinemas.

James Neumann; Rittman, OH

System: PlayStation Publisher: Electronic Arts

SPIDER

POWER TRIP

WEAPON REFILL, FLEA CODE

To enter these codes, just begin your game and then pause. Then enter them:
To **Refill Weapons/Power** enter: Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle. If done correctly, the spider will regain power and weapons. Do as often as you wish.
To **Turn into a Flea** enter: Triangle, Square, Circle,

Refilling your weapons will turn you into a mechanical spider!

Triangle. Spider will then shrink down to the size of a tiny flea!

System: PlayStation Publisher: BMG Interactive

SOVIET STRIKE

POWER TRIP

MANY CHEATS

Just go to the Password screen and enter any of the following for various results:
For four attempts enter: **SADISSA**
For Infinite fuel enter: **EARTHFIRST**
For a Peaceful World enter: **QUAKER**
For Infinite Ammo, Fuel and Invincible Chopper enter: **MIDNIGHOIL**

At the Password Screen, enter one of the codes shown below.

For Infinite Ammo, Fuel and Attempts enter: **FUBAZI**

System: PlayStation Publisher: Electronic Arts

BALL BLAZER CHAMPIONS

VARIOUS CHEATS

Here are a couple of pass-codes to enter in your next game. Use the key below as a reference to the following passcodes.
To Shrink the Rotofoil enter, at the Password Screen, the password:

X O X X O X
X X X X X X
X X T T X X
S X X X X S
X S S S S X

To jump to the Master Dome stadium on Easy in the tournament with one previous loss on your record enter, at the Password Screen, the password:

O L1 L1 R1 R2 L2
X S S R1 R2 R1
R2 T L2 R1 L2 O
L2 R2 R1 X L1 R2
S L2 R1 X R1 R1

KEY: S=Square T=Triangle O=Circle X=X, L1, L2, R1, R2=top four buttons

On this menu, access the Enter Passcode command.

Enter this "smiley face" code inside the Passcode Screen.

Then begin your game and your ship will start out tiny.

To jump to the Master Dome stadium, enter this code.

You will be able to play in the Master Dome on "Easy."

It is less challenging, but you'll get there a lot quicker.

System: PlayStation Publisher: LucasArts

NANOTEK WARRIOR

LOCK-ON LIGHTNING BOLT

When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter the button code as follows: X, Square, Triangle, Circle, Square, Circle, X, Triangle, X. You'll be taken to Level 1 with your ship all souped-up with spread lasers and the new lightning bolt weapon which can be used with the Circle button.

Joe Cecchin; San Carlos, CA

Enter the password and you'll have a souped-up ship with the awesome lightning weapon!

System: PlayStation Publisher: Virgin Interactive

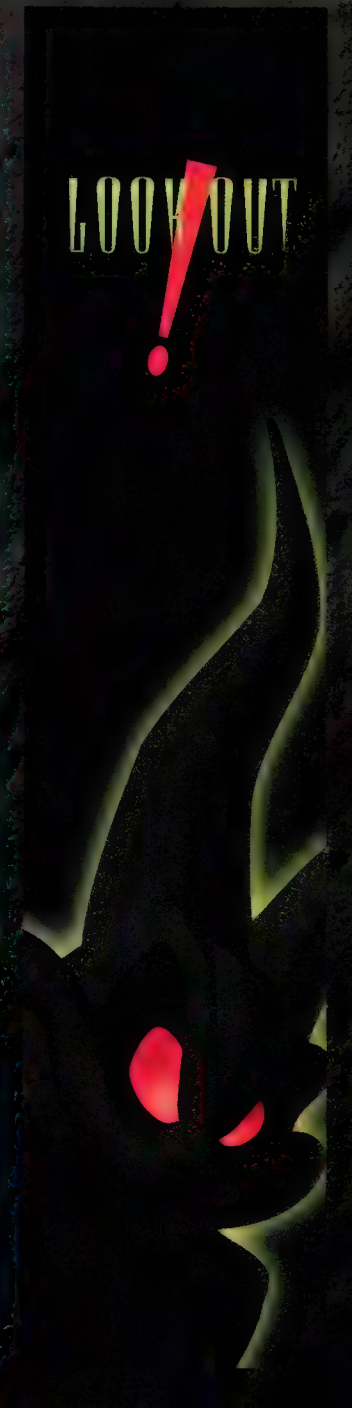
SOVIET STRIKE

INCREDIBLE CHEAT CODES

While at the Password Screen enter the following cheats to receive some helpful items in your game. You should see the word "Classified" if the code was entered correctly.
For **Unlimited Fuel** enter: **COLDPIZZA** (Your fuel should then return back to 100 after running out.)
For **One Extra Life** enter: **FREEBIE**
For **Four Extra Lives** enter: **VOODOO**
For **4X Weapon** power enter: **GABRIEL** (This cheat is one you definitely ought to try!)
For **Fuel Consumption at half speed** enter: **ALBATROSS**

Use the Gabriel cheat to eliminate your enemies with little firepower!

System: Saturn Publisher: Electronic Arts



Tricks of the Trade

Mega Man 8

—by Capcom
for PlayStation/Saturn
(continued)

You must use the Mega Buster. Mega Man does not get a weapon after defeating Duo.

Aqua Man Stage

To swim you must continuously push the Jump button. The mid-Boss on this stage is annoying. The strategy to beating him is to continuously jump from log-to-log and attack with your weapon of choice. To defeat Aqua Man, use the Astro Crush. Once you destroy him, you will get the Water Balloon.

Sword Man Stage

This stage is unique in that it consists of four areas which you must complete before going on to the rest of the level. There will be four statues that block your path. The statues will open as you jump on each of the orange buttons in the four areas. The four squares in the first room of Sword Man's castle illustrate what weapon you must use to complete the specific area.

Area 1. Top left. In this area you must use the Tornado Hold to move the flying rocks.

Area 2. Top right. In this area you must use the Ice Wave to freeze the pillars of flame.

Area 3. Bottom left. In this area you must use the Thunder Claw to swing and to reach the levers.

Area 4. Bottom right. In this area you must use the Flash Bomb to light your path.

After completing the four areas you will be able to progress past the four statues which were in your way. To operate the lava boats, simply jump on the button to the side of the direction you would like to go. To defeat the mid-Boss, you must fire your weapon of choice at the red gem. Once you get to Sword Man you can destroy him with the Water Balloon. Once you defeat him, you will get the Flame Sword.

Search Man Stage

You will use the Thunder Claw a lot during this stage. Use the Flame Sword to burn down the spikes for more bolts. To defeat Search Man you must use the Flame Sword. You will then get the Homing Sniper.

Astro Man Stage

In Astro Man's stage there is a maze. The maze repeats itself so study it well. When there is an area that you can't jump to, you must use the Tornado Hold then jump into the storm. To defeat Astro Man you must use the Homing Sniper. Once you defeat Astro Man, you will get the Astro Crush.

TRICKMAN'S REFERENCE GUIDE

1/97 Issue #90

BA Toshinden URA	SAT	PilotWings 64	N64
BioAthlete	SAT	Project Overkill	PS
Die Hard Trilogy	PS	Star Gladiator	PS
Gun Griffon	SAT	Street Fighter Alpha 2	SAT
Gunship	PS	Super Mario 64	N64
Loaded	SAT	Time Commando	PS
Machine Head	PS	Tobal No. 1	PS
Motor Toon Gran Prix	PS	Tomb Raider	PS
Namco Museum Vol.2	PS	Triple Play '97	PS
NFL Quarterback Club '97	SAT	Twisted Metal 2	PS
NHL Powerplay '96	SAT	Wave Race 64	N64
		WipeOut XL	PS

2/97 Issue #91

2Extreme	SAT	NBA Jam Extreme	PS
Beyond the Beyond	PS	Pandemonium!	PS
Cruis'n USA	N64	Power Move Pro Wrestling	PS
Daytona USA CCE	PS	Space Jam	PS
Killer Instinct Gold	N64	Star Gladiator	PS
Mortal Kombat Trilogy	N64	Street Racer	PS
NBA Hang Time	N64	Tomb Raider	PS
		Wayne Gretzky's 3D Hockey	N64

3/97 Issue #92

Bubble Bobble	PS	NHL FaceOff '97	PS
Cruis'n USA	N64	Perfect Weapon	PS
Fighting Vipers	SAT	Star Gladiator	PS
Grid Runner	SAT	Tempest X3	PS
Iron Man/X-O Manowar	PS	WWF: In Your House	PS

This guide is a reference to all of the game codes printed within the last six months of *EGM*. Note: This does not include Game Shark codes or any other codes that use a peripheral attachment. Look for the update in next month's Tricks of the Trade.

4/97 Issue #93

Bubsy 3D	PS	NFL GameDay '97	PS
Command & Conquer	SAT	Pro Pinball	PS
Crusader: No Remorse	SAT	S. Puzzle Fighter II	PS
Dark Forces	PS	Revelations: Persona	PS
Destruction Derby 2	PS	Shadows of the Empire	N64
Donkey Kong Country 3	SNES	Soul Blade	PS
Fighters Megamix	SAT	Tempest X3	PS
Mario Kart 64	N64	Twisted Metal 2	PS
NBA Hang Time	N64	Wayne Gretzky 3D Hockey	N64

5/97 Issue #94

Bubble Bobble	PS	Mr. Bones	SAT
Contra: Legacy of War	PS	NBA Live '97	PS
The Crow: City of Angels	PS	Re-Loaded	PS
Donkey Kong Country 3	SNES	Soviet Strike	PS
Incredible Hulk	PS	Space Jam	SAT
Jet Moto	PS	S. Puzzle Fighter II	SAT
Mortal Kombat Trilogy	N64	True Pinball	SAT
		Turok: Dino. Hunter	SAT

6/97 Issue #95

A.G.H. Atari Collection	PS	P.S. Underground No. 1	PS
AMOK	SAT	Scud: The Disp. Assassin	SAT
Doom 64	N64	Soviet Strike	PS
Brahma Force	PS	Soviet Strike	SAT
Independence Day	PS	Street Fighter Alpha 2	SAT
Int.-Superstar Soccer	N64	Test Drive: Off-Road	PS
Mario Kart 64	N64	TNN M.S. Hardcore 4X4	SAT
MechWarrior 2	PS	TNN M.S. Hardcore 4X4	PS
Mega Man 8	SAT	Turok: Dino. Hunter	N64

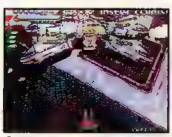
Working Designs and *Electronic Gaming Monthly* present the...

RAYSTORM Contest

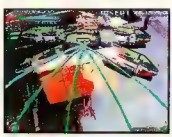
Grand Prize (1): $10,000
First Prizes (25): One-Year Subscription to EGM
Runners-up Prizes (50): RAYSTORM Mouse Pads
Entry Deadline: Nov. 29, 1997

To enter: Send a legible photograph or a videotape showing the Final Status Summary Screen (sample depicted at left) from the PlayStation arcade shooting game RayStorm in One-player Mode, along with a 3x5 card or paper containing your name, address, age and phone number to: RayStorm Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

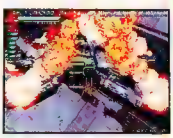
The key to defeating the first Boss is to take out the laser generators on each side.



Once these are removed, only the turret has to be contended with. Use your ship to lock on your targeting on the laser generator.



Blast it with either your laser or your assault array special weapon. Repeat process on the other laser generator.



Now, ignore the missile launchers on each "leg" of the Boss and concentrate on taking out the turret on the top.

Rules: Enter as often as you wish, but only the single highest score submitted by any one individual will be entered for final consideration. Limit one submission per game save. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning score in order to claim grand prize. Entries must be received by Nov. 29, 1997. All entries become the property of Working Designs, Inc., and will not be acknowledged or returned. Working Designs, Inc. assumes no responsibility for lost, misdirected, late, ineligible, incomplete, postage due, or misdirected entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household.

Prizes: One (1) Grand Prize: $10,000. Fifty (50) First Prizes: One year subscription to *Electronic Gaming Monthly* (Approximate retail value $60). Fifty (50) Runner-up prizes: RayStorm mouse pads (approximate retail value $6). Winners will be determined on the basis of the highest score (as reported on the status screen sent as an entry requirement). Judges' decision to be made the week of December 1 and winner will be notified on or about December 15th. In the event of a tie, tied players will be required to play off by video tape. All judges decisions are final. Grand prize winner will be notified by Federal Express once entry has been verified as eligible. Runner-up prize winners will be notified by mail. Results will be published in *Electronic Gaming Monthly* on Working Designs' web page (www.workingdesigns.com), and on Electronics Boutique's Internet Web page. No substitution of prizes is allowed, except at the discretion of Working Designs, Inc., should one of the featured prizes become unavailable. For a complete rules listing, send a self-addressed, stamped envelope to: Raystorm Rules, c/o Working Designs 18135 Clear Creek Road, Redding, CA 96001.

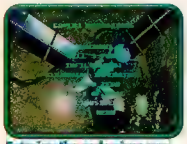
COMMAND & CONQUER

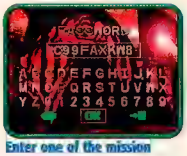
MISSION PASSWORDS

The covert missions in both disks: **COVERTOPS**.
For levels within the NOD mission disk enter:
Level 2: **C99FAXKW8**
Level 3: **RZNLQZ3NL**
Level 4: **W1954XWLF**
Level 5: **W15DASRS8**
Level 6: **8PH1MR53W**
Level 7: **GTJKWOJDK**
Level 8: **YKK424K3D**
Level 9: **874LCPUT4**
Level 10: **A8SHPAHXW**
Level 11: **OX3UKOP94**
Level 12: **QGDUMSK2J**
Level 13: **SZP09VDSB**

On the Password Screen, enter this in NOD or GDI.

Covert Operations will now be an option on the menu.


Entering the code gives you Covert Operations missions.



Enter one of the mission passwords for NOD.

An opening cinema to the next level will tell you that it worked.

Use the NOD passwords to jump to your chosen mission.

These passwords will only work on the NOD disk!

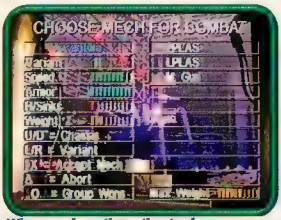
System: PlayStation Publisher: Westwood Studios

MECHWARRIOR 2

TARANTULA 'MECH

On the Main Menu Screen, move down and highlight the Password Option. Enter it with X. Now, enter the password: **#/XO/A4<1Y**. This will give you a new 'Mech chassis called "Tarantula." Now choose your clan and then pick one of the available missions. After you do this, you may opt to choose your 'Mech with the Square button. Scroll down the list until you see Tarantula, the spider-looking 'Mech. You may now use it in combat!

Brett Schultz
Elm Grove, WI



When you have the option to choose or change your 'Mech, scroll to find Tarantula!

System: PlayStation Publisher: Activision

MANX TT

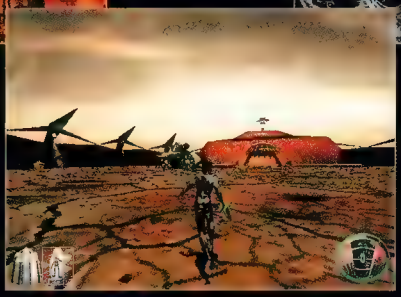
SUPER BIKE AND SHEEP CODE

For the **Superbike code**, just go to the Bike Select Screen and then press: Y, Z, Right, Left, Down, Down, Up, Up. You should hear a sound like the motorcycle revving up.
To get the **Sheep code**, go to the Transmission Select Screen and press: Up, Up, Down, Down, Left, Right, Z, Y. If this code is done correctly, you will hear the sheep make a noise. Then begin your race and you will be on the back of the sheep, trotting along to the finish line!

Enter the code and you will begin your race on the back of a sheep!

System: Satum Publisher: Sega

PlayStation
RATING PENDING
RP
CONTENT RATED BY ESRB
UNLEASHED THIS SEPTEMBER
JERSEY DEVIL
A diabolical product from
b'heivjə(r)
Behaviour Interactive



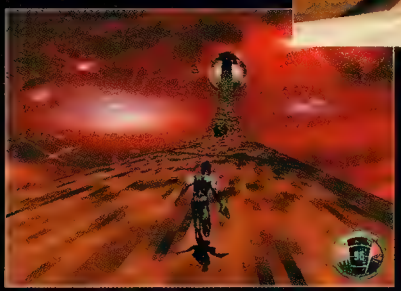
"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."
– PC GAMER

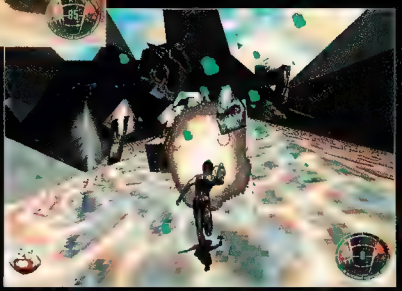
"The ability to zoom in from a mile away within the sniper mode is remarkable."
– ELECTRONIC GAMING MONTHLY

"...WE COULD BE LOOKING AT A 1997

"One of the most innovative games ever created."
– GAMEFAN

"This is one game that no Playstation owner will want to miss."
– PSX





TEEN T AGES 13+ ESRB

PlayStation

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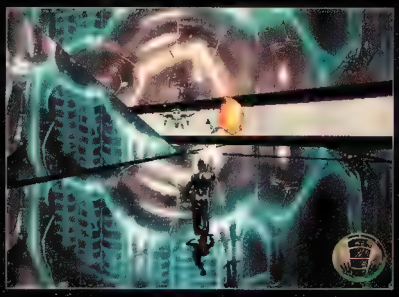
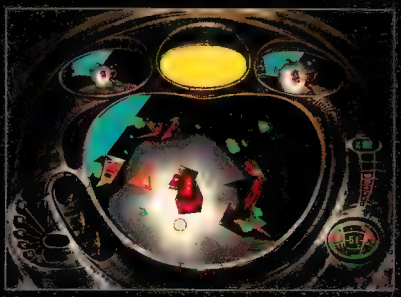


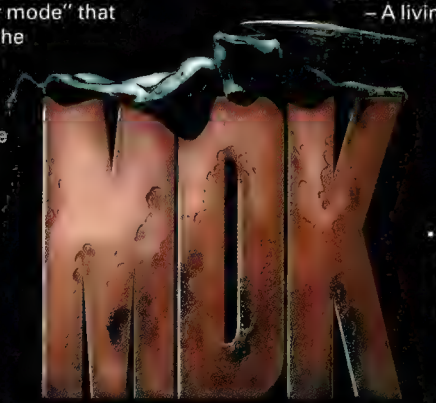


Your planet is being bulldozed by the ton. Alien controlled mobile mining cities are strip-mining the earth's surface overrunning and crushing anything in their path...Unless you can stop them.

PLAYSTATION GAME OF THE YEAR..."

- GAMEFAN

- 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.



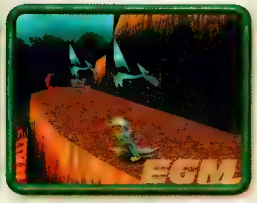
IT THINKS. THEREFORE IT KILLS.

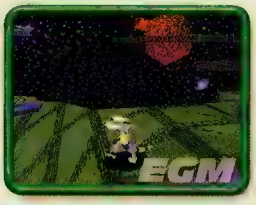
Shiny ENTERTAINMENT

www.shiny.com

http://www.playmatestoys.com

PLAYMATES INTERACTIVE ENTERTAINMENT PIE





Nobody likes a smart-ass...unless that smart-ass is the lovable lizard known as Gex. This wise-cracker is going to make his 3-D debut on the PlayStation (well actually, it'll be his only 3-D appearance).

Gex: Enter the Gecko will be Crystal Dynamics' answer to Mario 64. Not only will the worlds of Gex be fully explorable with complete freedom of movement, but the mechanics of being a gecko will allow for twists on the 3-D platform genre. For example, Gex can climb vertically on certain walls. When you see this executed in a 3-D world, you'll come away thoroughly impressed.

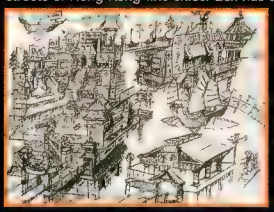
Perhaps even more interesting is the creative energy put into designing the worlds of Enter the Gecko. All of the humor, sarcasm and wit that put Gex on the map of success will be fully exploited (yes, comedian Dana Gould will be doing the voices again). Each stage of the game puts plenty of emphasis on mocking one thing or another. To meet those goals, each world will feature a TV or movie theme from contemporary media.

We compiled a bunch of early screen shots, concept drawings and more for your viewing pleasure. Each world is briefly summarized, and where the information is available, we list some of the enemies and collectables that should inhabit them. To protect the innocent (and themselves), Crystal Dynamics has changed certain names for their parodies. We give plenty of hints, so try to guess what TV shows or movies some of these references (printed in **BOLD**) are alluding to.

Please note: This stuff is the most up-to-date info available anywhere but is subject to change! Some of the early concept information has yet to be finalized, but for the most part, what you see and read is what will end up being in the final product. Make sure to stay tuned to upcoming episodes,...er, issues of *EGM* when we preview the game in depth.

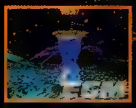
THEME: KUNG FU

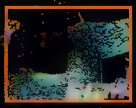
It's big trouble in little China when metal **samurais** roam the streets of Hong Kong-like cities. Gex has to collect Yin-Yangs and golden Buddha statues. By the way, when you're playing this level, some of Gex's speech may be out of sync with his lip movements. This, for once, is not due to your PlayStation skipping or overheating!

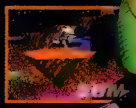


THEME: SCI-FI

Space-suited Gex has a limited amount of air on this level. To make things worse, bat creatures tend to steal some of it from him. Gex can replenish his O_2 supply by attacking these bats, or by visiting the few "air stations" that are around. Some enemies wield **glowing sabers**. Also expect to see enemy droids (maybe they'll represent certain other droids from the same movies as those sabers, but that's just us letting our imaginations run wild).





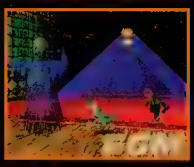


GEX

ENTER THE GECKO

THEME: SCREAM TV

Many horror movie themes make an appearance here. Gex must run around and collect icons of Jason Masks, Freddy Gloves and **skulls with nails pierced into them** (Clive Barker may like those last icons the best). A certain knife-wielding doll named **"Hucky"** can be seen around as well. You can even see **morphing walls**, from a recent Michael J. Fox flick.



THEME: TWISTED CARTOONS

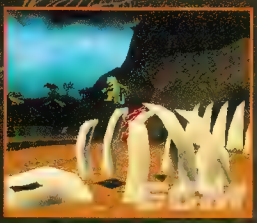
Very little is known about the Twisted Cartoon world at this point. All Crystal Dynamics knew was that plenty of kids' TV parodies will be included. One concept enemy is a superhero wanna-be. Problem is that he tries to fly, and falls flat on his face. If you jump on him, he'll release some gas which you can use to ride to new heights.

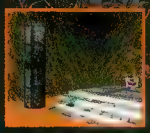
THEME: SECRET AGENT

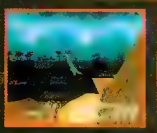
It's time to "get smart" by defeating the enemies on a **top-secret research island**. This island, as well as a few **tall, steel-jawed henchmen** are typical of a certain three-digit (numbers, not fingers) spy's movies. All we've seen on this world, so far, is this preliminary concept sketch of the island's outside.

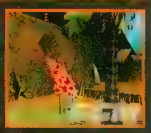
THEME: PREHISTORIC

Based a little bit on a hit Steven Spielberg movie and a little bit on *Land of the Lost*, this prehistoric level has plenty of comedy material. The collectibles include dinosaur leg shanks and **water buffalo hats** (from a rocky cartoon). Caveman Gex, raptors and **purple dinosaurs** inhabit this Lost World.



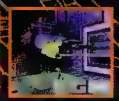


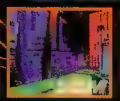




THEME: CIRCUIT CENTRAL

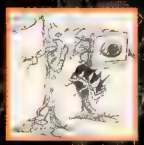
Tron may feel right at home in this world of silicon chips and energy. The enemies include circuits (that lay still until you get close to them) and **robots that have a single moving red eye** (Starbuck and Apollo hate these guys). On this level, Gex will need to find energy charge-ups that, when used on a certain platform, will launch him to higher levels.

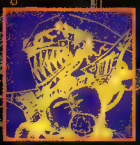


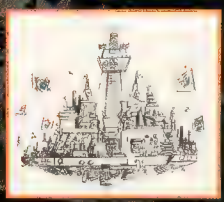


REZOPOLIS

The final Boss level. This will be a giant conglomerate of all the previous levels. The only enemies created so far are mutant drones with TVs for [illegible]







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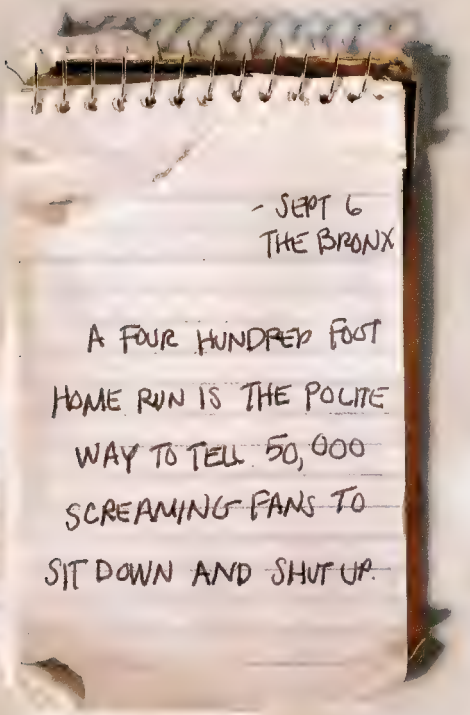

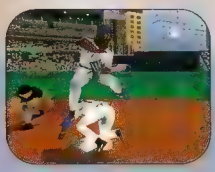

TRIPLE PLAY 98

The Ultimate Judge™ of baseball just re-entered the building shoulderin' a hefty new 3-D engine. And polygon players so real you can see sweat on a pitcher's temple. Plus play-by-play and color commentary from the two-man booth. So every gopherball you belt will get the attention it deserves. Swing large.

If it's in the game, it's in the game.®

EA SPORTS

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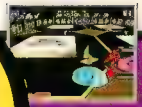
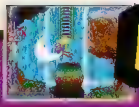
SPECIAL FEATURE

PRE E3





Here it is again: the fattest show of the year with a whole mess of games from a whole mess of companies. Where to begin? This is a good place to start.

Next to the Christmas season, E³ is the biggest time of the year for gamers (and pretty much anybody in the industry) to see games—both good and bad. It's the time when we'll see a gigantic quantity of games from a bunch of different companies—pretty much all of the gaming companies have at least one game. Can you tell it's a big show?

This isn't the first E³ to bless all of us with its presence, but this year the Electronic Entertainment Show is in Atlanta instead of Los Angeles.

The following list of games is incomplete but that's OK...in some cases it's for the best. Why? Because there are some companies that will have a few little gems hidden up their sleeves—some great games possibly. After all, they can't tell us everything they'll be showing—what fun would that be?

Seriously though, Nintendo (along with a couple other companies) really hasn't let anything out of their sight, so screen shots of their Nintendo 64 games are scarce—even with our digging!

EGM knows this list is a whopper but fret not, we'll make it up to you in upcoming issues (in the next few or so) with plenty of E³ coverage—both in screen shots, game names and who knows what else.

Basically use this list as a guide. Readers may even want to mark off the games they are especially anticipating. The list is broken down by company name (in alphabetical order) and their respective titles (also in alphabetical order). Also shown are the system(s) the particular game is coming to. The last page is dedicated to upcoming peripherals.

Remember that "The Games of E³ '97" is not a complete list.

Courier Crisis–BMG Interactive

Formula 1 '97–Psygnosis

Spawn–Sony Comp. Ent.

Clock Tower–ASCII

The Games Of E3 '97

• 3DO
Army Men
PlayStation
Uprising
PlayStation
World Championship Racing
M2

• ACCLAIM
Batman & Robin
PlayStation
Extreme G
Nintendo 64
Fantastic Four
PlayStation
Forsaken
PlayStation
Magic: Battlemage
PlayStation/Saturn
NFL QB Club '98
N64/PlayStation
NHL Breakaway '98
PlayStation/Saturn

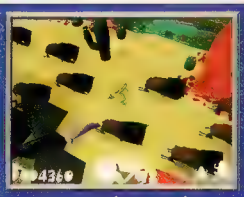
• ACCOLADE
HardBall 6
PlayStation
Jack Nicklaus Golf
PlayStation
Test Drive 4
PlayStation

WORLD CHAMPIONSHIP RACING

By: 3DO

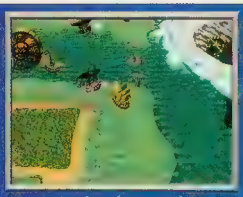
This racing title from 3DO will be the first for the upcoming M2 system. It's hard to tell if this system will do any better than the 3DO unit. From what *EGM* has seen thus far, this racer certainly looks incredible with its smoothed out polygons. Since

it's still early in development, detailed info & the title isn't available. I wonder if a racing title with a 3DO type system is standard? Remember Crash 'N Burn for the 3DO? See the screen shot below for an interesting comparison.



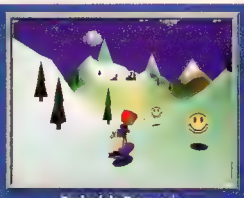
Frogger-Hasbro Interactive

G Police-Psygnosis

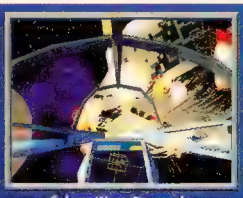


Overboard!-Psygnosis

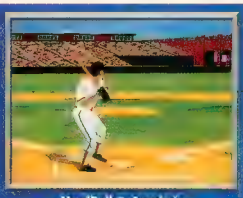
- **ACTIVISION**
  - Apocalypse
    PlayStation
  - Grand Tour Racing '98
    PlayStation
  - Hexen 2
    PlayStation
  - Pitfall
    PlayStation
- **ASC**
  - Colliderz
    PlayStation
  - Motor Sports 2
    PlayStation
  - One
    PlayStation
  - Ten Pin Alley
    Saturn
  - Clock Tower
    PlayStation
  - Ogre Battle
    PlayStation
  - Virtual Skiing
    PlayStation
- **BANDAI**
  - Dragonball GT
    PlayStation
- **BMG INTERACTIVE**
  - Courier Crises
    PlayStation/Saturn
  - Major League Soccer
    PlayStation
  - Monkey Boy
    PlayStation
  - Mega Man X 4
    Saturn
  - Resident Evil 2
    PlayStation/Saturn
  - Super Street Fighter II Col.
    PlayStation/Saturn
  - Street Fighter EX+
    PlayStation/Saturn
  - X-Men vs. Street Fighter
    PlayStation/Saturn
- **CAPS**
  - Kill Wheel
    PlayStation
- **CRYSTAL DYNAMICS**
  - Gex: Enter the Gecko
    PlayStation



Psybadek-Psygnosis



Colony Wars-Psygnosis



HardBall 6-Accolade

- TNN Outdoors Bass Tourn.
  PlayStation
- **ASCII**
  - Aqua Prophecy
    PlayStation
  - Carem Shot
    PlayStation
  - Moto Racer Gold
    PlayStation
  - Silicon Valley
    Nintendo 64
  - SpecOps
    PlayStation
  - Tanktics
    PlayStation
- **CAPCOM**
  - Breath of Fire 3
    PlayStation
  - Dark Stalkers:
    Jedah's Damnation
    PlayStation/Saturn
  - Dungeons & Dragons Col.
    PlayStation/Saturn
  - Mega Man Neo
    PlayStation
  - Akuji the Heartless
    PlayStation
  - Pandemonium! 2
    PlayStation
- **DREAMWORKS**
  - Lost World: Jurassic Park 2
    PlayStation
  - Skull Monkeys
    PlayStation
- **ELECTRONIC ARTS**
  - Madden '98
    PlayStation
  - NASCAR '98
    PlayStation
  - NBA '98
    PlayStation
  - NCAA FB '98
    PlayStation

Apocalypse-Activsion

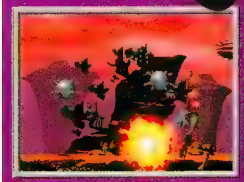
Bomberman 64-Hudson

Duke Nukem 3D-Nintendo 64

By: GT Interactive

Abe's Oddysee

A strange and alien world awaits gamers in Oddworld: Abe's Oddysee for the PlayStation. With a large cast of strange characters (as far as looks go) Abe's Oddysee features fully rendered characters and environments put into sprite form. The animation in the title is as fluid as butter on a hot, summer day. But that's not all. Abe's Oddysee also features lots of action, adventure and even puzzle elements. In some cases the mind-bending sequence could stump the most crafty gamers. Get ready for an odd world...but what else would you expect?



Beast Wars-Hasbro Interactive

Deathtrap Dungeon-Eidos

NHL '98
PlayStation
Nuclear Strike
PlayStation
ReBoot
PlayStation
Warcraft 2
PlayStation/Saturn

• **EIDOS**
Deathtrap Dungeon
PlayStation
Fighting Force
PlayStation
Lunatic
PlayStation
Ninja
PS/Saturn
Tomb Raider 2
PS/Saturn

Oddworld: Abe's Oddysee
PlayStation
Rebel Moon
PlayStation
Youngblood
PlayStation

• **HASBRO**
Battleship
PlayStation
Beast Wars
PlayStation
Frogger
PlayStation
Monopoly
PlayStation
Risk
PlayStation

Tonic Trouble-Ubi Soft

Indy Car Racing-Sony Comp. Ent.

• **FOX INTERACT.**
Aliens/Predator
PS/Saturn
CROC
PS/Saturn

• **GAMETEK**
Jeopardy!
Nintendo 64
Robotech
Nintendo 64
Wheel of Fortune
Nintendo 64

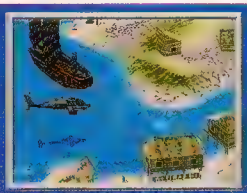
• **GT INTERACTIVE**
BugRiders
PlayStation
Duke Nukem
N64/PlayStation
Hexen
Nintendo 64

• **HUDSON**
Bomberman 64
Nintendo 64
Dual Heroes
Nintendo 64

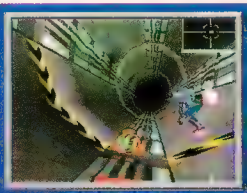
• **INTERPLAY**
Carmageddon
PlayStation
Raze
PlayStation
SWIV
PlayStation
VR Football
PlayStation
Wild 9's
PlayStation/Saturn

Lamborghini 64-Titus

Machine Hunter-MGM Interactive



Nuclear Strike-Electronic Arts



ReBoot-Electronic Arts

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— EGM 2

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"Command & Conquer is simply the best PlayStation release of the year."
— Games Domain

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PlayStation

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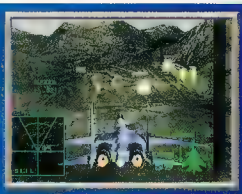
BUG RIDERS

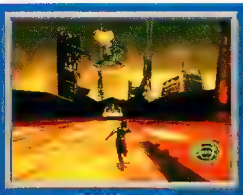
By: GT Interactive

Extreme G-Acclaim

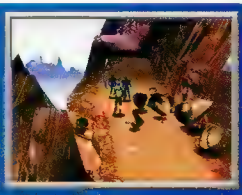


Ace Combat 2-Namco

- **JALECO**
  Dream Knight
  PlayStation
- **KALISTO ENTERTAINMENT**
  Nightmare Creatures
  PlayStation
- **KEMCO**
  Top Gear Rally
  Nintendo 64
- **KOEI**
  Majhong
  Nintendo 64
  R Chaos
  PlayStation
- **MCO'RIVER**
  Aerofighter Assault
  Nintendo 64
- **MGM INTERACTIVE**
  Machine Hunter
  PlayStation
  Maximum Gauge
  PlayStation
  Return Fire 2
  PlayStation
  Rollerball
  PlayStation
  WarGames
  PlayStation
- **MIDWAY**
  Bio Freaks
  N64/PlayStation



MDK-Playmates



One-ASC

- **KONAMI**
  Bottom of the Ninth '97
  PlayStation
  Castlevania
  N64/PlayStation
  In The Zone '98
  PlayStation
  Inter. Superstar Soccer 64
  Nintendo 64
  Metal Gear
  Nintendo 64
  NBA In the Zone
  Nintendo 64
  Poy Poy
  PlayStation
- **LUCASARTS**
  Star Wars:
  Masters of Teräs Käsi
  PlayStation
  Gretzky '98
  N64/PlayStation
  Mace
  PlayStation
  Maximum Force
  PlayStation
  MK Mythologies
  N64/PlayStation
  Rampage World Tour
  PlayStation
  Robotron 64
  Nintendo 64
  San Francisco Rush
  N64/PlayStation
- **MINDSCAPE**
  Super FB Champ
  PlayStation
  Supersonic Racers 2 XS
  PlayStation

Duke Nukem-Sega

Enemy Zero-Sega

MISSION IMPOSSIBLE

By: Ocean

This one has everything the TV show did back in the '70s. It even had all of the cool special effects of the last year's movie. Mission: Impossible has been in the works for some time now. Finally more screen shots are rolling in and an actual playable demo. Use gadgets, disguises and weaponry to outsmart (or just plain kill) the enemy. As is expected, this Nintendo 64 cart employs all of the graphic effects we've come to love.

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SPECIAL FEATURE

CROC

By: Fox Interactive

Metal Gear–Konami

Last Bronx–Sega

Warhammer 2: Dark Omen
PlayStation
WarWind Megatac
PlayStation

• NAMCO
Ace Combat 2
PlayStation
Namco Museum Vol. 4
PlayStation
Namco Museum Vol. 5
PlayStation
Time Crisis
PlayStation
Treasures of the Deep
PlayStation

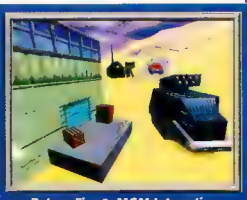
• NINTENDO
Body Harvest
Nintendo 64

Tetrisphere
Nintendo 64

• OCEAN
Mission: Impossible
Nintendo 64
Multi-Racing Championship
Nintendo64
V Rally
PlayStation

• PLAYMATES
MDK
PlayStation
Soldiers of Fortune, Inc.
PlayStation

• PSYGNOSIS
Colony Wars
PlayStation

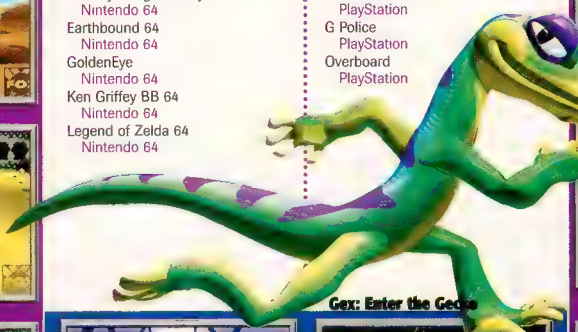


Return Fire 2–MGM Interactive

San Francisco–Midway

Buggie Boogie
Nintendo 64
Donkey Kong Country 64
Nintendo 64
Earthbound 64
Nintendo 64
GoldenEye
Nintendo 64
Ken Griffey BB 64
Nintendo 64
Legend of Zelda 64
Nintendo 64

Discworld 2
PlayStation
Formula 1 '97
PlayStation
G Police
PlayStation
Overboard
PlayStation



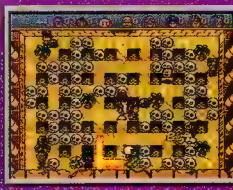
Gex: Enter the Gecko

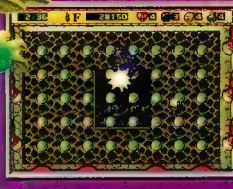
Blasto–Sony Comp. Ent.

Lost World: JP2–Sega

BOMBERMAN

By: Sega





Who could forget the days of the Super NES when multi-player Bomberman took over many of our nights? Those days are about to return with Bomberman for the Sega Saturn. On top of enhanced graphics, the same awesome playability of Bomberman is intact. A Quest Mode makes this Bomberman even more of an adventure than before. Look for levels with a slew of themes

Let's See Your Joystick Do This!

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

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- The Red Sight Laser Target System works with shooting games for PlayStation, N64, and Saturn.

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

NAKI Lunar Guns are lightweight, durable, and available for all platforms.

NAKI

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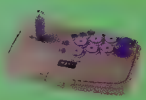
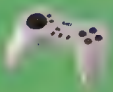
Wireless Pro Controller



Pro Fighter 8



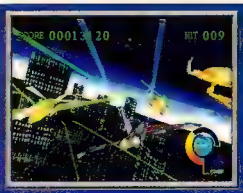
Wireless PSR-2

Memory Cards (1MB, 8MB)

RF Switch

CD Cleaner System

NBA Action '98–Sega

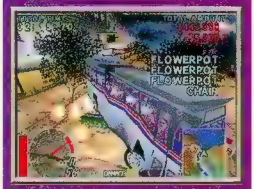

Sky Target–Sega

Sonic Jam–Sega

World Series BB '98–Sega

FELONY

By: ASCII



Shadow Master
PlayStation

• READYSOFT
Jersey Devil
PlayStation

• SEGA
Bomberman
Saturn
Duke Nukem 3D
Saturn
Enemy Zero
Saturn
Last Bronx
Saturn
Lost World: Jurassic Park 2
Saturn/Genesis
NBA Action '98
Saturn
NHL Hockey '98
Saturn
Panzer Saga
Saturn
Quake
Saturn
Sky Target
Saturn
Sonic Jam
Saturn
Sonic R
Saturn
World Series Baseball '98
Saturn
Worldwide Soccer '98
Saturn

• SINGLETRAC
Critical Depth
PlayStation

• SIR TECH
Excalibur 2555 A.D.
PlayStation
Joe Blow
PlayStation
Wreckin' Crew
PlayStation

• SONY COMP. ENT.
Armored Core
PlayStation
Blasto
PlayStation
Bushido Blade
PlayStation
Crash Bandicoot 2
PlayStation
Final Fantasy VII
PlayStation
Legion
PlayStation
MLB '98
PlayStation
NBA Shoot Out '98
PlayStation
NCAA FB '98
PlayStation
NFL GameDay '98
PlayStation
NHL FaceOff '98
PlayStation
PaRappa the Rapper
PlayStation
Spawn
PlayStation
Steel Reign
PlayStation
Syn
PlayStation

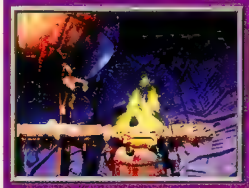
• SUNSOFT
Riven
PlayStation/Saturn

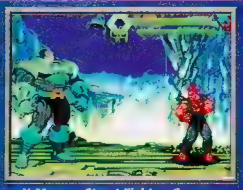
• TECMAGIK
Deadly Honor
N64/PlayStation

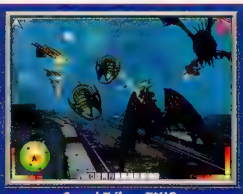
• TECMO
Dead or Alive
PlayStation/Saturn

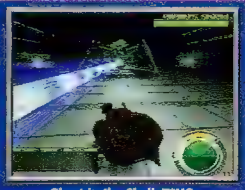
SKULL MONKEYS

By: DreamWorks



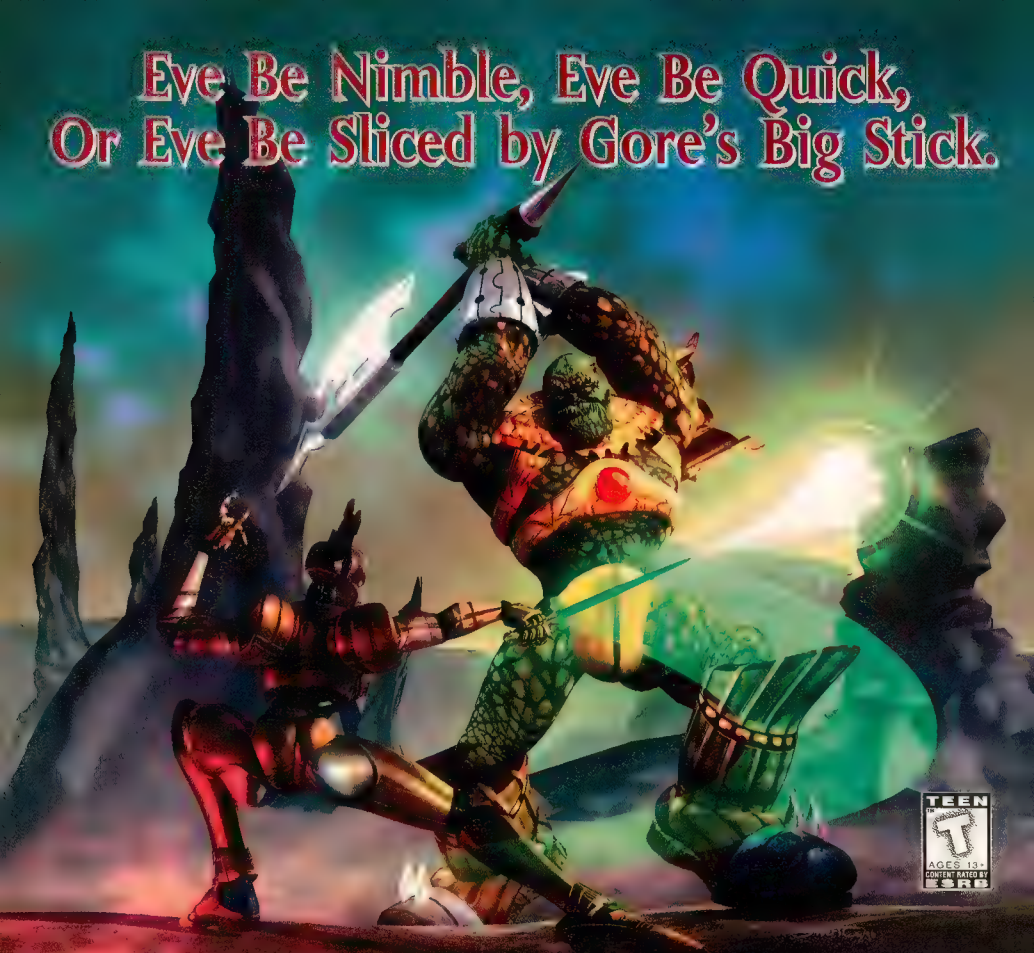

X-Men vs. Street Fighter–Capcom


Speed Tribes–T*HQ


Ghost in the Shell–T*HQ

WCW Nitro–T*HQ

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



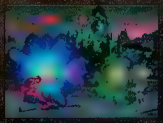
TEEN T AGES 13+ CONTENT RATED BY ESRB

DARK RIFT

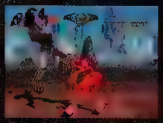
Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because **Dark Rift** gives it up. **Dark Rift** delivers more fight, more often with more speed than you have ever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

NINTENDO 64

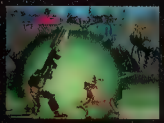
N64



N64



N64



N64

PC CD ROM

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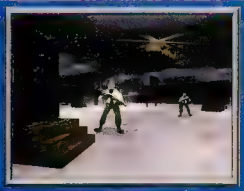


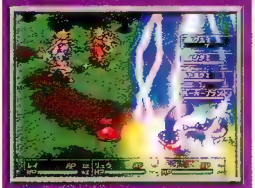
Spec Ops–BMG Interactive

Dead Unity–T*HQ

Tomb Raider 2–Eidos

BREATH OF FIRE 3

By: Capcom



Gallup Racer
PlayStation
Monster Rancher
PlayStation
Tecmo Super Bowl
PlayStation/Saturn

• T*HQ

Bassmasters Classics
PlayStation
Bravo Air Force
PlayStation
Brunswick World TOC
PlayStation/Super NES
Dark Half
PlayStation
Dead Unity
PlayStation
Destruction Derby
Saturn
Disney's Hercules
Game Boy
Disney's Timon & Pumba
Super Nes
FIFA: Road to the World Cup
Game Boy
Ghost in the Shell
PlayStation
Krazy Ivan
Saturn
Lost World: Jurassic Park 2
Game Boy
Madden NFL '98
Super NES/Genesis
NBA Live '98
Super NES/Genesis
NHL '98
Super NES/Genesis
Ray Tracers
PlayStation
Speed Tribes
PlayStation
Vs.
PlayStation
WCW Nitro
N64/PlayStation
X2
PlayStation

• TITUS

Lamborghini 64
Nintendo 64

NIGHTMARE CREATURES

By: Kalisto Entertainment

Check in Prices for more info on Nightmare Creatures

Quest for Camelot
Nintendo 64
Superman
Nintendo 64

• UBI SOFT

F-1 Pole Position
Nintendo 64
Tonic Trouble
Nintendo 64

• VIRGIN

Freakboy
Nintendo 64
Hell Racer
PlayStation
NHL Powerplay '98
PlayStation

Slaughter & Mutilation
PlayStation

• WORKING DESIGNS/SPAZ

RayStorm
PlayStation
Albert Odyssey
Saturn
Lunar Silver Star
Saturn
Magic Knight Ray Earth
Saturn

Castlevaina 64–Konami

Albert Oddyssey–Working Designs

Critical Depth–SingleTrac

We have deadly proof
that history repeats itself.

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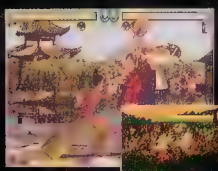
三國無双
DYNASTY WARRIORS™

The fighting game with real history behind it.

Lu Bu | Lu Xun | Cao Cao | Zhou Yu | Gaun Yu | Xu Zhu

- Traditional Chinese weapons dictate style, speed, range & accuracy of attack.
- Dynamic storyline unfolds on legendary battlefields.
- Fast gameplay — ultra smooth 60 frames per second.
- Based on Romance of the Three Kingdoms and the legendary warlords who fought to unite 3rd century China.
- Strategic combat — unique defensive moves including multiple blocks, dodge & parry are as important as offensive moves.



Zhao Yun

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ASCII Arcade Stick–ASCII

Shark Pad Pro–Interact

PERIPHERALS

What would the gaming world be without peripherals? Not much, especially considering everything these little technological devices do for gamers.

Because of time constraints, we weren't able to show as many gadgets and gizmos as we would have liked, but we were able to get a list of many of the controllers, memory cards, steering wheels, guns and who knows what else.

Remember that the term peripherals doesn't solely mean a "controller." A new addition to this group of gaming accessories is the rumble pack (or should we say "vibration unit," according to Performance?).

Another new face to the PlayStation family of peripherals is the dual analog pad. Although it's not listed, expect it to be a big player at E³ and with future games.

Strange but true, the peripheral areas at most big shows are usually overshadowed by the large, speaker-thrashing booths of gaming giants like Nintendo, Sega and Sony. But fret not little companies, that's why we're here.

Count on *EGM* to show (usually in our News section) what new peripherals are on their way, or what peripherals are available now and if they're worth buying.

Like the gaming list that preceded this page, the peripheral list isn't complete because of last-minute additions by companies and the possibility of "top-secret" projects that not even the editors here know about.

ASCII Grip–AsCII

Hammerhead (programmable)–InterAct

Bio Grip Joystick–Nyko

Viper Light Gun–Nyko

COMPANY AND PRODUCT LIST

ACT LABS
- Arcade Rex Joystick–PlayStation
- Eagle Max Flight Stick–PlayStation
- Light Gun–PlayStation
- Nitro Arcade Pad–Nintendo 64

ASCII
- ASCII Arcade Stick–PlayStation
- ASCII Grip–PlayStation
- ASCII Sphere 360–PlayStation

GAME SOURCE
- Majora Saturn Controller–Saturn
- Sakkara PS Controller–PlayStation

INTERACT
- SharkPad Pro 64–Nintendo 64
- Hammerhead–Nintendo 64
- N64 Gun–Nintendo 64
- GameShark–Nintendo 64
- Steering Wheel–Nintendo 64
- 3D Controller–Nintendo 64
- Mini Hand Wheel–Nintendo 64
- MakoPad 64–Nintendo 64
- Steering Wheel–PlayStation
- Enhanced Gun–PlayStation
- Dual Analog Joystick–PlayStation

MADCATZ
- Advanced Memory Cards–PlayStation
- Dual Analog Joystick–Nintendo 64

NINTENDO
- Rumble Pak–Nintendo 64

NYKO
- Bio Grip Joystick–PlayStation
- Maximizer Joystick–PlayStation
- Memory Card 4X–Nintendo 64
- Universal CD Cleaner–PS/Saturn
- Viper Light Gun–PS/Saturn

PERFORMANCE
- SuperPad 64–Nintendo 64
- Basic Gun–Nintendo 64
- Memory Card–Nintendo 64
- Vibration Unit–Nintendo 64
- Basic Mini Wheel–Nintendo 64
- Basic Gun–PlayStation
- Mini Hand Wheel–PlayStation
- MakoPad 64– Nintendo 64
- Steering Wheel–PlayStation
- Enhanced Gun–PlayStation
- Dual Analog Joystick –PlayStation

SONY
- Analog Controller–PlayStation

STARFOX 64

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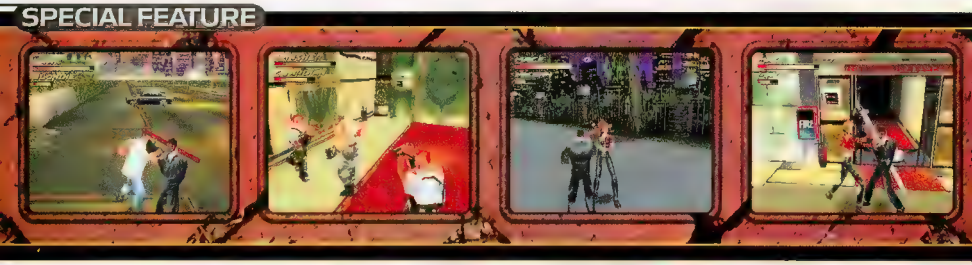


A FORCE TO BE RECKONED WITH

EIDOS BRINGS AN OLD-TIME GENRE TO A KILLER 3-D ENVIRONMENT

It's easy for a company to bring out a new game that's half-rate. All they need to do is come up with a novel idea, slap together a quick press release and start the job. It's especially easy to do this when a fighting game is involved—or at least one with lots of fighting in it.

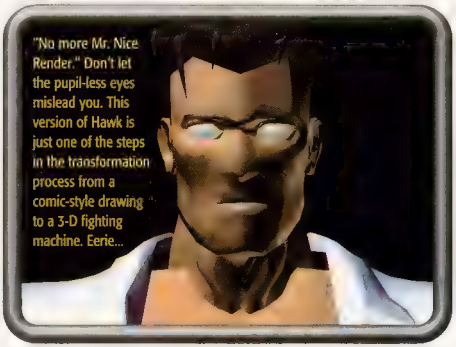
Fighting Force for the PlayStation by Core Design (published by Eidos Interactive) could have been one of these games, but would the maker of Tomb Raider let this happen? Quite bluntly, no way!

So what can gamers expect from Fighting Force with that said?

In case readers don't know, the best way to describe Fighting Force, it's a 3-D Streets of Rage. Gary Keith, marketing communications manager for Eidos Interactive says, "It's a 3-D beat-'em-up with Tekken influences. Basically, it's Streets of Rage taken to a new level."

Those are some strong words considering the popularity of both Tekken and Streets of Rage (in relation to when they were originally released). By the way, it's nice to hear companies compare their product to other games from the past. That way, we can understand what they're trying to do—we know they wouldn't just rip off an idea.

Let's break Fighting Force down a little bit into its features. First, gamers will be able to use 40-50 moves per character to beat the living who knows what out of all the enemies in the game (from the suit-wearin', "men in black" types to the uniform-likin', assembly-line rejects). On top of fist, knee or other body part hits, players can also use a bunch of objects scattered about the ground, like sticks, bottles and even rocket launchers. But for that basic info, check *EGM* #94 in the Next Wave section.



"No more Mr. Nice Render." Don't let the pupil-less eyes mislead you. This version of Hawk is just one of the steps in the transformation process from a comic-style drawing to a 3-D fighting machine. Eerie...

This feature focuses on what Core wants to do to make Fighting Force something special—not just another game that is bought and put on the shelf with the rest of the duds.

Employing the talents of Top Cow comic artist Marc Sivestri (both for story line and preliminary sketches), Core plans on giving each of the characters his or her own story, vitals and, most important, attitude.

Fighting Force takes place right after the millennium. Dr. Zeng, a Heaven's Gate-inspired madman with a very strong sexual desire, plans on ending the world himself since his premonition didn't come true. He plans on polluting the entire world with LSD. Eventually, everyone will die and his apocalyptic forecast will come true.

Luckily a person on the inside can't help but want out of all this craziness (Snapper is her name). Somehow she contacts some of her friends on the outside and that's where gamers come in. By picking one of four characters (on the next page), they can start kicking butt and taking names.

THE PLAYERS OF THE GAME...ALSO KNOWN AS FIGHTING FORCE:

HAWK MANSON

AGE:	26
HEIGHT:	6' 2"
WEIGHT:	196 lbs.
HAIR:	BLOND
EYES:	BLUE
BICEPS:	36"
CHEST:	48"
NECK:	20"
IQ:	187

Hawk is a vigilante with a good heart. He wants to do good for the community but often won't admit it.

ALANA McKENDRICK

AGE:	17
HEIGHT:	5' 5"
WEIGHT:	108 lbs.
HAIR:	BLOND
EYES:	BLUE
VITALS:	28-20-28
IQ:	240

Some could call her immature, but don't let her bubble gum fool you. There are rumors that she has "special powers" of some kind.

BEN "SMASHER" JACKSON

AGE:	29
HEIGHT:	6' 5"
WEIGHT:	280 lbs.
HAIR:	GREEN
EYES:	HAZEL
BICEPS:	48"
CHEST:	60"
NECK:	26"
IQ:	106

Two words: big dummy

MACE DANIELS

AGE:	21
HEIGHT:	5' 7"
WEIGHT:	126 lbs.
HAIR:	BLOND
EYES:	GREEN
VITALS:	38-22-36
IQ:	200

With her incredible fighting skills, she's easily as strong as any man. Not only does she know how to use her fists, she also...

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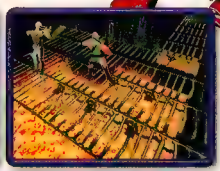
Lara Croft, gaming's #1 cover girl.

BRUCING UP apocalypse

How Activision Transformed Bruce Willis From Movie Star To Game Boy



Willis' character will cover you when you're in danger and hang back when you're holding your own. He'll even race you to power-ups!

No doubt about it—Bruce Willis is definitely *in* Activision's PlayStation shooter Apocalypse, due in October. He's not just some pretty-boy actor hired to fill a few minutes of dull FMV. And he's not some off-screen co-pilot who shouts the same sound bite every 30 seconds. He's your partner, your bodyguard, your friend. In essence, he's player two controlled by the CPU.

Or so Activision claims. But to their credit, Apocalypse's developers have put a lot of effort into turning the action hero into an interactive game character. And it all started with two days of motion-capture sessions back in mid-January.

CAPTURED STAR

Willis has played some strange roles in his career, but few were more bizarre than when he donned a body suit and—toy gun in hand—plodded around the padded floors of a Venice, Calif., film studio. Activision was putting Willis through the motions of motion capturing, a process that uses special cameras to record an actor's movements and reproduce them as 3-D animation.

These cameras, which emit infrared beams, were placed in a circle around Willis, whose bodysuit was covered with shiny sensors, one at each joint. The beams bounced off these reflectors and were picked up by the cameras again. Willis' motions and the positions of his limbs were thus recorded as points in 3-D space, giving Activision a moving model of the actor's skeleton.

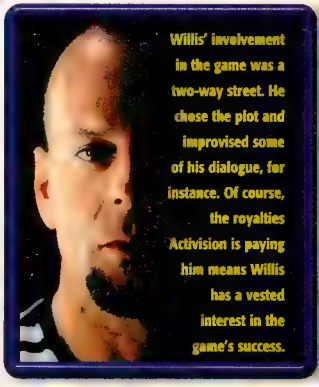
Why all the high-tech hubbub? Well, Willis' character—the nanotechnologist Trey Kincaid—fights alongside you through most of the game, and he'll react with several signature moves when things get particularly sticky. Activision wants Kincaid's reactions to remain true to Willis' own—hence the motion capturing. But the bulk of Willis' motion-captured acting will be seen during the brief in-game cut sequences, none of which are expected to last more than 15 seconds.

Activision zapped more than just Willis' body. His face, too, was coated with sensors, so that the developers could map his expressions onto his video game counterpart. So don't be surprised if you recognize Willis' trademark smirk during Apocalypse's cut scenes.

According to Apocalypse director John Spinale, Willis took to the motion-capture process quickly—at least after he got used to its multicamera approach. "Bruce was like, 'Hey, where's the camera?'" Spinale said. "And I told him that there was no single camera and he didn't have to act to any one in particular. He really liked the freedom that gave him."

READY FOR YOUR CLOSE-UP, MR. WILLIS

What good would motion-capture sessions be if you couldn't recognize Willis? Activision turned to cyberscanning to get the most true-to-life digital version of the hero. Unlike motion capturing, which models the



Willis' involvement in the game was a two-way street. He chose the plot and improvised some of his dialogue, for instance. Of course, the royalties Activision is paying him means Willis has a vested interest in the game's success.

Keep an eye out for...

...any scene in which Kincaid cuts loose with his blaster rifle.

Behind that scene:

Willis wielded a toy laser gun during his motion-capture scenes, and the gun beeped out puny laser noises when he fired it. Of course, the plastic weapon was just serving as a placeholder and will be replaced by a huge, rendered hand cannon in the game—one that will no doubt make better sound effects, too.

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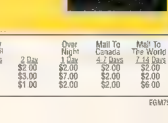

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EGM797

insides—specifically the skeleton—of an actor, cyberscanning passes a laser beam over the actor's face to map his or her appearance, every pimple and dimple. The result is a near- perfect portrait of Willis in the game. Players will see a high-resolution Bruce during the cut scenes, then a low-poly one—about 450 polygons from head to toe—during gameplay.

On a side note, while cyberscanning works fine for grabbing skin textures, it's not so keen when it comes to mapping facial hair, which scatters the laser beam. So Activision had to do some touch-up work on Willis' goateed mug, and there's a good chance his character may even show up in the game sans hair.

BRUCE ON TAPE

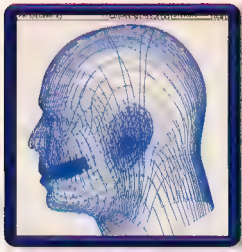
One thing is clear from Willis' career—he likes playing a smartass. And Activision wanted to capture this bad-boy attitude for Apocalypse.

Keep an eye out for...

...a cut scene in which Willis' character is launched head over heels from a crashing, careening hoverbike.

Behind that scene:

To capture Willis' out-of-control tumble, the actor was strapped into a body harness and suspended from the studio's ceiling. He then leapt into the air and let his momentum carry him end over end, screaming the whole time but obviously enjoying himself.



Willis' mug (top) never looked creepier, but then how pretty do you think you'd look if your face was cyberscanned, then flattened out as a texture? Activision mapped Willis' skin onto a model of his noggin (accurate right down to his teeth), and you'll see the end result (bottom right) in Apocalypse.

So when they sat Willis down to record dialogue from the more than 100-page script, they let the guy improvise. "Bruce would make suggestions for ways to make the dialogue more organic, more suggestive and just plain cooler," said Michael Kirby, Apocalypse's producer.

Willis recorded several movies' worth of dialogue, so it's no surprise that his character is pretty chatty. Kincaid shouts warnings, asks you to cover him, tells you when he wants to split up—he even tells you not to be so greedy if you're shooting too many enemies. "If you're doing really well, he'll be like, 'OK, kid, you got it,'" said Lead Game Designer Chad Findley. "But he'll get a little jealous once in a while, too, and say something like, 'Hey, kid, leave some for me!'"

One thing Activision wanted to avoid is repetitious banter, and so did Willis. Consequently, he recorded each of his more common lines several times so that players wouldn't go to bed with the same catch phrases ringing in their heads. "It's not just, 'Nice shot, pal. Nice shot, pal. Nice shot, pal over and over again,'" Spinale said. "Bruce says, 'Shoot. Shoot! What's the matter with you? When are you going to shoot?!'"

THE AI'S THE THING

Kincaid may look, walk and talk like a Bruce, but what good is he as a partner if he doesn't cover your back and can't hit the barn's proverbial broad side with his blaster? Good news. "Bruce is the ultimate culmination of all the AI work that has gone into this game," Spinale said.

In other words, Kincaid's intelligence system is built on three levels. Level one, written in C language, is made up of traditional if-then statements. For example, if your character is under attack, then Kincaid will come to your aid. If you're doing especially well, then he'll hang back for a while and let you get some. Level two is more mode-based. Depending on the circumstances, Kincaid will switch into an attack, defend or other mode, any of which determines his speed, the distance he strays from your character and other characteristics. Level three is trigger-based, meaning that nearby objects will trigger his actions. If you both approach a power-up, for instance, he'll race you to it, making Kincaid a partner and a competitor at the same time. Few games pack such extensive AI routines into their characters. Most have either the low-level, C language routines or the high-level trigger-based ones, but rarely both.

It's pretty clear that Activision did everything they could to drop Willis into Apocalypse, to make him mimic a real second player as closely as possible. But does the action-star-turned-game-star have what it takes to join the ranks of plumbers, hedgehogs and bandicoots? *EGM* will have a better idea soon, when we preview a playable version in the Next Wave section. ■

Keep an eye out for...

...Willis' colorful endorsement for Apocalypse, which may or (unfortunately) may not appear in an upcoming issue of Sony's *PlayStation Underground*.

Behind that scene:

During a lull in one motion-capture session, Willis jokingly snarled, "Apocalypse, from Activision—go CENSORED buy it!" Activision was video taping this impromptu commercial and sent it, with other behind-the-scenes footage, to Sony for a segment on Digital Underground.

Snarl for the camera, please. When Willis wasn't decked out in spandex for his full-body motion capture sessions, he was recording dialogue and having his facial expressions captured. Willis recorded several hours of in-game commentary, so players won't hear the same wisecracks repeated ad nauseum.

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Forget X-Wing Vs. TIE Fighter How 'bout Chewie Vs. Leia?

Finally, the age-old question of whether Han Solo could beat the bejesus out of Boba Fett will be answered this fall, when LucasArts releases Star Wars: Masters of Teräs Käsi. This PlayStation-exclusive 3-D fighting game pits the biggest stars in George Lucas' universe against each other in one-on-one, Tekken/Soul Blade-inspired bouts.

The game's roster includes the most famous faces—and helmets—of the *Star Wars* galaxy, including Luke Skywalker, Han Solo, Princess Leia, Chewbacca, Boba Fett and Darth Vader, as well as several hidden characters. The game also features a new villain in the *Star Wars* universe, one created exclusively for the game. Her name's Arden Lyn, and she's the ultimate master of Teräs Käsi, a form of martial arts that's fueled by the Force.

As the game's story goes, Darth Vader has hired Lyn to assassinate Rebel leaders in hand-to-hand combat. Fortunately, the Rebellion has gotten word of this plot, so Luke begins training his pals in Teräs Käsi (that explains why you can pit Han against Chewie—they're helping each other bone up on fighting skills). In her battle to eliminate the Rebels, Lyn is joined by two henchmen, a Gamorrean named Thok and a Tusken Raider called Hoar.

Aside from its stellar cast, the game's most novel feature is its dual combat system. The characters can either duke it out with weapons or rely solely on their fists and feet, and the control layout is determined by which of these modes is chosen. With weapons drawn, the game plays much like Soul Edge, with three Attack buttons and a Kick button. With weapons holstered, it plays like Tekken, with a separate button for each limb.

At this early stage, the game looks good. Each character is large and made up of more than 1,200 polygons.

FAR-FLUNG ARENAS

From Cloud City to Endor, you'll battle in the galaxy's most famous hotspots.

Each character packs his or her own trademark tool of destruction. Luke and Vader wield lightsabers, Leia carries a staff, Boba Fett's armed with a blaster rifle (as well as a small arsenal of other gadgets), Chewie fights with his crossbow-like bowcaster and Han battles with his blaster.

Combat will be based in arenas that are spread across the galaxy. You'll battle on a shuttle platform on Endor; in a Tusken Raider village and Rancor Pit on Tatooine; near Yoda's house on Dagobah; on the windy rooftops of Cloud City; and even in the prisons of Stars' End, a planet from one of the first spin-off novels. You have the ability to run around the arenas in total freedom, similar to the run-anywhere system in Bushido Blade.

Ring-outs are possible, but you won't get knocked out unless you're airborne when you're hit. Each arena will also vary in size, and one may even spread out in all directions.

USE THE FORCE LUKE, HAN, LEIA, ETC.

Short combos build up your Force bar, which lets you unleash longer combos and projectile attacks.

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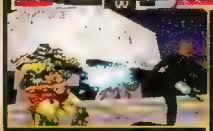
Luke Skywalker



Weapon: Lightsaber

Some may not like that Luke's saber isn't as lethal as it is in the movies. But lighten up—this *is* a fighting game.

Princess Leia

Weapon: Staff

The diminutive princess is decked out in her bounty hunter garb. Darn! We were hoping for the slave girl outfit.

Han Solo

Weapon: Blaster

Solo's as good with his fists as he is with his blaster. Expect to hear some of his trademark wisecracks.

Chewbacca

Weapon: Bowcaster

Chewie, who towers above the other characters, has the longest reach. Remember—Wookiees hate to lose.

Boba Fett

Weapon: Blaster Rifle

Boba Fett? Where?! The bounty hunter wields several gadgets, including his flame thrower and smart rope.

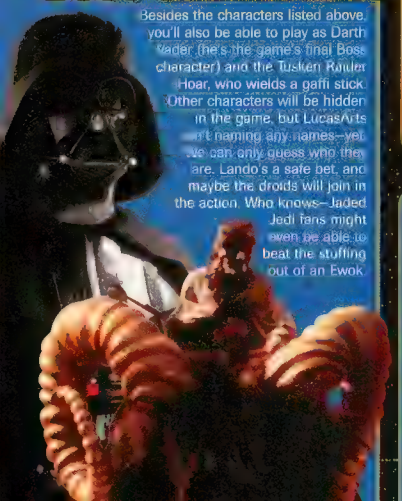
Arden Lyn

Weapon: Bionic Arm

The game's star villain, Lyn is the ultimate master of Teräs Käsi. Yet Vader remains the final Boss.

MIA, SECRET AND BOSS CHARACTERS

Besides the characters listed above, you'll also be able to play as Darth Vader (he's the game's final Boss character) and the Tusken Raider Hoar, who wields a gaffi stick. Other characters will be hidden in the game, but LucasArts isn't naming any names—yet. We can only guess who they are. Lando's a safe bet, and maybe the droids will join in the action. Who knows—jaded Jedi fans might even be able to beat the stuffing out of an Ewok.



Thok

Weapon: Ax

This burly Gamorrean is the only character who can't put away his weapon. His huge ax is all he needs.

FISTS VS. SABERS TWO WAYS TO PLAY

In the early version we played, you can switch between Weapon and Hand-to-Hand Modes by tapping the Square, Triangle and Circle buttons simultaneously (except for Thok, who's always in Weapon Mode). To keep gameplay balanced, weapon attacks were made slower but more powerful, while fists and feet can inflict less damage more quickly.

BARE FISTS

The game plays much like Tekken when your weapons are holstered. Jack on the buttons to pull off furious combos.

WEAPON DRAWN

Nothing beats a good blaster—or staff or lightsaber—at your side, right? Weapon attacks work best at longer ranges.

COMING NEXT ISSUE...

We know you're busting with questions about this hot fighter. What makes LucasArts think they can make a fighting game (after all, this is their first)? How did they re-create your favorite *Star Wars* characters and locales in the game? And just what the heck is Teräs Käsi anyway? We'll get the answers straight from the developers next month.

Yep, that's Solo's polygonal noggin. Find out how they made it next issue.

3-D Street Fighting hits the PlayStation

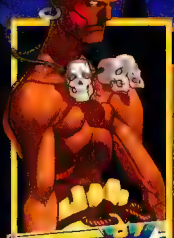
It was bound to happen. Just as Street Fighter II's success spawned numerous copycat 2-D fighting games, Virtua Fighter's popularity created a 3-D fighting game sensation. Now, one of the newest games in the SF universe has jumped on this polygonal bandwagon.

Street Fighter EX was an instant hit with many SF aficionados. It was, after all, the first 3-D fighter to play like the classic 2-D SF games. This was no accident as Mr. Akira Nishitani, the creator of the legendary Street Fighter II, was the one to create SF EX. He took leave of Capcom to head up his own development company, but he pulled a bit of a comeback by making EX for Capcom.

Now, Mr. Nishitani and co. are pouring their talents on the console side. They are bringing to the PlayStation an enhanced, exclusive version called Street Fighter EX Plus α.

These two pages will outline some of the new additions to the PS version.

DHALSIM

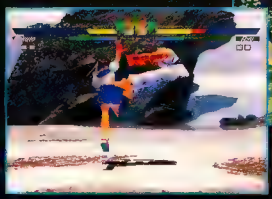


The original long-limbed fighter makes a special appearance in SF EX Plus (Alpha). His patented Head Dive has made it intact in the game, but we have yet to see any of his Yoga fire-breathing powers (they will, no doubt, be put in later). We'll have to wait and see what kind of keep-away techniques Dhalsim will have.

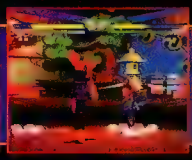
The Yoga Noogie (left) is one of our favorite moves.

SAKURA

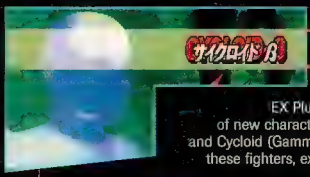
The cute and underage schoolgirl fighter who made her debut in Street Fighter Alpha 2 will make her next appearance in Street Fighter EX Plus α (outside of Marvel Super Heroes vs. Street Fighter). Her Hadoken (fireball) and Sho-oken (uppercut) are definitely in as you can see in these pictures.



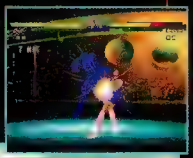
Will her panty-flashing Flower Kick be put in? Wait and see!

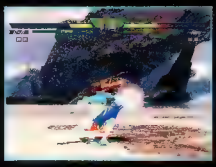


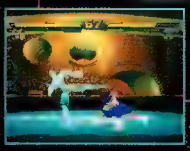
CYCLOID (BETA)



EX Plus α will feature a couple of new characters called Cycloid (Beta) and Cycloid (Gamma). Little is known about these fighters, except that they take their fighting styles from several of the other Street Fighters.

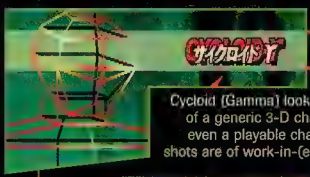




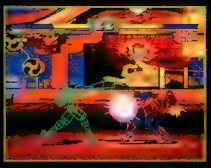


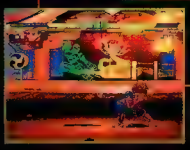
Beta has a Slide Tackle not unlike Bison's (who's getting kicked in this picture, in fact).

CYCLOID (GAMMA)



Cycloid (Gamma) looks like a wireframe model of a generic 3-D character. Perhaps he's not even a playable character, and these screen shots are of work-in-(early)-progress. We aren't sure quite yet, but we'll let you know in a future preview.





Cycloid (Gamma) has a familiar move! Guile's famous (to SF fans, at least) Flash Kick.

So, What Exactly Does the "Plus" Do For Us?

Street Fighter EX Plus is sort of a "championship edition" version of SF EX. And you may want to call EX Plus α a "super championship edition" (confused yet?). Here are some of the features that were added to each update of this 3-D fighter.

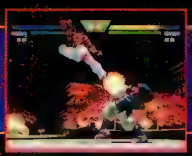
EX Plus (Arcade Upgrade)

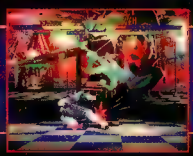
1) Darun, Blair, Allen, Kairi and Garuda are now all playable with a time-release program. Likewise goes for Akuma, Bison and Evil Ryu (rumors are also abound of a "Killer Hakuto").
2) Touch-ups to the graphics. These consist of visually improved fireballs, smoother animation, etc.
3) Some characters were given new moves and Super Combos.
4) New colors were added to some of the characters.

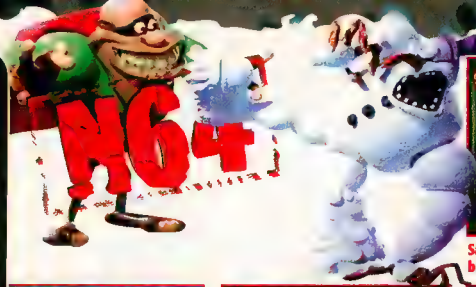
EX Plus α (PS Version)

1) All of the changes added to EX Plus arcade (though how you can play as all the other hidden characters is unknown as of this writing—they may all be immediately selectable).
2) Dhalsim and Sakura are added.
3) New characters Cycloid (Beta & Gamma version).

PS owners (who didn't get Evil Ryu for SF Alpha 2) can now brag that they get his 3-D rendition. The other may be the "Killer Hokuto."







Santa may have a weight problem, but he knows how to use it.

Stereotypes abound in Clay Fighter 63 1/3—look for the Asian Kung Pow!

CLAY FIGHTER 63 1/3

Forged From Big Ol' Pieces Of Clay

The fascination with stop-motion animation involving clay has been around for some time. Way back when Gumby thrilled audiences as he glided around on one leg, and more recently Jack Skellington sang his heart out in *The Nightmare Before Christmas*. But TV and the big screen aren't the only places clay has dazzled audiences.

Clay Fighter 63 1/3 is coming to the Nintendo 64 and promises to be everything the other versions were and more. Readers should be warned: The version *EGM* had was VERY early, so there are many things that may change when the final version comes out.

Older versions of Clay Fighter had the same style of graphics, but because of graphic limitations (mostly on the 16-Bit systems), the true nature of these graphics usually wasn't shown. Now that Clay Fighter is making its way onto a next-gen system, look for some great graphics...with all that cool antialiased stuff!

Although the actual game screens don't look quite as good as the stills *EGM* received from Interplay (check issue #95 Protos), the game still has crisp graphics and effects. This may be attributed to the earliness of the copy we were given, though.

The same type of gameplay applies to this version of the clay saga as it did to the others. Gamers need not look for serious action like Street Fighter or Mortal Kombat. Instead, look for humor and wackiness—like something out of a cartoon.

Voodoo magic or not, Houngan will kick the livin' clay out of you.

There are 12 main characters in the game, but there are supposed to be hidden ones as well. The band of fighters contains some old-school Clay Fighters along with others that are new. Check out the sidebar for a look at some of the new ones.

The game has standard punches and kicks arranged on the control pad like Street Fighter (Low Punch, Medium, High, etc.) but the game also features combo systems and Situation Hits. These hits yield a different reaction from an opponent if a gamer hits them in a certain place (i.e., a hit in the butt causes them to moon you).

The backgrounds in the game are as highly detailed as the characters. The 3-D environments, over 20 altogether, have objects scattered about them that players can "interact with," according to Interplay.

The music, at this stage in development at least, has a very Warner Bros.-mixed-with-a-circus feel to it.

With all of this, can Clay Fighter 63 1/3 break the mold that it has made for itself? Many gamers may agree that the original Clay Fighters were fun at first but soon lost their flair. Check upcoming issues for a full-fledged review to see if this Clay Fighter is any different.

PUBLISHER	Interplay
DEVELOPER	Interplay
THEME	Fighting
PLAYERS	1 or 2
% DONE	25%
RELEASE DATE	July
ALSO ON	PlayStation

Gamer's EDGE

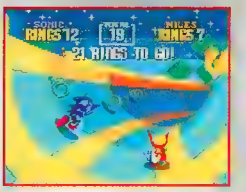
Characters

As mentioned, there are 12 characters selectable in the game at first. Here's a look at some of the fighters who are new to Clay Fighter and a list of who is who:

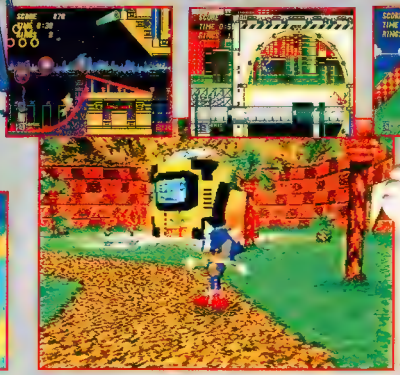
Blob–was in both games
Bonker–was in the first game
Dr. Kiln–first appearance, but he was referred to in the others
Bad Mr. Frosty–was in both
Houngan–new
Hobocop–new
Kung Pow–new
Taffy–was in the first game
T. Hoppy–only in second game, but he was not a cybernetic bunny
Lady Liberty–new
Boogerman–new
Ickybod Clay–was in the first game

They have been born of fire —
hopefully they won't melt.
COMING IN AUGUST
"...MORE VARIETY THAN ANY OTHER N64 GAME TO DATE."
–NINTENDO POWER
CLAY FIGHTER 63 1/3
Developed and published by
Interplay
BY GAMERS. FOR GAMERS.™
www.interplay.com
TEEN
NINTENDO 64

SATURN



The Bonus Stages are immediately accessible from the beginning.



Why didn't Sega make a full 3-D Sonic game like this much earlier? The system wars might have turned out differently.

SONIC JAM

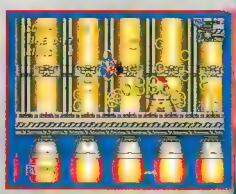
Jam With The Blue Hedgehog Classics

Move over Mario All-Stars. Step aside Namco and Williams Classics. Here comes the long-overdue Sonic Jam, a compilation of four of the most popular blue hedgehog games around. Sonic Jam for the Saturn features Sonic the Hedgehog, Sonic 2, Sonic 3 and Sonic and Knuckles. Sonic Jam also shows off a short 3-D level that should have Saturn owners drooling in anticipation of the system's future.

Sonic Jam is a two-part disc. The first part is a Sonic fan's dream: four complete classics, all with new features. Each game has been slightly enhanced graphically and audibly. You can also enter a Time Attack Mode to see how quickly you can complete each of the levels. Sonic Jam will also allow you to go directly to the bonus stages. And for the paper-phobic, electronic manuals are included—you can read all the original instruction booklets right on your TV screen.

Sega took more steps in improving the actual gameplay of these oldies but goodies. First, Sonic can now do his Spin Dash in the first Sonic game. Second, you can play Knuckles in *any* of the Sonic games (previously, the Sonic and Knuckles lock-on Genesis cartridge was only backward compatible with Sonic 2 and 3).

Sonic's patented Spin Dash can now be performed in the original game.



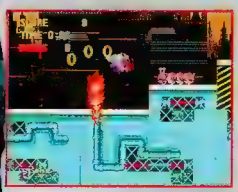
Nothing worse in a Sonic game than losing all your hard-earned rings.

"The most exciting part of Sonic Jam...may also be the most disappointing."

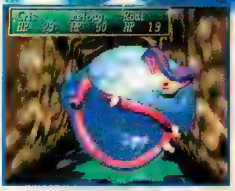
The most exciting part of Sonic Jam, however, may also be the most disappointing. Sonic World, a virtual museum of sorts, is a fully playable, fully interactive 3-D world in which Sonic runs around and picks up rings while visiting key buildings. These locations will take you on a tour to see various Sonic paraphernalia. You can check out artwork, sound clips, toys, books, etc. Sounds good, so why is it disappointing? This 3-D mini "game" demonstrates that the Saturn has what it takes to compete directly with Mario 64. It looks and plays that good. But it's only one level and not a whole game. After testing it out, it'll only leave you hungry for more.

The good news is that this Sonic World demo hints as to what the next original 3-D Saturn Sonic game will look and play like. Sega says it's no longer going to be called Sonic X-treme, but it will be a true 3-D, free-roaming game that should silence any critics.

EGM is pretty excited, but we can't help but wonder how much better the Saturn could be doing today if this potential killer-app came out two years ago with the Saturn's launch. Perhaps if this upcoming 3-D Sonic game would've come out with the launch of the Saturn, it could've done for Sega what Mario 64 did for Nintendo 64's initial sales. ■

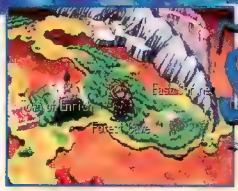


PUBLISHER	Sega
DEVELOPER	Sega
THEME	Compilation
PLAYERS	1 or 2
% DONE	75%
RELEASE DATE	August
ALSO ON	None

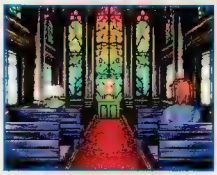


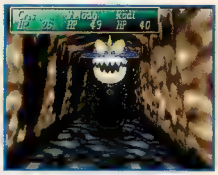
The prerendered monsters nearly leap off the screen when they attack.

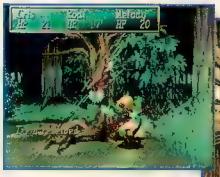
Talk to every local yokel you can find. Yes, even little puppies.



The only time the game's not in first-person is on the Map Screen.







SHINING THE HOLY ARK

The Shining Series Gets Back To Basics

It's wayback-machine time for fans of Sega's long-running Shining series of RPGs, which began with Shining in the Darkness for the Genesis and continued through numerous installments for all of Sega's systems. The latest addition, Shining the Holy Ark, offers the same turn-based, first-person gameplay as Shining in the Darkness. Why, it even uses the same icon-based menus of the 16-Bit originator.

But story-wise, Shining the Holy Ark is no more a direct sequel than any other title in the Shining saga. You play Arthur, a mercenary whose pursuit of a Renegade ninja named Rodi runs into a snag when the pair are buried in a cave-in. Fortunately, their broken bodies are saved by benevolent spirits, who merge with the adventurers in exchange for their help in restoring peace to the world. But not all spirits are good—especially the one who has possessed the king. So Arthur and his party spend the rest of the game, which has as many plot twists as any Final Fantasy title, trying to restore peace to the world.

All of Shining the Holy Ark takes place in a first-person perspective, with you moving in steps rather than in the continuous, go-anywhere motion of most Doom clones. Your adventure will take you through forests, dungeons, sewers, towns, castles, shrines and other typical RPG locales (and the handy automap keeps you from getting lost). Combat occurs at random, and the battles are turn-based, making the game more traditional than most of the action-oriented RPGs that have come out lately. Your party can contain no more than four warriors, but you can hold additional adventurers in reserve and call them in when things get dicey.

Although its story line will keep you hooked, most of Shining the Holy Ark's charm comes from its graphics. Every enemy in the game is prerendered, colorful and well-animated (and we could swear that some of the enemies are actually dancing to the music!). The monsters in this game don't just do a little hop when they attack; most rear back and spring their entire bodies into a fearsome strike, or they cut loose with screen-filling, pyrotechnic spells. The members of your party, too, are prerendered bitmaps, as are the folks you'll encounter in towns. When you converse with other characters, they react with facial expressions and body language.

But although Shining the Holy Ark boasts these visual perks (as well as some kick-butt pixie companions—see sidebar), it does lack the digitized voice and cinemas that grace many other modern RPGs. No big deal. It's still a solid game that's a worthy addition to the Shining series. ■

PUBLISHER	Sega
DEVELOPER	Sega
THEME	RPG
PLAYERS	1
% DONE	90%
RELEASE DATE	July
ALSO ON	None

Even the locals are well animated, especially when you tick 'em off.

Gamer's EDGE

Scattered through the game's world are dozens of pixies who join your party when you find them. There are five types in all—the pixie, fairy, succubus, incubus and leprechaun—and each helps your party in combat.

The key is to note from which direction enemies appear on the screen, then unleash the right pixie for the job. Leprechauns, for instance, attack enemies that tunnel up from underground, while fairies go after monsters that fall from above. If you pick the right pixie (and you have to be quick, since you only get about three seconds to send one off at the beginning of a battle), the tiny warrior will weaken your enemies and increase the amount of gold you can nab from them.

Some pixies are given as rewards for good deeds, but you'll find most in the dead ends of dungeons and in other out-of-the-way places. Just use the search command often, and soon you'll have an army of little helpers.

PLAYSTATION

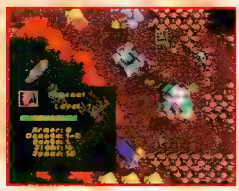
WARCRAFT II: THE DARK SAGA

The Best Strategy Game Ever?

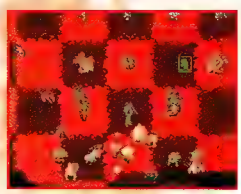
You'd be hard-pressed to find a computer gamer who has not heard of Warcraft II. This critically acclaimed real-time strategy game has won countless awards from PC magazines, and now it's coming to the PlayStation and Saturn.

The premise is so simple that it will entice the most novice of players. The depth of the game is so involved that strategy game fans will be playing it for years to come. (Warcraft II for the PC is still one of the most played online games, 1 1/2 years after its initial release.) The game has you starting out playing as either the humans (the "good" guys) or the orcs (the "not-so-good" guys). You can play any one of 96 individual scenarios, or you can play one of the vast and challenging campaigns. These campaigns weave an epic adventure worthy of a full feature film and were taken directly from the original PC Warcraft II: Tides of Darkness CD and the expansion set: Warcraft II: Beyond the Dark Portal (whose story line continues after Tides finishes). Bottom line: The console version of Warcraft II has more levels, more maps and more campaigns packed in them than any other game of its kind.

If you play as the humans, you will have to defend your world from the otherworldly orcs, who are invading your lands via a mystical portal. At first, you'll build up basic towns and outposts to defend strategic locations about the countryside. In the end, you'll find yourself having to destroy the portal itself, forever sealing off the tunnel between the orcs' and your worlds. The second human campaign (from Beyond the Dark Portal) takes you into the



Peasants gather wood and gold for you to make buildings with.



Some of the maps have themes, like football and chess (pictured above).

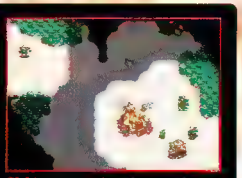
Gamer's EDGE

FOG EFFECTS

This game uses fog but not in the traditional sense we are used to (Turok, anyone?). Warcraft II's Fog of War is an option that adds a bit of realism to the real-time strategy war game genre.

In both Command & Conquer and Warcraft II, areas not yet explored are completely blacked out. If you want to see what's underneath, you'd have to send units in to see it for themselves.

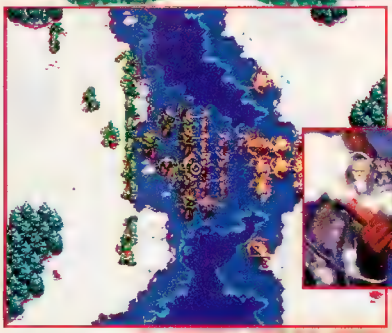
But in Warcraft II, areas explored but not in current range of view of your buildings or characters are fogged out. This means you can explore regions and see what's there, but once you leave, those areas will be grayed out on the map.



Right now, you don't know just what is underneath the grayed-out areas.

So an enemy can build new structures there, and you won't see them until you revisit that section of the map. All you see in the fogged-out areas is an image of what your units actually last saw there.

To compensate for this, Watch Towers, archers or axe throwers and air units all have great ranges of sight that help eliminate some of the fog in which enemies may be hiding. Or you can always play it cheap and turn off the Fog of War Option...



Unobtrusive full-motion video weaves the epic story line for gamers.

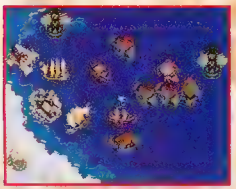
orc homeworld to bring the war to their front yard. You can also choose to play as the orcs. Their path is as plain as daylight: Conquer the humans.

Each mission in the campaigns will vary. Most of them involve establishing a home base, building military units and killing all of the competition on that map. Other missions may be completed by establishing a certain number of key structures, or rescuing important prisoners of war. Eventually, you may find traitorous clans from the other side joining you to serve their own selfish needs.

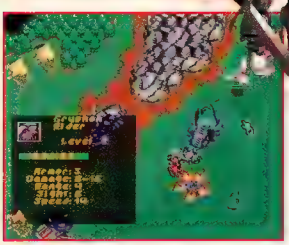
Some of those missions will have orcs and humans fighting side by side.

All of your success in Warcraft II will depend on your ability to manage your limited resources and your ability to command your forces. The basic resources are gold, lumber and oil. Your first unit, a peasant (human) or a peon (orc), is also your foundation. These little guys build all of your structures. From there, these buildings can produce your military units and upgrade them as well.

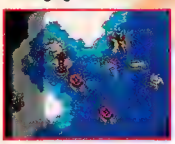
You will have to direct your forces well. Every unit behaves differently. Some can fly, some only do kamikaze runs, some attack from a distance, some are better up close. And for every character on the human side, an equal, but slightly different character exists for the orcs. For example, a human Paladin is about equal in power and defense to an orcish Ogre-Mage. But they cast very different spells—Healing and Exorcism for the Paladin, Bloodlust and Runes for the Ogre-Mage.



Some scenarios revolve around high-sea battles for control of scarce oil.

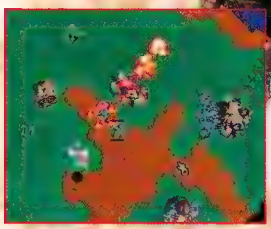


New to the home versions are two features: auto-upgrade and auto-build. As their names imply, they allow players to take less of a role in managing their towns.



For example, you can have your barracks automatically pumping out soldiers, according to your orders (you can select how many of each type you want, and as long as you can afford them, and as long as you have enough farms to feed them, they'll be created). You can also set certain buildings to automatically do the upgrades and learn the spells. Warcraft II purists may frown upon this hands-off approach, but it certainly makes things easier on the player.

Unfortunately Electronic Arts, as of this writing, is planning on taking out the Two-player Link Option (which was working on the early beta we were sent). Don't ask us why, but we do hope they'll change their minds—it is there, after all.



Regardless, Warcraft II will supply individual players countless hours of entertainment. Those of you who have beaten Command & Conquer and are looking for more challenges should look no further. Warcraft II is among the best the PC has to offer, and will hit the home systems soon. ■

PUBLISHER	Electronic Arts
DEVELOPER	Electronic Arts
THEME	Strategy
PLAYERS	1
% DONE	80%
RELEASE DATE	June
ALSO ON	Saturn

Gamer's EDGE

BUILDING FOR YOUR SUCCESS

Here's a brief list of some of the human structures that you'll see in the game and what they do. **COLOR KEY: Red = Human, Yellow = Orc, Orange = Both**

TOWN HALL / GREAT HALL
Almost every structure can be built only after a Hall is erected and upgraded. Build your peons here.

FARM
Farms are needed to feed all your units. You can maintain four units with one farm.

BARRACKS
Where most of your military troops are created. Create many of these training facilities.

LUMBER MILL
Increases lumber production and allows you to upgrade archers and axe throwers.

TOWERS
Allows you to see greater distances and protects your cities. Wall in the towers for longer use and efficiency.

SHIPYARD
Builds all of your naval forces. Also allows creation of the Oil Refinery and Foundry.

MAGE TOWER / TEMPLE OF THE DAMNED
Creates powerful magic-wielding units. Research new spells here.

GRYPHON AVIARY / DRAGON ROOST
Breed great and powerful flying creatures to attack with.

PLAYSTATION

TOBAL 2

Another Smooth Move From Square

Square demolished every doubt that they could make a kick-butt fighting game when they released Tobal No.1, which packed the most innovative grapple system in beat-'em-up history. Tobal 2 delivers all the goods of its prequel, except this time Square didn't skimp on the gravy.

First and foremost, Tobal 2 looks leagues better than No.1. And that's saying a lot, considering that the prequel--in all its hi-res, 60-frames-per-second glory--looked boxy but good. Now the combatants have a higher polygon count and make better use of Gouraud shading, so they look more rounded and lifelike. The arenas, too, have been spruced up with textures and more-detailed 2-D backgrounds, although they don't have nearly as many 3-D structures as in the first game. Best of all, Tobal 2 packs some of the most amazingly fluid animation ever seen in a game (but then that's one of those you-gotta-see-it-to-believe-it kinda things).

To the moon! Uppercut-happy Nork is the cheapest of the Bosses.

Like the original, Tobal 2 was designed by Dream Factory, Square's team of former Sega coders whose credits include the Virtua Fighter games. As a result, Tobal 2 plays much the same as No.1. You're once again given Block and Leap buttons, and the pad maneuvers your fighter around the arena in complete 3-D freedom. Moves are still of the Virtua Fighter variety, while the combos follow the tap-tap-tap style established by Tekken (except now you can juggle opponents in addition to comboing their butts across the arena). Tobal 2 also supports Sony's dual analog pad, which vibrates slightly with each enemy hit.

Tobal 2's character roster includes the original eight fighters and three playable Bosses. Square has added two new characters to the fray: the bouncy space ranger Chaco and Arsenio Hall look-alike Doctor V. Numerous bonus characters are hidden in the game, as well, including monsters from the Quest Mode and even one of Square's infamous Chocobos (who look exactly as they do in FF7).

The most notable addition to Tobal 2 is actually anything but new to fighting games: projectile attacks. Yet Square has given these moves a twist to eliminate their innate cheapness. Your life bar drops each time you launch a projectile, and the longer you charge an attack, the more your health falls. So now it's possible to drop opponents with a single fireball--provided you charge it up long enough. You're in deep trouble if you miss, though, since you'll likely have little health left.

Fortunately, one thing Square didn't tinker with too much is the grapple system, still the game's main claim to fame. As in No.1, you can grapple opponents from any side, except now grapples become mini tug-of-war matches between opponents, the winner being whoever's quickest with his/her buttons. You can counter grapples, and you can counter counters. But don't expect to become an instant master of these moves. Tobal 2's ultradeep gameplay will take weeks to master. ■

Grapples can be countered, of course--but so can the counters!

You can now wield fireballs--but at a price. Each saps a sliver of health.

Final Fantasy's gentle Chocobos aren't so gentle in Tobal 2.

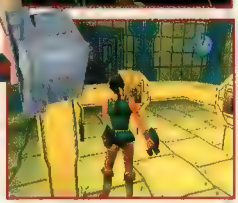
Gamer's EDGE

Quest Mode Revisited

Tobal No. 1's Quest Mode was nice but nothing special (it was little more than a fun way to hone your combat skills). The sequel's Quest Mode, on the other hand, has been so greatly improved that it could almost stand alone as its own Square title.

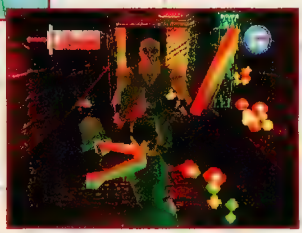
Now, instead of being limited to the claustrophobia-inducing dungeons of the original, you can explore four different towns and the countryside that sprawls between them. While in town, you can pop into buildings, talk to people and buy supplies, which are held in the new inventory system. Of course, there are still miles of dungeons to explore and an army of critters to battle, but at least now you can build up your character's stats.

PUBLISHER	SCEA
DEVELOPER	Square
THEME	Fighting
PLAYERS	1 or 2
% DONE	75%
RELEASE DATE	4th Qtr. '97
ALSO ON	None



This puzzle may seem as easy as one, two, three...think again!

Some of the colored lighting effects make things seem eerie.



EXCALIBUR 2555 A.D.

If Lara Croft And King Arthur...

Let's say Lara Croft from Tomb Raider got together and made a... um...game with King Arthur from medieval folklore. What gamers would get is probably something close to Excalibur 2555 A.D.

Players control Merlin's assistant against a band of futuristic thieves who have stolen Excalibur from its rightful owners. Gamers will have to travel through dungeon after dungeon, fighting enemies and talking to friends to get it back.

The graphics in the game are similar to Tomb Raider in that gamers can roam around in a fully 3-D environment, with realtime lighting effects. The differences come in when gamers see that Excalibur has plenty of action and over 50 characters to run into—both friends and foes.

So is this adventure title from Sir Tech the PlayStation's answer to the long-awaited Zelda 64? That may not be what Sir Tech is setting out to do, but the game certainly seems to be going in the Zelda-esque direction—at least in looks.

As mentioned, gamers control a young woman (who does resemble Link a little, by the way) but the cast list hardly stops there. Players can run into thugs ranging from sword-wielding warriors to plasma-gun toting cyborg guys (hence the 2555 A.D. date).

Your broadsword can do lots of neat stunts. Charge it up for extra power.

Are gamers too lazy to read? Excalibur provides a way for players to just sit there and enjoy the sweet sounds of full-speech. There's a slight load time for each of the voices, but there's an option for voice with text for those who want to read ahead. Each of the game's 50+ characters has his or her own unique voice. Since the game isn't complete, however, some of this could change.

Excalibur not only gives players a large broadsword to hack off enemies' limbs, but also the ability to cast powerful spells. Some damage the enemy while others give the main character more armor for a period of time.

Another feature of Excalibur is the ability to "choose your own adventure," so to speak. By talking to certain inhabitants of the towns' dungeons, vital information can be obtained. Some info like which path would prove most safe might come up in conversation, or where to find an item.

The game's inventory system is like Tomb Raider too. Items can be saved up for later use (whether to be eaten for more energy or to use for trade with a character in the game). By hitting the Select button, an Inventory and Map Screen pops up—highlight an item and then gamers can use it.

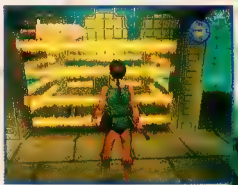
Not only will gamers be finding items and fighting their way past all kinds of enemies, they'll also be solving puzzles. Some may seem simple at first (like hitting buttons marked 1, 2 and 3) but further snooping uncovers a far more intricate puzzle. ■

Behind The SCREENS

Excalibur 2555 A.D. features a speech system that allows each person gamers come in contact with to speak, each with his/her own unique voice.

The load time for each voice comes from the decompression of all of the voices saved on the CD. There is an option to have text along with the real voice, so reading ahead can take place. All of the different voices (or evil growls, in some cases) add to the game's depth, giving a certain attitude to the character.

For instance, a dying man has a pitiful, exhausted voice, whereas the bartender is a little shady-sounding (which is confirmed when he hands you a jug of ale—see pic below).



PUBLISHER	Sir Tech
DEVELOPER	Telstar
THEME	Adventure
PLAYERS	1
% DONE	80%
RELEASE DATE	September
ALSO ON	None

WRECKIN' CREW

Wreck Shop With This Car Crew

PlayStation owners may or may not admit that they wish they could play a game like Mario Kart 64 on their 32-Bit system. They've had a few games, but have they really compared to Mario Kart 64? Wreckin' Crew, published by Sir Tech, will be arriving soon and gamers will be able to see if this one does the job.

A fun-filled racing title, Wreckin' Crew doesn't worry so much about stock cars and their performance. Instead, gamers will pick cars based on their weapons and special features (like turbo power, jumping ability and other cartoon-influenced wackiness).

The game has an insane cast of characters to choose from (another possible decision maker for gamers). Most are outrageous and fit their car well.

Wreckin' Crew has plenty of other neat features as well, ranging from graphical delights to game options.

Players will be able to compete in a two-player extravaganza in a Link-up Mode (using two TVs) or a split-screen Two-player Mode. The Split-screen Mode lends itself to a TV larger than 13 inches—it's much easier to see the Two-player Mode on 20-inch TVs or higher.

The tracks in the game are huge and let gamers do a little exploring instead of confining them to a straight or circular path. For example, in the Egyptian level, gamers are able to split up the track—some paths are quicker; therefore letting gamers finish the race sooner. Others have far more power-ups and bonuses scattered on them, along with tunnels going through a pyramid.

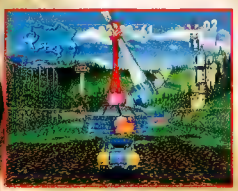
The levels also feature animated parts like a moving elevator on a building in the city level or a rotating ferris wheel on the circus level, among many other neat-looking goodies. Some of the bonuses are hidden levels, drivers among others.

Down the back streets or on the main roads, there are lots of paths.

The game also has effects that make it look neat. Although the game is full 3-D polygonal, the cars and power-ups are sprites. The lighting effects are in real-time and Wreckin' Crew also takes advantage of translucency effects and other shading that makes the tracks look more realistic (as realistic as cartoons can look anyway!).

The peripherals that are supported are the standard controller (of course) but also the steering wheels (available from MadCatz and Gamester) and the neGcon.

The version we saw was far from completion, so some of these features may change. ■



Besides looking cool, some of the background elements can stop you.

Go under, around or through different buildings to beat the enemies.

PUBLISHER	Sir Tech
DEVELOPER	Telstar
THEME	Driving
PLAYERS	1 or 2
% DONE	50%
RELEASE DATE	4th Qtr. '97
ALSO ON	Saturn

Gamer's EDGE

Secret Paths

Here's how a level in Wreckin' Crew could go. Note that this graphic doesn't represent a real level, rather it's a general example of how some of the levels could be arranged.

The Characters

Wreckin' Crew has eight characters to choose from along with possible hidden ones. Here's a look at some of the standards along with the vehicles they drive and their special attributes:

Name: Ma
Car: Ford F-100 pickup
Special Move: Vapour cloud

Name: Sir Cuss
Car: '57 Chevy Corvette
Special Move: Flame circle

Name: Doctor Nitrous
Car: Ford Popular
Special Move: Teleport

Name: Ravitz
Car: '49 Mercury
Special Move: Sonic boom

Name: IQ
Car: Ford High Boy '34
Special Move: Fist-Quake

Name: Lady Bird
Car: Deuce Coupe
Special Move: Magnet

Name: Cain and Able
Car: '59 Corvette
Special Move: Shrinking other cars

Name: Kid Kranium
Car: '37 Willys
Special Move: Exploding remote-control cars

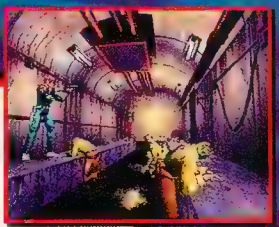
Last-Minute Update

Multi Racing Championship

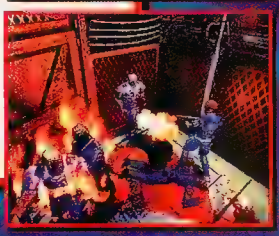
From the shores of Ocean comes their latest title for one or two players called Multi Racing Championship. MRC features a selection of eight vehicles and the chance to push those vehicles to their limit on three distinctly different tracks. In-game options include player-specified engine and braking options as well as handling and acceleration options. Road courses have the player racing through various types of scenery, also. These vary from seaside and mountainous tracks to the heart of downtown for a constantly changing thrill. This forces players to custom tune their cars' performances to make the best of any situation. There are also on- and off-road "junction boxes" where the player is given the option to select different paths that may be faster or hinder their winning chances by forcing them into places their cars are not equipped to go. With features like these, MRC will be a title to look for.

NINTENDO 64

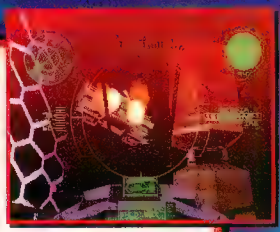
Resident Evil 2



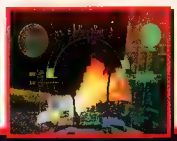
Capcom has relocated zombies to your neighborhood with Resident Evil 2. Staged this time inside Raccoon City instead of the boring outskirts, RE2 allows players to explore such places as police headquarters, parking lots, sewers and much more with two entirely new characters. Besides the unique environments and characters, an extra disc has also been added for more gaming thrills. From the slow flow of incoming pictures we have been receiving, it appears that the number of onscreen undead have also been upped to near-intolerable levels. Let's just hope the ammo levels are raised also to compensate for this hindrance. Fire effects have also been added in great abundance to bring the element of heat into the second version. With eye-catching features like these, it's no wonder Capcom is working slowly on this title by setting the conservative release date for early next year.



G-Police



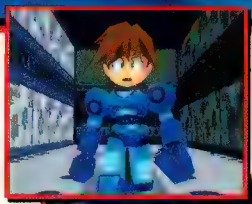
The future of law enforcement has taken to the skies with Psygnosis' latest title, G-Police. Due to be released this October, G-Police features unrestricted fly-anywhere freedom in a dark urban environment. Staged in a biodome city on Callisto (a colonized moon of Jupiter), G-Police gives the player total free-roaming control of an advanced gunship with an awesome array of combat weaponry to use against the evil insurgents. G-Police is an excellent combination of flight-shooter combined with strategic elements to keep the game entertaining as well as challenging. Graphically, although still early, G-Police appears to be a cross between Wing Commander IV and MechWarrior 2 plus it has some touches of Warhawk with Psygnosis' own unique style of graphics. Psygnosis is hitting this year's E^3 fast and hard with a strong showing of promising titles. We'll have more on this title in our complete E^3 issue.

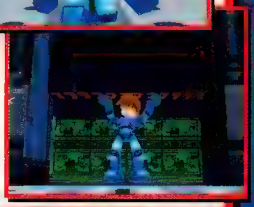


PlayStation

Last-Minute Update

Mega Man Neo





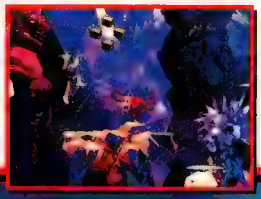
Our blue hero has appeared to swell into the third dimension with Capcom's latest title Mega Man Neo. It will be the first polygon Mega Man (next to Mega Man Battle & Chase). Besides the obvious loss of his helmet, not much is known about this sure-to-be-different title. Players will, however, have a chance to play it early in '98.

Batman & Robin

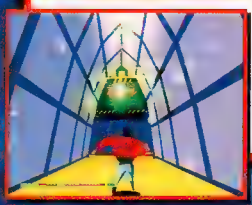
Acclaim's reluctance to enter the forbidden realm of Batman titles may have finally come to an end with Batman & Robin. The game features a behind-the-character 3-D perspective where Batman, Robin or Batgirl must act as a detective through Gotham using "projectile gadgets" to ensure his/her safety. The landscape boasts over 26 square miles of area to explore with plenty of thugs and Bosses along the way. Other noteworthy features include secret passages and weight-sensitive switches that take your character's mass into consideration. This is one title that may be better than the movie it's based on.

Skull Monkeys

Gamers who are familiar with Neverhood (on the PC) should see the similarities to Skull Monkeys. Not only is Neverhood's main character in Skull Monkeys, but the same style of graphics is used. In Neverhood, players need to venture around in a pseudo 3-D environment rendered from clay. Although it looks 3-D, it is still flat with FMV stuff, too. Although Skull Monkeys is also in 2-D, it looks to be more of an action-oriented side-scroller with lots of enemies and different power-ups. This may appeal to console gamers because Neverhood has been called cool-looking but slow-paced. Expect lots of neat graphic effects like flames and others.

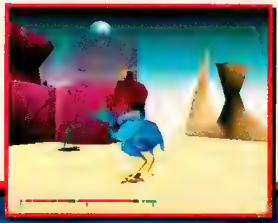


The game takes place in many different environments, some inside and others outside. Not losing their roots in nifty puzzle aspects, Dreamworks may implement some puzzles within Skull Monkeys. Remember, all action and no brain-work makes somebody something. Expect Dreamworks to release this one sometime in October.

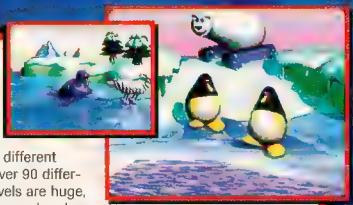


Blasto

The 3-D action/adventure title Blasto is one of Sony's best-kept secrets. Heck, it's not yet even known if the game will be called Captain Blasto. What is known is that the game centers on the burly, raygun-wielding hero whose adventures take him through several expansive 3-D worlds. The graphics will remain simple and cartoon-like, so they'll have a high frame rate and ultrasmooth animation. The developers have given Captain Blasto, his enemies and the interplanetary locales a retro look, reminiscent of a '50s sci-fi flic, so expect plenty of cheesy humor. Sony will launch Blasto in the fourth quarter of this year, although it will be one of the company's biggest star titles at June's E³ show. We'll have much more on this hyped title in our next issue.



Last-Minute Update



Silicon Valley, brought out by BMG Interactive later this year, features over 30 different creatures with over 90 different skills. The levels are huge, fully three dimensional and contain dynamic light sourcing. Silicon Valley is going to be DMA's (makers of Lemmings) first N64 release. Bet on visual thrills and a fun level DMA has mastered in the past to be included in Silicon Valley.

Silicon Valley

DarkStalkers 3

The third installment of the monstrous fighting series has been announced by Capcom for a fourth quarter release for the PlayStation. This one- or two-player 2-D fighter will feature four new characters: Jedah (a Grim Reaper-type), Q-Bee (a giant queen bee), Lilith (a demon) and B.B. Hood (a mockery of Red Riding Hood who carries Uzis) Each fighter will have a new "Dark Force" power which lasts for a few quick moments and dishes out lots of damage.

Tekken 3 Update

Kuma & Panda

Kuma has not changed much in 30 years. Kuma and Panda's story are not yet known as of press time, however, here is *EGM*'s speculation: Because of what they are wearing, Kuma seems to be the original's son and might be owned by Paul since he defeated Kuma in T2 (and he is wearing a scarf and bracelet not unlike Paul's). Panda is wearing similar attire as Xiaoyu and might be [illegible] pet.

Kuma's scarf and bracelet are like Paul's.

Panda wears the same colors as Ling.

The actual Kuma character hasn't changed much. His moves are basically the same, with the addition of a couple new throws and punches (that look like Paul's, no less). They also have two taunts—one of which can hit! Panda is just a "palette swap" of Kuma; his moves are exactly the same. It also seems that his original 10-hit has been removed or changed. It is unknown if he has any new unblockable attacks, but he does have his old ones.

They have old unblockables as well as damaging taunts!

After Julia is added, the Bosses' character boxes move directly under the original character's boxes, suggesting 10 Bosses (including Heihachi and Ogre?).

Time Release Update

This is what appears after the intro for a split second. It is a picture of the next character to be released. Unlike Tekken 2, these characters are released on a random schedule. After the first appearance in the intro, you'll be able to play against him, soon after that he'll be playable.

Kuma, Julia Chang, Gun-Jack, Brian Fury

Julia Chang and Gun-Jack*

Julia is Michelle's daughter (with Ganryu?). And at the end of T2, Jack2 got entirely vaporized and P Jack was falling apart. Gun-Jack might either be the fusing of those Jacks or an entirely new "Jack3." Nothing is yet known about playability, but assume they play like their predecessors.

Above: Julia's mug shot and victory pose. Right: Gun-Jack takes on Julia!

*Special thanks go to Gravedigga and Tadarich for the pictures of Julia Chang and Gun Jack
GraveDigga's home page www.tiac.net/users/kidcombo/tekken3.htm e-mail-kidcombo@tiac.net
Tadarich's english home page - WWW.win.or.jp/tadarich/eng/index.html
Tadarich's e-mail - Tadarich@super.win.or.jp

SPORTS

QUARTERBACK NFL CLUB '98

Acclaim prepares to deliver the Nintendo 64's first gridiron game in grand fashion

The motion-captured animation was impressive, even at this early stage of completion (top). The playbook is being completely revamped with many plays drawn up by signal caller Brett Favre.

It's no secret that the modest Nintendo 64 software lineup has suffered from a shortage of realistic sports games. With the launch of NFL Quarterback Club '98 this fall, Acclaim will be the first on the block to give pigskin-starved N64 owners something to look forward to.

All of the requisite NFL teams and players are licensed in QB Club '98, in addition to quarterback Brett Favre's endorsement. Besides guaranteeing that the Packers will have an awesome team in the game, Favre will design some of the offensive plays and will probably have his say when it comes to the game's artificial intelligence. And speaking of artificial intelligence, the distinguished voice of Marv Albert will commentate during gameplay.

QB Club '98 takes advantage of the N64's little used high-resolution graphics mode.

As you might expect, QB Club is a fully 3-D game, and Acclaim promises that it will take full advantage of the N64's polygonal power. Both the players and stadiums will be 3-D rendered. The players will be animated through the motion capture of Adrian Murrell, the New York Jets running back, while the stadiums will resemble their real-life counterparts.

QB Club's feature list is an extensive one, and early signs show that it will be a very complete football game. There are plenty of Roster Management Options available for avid football fans who wish to try their hand at being an NFL general manager. Teams can be manipulated by the trading, signing or even creation of players. If you wish, you can build your own team from scratch. All of this must be done within the confines of the dreaded NFL salary cap, however. Hopefully, there will be an option to turn the cap off, enabling the creation of killer teams.

There will be plenty of play modes (such as Season Play)—the most original is QB Club's signature "historic sim" feature, which allows you to re-create some of the NFL's greatest moments.

Being the only football game scheduled for release this year, N64 sports fans can only hope that QB Club '98 delivers on its promises.

SYSTEM	RELEASE DATE
	November
THEME	
Football	
PUBLISHER	SIZE
Acclaim	N/A
PLAYERS	% DONE
1-4	20%

GRAND TOUR '98 RACING

Activision takes you on a high-octane, multicontinental racing adventure...cows included

Grand Tour Racing '98 boasts so many options and racing variables that it's hard to believe they crammed it all on one CD-ROM.

Forty different vehicles divided into three styles of racing—Rally, Sports and Buggy Off-road—will seemingly give you enough varied racing action to keep you busy for a long time. All the vehicles, the Dakars, the Dune Buggies or the Formula One-styled, are 3-D rendered and feature independent physics and stylings. Great care was taken to ensure the vehicles would handle as their true-life counterparts would in the same driving situations. One developer even went as far as taking the Earth's varied gravitational pull into consideration when programming the vehicle physics. Luckily somebody stopped the over-achiever before he actually tabulated the numbers.

Another noteworthy portion of the sim is the extensive range of driving environments. Developers traveled to the actual countries in which the races take place (in the game) for the sole purpose of taking in every nuance of the landscape and local environment—all in the name of authenticity. Race in Scotland, Switzerland, Egypt and several other countries complete with local residents and their farm animals as well. All this is done with absolutely no pop-up! That's what the producers say at least, and upon playing the game here at the *EGM* offices, it's evident that the claim is true.

Several of the tracks will challenge drivers with obstacles such as fallen temples, broken bridges and flooded roads. Spontaneous rock slides will occasionally make the driving intense as well. Along with the fun road obstacles, variable driving conditions can put you in the heart of a snow, ice, sand, shale or rain storm just to make things interesting. To top off the load of options, a race can take place in the morning, dusk or nighttime hours giving drivers the extra challenge of low- or no-light driving situations.

It's still unclear but hopefully the cows will play a major role in the outcome of the races. Look for other obstacles such as floods and fallen temples to make things interesting as well.

Answering the call of racing fans everywhere, the game will include several unlockable shortcuts and alternative routes on many of the tracks. The alternate routes will add a dimension to the game that has been sorely lacking in the entire racing genre for a long time.

Perhaps one of the most interesting options in the sim is still tentative, but if included, it will allow players to use a zoom-capable, 360-degree camera to view large portions of the landscape. Originally used as a programming tool, developers thought it would be interesting to leave in the camera for players to explore the detailed landscapes around the tracks while the game is paused.

Bringing the detail in the racing environments to a new level, everything but the bugs on the windshields are visible in a race.

No pop-up! It's hard to believe, but according to Activision, this game will be as tight as a drum when it comes to the integrity of the extensively detailed backgrounds.

For multi-player racing, Grand Tour Racing '98 leaves no stones unturned. Race in single, split-screen, linked split-screen or just time attack.

It's quite evident that Eutechnyx Ltd. have bet their bottom dollar that racing fans will appreciate the seamless quality that has gone into the backgrounds and exotic racing locations. The only question is: Will the actual racing gameplay live up to the standards the rest of the game has set...only time will tell.

SYSTEM	RELEASE DATE
PlayStation	September
	THEME
	Racing
PUBLISHER	SIZE
Activision	CD-ROM
PLAYERS	% DONE
1-4	75%

MOTO RACER

It's a deluxe package deal—Moto and Grand Prix Racing

It's about time we had some motorcycle sims come out for the 32-Bit game platform! One can only play Road Rash for so long, as good as it is.

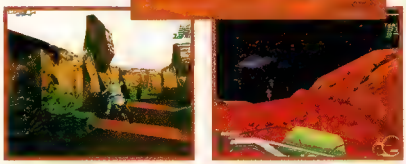
Moto Racer Gold hopes to slay its audience with flashy 3-D environments and a whole lot of different bikes and styles of racing to choose from—16 different bikes to be exact, all sport their own handling and performance characteristics dictated by the type of racing and the complexity of the track or city course.

Having eight different tracks—some motocross, some Grand Prix and a few city and foreign locations—the game is attempting to cover all the bases. Whether or not it can pull off Moto and Grand Prix racing in the same game remains to be seen. Andretti Racing successfully delivered Stock and Indy Car racing in a driving sim but that was a little easier since it all took place on level, paved roads not to mention in automobiles. Hopefully it can be done for motorcycles as well.

For multiplayer action Moto Racer will support up to four players via link-up cables. Race in Practice, Single Race or Grand Prix Mode.

While these shots were taken from a development computer, they give us a good idea of how this motorcycle racing bonanza will look when it finally hits the PlayStation. The game will also be available for the PC featuring 3-D acceleration capability and a new Stereo Doppler sound effects system as well.

We can only hope BMG pulls it altogether to give race fans a great motorcycle racing sim.



The Motocross portion of the game should prove to be the most challenging due to the intense terrain.

Some interesting race locations will be available, including a ride along the Great Wall of China and a trip to Speed Bay.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr. '97
	THEME: Racing
PUBLISHER: BMG	SIZE: CD-ROM
PLAYERS: 1-4	% DONE: 60%

MLB '98

Sony gives their boys of summer a major 3-D facelift

The behind-the-plate perspectives of MLB '98 already look much improved over last year's game.

Sony's first baseball game, MLB Pennant Race, was the only weak link in their otherwise spectacular lineup of sports games. Hoping to improve upon last year's title is MLB '98—a game with a whole new name and 3-D look.

Sony claims that most baseball video games are too slow—and you know what? They're right. They promise that they'll deliver a game that plays fast, but also remains true to the sport by carrying all of the nuances and strategies that make baseball what it is.

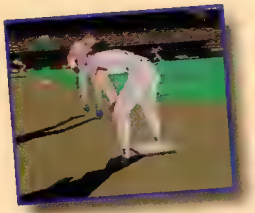
As is the standard in most sports games, MLB will carry motion-captured, 3-D baseball players. This will pay off with colorful animations such as back-hand stabs, throwing the ball while on your knees and dramatic over-the-fence grabs. There will be many different batting and pitching stances (in addition to different player sizes), allowing MLB '98 to re-create many of the baseball's more recognizable players.

MLB will be robust with features, especially when it comes to stats. Fifty categories of statistics will be tracked throughout the season, which might be a useful reference when it comes to trading players (you can create them too).

Sony promises to deliver the fastest, most intense baseball video game experience. With any luck, it'll play just as well.

Sony's new baseball game has been given an entirely new 3-D look. It's so different that it has a new name, too.

SYSTEM	RELEASE DATE
PlayStation	August
	THEME: Baseball
PUBLISHER: SCEA	SIZE: CD-ROM
PLAYERS: 1 or 2	% DONE: N/A



"9 out of 10"

— Digital Diner

"...VR Baseball '97 is the new king of baseball games."

— PS Extreme

"...a real contender for baseball game of the year — 92%."

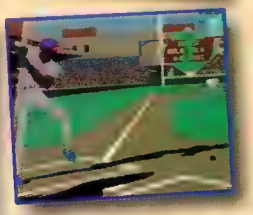
— P.S.X.

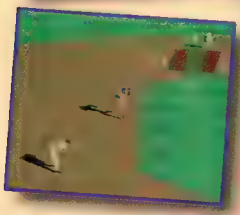
"Beautifully textured polygonal players move with life-like grace."

— Game Pro

"VR Baseball will make you eat, sleep and live baseball."

— Game Informer





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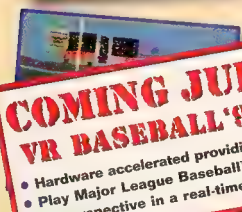

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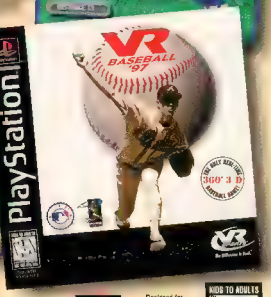

Check out VR Baseball '97 at www.vrsports.com

Check out the official Major League Baseball™ web site at www.majorleaguebaseball.com

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KIDS TO ADULTS
CONTENT RATED BY ESRB

Current Favorites:

Kraig Kujawa - ISS Soccer 64 • NBA Live 97 (PS)
Dean Hager - ISS Soccer 64 • Grand Slam Baseball

INTERNATIONAL SUPERSTAR SOCCER 64 • N64 • KONAMI

Kraig Kujawa

ISS 64, without a doubt, is the best soccer game on the market (with PS Goal Storm '97 close behind). Konami's soccer game is incredibly realistic, but it is still an easy game to play. It does a great job of appealing to both casual gamers and die-hard fans of the sport. The 3-D graphics are incredibly lifelike, and are perhaps some of the best in a sports game. A variety of modes are available including extensive Practice, International Tournaments and even a Player Creation feature. If you want a soccer game, look no further—ISS 64 is the best one.

Fresh off the success of Goal Storm for the PlayStation, Konami unleashes a soccer masterpiece for the N64. That's a big praise, but this one is worthy of the accolade, believe me. ISS 64 is the perfect blend of fluid 3-D animation, extremely competent gameplay and a host of options and teams to select from. The N64's analog controller does a lot to give you more control over your players on the field not to mention more buttons for more functions. The downside is it takes a little longer to learn all the functions, but it is well worth it.

Dean Hager

NEED FOR SPEED 2 • PLAYSTATION • ELECTRONIC ARTS

Kraig Kujawa

I was really looking forward to this game, and I must say that I'm sadly disappointed. NFS 2 offers an incredible selection of supercars and concept vehicles, but that's about all it does right. NFS was good when it felt more like a simulation. Now, it has been given an arcade edge that simply doesn't fit. The cartoony-looking graphics are subpar, because they ruin the realistic feel of driving these real, exotic cars. Aside from having fun crashing million-dollar cars into station wagons on a busy road, Need for Speed 2 is unfulfilling.

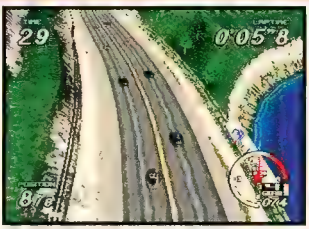
Completely rebuilt from the original, Need For Speed 2 is a different game altogether. Taking a turn toward the arcade side, the look is a bit cartoony, pixelized and somewhat dark. Overall, the gameplay is not nearly as precise as the first addition, and realism has been traded in for weak arcade elements Reaching the highest speeds on your first time out on a given course (something that was very hard in NFS) is actually easy. On the bright side, the game is very fast, living up to its name, and the selection of cars and tracks is large.

Dean Hager

RUSH HOUR • PLAYSTATION • PSYGNOSIS

Kraig Kujawa

Rush Hour strikes me as a poor man's R.C. Pro AM (remember that NES game?). It's an isometric racing game that doesn't play nearly as well as it looks. The 3-D cars and tracks are well-rendered, but that's about the only good thing about this title. The gameplay is monotonous, lacking any of the excitement indigenous to most racing games. There's little interaction with the tracks, and any small mistake (common because of sloppy control) will usually cost you the race. Ultimately, like in real life, Rush Hour is a frustrating and boring experience.



I have to give this game some credit for being the first 32-Bit, top-down perspective racer. I scoffed at first but grew accepting of the bird's-eye view of the action. Overall sensitive gameplay dictates careful and conservative driving to be successful It's a strange combination of intense sim-like driving and an unusual overhead view, but it seems to work for some reason, unfortunately not for a long period of time. While this is no F1 Pole Position or Rage Racer, it is something new for the ever-growing race genre.

Dean Hager

ALL-STAR BASEBALL '97 • PLAYSTATION • ACCLAIM

Kraig Kujawa

Formerly entitled Frank Thomas Baseball, Acclaim's latest baseball game may have a new name, but it still plays the same. And that's not a good thing. All-Star Baseball reeks of mediocrity. Not one, single facet of the game stands out. The 2-D graphics (with 3-D stadiums) are bland, and the gameplay is a little stiff and unexciting. There are just enough features and options to make the game passable, but nothing to write home about. While slightly improved over their last baseball effort, this title fails to live up to its prestigious All-Star name.

All Star Baseball '97, like VR Baseball, seems to be about three-fourths finished. In short, it needs to be polished up to make it competitive in a very crowded genre. As you can see from the picture, there is some unwanted pixelization Extraneous things like the actual ballparks are in need of more detail as well. Gameplay is OK but the AI is not quite as good (or maybe too good). For example, it seems like the CPU players are always in place to field your hits no matter were they go. Not a bad game but not that great either.

Dean Hager

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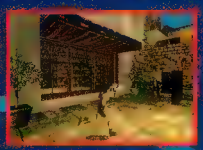

TOMB RAIDER 2
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NOW WORKING FOR SONY TOO

Dear *EGM*,
I'm curious as to why Working Designs makes so many Saturn RPGs and makes nothing for Sony. It's obvious the PlayStation needs more RPGs. Plus, wouldn't Working Designs make a lot more money with the PlayStation's larger customer base? Is this some kind of loyalty thing I don't know about?

Ruholla@aol.com

It all goes back to 1995. You see, Working Designs has always been a licensed developer for Sony, even before the PlayStation's launch. But back then, the old management team at SCEA, very bluntly mind you, told WD that role-playing games were not part of their marketing plan. Sony, at the time, was very anti-RPG and wanted nothing to do with WD's products, no matter how reputable they were. Victor Ireland, president of Working Designs, told us that Sony basically kicked them in the teeth. But not concerning themselves with who had the higher installed base (PlayStation, of course) or whom they could make more money with, Working Designs continued to bring their products to Sega, Ireland and co.'s attitude being: Money is not a motivation in bringing great games to the gamers.

Working Designs was a hit in EGM's Best of 1996 Awards (#92) with Dragonforce and Iron Storm (pic

But hold on. A new management team took over at Sony in the last eight months, and they have a different view of RPGs and Working Designs. Now SCEA, knowing where the money is, pulled a 180 and is very pro-RPG. Working Designs, with the ball in their court, is bringing to the PlayStation the Japanese shooter RayStorm under their new Spaz Games label. If everything goes well (i.e., if they can do things *their* way, with minimal interference from Sony—RayStorm is a test for WD to see how well they can work with Sony), then chances are very good that WD will be bringing out exclusive RPGs to the PlayStation in the future. But Saturn loyalists shouldn't fret. WD is bringing out five Saturn products this year to the PlayStation's one. As Ireland says, "We are not abandoning the Saturn by any means. We just want to make sure that everyone can get a chance to experience all the great games from Japan."

STREET FIGHTING FOR LEFTIES

Dear *EGM*,
I saw Street Fighter III at my local arcade today. Loved the graphics, loved the sound. But what the hell is wrong with the controller? The thing is designed for a lefty! I know many are like that in Japan (I've seen a few myself). My boyfriend heard that the arcade manager wanted to be more universal, but was this really necessary? Playing cross-handed is definitely more annoying than a sticky button. Did Capcom decide to give gamers a hard time, or is this arcade manager just crazy?

Name and address withheld by request

These left-handed SFIII machines are not Capcom-created products. Chances are, the arcade owner put the SFIII board in an older, custom-made lefty cabinet (from another game, or an older SF). Why would anyone do this? Maybe, 1) The arcade owner couldn't afford a brand-new, dedicated SFIII cabinet, 2) This lefty setup was all that was available (being that SFIII is such a hot property right now). The owner may have thought a lefty SFIII is better than no SFIII, 3) The arcade owner

COUNTDOWN TO ISSUE 100

Dear *EGM*,
If you were the first gaming mag out then why is *GamePro* 10 issues ahead of you?

IM1BIGTard@aol.com

Well, um, Mr. Tard, our magazine *was* first (The first *EGM* came out in the fall of 1988, *GamePro* #1 came out in the spring of '89), but as our friends at *GamePro* said in their "100th" issue, their numbering includes special editions and such. So, their counting system is a bit different from ours, which explains the discrepancy. If we were to include our special magazines and one-shots (like our recent Sports games guide; our annual Guide to Fighting Games; the yearly Buyer's Guide; the Nintendo 64, PlayStation and Saturn buyer's guides; the Shadows of the Empire and MK2 and 3 strategy guides; our issues of *Mega Play*, *Super NES Buyer's Guide* and *Turbo Force*; and, of course, *EGM²*), then we'd be well over issue #200 by now! And that's not including our sister publications, like *P.S.X.*, *CYBER SPORTS*, *Computer Gaming Review*, *Internet Underground*, etc.

Anyway, we are coming up on *our* 100th issue soon. Watch the next few magazines for more tidbits like this that will explore the great history of video games and *EGM*, the longest-running, #1 video game magazine in the country!

Letter of the MONTH

SHARP INSIGHTS

Dear *EGM*,

This letter is to address some comments previously made by a couple of your readers on the African-American presence in video games. Please allow me to drop some knowledge on my fellow brothers and sisters, and even those of Anglo descent, or anyone else whom this subject may strike an interest with. First of all, we lack the numbers in this industry. If we were to take a general census of programmers, design-artists and software developers, I'm sure that there would only be a handful more Afro-Americans working in this area than there are Caucasians working for Death Row Records. Caucasians and people of Asian ethnicity seem to be the predominant players in this field. Most people are inclined to associate things with what they are most familiar with (i.e., white people, white video game characters)—so don't take it as a complete "dis" of our people. What they know about our people usually comes from what is depicted in Hollywood movies and the news media, not from reputable historical sources illustrating the lives of courageous and intelligent men of African descent, or current issues of *Black Enterprise*, *Ebony* or *Jet* magazines. If we want a greater presence and better image of brothers/sisters of color in the video gaming world, then we need more African-American artists, programmers and developers to blitz the scene. I would even suggest learning C+, buying the $750 Sony PlayStation (Yaroze) and creating your own game—and not a stereotypical title like Zelda: From the Hood (although it has a nice ring to it). But that's only part of the solution. Next we need to consider the "Dead Presidents" (dollars). If the presence of more people of African origin would mean more profit, I'm sure blacks would be more visible in video games. The bottom line in any business is what sells—"Show me the MONEY." However, this doesn't mean that we have to put up with a barrage of negatively portrayed characters. Lastly, compared to most other ethnic groups, we are ahead of the pack in terms of representation in video games—even without the negative stereotypes. We can start with Mike Tyson's Punch-Out, along with other boxing titles featuring the likes of Buster Douglas and Riddick Bowe. Continuing in the world of sports, there's Big Hurt and Deon Sanders; Tim Brown helped with Madden '97; Latrell Spreewell used his form and talent to bring realism to Shoot-Out '97 as did Mitch Richmond with NBA Live '97. And in the fighting arena, don't forget the bone-crushing Jax (MK series); Balrog (SF series); Dee Jay (SSF); Combo (Killer Instinct series); Blade from Eternal Champions and who can forget the grunting, sharply dressed Fox from Way of the Warrior? Now the latest "homie" to hit the butt-kicking scene, is Tekken 3's Eddie Gordo. There's probably more (I'm mostly familiar with sports and fighting titles), but I hope you get the message. By the way, there are some excellent black superhero comic books for some future character ideas.

Joseph Huggins
Huggy26@aol.com

Congratulations. You win an INTERACT Control Pad for the Saturn, PlayStation or Nintendo 64 (your choice).

LETTER OF THE MONTH Contest Rules: 1. No Purchase Necessary. To enter, send your letter to address, Letters to the Editor, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at EGM_Mail@ziffdavis.com. Make sure to include your name, address and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 15th day of the month for the next available issue of *EGM*. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec. 2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsor's sole option. One (1) Shark Pad Pro 64 for N64. One (1) Program Pad for PlayStation or One (1) Control Pad for Saturn. Grand Prize has an approximate retail value of $30.00 U.S. Winners will be notified by mail. Odds of winning will be determined by the number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: LETTER OF THE MONTH CONTEST RULES, 1920 HIGHLAND AVE., SUITE 222, LOMBARD, IL 60148.

Dear *EGM*,

I'm disappointed when you don't give straight answers to the people who write letters to your magazine. For example, in issue #94, Chad Mullen asked about using electrical tape to fix a PlayStation CD. He asked for your advice, and you gave him a stupid response. Why didn't you give him a straight answer?

Evan Erickson
Floral Park, NY

It just goes to show that some people have a sense of humor, and some people don't.

HOOKING UP

Dear *EGM*,

I own a PlayStation, Saturn and N64. Since my TV only allows one audio/video connection at a time, I have to unhook one system in order to play another. Is there a device that would allow me to hook up all three systems at once?

David Bentley
Martin, KY

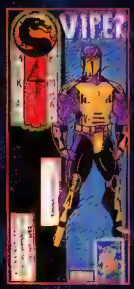
Go to Radio Shack (or somewhere equivalent) and ask for a video/audio selector. This wonderful little device will allow you to have multiple A/V connections to your TV. Now how's that for a straight answer?

A NEW FIGHTING VIPER (FOR MK4)?

Dear *EGM*,

In issue #94 (May 1997), I saw a picture of a character for Mortal Kombat 4 named Viper (in the Letter Art section). Do you have any information on this character?

Jesse Simpson
Ballwin, MO



We received a bunch of letters on Mr. Jimenez's rendition of a "Viper" for MK4. Viper is just a creation of his imagination (unless he has precognitive skills of some sort and is able to see something about the game that no one knows about yet—in which case, we'd like to offer him a job).

Mr. Jimenez's is the first envelope art to ever appear twice in EGM!

is a lefty himself and prefers this setup, or 4) Left-handed controls make finding Sheng Long much, much easier (those of you who know this highly coveted secret understand what we mean...).

LAUGH A LITTLE!

Dear *EGM*,

In response to Chad Mullen's letter in your May issue, who thought that you could fix a CD by taping it with electrical tape, I'd like to comment, even my dog would know that you couldn't fix a CD by taping it with electrical tape. You gotta use duct tape.

Name and address withheld by request

Dear *EGM*,

...the cool part about the Letters Section is your responses. When Chad taped the CD, and you acted like there was no problem, I cracked up. Keep up the good work.

D.J. Kirsten
Littleton, CO

CAPCOM BLUES

Dear *EGM*,

I submit this letter to those of you out there who can remember the first time they ever played Street Fighter II. I remember when I first played, what drew me to the game. The

INTERFACE

depth of the characters, the creative effects, the lifelike graphics and sound and the challenge of learning your favorite guy's special move. Its freshness and originality of both story and technical achievement would carry it through numerous upgrades and popularity battles with cheap imitations. The problem I have with all of this is that the business of selling games has since taken over the creative process of making games. As consumers, we are being served the same game souped up with the latest technology. Basically what I want to know is: When is Capcom going to stop squeezing every last penny, and every drop of dignity from the game that put them where they are today? Street Fighter III is a joke; it's nothing more than a rehashing of the concepts from the previous games. It is not an inspired creation that the original was. Until people stop accepting these marketing strategies and demand better, we'll never find a worthy replacement for the destined classic that is Street Fighter II.

Danna Abrams
laquita@bu.edu

Well, Capcom will keep on putting out updates and upgrades because they *can*. Just look at how popular Street Fighter III is, despite its derivative formula. Although we want to see an original product just as much as you do (we give Capcom a hard time for releasing lackluster updates of their old games too), we are guilty of supporting their rehashing business. We play SF Alpha 2 every day, and we are looking forward to Marvel Super Heroes vs. Street Fighter. Yes, Capcom may have lost some of their originality and magic, but they haven't lost their sense of fun. Like they say, "If it ain't broke, don't fix it!" Plus, it'll be hard for Capcom to come up with something as groundbreaking and pioneering as Street Fighter II again. So what does everyone else think about SFIII? Good? Bad? Original? Copycat?

THE MORAL MINORITY

Dear *EGM*,
So, regarding Final Fantasy VII. Sony is working hard to preserve the integrity of Square's work? What a fine example of moral integrity! Public urination, sexual activity, prostitution! How marvelous! A work of art indeed!...This is absolutely unacceptable. Sony will get none of my money. All they care about is preserving porn from Japanese games, and that stuff shouldn't even be there.

Stephen Ford
Edgewood, NM

OK, so don't buy the game already. Why bother to make such a big stink about it? Your views are definitely unique, Mr. Ford, in an age where everyone's opposed to censorship of any form.

SEX SELLS

Dear *EGM*,
I want to talk about this whole male-dominance-in-games issue. Sure, it's all right to make the main character of a game a woman, but that doesn't necessarily mean the game is "innovative," as is the case with Tomb Raider. Innovation does not come from some girl in a tight shirt running around with a gun. Innovation is a result of a new style of gameplay and the overall fun factor (although it may be fun for some males to look at a polygon with womanly features). And look at all the advertisements for Tomb Raider. They all have something to do with the fact that the main character is a girl with a "great bod." I think that is a bad marketing strategy; most Moms wouldn't buy a game with a sexy woman on a cover for her child. I want to say to the game companies out there: lay off the sex when directing your games towards the younger audience!

Bobby Jannarone
DeadxEyes@aol.com

What can we say? Sex sells and Eidos Interactive knows it. They told us that they didn't use any type of focus group study or scientific research in their advertising techniques. They just knew that they wanted a sexy girl franchise that would be their equivalent of Nintendo's Mario (but more appealing to males, of course). We like what we see!

EGM LETTER ART

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Brandon Allen
Keller, TX

Ryan Leyesa
Bloomingdale, IL

Adam Sturch
Cimarron, NM

Eric Calvez • Concord, CA

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The ASCII Control Pad

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Next Month

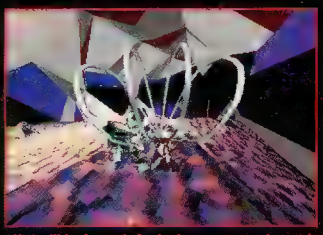
EGM²

Tips, Tricks and Strategies for Home and Arcade

July 1997

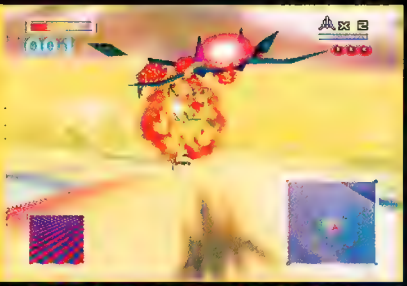
The wait for Nintendo 64 games is finally over. The system has a hot new lineup of strong titles coming your way (Star Fox 64, Hexen 64 and Clay Fighter 63 1/3), and in the next issue, we'll have strategies on these games for single as well as multiplayer gaming! Also, be sure to check out our growing sports strategies, featuring tips and plays for hot baseball titles like Grand Slam and Triple Play '98 as well as some basketball tips on NBA Shoot Out '97.

New on the horizon is an action-packed crossover game for both the PC and the PlayStation—MDK. *EGM²* will give you all the differences, hints and tips to master any version.

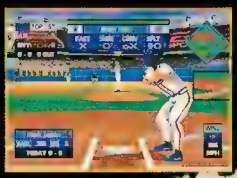


MDK will be fantastic for both computer and console.

FEATURE STORY



Fox McCloud and crew return with Star Fox 64. Gamers can expect graphic-intense levels and tremendously hard enemies, which is why you'll need its EGM² strategy guide.



Check out the growing sports strategies and

ELECTRONIC GAMING MONTHLY

August 1997

FEATURE STORY

E3 SPECIAL ISSUE

This is it! The ONE issue this year that you DON'T want to miss! We will have dozens of pages telling and showing EVERYTHING! Every game, every peripheral and every bit of gossip—straight from the show floor!

Our editors went behind the scenes at Psygnosis to get the latest story on their new top-secret games!

It's coming! E³, the biggest video game trade show in the world, is June 19-21 and *EGM* will be there in full force. If you thought our eight-page preshow feature was great in this issue (with dozens of never-before-seen game screens), you haven't seen anything yet! Look for **MAJOR** coverage in our August issue. If the game or product is coming out in 1997 (or early 1998), you will see it in this issue. You name it—Street Fighter III, Tekken 3, Resident Evil 2, Tomb Raider 2, Quake, Virtua Fighter 3, Street Fighter II Collection, Duke Nukem 3-D, Sonic TT—and we'll have it.

In addition to our special show coverage, we won't be leaving out all of the regular columns and features, including a behind-the-scenes look at Psygnosis and a detailed "making of" the new Star Wars fighting game! You definitely won't want to miss our August issue!

We broke the news on Star Wars this issue. Don't miss Part 2—the "making of" in August.

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Computer Contest. Win a blazing fast computer with 200 Mhz MMX Pentium, 24 meg. RAM, 4 Gig. HD, 8X CD-ROM, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					MYSTERY WORD
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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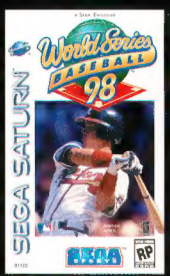

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