

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

# ELECTRONIC GAMING MONTHLY



OVER

# 200

GAMES INSIDE

- SSF 2 Collection • Youngblood
- MK Mythologies: Sub-Zero
- Air Combat 2 • Dragonball GT
- Resident Evil Director's Cut
- Madden NFL 98 • ReBoot
- MDK • Ghost in the Shell

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# 97

August, 1997  
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# INSERT COIN

By Ed Semrad - 75052.1667@compuserve.com

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

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

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

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

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

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



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

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

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

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

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

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

# ELECTRONIC GAMING MONTHLY

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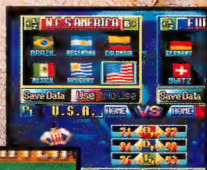






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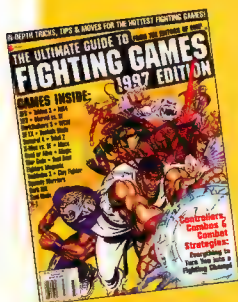


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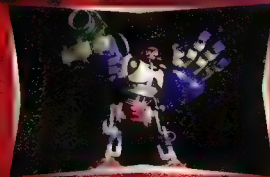
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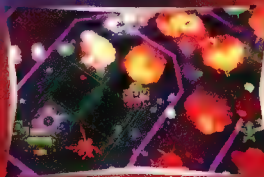
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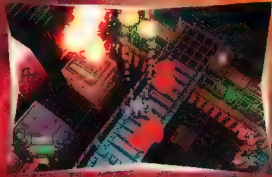
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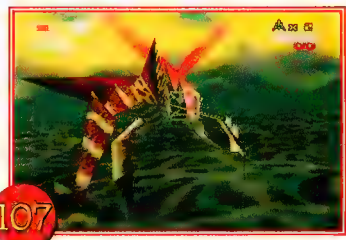
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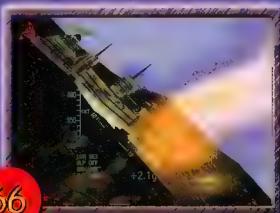
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# THIS MONTH



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## UNCLE SAM WAGES WAR ON THE HOME CONSOLES

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

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

## SHE'S NOT JUST ANOTHER PRETTY FACE

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

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



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## THE GLITZ AND GLAMOUR OF VIDEO GAME SHOWS

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

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

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**RESIDENT EVIL: DC**

## NEXT WAVE

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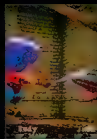




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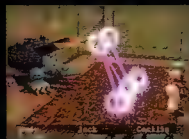


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THE BEST VIDEO GAME NEWS

PRESS

START

## LET'S CALL THE WHOLE THING OFF

Sega/Bandai merger gets cancelled

**T**wo of the largest Japanese entertainment powerhouses, Sega Enterprises Ltd. and Bandai Co. Ltd., announced recently that they were canceling plans to merge. Bandai called off the merger between the two companies, stating that there were cultural differences between them and that the benefits of the merger were unclear. At the same time, they said that instead of merging, they plan to work with Sega in the future. However, no details of that business alliance have been released at this time. "Although we can't merge, we'd like to maintain the spirit and purpose of our agreement," Sega President Hayao Nakayama reportedly said, adding that the cancellation wouldn't change the company's long-

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

environment after the two companies become one. Both companies reportedly have seen lower earnings and profits in the last year.

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

changes. Bandai America and Sega of America would've had separate operations even under the merger plan. Dan Stevens, SoA's manager of corporate communications, commented, "It's still a good deal to work together to utilize each company's strengths. We stay happy, they stay happy, and we still get to work together." Bandai has experienced great success with its Tamagotchi, a product which has taken hold not only in Japan

(where it is a full-blown craze), but in the U.S. as well. On the other hand, Sega has experienced a downturn in its share of the home video game market due to less than brisk sales of the Saturn. When asked whether this would obstruct the future of the two companies working together, Nakayama reportedly said, "It'll make it easier for us, since they'll feel a little guilty."

## Other Bandai Happenings

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

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

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



# IT'S ABOUT TIME

## Sega announces price cuts

The question was never if Sega will lower their prices on the Saturn, but when.

Two weeks before E<sup>3</sup>, the announcement came through that declared the Saturn system will be lowered to \$149.99 (core system) to match the current price of the Nintendo 64 and the Sony PlayStation. There will be a game pack-in version which will retail for \$169.99 as well. And even more good news is that Sega didn't stop there; the reduction also affects the majority of their current software library which now falls between the \$19.99 to \$39.99 range. Furthermore, no new titles will be priced higher than \$50 which mimics Sony's retail ceiling. The Netlink will also be lowered to \$99.99 and the Netlink pack-in system will now retail for \$249.99 which makes it a whopping \$100 and \$200 price reduction respectively. Rounding out the news is the venerable Genesis which is available for \$79.99 with various pack-in options to entice budget gamers. The main surprise was the timing of the announcement which was

expected to be made at the E<sup>3</sup> event in Atlanta. Sega claims the timing of the move was to allow the emphasis of the show to be on



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

## GHOST IN THE DVD

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

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

T<sup>HQ</sup> will be bringing out a Ghost in the Shell video game on the PlayStation later this year. The game version has the same dark feel of the movie, but concentrates the action mainly on mech-battling play. "Ghost in the Shell" DVD will be available mid-July (\$29.99) with a video

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



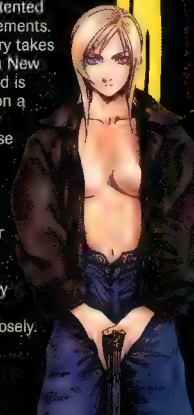
## N64 DREAM

Currently known as Dream, Rare's top-secret Nintendo 64 title has been kept hush-hush by Nintendo. The only reported sighting of the game thus far was at a sales meeting for a few U.S. gaming retailers. According to Nintendo's Web site, the mystery character from its press postcard is none other than the main character of Dream, Banjo and his sidekick Kazooie. The final title of the game is not known—Rare has been referring to the game as Dream while it is in development, but at E<sup>3</sup> a final name for the game may be unveiled.

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



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



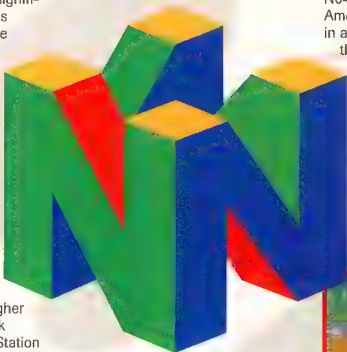
# SINGLETRAC JOINS "DREAM TEAM"

## Sony developers lured away by Nintendo

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

offices, Warhawk is a game that still evokes passionate memories and one can only drool with greedy anticipation of an indirect

quality of its current PlayStation offerings by using the N64 hardware to the fullest. "We are excited to have SingleTrac as part of the N64 team," said Nintendo of America chairman Howard Lincoln in a statement. "We're confident in their proven realtime 3-D technical capabilities will fully exploit the potential of the N64 system." EGM sees this as a very positive step toward remedying the lack of quality in the majority of third-party software available for the Nintendo system. The downside to this news is that it will be a while until we see the fruits of this collaboration.



sequel on the Nintendo machine. The ability to see further into the horizon will be one of the more obvious benefits of doing a rev of that game on the N64. Specific game titles or projects have not yet been announced, but the developer hopes to better the



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

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

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

# 64DD-LAYED

## The bulky drive won't hit March '98

**N**intendo Co. Ltd. said in a press conference in Japan that it has postponed the launch of its 64 Disk Drive peripheral until March 1998. Originally planned for release in Japan by the end of the year, the 64DD would increase the storage space available to N64 developers eight-fold, to a full 64 Megabytes



According to **Reuters**, a company spokesman for Nintendo said that the postponing comes as a result of delays in the development of the disks and the drive itself. The first games to appear on the system, **Zelda 64** and **Mother 3** (known as **Earthbound 64** in the U.S.), will have to wait until at least March to be released. **Zelda 64** was scheduled for release on both the cartridge and the DD peripheral earlier this year.

# POWER and PERFORMANCE

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

G  
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D



- Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.
- Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.
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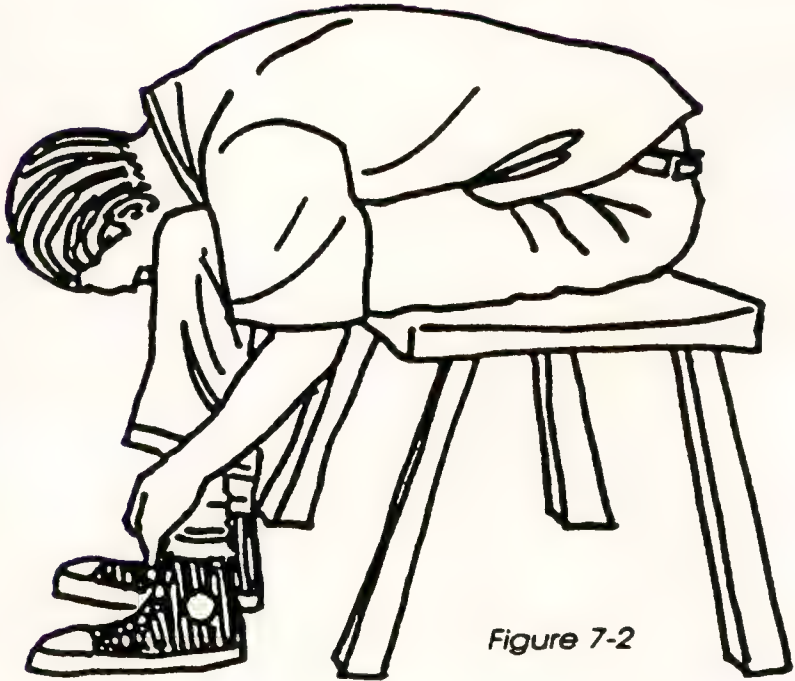
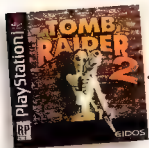


Figure 7-2

## First aid for fainting

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



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

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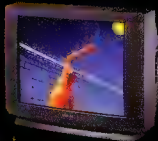


PRESS START

# TOBAL 2 GETS CANNED

## U.S. gamers are denied Square's sequel

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



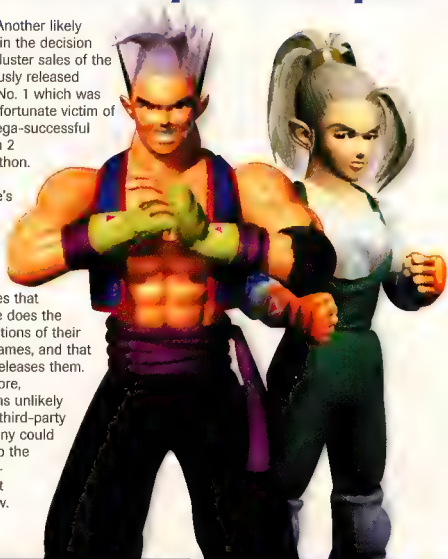
in to give you every inch of picture you can squeeze out. The **GXTV** had great sound and this definitely takes its cue from it. There are three digital surround sound modes which are pumped out of six three-way, super horn sound system speakers with 15W+15W RMS audio power. It also has an Ultra-flat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

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



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

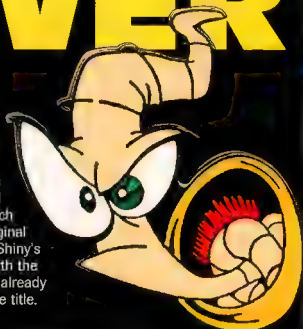
here. Another likely factor in the decision is lackluster sales of the previously released *Tobal No. 1* which was the unfortunate victim of the mega-successful *Tekken 2* sell-a-thon. Plus, Square's publishing deal with Sony requires that Square does the translations of their own games, and that Sony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



# EARTHWORM JIM FOREVER

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

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

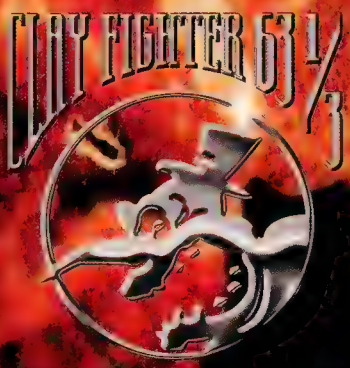




They have been born of fire —  
hopefully they won't melt.

COMING IN AUGUST

"...MORE VARIETY THAN ANY OTHER  
N64 GAME TO DATE."  
—NINTENDO POWER



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# FUEL-INJECTED GAMING

## Interact debuts new steering wheel

**E**GM loves racing and that's exactly what we got to do when Interact invited members of the press to the unveiling of their newest accessory. The V3 Racing Wheel was showcased alongside the company's promotional racing event held at the Laguna Seca Raceway in Monterey, Calif. Editors Nelson Taruc (*EGM*), Dave Malec (*P.S.X*) and Dan Hsu (*EGM*) put the steering wheel through its paces and came away impressed. The wheel has a good feel to it and the sensitivity can be adjusted on-the-fly. It is one of the only steering wheels to have a full 360-degree range of motion. The wheel can be adjusted in numerous ways including height, tilt, etc. The wheel is specifically designed to be used while sitting in a chair and performs its job well. The area in which there were minor complaints involved the foot pedals which had an overly wide range of motion. This wouldn't be a problem if the pedals were



To prepare for the power of the V3 wheel, the editors put their lives on the line and got behind the wheel of a real stock racer.



analog, but they're digital which makes tapping the brakes a hit-and-miss chore. It's understandable that the N64 version of the wheel has digital foot pedals, but the PlayStation has the neGcon channel which supports analog pedals so this omission is puzzling.

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

## GADGETS

### NANO BABIES GO UP AGAINST TAMAGOTCHI AND GIGI PETS

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

## RESIDENT EVIL STILL HAUNTS N64

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

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

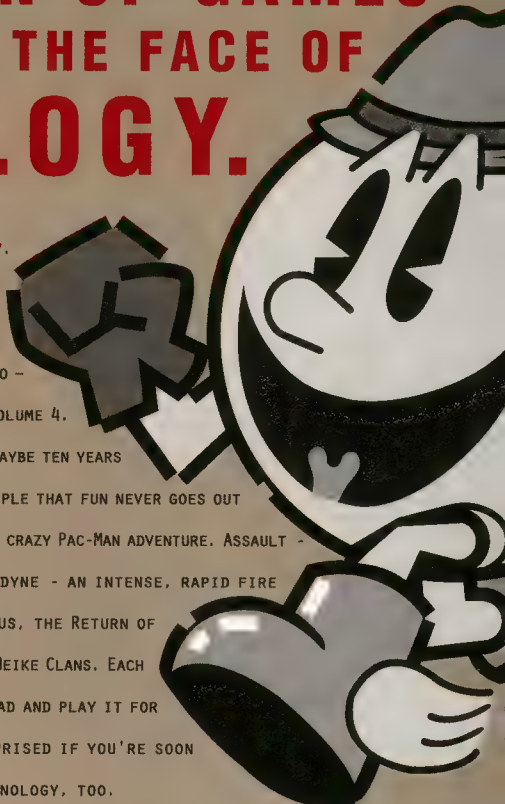


Capcom will not make any official comments about the horror adventure game.

PRESS  
**START**

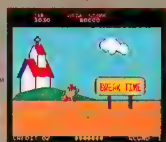
Recently, a number of Japanese hardware and software makers released sales and profit figures for the fiscal year ending March 31, 1997. The following figures show **Konami** to be ahead of the pack: It reported a 136 percent increase in profits on sales that increased 28 percent. **Square** was the surprise laggard with its report of an almost 75 percent drop in profits compared with last year. All figures, as reported by **Asahi Newspaper**, are in U.S. currency. **Sega** reported parent company sales of \$3.1 billion, a 4 percent increase over the previous year, and a parent company profit of \$287 million, a 5.2 percent increase over the year before. **Bandai** reported sales of \$850 million, a 6.4 percent decrease from the previous year, and a profit of \$74 million, a 15.4 percent decrease from the year before. **Nintendo** reported sales of \$2.9 billion, a 15 percent increase over the previous year, and a profit of \$989.7 million, a 13.7 percent decrease from the year before. **Namco** reported sales of \$869.7 million the previous year, and a profit of \$96.4 million, a 32.5 percent increase over the year before. **Konami** reported sales of \$475 million, a 28 percent increase over the previous year, and a profit of \$65.4 million, a 138.9 percent increase over the year before. **Enix** reported sales of \$195 million, a 37.8 percent decrease from the previous year, and a profit of \$50 million, down 42.2 percent from the year before. **Square** reported sales of \$181.5 million, a 25 percent decrease from the previous year, and a profit of \$172 million, a whopping 74.8 percent decrease from the year before. And **Koet** reported sales of \$95.5 million, a 9.7 percent decrease from the previous year, and a profit of \$27.5 million, a 20.5 percent decrease from the year before.

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




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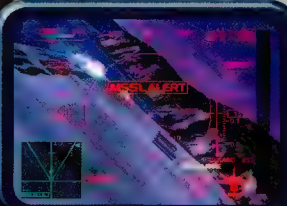
AUGUST 1997

## HOW TO READ THE TOP 10 CHART

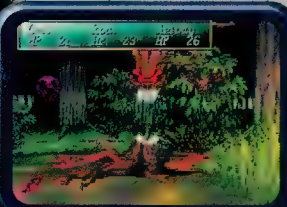
- 5** **Name of Game**   
 Publisher's Name
- ↑ Editors' Choice Award (if applicable) ↑
- # Consecutive Months On The Chart
- Rank Number



Star Fox<sup>64</sup> maintains its top spot this month with little competition.

































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




























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




























## OVERALL

- |    |   |  |   |
|----|---|--|---|
| 1  |   | <b>Air Combat 2</b><br>PlayStation/Namco       |  |
| 2  |   | <b>Star Fox<sup>64</sup></b><br>N64/Nintendo   |  |
| 3  |   | <b>RayStorm</b><br>PlayStation/Spaz Games      |  |
| 4  |   | <b>Int. Superstar Soccer</b><br>N64/Konami     |  |
| 5  |   | <b>Poy Poy</b><br>PlayStation/Konami           |  |
| 6  |   | <b>Blast Corps</b><br>N64/Nintendo             |  |
| 7  |   | <b>Wild Arms</b><br>PlayStation/SCEA           |  |
| 8  |   | <b>Mario Kart<sup>64</sup></b><br>N64/Nintendo |  |
| 9  |   | <b>Shining The Holy Ark</b><br>Saturn/Sega     |  |
| 10 |   | <b>Tetris Attack</b><br>SNES/Nintendo          |  |


























## PLAYSTATION

- |    |   |  |   |
|----|---|--|---|
| 1  |   | <b>Air Combat 2</b><br>Namco             |  |
| 2  |   | <b>RayStorm</b><br>Spaz Games            |  |
| 3  |   | <b>Poy Poy</b><br>Konami                 |  |
| 4  |   | <b>Wild Arms</b><br>SCEA                 |  |
| 5  |   | <b>Machine Hunter</b><br>MGM Interactive |  |
| 6  |   | <b>Goal Storm</b><br>Konami              |  |
| 7  |   | <b>Dynasty Warriors</b><br>Koei          |  |
| 8  |   | <b>Tekken 2</b><br>Namco                 |  |
| 9  |   | <b>GameDay '97</b><br>SCEA               |  |
| 10 |   | <b>Rage Racer</b><br>Namco               |  |

## NINTENDO 64

- |    |   |   |   |
|----|---|---|---|
| 1  |       | <b>Star Fox<sup>64</sup></b><br>Nintendo    |    |
| 2  |       | <b>Int. Superstar Soccer</b><br>Konami      |    |
| 3  |     | <b>Blast Corps</b><br>Nintendo              |   |
| 4  |   | <b>Mario Kart<sup>64</sup></b><br>Nintendo  |  |
| 5  |   | <b>Doom<sup>64</sup></b><br>Midway          |  |
| 6  |   | <b>Wave Race<sup>64</sup></b><br>Nintendo   |  |
| 7  |   | <b>Super Mario<sup>64</sup></b><br>Nintendo |  |
| 8  |   | <b>Turok: DH</b><br>Acclaim                 |  |
| 9  |   | <b>MK Trilogy</b><br>Midway                 |  |
| 10 |   | <b>NBA Hangtime</b><br>Midway               |  |

## SATURN

- |    |   |  |   |
|----|---|--|---|
| 1  |       | <b>Shining The Holy Ark</b><br>Sega              |    |
| 2  |       | <b>Fighters Megamix</b><br>Sega                  |    |
| 3  |     | <b>SF Alpha 2</b><br>Capcom                      |   |
| 4  |   | <b>Mega Man 8</b><br>Capcom                      |  |
| 5  |   | <b>Pandemonium!</b><br>Crystal Dynamics          |  |
| 6  |   | <b>Andretti Racing</b><br>Electronic Arts        |  |
| 7  |   | <b>Super Puzzle Fighter II</b><br>Capcom         |  |
| 8  |   | <b>Command &amp; Conquer</b><br>Westwood Studios |  |
| 9  |   | <b>Die Hard Arcade</b><br>Sega                   |  |
| 10 |   | <b>Virtua Cop 2</b><br>Sega                      |  |

# COMING SOON

ELECTRONIC GAMING MONTHLY'S GUIDE TO GAMES IN DEVELOPMENT

## PLAYSTATION

|                                  |                             |       |                 |
|----------------------------------|-----------------------------|-------|-----------------|
| Ace Combat 2                     | Namco                       | Aug.  | Shooter         |
| Blast                            | Sony Computer Entertainment | Aug.  | Action/Shooter  |
| ClayFighter Extreme              | Interplay                   | Aug.  | Fighting        |
| Clock Tower                      | Accol                       | Aug.  | Adventure       |
| Discworld 2                      | Pygnosis                    | Aug.  | Adventure       |
| Excalibur                        | Sir Tech                    | Aug.  | Adventure       |
| Fantasia Four                    | Acclaim                     | Aug.  | Action          |
| Golden Nugget                    | Virgin                      | Aug.  | Simulation      |
| Lost World: Jurassic Park        | Dreamworks                  | Aug.  | Action          |
| Magic: Battlemage                | Acclaim                     | Aug.  | Strategy        |
| Mass Destruction                 | BMG Interactive             | Aug.  | Action          |
| MIDK                             | Playmates                   | Aug.  | Action          |
| Micro Machines                   | GT Interactive              | Aug.  | Sports          |
| MLB 98                           | Sony Computer Entertainment | Aug.  | Sports          |
| NCAA FB 98                       | EA                          | Aug.  | Sports          |
| NFL QB Club '98                  | Acclaim                     | Aug.  | Sports          |
| Poy Poy                          | Konami                      | Aug.  | Action          |
| Red Asphalt                      | Interplay                   | Aug.  | Action          |
| Sony                             | Sony Computer Entertainment | Aug.  | Action          |
| Star Trek: Star Fleet Academy    | Interplay                   | Aug.  | Simulation      |
| Steel Reign                      | Sony Computer Entertainment | Aug.  | Action          |
| Atom Greatest Hits Midway Col. 2 | Midway                      | Sept. | Compilation     |
| Bravo Air Race                   | TTHQ                        | Sept. | Action          |
| Castlevania: SoTN                | Konami                      | Sept. | Action          |
| Dream Knight                     | Jaleco                      | Sept. | Adventure       |
| Felony 11-79                     | Accol                       | Sept. | Action          |
| Fighting Force                   | Eidos                       | Sept. | Action          |
| Final Fantasy VII                | Sony Computer Entertainment | Sept. | RPG             |
| Formula 1 '97                    | Pygnosis                    | Sept. | Sports          |
| Full Metal Pigeon                | Sales Curve                 | Sept. | Action          |
| HardBall 6                       | Accolade                    | Sept. | Sports          |
| Jersey Devil                     | Malofim Interactive         | Sept. | Action          |
| Jimmy Johnson VR Football        | Interplay                   | Sept. | Sports          |
| Machine Hunter                   | MCM Interactive             | Sept. | Action          |
| Madden 98                        | EA                          | Sept. | Sports          |
| Maximum Force                    | Midway                      | Sept. | Action          |
| MX Mythologies: Sub-Zero         | Midway                      | Sept. | Adventure       |
| Monopoly                         | Hasbro Interactive          | Sept. | Simulation      |
| Moto Racer Gold                  | BMG Interactive             | Sept. | Sports          |
| NCAA FB Gamebreakers '98         | Sony Computer Entertainment | Sept. | Sports          |
| NFL GameDay '98                  | Sony Computer Entertainment | Sept. | Sports          |
| NHL Breakaway '98                | Acclaim                     | Sept. | Sports          |
| NHL Powerplay '98                | Virgin                      | Sept. | Sports          |
| Nuclear Strike                   | EA                          | Sept. | Action          |
| OldWorld: Abe's Oddysee          | GT Interactive              | Sept. | Adventure       |
| ReBoot                           | EA                          | Sept. | Action          |
| Resident Evil: Director's Cut    | Capcom                      | Sept. | Adventure       |
| SSF 2 Collection                 | Capcom                      | Sept. | Fighting        |
| Time Crisis                      | Namco                       | Sept. | Shooter         |
| Treasures of the Deep            | Namco                       | Sept. | Action          |
| Wreckin' Crew                    | Sir Tech                    | Sept. | Action/Sports   |
| Apocalypse                       | Activision                  | Oct.  | Action          |
| Armored Core                     | Sony Computer Entertainment | Oct.  | Mech Shooter    |
| Batman & Robin                   | Acclaim                     | Oct.  | Action          |
| Beast Wars                       | Hasbro Interactive          | Oct.  | Action          |
| Bug Rider                        | GT Interactive              | Oct.  | Racing          |
| Bushido Blade                    | Sony Computer Entertainment | Oct.  | Fighting        |
| Caesar's Palace                  | Interplay                   | Oct.  | Simulation      |
| Collider                         | ASC Games                   | Oct.  | Action          |
| Crash Bandicoot 2                | Sony Computer Entertainment | Oct.  | Action          |
| CROC                             | FOX Interactive             | Oct.  | Adventure       |
| Deathtrap Dungeon                | Eidos                       | Oct.  | Adventure       |
| Dragonball GT                    | Bandai                      | Oct.  | Fighting        |
| Dungeon Keeper                   | EA                          | Oct.  | Action/Strategy |
| Frogger                          | Hasbro Interactive          | Oct.  | Action          |
| G Police                         | Pygnosis                    | Oct.  | Action          |
| Ghost in the Shell               | GT Interactive              | Oct.  | Action          |
| Magic: Slayer                    | GT Interactive              | Oct.  | Action          |
| Museum Vol. 5                    | Namco                       | Oct.  | Compilation     |
| NBA 98                           | EA                          | Oct.  | Sports          |
| NHL 98                           | EA                          | Oct.  | Sports          |
| NHL Faceoff '98                  | Sony Computer Entertainment | Oct.  | Sports          |
| Paragon: The Rapper              | Sony Computer Entertainment | Oct.  | Music Sim       |
| Risk                             | Hasbro Interactive          | Oct.  | Simulation      |
| Riven                            | Acclaim                     | Oct.  | Adventure       |
| Shadow Master                    | Pygnosis                    | Oct.  | Action          |
| Skull Monkeys                    | Dreamworks                  | Oct.  | Action          |
| • Rally                          | Ocean                       | Oct.  | Sports          |



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



Race for the gold trophy in **Lamborghini 64** in September!



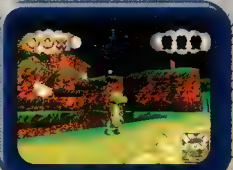
## SATURN

|                          |                 |       |               |
|--------------------------|-----------------|-------|---------------|
| Duke Nukem 3D            | Sega            | Aug.  | First-Person  |
| Magic: Battlemage        | Acclaim         | Aug.  | Strategy      |
| Miami TT                 | Sega            | Aug.  | Sports        |
| Mass Destruction         | BMG Interactive | Aug.  | Action        |
| Sonic Jam                | Sega            | Aug.  | Compilation   |
| Ten Pin Alley            | ASC Games       | Aug.  | Sports        |
| Bombeman                 | Sega            | Sept. | Action/Puzzle |
| Magic: Night Ray Earth   | Working Designs | Sept. | RPG           |
| Mega Man X 4             | Capcom          | Sept. | Action        |
| NHL Breakaway 98         | Acclaim         | Sept. | Sports        |
| Quake                    | Sega            | Sept. | First-Person  |
| Resident Evil            | Capcom          | Sept. | Adventure     |
| Sky Target               | Sega            | Sept. | Shooter       |
| SSF 2 Collection         | Capcom          | Sept. | Fighting      |
| Crulderz                 | ASC Games       | Oct.  | Action        |
| CROC                     | FOX Interactive | Oct.  | Action        |
| Lost Bronx               | Sega            | Oct.  | Fighting      |
| Lunar: Silver Star Story | Working Designs | Oct.  | RPG           |
| NBA Action '98           | Sega            | Oct.  | Sports        |



## NINTENDO 64

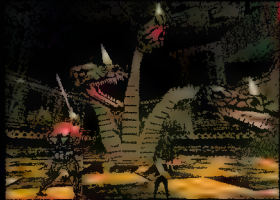
|                          |           |       |            |
|--------------------------|-----------|-------|------------|
| Aerolighter Assault      | McO'River | Aug.  | Shooter    |
| ClayFighter 63 1/3       | Interplay | Aug.  | Fighting   |
| Ini Superstar Soccer 64  | Konami    | Aug.  | Sports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



The Sega Saturn gets a taste of **CROC**—justice this October.



**Skull Monkeys** will brighten your fall PlayStation days.



There's only  
one thing  
more torturous  
than playing  
Deathtrap Dungeon.



- IAN LIVINGSTONE'S -

# DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell



Not playing it.

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

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



**EIDOS**  
INTERACTIVE

**You've been warned.**



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

...the summer... the person whose rumormongering abilities are no pleasant happenstance, but are the result of great effort and coordination. This month, the Q-Crew are up to their usual rumormongering antics and have collected all the rumormongering... the person whose rumormongering abilities are no pleasant happenstance, but are the result of great effort and coordination. This month, the Q-Crew are up to their usual rumormongering antics and have collected all the rumormongering...

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-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.)



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

From slave-laborer at Rapture Farms to Liberator of

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

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



don't get mad: get elum



between a paramite and a hard place



possession is 9/10ths of the law

THE

# SUSHI-X FILES



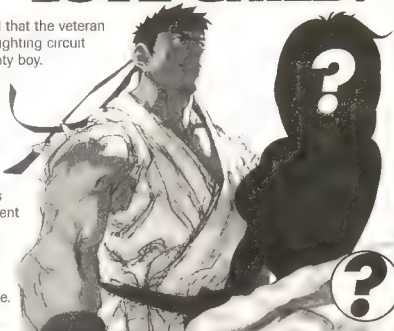
A guide to the outrageous and sensational stuff we couldn't put in *EGM*...until now!

SCANDALOUS SCANDALS

**SHOCKING BUT TRUE!**

## "I HAD RYU'S LOVE CHILD!"

Reports abound that the veteran of the Street Fighting circuit has been a naughty boy. An anonymous woman has stepped forward and claims the master of the Shotokan school of martial arts is her "baby's daddy." No comment has been made by Ryu, but close friend Ken has stated his belief in Ryu's innocence.

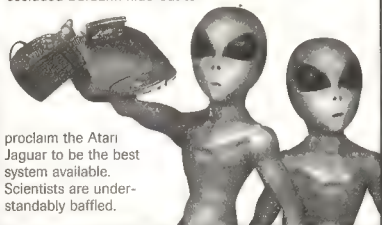


TOO CLOSE ENCOUNTERS

## ALIEN MESSAGE SENT TO EARTH!

**"ATARI JAGUAR STILL RULES!"**

Scientists have received the most shocking news to date from supposed "alien" visitors. Upset about the attention garnered by the Nintendo 64 and other 32-Bit machines, the aliens stepped forward from their secluded Burbank hide-out to



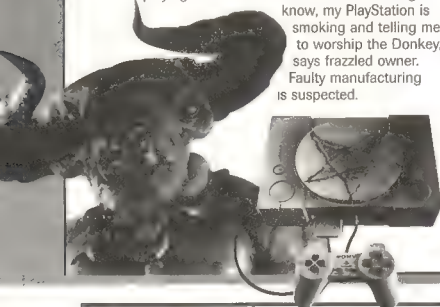
proclaim the Atari Jaguar to be the best system available. Scientists are understandably baffled.

EXORCISMS

## "MY PLAYSTATION IS POSSESSED BY EVIL!"

In the latest in a string of bizarre news from the Land Down Under, Australian authorities are investigating a report of a possessed PlayStation. "One minute I'm playing Crash Bandicoot and the next thing I

know, my PlayStation is smoking and telling me to worship the Donkey," says frazzled owner. Faulty manufacturing is suspected.



LEAN LIVIN'

## LARA CROFT'S DIET SECRETS

The stunning beauty from Tomb Raider has revealed that she used to be "rather large." In conjunction with that revelation, she has revealed her secrets for weight loss and physical fitness in the latest issue of *Body and Bosom*. She was asked to lose the weight before accepting the adventuring duties of the Tomb Raider series of games.

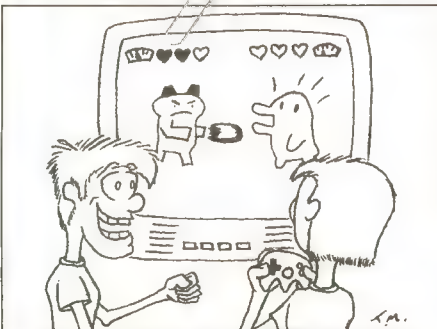


**SUSHI EXCLUSIVE!**

**WOW!**

DOODLES

Virtua Pet Fighter By Terry "Trickman" Minnich



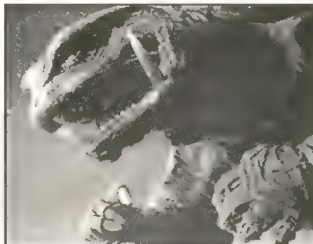
"Wow! You got the new Tamagotchi fighting game!"

Before Trickman Terry got into the magazine business, he studied commercial art. But he has always had a love for cartoons as well as video games. He's known for killing off more Tamagotchis than anyone in the office!

ANIMATRONIC RUBBER

EGM LOVES GAMERA!

We were all excited here in the office when we saw the cool new Gamera game for the PlayStation, so you can imagine how nutty we became when we found out there would be a Gamera movie out in limited release in theaters. *Gamera: Guardian of the Universe* is being released by ADVisions and will be released on home video later this year. There's a lot of good fun for everyone and monster-flick fans that are not familiar with Gamera will feel right at home. If that's not enough for ya, check out some other goodies from ADVisions like *Evangelion parts 1-5*, *Burn Up W* and *Golden Boy 1-3*.



Look! It's a big flying turtle with rocket boosters.



Want more info? Check out their site: [www.advfilm.com](http://www.advfilm.com)

LISTS

HOT @ EGM

- 1 **Fake Toes:** Rumors are rampant that a staff member has a fake toe! Who?!
- 2 **Soccer:** Futbol fever has hit the office as the staff prepare for World Cup '98.
- 3 **Tiger Toys:** The staff is addicted to the myriad of *Star Wars* toys available.
- 4 **The Face:** The June issue of the British magazine has juicy shots of Lara Croft!
- 5 **Tamagotchi:** The pooping digital watches have begun to annoy some, but are mostly loved.
- 6 **Stuff that rumble:** You can't help but get excited when there's rumblin' afoot
- 7 **Bob's Kabob:** Everyone loves Middle Eastern food. Especially Wat, Helen and Crispin!
- 8 **Bachelor Parties:** The nuptial season also means wild parties and strippers!
- 9 **Bachelor Party:** The Tom Hanks flick tides us over until the next big bash.
- 10 **Pop Tarts:** There's nothing like hot pastry projectiles filled with tasty fruit filling.

STREET FIGHTER II ANIME CONTEST!

I know what you're thinking. "I'm a subscriber and although the Sushi-X File is a cool bonus, I want more!" Well this is for all you loyal subscribers out there! Manga Entertainment will donate the entire 10-volume Street Fighter V anime series to some lucky reader who sends in a postcard to the Sushi-X Files. Manga also has cool

shirts, hats and stuff which will go out to a few chosen subscribers. Send your postcards to:

Street Fighter V contest  
c/o Sushi X-Files  
1920 Highland Ave., Suite 222  
Lombard, IL 60148

Contest ends Oct. 1, 1997.



# Meet the Odds.



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

ODDWORLD: ABE'S ODDYSEE takes every game genre

you've ever seen and blends them into one seamless, surreal, sensory overload of pure gaming. So take your

loinclothed butt and claim your destiny. Savior. Or salami.

## ODDWORLD: ABE'S ODDYSEE

I N O D D W E T R U S T

SEPTEMBER 1997

**A.L.I.V.E.**  
Aware Lifeforms In  
Virtual Entertainment



ODDWORLD  
INHABITANTS

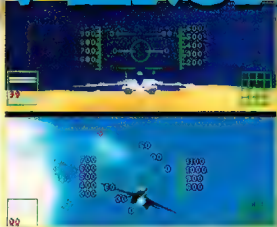


**GT** Interactive  
Software  
[www.gtinteractive.com](http://www.gtinteractive.com)

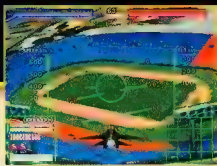
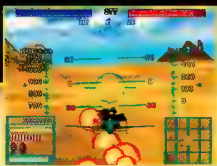
# PROTOS

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.

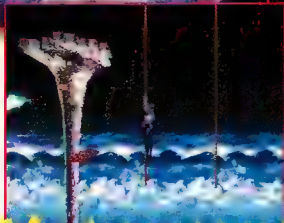
## AEROFIGHTER ASSAULT



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



| SYSTEM                 | RELEASE DATE |
|------------------------|--------------|
| NINTENDO <sup>64</sup> | August       |
| THEME                  |              |
| Flight Sim             |              |
| PUBLISHER              |              |
| McO'River              | 64-Meg       |
| PLAYERS                |              |
| 1                      | N/A          |
| % COMPLETE             |              |
|                        | N/A          |



| PUBLISHER    |  | SYSTEM                 |  | THEME     |  |
|--------------|--|------------------------|--|-----------|--|
| Midway       |  | NINTENDO <sup>64</sup> |  | Adventure |  |
| RELEASE DATE |  | PLAYERS                |  | SIZE      |  |
| Sept./Oct.   |  | 1                      |  | CD/NA     |  |
|              |  |                        |  | N/A       |  |
|              |  |                        |  |           |  |

Midway sure is letting this one out in slow increments. *MK Mythologies* features the exploits of everyone's favorite ninja of the cold, Sub-Zero, in an adventure-based title where fighting isn't primary on the manifest. Players will find plenty of back story to outline the appearance of other popular *Mortal Kombat* characters such as Raiden and Liu Kang. New characters are expected to also make some guest appearances in the form of Bosses, sub-Bosses and possibly even friendly characters. Who knows, maybe the new fighters will make guest appearances in *MK4*?



## MK MYTHOLOGIES: SUB-ZERO

# FINAL FANTASY VII

ONLY ON PLAYSTATION



DON'T BE THE LAST ONE TO GET IT.  
(RESERVE NOW AT PARTICIPATING RETAILERS)

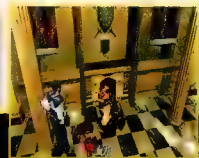
SQUARE SOFT

RP  
ESRB

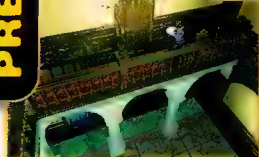
Final Fantasy VII is a registered trademark of Square. © 1997 Square S.A. All rights reserved. Final Fantasy VII is a registered trademark of Square. Final Fantasy VII is a registered trademark of Square.



PROTOS



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

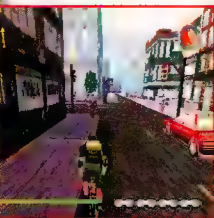


| PUBLISHER    |         | SYSTEM      | THEME      |     |
|--------------|---------|-------------|------------|-----|
| Capcom       |         |             | Adventure  |     |
| RELEASE DATE | PLAYERS | SIZE        | % COMPLETE |     |
| September    | 1       | SEGA SATURN | CD-ROM     | N/A |



# RESIDENT EVIL

## COURIER CRISIS



Anyone who's been to a major city knows the bravery/stupidity bicycle couriers exhibit every day. BMG Interactive has given players the chance to try to earn an honest buck while in the saddle of their latest cycling title Courier Crisis. Players can expect all the same excitement real delivery people face in the 250 different missions in CC. There are

over 160 roadside objects/obstacles as well as 70 unique pedestrians to face with only the help of your imagination and your trustworthy bike. If you are expecting just a boring version of the old title Paperboy, you are sadly mistaken. There are aerial acrobatics you can pull off through the help of well-placed jumps. You can also converse with automobiles to tell them that they have made an error in their driving decisions. This conversation comes in the form of hand gestures as in the picture in the lower-right. The ability to risk your life and earn money, what else does anyone want in a new title?

| SYSTEM          | RELEASE DATE |
|-----------------|--------------|
| SEGA SATURN     | 4th Qtr. '97 |
| PlayStation     | THEME        |
| PUBLISHER       | SIZE         |
| BMG Interactive | CD-ROM       |
| PLAYERS         | % COMPLETE   |
| 1               | N/A          |



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FRIGGIN' BIG,  
YOU DON'T RUN  
FROM TROUBLE,  
YOU RUN OVER IT.



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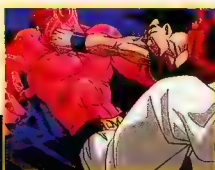


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# PROTOS



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

selection of any of the 12 popular Dragonball characters such as Vegeta, Piccolo and Son Goku. Dragonball GT features multiple levels of flying combat, as well as on-the-ground warfare. Players

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

the U.S. release.

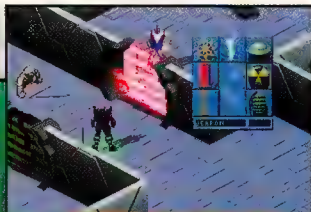


| PUBLISHER    |         | SYSTEM | THEME    |            |
|--------------|---------|--------|----------|------------|
| Bandai       |         |        | Fighting |            |
| RELEASE DATE | PLAYERS |        | SIZE     | % COMPLETE |
| September    | 1 or 2  | CD-ROM | 60%      |            |

# DRAGONBALL GT

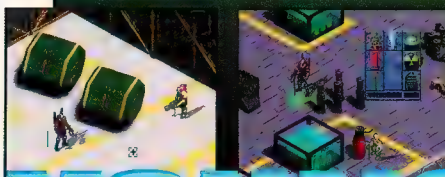
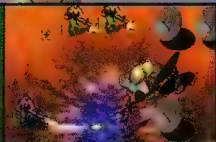


Scientists beware! Cloning is not only against the law, when you try it, you'll end up breeding weird-looking, evil mutants. At least that's what happens in Youngblood for the PlayStation. Based on the popular comic book, Youngblood uses the power of the PlayStation to give gamers a title that looks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



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

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



| PUBLISHER      |         | SYSTEM | THEME  |            |
|----------------|---------|--------|--------|------------|
| GT Interactive |         |        | Action |            |
| RELEASE DATE   | PLAYERS |        | SIZE   | % COMPLETE |
| November       | 1 or 2  | CD-ROM | N/A    |            |

# YOUNGBLOOD

# CLOCK TOWER



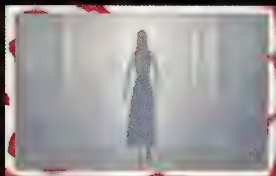
**Mad Dog  
McGamer**

## CRIMSON FOUNTAINS OF GORE

**ASCII  
ENTERTAINMENT**

A bright plume of warm crimson rain erupted as the giant scissors rent the flesh of his next victim... This is certainly not the game for the timid or weak of stomach! From corpses at your bedroom door to half eaten bodies in the restroom, ASCII Entertainment™, Inc. has packed Clock Tower™ to the belfry with some of the most gruesome and spectacular graphics of the year! Watch in horror as the limping gait of the

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



## THE HORROR OF SILENCE

The chilling sound of the Banshee's scream itself couldn't have been more dreadful than the sound of the sheering scrape of sharpened steel blades sliding past each other — not to mention the wonderful effect of pure silence in some of the most chillingly tense scenes of the game. There's something terribly dreadful in the sound of your own two feet echoing through some of the most profoundly evil halls ever wrought, and I couldn't agree more with the programmers when they spoke of the "Terror of Sound" which they labored for in this game!

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

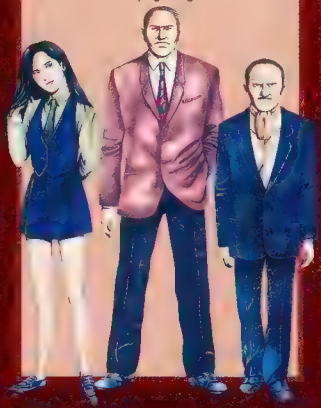
**T**error gripped the hearts of the mixed party of ten as they finally reached the unholy walls of the Barrow's family mansion in England. No one could have imagined the unspeakable horrors that lay behind the infamous Scissorman case when the malevolent butcherings had begun. Now, the dreadful search for the answers had culminated into a lynching party that brought them all here, to the very doorstep of hell itself. Would they finally find the key to send this twisted soul back to the nether regions of death that had so maliciously spat him into their lives? ...only TIME will tell.



## A TIME TO KILL

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

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





## RUN FOR YOUR LIFE!

In a game where one false move could easily mean the difference between escape and grizzly death, control is of paramount importance. This is another area where Clock Tower excels!

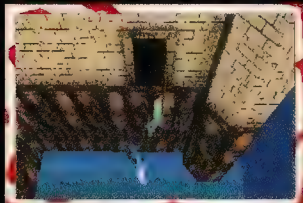
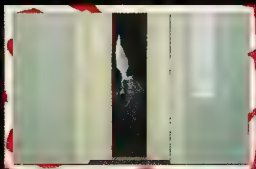
The ease with which the player can move about the screens and interact with objects (in a myriad of different ways) is easily accomplished with the use of surprisingly few different types of on-screen indicators. Each tell the character what types of actions are possible. This gives an intuitive control that is necessary when your life hangs on a split second decision. Additionally, using the item menu for accessing the items which you've collected is only a button press away!

From fleeing down dark corridors and hiding in shower stalls, to hurling chairs and brawling with your would-be assailant, the full range of movements offered by Clock Tower will leave you breathless with the fight or flight instinct as you navigate the beautifully wrought 3-D environment.

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

## SPECIAL FEATURES!

In addition to the normal features of present day video games, like being able to save and load games, ASCII Entertainment has also included several "Special Features." As you will quickly notice when playing the game, you'll have the opportunity to play as four different characters. You can end the game with all four characters, and each one has several different endings depending on how well you do in the game. Once you've seen an ending, you can check on the special menu "Ending List" to see whether you got an A, B, C, D, or E ending. You can review the ending cinematic by selecting one of the endings you have completed (There is no cinematic for the D endings). In this way, you'll know when you've completed all ten endings. — Once you've completed an "A" ending, you can go to the "???" in the pamphlet menu option for a secret EXTRA MODE menu! Also, when you've completed all ten endings, you have the power to go back and start the game over — There will be another new option called BUY-OBUBYO. (I won't give away what this does, but believe me, it's cool!)



## TIPS ON STAYING ALIVE...

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

some time to think when Scissorman chases you around and around. Also, look for items that you could possibly throw at Scissorman. There is one room with a chair that you can throw at him, in another room, there's a bike, and in yet another room, you can find a mop to hurl at your attacker. There are several items in each scenario that can be used to slow down the Scissorman, but be cautious with the items you throw, you can only throw them at him once. Also, try to avoid hiding in the same place too many times in a row. Scissorman has a limited IQ, but he's not that stupid! As a last resort, you can use the panic button to engage Scissorman in hand to hand combat. If you press the panic button fast enough, you live, if not, you're history! Be aware that you can only use this method a couple of times before your status arrow goes red — then you'll have to try running away instead of fighting...at least until your status goes back to yellow or white. Also remember to check every nook and cranny for items that you may be able to use later. With a little help, you might just live to see tomorrow.



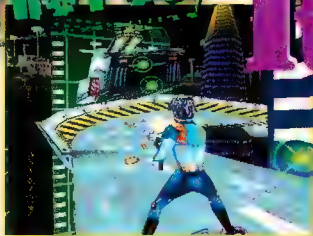
## DEATH OF A TIRED GENRE

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



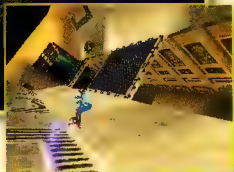
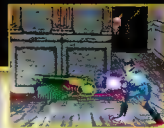
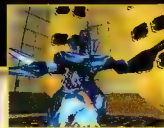
PROTOS

## REBOOT



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

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



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

## CLOCK TOWER

Clock Tower claims to have the most terrifying story ever incorporated in a video game. Now this is no minor claim! It is especially for horror buffs out there looking to be scared out of their wits with controller in hand. There are five different levels accessed by finding particular items and talking to specific characters during the preceding levels. One cool feature players will find enjoyable are the 10 different endings that range from good to not so good depending how you do in the title for the ultimate in replay value.



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

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

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

FELONY  
11-79

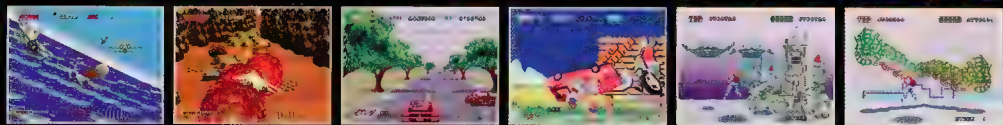
|              |  |             |  |            |  |
|--------------|--|-------------|--|------------|--|
| PUBLISHER    |  | SYSTEM      |  | THEME      |  |
| Ascii        |  | PlayStation |  | Adventure  |  |
| RELEASE DATE |  | PLAYERS     |  | SIZE       |  |
| August       |  | 1           |  | CD-ROM     |  |
|              |  |             |  | % COMPLETE |  |
|              |  |             |  | N/A        |  |

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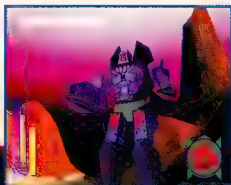


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# PROTOS




Definitely more than meets the eye, *Beast Wars* is a first-person mech title based on the current *Transformers* cartoon. The cartoon features completely rendered action with outstanding visual effects. The game is no different; all the characters and enemies are rendered in shockingly bright colors and fit

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

| SYSTEM   |  | RELEASE DATE |  |
|--|--|--------------|--|
| <br>PlayStation |  | October      |  |
|  |  | Action       |  |
| PUBLISHER  |  | SIZE         |  |
| Hasbro Int.  |  | CD-ROM       |  |
| PLAYERS  |  | % COMPLETE   |  |
| 1 or 2   |  | N/A          |  |



# BEAST WARS

| PUBLISHER    |         | SYSTEM   |     | THEME            |            |
|--------------|---------|--|-----|------------------|------------|
| Eidos        |         | <br>PlayStation |     | Action/Adventure |            |
| RELEASE DATE | PLAYERS |  |     | SIZE             | % COMPLETE |
| October      | 1       | CD-ROM   | N/A |                  |            |



Based on the multimillion-selling *Fighting Fantasy* books by Ian Livingstone, *Deathtrap Dungeon* pushes 3-D action/combat games to their limit. This title features over 16 torturous levels of fast and furious combat, modeled in full 3-D environment. Players are armed with swords, missiles, muskets and magic spells to fight off the more than 55 highly detailed enemies. These hardcore foes include fire-spitting dragons, orcs, zombies, giant spiders and hoards of other weapon-wielding monsters. The levels in *Deathtrap Dungeon*

are extremely detailed and drawn in vivid color. Although the backgrounds look dark, this only brings out more of the foreground and the enemies there that the player should be focusing on. Look for more on *Deathtrap Dungeon* in an upcoming issue.



# DEATHTRAP DUNGEON

# RAYSTORM

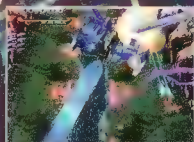
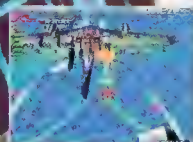
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# PROTOS VIOLENT SEED



Unlike normal titles where your job is to save the world, in *Violent Seed* your job as an alien race is to take over the world. *Violent Seed* is a top-down shooter based on a 3-D environment. The title features choose-your-own-paths, secret/hidden areas and gameplay at different flight levels and speeds. The backgrounds also contain interactive 3-D elements that allow the players to pick up items such as cars and use them as weapons in all the stages. Some of the futuristic landmark locales players will have the chance to destroy are: New York, Washington, D.C., London and Paris among other places. With over 13 locations and more than 40 different enemy types, *Violent Seed* is bound to open many players' eyes with excitement.

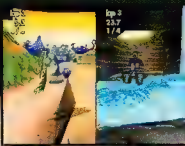
| PUBLISHER    |         | SYSTEM   | THEME       |            |
|--------------|---------|--|-------------|------------|
| Rabid Ent.   |         | <br>PlayStation | 3-D Shooter |            |
| RELEASE DATE | PLAYERS |  | SIZE        | % COMPLETE |
| 4th Qtr. '97 | 1 or 2  | CD-ROM   | N/A         |            |

# FREAKIN' FAST



*Freakin' Fast* is Universal Interactive's latest racing title with a strange twist. There are no vehicles. Instead, players find themselves controlling one of six imaginative characters, each with special abilities and talents to help them win a race. The game runs at a nosebleed 60 fps in One-player Mode and 30 fps in

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



| PUBLISHER             |         | SYSTEM   | THEME  |            |
|-----------------------|---------|--|--------|------------|
| Universal Interactive |         | <br>PlayStation | Racing |            |
| RELEASE DATE          | PLAYERS |  | SIZE   | % COMPLETE |
| 4th Qtr. '97          | 1 or 2  | CD-ROM   | 40%    |            |

# Ghost in the Shell

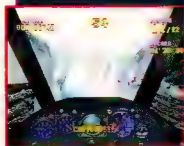
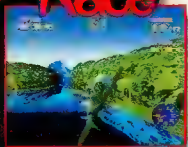
Based on last year's chart-storming release by artist Masamune Shurou, *Ghost in the Shell* allows players a first-person view of a realistic 3-D world where enemies lurk around every corner. Although it is primarily an action title, there are plenty of adventure elements as well as cool weapons and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




| PUBLISHER    |         | SYSTEM   | THEME        |            |
|--------------|---------|--|--------------|------------|
| T+HQ         |         | <br>PlayStation | First-Person |            |
| RELEASE DATE | PLAYERS |  | SIZE         | % COMPLETE |
| October      | 1       | CD-ROM   | N/A          |            |

# Bravo Air Race

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



| SYSTEM   |           | RELEASE DATE |      |
|--|-----------|--------------|------|
| <br>PlayStation | September |              |      |
|  | THEME     |              | SIZE |
| Racing   |           | CD-ROM       |      |
| PUBLISHER  |           | PLAYERS      |      |
| T+HQ   |           | 1 or 2       |      |
| PLAYERS  |           | % DONE       |      |
| 1 or 2   |           | N/A          |      |



# REVIEW CREW



## AIR COMBAT 2

### GAME OF THE MONTH

SYSTEM: PLAYSTATION

PUBLISHER: NAMCO

CATEGORY: FLIGHT/COMBAT

BACK-UP: MEMORY CARD

BEST FEATURE: MISSION VARIETY

WORST FEATURE: NO HEAD-2-HEAD

ALSO TRY: BOGEY; DEAD 6



**SHAWN**

E' has turned Shawn into a zombie! That's OK though, since he once ate bits of human flesh when he was younger. At first, the other Review Crew members chuckled as Shawn walked by and mumbled things in startling "zombie-speak," but then his body parts started falling off and the office began to smell funny. He's OK now though.

**CURRENT FAVORITES**

*Play Play*  
*RayStorm*  
*Air Combat 2*  
*Resident Evil D.C.*

**FAVORITE GENRE:**  
*Action/Adventure*



**DAN**

Shoe finally found time to get away from the office to play Street Fighter III. He got a swelled head when he beat Sushi-X a couple of times, but then Sushi rectified that situation by stomping him to the ground with Ryu, about 20 games in a row. So now Shoe's secretly practicing SFIII in his spare time...but then again, so is Sushi-X.

**CURRENT FAVORITES**

*PaRappa the Rapper*  
*Street Fighter III*  
*Shining the Holy Ark*  
*RayStorm*

**FAVORITE GENRE:**  
*Strategy/Puzzle*



**CRISPIN**

This month's shooters tore the muscles in Crispin's hands. The weekly stiff soccer games killed his legs and feet. And E' has worn out what was left of his grey matter. Now Crispin is a broken man. All he wants to do anymore is leave work early, eat a bowl of soup and watch his afternoon "stories." Crispin, you gotta snap out of it, man!

**CURRENT FAVORITES**

*Shining the Holy Ark*  
*Air Combat 2*  
*RayStorm*  
*Croc*

**FAVORITE GENRE:**  
*Role-Playing*



**SUSHI-X**

Sushi's been training Hsu and Ken (EGM's old-school managing editor) for the SFIII competitions at E', and so far, the results look promising. He even let Dani win a couple of games to boost his confidence; Sushi won't compete since it's unfair to everyone else. Since E' will be over by the time you read this, we'll tell you who won next month.

**CURRENT FAVORITES**

*SSF2 Collection*  
*Play Play*  
*Star Fox 64*  
*Street Fighter III*

**FAVORITE GENRE:**  
*Fighting*

**RATING SCALE:**  
10- PERFECTION  
9- VIRTUALLY FLAWLESS  
8- SPLENDID  
7- WORTHY  
6- 6-GOOD, NOT GREAT

5- AVERAGE  
4- RENT FIRST  
3- TIME-WASTER  
2- DON'T EVEN RENT  
1- FLUSH IT



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

It's one of Air Combat 2's later missions that's proof enough of what a way-cool shooter/sim we have here. The mission has you flying through enemy-infested skies to a remote island, where you must take out a heavily defended bunker. Here's the catch: The only way to nuke the bunker is to swoop down a cramped ventilation shaft—which stays open for only 90 seconds—and destroy the structure from the inside out, all while dodging missiles from bogies on your six. Now that's what I call fun! Like the first game, part two isn't a direct arcade conversion, not even close. It's a mix of fly-anywhere, air-to-air and air-to-ground missions (as well as a few confined to narrow canyons) that pay big bucks when accomplished. You use this cash to build your own air force of fighters, including an F-16, F-14 and the nimble A-10 (perfect for strikes against ground targets). And you get even more, often experimental fighters when you beat the game, so you can refly old missions with new, off-the-wall aircraft. AC2 overcomes a major flaw of the original—you now get more missions. Even better, these missions come in a wide variety. Some have you downing a few bombers, while

most have you taking out both aircraft and SAM sites or other structures scattered. You even attempt a couple of carrier and runway landings. But don't just blow through the game as fast as you can. The more you destroy in each sortie (i.e. the more secondary ground targets and aircraft you obliterate), the higher you'll go up in rank. And the higher your rank, the more missions you'll get to fly during the course of the game. The mission list also branches at certain points and lets you choose which sortie to fly. It all adds up to higher replay value, something missing from most console sims. AC2's graphics are the best of any flight game ever (yes, even PilotWings 64). Terrain is rendered much farther into the distance than in other sim titles, and pop-up of the world is gradual, thanks to the hazy—but not too foggy—horizon. Cities look especially good; skyscrapers and suburbs sprawl in every direction, as do canyons or forests when you're jetting across country. Control is perfect, whether you're using digital or analog pads (I prefer the dual-analog stick, which seems made for AC2). Now if only there was a two-player Dought Mode. **-SUSHI-X**

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

I'm far from being a fly-boy (like Crispin "Rudder-Control" Boyer is), so the arcade feel of Air Combat is perfect. The graphics are incredible (the city level where you have to take out the overpass proves this). Leave it to Namco to make another awesome game—in yet another genre. An analog stick (or pad) makes AC2 a helluva lot more fun. **-SHAWN**

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

optional wingman makes things interesting. My only complaint is that it's too hard to get many machine gun kills on a flying enemy. But then again, missile kills are slightly harder to get, too. The enemies in AC2 are smart—most of them will try to evade your missiles, if they can. This tiny bit of realism makes the game all the more enjoyable. **-DAN**

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

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

**9**  
VISUALS

**9**  
SOUND

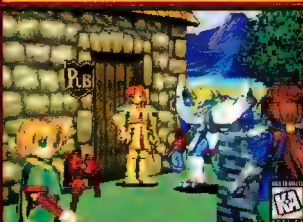
**5**  
INGENUITY

**8**  
REPLAY

SYSTEM: SATURN

## SHINING THE HOLY ARK

PUBLISHER: SEGA



CATEGORY: RPG

BACK-UP: SYSTEM MEMORY

BEST FEATURE: STORY LINE

WORST FEATURE: TOO DRAWN OUT

ALSO TRY: BLAZING HEROES

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

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

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

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

8

VISUALS

8

SOUND

4

INGENUITY

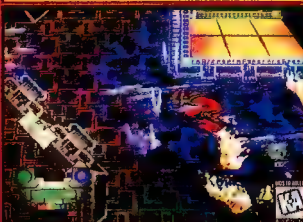
2

REPLAY

SYSTEM: PLAYSTATION

## MACHINE HUNTER

PUBLISHER: MGM INTERACTIVE



CATEGORY: ACTION

BACK-UP: PASSWORD

BEST FEATURE: GRAPHICS

WORST FEATURE: REPETITIVE

ALSO TRY: LOADED

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

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

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

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

8

VISUALS

8

SOUND

4

INGENUITY

3

REPLAY

SYSTEM: PLAYSTATION

## LETHAL ENFORCERS 1 &amp; 2

PUBLISHER: KONAMI



CATEGORY: SHOOTING

BACK-UP: NONE

BEST FEATURE: TWO GAMES IN ONE

WORST FEATURE: GETS OLD QUICK

ALSO TRY: CRYPT KILLER

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

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

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

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

3

VISUALS

3

SOUND

3

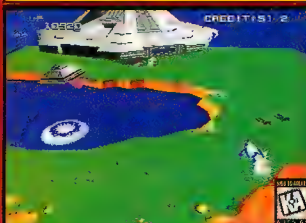
INGENUITY

5

REPLAY

## XEVIOUS 3D

PUBLISHER: NAMCO



## RAYSTORM

PUBLISHER: SPAZ GAMES



## POY POY

PUBLISHER: KONAMI



CATEGORY: SHOOTER

BACKUP: MEMORY CARD

BEST FEATURE: CLASSIC GAMEPLAY

WORST FEATURE: FEW WEAPONS

ALSO TRY: RAYSTORM

CATEGORY: SHOOTER

BACKUP: MEMORY CARD

BEST FEATURE: GRAPHICS

WORST FEATURE: FEW WEAPONS

ALSO TRY: RAIDEN PROJECT

CATEGORY: ACTION

BACKUP: MEMORY CARD

BEST FEATURE: MULTIPLAYER

WORST FEATURE: SIMPLISTIC

ALSO TRY: BLAST CHAMBER

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

—SHAWN

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

—DAN

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

—SHAWN

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

—DAN

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

—SHAWN

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

—DAN

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

—CRISPIN

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

—CRISPIN

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

—CRISPIN

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

—SUSHI-X

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

—SUSHI-X

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

—SUSHI-X

6 VISUALS 5 SOUND 5 INGENUITY 7 REPLAY

10 VISUALS 8 SOUND 5 INGENUITY 8 REPLAY

6 VISUALS 7 SOUND 8 INGENUITY 9 REPLAY

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ATLUS



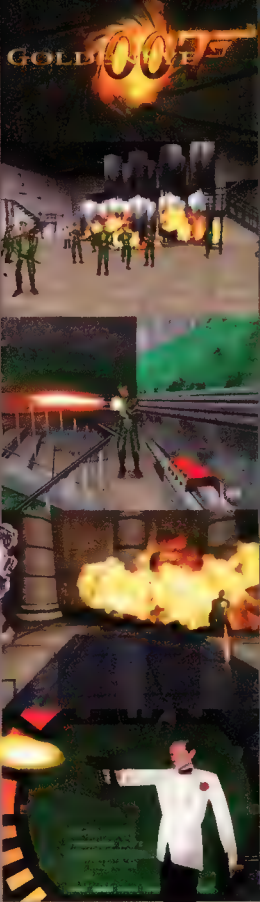
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Shot At...  
But not Stirred.**

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# TRIPLE PLAY 98

## VARIOUS CHEATS

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

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

The rest of these codes are done while holding the L1+R1 +L2+R2 buttons simultaneously while in the middle of a game: **Cheat Strikeout**—X, Down, Circle, Square, Right, Left, Triangle, Up. This forces the next pitch to be a strikeout.

**Cheat Homerun**—Up, Triangle, Left, Right, Square, Circle, Down, X. Force next hit to be a home run.

**Cheat Crowdcomment**—Square, Circle, Square. Announcers talk about the stadium and crowd.

**Cheat Weathercomment**—Circle, X, Circle. Announcers talk about the weather.



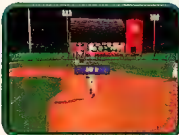
Do the code on this screen to get the EA Dream Team.



Do the Cheat Stadiums code to get three new places.



One of them is the corn field, complete with a barn!

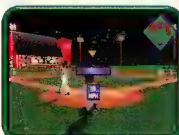


Before you get to hit the ball, do the Home Run code.

**Cheat Sponsorcomment**—Triangle, Circle, Triangle. Announcers give some funny commercials.

**Cheat Crowdcheer**—Down, X, Down, X, Triangle. The Crowd cheers.

**Cheat Crowdboo**—Down, X, Down, X, X. The crowd boos.



Do the Cheat Strikeout code before you pitch the ball.

System: PlayStation Publisher: EA Sports

# BUG TOO!

## INCREDIBLE GAME CHEATS

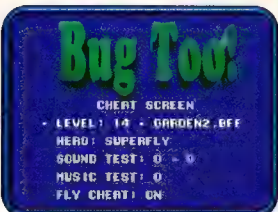
Just pause anywhere within your game. Then enter the codes to receive various results.

The D-pad acts as a compass. For example: South=Down, West=Left, etc.

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

For **Invincibility** enter: (REAL EASY) or R, Right, A, L, Right, A, Down, Y.

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



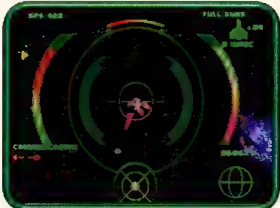
Do the (LAZY WEASEL) code and you'll get this Cheat Screen Level Select, sound test and more!

System: Saturn Publisher: Sega

# WING COMMANDER IV

## LEVEL SELECT AND CHEAT KILL

This trick will give you a level select with a "Cheat Kill" Option. To access this Cheat Mode enter the code: **Up, Down, Down, Up, R2** at the Wing Commander Copyright Screen. If done correctly, you will be taken to the Level Select Screen. Choose your level using your throttle buttons. Then begin your game. To use the "Cheat Kill" and destroy enemy ships in a battle with one shot, press: **L1, L2 and Square** simultaneously. Use caution with this cheat and do not use this on friendly ships or you might mess up your game.



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

System: PlayStation Publisher: Origin

# LOOK OUT!

## Norse by Norsewest

—by Interplay for PlayStation

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

- Level 01: **NTBO**
- Level 02: **ISRE**
- Level 03: **ENAE**
- Level 04: **TRAE**
- Level 05: **SWRE**
- Level 06: **MRRE**
- Level 07: **SRRE**
- Level 08: **FRRE**
- Level 09: **ORRE**
- Level 10: **GRRE**
- Level 11: **ORRE**
- Level 12: **ORRE**
- Level 13: **ORRE**
- Level 14: **ORRE**
- Level 15: **ORRE**
- Level 16: **ORRE**
- Level 17: **ORRE**
- Level 18: **ORRE**
- Level 19: **ORRE**
- Level 20: **ORRE**
- Level 21: **ORRE**
- Level 22: **ORRE**
- Level 23: **ORRE**
- Level 24: **ORRE**
- Level 25: **ORRE**
- Level 26: **ORRE**
- Level 27: **ORRE**
- Level 28: **ORRE**
- Level 29: **ORRE**
- Level 30: **ORRE**
- Level 31: **DADY**

## Blast Corps

—by Nintendo for Nintendo 64

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

## Disruptor

—by Universal Interactive for PlayStation

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

## WAR GODS

### FREE PLAY, INVINCIBLE, PLAYABLE BOSSES, ETC.

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

**Free Play: 0705**—Enables no limit on continues on the Options Screen.

**Player 1 Invincible: 2350**—Invulnerability for player one.

**Player 2 Invincible: 1224**—Invulnerability for player two.

**Player 1 Extra Damage: 7878**—First player causes more damage.

**Player 2 Extra Damage: 3961**—Second player causes more damage.

**Quick Finish Game: 4258**—

Finish the game after killing only one CPU player.

**Easy Fatalities: 0322**—Pressing High Punch+Low Kick triggers a fatality (Fatalities must be on).

**Grox: 8969**—Enables player one to play as Grox.



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



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

**Exor: 2791**—Enables player one to play as Exor.

**Level 1 Select: 5550**—Always play on Level 1.

**Level 2 Select: 5551**—Always play on Level 2.



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



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

**Level 3 Select: 5552**—Always play on Level 3.

**Level 4 Select: 5553**—Always play on Level 4.

**Level 5 Select: 5554**—Always play on Level 5.

System: PlayStation Publisher: Midway

## BRAHMA FORCE

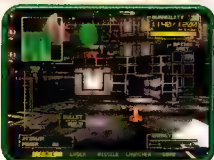
### EASY GAME

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



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

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



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

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

System: PlayStation Publisher: Jaleco

## WAR GODS

### FREE PLAY AND PLAY AS THE BOSSES

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



On the Character Select Screen, quickly press the correct buttons.

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



Then choose the character that was highlighted and you have the Boss! and press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. Then choose the highlighted character to play as Exor.

System: Nintendo 64 Publisher: Midway

# DESCENT MAXIMUM

## AWESOME CHEAT CODES

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

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

**ALL KEYS**—Square, Triangle, X, Triangle, Circle, Triangle, X, Triangle, X, Triangle, Square, X.

**INVULNERABILITY**—Triangle, X, Triangle, Circle, X, Triangle, Square, X, Triangle, X, Circle, Triangle, Circle.

**CLOAK**—X, Triangle, Circle, Square, Circle, Triangle, Square, X, Triangle, X, Triangle, Circle.

**FULL SHIELDS**—Triangle, X, Circle, Square, Square, X, Circle, Triangle, Square, X, Circle, Square.

**GO WINGNUT**—Triangle, Square, Circle, Triangle, X, Square, Triangle, Circle, Square, Triangle, X, Circle.

**TURBO**—Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X.



**Pump up your number of lives with one of the codes.**  
X, Square.

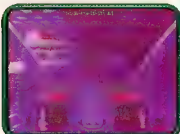
**EXTRA LIFE**—Triangle, X, Square, Circle, Triangle, X, Square, X, Circle, X, Triangle, Circle.

**ROBOTS FAST, FIRE SLOW**—Triangle, X, Square, Square, Triangle, Circle, Square, X, Circle, Square, Triangle, Circle.

**NEGATIVE COLORS**—Triangle, X, Circle, Triangle, Square, Circle, X, Triangle, X, Triangle, Circle, X.

**ACID COLORS**—Square, Triangle, Circle, Square, Triangle, Square, X, Triangle, X, Triangle, Circle, X.

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



**Doing the Mega-Wow code will increase your power.**



**If you're low on shields, charge with the shield code.**

Triangle, Square, X, Circle.

**ALL ACCESSORIES**—Square, Triangle, Circle, X, X, Triangle, Square, X, Circle, Square, Circle, X.

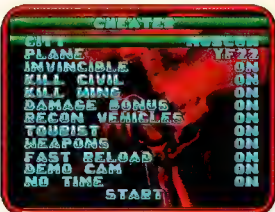
**HELLO MINNIE**—X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle, X, Circle.

System: PlayStation Publisher: Interplay

# INDEPENDENCE DAY

## CHEATER MENU

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



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

System: Saturn Publisher: Fox Interactive

# DOOM

## INVINCIBILITY CHEAT

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



Pause and enter the code. If done correctly, you should have no problem destroying foes!

System: Saturn Publisher: GT Interactive



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# Tricks Of The Trade

## Mega Man 8

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

### Wily's Fortress:

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

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

1. To defeat Grenade Man use the Thunder Claw.
2. To defeat Frost Man use the Flash Bomb.
3. To defeat Tengu Man use the Ice Wave.
4. To defeat Clown Man use the Tomahawk Hold.
5. To defeat Aqua Man use the Astro Crush.
6. To defeat Sword Man use the Water Balloon.
7. To defeat Search Man use the Flame Sword.
8. To defeat Astro Man use the Horning Sniper.

### Wily's Fortress:

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



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| Mortal Kombat Trilogy     | NG4 |
| NBA Hangtime              | NG4 |
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| Brahma Force             | PS  |
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| Int. Superstar Soccer    | NG4 |
| Mario Kart 64            | NG4 |
| MechWarrior 2            | PS  |
| Mega Man 8               | SAT |
| Scud: The Disp. Assassin | SAT |
| Soviet Strike            | SAT |
| Soviet Strike            | PS  |
| Street Fighter Alpha 2   | SAT |
| Test Drive: Off-Road     | PS  |
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| TNN M.S. Hardcore 4X4    | PS  |
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| Mega Man 8        | PS/SAT |
| Nanotek Warrior   | PS     |
| Need for Speed 2  | PS     |
| Spider            | PS     |
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| Tigershark        | PS     |
| Total 2           | PS     |
| WCW Gads          | NG4    |
| WCW vs. the World | PS     |

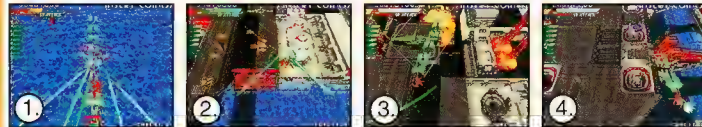
This guide is a reference to all of the game codes pinned within the last six months of EGM. Note: This does not include Game Shark codes or any other codes that use a peripheral attachment. Look for the update in next month's Tricks of the Trade.

Working Designs and Electronic Gaming Monthly present the...

# RAYSTORM Contest

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

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



Level 2 RayStorm is a good place to start practicing targeting objects that you may not know you can destroy. To destroy the giant red mecha-worms at the beginning of the level, lock-on twice (press **F1**), getting at least a 3 or more locks before releasing the weapon. You may have to do this as they go away from you, and the final set of locks as it approaches again in order to destroy it. The stationary target you can destroy with your lock-on weapon for extra points are the three fuel tanks (2, 3) and the final set of locks as it approaches again (3) and all the tanks on the left (see the right side of the roadway (4)). While here, you can employ these techniques effectively to raise your score on this level substantially, increasing your overall chances of gaining a high enough score to snag the \$10,000 grand prize in the RayStorm high-score contest.

Rules: Entries will be determined on the basis of the highest score (as reported on the status screen) sent by email to our prize coordinator. Limit one submission per game save. Duplicate game save screens from the same one data source submitted by different individuals will be disqualified. Times and final percentages earned by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning time in order to claim grand prize. Entries must be received by Nov. 29, 1997. A winner becomes the property of Working Designs, Inc., and will not be acknowledged or returned. Working Designs, Inc. assumes no responsibility for lost, mislaid, late, or unreturned correspondence or unreturned 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 \$9.95. Winner will be determined on the basis of the highest score (as reported on the status screen) sent by email to our prize coordinator. Judge: Entries will be verified by Federal Express once they have been validated as above. Do. 15. In the event of a tie, tied players will be required to play off by video tape. All judges decisions are final. Grand game winner will be notified by Federal Express once they have been validated as above. Winner of prize winners will be notified by mail. Results will be published in Electronic Gaming Monthly on Working Designs' Web page ([www.workingdesigns.com](http://www.workingdesigns.com)) and on Electronic Boutique's Internet Web page. No substitution of prize is allowed except at the discretion of Working Designs, Inc. Inside one of the featured prizes become unavailable. For a complete rules listing, send us an address stamped envelope to: RayStorm Rules, c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001.

## DIE HARD TRILOGY

### CHEAT MENU

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



Enter the Cheat Menu code to access a couple of cool options! Level Select. These two advantages will get you through this tough game.

System: Saturn Publisher: Fox Interactive

## FIFA SOCCER 64

### EASY WIN

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



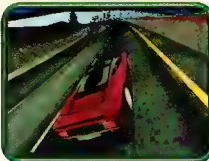
Move the controller to the other team and score goals until you win! winning team. You are assured to win every time!  
Graham Jordan; Hayward, CA

System: Nintendo 64 Publisher: Electronic Arts

## NEED FOR SPEED 2

### CAMERA ANGLES

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



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

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

System: PlayStation Publisher: Electronic Arts

## DIE HARD ARCADE

### HYPER DEEP SCAN

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



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

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

System: Saturn Publisher: Sega

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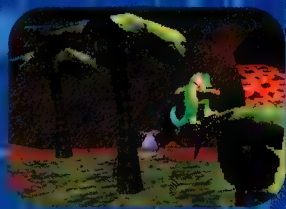
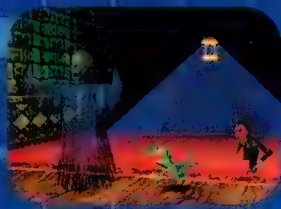
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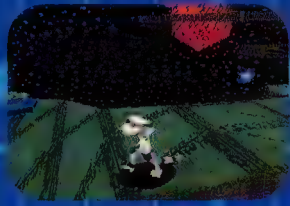
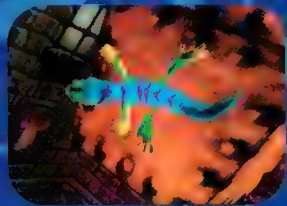


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are sewn shut, its knees and  
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*Akuji the Heartless*™ possesses the PlayStation™ Game Console, March 1998



# PEACETIME PROGRAMMERS

## Before The Fun And Games, These Developers Worked For Uncle Sam

by Crispin Boyer

**I**t was the Apollo astronauts who played the great, great granddaddy of Virtua Fighter 3, back when arcade games relied on pinballs instead of polygons. These rocket jockeys trained the old-fashion way, on a hulking simulator built by General Electric Aerospace. The room-size machine used cameras, television screens, a tiny model of the lunar module and a mock-up of the command module's cockpit to put pilots through

the paces of their mission's trickiest maneuver—an orbital docking procedure.

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

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

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

## LOCKHEED MARTIN



### From Stealth Fighters to Virtua Fighters

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

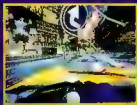
Over the next 20 years, as polygon-generating algorithms and technology improved, G.E. continued to develop high-end, realtime image generators for military and space simulation. Fighter and bomber pilots throughout the world trained in these custom-built simulators, and considering that these machines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

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

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

Lockheed's flight sims are behemoth rigs with moving cockpits and titanic, domed viewing screens. "If you've been in a simulator, it's the world's best video game," said John Lenyo, marketing director for Lockheed's sim-graphics subsidiary.

1. Virtua Fighter ran on the Model 1 board, back before Sega partnered with G.E. 2. This partnership gave Model 2-based VF2 its texture-mapped pizzazz. 3. But it's VF3—and Super GT (right)—that have benefited most from the union.



a company that reigned over 46 percent of the arcade market. "When we started talking to Sega in 1991, our high-end image generators sold for an average of \$3 million," Lenyo said. "We looked at Sega, and here were these guys trying to do some advanced graphics in an arcade game that sold on average for \$17,000. So the question was: How could we put our technology into this kind of a product and at the same time, help us get into commercial markets?"

The answer was simple enough. G.E. added texture mapping (which its engineers invented and perfected in the mid-'80s, by the way) to Sega's existing arcade polygon engine. The result was the Model 2 board, which powers some of Sega's most successful arcade games, from *Daytona USA* to *Virtua Fighter 2*. Sega was so impressed with the results that they had Lockheed design the entire graphics system for the next arcade board, Model 3, the 1-million-polygons-per-second powerhouse that is only now beginning to face competition in the arcades.

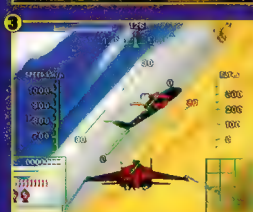
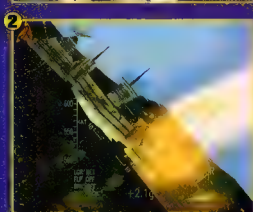
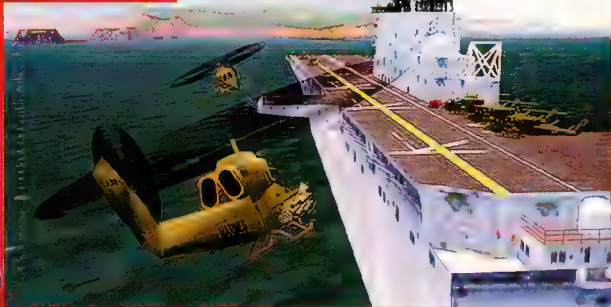
Today, Lockheed still stands as one of the world's largest developers of high-end military sims, and their Real 3D subsidiary is also heavy into designing chipsets for graphics workstations and a 3-D card for PCs. Still, they have yet to have a hand in any of Sega's home systems, and so far it looks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

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

### Paradigm's Shift

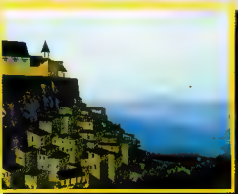
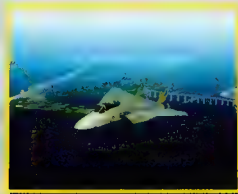
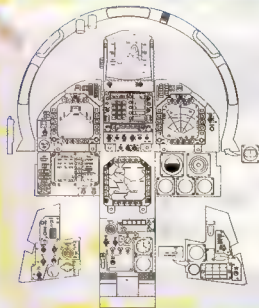
Probably the most famous example of a military contractor expanding into the entertainment realm is Dallas, Texas-based Paradigm Simulations Inc., the "Dream Team" developer behind last year's Nintendo 64 launch title *PilotWings 64*. Formed in 1990 with a little hardware help from Silicon Graphics Inc.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

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



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

1. It was mainly military pilots and ship captains who "played" Paradigm's early products.
2. Then the company developed *Vampire*, a multiplayer combat sim.
3. Today, Paradigm is one of Nintendo's premier developers. Their next N64 game, *Aero Fighters Assault*, is a supercharged port of a Japanese arcade game.



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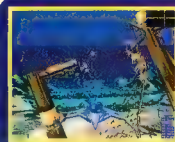
system incorporates SGI hardware, took notice of Paradigm's potential as a game developer. "When Nintendo approached SGI about doing the hardware for the N64, SGI said, 'Well, check out this little company in Texas,'" said Bandy, who himself negotiated the deal with Nintendo. The rest is gaming history.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

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

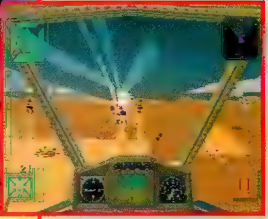
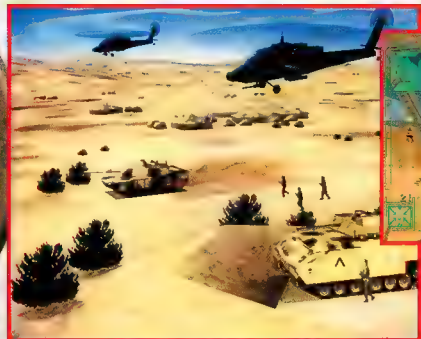
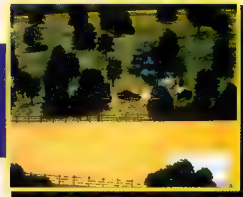
So what made Paradigm shift from creating military sims to developing skiing-egg sims, N64 titles and other fun stuff? "It was just a logical extension," Bandy said. "Obviously, military markets are pretty tight. There are a lot of very strong and capable companies out there, and with the budget squeeze,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

**SINGLETRAC**

Which screen is from SingleTrac's PlayStation top-seller Twisted Metal and which is from their previous work with image-generation giant Evans & Sutherland? Hmm...the evil ice-cream truck may give you a hint.



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



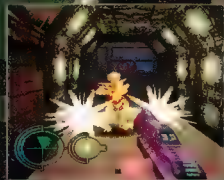
Sony's first idea for SingleTrac was a full-on Desert Storm combat sim. SingleTrac said no thank and made Warhawk instead.

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

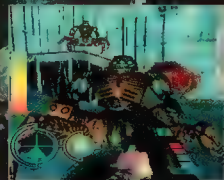
We, for example, feel it  
hasn't been realistic enough.

CODE NAME  
**TENKA**

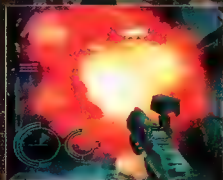
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## So long, G-men

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

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

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

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

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

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

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

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

### Just for the fun of it

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

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

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

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



## N-SPACE

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



Before they formed n-Space, several of the company's artists and programmers worked for G.E. Aerospace, where they developed M1 tank simulators (left) and—with the help of Sega's arcade mastermind Yu Suzuki—the Model 2-based Desert Tank (right).

# STAR WARS MASTERS OF TERRAS KASI™



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# STAR WARS MASTERS OF TERÄS KÄSI

## CAN LUCASARTS MAKE STREET FIGHTERS OUT OF LUKE, LEIA AND CO.?

by Crispin Boyer

### MODEL JEDI

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



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



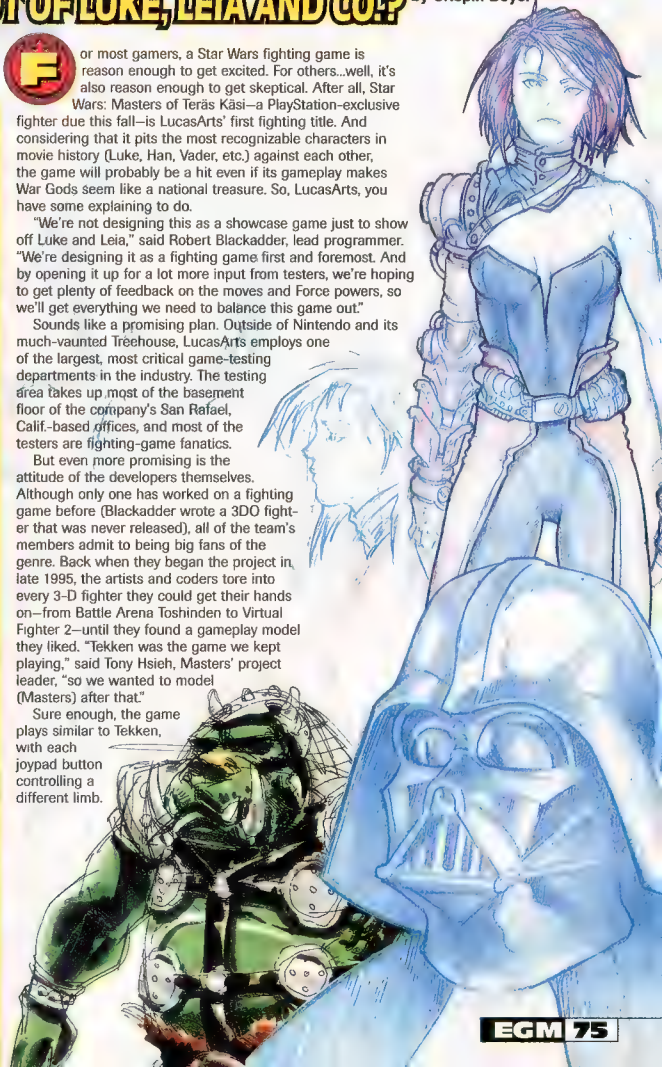
**F**or most gamers, a Star Wars fighting game is reason enough to get excited. For others...well, it's also reason enough to get skeptical. After all, *Star Wars: Masters of Teräs Käsi*—a PlayStation-exclusive fighter due this fall—is LucasArts' first fighting title. And considering that it pits the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

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

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

But even more promising is the attitude of the developers themselves. Although only one has worked on a fighting game before (Blackadder wrote a 3D0 fighter that was never released), all of the team's members admit to being big fans of the genre. Back when they began the project in late 1995, the artists and coders tore into every 3-D fighter they could get their hands on—from *Battle Arena Toshinden* to *Virtual Fighter 2*—until they found a gameplay model they liked. "Tekken was the game we kept playing," said Tony Hsieh, *Masters* project leader, "so we wanted to model (*Masters*) after that."

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

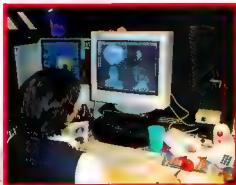


But the developers are quick to assert that Masters is anything but Tekken rhash. For starters, it packs two modes of combat: hand-to-hand or with weapons. Players can switch between these modes on the fly, and the joystick layout changes accordingly.

Combos will be of the tap-tap-tap variety, but the results won't seem as random as Tekken's limbs-akimbo linkers, which seldom seem tied to the buttons used to initiate them.

"Our combo system will make more sense than a sequence of buttons that don't really relate to hands or feet," Blackadder said. "We want to make it so that when you hit the left button, you'll really hit with your left arm in a combo."

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



Artist Mai Nguyen used archived pics from Lucasfilm to build the models.

**"We're not designing this as a showcase game just to show off Luke and Leia."**  
**—Robert Blackadder, lead programmer**

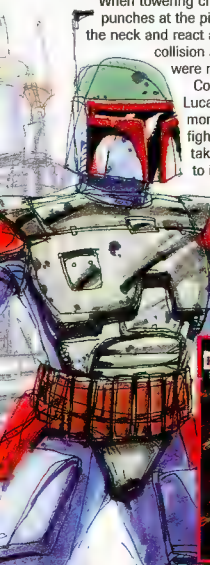
1,200 polygons (compare that to the roughly 600 polygons-per-model characters in Koei's *Dynasty Warriors*, not a bad-looking game itself). And the fighters are much larger on-screen than the combatants of other fighting games, but—thanks to the high polygon count—they never appear blocky. Masters is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

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

When towering characters such as Chewie or Vader throw low punches at the pint-sized Leia, she'll take the hit squarely in the neck and react accordingly, rather than follow some generic collision system that has her buckling over as if she were nailed by a low, below-the-belt punch.

Considering all of Masters' perks and polish, LucasArts seems determined to make the game

more than just another me-too 3-D fighter. Even better, they realize it'll take more than the *Star Wars* name to impress fighting-game fans, who already have more than enough 3-D fighters to play. "If the game's no good, then all the *Star Wars* stuff you put in won't help at all," Hsieh said. "But having *Star Wars* on top of it is just icing on the cake." ■



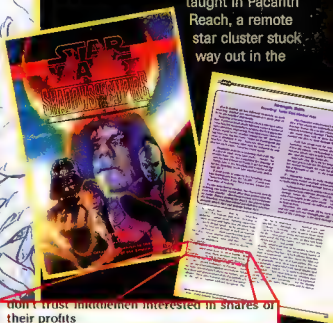
These pages' sketches—drawn by LucasArts animator Cory Allemeier—served as conceptual artwork for the game.

# TERÄS WHÄT SI?

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

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

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



Don't trust influencers interested in shares of their profits

The sisters are masters of the Bunduki martial art called teräs käsi, or "steel hands." When they were young, their mother sent them to Bunduki—a world in the Pacanth Reach con-

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

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

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

# Let's See Your Joystick Do this!

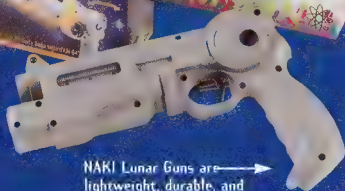


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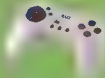
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# PSYGNOSIS

## G-Police 40

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

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

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

The cities of Callisto are linked by "transport tunnels" which allow you to access them without leaving the domes. Inside, there are Soviet Strike-style rearming points where you can pick up ammo, but because of the way the game's AI is structured, your enemies can also take these over.

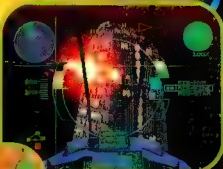
In-game, the flight module is very responsive, and it'll take players some time to get used to it without smashing into buildings, although Ross tells us that this won't do your copter any harm. As if that wasn't enough, there are numerous enemies you must destroy while fending off ground forces, ranging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

while you concentrate on bigger targets, and firing of a flare at something will send your ground troops into the action. You only get one wingman per mission, though.

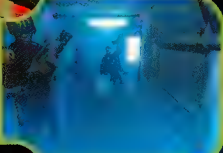
Unlike a lot of games, when you take no part in the action, the story keeps unfolding in realtime.

Graphic-wise, *G-Police* is way ahead of recent PlayStation releases. With halos around missiles and even shock waves flying out from explosions when you drop bombs, the game is truly one of a kind. Best of all, *G-Police* runs at over 30 frames per second. To combat pop-up which does happen in games of this type, Psygnosis is considering pushing the in-game fogging back to give players a greater sense of depth. But the graphics haven't just been wasted on buildings. AI-controlled cars and droids hurtle about on the streets below, and all of them can be taken out with your machine guns or rockets. With its mix of strategic gameplay and frantic shooting, *G-Police* will be a huge hit.

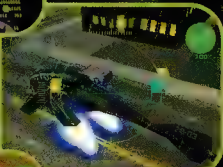
by Ed Semrad



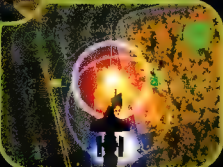
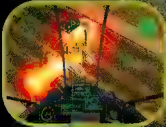
At times the action stays fast and furious throughout the game.



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



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





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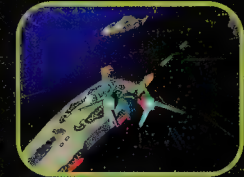
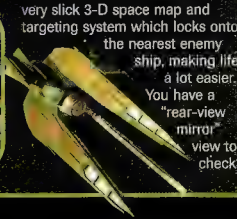
# Colony Wars

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

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

Your main screen features a very slick 3-D space map and targeting system which locks onto the nearest enemy ship, making life a lot easier. You have a "rear-view mirror" view to check

who's on your tail. Graphically, Colony Wars is exceptional. The space backdrop is amazing, with beautiful, texture-mapped planets and suns, excellent light scattering and lens flare and highly detailed enemy craft. The game runs at 30 frames per second and is hi-res (512x240 resolution), which really makes a difference. The weapons are truly awesome; you've got six primary weapons to select, plus missiles, torpedoes and defensive light mines. There's even a grappling beam which allows you to stun other ships and keep them at a distance! Be warned that this is an immense game, and one of the best we've seen in the genre.



Last year, Psygnosis' F1 was hailed as being one of the best racers ever conceived on a console. So how do you top that? Rather than just do the usual yearly update, Psygnosis decided to create the ultimate racing experience. And that they did. They've rewritten the AI to make the opposing drivers much more competitive, the driving dynamics have been tweaked, the tracks and cars have been remodeled and detailed and the cars now have twice as many polygons as before. Best of all it now runs in the hi-res Full Screen Mode at 30 fps.

Matt Birch, the game's lead programmer, took us through the changes. The main news is that

the two-player head-to-head race is now in, and can be viewed either vertically or horizontally. The arcade game is now a lot wilder, with sharper graphics and a much improved AI on the opposing cars.

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

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

The bugs have been worked

# Formula 1 '99

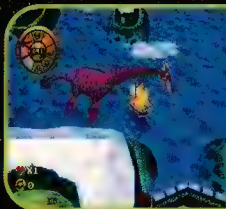
out from last year's game and with that said, this is easily going to be the most realistic racing sim, bar none, this year.



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

# Overboard

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



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

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

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

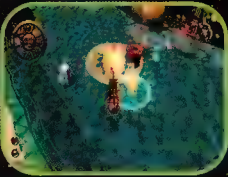
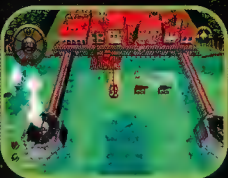
You control a galleon full of pirates, sailing through five zones earning booty. Each zone is broken up into four levels, and there are old-fashioned Bosses for you to face, too. It's retro gaming on the PlayStation, where the aim is simply to rack up as much money as you can.

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

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

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

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



# Psybadek



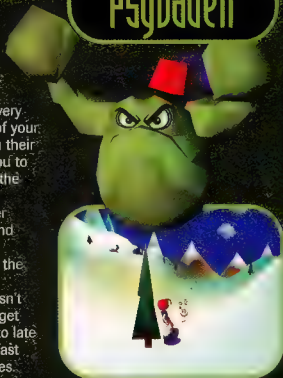
'Psygnosis' other quirky game is a free-roaming, 3-D arcade adventure called PSYBADEK. In the game you fly around on a futuristic hover board (like the ones in the movie *Back To The Future II*).

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

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

The dynamics of the hover boards are amazing and could have been lifted straight out of one of the WipeOut titles.

While Psybadek isn't for everybody, the target audience is the mid- to late teenager who is into fast snowboarding games.



# Rascal

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

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

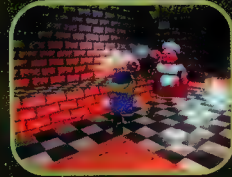
The game takes place over the three time periods of the past, present and future and seven themed worlds including a medieval castle, Atlantis, a pirate ship, the Wild West, prehistoric and the tunnels of time. Each of these areas is different in each time period. You play the game from behind your in-game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

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

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

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

This is the sleeper game to watch and try out.



# Shadow Master



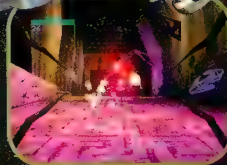
SHADOW MASTER is a frenzied 3-D arcade shooter with graphics that'll make your jaw hit the deck. The game's a first-person perspective blast-athon, with visual and gameplay elements of Quake, Tunnel B1 and Blami Machinehead, with a nice mix of strategy and all-out firepower.


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

difference between winning and losing.

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

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

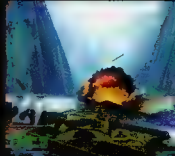
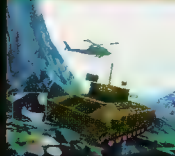


A tank is shown driving across a large, smooth sand dune in a desert. The scene is bathed in a warm, orange-red light, suggesting a sunset or sunrise. The tank is positioned in the lower center of the frame, moving towards the right. A thin line points from the text above to the tank's turret.

*99 bullet-riddled bodies on the wall,  
99 bullet-riddled bodies,  
take one down, pass it around,  
98 bullet-riddled bodies on the wall.  
98 bullet-riddled bodies...*

Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head

STEEL  
HEAVEN



boulders and ripping through streams. The joyous feeling of riding and guiding your missiles straight into combat. You better fasten your military-issue seat belts, you're in for the adrenaline rush of your life.

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SPECIAL FEATURE

# POLYGONAL PIMP





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

—Ed Semrad



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

**S**

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

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

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

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

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

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

Little is known about Lara Croft's early life. She was born on Feb. 14, 1968. Her parents were quite wealthy as her father was a British lord named Henshingly Croft. Unfortunately, there is no information or photos of her mother or of her

family (if any). Being of noble blood, Lara was raised to be an aristocrat from birth. She attended the best of schools, and at the age of 21, she

## Stacked Stats

**BIRTHDATE:** Feb. 14, 1968

**AGE:** 29

**MARITAL STATUS:** Single

**HEIGHT:** 5' 8"

**WEIGHT:** 119 lbs.

**MEASUREMENTS:**

**BUST:** 34D

**WAIST:** 24

**HIPS:** 34

**ALIAS:** Laura Cruise

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

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

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

So far she has documented two of her most important exploits. Last year's adventure was made into a video game called Tomb Raider. It puts Lara on a quest to recover a mysterious artifact from the tomb of Qualopec in Peru. After investigating the stories behind the artifact, Lara sets out to find one of the three pieces of the ancient Atlantean Scion, a talisman of incredible power. She finds it, but discovers another mystery and the reason why the Atlantean civilization was destroyed. The journey takes Lara through Peru—to a civilization that flourished for hundreds of years; to Greece—where she explores the ruins of the Golden Age of Rome; to Egypt where she travels through the buried pyramids and a hidden sphinx and finally the pyramids of Atlantis where the mystery unfolds and the quest ends.

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



## LARA COMES TO LIFE



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

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

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



## NUDE RAIDER

<http://www.ccybermetals.com/users/droop/lara/>



It had to happen! Given a beautiful, well-endowed woman and present her to a teenage audience with lime on their hands, and sooner or later, Web sites pop up with nude pictures of Lara. Many sites have poorly drawn images, but one stands out from the rest. For the best fantasy images of Lara, check out the Nude Raider site!

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



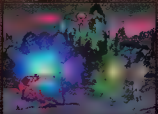
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**NINTENDO<sup>64</sup>**



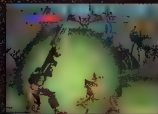
N64



N64



N64



N64



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# THE YEAR OF THE SHOW

by Shawn Smith

It's a strange phenomenon, the way the different video game shows are supposed to be for a bunch of "geeky gamers," but they are usually filled with so much glitz and glamour we have to wonder if we're not attending the Oscars. These shows are about video games, right?

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

The big video game shows are the companies' chance to show us (and plenty of others in this industry) why their game is the best.

Some shows take us to Japan and England, while others—ones we don't frequent—take place in unlikely locales like Russia.

The Electronic Entertainment Expo (E<sup>3</sup>), of course, is the biggest show for video games in the United States, and it just

ended a couple of weeks ago.

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

It's these big shows where blockbuster titles like Crash Bandicoot, Mario 64, Shadows of the Empire and NIGHTS battle each other for the spotlight. Also, games we may have never heard of pop up and end up taking the entire populous by storm.

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

For the console gaming shows, things tend to get pretty crazy as far as the booths go. In some instances, 20-foot-high screens with gigantic speakers preview upcoming releases while smoke billows out and techno blasts. Yes, it's for effect, but it certainly does work—at least for a few minutes anyway.

Besides hav-



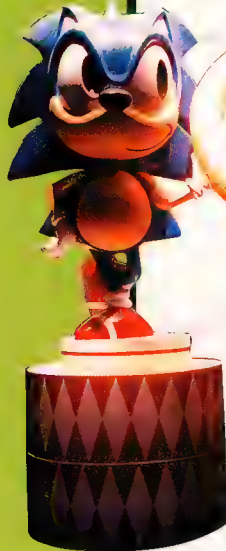
The booths at any show are big and beautiful. Look for lots of lights, smoke and hot babes.

ing playable versions of upcoming games, companies will often have big news at the shows. At E<sup>3</sup> last year, the big announcements were about the Sony and Sega price drops.

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



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



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

It's fairly obvious that E<sup>3</sup> is the biggest show around—at least in the States. IDSA (Interactive Digital Software Association) and IDG, the companies responsible for putting E<sup>3</sup> together, pretty much took over the console shows.

In Japan, there were separate

shows for each of the big systems (PlayStation, Saturn, Nintendo 64, etc.). Because of their success here, The creators of E<sup>3</sup> thought to start a show in Japan to consolidate the many shows there.

But the heads of some big gaming companies in Japan

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

So they did, and now E<sup>3</sup> takes place in Singapore as well as in the States (and other places around the world).

## JANUARY

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



## FEBRUARY

- **AOU:** Arcade show in Japan.



## MARCH

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



## APRIL



- **Tokyo Game Show:** A combined video game show. Used to have different shows for the PS, SS, etc.

## MAY\*



## JUNE

- **Comdex:** More of a computer show, but with technological advancements (i.e., the 3DFX chip and Sega) it might evolve.
- **E:** Electronic Entertainment Expo. The biggie of the year.



## JULY\*



## AUGUST

- **E' Asia:** Electronic Entertainment Expo, but this time it's in Singapore.



## SEPTEMBER



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

## OCTOBER

- **AMOA:** Large arcade show. Like E', the show is in Atlanta.



## NOVEMBER

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

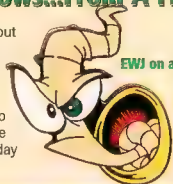
## DECEMBER\*



\* no shows during these months at press time.

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

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



EWJ on a pin!



A Mega Man "action" figure.

SATURN



# DUNGEONS & DRAGONS COLLECTION

## Elves, Dwarves, Clerics And Knights

**F**ans of Capcom titles often forget that the company also developed two Dungeons & Dragons titles for a TSR license: Tower of Doom

and its sequel Storm Over Mystaria. Their latest Saturn release appropriately named The Dungeons & Dragons Collection features both of these classics bundled into one giant adventure.

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

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



**Some alternate paths give free treasure to gather and hoard.**

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



**Move quickly, because these trit's like throwing flaming sacks at you.**

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

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

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



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



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

## Gamer's EDGE

### Shop Items

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

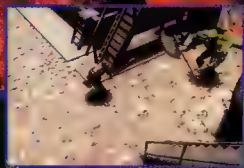
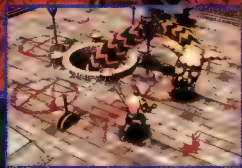


Throwing hammers arc upward and only reach out a short distance, but they can hit multiple enemies. Flaming flask oil has a short range, but fire damage really socks it to your enemies. The last item you can purchase is the healing potion that can be used in combat to relieve the damage your character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

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



# PARIAH



Coming Soon From **Studio** 

## Ranking Mode

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

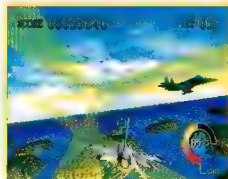
Of course, Ranking Mode doesn't actually open up any levels that you won't find in the regular game. But it does save your progress and gives you something to do when you beat the final Boss.

# SKY TARGET

## Fly The Unfriendly Skies

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

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



ground in a dive-bombing raid on enemy jets.

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



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

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



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

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

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



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



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



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



Enemies approach in waves, like in *After Burner II*. Lock on to 'em quick!

# ZULU™

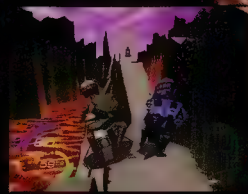
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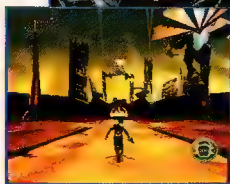
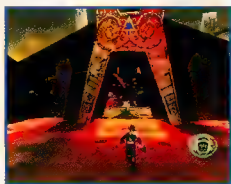
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# MDK

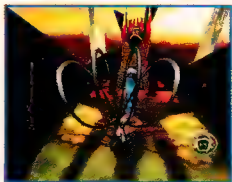
## What The Heck Does It Stand For, Anyway?

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

MDK's backstory is a rambling epic that's half pop sci-fi, half sitcom. Invading aliens are

driving their miles-long rolling fortresses toward Earth's major cities, thus setting humanity up for some serious property damage (not to mention the loss of a few billion lives). Earth's only salvation lies on an orbiting research station, where the eccentric Dr. Hawkins has invented an indestructible suit, as well as an arsenal of zany power-ups. Kurt Hectic dons the suit and freefalls to Earth, where he takes each of the six rolling fortresses (with the help of Max, a six-armed dog who can be called upon for the occasional bombing raid).

So far, the PlayStation port of MDK looks like it'll pack all the

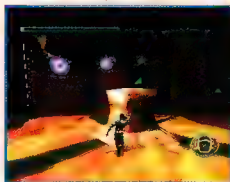


**Geronimo! Use your ribbon chute to drop death from above.**

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

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

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



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

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

## Gamer's EDGE

### Fighting Snipers

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

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



|              |           |
|--------------|-----------|
| PUBLISHER    | Playmates |
| DEVELOPER    | Neversoft |
| THEME        | Action    |
| PLAYERS      | 1         |
| % DONE       | 20%       |
| RELEASE DATE | August    |
| ALSO ON      | None      |



## Name Changes

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

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

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

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

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

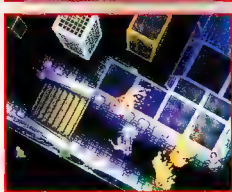
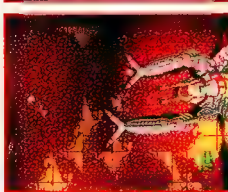
The game has gone through some changes since its initial name, but the same development team has stayed on the project through the entire process. Eurocom is the developer who has stuck with this project since its conception a long time ago. Let's hope they don't change the name again.

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

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

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

|              |                 |
|--------------|-----------------|
| PUBLISHER    | MGM Interactive |
| DEVELOPER    | Eurocom         |
| THEME        | Action          |
| PLAYERS      | 1 or 2          |
| % COMPLETE   | 100%            |
| RELEASE DATE | September       |
| ALSO ON      | None            |



Ahhh, the sweet smell of burning flesh...let's make some s'mores.

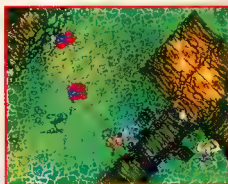
# MACHINE HUNTER

## What's In A Name Anyway?

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

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

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

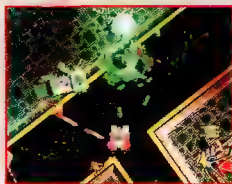


gamers won't have to turn around to shoot. They can just keep charging forward, continuing toward their mission objective(s).

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

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

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



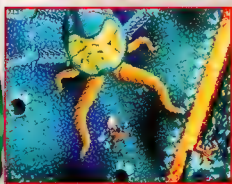
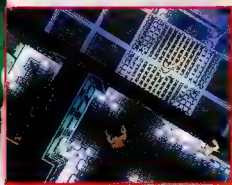
can replenish their weapon's power supply.

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

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

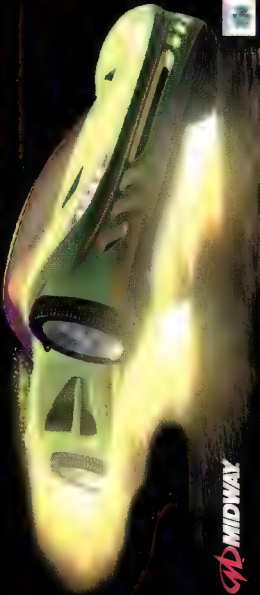


The big levels can get confusing, but the overhead map remedies that.



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

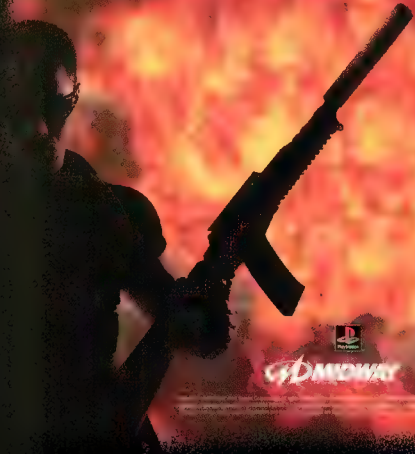
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# MAXIMUS FORGE



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# KYLLAKER THE DARK FLAME

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First Review of Star Fox 64

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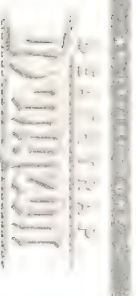
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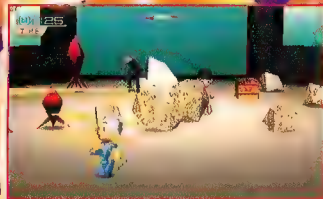
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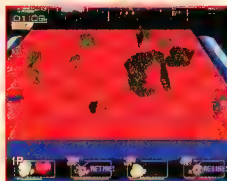


EIDOS

© 1997 Square Co. LTD



After each round, a series of scores are given—some for luck, technique.



# POY POY

## One Part Bomberman, Two Parts Poy

**W**hat happens when you not only put Bomberman in a 3-D world but also give him power-ups that were only in his wildest

dreams? Simply put, Poy happens.

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

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

Poy Poy features two main play modes. The first, an Exhibition

Mode, allows gamers to play just for the sake of playing and polishing up their skills.

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

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

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

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

In the Poy Poy Cup there are three classes gamers can



**Sure, big blasts can hurt your enemy...just don't stand too close.**

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

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

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

## Gamer's EDGE

### Power-ups

In the Poy Poy Cup Mode, players can upgrade their "arm." The arm is the weapon players use during a match. Additionally, these different arms can be upgraded after any of the classes. Some arms give your character a way to escape danger while other arms shoot a huge blast at one (or more) opponent.

On top of the standard weaponry, players can also tune up their arms so they do even more than before. In most cases, though, this is a pricey endeavor. Some tune-ups can cost \$500,000. But then again, what's \$500,000 when you win a million or more in each class?

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



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



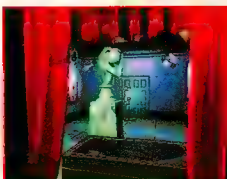
...then tune up your arms with this guy for even more attack power.

|              |               |
|--------------|---------------|
| PUBLISHER    | Konami        |
| DEVELOPER    | Konami        |
| THEME        | Action/Puzzle |
| PLAYERS      | 1-4           |
| % COMPLETE   | 100%          |
| RELEASE DATE | August        |
| ALSO ON      | None          |

PLAYSTATION



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



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



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



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



# RESIDENT EVIL DIRECTOR'S CUT

## When They Say Director's Cut, They Mean It

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

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

Specifically, look for more blood than you can shake a stick at—or at least wring out of a sponge—and drastically changed

camera angles along with much harder gameplay than before.

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

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

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

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

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

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



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

## Gamer's EDGE

### Dare to Compare

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

- Instead of just talking about the strange murders that have been going on, we get to see a victim, complete with flesh torn from his face and a little bug crawling around by his eye.
- Look for Joe, the guy who finds the hand of the fallen S.T.A.R.S. member, get eaten alive by one of the beasts.
- Also watch when the rest of the group starts firing on the Godzilla-looking dogs—they pop and ooze like some bad horror movie.
- Watch when the cast of the game is being shown for some more changes. Chris Mayfield lights up and takes a couple of tokes off a cigarette.

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



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



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



Now we see what the severed hand really looks like.



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



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



Like Zangief's, T.Hawk's Super is two 360-degree motions with any punch.



Forget about Charlie (or Nash). Here is the original Flash Kicker: Guile!



# SUPER STREET FIGHTER 2 COLLECTION

## Two Classics Plus One From Japan

Everyone knows that Capcom has some of the best 2-D fighting games around (and everyone knows that the good folks at Capcom are the masters of rehashing).

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

### Super Street Fighter 2:

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

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

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

palettes to choose from for their characters.

### Super Street Fighter 2 Turbo:

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

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

### Street Fighter Alpha 2 Gold:

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

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

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

Although it's still a bit early, SFA2 Gold (of the collection) should be exactly the same as SFZ2A, except without the tag-team feature that was reintroduced in that game.

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

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

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

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

## Behind The SCREENS

### The New...er, Old Fighters

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



E.Honda



Blanka



Vega



Guile



Cammy



T.Hawk



Balrog



Dee Jay



Fei Long

PLAYSTATION



# LETHAL ENFORCERS 1 & 2

## Sling Some Lead In Two Time Periods

**T**hink you're a fast draw? Later this year, Konami will be giving you the chance to prove it on your PlayStation with the arcade shooting classics *Lethal Enforcers 1 & 2*. These shooting titles allow players to play the role of a street cop out to save the world in the first release or a gun-slinging, boot-wearing lawman in the sequel. Both titles give the player five stages to explore with strange Bosses in each level to attempt to conquer.

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



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

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



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

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

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

## Gamer's EDGE

### Stages

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

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



The nightvision goggles look useful but don't help you out at all.



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

|              |                 |
|--------------|-----------------|
| PUBLISHER    | Konami          |
| DEVELOPER    | Konami          |
| THEME        | Shooter/Classic |
| PLAYERS      | 1 or 2          |
| % DONE       | 100%            |
| RELEASE DATE | June            |
| ALSO ON      | Saturn          |

**Lethal Enforcers 2 stages:**  
 Stage 1: The Bank Robbery  
 Stage 2: The Stage Holdup  
 Stage 3: Saloon Showdown  
 Stage 4: The Train Robbery  
 Stage 5: The Hideout



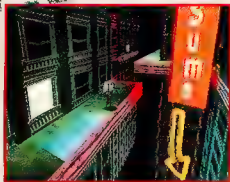
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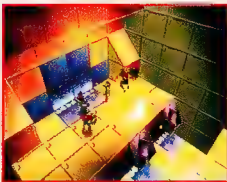


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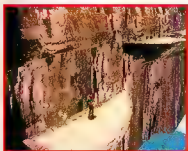
PLAYSTATION



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



The missions take you inside, outside and everywhere else.



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

# ONE

## Despite All My Rage...

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

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

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

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

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

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

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

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

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

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

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

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

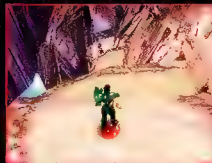
## Gamer's EDGE

### Humongo Levels

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

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

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



|              |                 |
|--------------|-----------------|
| PUBLISHER    | ASC Games       |
| DEVELOPER    | Visual Concepts |
| THEME        | Action          |
| PLAYERS      | 1 or 2          |
| % COMPLETE   | 25%             |
| RELEASE DATE | November        |
| ALSO ON      | None            |



Look for lots of moves in the game—more than even Tomb Raider?



# STAR FOX<sup>64</sup>

## SWEEPSTAKES

June 02, 1997

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legal/contest/rules/970702 Star Fox

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CHANCE TO  
SCORE COOL  
STUFF**



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1

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- 3 Additional Nintendo<sup>64</sup> Color Controllers
- 3 Additional Nintendo<sup>64</sup> Rumble Paks

5

**SECOND PLACE PRIZES:**

- 1 Star Fox<sup>64</sup> Game Pak with the Nintendo<sup>64</sup> Rumble Pak

5

**THIRD PLACE PRIZES:**

- 1 Nintendo<sup>64</sup> Color Controller
- 1 Nintendo<sup>64</sup> Rumble Pak

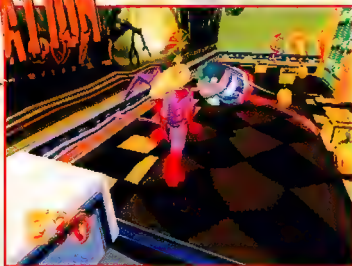
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c/o ESW  
1820 Highland Ave. Suite 222  
Lombard, IL 60148

All entries must be received by  
September 1, 1997

NEXT WAVE



Jersey Devil, Tasmanian Devil. Notice any similarities? JD has a useful, all-powerful spin attack, as well.



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

—Mr. Nelson Evans of Gloucester, N.J., describing his encounter with the "real life" Jersey Devil at 2:30 a.m., Jan. 19, 1909.

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



The Jersey Devil is actually a mythical creature that supposedly has been haunting New Jersey and the surrounding areas for the past 260 years. Over 2,000 witnesses have claimed to have seen this creature, including Joseph Bonaparte, former king of Spain and brother of Napoleon (Joseph Bonaparte was hunting in the New Jersey area back in the early 1800s).

Some sightings have caused such a panic that entire schools and factories have shut down because students and workers have refused to leave their

homes. Many people still believe parts of the East Coast are haunted by the Jersey Devil today.

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

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

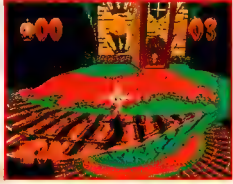
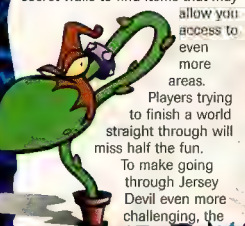
# JERSEY DEVIL

## Cartoon Adventures In Full 3-D

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

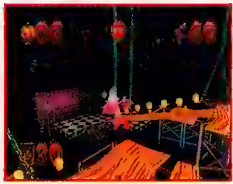
Jersey Devil is an exclusive PlayStation game that gives you 100 percent freedom of movement to go anywhere you want, like the aforementioned titles. The graphics are of a bright and colorful nature, as you can tell from the screen shots on this page. The worlds are all done up in a cartoon fashion,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

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



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

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



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



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

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

|              |             |
|--------------|-------------|
| PUBLISHER    | Malofon Int |
| DEVELOPER    | Megaton     |
| THEME        | Action      |
| PLAYERS      | 1           |
| % DONE       | 70%         |
| RELEASE DATE | September   |
| ALSO ON      | None        |

# WANTED

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## REWARD: ONE DEAD OR ALIVE™ ARCADE MACHINE

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TECMO

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# SPORTS

## MADDEN NFL 98

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

**T**his game really needs no introduction. EA Sports' Madden football has been the mainstay of video football games since the early '90s when it dominated the 16-Bit generation of game consoles. Now the competition has substantially heated up and the stakes are higher (thanks to Sony's GameDay). That's good news for sports gamers, as EA Sports is hard at work making what they think is easily the best version of Madden ever.

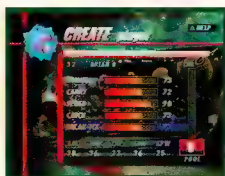
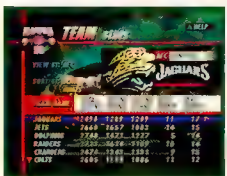
One of the long-standing criticisms of the Madden franchise of games was the questionable computer intelligence. Not coincidentally, the Madden team at EA Sports proclaimed that improving the artificial intelligence (AI) and realism are the big emphasis in the development of Madden NFL 98. Loosely dubbed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

All-new playbooks completely drawn up

from scratch will be implemented in addition to a whole new play-calling system that is an enhanced offshoot of the systems found in the older

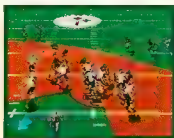
Madden games (which showed three plays on-screen). Playbooks will be more realistic and more tailored toward their respective strengths. For example, the "I-Form" will feature a majority of running plays, while the "Pro-Form" will be more balanced. While this sounds completely elementary, many football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

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



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

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



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

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



**"9 out of 10"**

— Digital Diner

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— PS Extreme

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— P.S.X.

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— Game Informer

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# MULTI RACING CHAMPIONSHIP

Ocean gears up to win the Nintendo 64 racing crown

It's a tough call, but if you wanted to compare Multi Racing Championship to a realistic racing event, it would most likely fit into the traditional European rally cross. Comparatively, the game looks similar to Sega Rally (right down to the flashing yellow roadsigns that appear when nearing turns). It, however, doesn't really play like Sega's signature racing game.

There hasn't been a revolutionary racing sim (or even many racers at all) made for the N64 yet. Most of the N64 racers I've tried sport unparalleled smoothness along with a limited amount of pop-up. MRC is the exception, not only for its smooth animation and frame rate, but in overall gameplay as well. There are no skips or slowdown when things get crowded on the screen (although you almost never see more than four cars at once). You also won't see the track generating itself just inches in front of your car, as is the case with many racing games on the market. MRC does its best to take advantage of the N64's processing power to give you a smooth and fast-paced racing experience formally found only in the arcades.



Of course what would a rally race be without a smattering of fans dotting the race course?



Multiple terrains keep the driving interesting as well as a challenge to some of the underpowered trucks.

Aesthetical questions answered, MRC follows a standard format when it comes to track selection, skill level, the amount of tracks as well as the win-reward system of car acquisition and modification. Basically, there are three very long courses with all several shortcuts and alternate routes hidden within (they may be toggled off as well). It's up to you to find out which of the alternate paths will aid you in producing the best times as you make your way to the finish line. This is a relatively new and welcome feature in racing games and it goes a long way in boosting the complexity and replay value of MRC.

Because the tracks are so long, roadways with variable conditions will be encountered in each. Dirt, mud, asphalt and even cobblestone are a sampling of some of the surfaces drivers will have to endure. These different terrain types make car modification especially important when tackling these terrains.

Most of the cars resemble the classic hatchback rally racer while others are a bit more interesting such as pick-up trucks and other similar vehicles. Unfortunately, there are no brand-name licenses to give this racing simulation a more realistic edge.

Each of the six cars (along with two hidden ones) boasts its own handling characteristics in addition to front, rear and four-wheel drive configurations. The unique handling becomes especially evident when cornering on the dirt or gravel roads. Some of the vehicles are more prone to fish-tailing and powerslides which, in the end, can prove quite bad for your final time. To remedy this, a number of options will let you fine-tune each vehicle's suspension, tires, gearbox, steering and more in your quest to create the best car for the course. In the end, your driving, (not just your car tweaking) will change the outcome.

Other options include the ability to view a 3-D model of each track (much like Rage Racer) complete with bad weather indicators



MRC's track detail is diverse and detailed. Notice the lovely hot-air balloons.



Choose classic rally cars with two- and four-wheel drive.

denoting the affected portions of the track.

Another important feature concerning the game's replay value is the ability to race in Mirror Mode, effectively bringing the total number of tracks to six. And, of course, the requisite two-player split-screen racing is also present in the game.

As their release dates draw near, it looks like it could be a neck-and-neck battle between Multi Racing Championship and Kemco's Top Gear Rally for the N64 racing crown. Both games share many of the same attributes and styles; it's just a matter of whose racer edges out the other.

To find out the winner, look for a comprehensive review of both of these N64 racing games in the upcoming months of Team EGM.

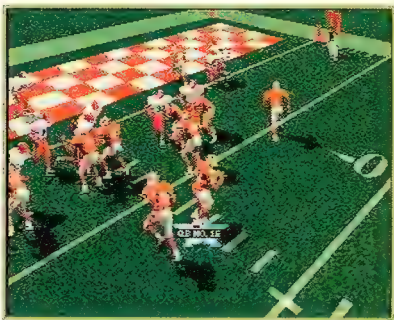


Two-player is just as fast as Single-player Mode due to the processing power of the N64.

| SYSTEM  | RELEASE DATE |
|---|--------------|
|  | July         |
|   | THEME        |
|   | Racing       |
| PUBLISHER   | SIZE         |
| Ocean   | 64-Meg       |
| PLAYERS   | % DONE       |
| 1 or 2  | 80%          |

# NCAA FOOTBALL 98

EA is letting us know that they're all new, vibrant football games in a series that's



A Sports' NCAA Football 98 is poised to give college football fans reason to cheer this fall season. Not to be confused with last year's College Football USA 97 for the 16-Bit Genesis, this PlayStation title is a completely different title (well, except for the fact that they both are football games).

NCAA Football 98 features fully rendered 3-D polygonal college stadiums (122 of 'em, in fact) and motion-captured, 2-D rendered player sprites (similar to Madden 97 on the PlayStation/Saturn). All of the players have accurate jersey colors and correct logos. EA's Tiburon development team has made sure that every college stadium has been replicated down to the most intricate detail.

To Madden 97 football fans, NCAA 98 will look very similar at first glance. Although the game uses an enhanced Madden 97 engine, the numerous changes implemented in NCAA 98 make a big difference. The players no longer appear to slip and slide around the field (as they did in Madden 97), and the new playbook allows the pitching of the ball in option plays. The game also seems more realistic, and the

control is crisper. Still in early stages of development, NCAA is already feeling like a much superior product.

An incredible amount of features is one of the highlights of NCAA 98 as is the amount of licenses the game carries. Every NCAA division is represented in the game (including all 10 conferences and 112 division A teams). There are also over 40 classic football matches in college football history (for example, you can re-create the 1987 Fiesta Bowl with '86 Penn State vs. '86 Miami University). If you win



As expected with EA Sports games, NCAA Football is brimming with features including the all-important college player recruiting process.



out of high school.

Fans of the game interested in realism and preparation will be glad to note that NCAA features a unique Practice Mode. Here, you can run plays without the defense on the field, practice receiving routes and isolate specific matchups on defense and offense. During the game, fatigue can slow your players, and a variety of injuries can hamper a player's performance and/or keep him out of the game. You can even look at highlight footage at any time during a game to spot defensive breakdowns or to just admire a great play.

EA has paid a lot of attention to the atmosphere of the games. NCAA Football 98 has licensed fight songs from more than 30 different colleges, play-by-play commentary by Chuck White (of Rose Bowl fame) and even the voice of NCAA referee Bill McCall.

Due out for the PlayStation this August, EA's NCAA Football 98 is looking to be one of the major players in this year's hotly contested video game pigskin race.

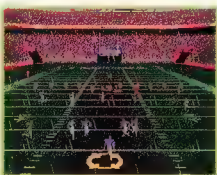


matched up against their unofficial rival (i.e., Florida vs. Florida State or Notre Dame vs. everybody). All of the regular season games are based on the current '97-'98 rosters and their full stat tracking during season play.

NCAA Football 98 also boasts four different bowl games (Rose, Fiesta, Sugar and Orange) and the East/West Shrine game as well. There's also a Dynasty Mode (a console first) where players can simulate four consecutive seasons in which players graduate, get better and hit slumps. You can even recruit freshmen



Oh, yes, the "Fullhouse Backfield" formation—often used in college but rarely seen in the NFL.



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

# NHL

## POWERPLAY 98

Virgin is on the verge of scoring big with their second powerplay attempt

Virgin made a great first step into the process of creating a sports franchise with the release of NHL Powerplay last year. While having a few problems and bugs, it was a good rookie effort. Almost finished and set for a September release (odd decision to release it between the end of one hockey season and the start of another) is NHL Powerplay 98, a title that is already looking much improved over the original.

As you can plainly see from the pictures, Powerplay 98 is an entirely 3-D game. It is remarkably fast, even though it is 3-D, which is definitely a good thing since it does re-create a sport that is known for moving at breakneck speeds (it is an unfortunate fact that many 3-D sports games have been a little sluggish).

The graphics that we sampled were quite satisfactory. In addition to rendered arenas, the hockey players are well-detailed and move much like their real counterparts. This is thanks in large part to some fancy motion-capturing that recorded most of the animation seen on-screen. The player's NHL uniforms are great renditions of the originals, right down to the

**Want realistic-looking 3-D hockey arenas? Well hoo-boy, Powerplay 98 has 'em!**



correct names and numbers on the backs of their jerseys. There is a wide range of player animation at this stage of development. Hockey players skate, check and settle into various stances that look identical to what is commonly seen on the ice. Virgin stresses that an extra amount of emphasis was put into re-creating the dynamics and impact of a wide variety of body checks which are some of the most intense actions in the sport.

Powerplay 98 is a robust title that attempts to cater to both arcade players and die-hard hockey fans. If players want more than fast-paced arcade action, they can delve right into the

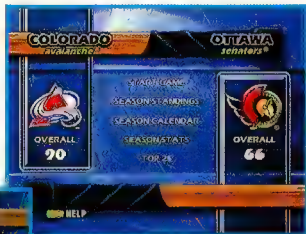
in-depth coaching features that are integrated into the game. By choosing the "Coach Team" Option found on the in-game Pause Menu, players are offered an incredible amount of strategic options. For example, scroll down to "Guarding End" and pick your defense. Highlight "Play Zone" or select "Intimidation Mode," my personal favorite. Change your team's aggression to suit the current game situation. For example, it might be smart to pick "Protect Lead" once you've established a scoring cushion. And that's just a fraction of what's available. When you're on the defensive side of a powerplay, you can implement three different styles of penalty-killing such as "Tight Zone," "Set Up Box" and "Attack Perimeter."

A variety of features and statistical databases complement the game. The Season Mode allows for four different lengthen seasons, complete with extensive statistical tracking. If you don't like the teams included, alter them by trading players or even

creating them. In addition to the NHL teams, there are also international ones. Nothing like playing with the Detroit Red Wings versus the almighty Australian hockey team, right?



NHL Powerplay 98's 3-D player graphics have been substantially vamped up over last year's version.



Different modes of season play and numerous coaching options flesh out Powerplay 98.

With just about every facet of this icy sport covered, Virgin's Powerplay is likely to be a strong contender in a crowded field of games. Look for a full review in the next issue of EGM.

Nothing like playing with the Detroit Red Wings versus the almighty Australian hockey team, right?

With just about every facet of this icy sport covered, Virgin's Powerplay is likely to be a strong contender in a crowded field of games. Look for a full review in the next issue of EGM.



From the scratches in the ice to the players' anticipatory crouching, the attention to detail is impressive.

|           |              |
|-----------|--------------|
| SYSTEM    | RELEASE DATE |
|           | September    |
|           | THEME        |
|           | Hockey       |
| PUBLISHER | SIZE         |
| Virgin    | CD-ROM       |
| PLAYERS   | % DONE       |
| 1-8       | 50%          |



## Sporting Game Reviews

### Current Favorites:

Kraig Kujawa - NCAA Football 98 • ISS Soccer 04  
Dean Hager - NASCAR 98 • NCAA Football 98

### NBA HANGTIME • PLAYSTATION • MIDWAY

Kraig Kujawa

NBA Hangtime is the latest incarnation of the famed NBA Jam series of action sports games. Although a great arcade game, the PlayStation version of Hangtime falls to capture the original's excitement. Long load times bog the game down, and rampant amounts of slow-down plague this fast-paced game—especially when you inbound the ball. The 2-D graphics are also a little more pixelated than they should be, although they are workable. If you really want to play NBA Hangtime, I recommend getting the N64 version or sticking to the arcade.



One of the things that made this game unique to begin with was the blazing fast speeds at which it moved. Although the PlayStation does an admirable job of re-creating this arcade mainstay, it falls short of the speed and smooth animation present in the N64 and, of course, the arcade version. Newcomers to the game won't notice any glaring faults in this version with the exception of some skip in the animation when the machine is reading the disk and some long load times; otherwise it's still pretty solid.

Dean Hager

### GRAND SLAM • SATURN • VIRGIN

Kraig Kujawa

As far as I can tell, this game is identical to the PlayStation version (which is an above-average game). Grand Slam is not a cutting-edge baseball game when it comes to graphics. The 2-D players won't blow you away, although the 3-D stadiums are good. If you give the gameplay a chance, however, it could very well sneak up on you as an entertaining game to play. The pitching and batting interfaces are very unique, giving this title something to hang its hat on. Although not in the same league as Sega's WSF II, Grand Slam is a decent alternative.



I can honestly say this is one of the best PlayStation-to-Saturn conversions I've ever seen. Except for the icon that marks the player in control, this version of Grand Slam looks and plays exactly like its PlayStation counterpart. Beyond that, this game excels as a fast-paced, exciting and somewhat unique (due to the control-boosting batting and pitching meters) baseball sim. The graphics are good but not groundbreaking, as is the gameplay and statistical information. For what it sets out to do, Grand Slam succeeds.

Dean Hager

# TOP GEAR RALLY

Kemco prepares to roll out their N64 racing game

**W**e at Team EGM have heard about this game forever, and we've finally gotten a chance to get our hands on a playable (if not complete) copy of Kemco's N64 racing game.

Top Gear Rally is one of the more interesting racing games I've played in a while. It integrates a lot of different elements from different popular racing games such as Sega Rally and Rage Racer and mixes



them together into one package.

Top Gear Rally is loaded with vehicles, tracks and other variables. The courses can be quite long, and they have multiple branches (some hidden), allowing advanced players to improve their times. They can also be raced backward. Mud, water, ice and nighttime are hazardous conditions you may encounter. When it's dark or rainy, the vehicle's headlights shine the way, snow sticks to tires and mud flies up from behind your wheels.

Mastering the game seems like it could be quite a challenge. Powersliding is a big part of the game, but so is keeping control of your vehicle in



Customize your car by painting each of its body parts.

adverse conditions. Making the wrong move in icy terrain could really ruin your chances of winning a race.

Surprisingly, there is a shortage of racing games on the N64. Nearing its final stage of completion, Kemco's Top Gear Rally could put an end to this long famine.

**A nifty, Split-screen Two-player Mode is offered in Top Gear.**

| SYSTEM    | RELEASE DATE |
|-----------|--------------|
|           | September    |
|           | THEME        |
|           | Racing       |
| PUBLISHER | SIZE         |
| Kemco     | 64-Meg       |
| PLAYERS   | 1-4          |
|           | 85%          |

# LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

**Interface, Letters to the Editor**  
1920 Highland Avenue, #222  
Lombard, IL 60148

or, you can e-mail:

**EGM\_Mail@zd.com**

For e-mails, include a detailed subject heading that pertains to what your letter is about. If you don't want your e-mail address printed, tell us. Please note: The above two addresses are for

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Subscription Department  
P.O. Box 55722  
Boulder, CO 80322-5722

or, contact the subscription department by visiting:

**<http://www1.zdnet.com/zdsubs/custsvc.html>**

Don't forget, *EGM* reserves the right to edit any correspondence for space purposes.

## THE LOST PORTABLE OF ATLANTIS

Dear *EGM*,

In issue #83's Press Start, you said Project Atlantis, Nintendo's 32-Bit color portable system, would be ready in the fall (it was June 1996 at the time). So, where is Atlantis? It's winter Nintendo!

Dustin Rock  
Cheshire, OR

Sorry we took so long to print your letter, Mr. Rock (this letter was sent to us in January of this year). We waited because Nintendo themselves didn't know the status of Project Atlantis. But Perrin Kaplan, corporate affairs director for Nintendo of America, told us that NoA just recently tabled the entire project. Why? Game Boy (in all its colorful reincarnations) still holds 80 percent of the handheld market. NoA does not want to release a new portable just yet, until the Game Boy's fires burn out. So, will we ever see a 32-Bit color handheld system from Nintendo? Maybe, but it won't be for quite a while. We'll let you know if we get any updates.

## A \$932 PLAYSTATION

Dear *EGM*,

I would like to tell everyone about a huge scam. I don't know about other rent-to-own centers, but the one here in Independence, Kan., (America's Sales and Leasing) has one of the biggest rip-offs for the Sony PlayStation that I've ever seen. The deal is, for \$11.95 per week for 78 weeks. Grand total: \$932.10. Or, you may pay it off early and pay half, but that is still \$466.05. This is a very greedy business practice! So if anyone is thinking about renting-to-own a PlayStation, forget it. Go to K mart and put it on lay-a-way. It will save you a fortune.

Chris Miller  
Independence, KS

We called America's Sales and Leasing (in disbelief) and found out that \$932.10 is the eventual price you'd pay for a PS there. We asked the manager there why anyone in their right mind would want to pay \$932.10 for a \$149 machine. He told us that their business model is designed to entice customers who do not have the patience to save \$149 to buy a system outright. Also, renting systems for \$11.95 a week is much cheaper (than renting them at most video rental stores, who may charge the same amount for about three days. So if renting is all you want to do, these rent-to-own shops are not such a bad deal after all. But if anyone is actually willing to pay over \$900 to own a Sony PlayStation...well, we'd like to offer them a special *EGM* subscription rate: For a limited time, you can get 10 issues of *EGM* for only \$399. That's only 80 percent greater than the cover price! Get 'em while they're hot!

## WANNA PLAY JAPANESE SATURN GAMES?

Dear *EGM*,

I don't know if you can answer this publicly, but I understand that there are certain things you can do to play Japanese Saturn games on an American Saturn. Do you know how to do this?

Name and address withheld by request

OK, we're gonna get a lot of flak from Sega for telling you this, but you can find an easy solution at your neighborhood game store. Get an InterAct GameShark (for the Saturn, of course). Plug it in, and select "Start Game" from the menu. Now at the next menu, while holding down your X, Y and Z buttons, select "Start Game" (making sure your Japanese Saturn CD is in the machine. Voila! Your American Saturn should now be loading up a previously inaccessible Japanese game. You can pick up a GameShark for anywhere from \$30 to

\$50, depending on where you go. You can also rent-to-own GameSharks from *EGM* for only \$10/week for 104 weeks. Man, these rent-to-own jokes never get old! Well...maybe they do.

## FLATTERY WILL GET YOU EVERYWHERE

Dear *EGM*,

I have two questions: 1) I can't seem to find any info on a game based on the French film *The City of Lost Children*. Has it bitten the dust already? 2) Will we ever get Final Fantasy VII here in the U.S.? P.S. I love you Dan Hsu and Sushi-X!

Beth Taylor  
Saginaw, MI

OK, normally compliments won't get your letter printed, but we made an exception this time (but we won't do it again!). 1) We previewed *City of Lost Children* in issue #82, and reviewed it in issue #94. The PC and PlayStation versions are on store shelves now. *Psychosis* has no plans for the game to hit any other platforms. 2) Yes. SCEA's release date for FFVII: Sept. 7, this year. We can get you an advance copy, if you send us a mere \$39.99 a week for...oh never mind.



*Psychosis' City of Lost Children* is based on the fantasy movie of the same name.



# INTERACT

at Sega told us that the Duke will remain true to the original PC version—blood, profanity, sleazy women and all. But the strange thing is, when we asked whether Duke will say (as he did on the PC), “I’m gonna rip off your head and \$#!T down your neck!” Sega replied, “Oh, we didn’t know about that.” So as it stands, Sega’s official word (that the game will remain unchanged) may change as the project nears completion. We do know that the flying guts and scantily-clad women are in.

## EYE CATCHING

Dear *EGM*,  
I know that advertisers need to sell their products, and I know that the best way to sell a product is with an eye-catching ad. However, I think that two of your advertisers—Virgin Interactive and InterAct—have gone entirely too far. Frankly, I don’t know which ad offends me more: The Nanotek Warrior ad showing someone with his eyes lids ripped off, or the butt-ugly, little dipwad with the disgustingly vacant expression and the shark teeth in the Game Shark ad. Can’t they do any better than this? These ads are tasteless, disgusting and incredibly offensive. In a word: YUCK!

Don Lewis  
Fortuna, CA

You weren’t the only one disturbed by these ads. When we saw them, we became queasy and frightened (and yet, strangely intrigued...). We showed your letter to Virgin and InterAct:

Simon Jeffery, vice president of marketing for Virgin Interactive responds, “Rather than opt for the route of glorifying death or exploiting profanity, we chose with Nanotek Warrior to simply utilize an eye-catching (no pun intended) comedic play on the video game cliché of ‘blink and you’ll miss it.’ It is in no way intended to be offensive.”

Virgin’s Nanotek Warrior ad is enough to give you nightmares!



Jason Herskowitz, product marketing manager for InterAct Accessories, Inc. says, “To be quite honest, we are somewhat at a loss as to what is ‘offensive’ about InterAct’s latest GameShark ad. This advertisement simply portrays, as this reader puts it, a ‘butt-ugly little dipwad...with a disgustingly vacant expression and the shark teeth.’

What is even more confusing is that a response of this nature was elicited from a gamer who is, in most likelihood, regularly exposed to software titles in which the goal is to kill, maim and mutilate every creature and/or human in sight. In contrast, InterAct simply used a visually arresting image, devoid of gore and carnage, to communicate the advantages of GameShark. For everyone else’s sake, I certainly hope that this reader is not as harsh and critical of the other orthodontically challenged people that roam the streets, and perhaps even HIS neighborhood.”



InterAct’s Game Shark model has a bit of a problem. Orthodontically challenged, eh? Hope this kid isn’t an anti-Defite.

## PRELUDE TO MURDER

Dear *EGM*,  
I am SO mad at the local arcade owner! He says he’s NOT going to get Mortal Kombat 4 when it comes out! Can you believe that? He thinks, “Mortal Kombat is dead no matter what they do to it.” I think he’s crazy! I mean, just imagine, 3-D fatalities! And oooooohhhh, Sonya Blade! I am the biggest MK fan in town, and if he doesn’t get MK4, I’M GONNA KILL HIM!!!

Name and address withheld by request

So...arcade owners beware.

## CENSORED EVIL?

Dear *EGM*,  
I read that some parts of Resident Evil 2 are going to be censored. Is this true? I want to play it as it was written (after being debugged). Also, is Resident Evil 2 going to be for the regular PlayStation, Type C or PlayStation 2?

Alex Anderson  
Yakima, WA

As of this writing, Capcom of America has no idea whether Resident Evil 2 will differ from Bio Hazard 2, the Japanese original. After all, Bio Hazard 2 is not even out yet! Capcom said it’s doubtful that RE 2 will be playable on the PlayStation 2, BUT we think otherwise. The 64-Bit PS 2 should be backward-compatible and play any PlayStation game with the Type C code (which lets games be played on the Type C PlayStation, naturally). Since pretty much all normal PS games created from this point on will have this Type C code, all 32-Bit PlayStation games (Resident Evil 2

## TOP SPORTS GAMES OF ALL TIME

AS PICKED BY THE EDITORS OF *EGM*

- 10 **Andretti Racing**  
PlayStation/Saturn  
EA Sports
- 9 **Triple Play 98**  
Playstation  
EA Sports
- 8 **FIFA Intl Soccer**  
Sega  
EA Sports
- 7 **NHL '94**  
Sega Genesis  
EA Sports
- 6 **Madden NFL 97**  
PlayStation/Saturn  
EA Sports
- 5 **Worldwide Soccer '97**  
Saturn  
Sega Sports
- 4 **World Series Baseball II**  
Saturn  
Sega Sports
- 3 **NBA Live 97**  
Playstation  
EA Sports
- 2 **NFL GameDay '97**  
PlayStation  
SEGA
- 1 **Intl SuperStar Soccer 64**  
Nintendo 64  
Konami



Honorable Mentions: NHL 96 (Genesis), Super Teemo Bowl (NES), Ice Hockey (NES), FIFA series (Genesis/Super NES), NCAA Gambreaker (PS), NBA Shoot Out '97 (PS), DecAthelete (Sat), NHL Powerplay '97 (PS/Sat), NHL FaceOff '97 (PS), Goal Storm '97 (PS), Madden 92 and 95 (Genesis), NBA Jam (multi).

# LETTERS

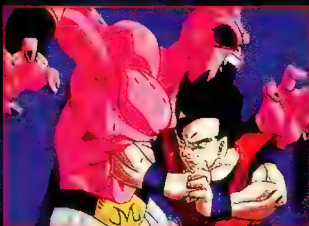
included) created henceforth should theoretically be playable on the Type C and the PlayStation 2. If this idealistic little theory from utopia works like we think it should, the PlayStation 2 will instantly have hundreds of titles in its library at launch. To make matters more confusing, what we are calling the Type C PlayStation may actually end up being the PlayStation 2 itself. But that's a topic for another day (we'll let Quartermann talk about that one).

The good news: Dragon Ball GT is coming out for the PlayStation here in the U.S. Bandai is not stupid. They recognize Dragon Ball's popularity in the States. The (potentially) better news: More may be on the way. When we asked Bandai about possible future DB games, they told us they couldn't comment on projects that are currently in negotiations. Most likely, Bandai will wait to see how well Dragon Ball GT is welcomed by the American audience before committing to future DB titles.

## ATTENTION BANDAI!

Dear EGM,  
I would like to comment on Bandai's reluctance in bringing out Dragon Ball Z games to U.S. shores. What is their problem? Do they not see the popularity of DBZ here in the States? Some examples of Dragon Ball's popularity are: 1.) Every month in your Letter Art section, you usually see some sort of great DBZ artwork. 2.) Although somewhat butchered, there is a DBZ cartoon on every Sunday morning in my area. 3.) There are import stores everywhere selling the Super Famicom and PlayStation Japanese DBZ games for rip-off prices. 4.) There are dealers selling DBZ movies and anime episodes for about \$30 a tape. 5.) There are thousands of great DBZ Web pages on the Net. I am really steaming that there are nine Dragon Ball games in Japan and none here! Hopefully, Bandai will see this letter and open their eyes instead of wasting money making horrible Power Rangers episodes!

Ryan Brenkert  
Farmingdale, NY



Here's a scene from the cinematic FMV intro in Bandai's Dragon Ball GT for the PlayStation.

## NUKE AFTERMATH

Dear EGM,  
How come I can't go to the EGM-Nuke Web site? Every time I go to Nuke, VideoGameSpot comes up!

Victor Brunei  
e-mail address withheld by request

[www.videogamespot.com](http://www.videogamespot.com) is our site now.  
Look for a new EGM-specific site soon.

# COUNTDOWN TO ISSUE 100

## READERS' TOP PICKS OF ALL TIME

If you were trapped on a desert island, what five games would you want to have with you? Assuming you have every home console system ever made (from the Pong systems to the N64), a 32-inch TV and a mysterious source of electricity, what five games would you pick to be stuck with for the rest of your life? Please, limit your votes to console games only; no PC or arcade games unless they were ported over to a home system. Don't be afraid to list some old classics as well as the 32-Bit and 64-Bit stuff.

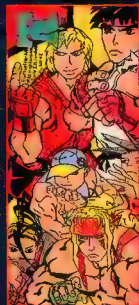
Send in a list (on a postcard) of your favorite five games of all time (and the systems they are played on) to:

Reader's Choice, c/o EGM  
1920 Highland Ave, Suite 222  
Lombard, IL 60148

We'll let you know the results in our upcoming 100th issue. We will only count postcards—no letters or e-mails please. Only one vote per household! (As if we won't have enough postcards to tally...)

## EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal!



Cartoon Selsby • Staten Island, NY

# WINNER!

Congratulations. Your prize is on its way—an ASCII Specialized Control Pad, for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Kevin Green  
Decatur, IL



Joseph Porter  
Homestead, FL



Tony Gonzalez  
Arlington, TX



Shu Zheng Li • New York, NY

Oh my goodness! That's a great and beautiful letter! It's so nice and well you did it great! Consider it. (P.S. For more info on our contest, visit [www.egm.com](http://www.egm.com).)

## The ASCII Control Pad

Put your creative skills to the test by deciding out a 400-character message (long business type) with your own unique touch. Send your letter art to:  
EGM Letter Art  
1920 Highland Ave.  
Suite 222  
Lombard, IL 60148



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# Next Month

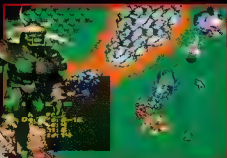
## EGM<sup>2</sup>

Tips, Tricks and Strategies for Home and Arcade

### August 1997

E<sup>3</sup>, the biggest gaming show of the year, took place in June and *EGM* was there. In the August issue, we will have the first hands-on coverage of what games were at the show, such as *Castlevania*, *Gex: Enter the Gecko*, *Zelda 64*, *Tomb Raider 2*, *Resident Evil 2* as well as a few surprises.

If a game is coming to the PC



*Warcraft II* is just one of the PC-to-console crossovers we will be highlighting next issue.

and the home consoles, then we will be blowing it out. This issue we highlighted the action-packed MDK, and in the August issue, we continue our crossover coverage with *Duke Nukem*, *Syndicate Wars* and *Warcraft II*. Find out the differences (if any) you can expect when the game goes from PC to home consoles (and vice-versa) as well as if one version was better than the other.

*EGM* Sports is feverishly working on a huge soccer strategy blowout, topped by Konami's *Goal Storm '97* and International Superstar Soccer 64. Other titles include *NBA Hangtime* for the PlayStation.



FEATURE STORY

Look for the first real word on gameplay with a hands-on report of what's hot!

HANDS-ON

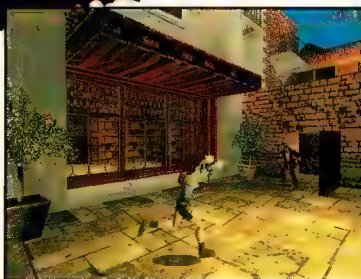


Konami leads the sports lineup with a pair of hot soccer games for the PlayStation and N64.



# ELECTRONIC GAMING MONTHLY

## September 1997



FEATURE STORY

Right after covering the biggest show of the year, the *EGM* editors love to sit down and write about a really good game involving a female. We need psychiatric help, but frankly, we're a little too busy.



Developed longer than most Bond movie scripts, *GoldenEye: 007* is now playing at *EGM*.

Lara Croft is finally coming back to *EGM*'s offices, and after many long days of grueling E<sup>3</sup> show coverage, we're more than ready to expose her...err...or rather her new adventure game, *Tomb Raider 2*. Look for our feature story that'll provide extensive coverage of what is sure to be one of the PS<sup>2</sup> hottest games this fall.

Speaking of hot games, check out the next *EGM* for brand-new information on Nintendo's upcoming N64 titles: *GoldenEye: 007* and *Banjo-Kazooie* (formerly code-named "Dream").

Curious about what's on the minds of the top executives making the decisions about the games you play? So is *EGM*, and we've decided to pick their brains. Find



Did we mention busy? E<sup>3</sup> is over, but our task of covering it has just begun! Look for more shots and info drugged up from the show floor.

out what your favorite game companies are planning (and thinking) when we interview some of gaming's elite.

And finally, if you just can't get enough E<sup>3</sup> news, we'll satisfy your insatiable craving for E<sup>3</sup> coverage once and for all with our final E<sup>3</sup> show wrap-up!

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