

ZD SOFTWARE ZIFF-DAVIS **The Best in the Biz Turns 100**

Nintendo[®] • PlayStation • Saturn • Super NES • Genesis • Arcade

ELECTRONIC GAMING MONTHLY



November 1997
\$4.99/\$6.50 Canada



001

ZD SOFTBANK ZIFF-DAVIS **The Best in the Biz Turns 100**
Nintendo⁶⁴ • PlayStation • Saturn • Super NES • Genesis • Arcade

ELECTRONIC GAMING MONTHLY



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Ben "Smasher" Jackson

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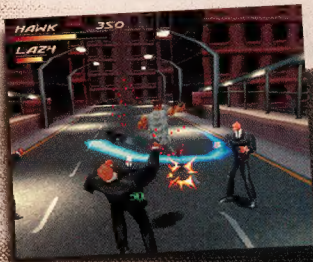
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BECAUSE ONE GOOD THROW AND
YOU'RE OUT. COLD.



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Editorial

By Joe Funk • joe_funk@zd.com

One hundred issues is a lot of work, but we've never lost sight of the fact that when you're writing about video games, churning out 100 issues is a lot of fun.

EGM has changed so much in the last eight years, and yet remains deeply rooted in the ideals it was borne out of: passion and integrity. Steve Harris grew this magazine out of a little-or-no-profit fanzine that he published out of a labor of love. During EGM's rise to the top, we've retained those simple ideals and never let ourselves get caught up in the pressures or criticisms that come with publishing a category-leading magazine.

When the magazine launched in 1989, EGM quickly established itself as being the first to publish screen shots and information on the newest games. It was the tenacity of Steve and Ed Semrad that made it happen, and enthusiasts quickly recognized EGM as the premier source for breaking information and honest reviews by gaming enthusiasts.

In the last eight years, we've taken shots from several major game companies as well as competitors accusing us of whatever, when the only thing we have ever done is tell it like it is. The evolution continued when Ziff-Davis bought us last year. The cornerstone of their publishing model is "Content is King," and we couldn't agree more—it's been a perfect fit. Today we proudly stand and present to you a magazine that has always truly been by enthusiasts, for enthusiasts.

EGM has been blessed with quality people throughout its existence, which is one BIG reason for our success. There's people like Ken Williams, John Stockhausen, Mike Vallas, Terry Minnich and Ed Semrad; you can trace their names in EGM back to the first dozen-or-so issues (Ed goes back to #1). And then there's Dan Hsu (Michigan), Cy Wochock (Illinois), Andrew Burwell (Texas), Crispin Boyer (Florida), Kraig Kujawa (Texas), John Ricciardi (New York), Kelly Rickards (California), Jason Hinman (Michigan), Shawn Smith and Scott Parus (Illinois) who have joined us from all different parts of the country because, first and foremost, they loved gaming and wanted to share their talent and articulate their passion with readers just like them. Finally there's our Publisher Jon Lane, Associate Publisher Jennie Parker and Circ. Director Joan McInerney, who have helped further refine the magazine in so many dynamic ways.

While EGM is in as good of hands as it

has ever been, we've always been humble enough to listen to our readers. As we approached milestone 100, we considered your comments, and then took a step back and examined what was good about EGM, and what was not so good.

No doubt EGM has always been a little rough around the edges. But then, so has the video game industry. When EGM launched in the aftermath of late the 1980s video game crash, the industry was something akin to comic books in both its budget and public perception. Since then, the industry has grown into a multibillion-dollar beast, and has stepped up into the ranks of motion pictures as a mainstream form of entertainment. If you look back, you can really trace how EGM's design and editorial package has reflected the maturation of the industry throughout the last eight years.

That's why this major redesign of issue 100 is our tribute to you, the readers. You've stuck with us, and now we present to you a publication we feel encompasses the state of the art in video game coverage. We think you'll like the changes, but as always, are anxious to hear your feedback.

So what's in store for the future? Well, who the hell really knows for sure, but in our proud tradition of not being afraid to go out on a limb, here's a few predictions. When issue #200 comes around, the edit team can dust this off, laugh at our ignorance and cast aspersions upon us:

- While AI will improve, the best game programmers will recognize there will never be a substitute for a human friend or foe on screen, and more games will take advantage of multiplayer setups.
- Games will become more flexible in their Create-a-Player Mode so gamers can better personalize their characters (especially RPGs). The time is not too far off when gamers will be able to scan their own photos and put themselves in games.
- Cartridge-based consoles will die off—although there will still be some Atari 2600 E.T. cartridges lying around.
- LBEs will replace the traditional arcade and will rival the popularity of movie theaters in many communities.
- We'll finally see the triple threat of a great license, followed by a great movie, followed by a great game (we're hoping it's the *Star Wars* prequels).
- Capitalizing on their reputation and the Walkman name, Sony will roll out a Sony PlayMan—a portable device that can run PlayStation games.

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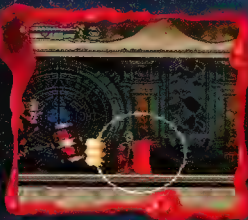
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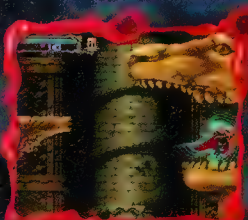
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THIS IS CASTLEVANIA-
SYMPHONY OF THE NIGHT...
THE LATEST NEFARIOUS
INCARNATION OF KONAMI'S



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BLOODLINE ONCE AND FOR
ALL. BUT JUST WHEN YOU



THINK IT'S OVER, THE
MULTIPLE ENDINGS WILL
HAVE YOU BELIEVING IN
LIFE AFTER DEATH.

SO COME, PAY A VISIT

TO CASTLEVANIA. YOU'LL FIND THE ADDRESS
IN YOUR NIGHTMARES.





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Cover Key

More than a decade's worth of game characters—some famous, some not—have stormed this month's cover. Here's a key to help you recognize these guys.

1. Tails
2. Ryu
3. Pac-Man
4. Ken
5. Dhalsim
6. Lara Croft
7. Dirk the Daring
8. Crash Bandicoot
9. Mario
10. Tempest
11. Met
12. Enterprise NCC-1701D
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16. Galaxian
17. Lost World T-Rex
18. Adventure
19. X-Wing
20. Tetris
21. Donkey Kong
22. Gex
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24. Ed Sainrad
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27. Blinky
28. Ecco
29. Falco Lombardi
30. Rush
31. Doom Demon
32. Peppy Hare
33. Fox McCloud
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EGM's Top 100

From the Atari 2600 to the NES to the Saturn to the N64, the consoles have spawned too many games to count. Call us crazy, but we pick our 100 favorites. And no, SFII is not numero uno.



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than ever.

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anyone alive.

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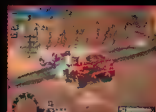
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ANDRETTI RACING
ELECTRONIC ARTS

consumers decide..." I'd like to request from your readers that they think about gore in games. Do they agree that a line should be drawn, or that they should have the freedom to decide for themselves what they spend their money on?

Simon Jeffery
Vice President Marketing, Virgin Interactive

We did not say that S&M is the worst game on the market; we said that it was the worst game at E3 (a show that is 99 percent comprised of incomplete games). We're not comparing S&M to finished store-shelf products, we were comparing it to the other demos at E3. To use Mr. Jeffery's analogy, yes, Siskel and Ebert can't say a movie is bad based on a preview trailer, but they can easily say a trailer is the worst trailer they've seen. We even qualified our comments by stating that the game was in early development, and things could change in the future. As we stated in the E3 article, we will be monitoring the progress of S&M and will get back to it in a future issue of *EGM*.

Wolfenstein 3D Clones

Why are first-person shooters called Doom-style games when Wolfenstein 3D came out before Doom?

Daniel Martel—address withheld by request

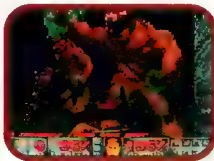
Because "Doom-clone" is much easier on the ears than "Wolfenstein 3D-clone." Also, the first-person shooter genre didn't become a big, mainstream craze until Doom got in players' hands (on the PC). Yes, Wolfenstein was first, but Doom created the gold rush.

Banjo's No Mario

I'm tired of you and the rest of the gaming press giving Nintendo such a hard time about Banjo-Kazooie's similarities with Mario. Since when is Mario the only 3-D adventure allowed on the N64? Why, all of a sudden, do we need a break from a game that you gave a near-perfect score to? So what if the gameplay is similar, is that such a bad thing? Plus, it's



Aw...who cares about Wolfenstein 3D? Doom's the one that got us all hooked on the first-person shooter.



been over a year since Mario's release, but I guess that's not enough for you guys. Furthermore, I don't see you guys complaining about Tomb Raider 2. It's still a great game, but offers the exact same graphics and gameplay as the original. Overall, change is much more evident when you look at Mario 64 and Banjo-Kazooie vs. Tomb Raider 1 and 2.

Dee Brown—address withheld by request

You make a good point, Dee, except you forget one important detail: Tomb Raider 2 is a sequel to Tomb Raider—it's allowed to have similar graphics and/or gameplay. Banjo-Kazooie is not a sequel to Super Mario 64. It's a brand-new game altogether, therefore we are allowed to make fun of the similarities between the two (actually, we're allowed to make fun of whatever we want, but the Banjo-Kazooie/Super Mario 64 thing is actually justifiable). Besides, we're not saying Banjo-Kazooie is a bad game. We're just saying it reminds us an awful lot of Super Mario 64, that's all.

Desperate Reader

I have been reading *EGM* for two years now, and ever since, I have been dreaming of writing a letter to your magazine and seeing my name in print. I was just wondering, in which month do you receive the least amount of letters, so I can get a head start on my letter of the year?

Brian Plourde—Gilford, NH

During the 13th month of each year, we usually see a slowdown in the amount of letters we receive. Try writing us then, if you want to avoid competition.

Cloud 9

You always have these very revealing pictures of females in your magazine (Lara Croft, Pai Chan, etc.). Not all *EGM* subscribers are male, ya know? How about a picture of Final Fantasy VII's Cloud in his underwear next issue? Pleeeeease?

"Terra"—Springfield, MA

Question of the Moment

What are your thoughts on Working Designs' announcement that they will stop publishing games for the Saturn?

The way Sega has treated Working Designs is disgusting, with the last straw being placed way back at E3. Sega needs Working Designs more than the other way around. Working Designs should've left a long time ago.

rgfanb1@wi.net

Before I even consider buying Sega's 64-Bit machine, they must make a public apology to Working Designs. It's probably too late to save the Sega/WD relationship, but hopefully, if Sega takes the appropriate actions, something can be salvaged out of this.

cALLENg@concentric.net

Next Month's Question of the Moment:
What did you think of our 100 Best Games of All Time list?

If Working Designs doesn't like the way Sega does business, then they can keep making games for the PlayStation. Sega doesn't need Working Designs to keep the Saturn going strong. I mean, look at how many delays have plagued WD's Saturn releases!

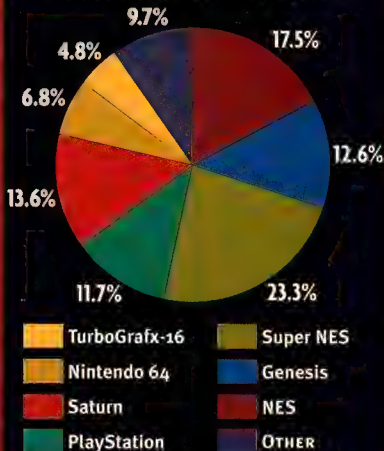
badger4042@aol.com

I own a Sega CD, and the Lunar games are my favorite RPGs. I bought a PlayStation instead of a Saturn, so I was deprived of Working Designs' hits like Dragon Force and Albert Odyssey. Now, I hope Working Designs starts working for Sony so that I can continue to enjoy their great gaming library.

PingWizz@aol.com

Send your short, but sweet, responses to: *EGM* Mail@zd.com with the subject heading: Q of the Moment: List.

EGM's 100 Best Games: The list broken down by system



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egm letters

May '89



We would love to make your fantasy come true "Terra," but because of all the controversy surrounding us publishing the Nude Raider Web address, the best we can do is offer you a half-a-butt shot of Cloud, fully clothed of course.



PlayStation X-Men May Come Out After All

I was wondering why X-Men: Children of the Atom never came out for the PlayStation. A guy at Electronics Boutique told me that it would be out at the end of September (1996). I'm no brain surgeon, but I think it's running a little late, don't you? After all, it came out for the Saturn a long time ago.

Nick_Colletti@mailbox.nvnet.k12.nj.us

Just a little late. The problem is, Capcom ran into a big snag with the PlayStation's lack of RAM. They turned the project over to Probe Entertainment, who did the PC conversion of CoTA. Now, Probe is working out the technical aspects of bringing the sprite-heavy fighting game to the RAM-shy PlayStation, which might mean we'll see smaller characters, fewer frames of animation or both, for the final product. Barring any unforeseen circumstances, expect to see X-Men: CoTA for the PS under the Acclaim label sometime this winter.

A Different Kind of Bias

I don't know if you've noticed, but your magazine discriminates against sports games. First off, they only get two editors while other games receive four. Sports games also do not get rated on the factors like sound, ingenuity and so on. And what if we want to know the best and worst features of a sports game? I think you should change things to make the magazine more fair.

Name and address withheld by request



Greedy #73

I just don't get it! I was wondering for the last century why Michael Jordan wasn't in any NBA Jam or Hangtime or Live game. Does the gaming business hate Mike or does Mike hate the gaming business? Barry Lenski—Peru, IL

Mr. Jordan is not part of the NBA Players' Association (he can make more money licensing his prestigious name out independently). Therefore, any basketball video game that has an NBA player's license doesn't automatically get Jordan in the lineup. Right now, the price tag for getting MJ's name and likeness in a video game is about \$15 million a year, so you can see why he's not too prominent a figure in the gaming world. For a while, Electronic Arts was paying for an MJ license. They used it in the side-scroller Michael Jordan—Chaos in the Windy City. But the reason you didn't see #23 in any of EA Sports' basketball games is because Jordan didn't want to be in any games in which he isn't a stand-out star. Guess he didn't want to be dunked on in a game of NBA Live. Being based in Chicago, a lot of us like MJ as much as anybody, but c'mon Mike, when is enough, enough?

This Month in EGM History...

Steve Harris—a world-record-holding video game whiz and manager of an Iowa arcade—accepts \$100,000 from the Kay-Bee toy store chain as payment for 60,000 copies of a magazine called *Electronic Gaming Monthly*, one of the very first video game mags of the post industry-crash era. It isn't exactly the first issue of *EGM* (Harris published a newsletter prior to the Kay-Bee deal), but it was still the start of something big for both Harris and game enthusiasts. Steve pours the money back into the magazine and—100 issues later—it's still growing just as fast as the billion-dollar industry it covers.

Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!*

WINNER

Dennis Gregory
Hurricane, WV

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



Close, but no controller

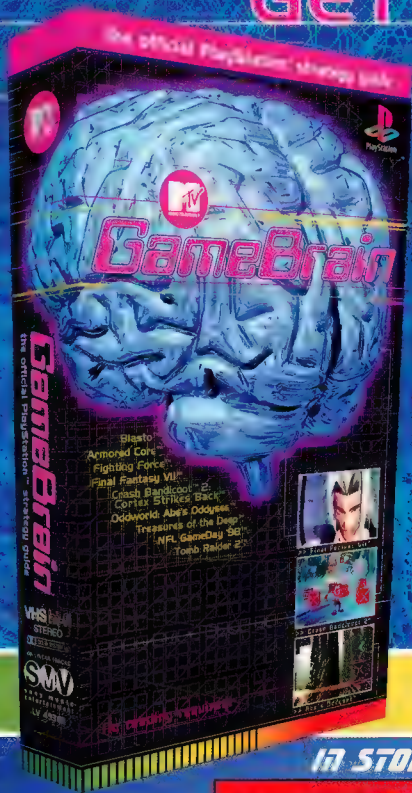


Thomas Philip
Arlington, VA



streda@spec.net
(OK, so this isn't exactly envelope art, but who cares? It's awesome!)

GET INSIDE THE GAME!



MTV's **GameBrain™**, the first official PlayStation™ strategy guide on home video, is your newest ammunition in mastering PlayStation's most popular games. Don't take your hands off the joystick to get gaming tips— just toggle between your VCR and game console! Armed with GameBrain's walk-throughs, maps and secret codes, you're on your way to virtual victory.



IN STORES OCTOBER 7

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Fighting Force™
Final Fantasy™ VII
NFL GameDay™ '98
Oddworld: Abe's Odyssey™
Tomb Raider™ 2
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G

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TAKES TO SCORE, IT SEEMS ONLY FITTING
THAT IT'S CALLED A GOAL.**



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World
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Video Game News

The hottest gaming news on the planet

Sega's Comeback

The most powerful system ever created?

The comeback kids of the video game world might not want to call it a comeback. But after a couple of misses, their next system—code-named Dural—looks more and more like the hit Sega needs.

Sega began developing multiple hardware designs, one using a 3Dfx-based Voodoo chipset (code-named Blackbelt), the other allegedly utilizing NEC's Power VR ARC technology (Dural). The design Sega chose was NEC's, and 3Dfx has filed a \$3 million lawsuit against Sega saying the company reneged on their deal.

Sources say the decision to go with the Dural over the Blackbelt has caused a rift between the U.S.-based Blackbelt team and Sega of America, and that the entire team has resigned.

Considering that even the most powerful graphics workstations don't use 128-bit chips calls into question the validity of the report.

Neither Sega or Microsoft would officially comment on the story, other than confirm they are talking about a partnership.

Other than those few facts, Sega has been quiet about the Dural or any new hardware they might be working on. EGM has learned from sources within Sega that the new



In early September, Japanese business newspaper Nihon Keizai Shimbun reported that Sega and Microsoft are teaming up for a new, under \$300, 128-bit system for which Microsoft would provide the operating system. According to the paper, a deal allegedly will be signed in October, and the system will be released in 1999. The report also says that Dural software would then be playable on the PC, a first for any video game console.

While it seems this news only cements rumors about a hardware relationship between Sega and Bill Gates' powerhouse, the power of the system is still in question.

system is being worked on by Sega, NEC, Video Logic, Yamaha and Microsoft. Microsoft provide a Windows' CE-based operating system and the system's architecture is a derivative of NEC's Power VR ARC technology. The new system is being referred to in Japan as the CLX chipset.

The Dural's advanced features include bump mapping, nurbs-based ren-

dering and anisotropic filtering. The Dural is expected to be released in time for the 1998 holiday season. The first four games that will be available for the system next Christmas include a new Sonic game, World Series Baseball, Messiah from Shiny Entertainment, Super GT, a Star Fox-like shooter and Virtua Fighter 3.

Shiny's Messiah and Sega's Virtua Fighter 3 are strong candidates as launch titles for Sega's Dural system when it's released around Christmas '98.

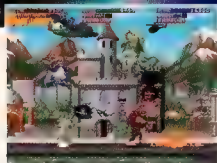
The new machine is said to include four controller ports. Each controller will reportedly have an LCD screen (to hide moves in multiplayer strategy or sports games) and a detachable memory card module on the top. We've been told that data will be able to be



eat.
burp.
eat.
burp.
eat.
burp.
puke!



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WORLD TOUR

transferred between cards directly.

The specs for the system currently include: A total of eight in-texture SDRAM. The system will have eight Megabytes of general RAM with the possibility of the final system having an additional eight megabytes of RAM for a total of 16. Also included in the system will be four megabytes of sound RAM and sources tell us a very advanced Yamaha sound board will be used. The CD-ROM will be a six- to 12-speed variable drive. The Saturn and the PlayStation have two-speed CD drives.

The pixel fill rate is expected to be around 1.5 giga pixels, faster than the fastest 3Dfx Voodoo chip, which has a pixel fill rate of 50 million pixels.



Sources say the Dural has a default resolution of 640 X 480, but it will be able to handle a resolution of 1028 X 704. There's also a mode where it samples the 1028 X 704 and reduces the pixels down to television resolution and anti-aliases the entire screen. For more information visit our web site at www.videogamespot.com.

Dural Specs

SEGA'S NEW SYSTEM UNCOVERED

Sources say the system can display 6 million polygons, although the average game will only utilize 1.5 million polygons. That is the maximum number of polygons that the Sega Model 3 arcade board technology can handle. This new system from Sega begins at 1.5 million polygons and takes over from where the Sega Model 3

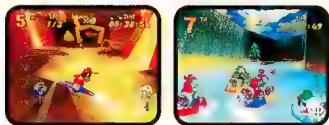
left off. This new system is expected to have a modem and an RGB out so that you can hook up a monitor. Several developers are slated to make games for the system including Konami, Capcom, Electronic Arts, Acclaim, Interplay and GT Interactive. The ones that aren't currently developing for the system will be soon!

N64 Games Delayed Again

Nintendo throws a monkey wrench into their holiday lineup

Diddy Kong Racing will be leading the way for Nintendo this holiday season. A monkey wrench has been thrown into their holiday release schedule and not just because their quick-thinking chimp will be starring in his own game, but because Nintendo wants to give their development teams a little extra time to work on their games. Among the games being delayed are Banjo Kazooie (will now be released March of 1998), as well as Ken Griffey Jr. Baseball and the newly renamed Yoshi's Story will be released in February. Zelda 64 and Conker's Quest are two other games that may be delayed according to EGM sources.

In the meantime, Diddy Kong Racing will be 128



Megs with 25 levels and 20 courses and will utilize both the Rumble Pak and Nintendo 64 Memory Pak. The game will feature Diddy Kong along with seven other characters including some new ones. Banjo the Bear, Conker the Squirrel and Karsh the Kremling will make appearances along with Tip Toot the turtle, Pipsy the mouse and Bumper the badger. Racers will race in one of three vehicles, including a go-cart, a hovercraft and a plane. The game also features a Versus Mode that allows two to four players to compete against each other. According to Nintendo the game will not only focus on high-speed racing action, but it will include adventure and exploration elements in a Mario Kart-meets-Mario 64 scenario.



Nintendo made some changes to their fall release schedule and added Diddy Kong Racing to their Nintendo 64 mix.

This Month in EGM History...

EGM owner and Editor in Chief Steve Harris lobs a rotten watermelon off the roof of the Sendai offices to celebrate the magazine's meteoric rise to success. Fortunately, since he tosses the melon at 5 a.m., no one's in the normally packed parking lot below. Only the cars of diligent EGM staffers—who are working on deadlines—are damaged by the foul-smelling debris.

Tidbits...

Sega's secret Saturn game

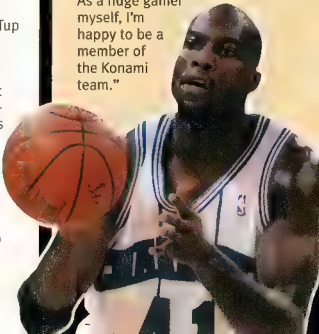
Sega recently held their annual Gamer's Day at their HQ in Redwood City, Calif. Many of us hoped for some official news of Sega's new home system. No news for the record was provided. Instead, the press got to try some Sega first- and third-party Saturn titles. Enemy Zero, Panzer Dragoon Saga and Sega Touring Car Champions were among them.

The biggest surprise came when Sega unveiled Yuji Naka's next big game entitled Burning Rangers. This game runs on an advanced version of the NIGHTS engine and utilizes a new Voice Navigation System that allows you to track trapped people throughout a massive enemy plant. The game was 10 percent complete, but looked good.

Konami signs Glen Rice

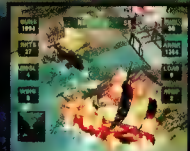
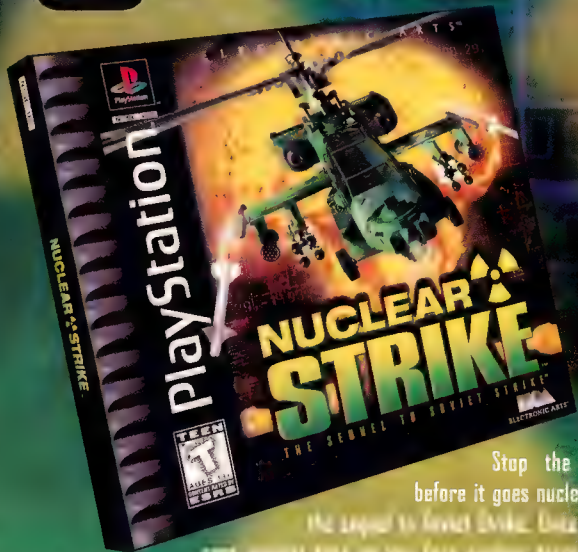
In other news, Glen Rice and Konami will be rocking the rim on the N64 and the PlayStation this fall. Konami signed an agreement with the Charlotte Hornets star. Rice will be featured on all NBA In the Zone 98 packaging.

"These simulations are so realistic you feel like you are on the court playing face to face against the league's best players. As a huge gamer myself, I'm happy to be a member of the Konami team."



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before it goes nuclear in

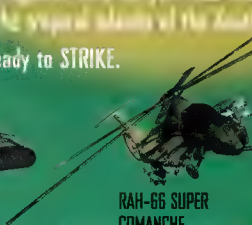
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London Calling

European developers show their stuff at ECTS

Developers in Europe looking for publishers showed up with guns ready at this fall's European Computer Trade Show (ECTS) held Sept. 7-9 in London. The major publishers attending showed off the latest versions of their upcoming games, alongside small developers hoping to get their game to the mass market.

Nintendo showed up with their next few European N64 titles—which have been out in the U.S. for a while—Lylat Wars (Star Fox 64 in the U.S.) and GoldenEye 007.

Sony showed attendees their latest, including Rapid Racer, Blasto, Armored Core, Steel Reign, NHL Face Off 98, Broken Sword 2, Everybody's Golf (a Japanese manga-style golf game), Kula Quest and Medieval. Other publishers showed titles in Sony's area,

including Psynosis, MGM Interactive and Capcom.

Smaller developers also showed their stuff at ECTS. Dutch developer Project 2 Interactive brought two new PlayStation titles. Dogem Arena, a futuristic racing game, was looking good with realtime Gouraud-shaded graphics and multiplayer action. Their other title was Sign of the Sun, an adventure title set in 2012.

SCI's cartoony air combat game Freaky Flyers was early but looked promising. You fly combat missions taking out targets such as a Giant Sausage Factory to Godzilla! They also had Carmageddon for the PC, which attracted plenty of media attention. Rage Games Ltd. had Dead Ball Zone, a

violent eight-player sports game for the PlayStation, and a helicopter combat title that's headed to the PC and the N64.

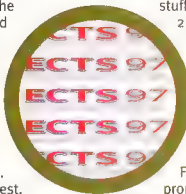
Cryo Interactive had Hard Boiled on the PS, a Tomb Raider-style adventure game called Pax Corpus, and Dreams to Reality.

On to the bigger publishers, Ubi Soft showed several new games, including Tennis Arena (Saturn and PlayStation), Kick Off 98, Tonic Trouble Starring Ed the Extraterrestrial and F1 Pole Position 64.

Ocean showed off their N64 puzzle game Wetrix, the cartoony multiplayer driving game Motor Mash and Total Drivin'.

Eidos was showcasing Lara Croft and Tomb Raider II at their booth. Their other titles include Deathtrap Dungeon, Fighting Force, Ninja, World League Soccer and Lunatic.

Gamers in the U.S. can expect to see some of these titles picked up by publishers in 1998.



Fans of Namco's Tekken series will want to check out Knightstone Comics' limited-edition comic set.

Comic Zone

Tekken comics on sale now!

Tekken fans will be fighting to get their hands on Knightstone and Namco's Tekken comic book series. The eight-issue limited-edition set will follow the story line of the arcade and video game versions of Tekken, Tekken 2 and Tekken 3. Knightstone has followed the Tekken story line very closely and fans of the games will not be disappointed. The first and eighth comic book will be 48 pages and will cost \$3.95 each, the other six will cost \$2.95 and will be 32 pages, full color. The series has been on sale since the middle of September. If you are interested in getting the comics you can e-mail them: knightstone@worldnet.att.net or write to them at Tekken Comics at Knightstone Comics, PO Box 1745 NY, NY 10027.

Burnin' Rubber

ASC Games signs Jeff Gordon

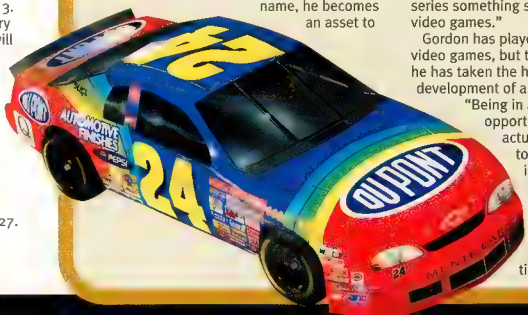
Jeff Gordon is not only the NASCAR Winston Cup racing's brightest star, he's one of the biggest video game enthusiasts in professional sports today. To that end, Gordon wouldn't be content with just lending his name to a game, he would want to be more involved in the nuts and bolts of making it. That's why ASC Games has teamed up and entered into a licensing agreement with him. The agreement allows ASC to publish racing games across a variety of platforms that Gordon will help design. The first racing game will be released in the fourth quarter of 1998.

"This project is much more than a racing game with a celebrity endorsement. When you combine Jeff's racing expertise with his passion for video games, especially racing games, he becomes more than just a great name, he becomes an asset to

the development team," said David Klein, president and COO of ASC. "Jeff's hands-on involvement and personal touch will help us capture a level of excitement that will make this racing series something special for fans of racing video games."

Gordon has played more than his share of video games, but this will be the first time he has taken the helm as crew chief in the development of a game.

"Being in a video game is a great opportunity and a lot of fun, but to actually work directly with ASC to co-produce my own game is a whole new experience that I am really looking forward to. I have always been a gamer and I have always wanted to do a project like this for a long time," Gordon said.



THE MONTHLY **SUSHI-X FILES** NO. 08

THE PART OF EGM THAT IS A LITTLE SOMETHING EXTRA FOR YOU LONG-TIME AND SHORT-TIME SUBSCRIBERS. THANKS FOR YOUR CONTINUED LOYALTY TO EGM...ENJOY!

EGM REVISITED!!!

That's right, baby! This month we have a dish of some old-school *EGM* to serve you. It's a little spicy, but nothing you can't handle. First up is some editor in chief chatter featuring our former publisher Steve Harris. Steve talks about the booming gaming industry back then. It's quite amazing to sit back and think about how much things have changed. On the backside is our one and only Quartermann, a la some interesting information from back in the day (*EGM* 1989). Some of it is rumor, but what out of it actually ended up coming true? Hmm...interesting. As always, keep interesting ideas coming through—we may include them in upcoming Sushi-X Files. Read on...

1988 was a pivotal year for video and computer gaming. The Nintendo Entertainment System cemented its presence in the hearts and minds of the game-playing public. Entertainment software for the IBM and compatible computers exploded at a ferocious rate. Arcades became even more exciting, with simulators that could reproduce all the excitement of real-life situations while stimulating all the senses with machines that would roll and spin at the command of a joystick!

Even though the year proved to be positive in most respects, nothing could have prepared us for the unrealistic delays in game products, the short supply of hit games like *Double Dragon*, or the sheer number of game companies that seemingly sprouted overnight.

With all the growth and excitement being generated you might be thinking that electronic gaming has reached the upper limits, in terms of both technology and imagination. While many are looking down at the roads they've charted in the past few years, others have been fortunately looking ahead to the future, beyond the IBM compatibles and the Nintendo Entertainment System.

If all indications are correct, 1989 will be the year that the dream of these visionaries comes true. Three new game systems have been announced, and with industry leader Nintendo pushing back a planned March unveiling of their new Super Famicom game system in Japan, all eyes are turned toward Sega's 16-Bit Mega Drive that debuted last November and the recently announced European "Slipstream" 16-Bit machine from Konix. A high level of interest remains in the PC Engine as well. The advanced game system that is currently taking Japan by storm has unfortunately failed to court any strong interest from American game makers.

The year 1989 will also see new emphasis on handheld games. Rumors indicate that Nintendo may be leading the way with a mid-range cartridge system that will play a variety of games on a specially designed 2-inch LCD screen. Other high-profile names like Konami are also promising to enter this equally lucrative area of electronic gaming.

Through it all you can count on *Electronic Gaming Monthly* to bring you the hottest new developments, reviews of all the latest game titles (both good and bad), and a keen insight on what will be happening in the months to come.

Because no matter what the future holds for video and computer gaming, as long as there are people reaching out for that ultimate play experience there will be pages between these covers and grins on the face of this editor and you! Have fun with your games, this mag and remember, don't take life too seriously!

—Steve Harris

GAMING GOSSIP!

It's nice to be back! New name and new format, but the change is very becoming...the recent Tengen lawsuit against Nintendo will undoubtedly go down on record as the hottest gaming development of the year! In a move that will have far-reaching repercussions, Tengen, the home software arm of Atari Games Corp. (the people who make Atari arcade games, NOT Atari home games) filed a \$30 million anti-trust suit that, among other things, claims that Nintendo has unfairly monopolized the NES game market. Nintendo, as you may know, maintains strict control over all of the compatible game carts that are made to work on their Nintendo Entertainment System....In another move associated with the Tengen lawsuit, the company has released their own line of game packs that will work on the NES. They have busted the security chip that allows the Nintendo games to work with the Nintendo game system and can now make games independent of Nintendo. This may very well mean that more Tengen games will become readily available....Microprose, the home computer software company with a forte for flight and battle simulations, has announced the pending introduction of a new arcade piece that is supposedly powered by a new technology that can paint realistic characters that are so detailed, the planes you may be fighting in future coin-op contests will streak by with such clarity that you'll see the rivets on the wings!...Atari Games may get a jump on the Microprose flight simulator, however, with a new car game called "Hard Driver" that uses similar technology. It has two tracks; a conventional oval and a "crazy" track that loops and shoots in the air...

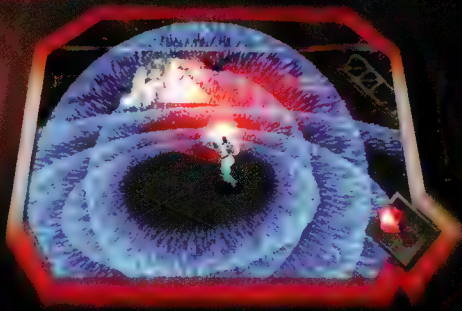
Ultima, the great new role-playing game from FCI (based on the famous series of computer games by Lord British) has the distinction of being the third Nintendo cart, right behind blockbusters *The Legend of Zelda* and its sequel *Adventures of Link*, and it contains a battery memory back-up that can save a game in progress for up to five years!...Speaking of Ultima, Sega has reportedly captured the license to *Ultima V: Warriors of Destiny*. It's supposedly a 4-Meg cart with complexity equal to *Phantasy Star*....Look out for the *Abyss!* The new James Cameron movie (he's the guy behind *Aliens* and *The Terminator*) depicts a battle between aliens in a crashed star ship and the U.S. Navy. Look for plenty of bullets to be flying when the movie hits the screens next summer...

Hasbro's NEMO game system has been officially cancelled. The unit was to combine generated computer characters with motion-picture backgrounds and settings....In other new console news, the 16-Bit Sega Mega Drive (**EGM #1*) debuted in Japan during the last month of 1988 to rave reviews. While the graphics on the first couple of releases are not that extraordinary, the unit as a whole is extremely playable, with 10-voice sound that is absolutely unbelievable!...The Nintendo 16-Bit Super Famicom is rumored to be finished, but strong NES sales and a painful lack of software are postponing official release dates. Look for a September, 1989 introduction in Japan....Konix, a European company famous for joysticks, has announced the completion of the "Slipstream" game system. The 16-Bit unit uses an 8088 processor as opposed to the more conventional 68000 in the Sega Mega and Amiga computers. A high price tag may be prohibitive, but the \$250 machine will come with optional disk drive and hydraulic chair. Yeah right, I'll believe it when I see it!...In a related development, the Slipstream has planned Stateside release in the fall of '89. The American distributor of the Konix line, Epyx, will be the likely marketing force. Epyx, along with Microprose, Ocean and U.S. Gold have already expressed interest in developing for the system. Judging the quality of many of these computer developers' arcade-style titles, I'd say Slipstream has a very ho-hum future...

Mattel has officially stated that they will NOT be bringing the Japanese PC Engine game system Stateside.... Mattel has acknowledged that they may be introducing a new type of game peripheral. Instead of using joysticks and pads, the creative forces at Mattel have cooked up a glove that causes on-screen characters to react according to how the glove is manipulated. Should make Michael Jackson happy....Latest licensing coups: Those shriveled-up singers who plagiarized Marvin Gaye to gain fame and fortune, the California Raisins, will soon be the stars of a new Capcom video game. Sunsoft, meanwhile, has nabbed the rights to the upcoming Michael Keaton/Jack Nicholson movie *Batman*....Hope you all had a very merry holiday season and got those games Santa promised. Don't blame old St. Nick if you didn't however, even he can't control Nintendo's allotment program....Chow for now!

—Quartermann

ONE



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インターナショナルケニアースソネヌケ



Okamoto Leaves Capcom

Former Street Fighter II creator departs to start his own company

Yoshiyuki Okamoto, executive director and head of Capcom Co., Ltd.'s R&D division, not to mention one of the two leading men behind the creation of Street Fighter II (the other being Akira Nishitani), has left Capcom to form his own company. The new startup, called Flagship, is fueled by support from such industry giants as Capcom, Sega and Nintendo, and will concentrate game development on the Sega Saturn, Nintendo 64 and possibly the PC as well. The company's first planned titles are a series of RPGs for the Sega Saturn that are completely unique in nature; instead of one massive quest, there will be several smaller episodes released on a monthly basis (similar to a manga or miniseries), and each one will last anywhere from two to four hours. Current plans are to have four episodes per disc, and the first ones are slated to go on sale sometime in 1998.

Sega Readies Shining Force III

Hit Simulation-RPG set to hit Saturn in three parts

After releasing two completely non-related Shining games for the Saturn (Wisdom and Holy Ark), Sonic Software Planning is finally at work on a new Shining Force game for the Saturn. Recently announced in Japan, Shining Force III features fully polygonal graphics, CG-rendered scenes and will come on three separate scenario discs—the first of which is set to hit Japan this December. Scenarios 2 and 3 are slated for release sometime in the first half of 1998, and will continue the story started in Scenario 1. Sega has no plans for a U.S. release yet, but it seems more than likely considering how popular the Shining Force series is.



New Square RPGs

Two new RPGs planned, Chocobo to become a star

Square recently announced plans for two new PlayStation RPGs in Japan. The first, Chocobo's Mysterious Dungeon, stars the famous yellow bird in an action-RPG developed by Chun Soft. The game, which is a pseudo-sequel to three previous Mysterious Dungeon games (two for the Super Famicom and one for the Game Boy), is being produced by Koichi Nakamura, one of the main men behind the Dragon Quest series. The other game, Xenogears, is a two-CD RPG with amazing graphics and a polygonal world that can be viewed from nearly any angle via full 360-degree rotation. We'll have more on both games next month.



Nintendo Goes Large

Key titles gain significant cart size upgrades

Nintendo recently announced plans to bolster the ROM sizes of two of its marquee titles for the fourth quarter in Japan. The first game, Yoshi's Story (formerly Yoshi's Island 64), which is due for release in November in Japan and on Feb. 9 in the U.S., has been increased from 96 Megabits to 128 Megabits. The other title, The Legend of Zelda 64, due out in December in Japan and in the first half of '98 in the U.S., has doubled in size and will now weigh in at a hefty 256 Megabits (half the size of a 64DD game). Nintendo would not specify what all the extra memory would be used for, but hey, we only hope for one thing: The games continue to get better.

Top 10 in Japan

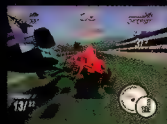
The Ten Best-Selling Games As of Aug. 10

- 1 Derby Stallion (ASCII) - PS
- 2 Everybody's Golf (Sony CE) - PS
- 3 Gun Bullet (Namco) - PS
- 4 Pocket Monsters (Nintendo) - GB
- 5 Game de Hakken!! Tamagotchi (Bandai) - GB
- 6 SaGa Frontier (Square) - PS
- 7 Doukyousei 2 (Banpresto) - PS
- 8 Ganbare Goemon: (Konami) - N64
Neo Momoyama Bakufu No Odori
- 9 Monster Farm (Tecmo) - PS
- 10 The Literary Fragment (OZ Club) - SS

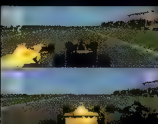
Info courtesy of Weekly Famitsu magazine



NECK HAIR WAS MEANT TO BRISTLE.



This game rips asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for salve. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

FORMULA 1
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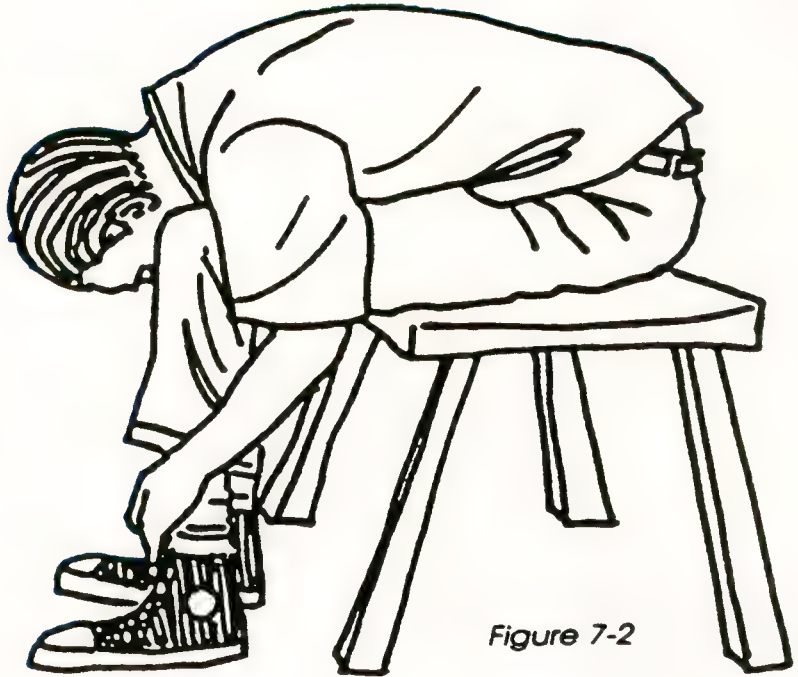
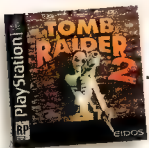


Figure 7-2

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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- Sega's New System Revealed
- EA Sports takes to the Ring
- New Nintendo system info
- N64 seen for \$169
- Namco delays Pac-Man
- Gameworker goes Hollywood

Quartermann

We made it! It's been a long time coming, but we finally hit the big one-zero-zero. Over the past 300 issues, the Q-crew and I have crisscrossed the globe more times than we care to remember; all in the name of video game gossip. Over the years we've strived to improve Quartermann to make it easier to read and more informative for our readers, not just giving you the hottest gossip but also giving you insight into how the industry works. Just like the industry, we have evolved and the way we cover the industry has evolved. With the arrival of the 300th issue of *EGM*, you'll notice a host of changes and Q-mann is no exception. We will continue to bring you the juiciest, most life-, wife- and limb-threatening gaming gossip we can provide. Enough nostalgia, it's time to get on with the show...

● Sega's 64-Bit Dural gets ready to rock your house!

[Tokyo] Our ace Japanese correspondent, Terry-Aki has extracted a mother lode of information on Sega's new 64-Bit Dural/CLX mega-console (for even more details, turn to page 22 for the full scoop). According to Terry, each of the Dural's controllers (up to four can be plugged into the new system) will have its own detachable memory module. More than just your everyday game-data saver, the memory module also features: a rechargeable battery, an 8-bit processor (thought to be a version of the Motorola 6502) and a monochrome LCD display that's twice the resolution of a Tamagotchi unit. Here's the deal: Players will theoretically be able to download data off of the World Wide Web (a new customized football player with new attributes or a new fighting game character with updated movements). This will allow gamers to utilize the Dural's modem capabilities. Some other uses are said to include downloading or transferring a character's attributes during the game, transferring those abilities and attributes to an attached memory card module, and building up those attributes Tamagotchi-style. After the player is through with his/her personal virtual training camp, he/she can insert the module back into its docking bay in the controller, import those attributes back into the game and then trade the data with his/her friends if they wish...wild stuff, huh?

We really had to dig to get this stuff and keep in mind...all of it is still being finalized. Sega is bending over backward to ensure that the Dural is a success (indeed, we hear that if this console isn't a smash hit, it's game over for Sega in the hardware market). Judging by their actions, Sega must reckon that tapping into the PC market is their ace in the hole. Although traditionally console-friendly developers like Capcom and Konami are chomping at the bit to work on Sega's new toy, other big-name (and previously PC-only) publishers are being courted by Sega. They include: id Software (makers of Doom, Quake, Quake II and the upcoming Trinity), Blizzard Entertainment (of Warcraft II, Diablo and Starcraft fame), Westwood Studios (Command & Conquer, Blade Runner), 3D Realms (Prey, Duke Nukem Forever) and Epic Megagames (Unreal). Word on the street has it that Sega feels if they could snatch up a fraction of the developers previously mentioned all-star lineup of PC developers (as well as rounding up the usual suspects of the console world), Sega's future as a big-time hardware developer is in the bag...To tell you the truth, the Q-crew have no quibbles about playing VF3, SFIII, Castlevania IV and Quake II all on the same gaming rig...

The Dural/CLX specs have just been finalized and Super GT is already up and running on the hardware. Sega is now said to be showing off the Dural (along with the aforementioned Super GT as well as VF3 and Jurassic Park) at the spring Tokyo game show...the clock is ticking...

● Get ready to rumble!

[San Mateo, CA] EA Sports has a top-secret 3-D boxing game in the works. Due out next year for the PlayStation and PC, the new game will highlight top-name boxers such as: Sugar Ray Leonard, Muhammad Ali, Oscar de la Hoya and Julio Caesar Chavez just to mention a few. The

game's 3-D engine is based on Muhammad Ali Boxing, a game that debuted on the 3DO...stay tuned...The Spelling group has allegedly found a potential buyer for their shares of Virgin Interactive. The buyer in question is thought to be the software behemoth, EA...In other sports news, an unnamed Silicon Valley developer is working on a basketball game for the N64. Originally the game was to have the very expensive Michael Jordan license on it. The license alone was to cost upward of \$15 million. The game is reportedly hotter than hot, and is nearly complete but there's only one problem. You see, the game was planned to be published by BMG Interactive and now that the group is no longer around, the developer is shopping the game around in a major way. This game is awesome and could be ready for this Christmas.

To that end, many gaming companies have also been courting Tiger Woods to put his name and likeness on a golf game. So many have been interested in the young golfing sensation that Nike got a broker and now to get a Tiger Woods license it will cost upward of \$10 million for three years.

● Super Secret Nintendo System Info!

[Kyoto, Japan] Disguised as an off-duty gashia girl, Terry-Aki picked the lock of one of Nintendo of Japan's software laboratories. While hiding in the closet, he snapped a nifty telephoto shot of a design document of a project called LIDO-239. While Nintendo's white shirt goombas were in a restroom break, Terry flipped through the pages and found out that LIDO-239 is the code name of a new hardware project at NCL. Unfortunately Terry was busy out-sprinting Nintendo's dobermans before he could zero in on any more details but we do know two things. One, LIDO-239 is not the successor to the Nintendo 64 (that console is being designed in Mountain View, Calif., by Silicon Graphics/MIPS) and two, that LIDO-239 will mark a whole new direction for the video game giant...stay tuned...

● Gameworker has sights set on Hollywood!

[Hollywood] Douglas Tannapel, the creator of Earthworm Jim, President of "The Neverhood," producer of Skullmonkeys for the PlayStation and cool tall dude extraordinaire is getting involved in live-action motion pictures. He has written the screenplay and is directing the movie which is best described as a "sci-fi/romance film." Although Tannapel still plans on creating games in the future, he is gearing up to work on the film which should begin preproduction in February...Moving from the big screen down to the boob tube, look for an MTV series starring Lara Croft (of Tomb Raider fame) sometime next year...

● Quickies

Shiny Entertainment's MDK team led by the charismatic Nick Bruty made big news at E3 when they announced they would be branching off and forming their own software group. The Q has discovered that the name of Nick Bruty's new company is Giant Moon which is also the name of his first game. Giant Moon (the game and the company) is being funded by Interplay. GM, a 3-D action game will hit the PC and PS late in '98...

Namco's 3-D Pac-Man title for the PlayStation has been pushed back until fall 1998. Acclaim Entertainment has cancelled the PlayStation version of Quarterback Club '98 as well as the PS version of Turok.

Often referred to as the Elvis of video games, Tommy Tallarico is branching out. Tommy T, best known for his video game music, is making his maiden voyage as a developer. The details are sketchy, but rumor has it that Tommy Tallarico Studio's first game will be a sports game. He has signed up several high-profile programmers and artists to help him with the game. Playmates and Sony are showing interest in the title.

In the fall JC Penney Christmas catalog gamers can get their hands on the Nintendo 64 with two controllers for \$169. The extra controller is a big plus and no word yet on whether the price drop will go public.

That wraps it up for this episode of Q-mann. On behalf of the entire Q-crew, I want to thank you for your support. Tune in next month when we take you on an all-expense paid trip to the latest in gaming gossip.



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THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS
UP CLOSE AND PERSONAL.

STAR WARS MASTERS OF TERAS KASI



Nintendo 64

PREVIEWS

Publisher/Developer	Players/Genre	% Done	Release
Midway Entertainment Atari Games	1 or 2 Racing	65	November 1997
Web Address: www.midway.com			

San Francisco Rush

Leapin' Lamborghini!

It makes sense to port the arcade hit *San Francisco Rush* to the Nintendo 64 for two reasons. First, the N64's SGI-supercharged graphics engine can mimic most of the effects pumped out by the coin-op's 3Dfx-based hardware. And second, San Francisco's a foggy place; as most N64 owners will agree, if there's one thing their system can do well, it's fog.

That said, *SF Rush* looks pretty close to arcade perfect. Sure, they had to take out some of the tiny details, such as a few trees, yet never for a minute do you think you're racing anywhere but the City by the Bay. You get all the landmarks (i.e., the Golden Gate Bridge), all the soupy weather (although you can change the level of fog at the Options Screen) and, most importantly, all the car-flingin' hills.

And with the hills comes the same go-anywhere gameplay that makes the coin-op so freakin' fun. There are very few places you can't take your car in this game, and shortcuts—most of which cut across fields and down side streets—are everywhere for the adventurous driver. Even rooftops and sewers are fair game if you have the right car and an inclination to leave the beaten path.

Speaking of cars, *SF Rush* gives you more than eight to choose from. They all follow the same physics models used in the late-'80s arcade classic *Hard Drivin'*, except now you can power-slide by using the handbrake or dropping into reverse (don't try that at home).

The game packs six tracks in all, three of which aren't from the arcade version. Other console-exclusive features include a new view of the action, split-screen for two players and the optional Death Mode. With this mode activated, all autos that crash and burn during a race will stay wrecked, forcing you to dodge their flaming husks each time you round the course. And while you may not get the force-feedback steering wheel of the coin-op, *SF Rush* is Rumble Pak-compatible. Your joypad not only rumbles with each fender-bending impact, it also vibrates when you take tight turns. The harder your turn, the more it rumbles.

The meat and potatoes of *SF Rush* is its Circuit Mode, which is made up of 24 tracks that you progress through by acquiring points. This mode takes the game's six basic tracks and reverses them, mirrors them, then reverses and mirrors them into 24 variations. It randomizes these courses each time you restart the circuit, so you're never quite sure what you're getting into.

Of course, in a game where every hill or ramp can launch you into an impromptu shortcut, not much is predictable. ●

The new Death Mode means burning wrecks litter the road till race's end.

San Fran's major landmarks are intact, from the Golden Gate to the hilly streets.

My 2 Cents

SF Rush's drive-anywhere gameplay is both cool and a curse. I really like being able to charge across country, down hillsides and over buildings, but it does seem a little too easy to roll your car on all the crazy hills and ramps. Still, I'm not gonna bitch too much about a game that tries something most racers don't. The early version I played handles pretty well. I do hope power-slides are easier in the final game (Midway's still tweaking the control and promises they will be, though). With tighter control, this game should fare well come review time.

—Crispin Boyer

Tokyo Game Show Report

There were very few surprises for the N64 at this year's Tokyo Game Show, held Sept. 5-7. Atlas showcased *Snobo Kids*, a funky, polygon-kid-looking game (like *VF Kids*) that features snowboarding characters.

Imagineer had *SimCity 2000*, a remake of the popular sim game in total 3-D. It's scheduled for a winter '97 release in Japan. They

also had *Snow Speeder*, a ski racing game that packs beautiful graphics. *Fighting Cup* was also on display. This is a nine-character fighting game that's scheduled for a fall release in Japan.

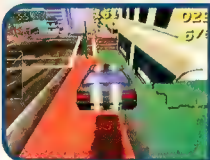
Konami unveiled *NBA in the Zone*, which is fully licensed by the NBA and the NBA Players' Association and is in the early stages of development. Konami also had *NEXTream*, an interesting-looking fighting game that's also in the early stages. *Hyper Olympics in Nagano 64* was also on display, and this one features several Winter Olympics events.

Puyo Puyo, the popular puzzle game, is headed to the N64 from COMPiLE. And Bandai showcased *Tamagotchi*. The infamous virtual pet is coming to the N64 in time for Christmas.

520

The number of games that 100 exhibitors showcased at the Tokyo Game Show Autumn '97.

EGM
36



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NINTENDO 64

Publisher/Developer: Players/Genre % Done Release

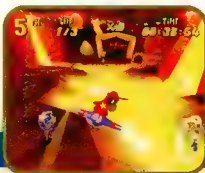
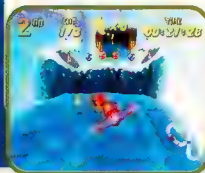
Nintendo
Rare 1-4 Racing N/A November 1997

Web Address: www.nintendo.com

Diddy Kong Racing

Nintendo is betting the farm with Diddy Kong Racing. Due out Nov. 24 (in lieu of Banjo-Kazooie, which has been pushed back to March), and designed by Rare, Diddy Kong Racing is an adventure/racing game. Players can race in various craft including: go-karts, hovercrafts and airplanes. Much of DKR's gameplay is based on Mario Kart 64 (powerslides, projectile weapons,

power-ups) but certain levels in the game are based on other N64 games. The Hovercraft levels are very reminiscent of WaveRace 64 and the flying levels are a PilotWings 64/Star Fox 64 combo. With more than 20 different levels, fully polygonal graphics (complete with environment mapping) and four-player action, Diddy Kong Racing has the potential to be a hit.



Publisher/Developer Players/Genre % Done Release

Nintendo Hudson 1-4 Action N/A December 1997

Web Address: www.nintendo.com

Bomberman 64



There's no mistaking Bomberman when you see him. He's the little guy with a helmet on his head and a bomb in his hand. He's made the rounds (on a whole slew of systems) and now he's coming to the Nintendo 64.

The Story Mode is similar (in a sense) to the old games, but now with 3-D graphics and other surprises. The big differences come in the multiplayer game—it has a whole new feel compared to

the old ones. In Bomberman 64 the arena can be on different levels. Players can throw bombs up or down stairs, over ledges and plenty of other places. Plus, instead of the bombs just being laid down and then exploding outward in a straight line, they explode with a 3-D blast area (kind of a sphere like in Poy Poy for the PS). This simplifies what the game is about, but as more info comes in, we'll pass it along.



Publisher/Developer Players/Genre % Done Release

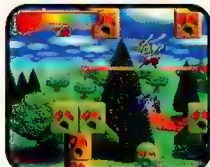
Nintendo Treasure 1-4 Action 100% N/A

Web Address: www.nintendo.com

Mischief Makers



Called Yuke Yuke Troublemakers in Japan, Mischief Makers was developed by Treasure, the group of Konami ex-patriots behind the oddball Genesis classics Gunstar Heroes and Dynamite Headdy. Treasure's creative touch means three things for Mischief Makers: It packs awesome 2-D gameplay, unique characters and the most lethally incredible Bosses in the biz. This side-scrolling platformer features rendered characters in levels that pack a surprising amount of puzzle elements. You'll love this game for its incredible special effects and super-tight control and gameplay.



NINTENDO 64

Publisher/Developer	Players/Genre	% Done	Release
Midway Entertainment Atari Games	1 or 2 Fighting	95	Now
Web Address: www.midway.com			

Mace: The Dark Age

Midway's own War Gods killer

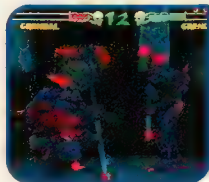
If your local arcade had this machine in, then you probably took a close look at it at one point or another. After all, *Mace: The Dark Age* is hard to miss. It is clearly one of the most visually impressive fighting games around, boasting smooth animations and large, colorful characters. Now, *Mace* is coming home to the Nintendo 64. And if you saw what the N64 did for the home translation of Midway's *War Gods*, then you should have a good idea how great the N64 *Mace* will look.

Mace deviates from the tap-tap moves so prevalent in 3-D polygonal fighters today. Most attacks are performed with Street Fighter-style joystick movements. Each of the 10 characters (and seven secret ones) has a selection of special moves and a fatality.

The environments are what separate *Mace* from its competition. Some playfields are multitiered with ledges, steps and ramps, while others are surrounded by dangerous elements, such as lava, quicksand and fire.

Mace may not have a whole lot going for it other than its appearance. The home translation looks excellent so far, which is quite an accomplishment considering how good the arcade version looks. But in an age where *Tekken*s and *Virtua Fighters* rule the 3-D fighting game circuit,

pretty graphics alone won't cut it. *Mace* may still sell well on the N64 considering the current drought of decent fighting games on the system, but watch for an upcoming review to see if it's worth the bucks. ☺



Grendal is one of the deadliest-looking fighting game characters around.

One of these fighters is a secret, hidden character. Guess which one it is?



One thing's for sure: No one does smoke effects like the anti-aliasing Nintendo 64.

Publisher/Developer	Players/Genre	% Done	Release
Konami Konami	1-4 Sports	N/A	December 1997
Web Address: www.konami.com			

NBA in the Zone '98



As always, *NBA in the Zone's* players are looking mighty fancy.

Konami Shows Off The N64's First Basketball Game

Slowly but surely the holes in the Nintendo 64's sports lineup are being filled. Providing the first basketball game (it is the first N64 basketball game we've seen) is Konami, who has decided to bring their arcade-style basketball game to the Nintendo 64.

NBA in the Zone has always been a graphically pleasing game, and as you can see, they are well on the road to accomplishing this on the N64. Obviously, the N64 should have better 3-D graphics due to its 3-D hardware, but it will have some other advantages such as Rumble Pak support, which should add some pizzazz to those rim-rocking, controller-buzzing dunks.



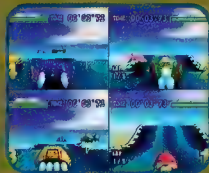
Plenty of excitement is promised by *Zone's* arcade gameplay and feel.

Publisher/Developer	Players/Genre	% Done	Release*
Nintendo Co. Ltd Nintendo - Japan	1-4 Racing	N/A	2nd Quarter 1998
Web Address: www.nintendo.co.jp			

F-Zero 64



Miyamoto's 60-frames-per-second update to the Super NES classic *F-Zero* is coming along nicely. New info from NCL has it that the game features four hovercraft from the original, plus eight new ones. You get almost 20 courses that pack loops, corkscrews, half-pipes and other wild track sections you never dreamed you'd see in the first game's ultra-flat Mode 7 landscape. Best of all, *F-Zero 64* will feature Two-to-Four-player Modes and Rumble Pak compatibility.



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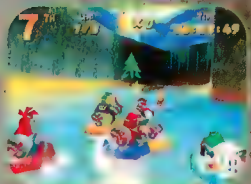
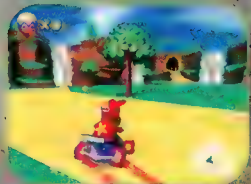
pterodactyl droppings

airplane propeller

dinosaur saliva

walrus whisker

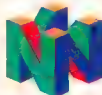
palm tree abrasion



It's a race. It's an adventure. It's a severe head injury.

Over 20 different courses. 8 different speed demons. Land, air, water and all kinds of wrong turns in between. With Diddy Kong Racing only for N64,[™] the world is your crash site. And with Rumble Pak,[™] you'll really feel the pain.

NINTENDO⁶⁴



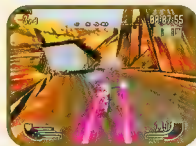
Publisher/Developer	Players/Genre	% Done	Release
Acclaim Interactive Probe Entertainment	1-4 Racing	85	November 1997
Web Address: www.acclaimnation.com			

Extreme-G

Warning: This game could induce motion sickness



Try getting past that! A cool special weapon emits electric barriers.



In Extreme-G, 12 amazing roller coaster-like tracks have you racing through eerie environments of ancient ruins, decrepit cities, mine-shafts and dusty desert regions. Eight different bullet-shaped, "tron" bikes use their magnetic wheels to hug the track in any situation be it giant loops or the dizzying helix portions of the terrain. Game speeds: Fast and Faster give you a chance to learn the courses at a sane pace before you experience the blazingly fast Extreme Mode. As a group game, the Multiplayer Option can support up to four competitors and offers several games beyond straight racing including Flag Capture and Battle Mode.

Advanced weaponry plays a big part in the Extreme-G experience. Apart from the onboard lasers, heavy weapons can be picked up along the way. Some of the more interesting ones include an electromagnetic pulse which emanates out each side of the bike, creating a high-voltage barrier. Still other missile-type weapons swoop out of the sky and attach themselves to your bike fully locked and loaded and ready for use on your opponents.

Extreme-G appears to be the fastest racing game for the N64 yet. At 60 frames per second you may have a hard time getting used to backgrounds flying by at speeds unequalled by any 32- or 64-bit racer to date, even its protege WipeOut XL.

At this stage of completion, it looks as though Acclaim is nicely positioned to capture the hearts of N64 racing fanatics everywhere. ☹



The checkerboard roadways and ominous jumps are WipeOut-like.



Two- and even Four-player Mode should make for a good battle.

Publisher/Developer	Players/Genre	% Done	Release
Nintendo Co. Ltd Nintendo - Japan	1 Adventure	N/A	2nd Quarter 1998
Web Address: www.nintendo.co.jp			

Zelda 64



This — the most highly anticipated Zelda ever — is actually set centuries before the other games, in ancient Hyrule. Players guide Link through a totally 3-D realm in a quest to once again retrieve the Triforce for Princess Zelda before Gannon can sink his claws into the powerful artifact. Link is joined by Navie, a



fairly companion who offers hints throughout the adventure. The hero will be able to push, pull, climb and perform other moves, all of which will be modeled after real human movement.



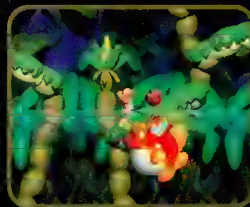
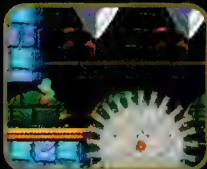
EGM
42

Publisher/Developer	Players/Genre	% Done	Release
Nintendo Co. Ltd Nintendo - Japan	1 Action	N/A	February 1998
Web Address: www.nintendo.co.jp			

Yoshi's Story



Formerly Yoshi's Island 64, Yoshi's Story (also tentatively titled) is the next big platform game to hit the Nintendo 64. What's different about Yoshi's Story compared to other N64 platformers is that it's a good old-fashioned two-dimensional side-scroller. The simple story line involves our favorite dinosaur in an adventure to get out of a magically transformed "picture book" world and into the real world (well, real to Yoshi's anyway). Besides our familiar green Yoshi, you can play as one of five other different-colored Yoshis. Expect to see the same awesome, traditional gameplay that put Nintendo on the map of success.

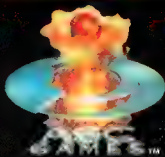
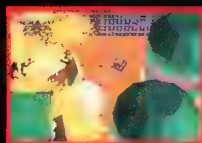
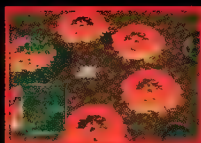
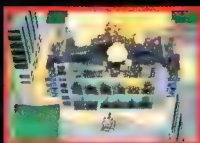


MASS DESTRUCTION™



...but I just **SHOOT!** there...

SHOOT!



SEGA SATURN™



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NINTENDO 64

Publisher/Developer Players/Genre % Done Release

Konami of Japan 1 100 Now
 Konami CE Osaka Adventure Japan

Web Address: www.konami.co.jp/kce/



Ganbare Goemon

The Legend Continues...

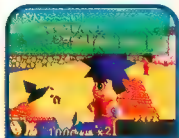
Some of you might remember a sleeper hit for the Super NES called Legend of the Mystical Ninja back in 1992. The game, which didn't catch on too much in the U.S., is extremely popular in Japan, and has already spawned several sequels. The latest one, Ganbare Goemon: Neo Momoyama Bakufu No Odori, has just hit Japan for the N64 and is slated to arrive in the U.S. as Mystical Ninja 64 sometime late this year or early next.

Goemon 64 takes place in a fully 3-D world similar to Mario 64, but with more RPGish elements, several different gameplay scenarios (including a first-person giant mech battle) and a lot of witty dialogue. The story is really wacky (the bad guy has gay dancers as his henchmen—really!), and has a lot of ancient Japanese cultural influences. The Japanese version is a lot of fun save for some minor annoyances with the 3-D engine (it's not as smooth as Mario's), but the humor, while bizarre at times, really adds to the play experience. We'll have a more in-depth preview soon, as the U.S. version is due for release shortly.



Goemon's intro is loaded with voice, as a song plays to the cinematics.

Talking to characters will reveal some of Goemon's bizarre style of humor.



Publisher/Developer Players/Genre % Done Release

Hudson of Japan 1 100 Now
 Hudson of Japan Action Japan

Web Address:

Power League 64



Hudson Soft's first N64 game, Power League 64, was recently released in Japan. PL64 is the latest entry in Hudson's long-running (and popular) baseball series which was a huge hit on the PC Engine and Super Famicom. Power League's main draw (especially to potential importers) is the fact that it features realistic-looking players, instead of the short, super-deformed people in most Japanese ballgames (including the two already out on the N64). As you'd expect from the N64, all of the players and stadiums are 3-D modeled, and look great. The animation is a bit choppy at times, but it doesn't detract from play too much. Besides the Pennant Mode, you can participate in a Home Run Race (Home Run Derby), edit your players and save the data to a Controller Pak or play with a friend in Two-player Mode (unfortunately there's no support for more than two players).

Right now it's doubtful that Power League 64 will make it to the U.S., but if you're a big baseball fan and you can't wait until next March for Griffey, you may want to check this one out.



Like any good baseball game, PL64 features a Home Run Derby Mode.

ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from warzones everywhere, here comes *Maximilian Force*. It's you against elite terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Can drive through all three completely different missions. Blast your way into more than 30 secret rooms (free hints as many as *Area 51*) and blow everything away with extreme prejudice. With *Maximilian Force*, there's no such thing as too much firepower. Go ahead, pull the trigger.



PULL THE TRIGGER



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nba[®] action 98



SEGA[®] hard stuff

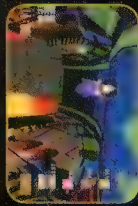
www.sega.com

SLOWER TRAFFIC
KEEP
RIGHT



sonic r **SEGA**[®] hard stuff
www.sega.com

Say hello to life in the fast lane. Sonic R for Sega Saturn is a full-on speed fest for the speed of the speed dash through five 3D courses, each rendered in full 360 degree panoramas. Choose from a first-of-its-kind Sonic character to race. Uncover hidden characters and secret shortcuts along the way. Watch her spin a big loop, relay or spit-screen against your buddy is your call. You'll be tossing bag nuts out of your teeth in a sweet. Yum.



Publisher/Developer Sega of America
 Sega Enterprises, Ltd.
 Players/Genre 1 or 2 Racing
 % Done 60
 Release December 1997
 Web Address: www.sega.com

Sega Touring Car Championship

Sega's
 Super-Fast
 Arcade Racer
 Comes Home

Sega's latest arcade-to-home racing port isn't even 80 percent complete yet, and already it's looking much better than last year's disappointing Daytona USA: Championship Circuit Edition. Touring Car Championship has come a long way since E3, and if it keeps moving at this pace, it may end up being the best Sega Saturn racer yet.



Before you begin you must first run a qualifying lap around the course.

Touring Car's Two-player Split-screen Mode plays just as fast as One-player Mode.



A first for Sega's arcade racing ports, Touring Car has a rear-view mirror.

Touring Car Championship, released in arcades in 1996, is sort of a mix between Sega Rally and Daytona USA, Sega's two most popular racers. The look and feel of the cars are a bit more like Rally, but the overall sensation of speed surpasses even that of Daytona. In fact, that's the first thing immediately recognizable about Touring Car—the speed. The game moves along at an insanely fast rate, and it never seems to experience breakup or slowdown. The control is definitely a lot harder to get used to than previous Sega racers, but that's the nature of Touring Car—It's meant to be realistic. And with realism comes difficulty as well. The computer-controlled cars are no pushovers, and the timer isn't very forgiving; mess up one too many times and you'll find yourself retiring early because you couldn't make the next checkpoint.

There are two "Sides" of play in Touring Car: Arcade Side and Saturn Side. The Arcade Side is exactly like the arcade game, but you can choose your difficulty level and number of laps per race. The all-new Saturn Side adds two-player split-screen racing, the ability to turn off Damage and Boost Options, and an option called A.I. DATA that wasn't yet functional in our preview copy. In addition, you can customize any of the four available cars to your liking; Gear Ratio, Handling, Tires, Front and Rear Suspension and Brakes can all be modified and then saved to the Saturn's backup memory for use during play (in Saturn Side only).

Currently there are four playable tracks in the One-player Mode and two in Two-player Mode, but it's uncertain as to whether or not there will be more than that in the final version. Even if there isn't, Touring Car still has the potential to be a big hit with racing fans when it hits store shelves in November, and those who were disappointed with Daytona CCE (like me) will most likely be very happy when they get their hands on it.



Tokyo Game Show

The Saturn may be losing steam in North America, but it's thriving in Japan. That's evident from all the amazing Saturn games at the recent Tokyo Game Show. Atlas had Devil Summoner: Soul Hackers, the next



Installment in the highly popular RPG series. ESP showcased the Impressive RPG Gemda as well as Lunar 2: Eternal Blue. Capcom had X-Men vs. Street Fighter (to be released in Japan this month). Konami showed Dracula X

but didn't announce a release date. Jaleco unveiled GT24, a port of the racing coin-op. Sega showed Shining Force III (set for a Christmas release in Japan) and Burning Rangers, a new game from the Sonic Team. Tecmo showed off Dead or Alive and Hudson showcased Super Bomberman 2.

This Month in EGM History...

Apr. '91

Game magazines come and go, but few have escaped being the butt of EGM's jokes over the past eight years. And one of our editors' favorite ways to poke fun at the competition is by hiding secret messages in the text of previews. Maybe it's not all that mature a thing to do, we admit. (Exactly what is mature in an industry staffed mainly by 20-something punk kids?)

Probably our most infamous jab at a competing magazine is hidden in the April 1991 issue. Read it from cover to cover, examine every word in the issue, and you just might uncover it. Of

course, the message is hidden so well that you're probably best off taking our word that it's in there. Still, despite the ire this message drew from one of our competitors, a similar insult is hidden a few issues later. Unfortunately, no one at the competition seemed to catch that one. (C'mon, guys—you gotta pay attention!) Kudos to those readers who did, though.

So, are we sorry about any bruised feelings that resulted from our little insults? Yes. We'll never do it again. Starting now.

Publisher/Developer Players/Genre % Done Release

Sega
Visual Concepts 1-10
Sports 65 October
1997

Web Address: www.sega.com

NBA Action '98

Sega Juices
Up Their
Roundball
Flagship

Just in time for the basketball season is Sega's NBA Action '98, a game that looks much improved over last year's version. If you look closely, however, you might recognize that this game is nearly identical to Midway's NBA Fast Break (formerly known as Hardwood Heroes), which is the PlayStation version of this game.

Last year's NBA Action had a few too many graphical and gameplay flaws. Many of these problems are being corrected, and these fixes are paying dividends. For example, Action's texture-mapped, 3-D players have been much improved by having a cleaner look and most importantly, more player sizes (allowing you to easily tell which player is which). The motion-captured players are impressive as they have some new fancy lay-ups and runners that haven't been seen in other basketball games. Some of the more popular NBA players can also perform special "signature moves."

The gameplay is being revamped, and one of Action's new additions is the "icon passing" which is starting to appear in every basketball game. When you add this to the faster gameplay, a lot of NBA Action plays like a new game. As a side note, Chuck Hearn will be providing commentary on the



NBA Action's instant replays make for some interesting views.



Plenty of rim-rocking dunks are available to juice up the action in NBA Action '98.

action in lieu of last year's beleaguered Marv Albert.

With all of these improvements and changes, there is no doubt that Sega and Visual Concepts are putting forth the effort to make a better basketball game. When you consider the stiff competition, it's obvious that they have a tall mountain to climb.



If you look closely at Barkley you can see him posting up.

NHL All-Star Hockey '98

Publisher/Developer Players/Genre % Done Release

Sega
Radical Ent. 1-6
Sports 60 November
1997

Web Address: www.sega.com



The Saturn still has a lot to give sports fans, and this game could be one of the best.



Game speed is not the fastest we've seen but still works well overall.

Coming from the same development team that created Virgin's Power Play Hockey, NHL All-Star Hockey '98 has the gift of good lineage as well as some impressive game features to launch it into the hockey arena this November.

Hockey games, like soccer games, have gotten very complex in the last year or so. Look at the facts: It's not enough to have 650 players represented from all 26 NHL teams along with '96/'97 season stats, and decent polygon graphics and gameplay. Now you must have advanced AI that allows forwards to execute 2-on-1 and 3-on-2 defending, multiple coaching strategies including power play and penalty-killing styles and of course "Create-a-Player." If the developers are really ambitious, there will be lots of subtle attributes like left-handed players and goalies to vary the strategies from game to game. To round out the package, the fights have to be up-close and personal with a 360-degree rotating camera catching every slap, jab and duck punch.

As you've guessed, NHL All-Star Hockey '98 has a lot going for it. But more than that it has proven gameplay and a good development team (Radical Entertainment) behind it, proving more than anything else this one could be a good hockey sim.

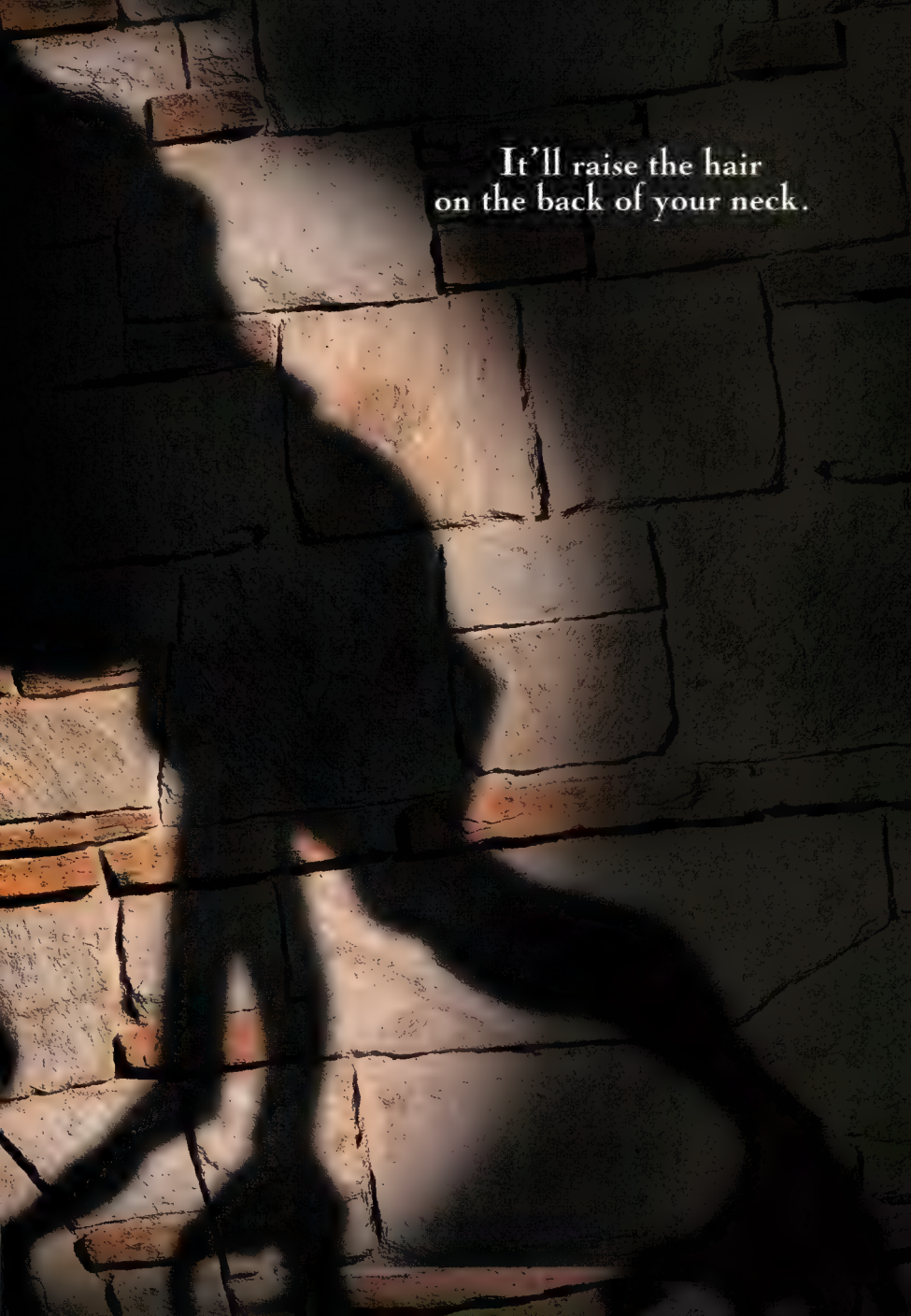


Radical Entertainment made sure the play was much like Power Play's.



Everybody loves a good fight, right? A selection of punches get thrown.



A dark, atmospheric photograph of a stone wall. The wall is composed of large, irregular, light-colored stone blocks with dark mortar lines. A large, dark shadow is cast across the wall, starting from the left edge and extending towards the center. The shadow is indistinct but appears to be of a person or a large object. The lighting is dramatic, with the wall being mostly in shadow, and some highlights on the stone surfaces. The overall mood is mysterious and slightly ominous.

It'll raise the hair
on the back of your neck.



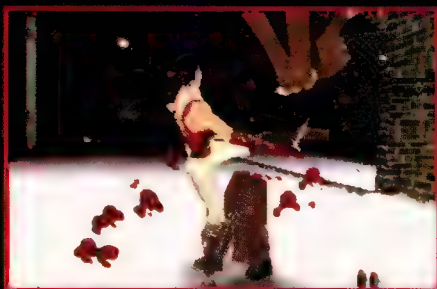
See Gothic London like never before—in stunning 3-D graphics.



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Venture through 16 ominous environments.



Use 28 different mutilating moves to divide and conquer.



Dismember diabolical demons, beasts and zombies.




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A dark, muscular creature with intricate tattoos is shown in a dimly lit room. The creature's body is covered in complex, dark patterns that resemble traditional Polynesian or Maori tattoos. It has a powerful, athletic build with visible muscle definition. The creature is standing on a dark floor, and its right hand is resting on its hip. In the background, there is a window with a decorative, circular pattern. The overall atmosphere is dark and mysterious.

That is, if you
still have one.



It's kill or be killed. Your job is to find the ultimate demon of darkness, Adam Crowley, before he overtakes the world.



Solve puzzles and search for clues for your inevitable confrontation with the insidiously crafty Mr. Crowley.



Experience this macabre maze of horror from multiple points of view.

This six-armed spider-creature is just one of 21 bloodthirsty beasts who'd like to separate you from your assorted body parts. Go hand-to-hand against these creatures of darkness in the cobblestone streets of 19th-century Gothic London. Battle as the fearless monk, Ignatius, or the lethal femme fatale, Nadia, who seeks to avenge the brutal murder of her father.

Combat deranged demons, barbarous beasts and overzealous zombies who've been unleashed by a clandestine group known only as the Brotherhood of Hecate.

Legend has it that the Brotherhood's leader, the evil Adam Crowley, seeks to overtake the world. But there's dissension within the Brotherhood and clues are left on each of the 16 increasingly morbid levels to help you find him.

Encounter everything from fire-breathing demon dogs, who can decapitate you with a flick of a razor-clawed paw, to Gargoyle statues, who come to life to try to end yours. So beware, there'll be plenty of creatures trying to separate you from Mr. Crowley. Not to mention you from you.



Explore Gothic London while you battle a brigade of bloodthirsty beasts as the ever-faithful Ignatius.



As the nimble, sword-wielding Nadia, you'll have to slice and dice your way through treacherous London streets, sewers and alleyways.

NIGHTMARE CREATURES™

A bloody good time in jolly old London.

The nightmare begins October 31.

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Publisher/Developer	Players/Genre	% Done	Release
Technosoft Co., Ltd.	1	100	Now Japan
Technosoft Co., Ltd.	Shooter		

Web Address: www.technosoft.com

Thunder Force V

The Classic
16-Bit Shooter
Returns

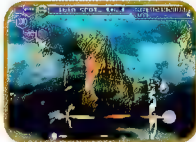
It's been quite some time since we've seen a new Thunder Force game here in the States, but in Japan, Saturn owners have been getting their fill of Thunder Force nicely. Last year Technosoft released two compilation discs for the Saturn—called Thunder Force Gold Packs—which together encompassed the entire Thunder Force series in their original forms. Volume 1 included Thunder Force II MD and Thunder Force III, and Volume 2 had Thunder Force IV and Thunder Force Arcade. Most recently, Technosoft released the first totally new Thunder Force game in years: Thunder Force V. While the Gold Packs never made it to the U.S. (and probably never will), there's still a good chance that Sega of America will bring over Thunder Force V if interest stays high.

Thunder Force V is a side-scrolling 2-D shooter with fully polygonal 3-D characters. The gameplay is essentially similar to past TF games, but your ship and its weaponry are completely new. This time there are five main weapons you can obtain, and you can hold onto each of them for as long as you're alive. You can configure your control setup to switch between them with certain buttons, or you can set it so each button represents a different weapon. In addition, your ship can collect up to three CRAW units at a time (Constituted



The photorealistic backgrounds in Thunder Force V are just gorgeous.

Ray Art Weapon units) that revolve around your ship and can be used to temporarily power up your weapons into a "Berserk Mode" that does lots of damage. You can also change the speed of your ship at will.



There are several stages in Thunder Force V, and you can choose your path through the first three at the Intro Screen. Overall, the graphics are well done and provide a nice atmosphere, and the music rocks. The only problem is that right now there are no plans to bring the game here. But as we said, there's a chance Sega will bring it over if they see a high demand (so let Sega know!).

Publisher/Developer	Players/Genre	% Done	Release
Midway Atari Games	1 or 2 Gun Game	50	October 1997

Web Address: www.midway.com

Maximum Force



but with enhanced graphics, a whole slew of new secrets and a different story line—in short, a whole new game (not a sequel).

Players will go all over the place: From the jungles of South America to the Easter Islands (and another exotic location... New York City!). While roaming around in these various locales, players will jump on all-terrain vehicles, helicopters and more.

Remember 12 Monkeys where a radical terrorist group released a deadly virus that killed most of the human population, leaving the animals to roam freely around the Earth? Well, what if something similar happened (with nuclear bombs instead of a virus) except now it's not just in a movie...it's in a video game.

From the makers of Area 51 comes Maximum Force. It's a shooter with the feel of Area 51

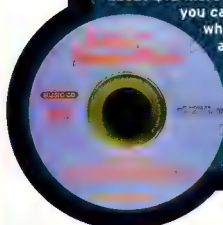


I guess you're made of glass since every time you're hit, you shatter.

Behind the Screens

The Special Pack

Here are two perfectly good excuses for impatient gamers who don't want to wait for a U.S. release of Thunder Force V to go ahead and purchase import copies: 1) The game is completely in English, so there's really no knowledge of Japanese necessary to play (except to read the manual). 2) For about \$10 more than the normal price, you can get the Special Pack, which includes a CD full of arranged music from past games in the Thunder Force series. Even if the game does come to the U.S., it's highly doubtful that the music CD will be packed with it.



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DOG FIGHT BOGIES AND
BOSSES OR GO HEAD-TO-
HEAD IN TWO-PLAYER COM-
BAT IN STUNNING GRAPHIC
ENVIRONMENTS TO SAVE
THE EARTH YET AGAIN.
THERE'S 10 LEVELS OF
FAST ACTION THAT
DEMANDS FAST REACTION.
JOIN THE BATTLE IN THE
ONLY GAME THAT MATTERS.

NOT TO ADULTS



CONTENT RATED BY

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VIDEO SYSTEM



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PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



SOULBLADE



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www.namco.com

namco

PlayStation

PREVIEWS

Publisher/Developer	Players/Genre	% Done	Release
Capcom USA Inc. Capcom Comp. Ltd.	1 Adventure	5	January 1998
Web Address: www.capcom.com			

Resident Evil 2

In This Case
Evil Is Good

This winter's most-anticipated PlayStation release is bigger, badder and even more frightening. Resident Evil 2 is Capcom's follow-up to their best-selling (2.5 million units worldwide) horror-adventure game, which was voted "Best PlayStation Game Ever" on the official PlayStation Web site (www.playstation.com) and "Readers' Top Pick of All Time" in *EGM's* readers' poll (this issue). No one can argue the popularity of the first Resident Evil. And considering the sequel is a big improvement, Capcom could only be thinking, "cha-ching!"

Resident Evil 2, first and foremost, looks great. The pre-rendered backgrounds look crisper and more detailed than those in part one. The animations even look improved. These are all impressive feats, considering how good RE looked.

Part of RE2's beautiful aesthetics comes from the new-and-improved environments. The game now takes place throughout the heavily populated (by zombies, anyway) Raccoon City. The haunted streets are filled with decrepit buildings and burning cars. Everything is drawn so lifelike, you'd swear you're watching a scene out of *Escape From New York*.

The streets of Raccoon City alone provide enough exploring material to keep you busy for a while. You can walk down dark alleyways or see haunted inner-city basketball courts. Everywhere you look, you'll find empty (and not so empty) buildings to check out. You may find an occasional living human, but chances are, you'll meet a hungry zombie waiting for fresh meat.

In our Resident Evil 2 demo, we were tossed right into the mix. The demo starts you off downtown, surrounded by zombies on fire. After escaping (or killing) them, you can find a gun shop, still run by a frightened store owner. Here, you can pick up ammo, and after a little bit, the owner's shotgun. From that point on, the suspense and action never stop.



New camera angles and improved graphics give Resident Evil 2 that special cinematic feel.

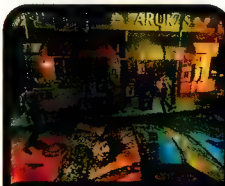
Tokyo Game Show

Lots of companies served up loads of games for the PlayStation at TGS this year. Artdink led the charge with A5 (an urban development sim game) and Kaze no Nohtam (Nohtam's Wing) a hot-air balloon simulator. ASCII unveiled School 3 (an RPG creator), as well as Mars Spirit and Moon, both RPGs. Asmik unveiled

Snow Break, a winter sports game. Altrun showed off Robo Pit 2, a follow-up to the cartoon mech-style vs. game.

Enix showed

Egg of Steel, an action game with graphics done by a Hollywood special effects company and Bust a Move, a new dance game where you control a dancer. Capcom showcased Rockman Dash and an RPG with an anime feel. Konami showed Metal Gear—it wasn't playable but the videos looked awesome. Square had Einhander, Xenogears (a sci-fi RPG), Chocobo's Mysterious Dungeon (an RPG featuring the popular Final Fantasy character), Front Mission 2 and Parasys Eve. The only game Sony showed was Gran Turismo, a game that features a variety of regular and sporty cars. Hudson showed Bomberman for the PlayStation, while Namco showed Namco Museum Encore. This one's the finale to the Namco Museum series. It includes Rolling Thunder, Sky Kid Dragon Saver and other classic games.



My 2 Conts

Resident Evil 2 is a masterpiece of horror and suspense. The game is a true masterpiece of the genre. The graphics are stunning and the sound effects are incredible. The game is a true masterpiece of the genre. The graphics are stunning and the sound effects are incredible.

Behind the Screens

Want proof that Resident Evil is a big-name video game? Recently, Capcom licensed the rights to the game for development into a major motion picture. Screenwriter Alan McElroy (who wrote the screenplay for *Spawn*) has completed the story line for the Resident Evil movie. The film will be produced by Constantin Films, which currently has two other movies in production: *The Silver Surfer* and *The Fantastic Four*.

Resident Evil Goes Hollywood



There's nothing like splattering zombie guts all over the wall...

Let's See Your Joystick Do this!

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

- Combine special features like Auto Fire, Auto Reload, and Semi Auto Fire in any way you like.
- The Red Sight Laser Target System works with shooting games for PlayStation, H64, and Saturn.



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



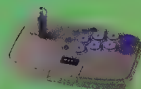
NAKI Lunar Guns are lightweight, durable, and available for all platforms.



1.800.626.6254
Call for your nearest retailer



Wireless Pro Controller



Pro Fighter 8



Wireless PSR-2



Memory Cards (1MB, 8MB)



RF Switch



CD Cleaner System

Publisher/Developer	Players/Genre	% Done	Release
Midway Midway	1-2 Action	70	October 1997

Web Address: www.midway.com

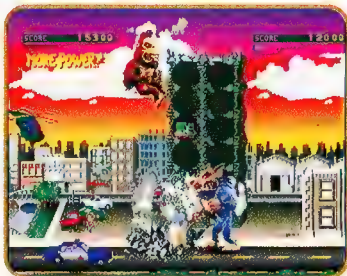
Rampage: World Tour

The days of retro gaming are in full swing, meaning that it was only a matter of time until Rampage finally got its chance to live again on 32-bit systems.

Rampage is a classic in which you become the evil monster that eats the good guys and destroys their cities. Three creatures participate in the carnage: George, a gorilla; Lizzie, a Godzilla wanna-be; and Ralph, a giant wolf.

Rampage: World Tour starts in Peoria and spans the globe in the monsters' quest to destroy 16 research facilities whose experiments have created them. The purpose of the more than 140 levels is about the same: Destroy as much as you can, as fast as you can. Using a variety of jumps, kicks, punches and secret moves, you're able to level whole blocks, while evading the well-armed police forces and military. They'll try to stop you with flame thrower-toting soldiers, helicopters, tanks and even rival creatures. Any of these threats can be neutralized with some brute muscle, and some make a tasty treat.

Three players can play at the same time, making for some incredible carnage. At the end of each level, destruction totals are tallied, providing a definitive answer as to who was the most destructive. Coincidentally, EGM will soon provide the definitive answer on whether this game is worth it or not.



Although only two are seen here, up to three players can reek havoc at the same time [provided you have a multiplayer tap, of course].



Contrary to popular belief, monsters are susceptible to flame throwers.

This Month in EGM History...

May '90

Sushi-X joins the magazine as a reviewer and resident fighting game expert after defeating several staffers, including Advertising Director David Siller, in hand-to-hand combat. He has been our most popular reviewer—and our defacto mascot—ever since. In fact, it has long been company policy that all job applicants must hold their own against Sushi in a few rounds of Street Fighter II or they're out the door.

Needless to say, getting a job at EGM ain't easy.

Riven

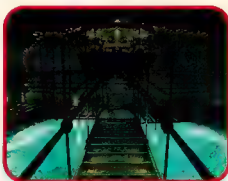
Publisher/Developer	Players/Genre	% Done	Release
Accclaim Sunsoft	1 Adventure	N/A	November 1997

Web Address: www.riven.com

The question everyone will be asking from the very beginning is if the sequel to Myst will be any more fun. It's no surprise that only a handful of console gamers enjoyed the version that came over to us (opposed to the PC and Mac versions). Well, here's a quote from the Web site for Riven (www.riven.com) that sounds kind of...er...delightful:

"Prepare to enter a world 'torn asunder' by timeless, unresolved conflicts, a world of incomparable beauty, intrigue and betrayal. Prepare to go to Riven."

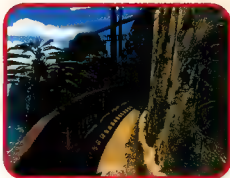
Myst was often called "boring" and "too calm" for the average action-craving gamer, appealing more toward a middle-aged computer user. But one thing that can't be denied about Myst is that it certainly looks good, from a rendered graphics standpoint, that is.



More incredible rendered scenes await you—let's hope that's not all.

So what about Riven makes it better? It's still early but there looks to be a more interesting story line, nearly three hours of animations and interaction with a bunch of different creatures and characters (something Myst lacked). So at least you're not by yourself.

The game also features thousands of still images (or scenes) to interact with, a graphics engine that seems to be enhanced, and a full-length musical soundtrack. Of course, the environment is completely different, set in a whole new world. Riven will test your skills of observation and button clicking as you wander around the mysterious land.

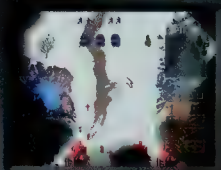


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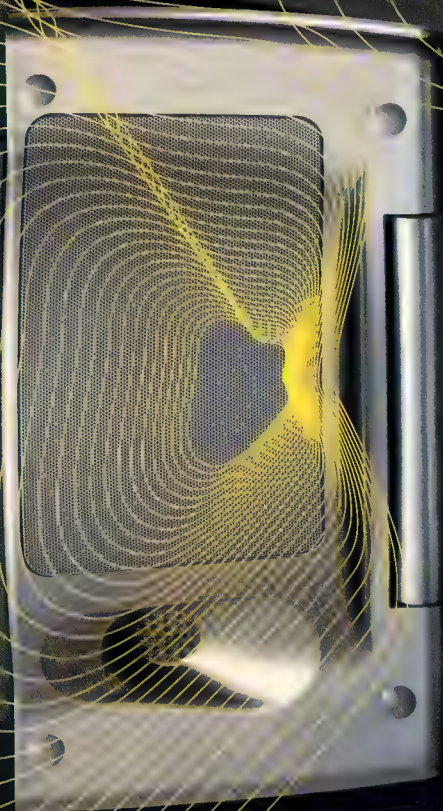
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Publisher/Developer Players/Genre % Done Release

Capcom U.S.A., Inc. 1 10 February 1998
 Capcom Co. Ltd. Action

Web Address: www.capcom.com

Mega Man Neo

The Blue Bomber Finally Goes 3-D

Capcom's world-famous blue bomber is currently en route to making yet another appearance on the home gaming scene—this time exclusively on the PlayStation. With Mega Man 8 and Mega Man X4 both out in stores now (X4 should be out by the time you read this, anyway), Capcom can finally concentrate on putting the finishing touches on the latest in the long-standing series of Mega Man games. But be warned—this ain't your father's Mega Man. In Mega Man Neo, the action takes place in an entirely 3-D world with lush environments, amazingly smooth polygonal graphics and—get this—RPG (yes, RPG) elements galore.

The basic story behind Mega Man Neo involves Mega Man going on a quest to save the Hidden Legacy treasure (whatever that is). Right now it's uncertain as to whether or not the Mega Man in MM Neo is the original Blue Bomber or an all-new metal warrior. For one, he doesn't wear his helmet (not during the early stages of the game anyway), and his good friend Roll (Dr. Light's female assistant) doesn't look anything like she used to. Could it be an all-new cast? Who knows, but either way the game characters still convey an alarming amount of charm through their onscreen actions and animations. In fact, all animation is motion-captured (well, the human-like characters anyway), and the result is near-lifelike movement. The entire game world is made up of polygons, and while it retains the rough look that PlayStation gamers have grown used to, there is virtually NO clipping at all, and the movement is silky smooth.

Fortunately for us (and Japanese gamers), there's a fully playable demo of Mega Man Neo on the Resident Evil 2 Interactive Demo Disc that comes with the Japanese version of Resident Evil: Director's Cut (that's BioHazard for you purists out there). Unfortunately, the demo won't be available in the U.S., but we got our hands on the Japanese one before it hit stores, and we were able to play through the entire thing.

Even though the game is still early, the demo, overall, looked very promising and was—and this is key, considering it's a 3-D game we're talking about here—a LOT of fun to play. It only lasted about 45 minutes or so, but still—in that time we stole a large treasure, crashed an airship, talked to a monkey, had a run-in with the cops, rescued a man from deadly serpents in a cave, defeated several mini-Bosses and then went face-to-face with one of the main villains of the game (and whooped her butt, I might add). If this is any sign of what's to come, I'm already sold, and I think most of you will be too. Hopefully we'll have a more in-depth preview copy soon. Until then, feast on these screens.



My 2 Cents

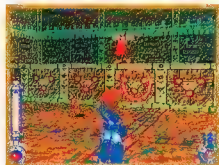
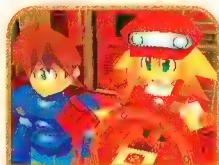
I have to admit, before I played it, I wasn't very excited about Mega Man Neo. I rarely give 3-D games the benefit of the doubt, so I figured MM Neo was gonna be just like the rest. Boy was I wrong! Now that I've finished the demo, I can't wait to play more, and I think RPG fans in particular are really going to dig this one.

—John DeLacour



Realtime cinemas keep the flow of the game fluid.

Mega Man's long-time favorite gal (Roll) is back, makeover and all. She's hot!



The 3-D Bosses are quite impressive but deadly, especially the big, red ones.

WILD 9

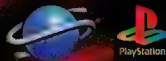


And this little piggy...
writhed in pain
as he was slowly
sacrificed to death...

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Publisher/Developer	Players/Genre	% Done	Release
SCEA UEP Systems	1 or 2 Extreme Sport	60	November 1997

Web Address: www.playstation.com

Cool Boarders 2

Can Cool Boarders 2 Be A Whole Lot Cooler?

Ten years ago snowboarders were about as welcome on the slopes as O.J. is... well, anywhere. Today they're considered the new denizens of the extreme sports movement.

Sony's Cool Boarders 2 has come into its own as well. Their second edition explores all things snowboarding has to offer, including half pipe competitions, two-player racing and 31 new tricks to perform. In addition, five different snowboarding aficionados shred the courses with their own specialties and strength points. You can dress them as tacky as you want—it doesn't matter, they're rad in any outfit. A unique new feature allows you to design your own snowboard, otherwise there is a selection of 18 Burton-brand snowboards to choose from. Hands down the most important improvement made is the addition of Two-Player Competition Mode. And while a lot of work was done to make the variety of tricks extensive and entertaining, it can't hold a candle to a good old-fashion head-to-head race with a human competitor.

Polygonal characters and tracks are back as is the whole "rad" atmosphere complete with eight pumping tunes and smart-ass commentary provided by an anonymous dude. Put all that together with the droning crowd noise and all the elements are in place for the complete snowboarding experience. ●

Two-player split-screen racing makes its debut in Cool Boarders 2.



Style is everything. The Board Park is where mondo tricks are performed.



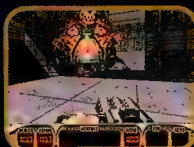
Catch massive air in the "bowl" portion of the competition.

Publisher/Developer	Players/Genre	% Done	Release
GT Interactive Aardvark	1 or 2 First-person shooter	50	November 1997

Web Address: www.gtgames.com

Duke Nukem: Total Meltdown

The first-person shooter with attitude (and strippers) comes to the PlayStation. Total Meltdown, like the other Duke Nukem games on competing systems, has exclusive features. The six PlayStation-only levels are perhaps the best additions to this version. Each of them has a theme, like Womb Trader (enemies are outfitted with Lara outfits and large breasts), President Weevil (based on Resident Evil, of course) or Wipe 'Em Out (imagine pig cops flying around in WipeOut ships). The PlayStation Duke Nukem will also introduce a new weapon, new enemies, Two-player Link Mode, a Bot Mode (where you face off against up to eight CPU-controlled dukes for death-matching) and support for Sony's analog pad.

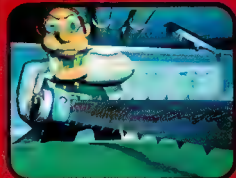


Publisher/Developer	Players/Genre	% Done	Release
EA-Origin Bullfrog	1 Simulation	N/A	November 1997

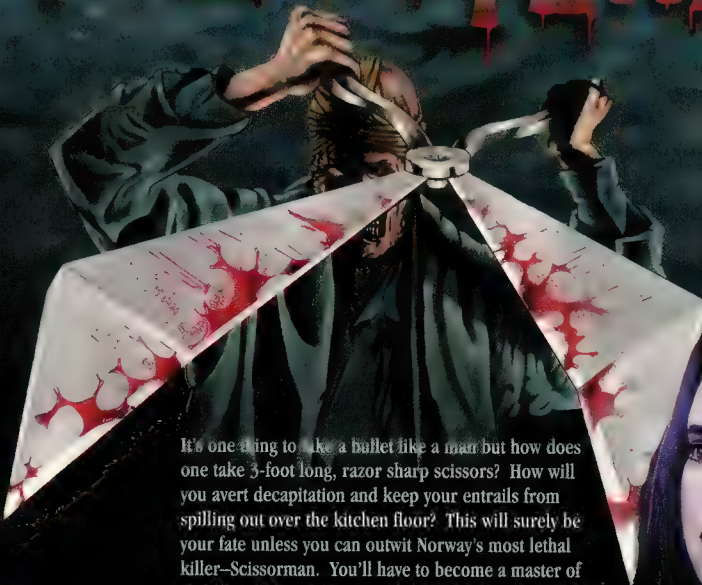
Web Address: www.ea.com

Theme Hospital

The makers of the light-hearted simulation/strategy game Theme Park are bringing out a sequel. Theme Hospital lets you run and manage a bustling (or bumbling) house of medicine. You must lure patients in with promises of cures for strange diseases like Bloaty Head (which is fixed by popping the head, then reinflating it) or Slack Tongue (the tongue is rolled through a machine and quickly silced off). Make enough money and you'll be able to afford better doctors and newer technology. Expect the same humorous attitude that made Theme Park such a memorable game.



SHEAR TERROR



It's one thing to take a bullet like a man but how does one take a 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

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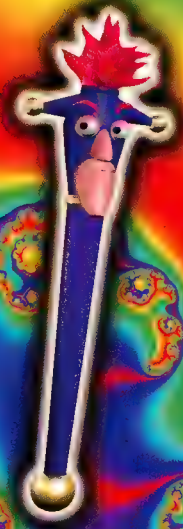
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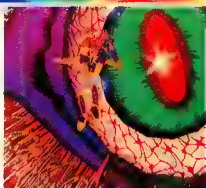


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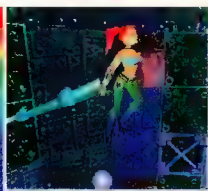
Pilot a giant mech through warped 3D tunnels.

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Fargus... growing things prone to li...

Nikki...



...with big bad sidekick...



Call 1.800.771.3772 for Game Rating Information

Pandemonium 2



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Publisher/Developer Players/Genre % Done Release

GT Interactive 1 or 2 75 November
SingleTrac Action 1997

Web Address: www.gtgames.com

LIBIDO

Critical Depth

SingleTrac
Goes Unda'
The Sea

They say the Earth is made up of 75 percent water, so it's no surprise that SingleTrac put all that wasted wet stuff to good use. They've surfaced to give us a look at a nearly complete version of their first title for publisher GT Interactive, *Critical Depth*.

The game puts players in the cockpit of one of more than 10 subs. Each of them has its own driver and personality (i.e., Captain Cutlass rides around in a pirate ship-esque sub). Sound a little like *Twisted Metal*? It should, considering SingleTrac describes their new game as a cross between *Twisted Metal* and *Warhawk* with plenty of surprises and additions to boot.

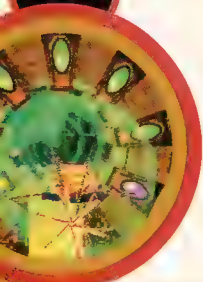


Critical Depth has a crazy amount of weapons to pick up, most of them having a heavy nautical theme.

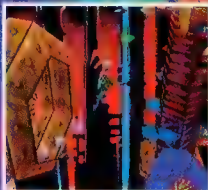
In the game, players need to recover four pods per level to open a sliggate that sends them to the next stage. Within each level (besides the power-ups, pods and obstacles) are three other enemy subs that try to stop you from getting the pods. The arsenal on your sub is just as powerful as the enemies, and at times more powerful depending on what sub you've chosen (like how powerful Mr. Grimm was in *Twisted Metal*) since each of the subs has their own attributes.

The levels are scattered in far-flung locales, including the Red Sea, around a sunken city and other oceanic places. *Critical Depth* also offers a Two-player Split-screen Mode.

Collect the pods to open the sliggate.



It's amazing what water can do to *Twisted Metal*. It's like a new game...uh.



Hidden bonus levels take you to funky new places.



May '96 This Month in EGM History...

San Francisco-based Ziff-Davis Publishing Company buys *Electronic Gaming Monthly*, *EGM*² and several other publications that were part of Steve Harris' Sendai Media Group. New group publisher Jon Lane begins not to tinker with the mag's content or style, while Ziff-Davis itself begins pumping its vast resources into *EGM*. Soon, readers begin to notice that the magazine is printed on better paper and screen shots are brighter and clearer.

All staff concerns over the new owners are erased several weeks later when—as Chicago's summer temps shift from simmer to boil—Lane lifts Sendai's year-old ban on wearing shorts. *EGM*'s staff is once again free from their pants.

(Note: You don't even wanna know why shorts were banned in the first place. Can you sing the jingle, "We wear short shorts"?)

"The only NFL game good enough to put my name on it."

— Jimmy Johnson, Miami Dolphins

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"There is so much more in my game... so get a move-on and check it out for yourself!"

— Jimmy Johnson



PLAYERS



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Start Taking Notes.

Publisher/Developer	Players/Genre	% Done	Release
SCEA SingleTrac	1 or 2 Racing	50	November 1997
Web Address: www.playstation.com			

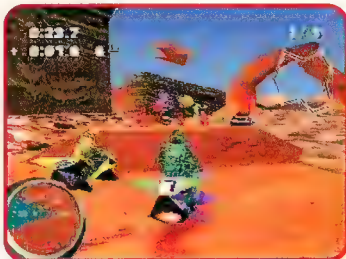
Jet Moto 2

Bikes,
Chicks And
Corkscrews

As the year of the sequel marches on, Jet Moto 2 makes its first playable appearance. And it's delivering a new physics engine, beefed-up bikes and to new obstacle-laden tracks.

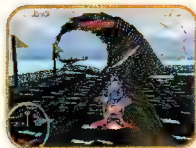
While some may consider Jet Moto 2 to be a poor man's WaveRace, it really isn't. For starters, WaveRace never let you ride sleek, half hovercraft, half Jet-Ski vehicles over quake-shaken Los Angeles. But that's all in a day's work in Jet Moto 2, as is careening through several other tracks containing caverns, rapids, canyons and even roller coasters. The all-new tracks pack more obstacles as well as much improved graphics. Corkscrew roads, steeper waterfalls, incredible launch-pad ramps and even lava fields spice up the racing quite a bit. At one point on the Los Angeles race (earthquake terrain), sections of upturned highway provide a means to launch yourself so far and high it seems like you'll never land. Still other tracks make you navigate skinny passageways at high speeds, while narrowly missing cement pillars and ledges.

Other technical improvements, such as sharper colors, shifting lights and new animations, have all found a place in Jet Moto 2. More importantly, improvement in the "TruePhysics" design have made the bikes' handling abilities better than the original Moto.



One of the faster tracks, The Canyon, is an all-out speed fest—or a death fest depending on how you play it.

At this point it looks as if Jet Moto 2 has kept most of the elements that worked in the original, while improving the graphics engine and adding miles of brand-new courses to conquer.



The roller-coaster corkscrew will leave you silly in the head, if you're lucky.



Publisher/Developer	Players/Genre	% Done	Release
SCEA Sony Interactive	1-8 Sports	N/A	November 1997
Web Address: www.playstation.com			

NCAA Football GameBreaker 98

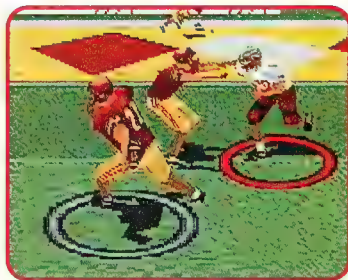
Last year Sony's GameBreaker sported small, sprite-based players that moved about the field so fast it seemed more like a flea circus than a football game. GameBreaker 98 does away with the mini-mites and in their place are fully polygonal 3-D football brutes.

Like NFL GameDay 98, nothing less than a total overhaul has taken place. Sony's new, 3-D game engine has beefed up the graphics to new levels. Contributing to the realism equation are multiple player sizes, fluid movements and some impressive motion-capture animations. Tight-roping the

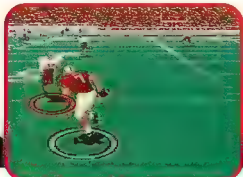
sidelines to avoid going out of bounds, stutter-stepping an opponent and one-handed spinning catches are all very impressive to see in a polygonal format. Game speed/frame rate is the same as GameDay 98, which has proven to be quite sufficient.

There are 111 Division 1-A teams included along with some greats from the past: USC '72, Notre Dame '88 to name a few. Stat tracking and the real rosters for the 1997/98 season are in there. Create-a-player and tons of Easter eggs are also in the mix.

If anything, Sony's GameBreaker 98—as well as GameDay 98—have proven that fast polygonal graphics and gameplay in a football game can be done on a 32-Bit system.



Running the option is one of the more popular plays in GameBreaker.



Hey Frost, wrap that ball up! Give the Huskers a fighting chance this year.

FIFA: 98

Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts EA Canada	1-8 Sports	40	November 1997

Web Address: www.easports.com

FIFA: RWC 98 could go down in history as the most meticulously detailed sport sim ever. With 172 nations represented and 17 actual stadiums, there is no shortage of teams or venues.

Last year FIFA 97 had some problems with a sluggish frame rate and less-than-exciting play. This year things have been tightened up—especially in the gameplay and control departments. Other improvements include enhanced AI, new weather effects and highly detailed players. This year the boys will be sportin' their own facial features and hair styles.



Looking more like a wounded bear than a defender, this guy chokes.

As the name suggests, the road to the World Cup will include many tournaments and qualifying rounds to play through. The sheer number of teams you'll need to beat is staggering. One thing is for sure: It will no doubt take lots of time. Hopefully with the new improvements to FIFA: RWC 98, it will be time well spent.



Lots of attention to detail is evident in FIFA's new players.

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Publisher/Developer	Players/Genre	% Done	Release
Midway	1	50	September
Midway	Action		1997

Web Address: www.midway.com

MK Mythologies: Sub-Zero

Not Just
Blood And
Guts
Anymore

Wouldn't it be cool if the makers of Mortal Kombat took all the things they're famous for (like the fighting elements, characters and fatalities) and mixed them into a side-scroller with some adventure elements, such as experience points and useable items?

Well, it's no secret that Midway has been working on MK Mythologies: Sub-Zero for some time now, and the game is exactly what was described—more or less an MK side-scroller. So how does Midway translate the game that defined digitized fighters and introduced gore like never before into something other than a fighting game?

First, Midway came up with a story line for the game. In it, Sub-Zero is presented with a series of tasks. Even from the get-go, the sorcerer seems to have ulterior motives, and Sub-Zero can sense it. Problem is, Sub-Zero's mentor, the grandmaster, only sees the rewards for working with the sorcerer. But since he's working for his leader, Sub-Zero can't refuse to do what he asks.

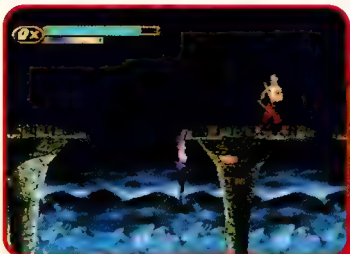
The graphics have the same style as the older MK games, except now everything is set up in levels. Some elements are similar to Pandemonium! in that although the game is 2-D, the level will rotate giving a 3-D appearance.

As the title suggests, Sub-Zero is the main character and as players control him through the various levels, he gains more and more of his special moves (i.e., ice blasts and such) through earning experience points. These are gained by performing combos and other special attacks. For example, by dishing out a four-hit combo, players will receive somewhere around 10 points of experience. Then after a certain amount, Sub-Zero will be able to freeze his enemies and give them the classic Sub-Zero uppercut.

Some new moves have been introduced as well. Sub-Zero can now double freeze an enemy (without becoming frozen himself) and then give him/her an uppercut, shattering him/her into dozens of pieces of ice-cold flesh. Note that it only works on weaker enemies. Besides fighting-type moves, Sub-Zero will also be able to hang from ledges and pull himself up (see upper-right picture).

The levels take players all over the place ranging from Shaolin temples to strange fortresses high in the Himalayas. Wherever the game takes them, lots of traps, enemies and other hazards await.

It's a strange new world (the action side-scrolling genre) that Mortal Kombat is entering, where there's a whole slew of new competitors. It should be interesting to see how the kings of Kombat fare in this new arena.



My 2 Cents

I was really surprised when I played this one. I expected more of the same old MK stuff. Mind you, it does have the token blood and guts, but there's more to it than that (with the adventure elements and item system). But I don't know if that's enough. Granted it's early and it can undergo plenty of changes before it's released, but right now there's a lot of competition out there. After all, this is a whole new arena for the MK series to venture into. Can they do it? I dunno.

—Steven Lewis



See...there's still plenty of Kombat to deal with in MK Mythologies.



The action and adventure are broken up with cheesy, but fun, full-motion MK video.

This Month in EGM History...

Sept. '89

Acclaim—tossing with the idea of entering the publishing industry—offers to buy EGM from Steve Harris for \$50,000. The deal eventually falls through, but imagine how different the world would have been if Batman and Sushi-X teamed up in a video game.

Publisher/Developer	Players/Genre	% Done	Release
Tecmo Tecmo	1 or 2 Simulation	75	November 1997

Web Address: www.tecmo.co.jp

Monster Rancher



Doing battle at a tournament. The fights are the highlight of the game.

Taking its cue from the highly successful Game Boy game Pocket Monsters (available in Japan for the last two years) and its cheaper cousin the Tamagotchi pet, Tecmo's Monster Rancher prepares to bring a similar style of breeder game to America.

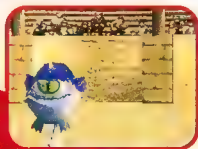
In Monster Rancher, you raise the monster of your choice (most of them resemble dinosaurs) over a long period of time, building them through work, training and general care in several categories: power, skill, intelligence, speed, etc. In addition, loyalty, will and popularity come in handy later on in the tournament portion of the game. Giving it even more depth are tons

of items you can buy or sell and use in disciplining or rewarding your monster. Keeping tabs on the money is another key element of the game as well.

Monster Rancher combines 2-D RPG-type menus and story windows with 3-D polygonal battle sequences and monster animations, thus creating a cool mixture of game genres. No doubt, saving your best monsters for battle with a friend's will be one of the key selling points of Monster Rancher. ●



You raise them, love them, then send your monsters off to battle. Sad, no?



Publisher/Developer	Players/Genre	% Done	Release
Westwood Studios Westwood Studios	Two War Sim	NA	November 1997

Web Address: www.westwood.com

C&C: Red Alert

Red Alert, the follow-up to Command & Conquer, is actually a prequel which explains the background of the aforementioned C&C.

Red Alert's plot involves the Allies and Soviets, and although it begins in the 1940s and ends in the 1980s, the complexity of the game easily eclipses Command & Conquer. There are many more units consisting of land, sea and air weapons in addition to indoor commando missions. Experimental weapons such as the Chronosphere and Iron Curtain can be used (some with consequences), while some old favorites such as the Mammoth Tank and Grenadiers will still remain in the repertoire.



Red Alert plays just like the original, except with more units and a better story line.

HE PUT THE DEATH IN DESTRUCTION...

Publisher/Developer	Players/Genre	% Done	Release
SCEA	1-8 Sports	N/A	October 1997
Web Address: www.playstation.com			

NHL Face Off 98

Sony's
Hockey
Goes 3-D

Sony's sports division is definitely on a big roll right now. It's been proven that they can do the 32-Bit polygonal format quite nicely, and they haven't hesitated to use it in all their new sports games, the latest of which is NHL Face Off 98.

Building on last year's strong points—mainly responsive gameplay, icon passing and applied team strategy—this year the emphasis was obviously put on the new polygonal look. Much the same as GameDay 98, the new Face Off makes the transformation to polygonal players. Keeping the competent gameplay, AI and frame rate while incorporating the new 3-D engine and polygonal graphics isn't easy, but at this point it looks (and plays) like they've done a very thorough job.

We expect all 26 official logos, stadiums, teams and players from the '97 season to be used. Statistical tracking is as extensive as ever with several categories for teams, players and users, including points, assists, penalty minutes, wins, shutouts, etc.

Cool new additions include 3-D fighting with uppercuts, plus pushing and pulling (no ear biting, though). Actual in-game moves such as hip checks, backward skating, drop passes and poke checks, to name a few, have benefitted greatly from the polygonal treatment. A lot of new sound effects have been added in many areas of the game, from fighting to the rippin' organ tunes.

It's premature to say that NHL Face Off 98 is the new king of the hockey sims, but at this point it looks good enough to shut down the current competition. ●



Blood thirsty hockey fans will be happy, as Face Off 98 includes all the fighting they crave.



Face Off's 3-D graphics are impressive in the previewable version we played.



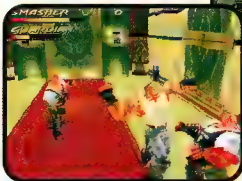
Publisher/Developer	Players/Genre	% Done	Release
Web Address:			

Fighting Force

It seems Fighting Force is right on track for an October release. Eidos' fighting game (spotlighted in the July '97 issue of EGM) will feature 3-D fighting similar to Streets of Rage, complete with 40-50 moves per character and a bizarre madman who plans to feed the world large doses of LSD in hopes of global genocide. With Core Design (Tomb Raider) doing the programming honors, expectations are high.



Not only can you kick the enemies' heads, you can also blow them off.



Each of the three characters has his/her own style and techniques.

Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts EA Canada	1-8 Basketball	40	November 1997
Web Address: www.easports.com			

NBA Live 98

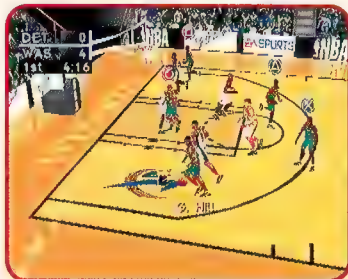
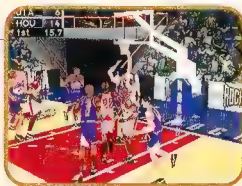
EA Jazzes Up
Live With A
Bigger Dose
Of Showtime

This next installment in the Live series benefits from EA having another year of 3-D experience. The textured players are impressive, sporting more detail than last year's version. Many of the popular players' faces are recognizable, and there are also new motion-captured animations, such as new dunks, fadeaway shots, spin moves and crossover dribbles.

Gameplay packs a variety of new additions. There is now a Direct Passing command that's activated by the Shoulder button, an improved post-up system and a Direct Dunking button that commands the player to force a dunk (if he can't he will revert to a lay-up). Also new are leaning drives, which are executed by hitting the L2 button. While hitting this button, leaning drives, spins and crossovers can be used to get to the hoop.

Live has always captured the "showtime" spirit of basketball, but this year they hope to take it to the next level by emphasizing the "NBA on TNT" license introduced last year. The TNT broadcast team of Vern Lundquist and Ernie Johnson engages in radio-style play-by-play during the oncourt action. Needless to say, you'll find plenty of TNT broadcast banners and graphics speckled through the game. Also in the spirit of showtime is Live's new, fast-paced, three-point competition that is played at the NBA All-Star Weekend.

The new player models are detailed as you can see in this glob of players.



Here, you can see NBA Live 98's "Direct Passing" Option which allows you to easily pick which player to pass the ball to. The feature first appeared in NBA Shoot Out 97.



Here's one of the many in-your-face dunks you can expect in NBA Live.

Oct. '94 This Month in EGM History...

In what is probably the most famous case of a company pulling ads from *EGM*, Capcom stops advertising after *Super Street Fighter II* is criticized for being more *Street Fighter* rehash.

Publisher Steve Harris responds in an editorial, explaining how Capcom's reaction is nothing new to the mag. More than anything ever written in *EGM*, these comments from his October 1994 editorial sum up our philosophy:

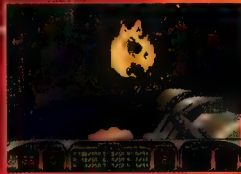
This type of stance has cost *EGM* more than \$500,000 in revenue, but no amount of money can buy back lost integrity. The guiding principle of this publication is that it is written for the reader, and it is this principle that has made *EGM* the biggest, most widely read, and most respected magazine in the video game industry.

Yeah, what he said!

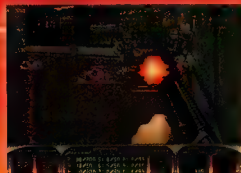
HE PUT THE GUTS IN GLORY.
NOW...



Laugh while you frag, from Hollywood to outer-space!



Bag some aliens with over a dozen hi-tech weapons!



An all-out overload of non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

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And all-out devastation! Don't mess with The Man!



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HE'S G TO GET

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COME GET SOME... OF THE KING OF COOL

Duke's looking for a few good men to help him get a jump start on some serious butt-kicking. Here's your opportunity to enlist early. Reserve your copy of the most over-the-top, level-loaded, hot-looking, alien-stuffed, gag-packed,

#1 Kicking 3D-showdown ever!



DUKE NUKEM
TOTAL MELTDOWN

**GAME
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Back to Back



software **etc**



DUKE NUKEM
TOTAL MELTDOWN



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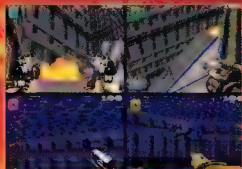
*Poster/Strategy guide only available while supplies last.



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Four-player, split-screen Dukematch action.

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COMING SOME!

NINTENDO⁶⁴



www.giinteractive.com

PLAYSTATION

Publisher/Developer	Players/Genre	% Done	Release
Konami Konami	1-4 Sports	N/A	December 1997
Web Address: www.konami.com			

NBA In The Zone 98

Known for its great graphics and arcade gameplay, the latest incarnation of the NBA In the Zone series is being readied for the PlayStation.

Konami is beefing up their polygonal basketball game in a number of ways.



starting with Charlotte Hornets forward, Glen Rice providing an endorsement for the product. More importantly, Zone's already impressive 3-D graphics are being improved with the addition of some new moves and motion-captured animations such as no-looking passing and behind-the-back dribbling. As always, the game will be heavy on action, but a few, new features might attract simulation fans to the game.



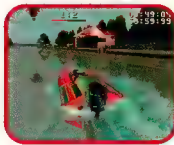
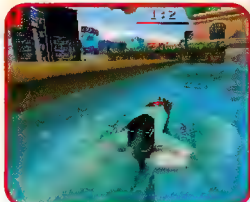
Publisher/Developer	Players/Genre	% Done	Release
Interplay Promethean Design	1 or 2 Racing	N/A	November 1997
Web Address: www.interplay.com			

Powerboat Racing

VR Sports' upcoming Powerboat Racing has an interesting premise and a sparse amount of competing games to worry about. After all, there just aren't that many boat-racing games out there.

Powerboat Racing looks like it'll offer more than pure racing action. The producers promise it'll pack precise physics and handling characteristics, which will simulate the way in which a speedboat reacts to the shifting waves (can

you say WaveRace 64?), while still retaining some arcade elements to pump up the action. In addition, a lot of work has been put into the backgrounds surrounding each course. Animated trains, planes and automobiles will live up the scenery of the nine courses. This could turn out to be an original and entertaining racing title, one gamers have been craving.



Publisher/Developer	Players/Genre	% Done	Release
Acclaim Probe	1 Action	N/A	December 1997
Web Address: www.acclaimnation.com			

Batman and Robin

We all know what the old Batman side-scrollers were like—a little like Final Fight, but not quite as fun—and then a new one came to the PlayStation and the Saturn and the game was enhanced a bit, but it was still in 2-D (not a bad thing, but like the oldies). This time Batman is still on a 32-bit console, but now he's in 3-D and stars in something other than a side-scroller!

Acclaim is still the makers of the game and they tried something different than their standard side-scrollers. This time you can go all over the place in a truly 3-D environment, kind of like Tomb Raider, but a lot different. In Batman and Robin,



you can jump in the Batmobile and explore Gotham City, going from various building to building trying to put down Freeze.

Even though there's more exploration going on, the game still has plenty of action. After all, Batman wouldn't be Batman if he wasn't kicking somebody's booty. And the same goes for the "Boy Wonder."

The game more or less follows the movie and has the same dark mood, but it doesn't have the real stars in it—only 3-D models that look like them (instead of sprite versions like other Acclaim games).



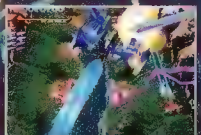
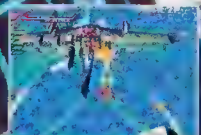
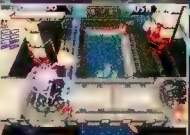
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Publisher/Developer	Players/Genre	% Done	Release
SCEA SCEI	1 or 2 Puzzle	85	November 1997

Web Address: www.playstation.com

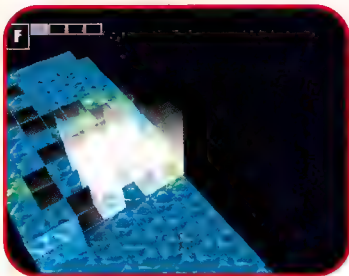
Intelligent Qube

It's No Frills Fun—Qubed

Intelligent Qube—Sony's new block-rocking puzzle game— isn't much to look at. With its empty, black backgrounds and rows of marching blocks, the game looks like a no-frills version of Atari's Klax. But then, it isn't IQ's graphics that boosted the game into the top-o'-the-chart stratosphere in Japan, where it has sold more than 600,000 copies. This game is as addicting as it is simple.

IQ's goal—to clear waves of blocks—is nothing revolutionary, but it's the simplistic gameplay that hooks you. You start each round as a little guy standing in the path of rows of marching blocks, which come in three types: Normal Cubes, black Forbidden Cubes and green Advantage Cubes. The blocks march in unison toward you and the edge of the level, where they'll slip into the abyss if you don't clear them in time. Your job is to get rid of the Normal and Advantage cubes, while leaving the Forbidden Cubes untouched (oh, and take care not to get crushed by the blocks as they march toward you).

To eliminate a cube, mark a floor panel in its path by tapping the Circle Button, then jab the button again when the cube rolls onto the panel. Normal Cubes will disappear, but if you clear one of the special Advantage Cubes, you can tap the Triangle Button



Trigger the green Advantage Cubes and you'll clear every nearby block—but don't clear the black ones!

to clear as many as nine nearby blocks. The trick is to clear all the blocks—except the black Forbidden ones, which must be allowed to fall off the edge—in as few turns as possible (each forward roll of the cubes counts as a turn). Clear a Forbidden Cube and a portion of the level will crumble away, leaving you less room to maneuver.

And that's pretty much how the game progresses, level after level. No fancy power-ups. No gee-whiz special effects. Still, IQ does pack a potent incentive to keep you going. When you screw up, it displays your IQ rating, and if you play like an idiot, you'll earn the appropriate score. And getting a high IQ takes more than just making it to higher levels; you'll have to clear each wave of cubes quickly, making every turn count.

IQ's simple graphics and gameplay carry over into other parts of the package, too. Besides some brief tutorials and five different texture sets, IQ offers few options. And the Two-player Mode has players taking turns rather than competing head-to-head, so don't expect any heat-of-the-moment shouting matches like those spawned by multiplayer Tetris Attack. ●

Publisher/Developer	Players/Genre	% Done	Release
Accolade Pitbull Syndicate	1 or 2 Racing	50	November 1997

Web Address: www.accolade.com

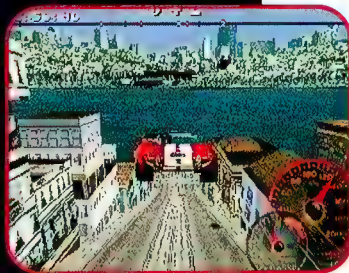
Test Drive 4



Test Drive 4 takes the best of the classic cars—the '69 Camaro, '70 Chevelle, '67 Shelby Cobra and a '71 Plymouth Baracuda—and matches 'em against modern day heaters, including the '97 Corvette and '98 Dodge Viper. Providing the testing grounds are six extremely long road courses located in San Francisco, the Italian Alps and the German Autobahn, to name a few.

Reminiscent of Need for Speed, the courses are littered with police cars and motorists travelling in the opposite direction. You have to avoid them as well as the racing competitors. The rest of the time, power-sliding through corners and keeping your car on the road will provide the brunt of the challenge.

Most of the older cars will sway and fish-tail around the corners just as they would in actual life. Conversely, the modern cars stick to the road like glue and offer a totally different driving experience.

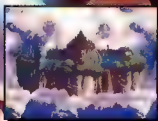
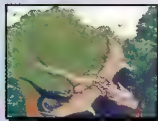


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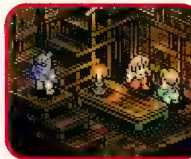
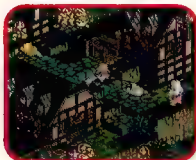


SEGA SATURN™



Our games go to 11!

Publisher/Developer	Players/Genre	% Done	Release
Atlas Artdink/Quest	1 or 2 Strategy	50	December 1997
Web Address: www.atlus.com			

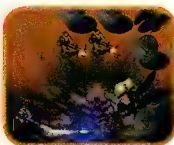


Tactics Ogre Battle

The cult favorite Tactics Ogre Battle is returning to the PlayStation in a different form. This time, the strategy game is taking on a three-fourth perspective, turnbased format. Like Final Fantasy Tactics and Vandal Hearts, Ogre Tactics will play like an advanced chess game, complete with special attacks, magical spells and a multitude of different units. Tactics Ogre Battle will contain deep gameplay and a few RPG elements that make the genre so popular among strategy fans.

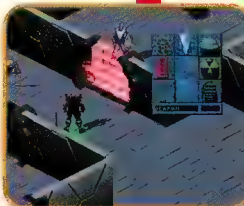
Publisher/Developer	Players/Genre	% Done	Release
GT Interactive RealTime Associates	1 Action	40	November 1997
Web Address: www.gtgames.com			

Youngblood



Originating from the pages of the Rob Liefeld comic book, Youngblood is coming to the PlayStation. This isometric game features all of the characters from the book including Badrock, Vogue and others, taking them to a slew of locations in an effort to stop Dr. Leviticus (as shown in the comic book-style cinemas done especially for the game).

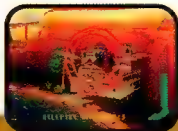
Although it seems like the game is a shoot-'em-now-and-ask-questions-later type, it's far from that. Oh, it does have action, but the focus of Youngblood is on strategy (sort of like X-Com in a sense). After all, it'd be easy to make another straight action game based on a comic book.



Publisher/Developer	Players/Genre	% Done	Release
Activision Activision	1 Act/Adv	40	February 1998
Web Address: www.activision.com			

Bug Riders

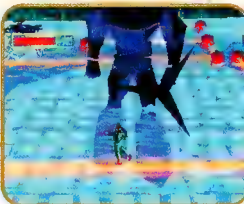
We've just nabbed some new screen shots of Bug Riders, one of the more unusual games to come along for the PlayStation. Set in the fantasy world of Entymion, the game has you racing atop giant insects in a bid to become the new king. Your insects are armed, thus adding some combat elements to the game, too. Bug Riders is being developed by n-Space, the team of mostly ex-military-sim coders who brought you Tigershark. The game also features a Split-screen Two-player Mode.



Publisher/Developer	Players/Genre	% Done	Release
Activision Activision	1 Act/Adv	40	February 1998
Web Address: www.activision.com			

Pitfall 3D

The newly added Bosses in Pitfall 3D are so cool, we felt we had to show one to you. This Boss, called the gladiator, is a huge baddie who sits in the middle of a frozen field of ice. You must guide Harry across the slick surface to activate several switches—all while dodging the Boss' attacks and moving laser beams. It's tough, sure, but so is much of this game, which has Harry facing a lot more challenges than he did in his 8- and 16-bit adventures.



Publisher/Developer	Players/Genre	% Done	Release
Namco	1 or 2 Shooter	100	Now Japan

Namco
Namco

1 or 2
Shooter

100

Now
Japan

Web Address: www.namco.co.jp

GunBullet



Going Back To Basics



What better thing to have in a game than ninjas? It's just one of many perks.



In an age of technologically advanced shooting games, Namco has decided to take a step backward. Not to say that's bad, however. GunBullet (known as the arcade game Point Blank in America) takes the gun game concept back to its roots. You won't find any fancy graphics here. All you'll find is good old-fashioned gameplay.

GunBullet is basically made up of a series of very simple one- and two-player minigames. Some games involve skill shots with limited ammo, like the skeet shooting level or the stage where you have to kill three bouncing balls with one shot. Other games have you shooting as many targets as possible within the given time limit, like beer bottles. You might also find yourself trying to destroy a car, preventing meteors from falling to Earth and even typing (via bullets, of course). It's all very frantic and fun, even more so if you're competing against a second player.

The home version (which only supports Namco's own Guncon) also has many never-before-seen stages. It also has several new modes of play like Team/Tournament Modes and an RPG Mode, where you can explore a countryside, meet people and earn experience points and gold by beating the minigames. If GunBullet sounds like a blast, it is. But don't fret — Namco is planning on bringing out a U.S. version (Point Blank) early in 1998.

Take out the gangsters in ample time to make it to the next stage.



WATCH YOUR BACK. THE GREATEST COLLECTION OF SPECIAL MOVES...



RYU'S FIREBALL

KEN'S DRAGON PUNCH



GUILE'S FLASH KICK



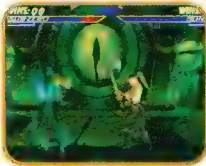
Publisher/Developer	Players/Genre	% Done	Release
Midway Midway	1 or 2 Fighting	85	October 1997
Web Address: www.midway.com			

Mortal Kombat 4

MK4 is going through a lot of changes. Who gets what weapon has not been fully decided, and all of the moves have not been programmed. One thing has been decided: Noob is out, Clooney is in! A character bearing an uncanny resemblance to the Batman actor named Jarek has taken his place. He has some of Kano's moves, plus a new move where he falls backward and shakes the screen. Tanya is another new character who is basically a Sindel who can't fly. Reptile's moves have been



programmed. He has his invisibility (although it is now worthless since you can still see a Sub-Zero-like mist around him) as well as a strange move where he scurries up to you and elbows you for a single hit. There is also one stage fatality where a large fan is in the background; you, of course, can get thrown right into it. There are still characters up in the air (Goro), but Ermac has also been sighted.



My 2 Cents

It seems all anyone in this industry has on their minds anymore is Mortal Kombat 4. When's it coming out? Is it any good? Yada, yada, yada. Well, it should be out right now, and all I can say is, "I'm sick of fighting game sequels. Period." This is not against Midway in particular. Look around your local arcade, and what do you see? Driving, fighting, shooting—that's it. Remember the old days of Gyuss, Mario Bros., Cadash, etc.? Let's look to the smaller companies to help us out of this "rut."

—Mark Hain

July '94

With both the game industry and his magazine bursting at the seams, Steve Harris decides to launch *EGM*², a sister publication to *EGM* that will focus more on arcade and international coverage. The magazine ships two weeks after each issue of *EGM*, so that readers can get their gaming fix twice a month.

Now surpassing its 40th issue, *EGM*²'s focus has gradually shifted from previews to strategy.

This Month in EGM History...

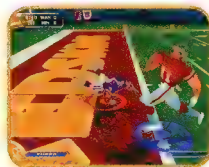
EGM
90

NFL Blitz

NFL Blitz is an NFL equivalent to NBA Jam. The following is information we've gathered from the prerelease version (some of it may change when the final is released). Blitz emphasizes straight out action as opposed to realism. It's 7 on 7—you do call plays but there's no player substitutions or punting. It will take more than just 10 yards for a first down, and there are going to be wild sack tackles and plays. You will also be able to tip passes. All of the players, as well as their uniforms, will be from the current '97 roster (even that

Publisher/Developer	Players/Genre	% Done	Release
Midway Midway	1 or 2 Sports	85	October 1997
Web Address: www.midway.com			

neat-o-keen Broncos uniform revision will be included in NFL Blitz). There will of course be secret plays and tons of secret characters. The game utilizes 3DFX technology, however the hardware is dramatically different from that used in games like Wayne Gretzky, Mace and Rush.



Publisher/Developer	Players/Genre	% Done	Release
Midway Midway	1 or 2 Racing	100	1997
Web Address: www.midway.com			

Off-Road Challenge

Midway has had a lot of success in the driving arena considering they don't have a System 22 or Model 3 to render perfect cars and tracks. Perhaps it's because their games don't cost \$1.50 a shot (maybe that's why Cruis'n USA and World had such an appeal besides just being fun as hell). Well, their new off-road game looks reminiscent of the Cruis'n series. Designed with Ivan Stewart, one of the most winningest drivers in off-road history, this game features eight diverse tracks including 4x4s, hummers and more! as well as six tracks and tons of power-ups. There is also a speed shop where you can customize your truck. You can upgrade your tires, shocks and engine for better performance. Up to four Off-Road Challenge machines can be linked for head to head play.



Publisher/Developer Players/Genre % Done Release

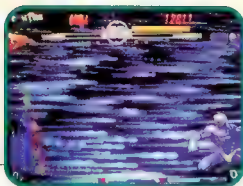
Capcom of America 1 or 2
Capcom of Japan Fighting 80 Quarter 4 1997

Web Address: (american) www.capcom.com (japanese) www.capcom.co.jp

SFIII: 2nd Impact

Totally non-characteristic of Capcom (key in sarcasm here), they have updated their newest Street Fighter game and entitled it Street Fighter III: 2nd Impact. This new update features slightly enhanced graphics and a new super art graphic scene as well. Last of all, there are two new characters reminiscent of past Street Fighter characters. One is a carbon copy of the SFIII Boss, Gill. Named Urien, he wears nothing but a pair of Speedos and a bad attitude. He seems to have limited control over the elements, so his story is probably related to Gill in some way. The other character is Hugo from Capcom's Final Fight series.

One of the best features about this revision is the changes in gameplay. Ken and Ryu can now do their Hurricane Kick in the air, Sean has been weakened, Yun and Yang have individual moves and a lot of the characters have new moves. There are also throw escapes and taunts. 2nd Impact will also allow you to change your Super Art before every bout!



ARCADE

REVIEWS

Publisher/Developer Players/Genre % Done Release

Capcom of America 1 or 2
Capcom of Japan Fighting 80 Quarter 4 1997

Web Address: (american) www.capcom.com (japanese) www.capcom.co.jp

Gem Fighter

Street Fighter III was a bit of a disappointment for some of us here at EGM. Gem Fighter, however, looks like a game that might be able to stand on humor alone! It copies the Virtua Fighter Kids concept (in other words, it's basically Street Fighter Kids). Returning in this game are Ryu, Chun-Li, Felicia, Sakura, Morrigan, Donovan (after a non-appearance in DarkStalkers 3) and for some reason Dan. It is unknown just how many new characters are going to appear, but one of them for sure is a witch named Sabasa. There are only three buttons in GF: Punch, Kick and Super Art.



JUST ENTERED THE ARENA.

STREET FIGHTER COLLECTION

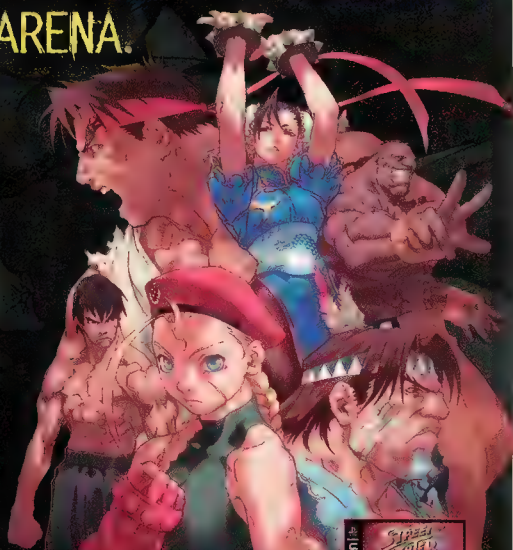
Remember these guys? They remember you. This game packs punch. 27 Street Fighters in 3 different games. Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, all in their true arcade form. Own the Street Fighter legacy. At around \$1.50 a fighter, that's a fair fight, don'tcha think?



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CAPCOM

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November 1997

Coming soon

PLAYSTATION

Beat Wars	Hasbro Interactive	Nov.	Fighting
C & C: Red Alert	Westwood Studios	Nov.	Strategy
Caesar's Palace	Interplay	Nov.	Simulation
CART World Series	SCEA	Nov.	Racing
Colony Wars	Psygnosis	Nov.	Action
Cool Boarders 2	SCEA	Nov.	Racing
Coulter Crises	GT Interactive	Nov.	Action
Crash Bandicoot 2	SCEA	Nov.	Action
Critical Depth	GT Interactive	Nov.	Action
Duke Nukem	GT Interactive	Nov.	First-Person
Gretzky '98	Midway	Nov.	Sports
Intelligent Qube	SCEA	Nov.	Puzzle
Jet Moto 2	SCEA	Nov.	Racing
Joe Blow	Sir Tech	Nov.	Action
MDK	Playmates	Nov.	Action
Mega Metal	Mindscape	Nov.	Action
Midway Collection 2	Midway	Nov.	Compilation
NBA Fast Break	Midway	Nov.	Sports
NBA Live '98	EA	Nov.	Sports
NCAA FB Gamebreakers '98	SCEA	Nov.	Sports
One	ASC Games	Nov.	Action
Ray Tracers	T+HQ	Nov.	Racing
Riven	Acclaim	Nov.	Action
San Francisco Rush	Midway	Nov.	Racing
Shipwreckers!	Psygnosis	Nov.	RPG
SF 2 Collection	Capcom	Nov.	Fighting
SW: Masters of Teras Kasi	LucasArts	Nov.	Fighting
Tank! CS	BMG Interactive	Nov.	Strategy
Test Drive 4	Acclaim	Nov.	Sports
Theme Hospital	EA/Origin	Nov.	Strategy
TN Motorsports Hardcore 2	ASC Games	Nov.	Sports
Tomb Raider 1	Eidos	Nov.	Adventure
Vs.	T+HQ	Nov.	Fighting
WCW Nitro	T+HQ	Nov.	Sports
X-Men: Children of the Atom	Acclaim	Nov.	Fighting
Youngblood	GT Interactive	Nov.	Action
Alundra	Working Designs	Dec.	RPG
Aqua Prophecy	ASCII	Dec.	RPG
Auto Descent	EA	Dec.	Racing
Batman & Robin	Acclaim	Dec.	Action
Dead or Alive	Tecmo	Dec.	Fighting
Grand Theft Auto	BMG Interactive	Dec.	Racing
Major League Soccer	BMG Interactive	Dec.	Sports
Men in Black	Design League	Dec.	Adventure
NBA in the Zone '98	Konami	Dec.	Sports
NBA Shoot Out '98	SCEA	Dec.	Sports
Spawn	SCEA	Dec.	Action
SpecOps	BMG Interactive	Dec.	Strategy
Tactics Ogre Battle	Allus	Dec.	Strategy
The Wild 9	Interplay	Dec.	Action
Agent Gex	Crystal Dynamics	Jan.	Action
Atari Collection 2	Midway	Jan.	Compilation
Cardinal Syn	SCEA	Jan.	Fighting
Constructor	Acclaim	Jan.	Sim/Action
Deathtrap Dungeon	Eidos	Jan.	Action
Gran Turismo	SCEA	Jan.	Racing
Nogano Winter Sports	Konami	Jan.	Sports
Powerboat	Interplay	Jan.	Racing
ReBoot	EA	Jan.	Action
Resident Evil 2	Capcom	Jan.	Adventure
Risk	Hasbro Interactive	Jan.	Simulation
Shadow Master	Psygnosis	Jan.	Action
Skullmonkeys	EA	Jan.	Action



The highly anticipated (and highly hyped) Resident Evil 2 is coming out this winter. This sequel will have two new lead characters, special weapons and improved graphics. We predict that RE 2 will become the #1 selling PS game of all time.

NINTENDO 64

Diddy Kong Racing	Rare	Nov.	Racing
Duke Nukem	GT Interactive	Nov.	First-Person
Extreme G	Acclaim	Nov.	Racing
Gretzky '98	Midway	Nov.	Sports
Jeopardy	Gametek	Nov.	Simulation
Madden 64	EA	Nov.	Sports
MK Mythologies: Sub-Zero	Midway	Nov.	Action
NFL QB Club '98	Acclaim	Nov.	Sports
San Francisco Rush	Midway	Nov.	Racing
WCW vs. NWO World Tour	T+HQ	Nov.	Sports
Wheel of Fortune	Gametek	Nov.	Simulation
Bomberman 64	Nintendo	Dec.	Puzzle
Mission: Impossible	Ocean	Dec.	Action
NBA in the Zone '98	Konami	Dec.	Sports
Nogano Winter Sports	Konami	Jan.	Sports



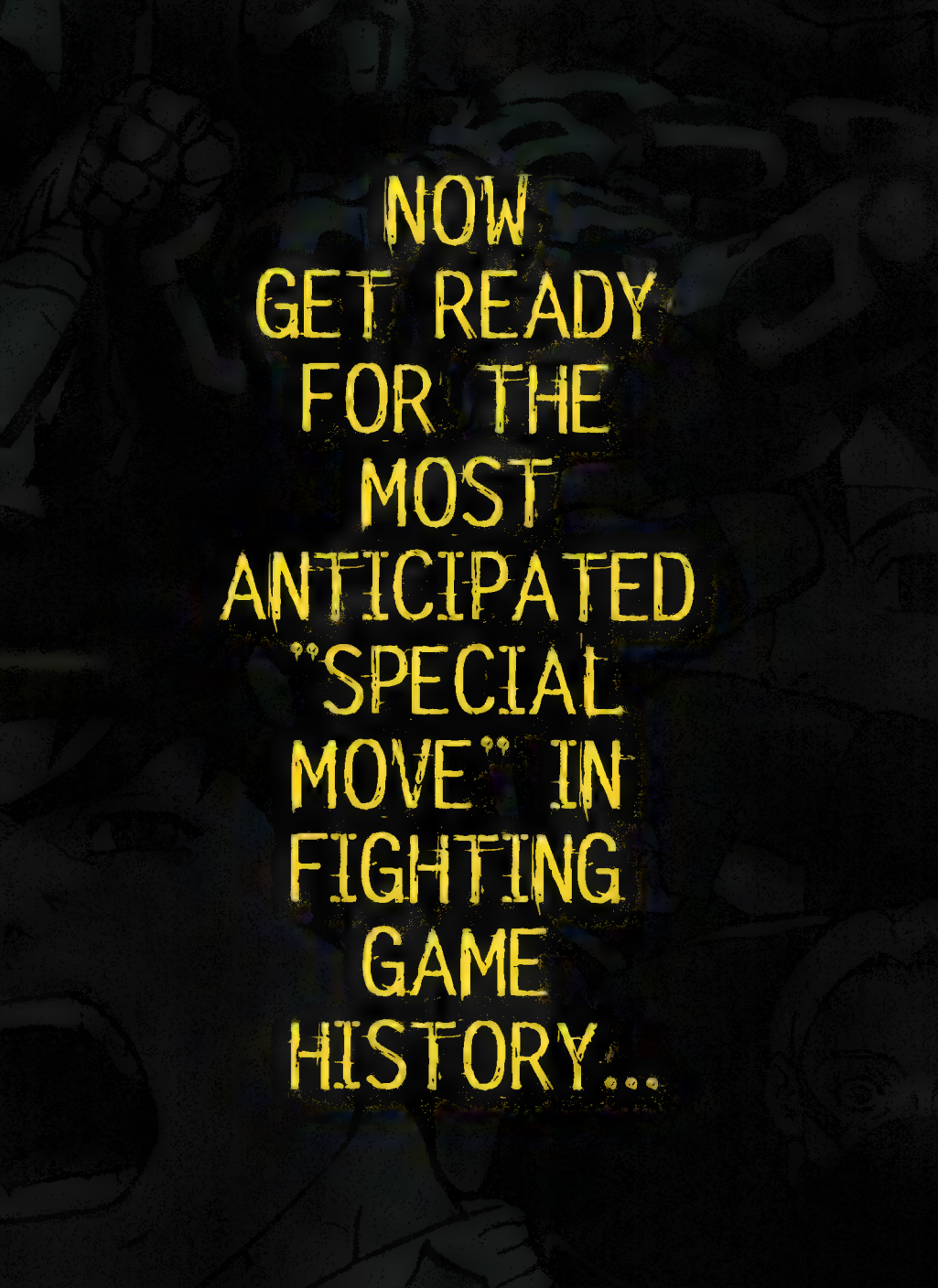
The world's most popular multiplayer action game is going to get a full 3-D treatment. Bomberman 64 will literally take the game to new heights as players compete on multileveled levels. This time, you won't need a multitap.

Guide three Japanese schoolgirls through a mystical realm in Magic Knight RayEarth, an action RPG that Working Designs is translating for the Saturn. Expect this one to be ready by the end of November.



Courier Crises	GT Interactive	Nov.	Action
Enemy Zero	Sega	Nov.	Adventure
FIFA: Road to the World Cup	EA	Nov.	Sports
Magic Knight Rayearth	Working Designs	Nov.	RPG
NBA Live '98	EA	Nov.	Sports
NHL '98	EA	Nov.	Sports
NHL Hockey '98	Sega	Nov.	Sports
Quake	Sega	Nov.	First-Person
Sonic R	Sega	Nov.	Racing
SF 2 Collection	Capcom	Nov.	Fighting
Worldwide Soccer '98	Sega	Nov.	Sports
Dead or Alive	Tecmo	Dec.	Fighting
Sega Touring Car Championship	Sega	Dec.	Racing

SATURN



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this month

online

VideoGameSpot

Surf the Web in style on VideoGameSpot, the premier source of video game information on the Web. Nowhere else will you find a complete archive of reviews for each of the top systems—PlayStation, Nintendo 64 and Saturn. At VideoGameSpot, you'll find previews of games that have yet to hit store shelves and daily news that is at the forefront of the industry. All this in one complete package, available now on the World Wide Web at <http://www.videogamespot.com>! Here are just a few of the things going live this month:

Features

Keep watching for continued updates to our massive **History of Street Fighter** series. From the original *Street Fighter* to the latest *Street Fighter III: 2nd Impact*, you'll find everything you need to know and more right here.

Strategy Guides

The most complete library of strategy guides on the Web. If you're stuck in *Final Fantasy VII*, *Star Fox 64*, *GoldenEye 007* or *Castlevania Symphony of the Night*, you'll find your solutions here. New strategy guides are added regularly.

Designer Diaries

Ever wonder how a game goes from concept to reality? VideoGameSpot takes you through the process with Designer Diaries from *Pitfall 3-D*, *Critical Depth*, *Frogger* and more!

News

VideoGameSpot's news is updated twice daily so you're always in touch with the latest from the industry. Available directly at <http://headline.gamespot.com>.



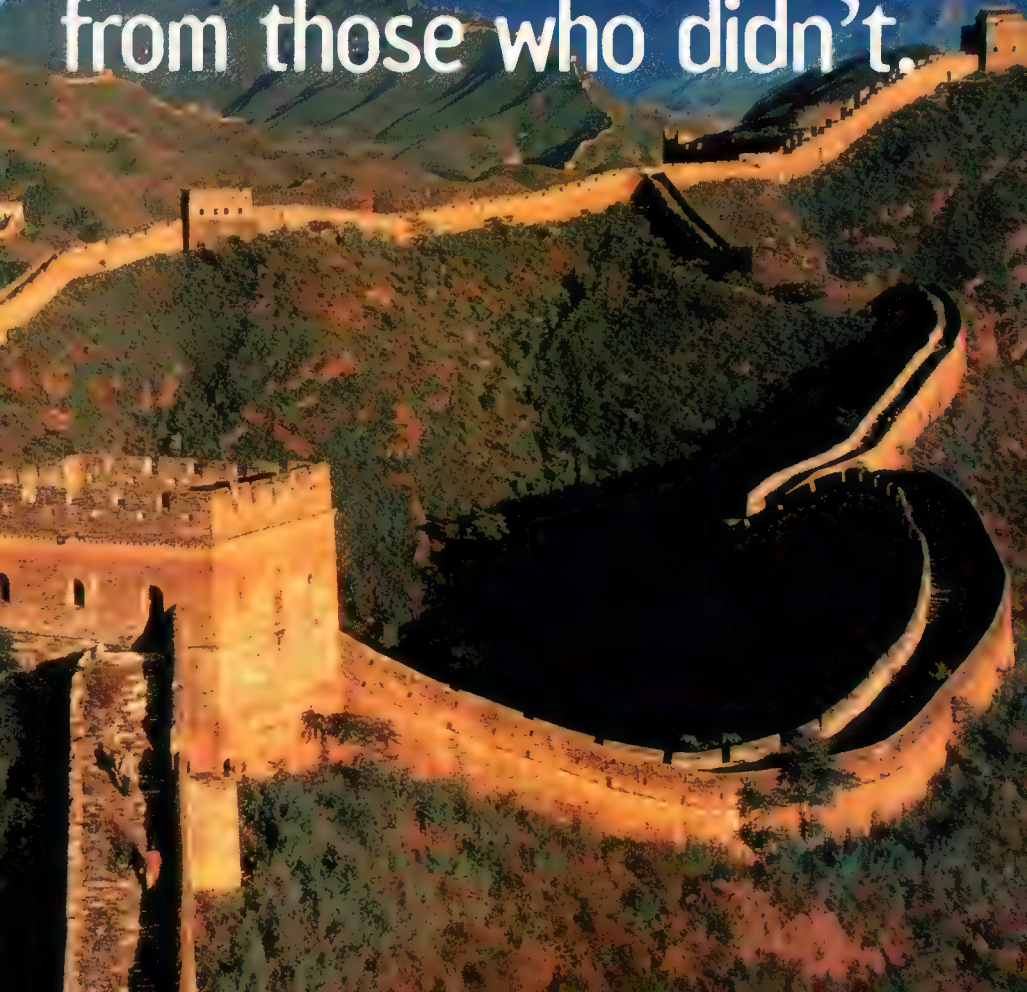
EGM Online

If you just can't get enough of *EGM* in print, check us out online! Our regularly updated Web site includes all the reviews, previews, gossip and cool stuff you expect from the staff of *Electronic Gaming Monthly*. Hear from your favorite editors in columns available exclusively online, send comments to *EGM's* mailbox and participate in reader surveys! Every Monday, get your weekly dose of the best content that the number-one video game magazine in the world has to offer. It's more fun than a barrel of chimps.

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www.videogames.com

2,000 years ago,
the Great Wall
divided those who had it
from those who didn't.



Still



Big air, sick tricks, and ten outrageous tracks, including the Great Wall.

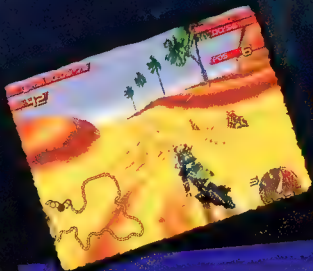


Power wheelie on both motorcross and superbikes. Turbo-steer on one wheel.



Bang handlebars with your friends in 2-Player Split-Screen mode or race for the Championship Cup against 8 riders.

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Best Games

The *EGM* Editors Pick Their 100 Favorite Console Games

OK, let's get one thing straight from the get-go—THIS IS NOT A LIST OF THE 100 MOST INFLUENTIAL GAMES OF ALL TIME. Nor is it a list of the 100 games that generated the most nostalgia-driven fuzzy feelings. These are the best games of our lives.

So what do we mean by best? Simple. In the words of industry icon Trip Hawkins, "What gamers care most about is gameplay." We couldn't agree more. Stuffed in a cramped conference room and fueled by soda and junk food, the *EGM* staffers spent days scrawling the names of their favorite games for every console. Then, to

make sure we were picking only the *best* games, we asked, "Which 100 of these would we want to take with us if we were abducted by aliens?" Our only restrictions were that the games had to come out in the United States and must be in the stores by October. We also treated the games in compilations as individual titles.

But don't think picking the cream of console gaming's 20-year-old crop was easy. More than one *EGM* staffer lost his life defending his picks, and more than a few tears were shed as we fired up our old favorites.



of All Time

So why traumatize ourselves? For starters, no other magazine has compiled a top-games list that only ranks console titles. Ours doesn't deal with PC games (unless they wound up as killer console ports), and we only considered the home versions of arcade coin-ops. But the most important reason for our list is actually the simplest: Ever since players first plugged in Pong, there have been thousands of games for dozens of platforms. Our Review Crew has evaluated a good fraction of this collective console library, but someone had to pick the best of the best.

We couldn't resist the challenge.

But we didn't want to monopolize the list-making business. A few months ago, we began inviting programmers, producers and

other industry bigwigs to contribute their picks for—as we put it—the “Top 10 Greatest Games in the Galaxy.” (Note: Since the developers came from such varied backgrounds, we didn't limit them to listing console-only titles.) Did they only choose the games they worked on? Read their picks to find out. We will say that some gave us more than we bargained for.

Oh, and keep an eye out for other top-10 lists we've sprinkled throughout the feature. Wanna know our picks for the 10 most revolutionary games? How about the 10 best arcade titles? And is E.T. really one of the worst console games of all time?

Resist the urge to peek ahead. Turn the page and let's start at the beginning, at the 100th best console game of all time...

100

Qix

NES

Nintendo, 1990

The game: Use a tiny spark—called a styx—to draw boxes until you've covered the majority of the playfield, meanwhile avoiding the roving Qix spike(s).

It made the list because: The risks are clearer in Qix than in any other game. You can either play it safe and build lots of little boxes, thus earning squat for points, or draw enormous boxes, earn a better score and run a greater risk of getting zapped by the ever-unpredictable Qix. We prefer to combine both strategies and build narrow bridges across the entire field. Sure, Qix was never much to look at—sort of a cross between an

Etch-a-Sketch and a screen saver—but its simple and addictive gameplay made it endlessly playable.

Coollest part: Earning bonus points for separating multiple Qix spikes.

Didn't you hate it when:

You'd cruise miles from the safety of the nearest wall, only to see the Qix dart suddenly in your direction.



99

Samurai Shodown

Neo•Geo
SNK, 1993

The game: A 2-D one-on-one sprite-based fighting game that is the first to use real weapons (quite a variety, too) and companions.

It made the list because: Among all of the Street Fighter II wanna-bes, Samurai Shodown is one of the best. The fighting game engine is solid, the blood is used realistically and the moves are easy to pull off and fun to watch.

Coollest part: Playing as Galford and sicking your trusty canine pal after the enemy. Hey, it's the little things that make us happy.

Didn't you hate it when: You're thinking, "I hope the little bonus guy comes out soon and tosses me some health," and he throws you a bomb?

98

Virtua Cop 2

Saturn

Sega, 1996

The game: A light-gun shooter featuring polygonal enemies, multiple branching paths, accurate injuries and clean graphics.

It made the list because: The Virtua Cop series revolutionized the light-gun shooter genre by replacing lifeless, cardboard-cutout 2-D sprite-based enemies with polygonal characters that run, duck and jump. More significantly, they react realistically to where you shoot

them. VC2 improves on a great engine by adding branching levels and innovative stages. With the possible exception of Namco's upcoming Point Blank, VC2 is the best light-gun game on the market.

Coollest part: Shooting an enemy in the family jewels and watching him double over in pain. Also, watching the first Boss toss a delivery truck at you.

Impact on gaming: VC 1 and 2 show light-gun games don't have to have static levels and enemies.



MLB 98

97

PlayStation

Sony, 1997

The game: A 3-D baseball game with loads of features, options and fun gameplay.

It made the list because: Not only does MLB 98 have all the features that die-hard baseball players crave, but it also has excellent gameplay. It has its minor flaws and bugs, but overall it's the best 32-Bit baseball game.

Coollest part: MLB is a fast-paced game of baseball, sure, but is still a realistic one.

Play of the day: Going to the warning track, and making a one-handed, leaping catch to steal a home run. You get really excited, until you realize it's a little too easy to do in this game.

96

WipeOut XL

PlayStation

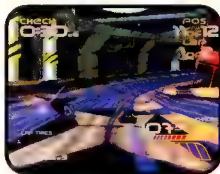
Psygnosis, 1996

The game: Sure, you've heard it before, but this *really* is racing taken to the next level. WipeOut XL has awesome 3-D graphics, brilliant lighting effects and a futuristic setting—and it's a solid racer game to boot.

It made the list because: Let's face it, something about WipeOut XL is undeniably cool. Maybe it's the fact that it's the first game of the cyberpunk-esque "electronic age," before the electronic age was just a hype-filled buzz word. The racing is fast and solid—much more so than in the first WipeOut—and leaves anybody who plays it with their jaw on the floor. Plus, the Two-player Linked Mode is more than worth the trouble of gathering two televisions, PlayStations and copies of the game. Besides all of this, it has some of the coolest graphics on the PlayStation and creates a universe that may just be what ours will become.

Coollest part: Using the weapon that sends a ripple down the track, throwing your opponents helter skelter and putting you firmly in first place.

Did you know: A soundtrack is available for WipeOut XL that features many artists who are now all the rage with the kids (i.e., Prodigy, Orbital, etc.).



better shred than dead!



Pull off radical stunts or eat asphalt!

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one psycho cyclist.
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a whole city of hurt.



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95 DecAthlete

Saturn

Sega Sports, 1996

The game: The Olympic game sleeper hit that took gamers by storm. Choose between five players and compete in 10 events.

It made the list because: This modern take on the Track & Field formula is the ultimate sports game for people who aren't into sports games. DecAthlete has great graphics (which are similar to Virtua Fighter 2), awesome control (as awesome as tap, tap, tap can be anyway) and cool camera angles. Plus, the characters are stereotypical, but very funny.

Coolest part: When you get the highest score and climb to the first place pedestal to receive the gold medal. The whole ceremony brings tears to our eyes.

Special guest star: In the Japanese version of DecAthlete, there's a special character who has a big afro and looks startlingly like Rudy Ray Moore (the rappin' and tappin' actor who played Dolemite). Unfortunately, he's not in the U.S. version.



94 Ice Hockey

NES

Nintendo, 1988

The game: Fast-paced four-on-four hockey (not including goalies) with six international teams, adjustable speeds and three different types of hockey players to choose from.

It made the list because: It's fun! Ice Hockey has some of the most hilarious gameplay of any sports game ever, yet it still requires a lot of skill to play and accurately represents the excitement of real hockey. Fights turn into brawls, close games raise the crowd noise up when the game clock reaches two minutes, and the available team members vary in ability, making for (gasp!) strategic play.

Coolest part: Egging on an opponent



David Perry

President, Shiny Entertainment

An industry icon, Perry helped create Earthworm Jim. His latest projects include MDK and Messiah.

What he had to say: 1997 has been a turnaround year for our business. The 32-/64-Bit hardware has settled in, and development teams have finally got a really strong grasp of 3-D technology and can now focus back on gameplay. Shiny has reflected the industry in its growth with two to now four games being developed internally at once. You can see them at www.shiny.com.

- 10) Donkey Kong Country—Super NES
- 9) Toshinden 3—PlayStation ("Thunder Ring!")
- 8) Final Fantasy VII—PlayStation
- 7) Stunt Car Racer—Amiga
- 6) 3D Deathchase—Sinclair Spectrum
- 5) WaveRace 64—N64

with repeated checks until it turns into an all-out team-versus-team brawl.

What about Blades of Steel: We realize Blades of Steel was an excellent game for its time, with far better graphics than Ice Hockey. But the fact is, if you had to pick between these two games today, Ice Hockey is clearly more fun. For sheer realism we can turn to one of the newer NHL games on the 32-Bit systems.

93 Blast Corps

Nintendo 64

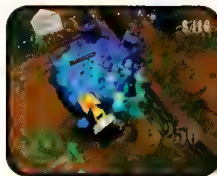
Nintendo, 1997

The game: Use an assortment of whacked-out Tonka trucks and other vehicles to clear a path for a runaway nuke-hauling truck.

It made the list because: C'mon, not only are you driving all the vehicles you thought were mega cool as a kid—you're using 'em to plow through buildings. How could Blast Corps not make the list?! Part puzzle game, part edge-of-your-seat twitch-fest, Blast Corps is just one of those titles that makes you scream and lean in your seat. And it's packed with so many secrets and so much challenge it'll keep you screaming for months.

Coolest part: Bounding in low gravity across Mars' surface—and several other otherworldly bonus levels.

Didn't you hate it when: You'd clear a particularly tough level, only to smash into the bomb truck itself while putting in to park near it.



92 Flashback

Genesis

U.S. Gold, 1993

The game: The sequel to Out of This World, but better. Players explore an alien world trying to regain their memory and figure out why they lost it.

It made the list because: Another great "son of Prince of Persia," Flashback has all the qualities we were looking for: great gameplay, great graphics and lasting

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

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

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power. In other words, it's a strong package that is fun to play even today. Flashback makes us feel like we're in that alien world, and with its lifelike animation and excellent moves, we can't help but love it.

Coollest part: Being able to come out of a combat roll, pull out your gun and blast the enemy all within a couple of seconds.

Classic gameplay never dies: A great modern incarnation of Flashback is Oddworld: Abe's Oddysee. It packs all the puzzle elements and great animation of Flashback (but we still prefer the older game).

91

Axelay

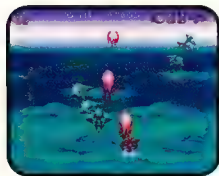
Super NES
Konami, 1992

The game: A vibrant, intense shooter that mixes side-scrolling and forward-scrolling levels with lots (and we mean lots!) of Mode 7 effects.

It made the list because: Simply put, Axelay is a beautiful game. The backgrounds come alive in Mode 7 splendor, while the screen-size Bosses are supremely well animated. The gameplay demands more strategy than most shooters, too, since you have to choose the weapons loadout for your ship before each level. Choose poorly and you're in for a rough flight.

Coollest part: Pick a Boss, any Boss. They were all a marvel to look at.

Did you know: If you beat the game three times in a row on hard, you'd see "Axelay 2 Coming Soon" appear after the ending. All that hard work was for nothing, though, since the sequel never appeared.



90 Panzer Dragoon Zwei

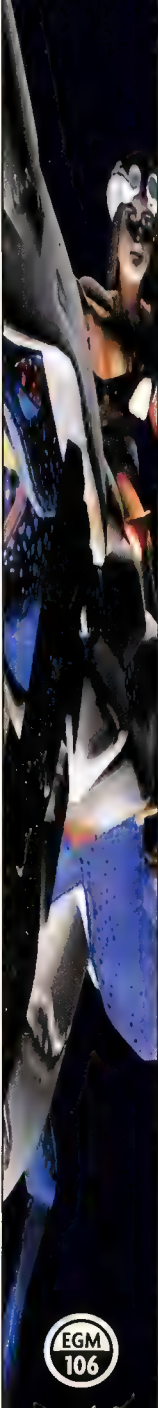
Saturn
Sega, 1995

The game: This 3-D shooter perches you atop a dragon and lets you twist in the saddle to blast baddies in every direction.

It made the list because: Like the first Panzer, this stellar sequel serves as further proof that shooters can evolve with 3-D technology. Not only do you have to fly your dragon, you also have to rotate your perspective and take out enemies who cruise in from the sides and behind. Aside from its innovations, the game is best known for its mondo Bosses and atmospheric levels, not to mention that your dragon evolves throughout the adventure.

Coollest part: Beating the game and earning Pandora's Box, a collection of options that lets you customize your weapons, choose different dragons and just plain cheat like crazy.

Keep an eye out for: Panzer Saga, an RPG-ish take on the Panzer Dragoon formula.



89

Ms. Pac-Man

Genesis/Super NES
Tengen/Williams, 1991/1996

The game: If you don't know what Ms. Pac-Man is, then you probably suck. The 16-Bit version improves on the arcade classic by adding new mazes and two-player simultaneous cooperative or competitive action.

It made the list because: We don't need to tell you how cool Ms. Pac-Man is (unless, once again, you suck). The 16-Bit versions are even better. Two-player simultaneous play and new mazes completely revive this classic.

Coollest part: The sweet taste of a flashing 1,600-point ghost—just before it turns back to normal.

Remember when: You first laid eyes on Ms. Pac-Man in the arcade and saw the fruits bouncing around the maze instead of sitting still. Talk about one of the biggest and best advances in video game history!



88

Ninja Gaiden II: The Dark Sword of Chaos

NES
Tecmo, 1990

The game: Side-scrolling ninja action with cinematic cut scenes laid throughout the entire game.

It made the list because: The original Ninja Gaiden was the first game to make use of cinematic cut scenes, and the sequel really takes it to the next level, with awesome gameplay, a truly intense story line and some of the best music of any NES game ever. Of the three Ninja Gaiden games, II is easily the best.

Coollest part: Being able to play with two shadows of yourself that help out when fighting enemies.

Good News, Bad News: Tecmo released all three Ninja Gaiden games on a special Trilogy Pak for the Super NES. Cool, right? But then they messed with the gameplay a bit, redid the music (the original's sounded better) and they didn't add anything to the graphics. What a waste of a compilation.

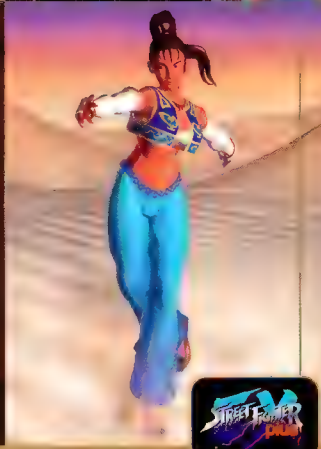
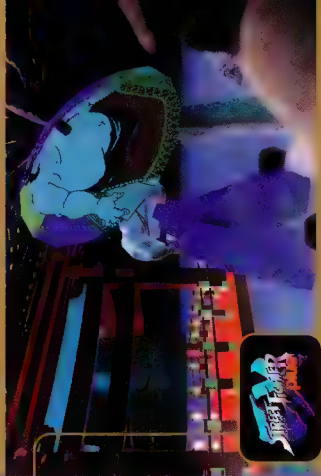
87

Baseball Stars

NES
SNK, 1989

The game: Just another baseball game, right? Try again. Baseball Stars stands up to some of today's best as far as gameplay is concerned, and is every bit as fun as it was eight years ago when it was the best baseball game the NES ever saw.





HOKUTO

Hokuto left home at 17 to look for her brother, who disappeared and is now feared to be lost in state of dark confusion. She grew up learning traditional martial arts from her father, and she has developed these teachings into her own distinct style. She is forced to fight an unknown enemy to find the true location of her brother.



SPECIAL MOVES

Deadly Elbow ↓↘→ + Any Punch
Waving Air Kick ↓↙← + Any Kick
Waving Air Attack ↓↙← + Any Punch

SUPER MOVE

Phoenix Attack ↓↙←↘↗ + Any Kick

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CRACKER JACK



This guard for Shadowloo prefers to work alone. And when the organization assigned many young, inexperienced grunts to work for him and to learn how to intimidate, Crackerjack took offense. He proceeded to teach the grunts their first lesson — how to deal with pain and recover from severe injuries.

SPECIAL MOVES

Straight Dash (Charge 2sec.) ← → + Any Punch
Upper Dash (Charge 2sec.) ← → + Any Punch
Final Punch Press all punches at the same time then release

SUPER MOVE

Home Run Hero ↓↙←↘↗ + Any Punch

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SKULL-O-MANIA

His superiors were not pleased with his results as a salesman. Down on his luck and constantly under pressure for results, he volunteered to dress up and perform like a superhero to a carnival thrown for a top customer in their department store. He had hoped it would be chance to prove his value as a salesman. When he grabbed the attention of all in attendance, something clicked in him. Skull-o-mania now realized his fate to be a superhero.



SPECIAL MOVES

Skull Head →↓↘ + Any Punch
Skull Crusher ↓↘→ + Any Punch
Skull Dive ←↙← + Any Kick

SUPER MOVE

Super Skull Slider ↓↘↘↘↘ + Any Kick

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PULLUM PURNA

Pullum Purma was wandering through the halls of her millionaire father's mansion and noticed an odd silence from her grandfather's room. Normally an active and verbal student of Hinduism, Pullum Purma's grandfather sat quietly and had a distant look in his eyes. He held a book in his hands that had one word printed on it: "Shadowloo." Pullum Purma vowed to seek out the leader of "Shadowloo" and make them pay for brainwashing her grandfather.



SPECIAL MOVES

Pullum Kick →↓↘ + Any Kick
Tunnel Kick ↓↙← + Any Kick
Drill Pull ↓↙← + Any Kick

SUPER MOVE

Super Pullum Kick ↓↘↘↘↘ + Any Kick

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ALLEN SNIDER



Long admired as the strongest karate fighter in America, Allen lost in the first fight of a recent tournament. The challenger was Ken. After the fight Ken assured him that he was still a big fish in a little pond — never battle on. Allen now travels the world with Ken to become even stronger.

SPECIAL MOVES

Soul Force ↓↘→ + Any Punch
Rising Dragon →↓↘ + Any Punch
Justice Fist ←↙← + Any Punch

SUPER MOVE

Fire Force ↓↘↘↘↘ + Any Punch

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KAIRI



Kairi lost his memory a few decades ago and does not know what started his quest to fight. All he recalls is this — you must challenge your limits. He is a lonely wolf in chaos... driven to the fight by amnesia.

SPECIAL MOVES

God's Energy ↓↘→ + Any Punch
Mysterious Dragon Light →↓↘ + Any Punch
Natures Spirit ↓↙← + Any Kick

SUPER MOVE

Wicked Jackal Punch ↓↙←↘↗ + Any Punch

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BLAIR DAME

After growing up in a somewhat sheltered European family, Blair jumped at the chance to travel when her friend presented the opportunity. Even though she had an education that included martial arts, Blair felt reassured of their safety with a bodyguard there to protect them.



SPECIAL MOVES

Lighting Knee →↓↘ + Any Kick
Kick Shot ↓↙← + Any Kick
Sliding Arrow ↓↘→ + Any Kick

SUPER MOVE

Spin Slide Shot ↓↘↘↘↘ + Any Kick

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DARUN MISTER

Darun had no freedom to fight. As the champion of a private wrestling organization sponsored by a group of influential millionaires, Darun lived a lucrative lifestyle yet could not choose his own opponents. Then Darun's fortunes changed. He is hired as a bodyguard for one of the millionaire's daughters during her travels and Darun is able to fight the best champions throughout the world.



SPECIAL MOVES

Riot →↓↘ + Any Punch
Gang's DDT →↓↘ + Any Kick
Lariat 360 degrees + Any Punch

SUPER MOVE

Super Demon Bomb 720 degrees + Any Punch

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DOCTRINE DARK



Once served Lt. Guile with his own special unit. During his duty the unit got into a scuffle with another unit led by Rolento. The scuffle escalated into a full-on battle and he was the only member of his unit to escape. The battle scarred him emotionally and physically. He escaped from the hospital and went into hiding, only to re-emerge as Doctrine Dark.

SPECIAL MOVES

Kill Blade →↓↘ + Any Punch
Dark Wire ↓↘→ + Any Punch
Explosive ↓↙← + Any Kick

SUPER MOVE

Killer Trump ↓↘↘↘↘ + Any Punch

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The Top 10 Worst Games of all Time

- 1) Shaq Fu—Super NES/Genesis
- 9) Rap Jam—Super NES
- 8) Friday the 13th—NES
- 7) Bubsy 3D—PlayStation
- 6) Club Drive—Jaguar
- 5) Total Recall—NES
- 4) Plumbers Don't Wear Ties—3DO

- 3) Shadow War of Succession—3DO
- 2) The "Make Your Own Video" series—Sega CD
- 1) 90 percent of the Atari 2600 games released in '83 and '84 (So bad, they crashed the industry!)

10

It made the list because: Back when baseball games—make that all sports games—were fairly simple, Baseball Stars took giant leaps in terms of overall playability and gameplay. You could create your own teams, customize your players' abilities, play a full season and keep full stats of every player. And—best of all—it was still fun (usually all that good stuff was reserved for more sim-type games).

Cooliest part: Being able to climb the wall and rob your opponent of a home run.

Did you know: Romstar released a sequel to Baseball Stars for the NES called Baseball Stars 2, but it didn't catch on quite like the first game.

86 Galactic Attack

Saturn
Acclaim, 1996

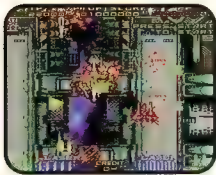
The game: Known as "Layer Section" in Japan, Galactic Attack is an intense, overhead 2-D shooter that has targets attacking you from multiple playfields.

It made the list because: This is a great 2-D shooter, and it adds some welcome twists to the genre such as the dual-layer playfield. This playfield allows you to use "descending" weapons to destroy targets below you in addition to those in front. This

adds plenty of depth—literally—to the gameplay.

Cooliest part: Shooting ships with your descending lasers before they have a fighting chance to kill you.

Did you know: The PlayStation shooter RayStorm is the 3-D sequel to Galactic Attack.



85 Bonk's Adventure

TurboGrafx-16
HudsonSoft, 1990

The game: A side-scrolling platformer starring a feisty, huge-headed cave baby.

It made the list because: The best game in the series, Bonk's Adventure's slightly Super Mario 2-ish levels are superb and more than enough to earn it a spot on our list (you even explore the innards of a dinosaur!). But



EGM
107

the real reason this game's so dear to us is its star. Bonk—who resembles a bald Calvin from *Calvin and Hobbes*—is the most hilarious mascot ever. We love the way he attacks enemies by leaping into the air, then butting them with his noggin. We love the way he scales walls by chomping them with his gappy teeth. Heck, we just plain ol' love Bonk. **Cooliest part:** No contest here: Watching Bonk blow his top—literally—whenever he gobbles a piece of meat. **Did you know:** Bonk's blasted onto the 32-Bit systems. You can choose him—along with several other Hudson characters—as a combatant in Saturn Bomberman.

84 Kirby's Avalanche/ Mean Bean Machine

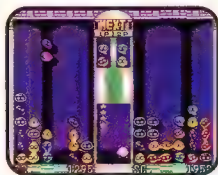
Super NES/Genesis
Nintendo/Sega, 1994/1993

The game: A one- or two-player puzzler where cascading puzzle pieces (is there any other kind?) drop to form matches of four. Combos are created when disappearing blobs cause falling pieces to make new matches. Big combos drop garbage blocks on your opponent.

It made the list because: It is one of the simplest, most addicting puzzle games around. Anyone can play it, and anyone can set up combos. Beware: Beginner players should not attempt to play against veterans!

Cooliest part: Watching a screencful of garbage blobs choke a helpless foe.

Did you know: Kirby's Avalanche and Dr. Robotnik's Mean Bean Machine were originally Puyo Puyo, a popular arcade game in Japan.



83 Revenge of Shinobi

Genesis
Sega, 1989

The game: You control a vengeful ninja who wields a sword, throwing stars and magic attacks.

It made the list because: Easily the best of the Shinobi series, Revenge of Shinobi packs fantastic level design and even better gameplay. You have to master the tim-

ing of your ninja's double leaps and multiple-shuriken attacks if you're going to get anywhere in the game. It's definitely one of the most challenging of the genre.

Coollest part: The novelty of battling Spider-Man, Batman, the Terminator and a scaled-down Godzilla (sans the spine spikes) in a game that has nothing to do with those characters. Sega apparently liked teasing copyright lawyers.

Forgivable flaw: Let's face it—the ending—even the "good" one—really, really sucked.

82 Jumping Flash! 2

PlayStation
SCEA, 1996

The game: Control a mechanized bunny (called a Robbit) while you try to find all the muu musus and save the world.

It made the list because: Although Jumping Flash! 2 is just as incredible as the first one, it's just a tad bit more fun. Sure, there are some problems in the length, but the overall package is awesome. It's 3-D, so it's kind of expected, but we still give Sony mad props for going out on a limb and bringing this innovative title out (since it's kind of a weird one).



Coollest part: Jumping all over the place and then realizing just how high you actually are in relation to the "ground."

Forgivable flaw: The game was just a little too easy. Still, it serves as another great example that 3-D platformers can work.

81 Sega Rally Championship

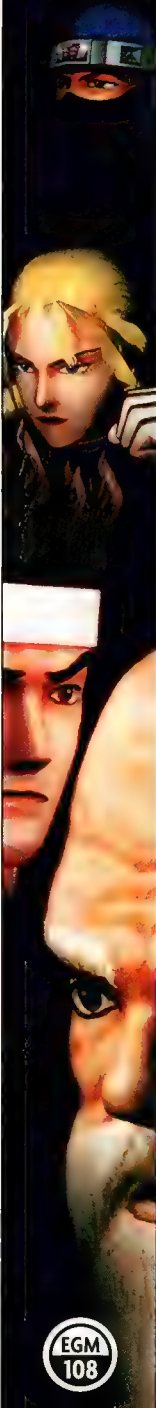
Saturn
Sega, 1995

The game: One- and two-player rally racing through four extremely varied courses.

It made the list because: This is about as dead-on accurate as console racing gets. Everything from your car's physics to its sense of speed to the sound of your tires as they skid across varied terrain seems incredibly real. Sure, it takes a while to master powerslides, but that's what makes this game so darn challenging—despite it only having four tracks.

Coollest part: Performing a perfect powerslide around any one of a dozen "long medium right, baby!" turns.

It's so realistic that: The head instructor of the Russell Racing School at Sears Point Raceway in Sonoma, Calif., was quoted as saying Sega Rally's cars handle more accurately than those of any other racing game. Hey, he would know, right?



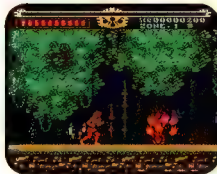
80 Legendary Axe

TurboGrafx-16
NEC, 1989

The game: A side-scrolling hack-'n'-slash adventure. **It made the list because:** At a time when gamers demanded a decent console port of Rastan, they got Legendary Axe—which actually turned out to be far better than Rastan ever was. This game became a mega-hit on the turbo because of its huge levels and dead-on control. You could leap incredibly high to take out flying foes, and your ability to charge up your trusty ax by not using it for a while added an element of strategy. Plus, like in most other Turbo games, the enemy bitmaps were enormous.

Coollest part: Your battle against Jagu, the final Boss, who's the largest end-of-game enemy since the finale of Ghouls & Ghosts.

What's the deal with that: The sequel to Legendary Axe featured none of the characters, items or enemies of the first game. It had absolutely nothing to do with the original.



79 Virtua Fighter 2

Saturn
Sega, 1995

The game: A 3-D fighter that demands more strategy, less button-slapping.

It made the list because: In all its hi-res glory, VF2 is the other side of the fighting game coin when compared to Tekken 2 or a Toshinden title. It's all about strategy, technique and timing. It's a game you can play for years and never completely master, especially since no two combatants fight alike. Still—although we love and admire VF2's thinking-man's approach to fighters—we much prefer the frenetic pace and chain-combo craziness of Tekken 2.

Coollest part: The game's massive arsenal of attacks. VF2 has more moves than any other fighter ever.

Played in Japan: Until VF3 came along, VF2 was as popular in Japan as the Street Fighter series ever was in the States. In fact, Japan's most popular gaming magazine, *Famitsu*, ran a regular column on VF2 strategies.

78 Mega Man X4

Saturn, PlayStation
Capcom, 1997

The game: The first true 32-bit entry in the "darker" Mega Man X series, featuring, for the first time, the ability to play as X or Zero.



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With the most accurate gun available for the PlayStation® console, Time Crisis is a can't-miss proposition.



Hey kids. Get one free in specially marked boxes of Time Crisis:



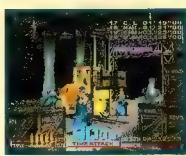
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namco

TIME CRISIS

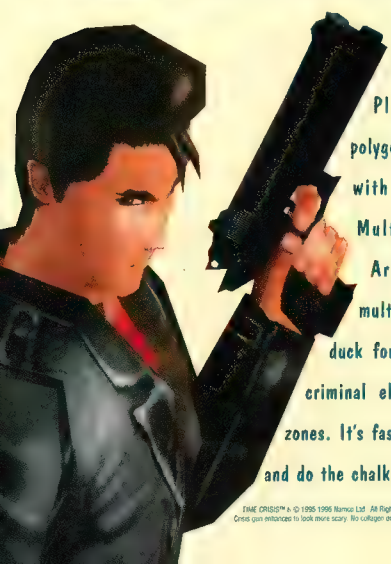


Presenting a shooting game so intense it comes with its own weapon. Time Crisis includes the formidable firearm



THE MOST ACCURATE GUN ON THE PLAYSTATION CONSOLE!!!!!!!

pictured here, the original award-winning arcade shooting game, plus a whole new shoot-fest specifically created for the PlayStation™ console. Full 3D polygon environments surround you with full 3D polygon enemies. Multiple modes include Story, Arcade and Time Attack, plus multiple endings. Blast away and duck for cover as you exterminate the criminal element in a variety of hidden zones. It's fast. It's frenzied. It's shoot first and do the chalk outline later.



namco  
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It made the list because: It's the best game in the X series and a significant improvement over X3, with amazingly detailed 2-D graphics, well-balanced (although slightly easy) gameplay and an awesome story with very well-acted animated cut scenes. The story is what pushes X4 over the edge; the voice acting is well done, and the mood isn't overly kiddy (as is the case with Mega Man 8 and its squeaky voice acting and incredibly childish feel). Such touches add a lot to an already well-done game, and makes it stand out from prior X games.

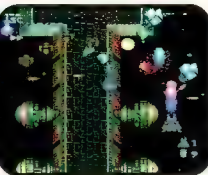


Coollest part: Turning on the game to find out that the voices aren't horrendously lame like the ones in Mega Man 8. What a relief!
Did you know: Mega Man X3 was rereleased in Japan for the Saturn and PlayStation with anime cut scenes added in throughout the game.

77 Blazing Lazers

TurboGrafx-16
 NEC, 1989

The game: An ultra-intense vertical-scrolling shooter. **It made the list because:** Few shooters throw more enemy ships and blaster fire at players than Blazing Lazers, one of the most intense games of all time—at least in the later levels. Much of the backgrounds are actually huge sprites that extend off the screen, and players can swoop left and right to reveal a little bit more of the scenery. Add in the incredible and highly varied power-ups, and this game has all the ingredients of a timeless shooter.



Coollest part: Unlike in other shooters, your ship is never without a charged-up blaster for long; new power-ups zoom onto the screen at least once every 10 seconds.

How'd they do that: The Turbo has the same 8-Bit CPU that powers the NES, TurboGrafx-16), which gave the Turbo extra muscle for manipulating sprites and backgrounds.

so how can it pump out the number of sprites seen in Blazing Lazers? The answer lies in the system's special 16-Bit graphics chip (hence the name

TurboGrafx-16), which gave the Turbo extra muscle for manipulating sprites and backgrounds.



76

Life Force

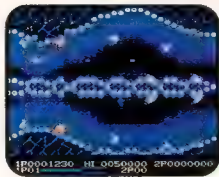
NES
 Konami, 1988

The game: The home version of the arcade pseudo-sequel to Gradius, which includes both horizontal AND vertical-scrolling stages.

It made the list because: Life Force is one of the coolest shooters ever, and it is one of the first big two-player simultaneous shooters on the NES. The game has an uncannily organic atmosphere that creates a unique mood during play, and it had some of the flashiest graphics of its time (the fire stage was mind-blowing back in the day). The music is quite memorable too. It's pretty safe to say that Life Force is a must-own for any serious shooter fan.

Coollest part: Definitely the fire stage, with its huge bursts of flames and monstrous fiery Phoenix Boss.

Played in Japan: In Japan, a slightly modified version of Life Force exists called Salamander. Besides the NES port, there were versions for the PC Engine, as well as for the Saturn and PlayStation (on the recently released Salamander Deluxe Pack Plus compilation disc).



75

ActRaiser

Super NES
 Enix, 1991

The game: Part god-sim, part hack-'n'-slash side-scroller, ActRaiser is one of the most unique games in the history of, well, video games.

It made the list because: ActRaiser has an almost hypnotic atmosphere to it that makes playing the game seem more like a religious experience than a regular day with the Super NES. The graphics are beautiful, Yuzo Koshiro's music is simply enchanting and the gameplay is just amazing. From the arcade-style action scenes to the totally innovative simulation sequences, everything is just a blast to play.

Coollest part: The switch from overhead map to battle sequence. When the map zoomed in and rotated

10

The 10 Titles That Revolutionized Console Gaming

These are the games that, regardless of their platform, shaped what we play on our home systems today—as well as what we'll be booting up tomorrow. For the record, '80s arcade superstar Pac-Man came in at 11.

- 10) Super Mario 64—N64
- 9) John Madden Football—Genesis
- 8) Dragon Quest—Famicom
- 7) Tetris—Multiplatform
- 6) Doom—PC
- 5) Mortal Kombat—Arcade

- 4) Space Invaders—Arcade
- 3) Street Fighter II—Arcade
- 2) Super Mario Bros.—NES

1) Pong—Multiplatform

(heavy Mode 7 effects here, kids) it was pretty damn cool back in the days when scaling and rotation were considered wow-worthy effects.

It's too bad: That Quintet scrapped plans to create a remixed version of ActRaiser for the Saturn earlier this year in favor of an all-new title that has nothing to do with the game. Oh well...

74 Worldwide Soccer '97

Saturn
Sega, 1997

The game: Well, it's a soccer game, simple as that. WWS '97 has several international teams, a Penalty Shoot Out Mode and plenty of options, like night games and weather conditions.

It made the list because: Worldwide Soccer '97 is considered one of the best soccer sims around. The players' movements are lifelike. The AI is smart, the ball passing is (for once) done just as it would be in real life. The graphics are top-notch, etc. You can't go wrong with this soccer game.



Coollest part: Seeing the multiple shadows of all the players during night games.

Impact on gaming: Worldwide Soccer '97 set the standard for all other soccer games to follow. As such, it is considered to be the "Madden" or "NHL" of soccer. It's the one to beat.

73 Mega Man 2

NES
Capcom, 1989

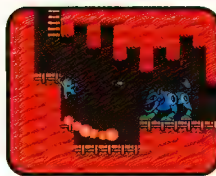
The game: The first of many, many, MANY sequels to Capcom's first-generation NES platform/shooter, Mega Man. Also the best one.

It made the list because: Right about now you're probably saying, "Why didn't Mega Man 8 make the list? Mega Man II is so old!" Well, for one, Mega Man II has the most appeal. The characters are fresh, the story is just beginning to get good and the game is actually a bit difficult—something unheard of in the regular Mega Man series. It may not have the graphical flair of Mega Man 8, but it certainly has gameplay that can stand the test of time. And that's what's most important.

Coollest part: When you first arrive at the HUGE dragon Boss in Dr. Wily's stage. Talk about awesome! Those

graphics were unheard of for that time.

Our only regret: It's too bad that as the series progressed, each new Mega Man game didn't provide as much a leap above the last one as Mega Man II did over Mega Man I.



72 Zelda II: The Adventures of Link

NES
Nintendo, 1989

The game: The sequel to the most popular action-RPG of all time, Zelda II brings side-scrolling gameplay and some traditional RPG elements (experience building and magic spells) into the fray.

It made the list because: It continues the story from the original Zelda brilliantly, with a much larger quest and world and a different style of play that is still a joy to experience. One thing they've learned about Zelda II is that most people either love it or hate it. As you may guess, we hold it in high regard but still feel that the other games in the series are better on the whole. Still an all-time great though.

Coollest part: Finding Bagu's hidden cabin in the forest.

Did you know: Some gamers who couldn't wait for Zelda II because of Nintendo's alleged "chip shortages" imported their copies from Canada. That's dedication!



71 Sonic the Hedgehog 2

Genesis
Sega, 1992

The game: Sonic the Hedgehog returns, but this time with a Spin Dash charge and a slightly mutated buddy named Tails with him.

It made the list because: It's arguably the best Sonic of the bunch (excluding Sonic CD, of course). This one has even cooler levels than the first. And what's this—a Two-player Mode?! Although it looks a little squashed, the vs. races are a lot to fun. And remember how much this one was anticipated before its release?

Coollest part: Speeding along corkscrews and loops and breezing through an entire level. Sure, you don't find many secrets, but it sure looks good.

Don't you hate it when: You rack up dozens and dozens of rings, only to accidentally hit a spike sticking out of the wall and lose them all. On top of that, you can usually only recover a few after they scatter.

70 NiGHTS

Saturn
Sega, 1996

The game: Unlike anything you've seen before, NiGHTS is a 2.5-D platform game without the platforms. You fly at high speeds through large 3-D worlds. Think of it as a Sonic game sans terra firma.



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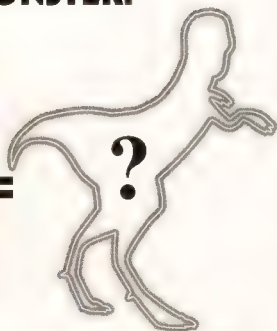
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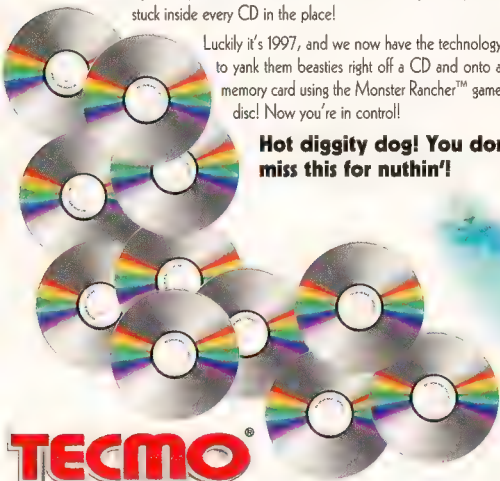
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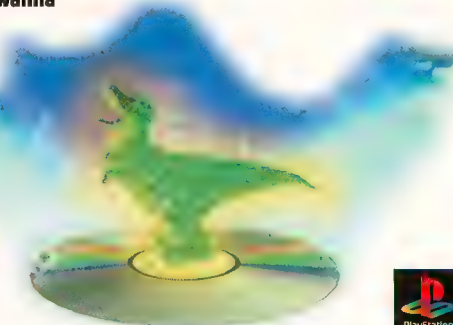
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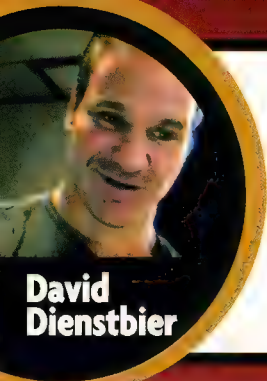


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David Dienstbier

Project Manager/Lead Designer for Iguana's Turok: Dinosaur Hunter

Dienstbier's current project is Turok 2.

What he had to say: I hate trying to narrow this down to 10 games. I've been playing video games since the Pong days, so this is truly difficult. Some of the games I've chosen are "no-brainers"—recognized by nearly every game-playing human being the world over as landmark games. Others are personal favorites that for one reason or another just threw the right switches for me personally.

- 10) Bomberman—Any System
- 9) Tempest 2000—Jaguar
- 8) Turok: Dinosaur Hunter—N64
(Yeah, like it WASN'T going to make my list! Shameless plug! Shameless plug! The judge has been bribed!)
- 7) Super Metroid—Super NES
- 6) Foresaken—PlayStation
- 5) WipeOut XL—PlayStation
- 4) WaveRace 64—N64
- 3) Zelda—Super NES
- 2) Super Mario Kart—Super NES
- 1) Super Mario 64—N64**

It made the list because: You'll love it, or you'll hate it. It's that different of a game. But most of us love it. It's fast, it's smooth and it's beautiful. The huge Bosses, innovative levels and dreamy atmosphere reel you in.

Coollest part: Dogfighting with the evil Reala.

Did you know: Sonic Team originally considered making the flying portion of NIGHTS with full freedom of movement. They decided the 2.5-D (2-D play in 3-D worlds) approach would be better suited for such a high-speed game. This way, the 2-D planar tracks would guide players smoothly through the large stages.

69

Snatcher

Sega CD
Konami, 1994

The game: You're a futuristic cop (part of an elite police division known as J.U.N.K.E.R.S.) and try to find the "Bio-roid" that keeps slaughtering everybody.

It made the list because: It's a definite cult hit. Chances are not many people have played it, but almost everyone knows of its grisly story line. Besides all of the gore, the game has an intriguing story, lots of cool plot twists and plenty of R-rated appeal.

Coollest part: Seeing the shoulder of someone leaning against a pillar, then going closer and realizing the person's head has been ripped off. Nice.

Insert shameless plug here: Your little sidekick robot in Snatcher is called "Metal Gear."



68

WaveRace 64

Nintendo 64
Nintendo, 1996

The game: Race fancy Kawasaki Jet-Skis in diverse and obstacle-laden water courses. Or wreck them in just as many stunt courses.



It made the list because: It's a great racing game with very few flaws (aside from some cheesy music). There are so many tricks to master that will improve your time—like buffeting waves to retain speed or sliding around corners—that WaveRace is a title that always beckons you to play more.

Coollest part: Without a doubt, the ultra-realistic, wavy water. Playing this game made us thirsty from just staring at the stuff. The EGM water bill skyrocketed when WaveRace arrived in the office. Not coincidentally, so did bedwetting.

Did you know: The original WaveRace came out on the Game Boy. It looks almost as good as the N64, but not quite.



67

Game Boy Donkey Kong

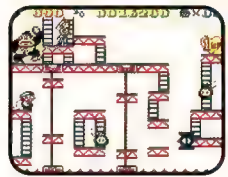
Game Boy
Nintendo, 1994

The game: It starts out predictably enough: Guide Mario up ladders and over barrels to rescue his girlfriend. But as soon as you clear the third stage, Game Boy Donkey Kong suddenly shifts gears and becomes a super-addicting puzzle game.

It made the list because: It's strange but true, but the best version of Donkey Kong is on the Game Boy—mainly because this incarnation offers all the gameplay of the original and so much more. Rather than just a few action-packed levels, you get hundreds of puzzles, and the difficulty curve is perfect; each world packs new puzzling gizmos. Plus, Mario can pull off moves he can't even do in his Super NES and N64 exploits.

Coollest part: Never running out of lives because it's so easy to win them in the between-stage minigames.

Caught misbehavin': Hey...that chick Mario's saving doesn't look anything like Princess Toadstool!



Name:
Mia
Age:
19
Height:
5'7"
Measurements:
36-24-36
Occupation:
Rave DJ
**Fighting
Technique:**
Pi-Kua Kung Fu
Home Turf:
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66

Guardian Heroes

Saturn

Sega, 1996

The game: Final Fight on steroids, Guardian Heroes is a side-scrolling fighter with a few RPG elements sprinkled in. You can pick your character and choose different paths to take in the game. As you progress, you earn experience points that'll beef up your combatant. After defeating the enemies, you can play as them in a two- to six-player Battle Royale Mode.

It made the list because: It's the best side-scrolling fighting game on a next-generation system. Guardian Heroes has special moves, magical attacks, combos, juggles...it has it all.

Coollest part: Watching your combos rack up hits in the triple digits.

Don't you hate it when: Old-school gamers insist that Double Dragon is a better side-scrolling fighting game.



65

Tecmo Super Bowl

NES

Tecmo, 1991

The game: The most realistic football game of its day, with arcade-style play, full-size teams and all of the NFL teams and player licenses.

It made the list because: While everyone knows the Madden and GameDay games are top-notch for realism, there's still something to be said about a game that has a small amount of plays, is easy to master and yet still draws gamers of all kinds—even ones that aren't into sports games. Tecmo Bowl was first to incorporate all of the real players from the NFL, which was its main draw (along with addicting play), and Tecmo Super Bowl expanded upon it by making the game even more realistic without sacrificing gameplay.

Coollest part: Dropping back 40-50 yards to let loose an incredibly long Hal Mary whenever the chance arose.

It's a shame: That 16- and 32-Bit versions of Tecmo Bowl failed to improve upon the awesome gameplay of the original 8-Bit versions.

64

Twisted Metal 2: World Tour

PlayStation

Sony, 1996

The game: The sequel to the wicked 3-D action game that pits weapon-wielding maniacal vehicles against one another in various locations across the globe.



It made the list because: It's a blast (literally), especially in its Multiplayer Mode. And hey—taking cool cars and crushing national landmarks is a favorite childhood fantasy, right? Ahhh, Paris.

Coollest part: The sheer amount of different vehicles, levels and weapons available at your disposal makes for awesome multiplayer matches.

Twisted Fun: To Paris and destroying the Eiffel Tower with a spiffy ice cream truck. There's something very cool—and very wrong—about that.

63

Return Fire

3DO

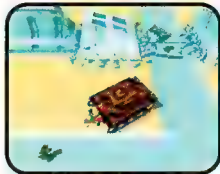
Prolific Publishing, 1995

The game: Be all that you can be...on the 3DO. Control one of four army vehicles, blow up the enemy and capture the flag. Then kill your friend in Two-player Mode.

It made the list because: There have been few games like Return Fire—ones that really capture the frenetic feeling of combat. Besides, it's a fun game that can be played time and time again, one-player or two. The 3DO version was chosen over the PlayStation and Saturn ones because its gameplay was tighter.

Coollest part: Choosing the helicopter and hearing Ride of the Valkyries boom from your speakers...or any of the game's other hard-hitting classical tunes.

Baron Von who: A guy by the name of Baron Reichart Von Wolfsheid—an actual baron—created Return Fire. He was the president of Silent Software, the developer of the game, at the time of Return Fire's original release on the 3DO.



62

Phantasy Star

Sega Master System

Sega, 1988

The game: An epic, traditional RPG that mixes medieval and sci-fi themes.

It made the list because: Phantasy Star was the largest, most involving RPG of its day. The game's nearly 50-hour adventure spans three planets and is loaded with miniquests (plus, you gotta love a game that combines swords, sorcery and interstellar travel). Oh, and let's not forget the 3-D scrolling dungeons, easily the most impressive graphical effect of the 8-Bit era.

Coollest part: There are at least three points in the game when you're sure you've arrived at the end, only to discover another quest awaits. Yet despite its length, the game never seems to drag.

Did you know: At \$70, this 4-Megabit cart was the most expensive game of its time. But it was worth it.



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61 NHL Hockey '94

Genesis
EA Sports, 1993

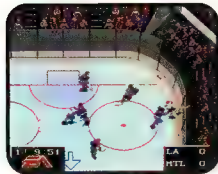
The game: Before hockey games went 3-D and polygonal, there was the NHL series. This overhead perspective game had the vital NHL and NHLPA licenses, fighting and every major statistic that you'll ever need (for the 1994 season anyway).

It made the list because: The NHL games are amongst the best sports games around. The action is fast and smooth. And as realistic as NHL '94 is, it never loses its video game appeal. It's a perfect balance between an arcade action game and a hockey sim. But why '94 and not any of the more updated versions? Because NHL '94 is the last of the series where fighting was so prevalent. EA put a halt to hockey fistcuffs for a while,

and '94 was the last time you could start a full-fledged in-ring brawl.

Coollest part: Getting a dozen friends or so and playing an NHL season.

Did you know: NHL Hockey is a movie star. Ever see *Swingers*? You can make Gretzky's head bleed!



60 Shining Force II

Genesis
Sega, 1994

The game: The sequel to Shining Force, a simulation-RPG where you gather party members and take part in turn-based strategic battles on grid-based playfields.

It made the list because: It's one of the more unique games to appear on the Genesis (along with its predecessor), and one worthy of any RPG or strategy fan's playing time. Battles require you to think, yet they never become so overbearing that you don't want to play anymore, and the story that goes along with it is very compelling. The Sega CD version deserves

mention as well, but since it's strictly battling (no town visits at all), we feel Genesis Shining Force II is the better pick.

Coollest part: The full-screen fully animated battle



Todd Kelly

Vice President of SingleTrac

SingleTrac is the developer of Warhawk, the Twisted Metal games and Critical Depth

- 1) Tecmo Bowl—NES
- 2) Space Invaders—Arcade
- 3) Samurai Shodown II—Neo•Geo
- 4) Oddworld: Abe's Oddysee—PlayStation
- 5) Twisted Metal—PlayStation

- 6) Doom—Multiplatform
- 7) Super Mario 64—N64
- 8) Tekken 2—PlayStation
- 9) Warhawk—PlayStation

1) Galaga—Arcade

scenes, which were a first for the sim-RPG genre. **Save your pennies:** Sega recently announced Shining Force III for the Saturn, and rumor has it the game will be released separately on three CDs.

59 Thunder Force III

Genesis
TechnoSoft, 1991

The game: An intense shooter with a huge arsenal of cool weapons, big enemies and awesome levels, yet it still packs originality.

It made the list because: It's one of the greatest shooters of all time, and the best one on the Genesis.

Although it doesn't have all the fancy effects that some newer shooters have, this one still has good graphics and, even more important, solid playability.

Coollest part: The Bosses and how huge, detailed and deadly they are.

Wasn't it funny how: In the beginning of each level, some omnipresent computer was nice enough to tell you what that level Boss' weakness was, thus making the big baddie easier to destroy. Is that you, KIT?



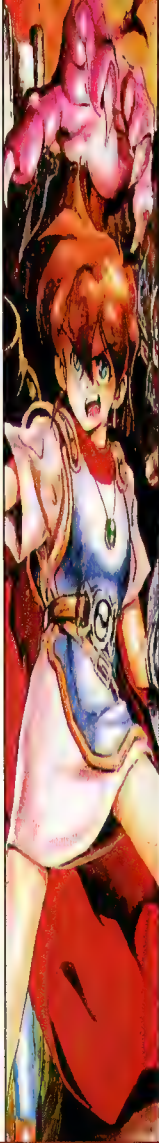
58 Dragon Warrior IV

NES
Enix, 1992

The game: An epic RPG, Dragon Warrior IV was the final NES episode of the series that takes Japan by storm with each release.

It made the list because: Dragon Warrior IV (known as Dragon Quest IV overseas) is easily the best RPG ever released for the NES—in the U.S. or Japan. The story is awesome, the quest is huge and there's just so much to do it's amazing they fit it all into a tiny 4-Meg cart (who needs CDs?). It's too bad we never got to see the Super NES sequels (5 and 6), because they were absolutely brilliant and completely worthy of a U.S. translation (do I hear PlayStation or Saturn compilation pack, anyone?).

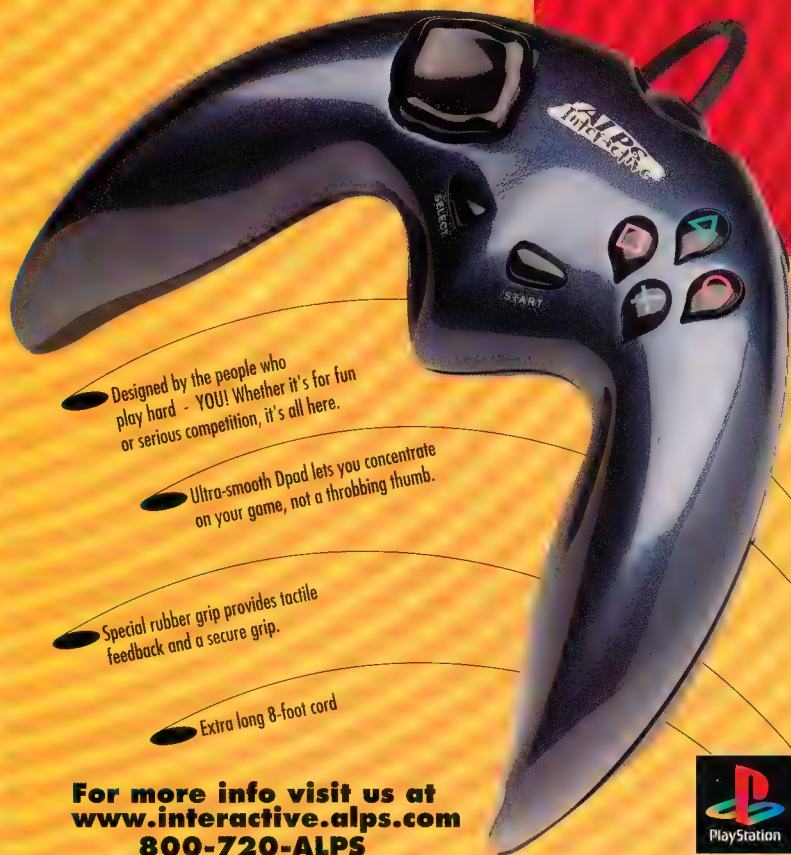
Coollest part: Being able to play as each supporting



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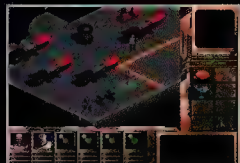
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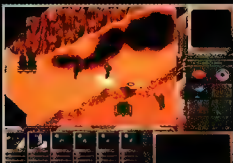


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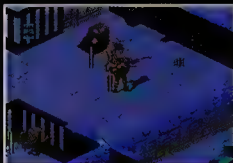




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character in Chapters 1 through 4 before taking up the main quest in Chapter 5.

Let's all pray: That Sony (or somebody) has the sense to bring over the upcoming PlayStation version of *Dragon Quest VII* to the U.S. It's a guaranteed best seller, and is sure to outsell *FFVII* in Japan.

57 Castlevania III: Dracula's Curse

NES

Konami, 1990

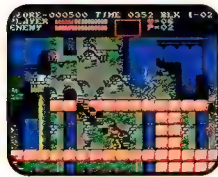
The game: The final NES installment of the *Castlevania* series, and easily the best of the 8-Bit trilogy.

It made the list because: While *Castlevania II* took on a much more adventurous, almost RPG-ish feel, *Castlevania III* returned the series to its roots with more platform-oriented play. There are three playable characters (including Alucard, the star of *Castlevania: Symphony of the Night* for the PlayStation), and multiple paths to choose from en route to Drac's castle.

The graphics were top-notch for its time, and the music stands up to some of the best soundtracks of today. **Coolest part:** Finding out that Alucard, the son of

Dracula, was actually a friend and not a foe. He turned out to be quite a useful character.

Played in Japan: The Japanese version of *Castlevania III* has enhanced graphics over the U.S. version (despite being released earlier) and different music in certain areas.



56 Super Punch-Out!!

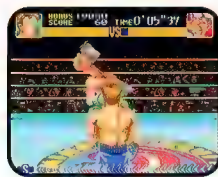
Super NES

Nintendo, 1994

The game: First-person boxing based on the popular arcade and NES games (the latter of which starred the ear-munching Mike Tyson before he lost his title).

It made the list because: It's one of the most entertaining boxing games ever created, even if it's more goofy than realistic. The NES version is great, but the Super NES one is even better, with large, well-animated characters, great control and a near-perfect learning curve. **Coolest part:** The feeling of accomplishment you get when you stop an opponent dead in his tracks by finding his weak spot (like nailing Bald Bull in the gut during his infamous Bull Charge).

Not played in Japan: *Super Punch-Out!!*, despite its wide range of appeal, was never released in Japan. Yet strangely, there was a code in the U.S. version that gave you access to Japanese text instead of English. Weird, don't you think?



55 Dragon Force

Saturn

Working Designs, 1996

The game: A simple strategy game of epic proportions. You must lead adventurers across the countryside, either killing or recruiting all who get in the way. Your job is to decide who is sent into battle, and what armies are most effective against the enemy's.

It made the list because: The massive battles are utterly awesome! Although repetitive (some Sega news-group denizens even dubbed the game "Dragon-On Game"), sending in army after army into huge melees never seems to get old. So addictive and impressive is *Dragon Force* that in our most recent *EGM Buyer's Guide* it won 1996's Saturn Game of the Year, Strategy Game of the Year and was runner-up for 1996's Overall Game of the Year.

Coolest part: Watching a five-wave Sonic Blast rip through your enemy's troops.

Don't you just hate: Looking for hidden items? It's optional (and a pain in the ass), but for some reason, you still felt compelled to do it...

54 Tomb Raider

PlayStation

Eidos Interactive, 1996

The game: A 3-D exploration game starring the most lethal heroine this side of *Metroid's* Samus.

It made the list because: With its miles of subterranean tunnels, expansive ruins and scalable ledges and rock walls, *Tomb Raider* keeps you exploring—and lost—for weeks. It's also the perfect 3-D incarnation of the PC classic *Prince of Persia*. And although her gender adds little to the gameplay, there's just something insanely exciting about controlling Lara Croft, *Tomb Raider's* pointy, two-fisted star.

Coolest part: Rounding the bend in the Lost World level and coming face to face with a Buick-size T-Rex.

Did you know: Eidos has registered Lara Croft with a modeling agency, and fashion designers can pay to have her rendered wearing their designs.



53 Gate of Thunder

TurboGrafx-CD

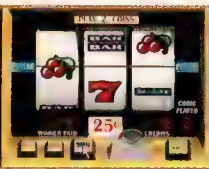
NEC, 1992

The game: A side-scrolling, *Thunder Force*-style shooter, with a phenomenal redbook soundtrack and decidedly *Gradius*-like Bosses.

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YOU'VE BEEN TO



Hajime Nakatani

Producer, Namco's Tekken series

Nakatani was also the product leader on Rolling Thunder, Metal Hawk and other Namco classics.

What he had to say: The moment that the Tekken 3 team finished the arcade game, we immediately began work on the PlayStation version. It's a challenging project, but we've got some great ideas for this consumer version, and you can expect it's going to be an incredible game.

His top picks: (Note, Mr. Nakatani said there are only five games he considers worthy of being on any best-of list that he puts together).
5) Star Wars—Arcade
4) Family Stadium (released as Batter Up in the

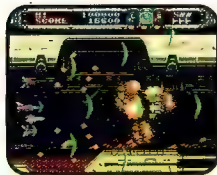
U.S.)—Famicom/NES
3) Family Tennis—Famicom/NES
2) Galaxian—Arcade

1) Space Invaders—Arcade

It made the list because: What sets Gate of Thunder apart from other "me too" shooters is its phenomenal environments and heavy-metal CD soundtrack (nothing gets you in the shooter mindset faster than mosh-worthy music). The animated backgrounds are as much an enemy in this game as the swarms of enemy bogies or the dozens of Bosses and miniBosses. Note: Although we love the sequel, Lords of Thunder, it wasn't as lengthy as the first game and didn't quite make it in our top 100.

Coollest part: Finding out that the human brain can indeed cope with simultaneous attacks from the front, behind and the background.

What a deal: Gate of Thunder was included on a CD along with Bonk's Adventure and Bonk's Revenge. Plus you could enter a code at the Title Screen (Up, Right, Down, Left, Button II) to access the original five-player Bomberman.



52

R.C. Pro Am

NES
Nintendo, 1987

The game: An isometric racing game that has you racing remote-control cars around tracks. Beefing up your car's abilities (tires, speed) is essential, as is using the variety of weapons available.

It made the list because: It's a really fun racing game that embraces the fundamentals of great gameplay—especially the art of the powerslide. Similar titles followed, including a NES sequel and Rock 'N Roll Racing for the Super NES, but despite their multiplayer options neither delivered the raw fun of the original. Even now, R.C. Pro Am is a blast to play.

Coollest part: That you could come in second or third place without even crossing the finish line.

Did you know: RC Pro Am was one of the first games developed by Rare, who went on to create the Donkey Kong Country games, Blast Corps and GoldenEye.



51

Tekken 2

PlayStation
Namco, 1996

The game: A better-than-arcade-perfect 3-D fighter that requires lots of button slapping and is crammed with fighters—both regular and hidden.

It made the list because: No other 3-D fighting game is more fun than this, the second installment of the "Iron Fist" tournament. Its one-button-per-limb control scheme makes perfect sense, and most short combos are only a few button taps away. But just because the game's easy to get into doesn't mean you can master it instantly. There are hundreds of 10-hit combos, throws and reversals to perfect for the 25 beautifully rendered and animated fighters. Secret characters abound, including a boxing kangaroo and a velociraptor.

Coollest part: Watching a fresh fighter's health bar become completely decimated by King's seemingly never-ending Octopus Combo.

Forgivable flaw: Very few characters can perform reversals, which are actually the coolest moves in the game.

50

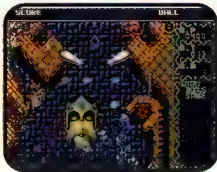
Devil's Crush

TurboGrafx-16
NEC, 1990

The game: Pinball with a satanic twist, Devil's Crush is set on a huge, scrolling table populated by dragons, druids, skeletons and other hellspawn.

It made the list because: Put simply, Devil's Crush is the best video pinball game of all time—mainly because it didn't try to be anything like real pinball.

Instead of aiming for bumpers or ramps, your goal is to knock out the demonic baddies who roam the table, as well as complete several minigames (which play more like shooters than pinball). And the music—a gothic, heavy-metal jam—is mighty kick ass, too.
Coollest Part: Watching the bumper in the middle of the table



transform from a hot babe into a hideous snake.
Did you know that: You could enter "DAVIDWHITE" into the Password Screen to see something unique to pinball—an actual ending to the game.

49 Mario Kart 64

Nintendo 64
Nintendo, 1997

The game: A 64-bit update of the Super NES classic go-kart racing game starring the cast of most Mario games. Power-ups and weapons make this more than just a racing game.

It made the list because: Forget flat Mode 7—Mario Kart 64 has walls! This game improves on a winner in the graphics department, and Four-player Mode kicks butt. Mario Kart 64 doesn't take itself too seriously; therefore it's one of the most entertaining and fun party racing games around.

Coollest part: Activating the Lightning Bolt power-up on the dirt track map at just the right time and watching your shrunken opponents fail to make the big jump in the end.

Don't you just hate it when: You kick butt in Four-player Battle Mode, then everyone decides from that point on that you should be the target of their one-shot revenge attacks?



48 Military Madness

TurboGrafx-16
NEC, 1989

The game: Using a variety of troops and vehicles, you battle through enemy lines and war-ravaged terrain to conquer the enemy's prison camp and factories. This is the ultimate hex-based strategy experience. It's like chess with war machines.

It made the list because: The most addicting strategy game ever, Military Madness is both easy to learn and incredibly rich in gameplay complexity (the handy little tutorial at the game's outset is all you need to jump right into battle). Its difficulty curve is perfect, with later levels introducing new vehicles, larger maps and much more cunning enemies. Each stage teaches you tactics you'll undoubtedly use in the next. And although the game can get pretty darn difficult, you always come back for more.

Coollest part: The feeling you get when—outnumbered and with nowhere to run—you use the terrain to your advantage to make a big comeback and win.

Didnt you hate it when: You'd get wiped out in later levels before you could even throw together a basic strategy.



47 Ghouls 'n Ghosts

Genesis
Sega, 1989

The game: One of the first games to come out for the Genesis, Ghouls & Ghosts sends a knight in shining armor (and sometimes, if you're not careful, not-so-shiny boxer shorts) through levels full of demons, monsters and giant hornets.

It made the list because: In its day, it's the version of Ghouls 'n Ghosts that came closest to the arcade real deal. It was like having the coin-op right in the middle of your bedroom. The graphics and music rock, and the enemies are awesome.

Coollest part: Jumping on the final Boss' knee and shooting spears at its head. What's weird is that he doesn't seem to mind that you're sitting in his lap.

What's the deal with that: Not only do you spend time running around the level in your diaper-looking underwear if you get hit, you also waddle around as a duck wearing a red bowtie when the magician nails you.

46 Space MegaForce

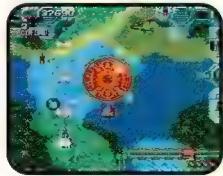
Super NES
Toho, 1992

The game: A furious, 2-D, top-down space shooter with great graphics and lots (we mean LOTS!) of power-ups.

It made the list because: In addition to being a cool game with lots of nice power-ups, Space MegaForce makes heavy use of the Super NES' special graphic effects to provide a variety of different level styles.

Coollest part: The power-up system, which in addition to charging up your guns lets you position drones and change the spread-pattern of your fire.

Did you know: The developers who created the classic TurboGrafx-16 shooter Blazing Lasers (see number 77) created Space MegaForce.



45 Contra

NES
Konami, 1988

The game: An intense side-scrolling two-player simultaneous action game that put all other games of its type to shame when it was released.

It made the list because: Let's face it, Contra is one of the most action-packed games ever created, and it set the standard for all two-player simultaneous action



games to follow. There's a nice degree of variety between each of the game's eight stages, and the music and graphics are totally memorable. It may not be as good-looking as the arcade game (naturally), but the port was extremely well-done and the gameplay was kept perfectly intact.

Coolest part: The giant head of Red Falcon at the beginning of the final stage. Talk about huge!

Played in Japan: Contra was rereleased in Japan about a year after it hit the U.S. with slightly enhanced graphics (added layers of parallax here and there, falling snow, etc.), new intro and ending screens, and map scenes between stages.

44

Metroid

NES

Nintendo, 1986

The game: A futuristic sci-fi action/platform game that stars a female, for once. You can collect a ton of unique power-ups and weapons, all of which you must use effectively to properly progress in the game.

It made the list because: Metroid is one of the all-time best games on the NES. It's not a straightforward shooter/action game. You must utilize every tool available to find everything this deep and involving game has to offer. It's an all-around well-crafted masterpiece.

Coolest parts: Bombing apparent dead ends and finding secret paths to new areas.

Did you know: Certain areas in the third Metroid game, Super Metroid, are taken straight from the original. Even some of the secrets (like the seemingly unreachable energy tank hidden in the ceiling) are in the right places in the 16-Bit sequel.

43

Herzog Zwei

Genesis

Sega, 1989

The game: A realtime strategy game where the combatants attempt to destroy each other's "home base" by launching a myriad of different war vehicles.

It made the list because: This game is so fun and original that it had to make



the list. There is still nothing else like it on the market today, and that's too bad since it's an awesome multiplayer game.

Coolest part: Putting up dozens of SAM sites around your opponent's home base so he can't take off from his own territory. And don't forget that transformable robot that turns into a plane. That's good stuff.

Did you know: Herzog Zwei means "The Second Baron" in German.

42

Strider

Genesis

Capcom, 1990

The game: An excellent action game that apparently takes place in Russia sometime in the future.

It made the list because: Although it's relatively close to the arcade, the Genesis version is one of the system's greatest games. The graphics are awesome and the control is nearly flawless. Let's face it, any game where you can crawl on walls and do all kinds of cool flips is pretty awesome.

Coolest part: The dark area at the start of the game with the lightning that brightens the entire screen. Oooh. Ahhhh.

Did you know: At eight Megabits, Strider was the largest cartridge of its day. Compare that to the 25.6 Megabits of Zelda 64. The times, they are a-changin'.



41

Arkanoid

NES

Taito, 1986

The game: A simple update to a simple premise.

Arkanoid is a futuristic Break-Out, complete with plenty of unique levels and power-ups. It even came with a paddle-controller for the NES.

It made the list because: Arkanoid is the type of game that you'd pick up because you need a quick video

10

The 10 Best Arcade Games of All Time

Relying on the same game-picking philosophy that governs our top-100 list, we asked ourselves, "Which 10 arcade machines would we want to bring with us if we were abducted by aliens?" (Yes, the ship's getting a little cramped.)

- 10) Marble Madness—Atari
- 9) Super Contra—Konami
- 8) Tekken 3—Namco
- 7) Point Blank—Namco
- 6) Smash TV—Midway
- 5) NBA Hang Time—Midway

- 4) Double Dragon—Technos
- 3) Gauntlet 2—Atari
- 2) Daytona USA—Sega

1) Street Fighter II Turbo: Hyper Fighting—Capcom



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SMER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "*Mace* is well on its way to being the best 3-D fighting game for Nintendo 64." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button - it might just save your butt. Not to mention your life.

MACE The Dark Age

EVERYTHING'S A WEAPON.

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FOR EXAMPLE.

BEHIND A TREE.

AND HIDE

FOR THE WOODS

LIKE HIGHTAIL IT

SWORD FIGHT.

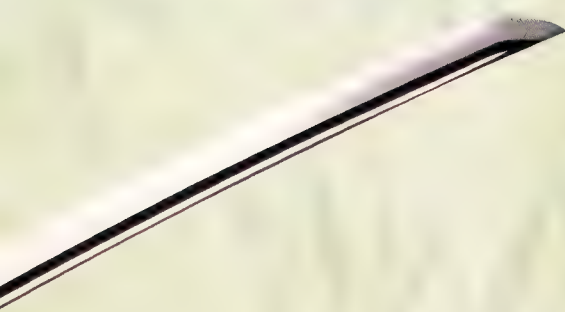
REAL SAMURAI

YOU'D DO IN A

ALL THE THINGS

NOW YOU CAN DO





• FIGHT IN RIVERS,

FORESTS, TEMPLES

• MASTER SWORDPLAY

• BLOODY DEATH BLOWS

• NO TIME LIMIT

• NO LIFE BAR

• REAL ENOUGH FOR YOU?

七夜侍

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game fix but would end up playing for hours. The level design is wonderful, demanding a lot of skill from players (remember trying to aim the ball at narrow passageways?). The power-ups are just icing on the cake. You'd think that shooting lasers in a Break-Out-type of game would be cheap, but Arkanoid manages to keep everything challenging and fun.

Coollest part: Ricocheting the ball off the floating alien pieces to kill the last piece.

What's the deal with: "DOH," the Arkanoid Boss? Guess that word was around long before Homer Simpson made it a household expletive in the American vocabulary.

40

Lunar: Eternal Blue

Sega CD

Working Designs, 1995

The game: The sequel to Lunar: The Silver Star and an epic RPG with loads of voice and full-screen animation. **It made the list because:** Despite some gamers' claims of the dialogue being a bit *too* witty in Lunar 2, the game itself is fantastic. The story is compelling, the music is great and the voice acting and animation are all top-notch. It's just too bad that the game came out so late in the Sega CD's lifespan, long after most owners had already written the system off in favor of next-generation hardware like the Saturn.

Coollest part: Beating the quest and then finding out there's yet another five to six hours left in the game's very cool Epilogue. **Forever delayed:** Despite a delay of well over a year, Working Designs promises to have the Saturn remake of the first Lunar game on store shelves before the second coming of Christ.



39

Star Fox 64

Nintendo 64

Nintendo, 1997

The game: Sequel to the FX-chip Super NES masterpiece and overall bringer of 3-D polygonal goodness to shooter fans around the world.

It made the list because: It's the best 3-D shooter in the history of mankind. Each stage looks amazing, and the amount of speech rivals any CD-ROM game to date.

Star Fox 64 seems a bit easy at first, but attempting to earn Medals on all of the stages, and then playing through the Expert Mode, proves to be a challenge only the best gamers will be able to overcome. That depth, coupled with the game's enduring charm, adds up to one of the best N64 games to date and



another one of Miyamoto's classics.

Coollest part: Finding out that a certain someone who you thought was long gone is actually alive (at the end of the game on the Hard path).

Forgivable flaw: The only disappointment in Star Fox 64 is the music, which doesn't hold a candle to the wonderful soundtrack from the original Star Fox.

38 Ys Books I and II

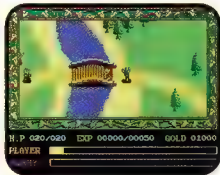
TurboGrafx-CD

NEC, 1990

The game: Two action RPGs on one CD (although the transition between the two games is seamless, making it seem like one big ol' adventure).

It made the list because: This was the first game to make players think maybe there really was something to all this CD nonsense after all. It was the first game to integrate cinematics—complete with 20 minutes of digitized voice—into the story line. But that was just the icing on what was already a solid RPG. The story line, which involves a tower, six missing books and a floating city, is one of the most engrossing in RPG history. **Coollest part:** The first time we saw the cinematic intro, which nearly justified the \$400 price of the CD add-on. If only we knew of all the FMV crap that CD technology would soon spawn.

How it rated: In his review of Ys Books I and II years ago, former Editor in Chief Ed Semrad stated, "The ultimate game just happened." He rated it a 10, one of the very few perfect scores in the history of the mag.



37 Super Mario Bros. (All-Stars Edition)

Super NES

Nintendo, 1985 (original)

1993 (All-Stars version)

The game: Oh, it's something about a plumber who runs around and busts up turtles and blocks and stuff...

It made the list because: Need we say anything. The original NES version was god of all games in its day, and the Super Mario All Stars version has all the great gameplay plus even better graphics and sound. And let's not forget that this game brought the video game market back from the dead. Plus, it set the standard for all side-scrolling platform titles from that point on (it was, after all, the first).

Coollest part: Finding the secret looping world and swimming around forever and ever...ahhh.



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with no equal!"

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Managing Director of Core Design

U.K.-based Core is the developer of Tomb Raider, Thunderstrike for the Sega CD and the forthcoming Tomb Raider 2 and Ninja.

- 10) Asteroids—Vectrex
- 9) Tetris—Game Boy
- 8) Bomberman—Super NES
- 7) Virtua Fighter 2—Saturn
- 6) Jetpack—Commodore 64
- 5) Soul Blade—PlayStation
- 4) Dungeon Master—Amiga

- 3) River Raid—Atari 2600
- 2) Super Mario 64—N64

1) Tomb Raider—PlayStation ("It has to be!")

Jeremy Smith

Did you know: The Princess is not actually inside the bag that Bowser is guarding at the end of the castle in levels one through four. Sorry, little dude, but our princess is in another castle.

36 Street Fighter Alpha 2

Saturn
Capcom, 1996

The game: The latest incarnation of the popular one-on-one fighting game series, Street Fighter II. This one introduces new fighters and brings back two classic ones. SFA 2 also introduces the Custom Combo, to the dismay of many SF purists (Custom Combos are flashy enough to make amateurs look like they know what they're doing).

It made the list because: We can't help it. We love Street Fighter. SF Alpha 2 is one of the best ever, with its super combos (two to four of them per character!) and almost-classic gameplay style. The Saturn version is the best, thanks to slightly better graphics. And who can forget Evil Ryu?

Cooliest part: Watching your opponents start Custom

Combos, then sweeping or throwing them before they land the first hit.

Worst part: Inadvertently starting a custom combo by accidentally hitting the three key buttons.

Nothing's worse than wasting your level-three Super Combo Gauge on an untimely Custom Combo.



35 Metal Gear

NES
Ultra, 1988

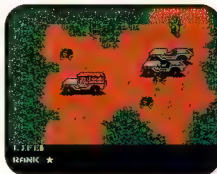
The game: A spy/action thriller where the main goal is to put an end to a nuclear threat known as Metal Gear. **It made the list because:** Metal Gear is one of the most innovative games ever. Gameplay takes place from a



top-down perspective, and your player (Solid Snake) has access to a wide variety of items and weapons, from Health Rations to Plastic Explosives. What puts it over the top, though, is how you have to think like a spy to win, which means you don't always have to fight. Many times you must use your head to find alternative means of getting past tough spots. Of course, if you choose to, you could still kick ass the old fashion way, at the touch of a button.

Cooliest part: Having to climb into a cardboard box and sneak around to get through certain areas.

We can't wait: Konami's upcoming Metal Gear Solid for the PlayStation is drawing nearly as much hype as Nintendo's Zelda 64. Let's hope it ends up playing as good as it looks.



34 Kid Icarus

NES
Nintendo, 1987

The game: One of the first two games to incorporate a password feature (the other being Metroid), Kid Icarus features both horizontal- and vertical-scrolling levels, and room-by-room dungeon areas as well.

It made the list because: Along with Metroid—and, of course, Super Mario Bros.—Kid Icarus was one of the first big NES games to show that the system went way beyond offering the single-screen arcade-style experience. With 16 stages scattered among four worlds, a wide variety of enemies and items, and challenging gameplay (something that seems to be missing from the 32-Bit era), Kid Icarus is easily one of the best games of its kind and time. It's only too bad we never got to see a true sequel (although one was rumored on the Super NES for a while, it never appeared...what a cryin' shame).

Cooliest part: Getting turned into an eggplant by the Eggplant Wizard!

Edutainment really does sell: Most of the characters in Kid Icarus (as well as the game title) were taken from stories of Greek mythology. See, video games can be educational.



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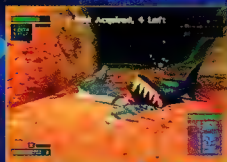
ONE MAN. ONE SOLUTION. ONE STATE OF MIND.

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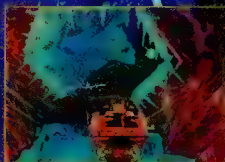
KISS THE ABYSS



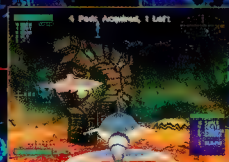
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these sub-infested waters for a spot of nuclear

fishin'. 12 subaquatic psychos want to send you



BOTTOM LINE

down and they've got the torpedoes to prove it.

Don't worry. You'll know you're in too deep

when the water pressure gives your head a



STALMGRA

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33

NBA Live 97

PlayStation
Electronic Arts, 1997

The game: A realistic, fast-paced basketball simulation that captures the attitude and atmosphere of the NBA. **It made the list because:** No other basketball game comes close in playability and realism. The multiplayer aspects of this game are some of the best in any sports game. Unfortunately, the

Saturn version isn't nearly as good.

Coollest part: Playing this game with a bunch of buddies and throwing them off with trash talk.

Did you know: This is the only basketball series to have Shaquille O'Neal in the game.



32

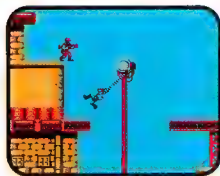
Bionic Commando

NES
Capcom, 1988

The game: A side-scrolling classic in which you guide a soldier who, instead of leaping from platform to platform, uses his cybernetic claw-arm to swing to his destination.

It made the list because: It's just plain cool to run around big levels and swing from ledges with a claw, all while shooting at bad guys. Plus, there are many adventure-game elements—such as rooms to enter, etc.—to Bionic Commando, as well.

Coollest part: Being able to swing around with your bionic arm, but not being able to jump. Though it's a strange thought, it added a whole new element to the common side-scroller. **Isn't it very convenient how:** Whenever you're wire-tapping in one of the enemy's communication rooms, the bad guys just happen to be talking about a very important part of their strategy against you.



31 NFL GameDay 98

PlayStation
Sony, 1997

The game: Sony's NFL GameDay emerged as the only serious contender to Madden on 32-bit systems.

It made the list because: It packs great graphics and solid, more action-oriented gameplay. GameDay and

Madden are becoming what Pepsi and Coke are to some people. Many people just prefer one more than the other, sometimes religiously. While the computer isn't quite as smart in the newest GameDay as in Madden 98, GameDay has revolutionary graphics for a 32-bit football game, and very solid gameplay. **Coollest part:** Many thought a fast, fluent, 3-D football game couldn't be accomplished on a PlayStation. GameDay 98 proved the naysayers wrong.

Did you know: The "steroid" code in GameDay angered the NFL, so Sony was forced to take it out or risk losing the NFL license.

30 Phantasy Star II

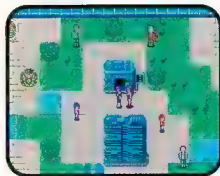
Genesis
Sega, 1989

The game: The sequel to the RPG classic on the Sega Master System, Phantasy Star is famous for its sheer size. This sucker was long!

It made the list because: How could this one not make the list? Phantasy Star II was the RPG to play if you had a Genesis, and a good reason to buy the system if you didn't have one. The characters, story line and awesome enemies make PS II an incredible experience from start to finish. Plus, the quest is incredibly massive. Phantasy Star II is the best RPG on the Genesis.

Coollest part: Finally getting to Dark Force, seeing just how big the thing was, and then how many damned hit points it took to kill it...only to find that it wasn't the real final Boss!

Didn't you hate it when: You get halfway through the game building up the Nei character only to have her killed off (as part of the story line). Of course there's a trick where you can resurrect her, but you're not really supposed to.



29 Chrono Trigger

Super NES
Square, 1995

The game: One of the most popular console RPGs of all time, Chrono Trigger took the best aspects of Final Fantasy III and Secret of Mana and combined them with an amazing gameplay engine and an involving story line.

It made the list because: While not quite the overall package Final Fantasy III is, Chrono Trigger still packs quite a punch. The whole time-travel aspect is very well done (not to mention very intriguing), and the graphics and music are simply beautiful. The quest is long, and while character development doesn't move as smoothly as it did in FFIII, the gameplay engine

EGM
140

is far superior, and the realtime (well, sort of) fighting is a nice change of pace.

Coollest part: Finding Bagu's hidden cabin in the forest!
Did you know: Chrono Trigger was developed by Dream Project, a mix of developers from the two most popular RPG series in Japan—Dragon Quest and Final Fantasy.

28 The Legend of Zelda: Link's Awakening

Game Boy
Nintendo, 1994

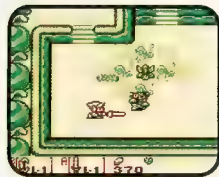
The game: The portable version of Nintendo's immensely popular action-RPG series.

It made the list because: Even for a Game Boy title, Link's Awakening is incredible, beating out the Super NES Zelda in both size and scope. Of course, four-color (shade) graphics are a bit of a pain, but regardless—as a game, Link's Awakening is simply awesome. It mixes the best elements of play from Zelda 1 and Super NES Zelda and adds a bit of humor to the dialogue, never taking itself too seriously. It's also quite challenging and won't be beaten easily by even the best games.

Coollest part: Being able to take Zelda anywhere is cool enough, is it not?

Dear Nintendo: Please take all four 8- and 16-Bit Zelda games and stick them on a Super Mario All-Stars-style compilation cart for the N64. Please, please, please, please, please, please, please.

Yours truly, EGM.



27 Gunstar Heroes

Genesis
Sega, 1993

The game: A crazy, side-scrolling action title with lots of enemies and weapons and a cartoony feel.

It made the list because: It has all of the qualities of a kick-ass side-scroller. And it has some really original ideas to boot,



Victor Ireland

President of Working Designs

For years, Working Designs has translated and published Japanese RPGs and strategy games for Sega's systems and—more recently—the PlayStation. Their credits include Dragon Force, the Lunar Sega CD games and RayStorm.

What he had to say: So that this doesn't become a self-promotional Working Designs love-fest, I've automatically EXCLUDED all Working Designs titles, many of which I consider to be the best of the genre of all time.

- 1) Magician Lord—Neo•Geo
- 2) Super Mario Bros.—NES
- 3) Zelda—NES
- 4) Last Armageddon Brain—PC-Engine CD
- 5) Ghouls 'n Ghosts—NES
- 6) Demon Attack—Atari 2600

- 1) Super Mario 64—N64
- 2) Ghost Warrior Spriggan—PC-Engine CD
- 3) Ys Books I&II—TurboGrafx-CD

1) Tengai Makyō II—PC-Engine CD



such as the weapon system and Bosses (most of whom are just plain silly—but then, that's what developer Treasure is known for). Plus, you can do a bunch of cool moves like hanging onto ledges, combat rolls and throws. This coupled with the graphics makes Gunstar Heroes a classic. And, of course, it's one of the best two-player games ever made.

Coollest part: The Boss level where players must roll dice and defeat a series of mini-Bosses in a board game-style setting before challenging the last Boss—talk about innovative!

Keep an eye out for: The developer of Gunstar Heroes, Treasure, has just finished Mischief Makers on the Nintendo 64.



26 Super Mario RPG

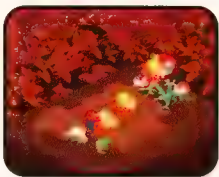
Super NES
Nintendo, 1996

The game: Give the greatest RPG maker (Square, of course) access to some of the most popular characters in gaming—as well as a bunch of SGI workstations—and you wind up with this colorful 16-Bit masterpiece.

It made the list because: No other game adds so many twists to the standard RPG formula—and succeeds so wildly as a result. Even though its graphics are limited by the Super NES, they're still mighty impressive. But what makes this game killer are its extras. Every battle is engaging because the timing of your button presses affects battle results—an idea more RPGs should use to liven up what is often boring, repetitive turn-based bouts. Plus, you get so many different mini-games and quests, such as composing a song or racing against Yoshi's pals. And it takes forever to find everything in the game.

Coollest part: Mario and Bowser—this is not a typo—teaming up and kicking ass. See, they can get along.

Did you find: A little scene in which Mario transforms into his old-school 8-Bit incarnation. It's classic stuff, my friend.



BESIDES DANGER
AND INTRIGUE,
**TREASURES
OF THE DEEP**

OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.



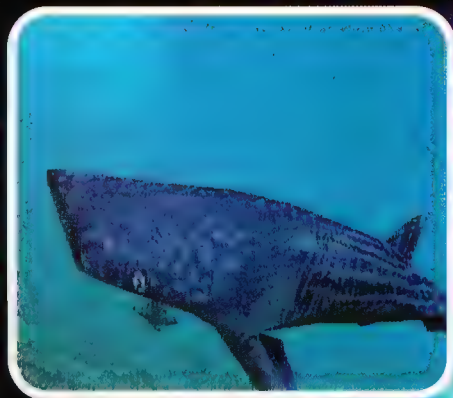
What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



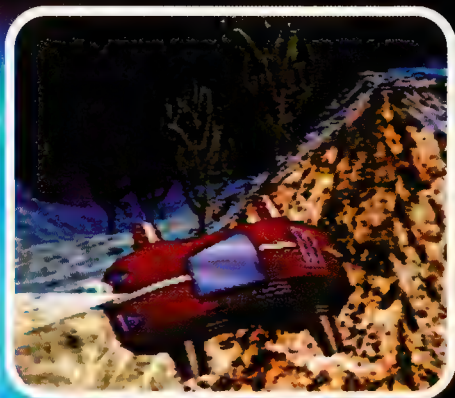
Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

ACTION AND





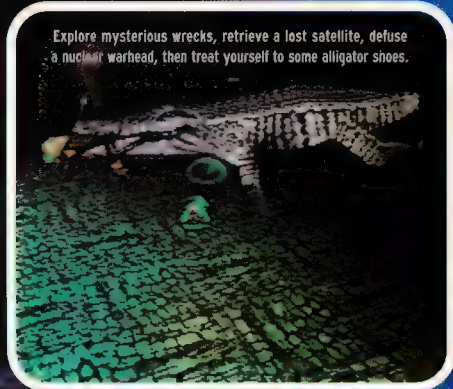
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TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



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25 GoldenEye 007

Nintendo 64
Nintendo, 1997

The game: A first-person shooter (alright, it's a Doom clone) that lets you control 007 in various missions that follow the movie.

It made the list because: This is easily the best movie game, and, more importantly, the best first-person game ever. The atmosphere, graphics and attention to detail are incredible. The Multiplayer Mode is simply fabulous, better even than Mario Kart 64.

Coollest part: All of the different reactions that the enemies have when they are shot (wounds to the buttocks usually provoke the best animations!). Even better—watching these reactions through the scope of your sniper rifle.

Did you know: This game is arriving roughly two years after the movie, and only a few scant months before the new 007 sequel, *Tomorrow Never Dies*.



24 International SuperStar Soccer 64

Nintendo 64
Konami, 1997

The game: A beautiful and realistic soccer game that is a living testament to the N64's 3-D power.

It made the list because: Every facet of the game is just incredible. The gameplay is awesome, appealing to both hardcore and casual fans of the sport. The graphics are the best of any sports game, as the attention to detail in the player animations is amazing. ISS64 appeals to just about every gamer, and with good reason. No soccer game comes close to this one.

Coollest part: The funny celebrations that the players perform after a goal.

Most questionable play: The dumb goalies making leaping catches on balls that are just rolling to the net. Those theatrics don't impress us, buddy.



23 R-Type III

Super NES
Jaleco, 1994

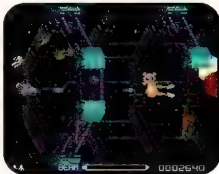
The game: The best of the home sequels to R-Type is also the best 2-D shooter in history.



It made the list because: R-Type III is what R-Type and Super R-Type should've been. The slowdown is almost totally gone, the difficulty is turned up a notch, and the graphics and sounds are splendid. The ability to choose from three different Force Device units adds to the already high level of strategy (you can't win R-Type by just pounding on the buttons like most shooters), and the addition of the Hyper bar gives new meaning to the term "whup ass."

Coollest part: Finally beating the end Boss, only to find out that after he's gone, he returns with a sneak attack from the rear. Not good.

Somebody, please: Irem may be gone, but their spirit lives on. Let's get an R-Type compilation CD for one of the next-gen systems, and include the never-before-seen-at-home R-Type Leo from the arcade!



22 Super Ghouls 'N' Ghosts

Super NES
Capcom, 1991

The game: One of the most graphically intense side-scrolling action games the Super NES has ever seen. Also one of the hardest.

It made the list because: It's even better than the already awesome Genesis version. Super Ghouls 'N' Ghosts adds better graphics (and some slowdown), an astounding soundtrack, extremely tough gameplay (it's widely considered to be one of the hardest games ever) and—of course—the now famous double jump.

Coollest part: Getting turned into a baby by the wizard and trying your damndest to avoid getting killed before you return to your normal self.

Wasn't it awesome: Turning on Super Ghouls 'N' Ghosts for the first time to witness the Mode 7 intro of the Princess getting taken from her castle. Sweet.



21 Final Fantasy VII

PlayStation
Square, 1997

The game: A three-CD RPG with fully rendered backgrounds, polygonal characters, seamless FMV interaction and more. If you haven't heard of this game by now, you probably (you guessed it) suck.

It made the list because: It's a work of art. It may be



Readers' Top 10 Picks of All Time

A long time ago, in an issue far, far away (#97), we asked you, our esteemed readers, what games you would like to have with you if you were stranded on a desert island. Well, we counted and counted and counted until our eyes bled, and here are the results of the thousands of postcards that were sent in:

10. The Legend of Zelda—NES
9. Final Fantasy VII—PlayStation
8. Twisted Metal 2—PlayStation
7. Final Fantasy III—Super NES
6. Tekken 2—PlayStation
5. Mario Kart 64—N64

4. Star Fox 64—N64
3. Tomb Raider—PlayStation
2. Super Mario 64—N64

1. Resident Evil—PlayStation

Final Fantasy VII made an impressive showing, considering the finished American product was not in store shelves at the time of voting. We had our reviewable Final Fantasy VII, but none of you did! The 15-minute demo and the Japanese version must've been a big hit with everyone in the States.

10

a bit more on the "Interactive Movie" side and less on the "RPG" side than previous Final Fantasy games, but it's still one of the most beautiful-looking, sounding and, for the most part, playing games of all time. The story is outrageously good, and you become so involved with the characters that you'll feel as if you know them by the time the game ends (just like in the previous FF games). It's an instant classic.

Cooliest part: The way an in-game area will merge flawlessly with an FMV sequence—smooth as silk.

PC owners look out: Final Fantasy VII is headed for 3Dfx-equipped PCs sometime in 1998, and is expected to look even better than the already-gorgeous PlayStation version. Expect Square to announce FF8 for the PS within the next six to eight months.

20

Super Castlevania IV

Super NES
Konami, 1991

The game: An epic side-scrolling adventure that was laden with never-before-seen special effects back when "scaling" and "rotation" were the reigning industry buzz words.

It made the list because: This was the first game to show what the Super NES could do. Entire levels rotate around the hero. Bosses are brought to life with transparency and scaling effects. Backgrounds warp and spin. And all these effects are revealed gradually, so each new stage gives players something new to drool over. Better still, the control is top-notch (using the whip to swing from platform to platform feels completely natural). This game has some of the best music in the series, too (only the tunes in the import Dracula X for the TurboGrafx-CD are better).

Cooliest part: You have total control over Simon Belmont's whip, and can even make it dance in the air to score rapid-fire hits on enemies.

Did you know that: In terms of story line, Super Castlevania IV is actually a remake of the very first 8-Bit NES Castlevania.



19 Madden NFL 98

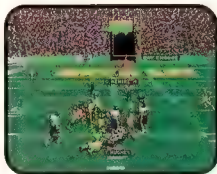
PlayStation/Saturn
Electronic Arts, 1997

The game: The most popular football game on the market, Madden football combines ease of use with realism, smarts and fun gameplay to create an awesome football game.

It made the list because: The AI in this version is the best seen in any football game ever. Finally, the tried-and-true Madden gameplay is complemented with a computer that has plenty of smarts to spare.

Cooliest part: Playing multi-player teams and making a perfect 40-yard bomb to your buddy. That makes for some good trash talkin'.

After further review: This is the first Madden game where you can't throw to your running backs all day.



18 F-ZERO

Super NES
Nintendo, 1991

The game: High-speed futuristic hovercraft racing with Mode 7 tracks and three separate racing leagues.

It made the list because: F-ZERO has an amazingly tight control system—and was the first game to really make good use of the L and R buttons on the Super NES.

Each of the four crafts has distinct handling characteristics, and the computer-controlled racers are more than tenacious. Even though F-ZERO was a technical marvel for the time, it still stands today as one of



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the best racing games the Super NES—or any system—has seen. The only downside to F-ZERO is that there is no Multiplayer Mode (but F-ZERO 64 will thankfully fix that).

Cooliest part: The post-race camerawork—a first for home racing games!

Played in Japan: In Japan, two updates to F-ZERO have been released exclusively for Nintendo's satellite service Satellaview. New tracks and crafts, as well as updated graphics and multiplayer play, were added to the game.

17

Sonic CD

Sega CD
Sega of America, 1993

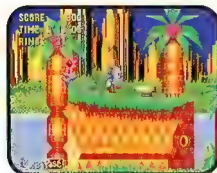
The game: Sonic's still running around like a crazy man, but this time he's doing it CD-style, complete with a kick-ass soundtrack and some FMV.

It made the list because: More levels and a cool animated anime intro made Sonic CD a sure hit with Sega CD owners and fans of the hedgehog. Sonic CD has all the playability of the old Sonics, but now he's on CD with QSound and neat bonus levels. It is the best addition to an already popular series.

Cooliest part: The 3-D bonus levels that really show off what the Sega CD could do to enhance the games. This was the first time Sonic was in 3-D with scaling and

rotation (and not that choppy stuff from the original).

Did you know: Although the upcoming release Sonic Jam for the Saturn does not contain Sonic CD, it does have the animated intro to the game. Hmm. Kinda makes us wonder if maybe Sega didn't hide it somewhere on the disc.



16

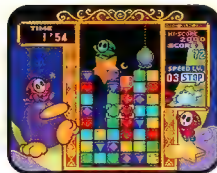
Tetris Attack

Super NES
Nintendo, 1996

The game: A puzzle game where you switch two pieces around at a time in an attempt to form matches of three. These matches disappear, and all blocks fall to fill the empty spaces. You can perform combos by matching more than three at a time, or by having the falling pieces form new matches.

It made the list because: When you see EGM vegetables, er, editors drool from playing Tetris Attack for hours on end, you'd wonder why the game didn't place higher on the list. The combo system is a breeze to learn, and with a little practice, you'll pull off chains like crazy. It's addictive, trust us.

Cooliest part: Comboing



your opponents so hard that the game stops counting how big of a combo you're making.

Did you know: Our boss had to confiscate our office copy of Tetris Attack because too many people were playing it for too long during work hours. Naturally, we snuck our personal copies of the game into work.

15 Super Mario Kart

Super NES
Nintendo, 1992

The game: One- and two-player go-kart racing starring the most famous faces on Nintendo's roster.

It made the list because: OK, we already have Mario Kart 64 on the list, so it should be no surprise that the 16-Bit originator made it as well. But why does it fare so much better? Two words: level design. Although the courses in Super Mario Kart are shorter, they pack more shortcuts and are much more exciting overall. The Battle Courses, too, are much more compact and better designed (that's why we still prefer two-player, old-school combat to four-player Mario Kart 64). And we can't forget the Feather power-up, which lets you leap incoming homing shells and course gaps for game-winning shortcuts.

Cooliest part: Using a mushroom turbo and a speed bump to launch hundreds of feet into the air and cut around a third of the course. Try that in Kart 64!

Most challenging moment: Trying to explain to someone who hasn't played the original Super Mario Kart why it's better than the 64-Bit sequel.



14 Super Mario Bros. 2 (All-Stars Edition)

Super NES
Nintendo, 1988 (original)
1993 (All-Stars version)

The game: The popular side-scrolling platform series takes on a different twist. Now, instead of hitting overhead blocks, you pick things up. It feels different from every other Super Mario game, but it's still a lot of fun.

It made the list because: The game design is brilliant and the levels are creative (and unlike anything you've seen before). And at the end of each one, a cool Boss awaits you. Figuring out how to kill each one is perhaps the best part of the game.

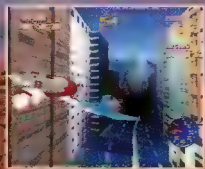
Cooliest part: Knowing how to get a cherry on the first slot machine spin every time, thus guaranteeing you an automatic 1-up per attempt.

Played in Japan: The U.S. version of Super Mario 2 was actually an entirely different game in Japan called

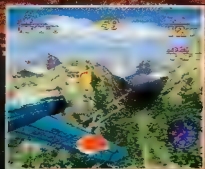


BRAVO AIR RACE

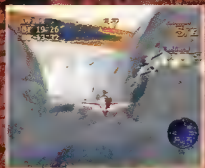
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sweat the details



Doki Doki Panic (same game more or less, but with other characters and a completely different look). Later on, the U.S. Super Mario 2 was released in Japan as Super Mario USA.

13

The Legend of Zelda

NES

Nintendo, 1987

The game: A unique top-down action-RPG. You control our little hero Link in his adventures to save Princess Zelda. Along the way, you collect dozens of power-ups that can help you defeat tougher enemies and get into previously inaccessible areas.

It made the list because: Zelda is simply a lot of fun to play—and it's one of the grandest adventures on the NES. The game is designed so well, all of us at EGM would still gladly play it today (and, in fact, we do). Every area of the map is well thought out, requiring you to use a little noggin-power in your quest. And each time you pick up a shiny new weapon, the game forces you to use it intelligently.

Cooler part: You find the pieces of the Triforce, you kill Ganon, you rescue Zelda. As you bask in your hard-earned victory, you slowly realize that the game designers are going to award you with a whole new second quest in the same cartridge!

Did you know: The Legend of Zelda is the first cartridge in gaming history to have a battery backup to save your games.



12

Castlevania: Symphony of the Night

PlayStation

Konami, 1997

The game: Castlevania finally makes its 32-bit debut with Alucard's romp through creature-infested castles. This is classic Castlevania, with a few gameplay elements from Metroid and the NES Castlevania II thrown in for good measure.



Scott Orr

Producer, EA Sports' Madden Series

- 10) Super Mario 64—N64
- 9) World Series Baseball—Saturn
Tie: 8 & 7) Tekken—PlayStation/Crash
Bandicoot—PlayStation
Tie: 6 & 5) Donkey Kong—Super NES/Street Fighter II—Super NES

It made the list because: This is not only the best 2-D game on the PlayStation, it's one of the best, period. There are an incredible amount of areas to explore, a vast army of creatures, and excellent traditional 2-D gameplay. The graphics and music are also top-notch. Plus, if you uncover the game's greatest secret, you'll double its length (nyah, nyah—we're not telling!).

Cooler part: All of the huge creatures that inhabit the game. Most of them aren't even Bosses, although they could easily pass for such. But don't worry—there are still plenty of Bosses.

Lucky Japanese: In Japan, Castlevania: SoTN came bundled with an art book and a music CD filled with classic Castlevania tunes from earlier games in the series.

11

Super Mario World

Super NES

Nintendo, 1991

The game: Mario makes his 16-Bit debut, along with a soon-to-be-superstar dinosaur pal, new moves and a HUGE new world.

It made the list because: Like Mario 3, Super Mario World is a monster of a game, with plenty of warp zones and hidden keys to secret areas. Mario packs a few new maneuvers, including the ability to fly with a cape. But the real star here is Yoshi. Cute, tough and able to gain new powers depending on what he eats, Yoshi's the perfect companion to Miyamoto's plumber. Still, in terms of pure gameplay, Mario 3 remains the crown jewel of the series.

Cooler part: Yoshi (duh!). Oh, and knocking Bowser's hovering, smiley-faced ship from the sky at the game's finale. Whoa—look at the pretty scaling and rotation!

What's the deal with that: If the God-awful *Super Mario Brothers* flick is to be believed, the real-life Yoshi isn't nearly as cute as his video game counterpart.



10

Saturn Bomberman

Saturn

Sega, 1997

The game: You still get the same little Bomberman character who likes to blow up his friends (and enemies), but this time he's on the Saturn with up to 10

4) Punch-Out!!—NES

Tie: 3 & 2) NHL 94—Genesis/Madden 93—Genesis

1) Baseball—Intellivision

"This could be THE driving game of the year."

Q64



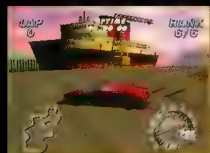
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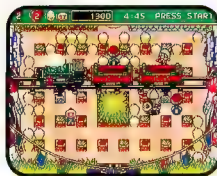


players at once. It's as good as multiplayer gaming on the consoles gets.

It made the list because: If you have a copy of Bomberman and can rustle up at least four friends, there's really no reason to play any other game—or even leave the house. It's simply the greatest party game on the planet. And Saturn Bomberman is the best incarnation of this classic series yet. Sure, the Super NES and TurboGrafx-16 versions come close, but now 10 players can try to blow each other to bits in a Hi-res Mode that is incredibly hectic and fun (although it burns the eyes a bit, Eight-player Mode's a little easier on your vision). Plus, you get options for team play and the ability to lob bombs from the sidelines after you die. Revenge is a wonderful thing.

Coollest part: Realizing that you've trapped your opponent(s) with bombs just as the one-ton weights are about to clobber you from above. Yep, you can start panicking now.

Don't you hate it when: You start trash-talking before a multiplayer game, only to start and trap yourself with two of your own damn bombs. D'oh!



9 Final Fantasy III

Super NES
Nintendo, 1994

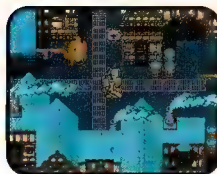
The game: A traditional, Japanese RPG with more gameplay extras than any other title in gaming history. It has a super-long quest, multiple (and interchangeable) characters and a fun, menu-driven realtime combat system.

It made the list because: OK, where should we start? The graphics are rich and beautiful, as is the music. The cast is crammed with personality. The story line is magical and so involving that you may need to keep notes to follow its twists and turns. Heck, you even battle dinosaurs! We could go on and on. Very few people can argue that FFIII isn't a AAA title (we'd like to be in on that argument). It's the game that revolutionized the genre, while keeping old-school RPG fundamentals alive. It's also far more rewarding than FFII, and just a tad better than the awesome FFVII (FFIII offers more varied gameplay). We'll love this game forever.

Coollest parts: Trying to decide which characters are going adventuring with you and which are staying behind on the airship to twiddle their swords. And what about how awesome each character is? Some have Street Fighter moves (how's that for RPG innovation?), some can transform, some have special attacks, etc. And don't even get us started on the opera scene. Then there are the Chocobos, the Espers, the mechs...hoo

boy—there are too many “coolest parts” to list.

Did you know: Final Fantasy III is actually part six in the series. It's only called FFIII because it's the third one released in the States. And— you guessed it—Final Fantasy VII for the PlayStation is the sequel.



8

Contra III: The Alien Wars

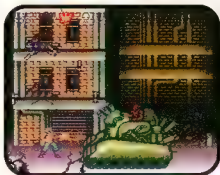
Super NES
Konami, 1992

The game: Just like the original Contra, except a thousand times more intense.

It made the list because: Talk about sensory overload! This game has everything: huge Bosses, Mode 7 stages, ultradeep gameplay—all wrapped up in a beautifully atmospheric post-apocalyptic package. You get all the great control of the original, except now with new moves and the ability to carry and switch between two devastating weapons. But what really sets this game apart are its Bosses. No two can be toppled the same way. (Our favorite is the giant robot who smashes through the wall and lobbs time bombs at you.)

Coollest part: Beating the game on normal or hard and watching the final Boss claw after you as you cling to an ascending helicopter gunship. And, of course, playing simultaneously with a buddy/sibling.

Where have I seen that before: Go back and watch the intro to Contra III: Alien Wars. Hmmm. Think maybe the folks behind *Independence Day* were fans of this game?



7 Super Mario World 2: Yoshi's Island

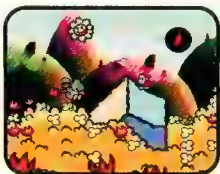
Super NES
Nintendo, 1995

The game: Super FX2-based side-scrolling platformer with the most amazingly unique graphics the Super NES has ever seen.

It made the list because: Yoshi's Island is as much a piece of art as a game. It's like a huge, playable coloring book. Unfortunately, the game couldn't have been released at a worse time, going unnoticed by quite a few gamers. Trust us—Yoshi's Island is the epitome of platform gaming, falling only inches behind Super Mario Bros. 3 as the best 2-D platformer of all time. Beautiful graphics, great gameplay, lots of bonus options and mini-games and well over 50 stages—what more could you ask for?

Coollest part: All of the “morphmation,” what Nintendo calls the stretching and warping of the game characters. Also, your mad dash to rescue Baby Mario after he's been knocked off Yoshi.

Did you know: Yoshi's Island was in development for over three years before it was finally released. The game was redone almost from scratch at least once, but the end result shows that the time taken was certainly worth it.



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LARA CROFT

III



ELECTRONIC
GAMING
MONTHLY

CORE

EIDOS

INTERACTIVE

You've been warned.

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TOMB RAIDER

STARRING
LARA CROFT

II



FIGHTING FORCE



- IAN LIVINGSTONE'S -

DEATHTRAP Dungeon



Akira Nishitani

Leader of the team that created Street Fighter II

Nishitani also worked on SF2 Champion Edition, Final Fight and Forgotten Worlds. He left Capcom to form his own company, Arika Development, which developed Street Fighter EX for Capcom to publish.

What he had to say: Congratulations, *EGM*, on your 100th issue! I started working in this industry 12 years ago, back when we were making games with such little memory and weak hardware compared to the recent technology. Back then, who could imagine today's technology, such as game characters made with polygons that move in realtime, or that we'd play over a network. Game development has also changed. Today's games use more characters, animation, background, music and are overall becoming more flashy. Most recently, there is a need to have the latest technology, so for each part of a game—like CG, programming, modeling—there needs to be experts.

This industry has evolved very fast. More and more new technologies are emerging, and there will soon be more reasons than ever to play games. I find these new challenges exciting. I will try to make better games, so that I can be invited by *EGM* to reflect on the industry again someday.

10. Quath—Arcade
9. Tetris Plus—Saturn
8. RayStorm—Arcade
7. Cadash—Arcade
6. Darius Gaiden—Arcade
5. Final Fantasy series—Famicom/Super Famicom

4. Dragon Quest series—Famicom/Super Famicom
3. Dungeon series—Arcade
2. Street Fighter II, Street Fighter II Dash (Champion Edition in the U.S.)—Arcade
- 1. Diablo—PC**

6 Super Metroid

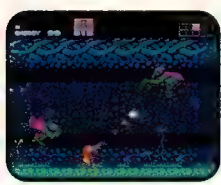
Super NES
Nintendo, 1994

The game: It's a bigger and better version of the futuristic 8-Bit platform/action classic. Super Metroid has tons of levels, weapons and secrets.

It made the list because: Boy, if you've played Super Metroid, then you wouldn't ask why. From the exciting intro (with elements taken from the end of the original Metroid game) to the emotional ending, this 16-Bit sequel is simply stunning. This game takes skill, brains and technique to complete successfully, and you'll love every minute of it.

Coollest part: Seeing you-know-who come to your rescue in the end.

Did you know: You get to see Samus in her bathing suit if you beat the game in under three hours. Also, if you let the demo run uninterrupted, you can see a slew of Samus' secret moves. A few of us didn't even notice the educational demo until *after* we beat the game. Better late than never, we guess.



5 Street Fighter II Turbo: Hyper Fighting

Super NES
Capcom, 1993

The game: The second SFII game to come out for the Super NES. This one added speed and playable Bosses to an already successful formula.



It made the list because: This is the best and newest Street Fighter that still plays like the classic. The series changed when it became "Super" and later "Alpha." But many of us still like old-school SFII best, and Hyper Fighting is as good as old-school gets. Excellent control on an excellent translation of an excellent fighting game engine. Need we say more?

Coollest part: Playing this game for hours and hours until your thumb just couldn't take anymore.

Coollest code: Pressing Down, R button, Up, L button, Y, B on the second player controller while the word "Turbo" scrolls across the opening screen. Now you can pick a 10-star speed setting. This is Hyper Fighting in the truest sense of the phrase.

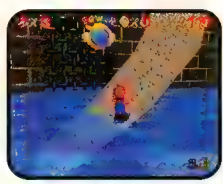


4 Super Mario 64

Nintendo 64
Nintendo, 1996

The game: This adventure stars a familiar plumber in a very unfamiliar setting: breathtaking 3-D worlds. But you already knew that.

It made the list because: Take your pick: Its selling power put the N64 on the map. Its look and feel spawned a new era of 3-D adventure knockoffs (Banjo-Kazooie, anyone?). Its many secrets, shortcuts—and even its bugs—fueled the hype that made it one of the most-talked-about games ever, certainly one of the best-selling. But most importantly, its gameplay showed that as far as 3-D gaming goes, we haven't seen anything yet. Just about everything in



Super Mario 64 works flawlessly—the analog control, the puzzles, Mario's new moves, the way most levels offer new challenges each time you visit them. Sure, the game has its tiny flaws, especially in the camera department. But we're talking about a title that's as revolutionary today as the original Super Mario Bros. was back in the mid-'80s. It's not easy creating an entirely new genre, no matter how many times Shigeru Miyamoto has done it. And while Super Mario 64 isn't quite as challenging or as fun as Mario 3, no gamer should die without playing—and beating—it first. **Coollest part:** Seeing someone pull off the ultimate trick—reaching the roof of the castle before ever nabbing a single star. Trust us, it can be done.



A sleeper hit? Superstars—even digital ones—are just as "human" as you or me. Case in point: If you leave Mario alone for a minute or two, he'll sneak in a quick nap. Talk about your computer AI advancements!

3 The Legend of Zelda: A Link to the Past

Super NES
Nintendo, 1992

The game: A sequel to the 8-Bit action-RPG series, with better graphics, new tools and weapons, and more worlds to explore.

It made the list because: A Link to the Past takes everything that made the original Zelda such a classic and supercharges the entire package. The graphics are improved tenfold over the original, and the levels—

especially outdoors—are huge (remember the forest maze?). The environments are also much more interactive than in previous Zeldas (remember lighting the torches in the dungeons with your lantern?)

Part three of the Zelda series is clearly the best action-RPG ever made.

Coollest part: Remember seeing the rain for



the first time? Remember thinking how awesome your Super Nintendo is when you saw that rain?

Did you know: In our reader poll for top games of all time, Zelda 64 received a dozen votes. Peculiar, wouldn't you say, for a game that isn't even out in Japan yet? We're sure the game's gonna be awesome, too, but let's not jump the gun yet.

2 Super Mario Bros. 3 (All-Stars Edition)

Super NES
Nintendo, 1990 (Original)
1993 (All-Stars Version)

The game: The third chapter in the insanely successful Super Mario Bros. series, it's also the single best platform game of all time (as well as the second best game of all time).

It made the list because: Super Mario Bros. 3 took the series back to its roots, but expanded upon the original game in every way imaginable. No other game since has been able to recapture the spirit of adventure and enchantment found in Mario 3. There are dozens of worlds to explore, tons of secrets to find, minigames up the wazoo, perfect gameplay and special animal costumes that grant never-before-seen powers. What, for instance, could be better than battling turtles with your tail after nabbing the Leaf power-up? Or how about sprinting and launching into the air for a few seconds of flight to grab those hard-to-reach coins? And for the first time, the levels were spread out on an overworld map that sprawled in every direction (but watch out for the roving Hammer Brothers!). The entire game just cries out to be explored! Best of all, the All-Stars version on the Super NES is like a dream come true—everything is re-created perfectly, but with gorgeous graphics and better sounds.

Coollest part: Using the Whistle from Zelda to get to the hidden Warp Zones! **Just a reminder:** We're not including compilation games on our Top 100, or Super Mario All-Stars would be the clear-cut number-one game of all time. It's a sin not to own this kind of compilations!



Game Designer, Nintendo

Shigeru Miyamoto has created or helped craft nearly half the games in the top-20 portion of our list. He's the man behind Mario, Donkey Kong, the Zelda games and other Nintendo classics, as well as the inventor of the side-scrolling platform genre (with Super Mario Bros.) and the perfecter of the 3-D platform genre (with Super Mario 64). Ever humble, Miyamoto is the greatest game designer on Earth.

What he had to say: I am very honored to be chosen as a key person in this industry, but as a game developer I feel I am not in a position to judge other people's games. Also, I don't really play many other games, so I must apologize for refraining to provide my top-10 list.

But I would like to comment about how the gaming industry has changed in the past decade. It used to be that the industry had no real history, but in the past 10 years, there have been some things that can be called history. For example, there were not many games in the old days that can be enjoyable even today. But there are some games today that can still be enjoyable even five years from now. I feel this is the most profound change in the industry.



Shigeru Miyamoto

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2
HEAD
FIGHTING
ACTION!



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NO HOLDS BARRED!**



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TEEN



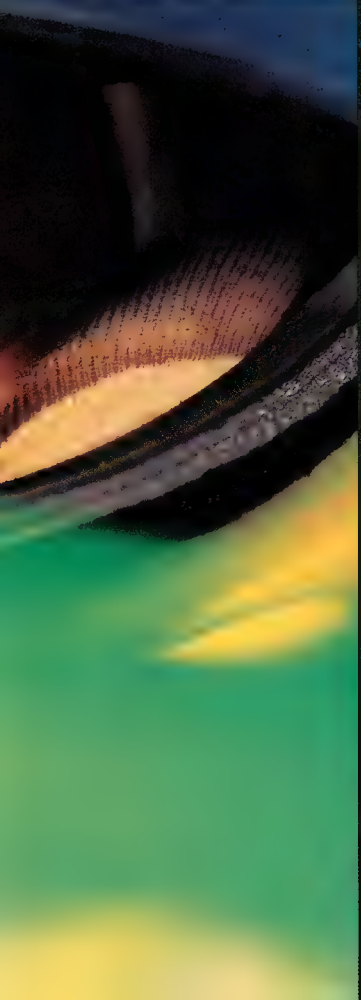


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F

EAR WILL ALWAYS BE IN THE CAR
WITH YOU. YOU JUST CAN'T LET IT DRIVE.



CART WORLD SERIES

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

1

Tetris

Multiplatform

Created by Alexey Pajitnov in 1988

The game: Spend half your life forcing six differently shaped blocks into neat rows at the bottom of a well. Spend the other half waiting for the straight, skinny block so you can score a "Tetris."

It made the list because: Let's forget for a sec' that 40 million people worldwide play Tetris. Let's forget that—for most people—it's the single most addicting game on the planet. Let's forget that it paved the way for today's most exciting, flashy, combo-ridden puzzle games.

Tetris is as pure as a video game can get.

It's just you, seven blocks and a well. Your goal is incredibly simple: line up the blocks in rows and make them go away, preferably four rows at a time, to make room for

the never-ending rain of blocks from above. When the right blocks come your way—and if you can manage to avoid mistakes—the game can be relaxing. One mislaid block, however, and your duties switch to damage control, a mad, panicky dash to clean up your mess or die. No, Tetris doesn't look, sound or play like any other video game. Nevertheless, it's complete gaming bliss.

When it came time to pick the best version of Tetris, we found ourselves in a pickle. First, we fired up the old Tengen version for the NES (you remember—the one Nintendo filed a lawsuit over because Tengen cracked the Big N's lockout chip?). We were really, really hoping this version was as good as we remembered. After all, wouldn't it be cool if the greatest game of all time was an outlaw? Alas, the Tetris packed with Dr.

Mario for the Super NES plays a little better (it's easier to control the speed of your blocks' descent, and the two-player Mode is more fun than the one in Tengen's). Still, many on the staff argued for the Game Boy version. You can take it anywhere and still play two-player games with the link cable. After hours of bickering, we finally realized that Tetris pretty much plays fine no matter which system you use to rock your puzzle blocks, whether it be a PC, console, Game Boy or a \$10 keychain.

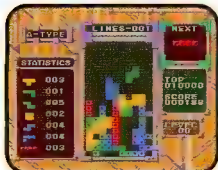
Coolest part: Knowing that whenever you get bored with the latest 3-D adventure or shooter or side-scroller or RPG or

sim, Tetris—and its seven blocks—will be waiting for you, always.

Did you know: The greatest video game of all time was never originally intended to be a video game at all. When Alexey Pajitnov invented Tetris, his intention was merely to create a mental exercise for fellow Russian scientists.



Maybe this is for another feature, but Tetris is the best keychain of all time, too.



You can't go wrong with any version of Tetris, be it on the Super NES...



...or the NES (seen here in the outlawed Tengen arcade port)...



...or the Game Boy. Hey, you really can take it with you—and link with a pal!

Final Thoughts...

We know we're due for a tidal wave of mail from readers burning with questions and how-dare-you comments concerning our list. Where are all the Genesis games? How could we make a top-100 list that doesn't include Space Invaders or Pong or Pitfall or (insert your own MIA classic here). And—most pressing of all, we're sure—what's the deal with all the NES and Super NES games in the top 20?

Remember, our list is NOT about influential games, or even the greatest games (which—by definition—should include influential titles). It's about games that play the best and are the most fun. The downside to this philosophy is that many old-school classics were nixed from our list during the selection process. Sure, we could have included Pong or Asteroids, but would you really rather play those instead of GoldenEye 007 or Sonic CD?

And as far as the predominance of Nintendo games goes: No, we are not biased against Sega or Sony. We have no reason to be. It just so happens that, in our opinion, many of the best games came out for the NES and Super NES. (Also note that many of these titles were crafted by Nintendo's Shigeru Miyamoto, the most gifted game designer on the planet.)

Some may look at our list and say it sends the wrong message to the industry, that it tells developers to stop fiddling with polygons and 3-D gameplay and go back to the good-old' days of sprite-based platform games. Nothing could be further from the truth. Keep in mind that most of the 8- and 16-bit titles on our list were designed at the height of sprite-based-gaming technology. Back then, the developers knew how to squeeze every ounce of gameplay out of the hardware, whereas today, they're still figuring out the nuances of shooting, kicking, jumping, climbing, etc., in a 3-D world. In some cases—Super Mario 64, Tomb Raider—they've succeeded beautifully, and we have little doubt that the next time we create a top-100 list (Issue 200, perhaps) it'll be crammed with modern, 3-D, polygonal masterpieces.

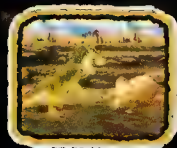


FLARED NOSTRILS TO SMELL FEAR.

A REINFORCED NECK FOR RAMMING PREY HEAD-FIRST.

SERRATED TEETH TO SLICE THROUGH BONE.





From the ground up,

T-Rex was built to

be the ultimate killing machine.

And if you've got enough survival skills,

you can be him. Just claw,

bite and dismember your way

up the pre-historic



food chain,

from a tenacious Compy

to the bloodthirsty T-Rex himself.

All in lush 3-D environments with pulse-pounding

music and plenty of bone-crunching

sound effects.



The Lost World.

Where only the strong,

fierce and remorseless survive.





ALL CONTROLLED BY A BRAIN
INCAPABLE OF REMORSE.



AREA 52 CONFIDENTIAL



Everyone's heard of Area 51, right? You know, the infamous, supposedly top-secret airbase in Nevada where the Air Force doesn't (wink, wink) hide crashed UFOs and smelly alien bodies? But have you heard of Area 52? Oh, it exists alright, about 2,000 miles northeast in the burbs of Chicago. And like Area 51, it houses top-secret projects and bodies that don't always smell uh, squeaky clean. Actually, Area 52 is the Review Crew's nickname for EGM's Lombard, Ill.-based offices. The Crew and its review style have undergone some changes starting in this 100th issue. Read on to see what's new in Area 52,...

Inside the Review Crew

Crispin Boyer

Sure, everyone in Area 52 has a thing for lab coats, high-tech gizmos and black helicopters, but our philosophy for reviewing games is as straightforward as when the Review Crew debuted in *EGM*'s second issue. We found game companies to send us complete versions of their titles, play them from beginning to end (sometimes with a little help from the gurus of *EGM*), then give them a score between one and 10. It's as simple as that. The scores are based on how each game stacks up against all other titles for the same system.

Of course, you can't express your opinions for long in this business without being accused of showing bias—and we've had plenty of readers complain that we favor Nintendo's or Sony's or Sega's systems. That's simply not true. We have no reason to be biased. After all, each reviewer gets one of every console to keep at his desk and play games on. Crew members don't have to pay for these systems or games, so they have no reason to like one game company more than another.

Plus, living and working in Lombard, Ill.—a sleepy Chicago suburb thousands of miles from the West Coast (where most of the game industry resides)—has its advantages. We don't hang out with game company reps and make lots of pals in the industry. We grill them for information, sure, but we don't build friendships that could be jeopardized if we have to slam a crappy game with a bad review. Such distance helps preserve our objectivity.

Our review system works, no doubt about it. But we couldn't help but tinker with it when it came time for the big 100th-issue redesign. We've expanded the review section to cover sports titles (note that we've nixed the Team *EGM* section), peripherals and the same titles for multiple systems. Now, you'll be able to see how, say, *Mega Man X4* rates on both the Saturn and the PlayStation, as well as what die-hard sports gamers and less-rabid fans alike think of the *Maddens* and *GameDays* that come our way.

We've also doubled the Crew's size by adding three new full-time members and a slot we'll fill each month with a special guest reviewer. Why the extra manpower? Simple—we're reviewing more products than ever, and we want to make sure everything gets its fair share of attention.

So who's new in Area 52's Review Crew? And what are the old guys up to? Check out these recently declassified bios. But keep an eye out for black helicopters...



ALIAS:

Crispy, Crispix and every other goofy variation of his already-goofy name

D.O.B.:

June 18, 1971

CITY OF ORIGIN:

St. Petersburg, Fla.

SPECIALTY:

RPGs and shooters

FIRST VIDEO GAME OWNED:

Pong, natch.

WHAT VIDEO GAMES TAUGHT HIM ABOUT LIFE:

You can overcome any obstacle as long as it has a glowing red dot.

HIS BIG IDEA FOR A GAME:

Firefighter Fighter, a light-gun shooter in which you kill firemen with a flamethrower before they can shoot back with their water hoses. Cris has nothing against firemen; he just likes the irony of the game's ridiculous premise.

BLOOD TYPE:

A Positive

FIGHTING STYLE:

Drunken Bastard

SAD BUT TRUE:

Cris says Street Fighter Alpha 2 superschoolgirl Sakura is "saucy," despite more than one coworker telling him, "Dude, she's like 14, you pervert."

BIO:

Cris got his big break in the gaming biz back in 1986, when he was hired by Chuck E. Cheese's Pizza Time Theater to wear a giant rat costume and let kids yank his tail at birthday parties. He didn't mind the abuse, though, because the job's main perk—unlimited tokens in the restaurant's arcade—took his mind off his aching behind. Cris decided to study computer science in college so he could learn to make his own games, but he soon got sick of the subject because, as he puts it, "You have to, like, be able to count and stuff." He nabbed a journalism degree instead, worked for a few newspapers (yawn), then landed his plum gig at *EGM*. Now he's just waiting for someone to make Firefighter Fighter so he can give the game a perfect score.

TOP 10 FAVORITE GAMES:

- 10) Chrono Trigger—Super NES
- 9) Castlevania: SotN—PlayStation
- 8) Phantasy Star II—Genesis
- 7) Final Fantasy VII—PlayStation
- 6) Contra III: The Alien Wars—Super NES
- 5) Super Mario 64—N64
- 4) Final Fantasy III—Super NES
- 3) The Legend of Zelda: A Link to the Past—Super NES
- 2) Super Mario All-Stars—Super NES
- 1) Tetris—Game Boy





Shawn Smith

ALIAS:

Shawnimal (half Shawn, half animal—all cop)

D.O.B.:

Dec. 10, 1975

CITY OF ORIGIN:

Joliet, Ill.

SPECIALTY:

Action/adventure

FIRST VIDEO GAME OWNED:

Pong



WHAT VIDEO GAMES TAUGHT HIM ABOUT LIFE:

That he could take on—and eventually conquer—any gigantic, evil corporation all by himself with the help of a decent machine, at least one bomb (or grenade) and a thirst for justice.

HIS BIG IDEA FOR A GAME:

A Contra-esque, side-scrolling action game, but with a '70s cop-show theme. The game would have little or no humor as players fight against an evil pimp/drug pusher and put him down. Levels would range from inner-city areas all over the United States to the druglord-ridden jungles of South America. Players would eventually make their way to the mastermind's mansion in Miami where the final battle would take place. "It'd be a little like the Beastie Boys 'Sabotage' video, except, of course, you'd be able to play it," Shawn said. The name of the game would be Street Flex Five: Leon's Retreat.

BLOOD TYPE:

AB Negative

FIGHTING STYLE:

Bald Monkey (a.k.a. Crazy Monkey)

SAD BUT TRUE:

Before working at EGM, Shawn would sometimes try to impress girls by telling them he was a game producer for Atari. Note, this never got him anywhere, so don't try this at home kids.

BIO:

Shawn's one of the youngest guys on the Review Crew. He has been playing games as long as he can remember. The first one he personally owned was the Colecovision (a gift from his brother Brian). Years later, he saved his money so he could buy practically every Sega system that came along (except the 32X, fortunately). He admits to being an old-school Sega freak, but enjoys all systems as long as the games are good. The discount he got for working at Babbage's Software helped his gaming addiction. He had no idea he'd end up working for the video game mag he grew up with.

TOP 10 FAVORITE GAMES:

- 1) Tekken 2—PlayStation
- 2) Dragon Force—Saturn
- 3) Gunstar Heroes—Genesis
- 4) GoldenEye 007—N64
- 5) Phantasy Star II—Genesis
- 6) Super Mario 64—N64
- 7) Contra III: Alien Wars—Super NES
- 8) Super Metroid—Super NES



- 9) Super Mario All-Stars—Super NES
- 10) Tetris—(practically all systems) Super Mario All-Stars—Super NES
- 11) Tetris—Game Boy



Dan Esu

ALIAS:

Shoe

D.O.B.:

Dec. 28, 1971, which sucks because it's right next to Christmas

CITY OF ORIGIN:

New York, N.Y.

SPECIALTY:

Strategy and puzzle games



FIRST VIDEO GAME OWNED:

A Popeye LCD handheld game

HIS BIG IDEA FOR A GAME:

A first-person perspective 3-D game where you run around and shoot demons...no wait, a one-on-one fighting game where characters have special moves...no, no...actually, Shoe doesn't have many original ideas at all.

BLOOD TYPE:

He couldn't tell you to save his life.

FIGHTING STYLE:

Hip-hop Bop

SAD BUT TRUE:

Shoe hated going to the University of Michigan. Not that the school was bad, but the campus had four arcades within walking distance—a real distraction to those pursuing higher learning. In fact, he once walked out of a statistics class (while the professor was lecturing, no less) to go play Super Street Fighter II Turbo.

BIO:

If it was connected to a TV and had game controllers, Shoe was there. He always loved visiting his cousins' house, not out of love for family, but love for their Atari 2600. His favorite old-school systems (and games) are the Vectrex (Mine Storm) and Intellivision II (AD&D, Burgertime and Dreadnaught Factor). His video game work history includes Pinball Pete's (an arcade where he hooked friends up with free games) and Electronics Boutique (where he got a disappointing 10 percent employee discount). Good thing Shoe is a decent writer, because during his interview at EGM, he was not impressive in the least bit. He was a nervous wreck and didn't say much at all. But hey, you'd be nervous too if you were interviewing for a dream job, right?

TOP 10 FAVORITE GAMES:

- 1) Tetris & Dr. Mario—Super NES
- 2) Metal Marines—Super NES
- 3) Saturn Bomberman—Saturn
- 4) The Legend of Zelda—NES
- 5) Dragon Force—Saturn
- 6) Street Fighter 2 Collection—Saturn/PlayStation
- 7) Super Metroid—Super NES
- 8) Final Fantasy III—Super NES
- 9) Tetris Attack—Super NES
- 10) Super Mario All-Stars—Super NES

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TWO DRUNKS BATTLE IT OUT DOWN THE

HALL. THE 38 EXPRESS SQUEALS TO A

HALT EVERY HALF HOUR ON THE STREET

BELOW. SLEEP DOESN'T COME EASY

IN ROOM 23. BUT FOR 19 YEAR-OLD

RAY COOPER, IT HAS NOTHING TO DO

WITH THE NOISE. AS HE SAYS, "IT'S

BECAUSE EVERY TIME I CLOSE MY EYES,

ALL I SEE IS LARA CROFT."



Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return.



EIDOS
INTERACTIVE
You've been warned.

inset photos



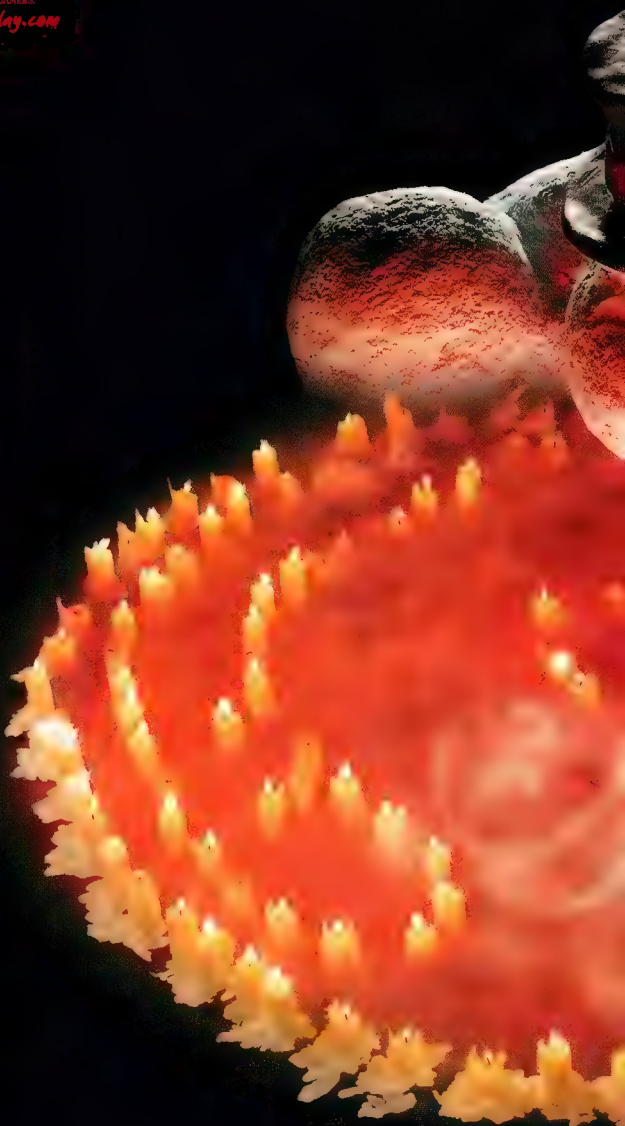
3D Breakthrough Environments



Believe The Rumor...
We Got Garguorm Jim™!

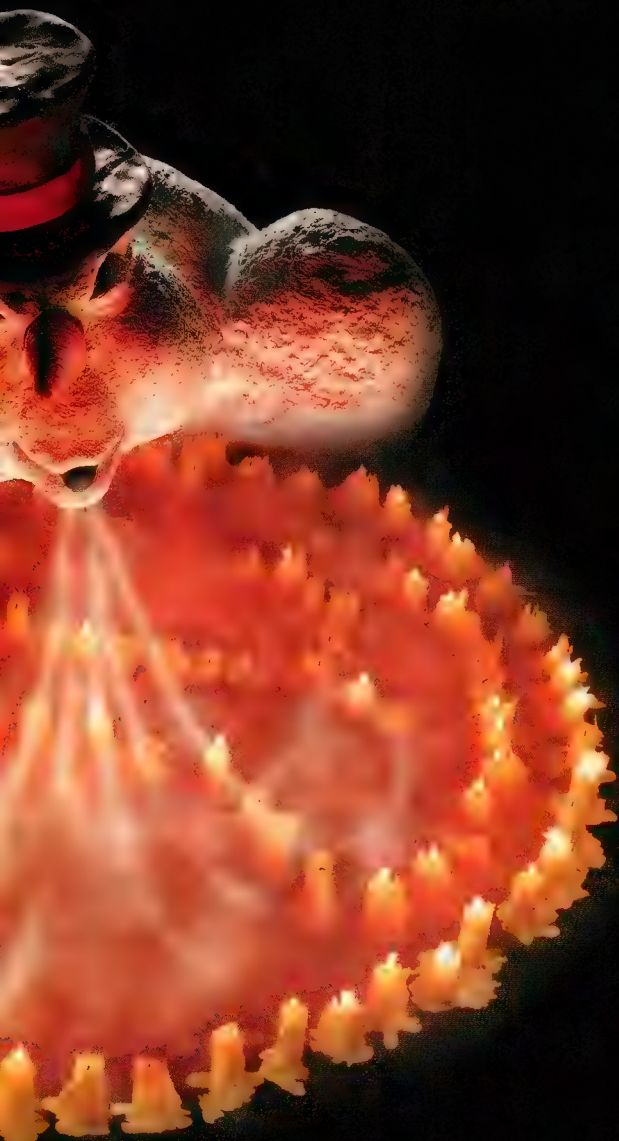


Coming Soon
Clay Fighter Extreme



Creatures of clay will descend on 3D environments of outrageous

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More clay fighters than ever before!



Free Floating Camera Angles



Coming in October
Clay Fighter 63 1/3

action and comedy. And the old games shall envy the new.



ALIAS:
The Italian

D.O.B.:
May 7, 1975

CITY OF ORIGIN:
Staten Island, N.Y.

SPECIALTY:
RPGs, platformers, shooters—basically anything but strategy games

FIRST VIDEO GAME OWNED:
Las Vegas Poker & Blackjack for the Intellivision

WHAT VIDEO GAMES TAUGHT HIM ABOUT LIFE:
College was a waste of time

HIS BIG IDEA FOR A GAME:
I'd like to make an RPG someday with the majority of important characters being female and the music 100 percent fully orchestrated. That or a game about a fat Italian guy with a red hat who stomps on turtles and eats mushrooms. I can't believe nobody's done that yet.

BLOOD TYPE:
O Positive

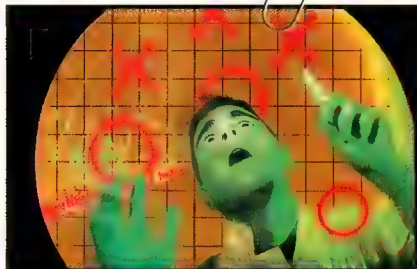
FIGHTING STYLE:
Turn-based

SAD BUT TRUE:
En route to a Japanese book store in New York City to pick up the latest issue of *Famitsu* back in early 1995, John's car got totaled by a bus that blew past a broken red light just three blocks from his destination. Rather than ride with the tow truck and his now-raisin-esque car back to the mechanic, however, he opted to walk the remaining three blocks to get his *Famitsu*, and then spent about \$50 on public transportation to get back home.

BIO:
Despite being a hardcore gamer since around 1981, John didn't make his "official" entry into the gaming business until 1994, when he landed a job at the local EB (hasn't everyone in the game business worked at EB or Babbage's at one point or another?). During that time, he began going to trade shows (Summer CES '94 and everything after) and ended up landing some freelancing gigs in and about the industry. Finally in March of last year he got "the call" from Sendai (now Ziff-Davis, if you've been keeping score), and as the saying goes, the rest is history. In addition to his Review Crew work, John is heavy into Japanese gaming, and is the editor in chief of *EGM's* Nintendo 64 guides (sorry, had to get a plug in somewhere).

TOP 10 FAVORITE GAMES:

- 10) Lunar: Eternal Blue—Sega CD
- 9) Dragon Quest VI—Super Famicom
- 8) Super Metroid—Super NES
- 7) Yoshi's Island—Super NES
- 6) Super Mario All-Stars—Super NES
- 5) Zelda II: The Adventure of Link—NES
- 4) Tetris—Game Boy
- 3) The Legend of Zelda—NES
- 2) Final Fantasy V—Super Famicom
- 1) Dragon Quest V—Super Famicom



ALIAS:
Kanga. I don't know how Mike Stassus, our head art chimp, came up with that one. It stuck though. Also known as one of the two "Italians."

D.O.B.:
Aug. 26, 1973. Send lots of presents!

CITY OF ORIGIN:
Richmond, Texas

SPECIALTY:
Sports games

FIRST VIDEO GAME OWNED:
Pong

WHAT VIDEO GAMES TAUGHT HIM ABOUT LIFE:
Punt on fourth down—don't give in to greed!

HIS BIG IDEA FOR A GAME:
Someone is going to make a ton of money if they make a game based on O.J. Simpson. Mark my words.

BLOOD TYPE:
O Positive

FIGHTING STYLE:
Kangaroo

SAD BUT TRUE:
You probably wouldn't know that Kujawa is a shortened Polish name. By saying that, I've just opened myself up to a landslide of Pollack jokes.

BIO:
Kraig worked as a manager at a grocery store in Richmond, Texas, named Randall's until he decided that doing real work for a living sucked. It was then that he became a freelance video game "journalist" until he finally made the big leap to working for *EGM*. Although he lived in Texas for so long, he doesn't have a southern accent, hates country music and doesn't say "Y'all," making every one believe that he was probably tormented and ridiculed as a Texas youth.

TOP 10 FAVORITE GAMES:

- 10) Ms. Pac-Man—Genesis.
- 9) Castlevania X: Symphony of the Night—PlayStation
- 8) NBA Live 97—PlayStation
- 7) Super Metroid—Super NES
- 6) The Legend of Zelda: A Link to the Past—Super NES
- 5) Contra III: The Alien Wars—Super NES
- 4) Madden NFL 98—PlayStation
- 3) International SuperStar Soccer 64—N64
- 2) Super Mario All-Stars—Super NES
- 1) Tetris—Game Boy



ALIAS:

Well, he's Sushi-X! 'Nuff said!

D.O.B.:

Unknown, but sources say he's in his late 20s.

CITY OF ORIGIN:

Unknown

SPECIALTY:

Fighting games (no, really?)

FIRST VIDEO GAME OWNED:

Pong

WHAT VIDEO GAMES TAUGHT HIM ABOUT LIFE:

Under no circumstance should you throw a fireball at your boss, Dragon Punch girls or talk trash to guys bigger than you— unless you have a 1-Up left.

HIS BIG IDEA FOR A GAME:

Street Fighter: The Summoning—A Street Fighter sequel that gamers really want. It's complete with all the characters in the SF universe (including Sheng Long, of course), a real story line, features Sheng Long, unique martial arts styles and a rockin' soundtrack! This game is in EX-style 3-D, with Tekken 3- and VF3-quality graphics. After following the SF series since its inception, this is the one game Sushi wants to make the most. He won't divulge many details but would love to get Capcom's attention.



BLOOD TYPE:

X

FIGHTING STYLE:

He knows 'em all—not a guy to mess with!

SAD BUT TRUE:

Sushi didn't finish college because of Street Fighter and Double Dragon. By the time he was ready to finish his schooling, he found EGM (or EGM found him), and he never looked back.

BIO:

I'm afraid we can't divulge too much about this mysterious figure who has logged more time reviewing games than anybody in Review Crew history. We'll tell you he's a guy, but that's it. He wears a ninja suit everywhere to hide his features, so you can't even guess his nationality. Sushi also authored a novel in the mid '70s titled *Zen and the Art of Butt-kicking*.

TOP 10 FAVORITE GAMES:

- 10) Tekken 2—PlayStation
- 9) Mario 64—N64
- 8) Tomb Raider—PlayStation
- 7) SF Alpha 2—Saturn
- 6) King of Fighters '95—Neo-Geo
- 5) Mega Man X2—Super NES
- 4) SFEX+Alpha—PlayStation
- 3) Star Fox 64—N64
- 2) Super Metroid—Super NES
- 1) SF Collection—PlayStation

Sushi-X



ALIAS:

K. Lee or K. Wree

D.O.B.:

Dec. 30, 1968

CITY OF ORIGIN:

Ocho Rios, Jamaica

SPECIALTY:

Driving and fighting games

FIRST VIDEO GAME OWNED:

Pong

WHAT VIDEO GAMES TAUGHT HIM ABOUT LIFE:

Patience, persistence, practice and perspiration

HIS BIG IDEA FOR A GAME:

Eclectica, an RPG that packs every style of game within it. Fans of sports games could simply drive their character down to the football or baseball stadium and play Eclectica as a sports game. Racing fans could travel to Eclectica City Speedway and drive against other cars and so on. Kelly's RPG would encompass all games for all people.



BLOOD TYPE:

O

FIGHTING STYLE:

H.R.R.S. (Hyper Honorable Ryu Style)

SAD BUT TRUE:

Kelly is known to foam at the mouth and convulse uncontrollably if he doesn't get his weekly fix of Street Fighter.

BIO:

Kelly first caught the video game bug in the '70s when titles like Asteroids and Space Invaders hit the arcade scene. His interest in games waned a bit around the early '80s when Kelly discovered there was other cool stuff in the world (girls, baseball, skateboards, etc.). The introduction of the Nintendo Super Famicom marked an important turning point in his life, so much so that Kelly decided once and for all that video games were his calling. He squeaked through college and nabbed a degree in communications (while working part-time at a video game mail-order store) and went on to pursue his gaming lifestyle. To this day, Kelly vehemently swears he is the black Ryu (this is one of his many disillusionments) and is training to be an eighth-degree black belt in Street Fighter.

TOP 10 FAVORITE GAMES:

10. Sonic 2—Genesis
9. Gunstar Heroes—Genesis
8. Street Fighter Collection—Saturn
7. Super Mario Bros. 3—NES
6. Final Fantasy III—Super NES
5. Super Castlevania IV—Super NES
4. The Legend of Zelda: A Link to the Past—Super NES
3. Super Metroid—Super NES
2. Super Mario 64—N64
1. Street Fighter II Turbo: Hyperfighting—Super NES

Kelly Rickards

BEAUTY VS BEAST

Modern supercars battle the power of the past!



True Driving Physics let you really feel what it's like to be behind the wheel of a '70 Hemi Cuda or Jaguar XJ220!

More ways to race! Challenge the world in Single Race, Ghost Car Mode, World Circuit, Masters Cup and a variety of multi-player tournaments.

6 Exotic Tracks: San Francisco, England's Lake District, Swiss-Italian Alps, German Autobahn, Kyoto City in Japan, and Washington D.C.

"Test Drive 4's exquisite graphics make it an instant contender in the crowded racing genre... visually stunning and entertaining racing game..."
Ultra Game Players

Modern supercars:

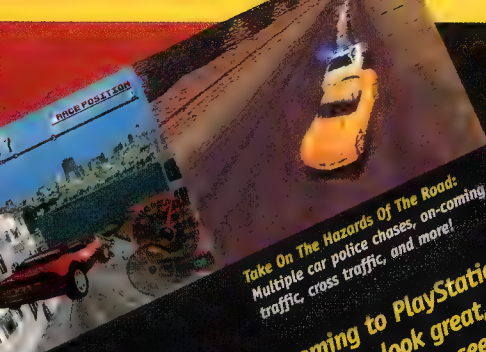
- Jaguar XJ220™
- Dodge™ Viper GT3
- TVR™ Cerbera™
- Chevrolet™ Corvette™
- Nissan 300ZX™

Power of the past:

- '69 Chevrolet™ Camaro™ 427
- '70 Chevrolet™ Camaro™ 427
- '69 Chevrolet™ Corvette™ SS 454
- '70 Plymouth™ Hemi Cuda



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Multiple car police chases, on-coming
traffic, cross traffic, and more!

"...the best racing game coming to PlayStation
this holiday season... the tracks look great,
the car models are the best we've ever seen...
gameplay and control are peerless"
-PSXtreme

"...one smokin' racing game"
-GamePro

"Test Drive 4 is the clear choice for
BEST RACING GAME OF 1997!"
Official E3 Best of Show Awards
-Gameper



Hot Soundtrack
Featuring The Music Of
Orbital
&
The Younger, Younger 28s

TEST DRIVE 4



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ACCOLADE



Available November '97 For Sony PlayStation and PC CD-ROM!

Behind the screens

A candid look at the madcap antics of the gamers who create *EGM*

When you read a gaming magazine like *EGM*, it's hard to believe and comprehend how much work is actually put into the final product that you see on magazine shelves. Now, we're not about to suggest that playing games for a living is a tough life, but the process of making *EGM* is probably harder—and perhaps even cooler—than you might think.

People who have visited the *EGM* offices (some to never return) usually describe it as visiting a college dorm. It's easy to see why. The main *EGM* offices are a maze of oddly constructed cubicles decorated with everything from toys to posters to, of course, games. Lots and lots of games. Gold CD-ROMs containing the latest games are found everywhere (companies burn their games on them before they press the production copies), and, in some offices, the *really* old ones are used as coasters. Like some smaller dorms, *EGM* in many ways resembles a large family. We're all good friends, and we're all around each other way too much. Even after deadlines are over, and that month's issue is put to bed, we still end up hanging out with each other after hours.



Many of the *EGM* staff, especially Crispin, are known to relax or take impromptu naps anywhere in the office (top). Dan Hsu and *EGM* Art Director Cyril Wochok interrogate Assoc. Art Director Burwell (above), trying to find out where he put those darned K.C. Munchkin screen shots.



The productivity and hard work going on in this picture is truly outstanding. Shawn Smith, *EGM*'s Scott Augustyn, Cyril Wochok, Dan Hsu and Andrew Burwell passionately debate where to go for dinner. If you look closely, you can see Crispin lying down, again (above).

Text Craig Kujawa
Photos Michael Stassus



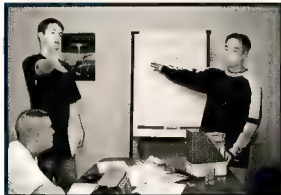
Kelly Rickards (bottom left in picture above) is our West Coast editor, who we fly in from San Francisco to help us at the end of deadlines. Here's a unique glimpse of Kelly, Shawn, Dan and Crispin unknowingly demonstrating who got first, second, third and fourth place in their four-player GoldenEye death match—while at the same time eerily resembling the ridiculous review system of a competing mag. John Stockhausen is our liaison to game companies. In between calls, he stars at his *Star Wars* models, and creates his own, personal *Battle of the Empire* (left). Jason Hinman, *EGM* art director, must suffer and work through ridicule. In this case it's Joan McInerney, our circ. director, who randomly stops by to laugh at him (bottom left).

“This is not a 9 to 5 job. It’s a 9 to 9 job. When we’re not playin’ games here, we’re playin’ them at home and in our dreams when we sleep.”

Crispin Boyer
Features Editor

“There’s a lot of wit around the office. EGM is like a sitcom which writes itself. Someday this could be funny TV.”

Michael Stassus
Creative Director



The battle to place games on the Top 100 list became quite heated—if the guys had powdered wigs and longcoats and stuff, you would have thought they were drafting the U.S. Constitution. While settling on rankings, editors resorted to time-honored means such as tic-tac-toe, lawn jarts and bare-knuckle boxing. The room didn't empty until the wee hours of the morning, not coincidentally about two hours after they had burritos for dinner.

The average work day at EGM can vary, depending on what time of month it is and what each staff member's role is. The magazine follows a cycle that averages about three weeks. In the beginning, we all sit around like bums, relax and play a few games. Once those few, relaxing days are over, the regular work days commence, followed by the marathon all-nighters that take place just before deadline.

Those 16-hour work days are always the most interesting. After all, when you have a bunch of 20-something guys who play games for a living—and are deprived of sleep—anything can happen. The average all-nighter consists of us all finally arriving in the office by around 10 a.m. Everyone groggily goes about their duties in the morning (reviewing games, writing previews, doing layouts, etc.), and then files out for lunch at the normal time. After just about everyone aside from the EGM crew leaves at 5 p.m., the festivities begin. At any time, the hall outside the EGM offices is liable to be converted into a Decapitato Arena. Playing “Decapitato” involves two or three players at each side of a long hall. Each Decathlete flings a hard, circular frisbee down the hall in hopes of hitting hapless opponents. No one has been injured during this epic sport, as we're all professionals.



Here, art boys Andrew and Cyril chuckle at Crispin because he's drinking Coke instead of his usual Pepsi during dinner in the EGM conference room (top). Through many Ziff-Davis focus groups and research, it is known that dewbacks can thrive on a diet of fried rice and stormtroopers (left).

Includes the drop-dead **RESIDENT EVIL 2** interactive demo.
PLUS A \$5.00 COUPON towards its purchase.



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Experience the director's original horrific vision. Presenting **RESIDENT EVIL DIRECTOR'S CUT** - the uncensored, unrelenting version of the **CONSUMER'S CHOICE OVERALL "BEST-PLAYSTATION GAME."** Substantially enhanced with frightfully graphic footage, alternate camera angles and new levels of difficulty. Resident Evil Director's Cut. It's a sight for sore eyes.

SEARS

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“When a lot of good games arrive in the office, it’s almost like ANOTHER surprise Christmas.”

Kraig Kujawa Associate Editor

Decapitato, by the way, is hidden in one of the pictures on this feature’s first page.

We usually review the games at the end of each issue, so many of our late nights involve writing reviews and last-minute previews (games arrive throughout the magazine’s cycle). A late dinner ensues, which is paid for by the company, thus resulting in us eating like Iowa swine. Playing four-player GoldenEye has become a recent post-dinner tradition.

The Top 100 list in this issue is a good example of what keeps us here so late. We worked until 2 a.m. agreeing on just the Top 20. Then, when screen shots were needed, Crispin and Andrew stayed until 10 a.m. But, even with all the long hours, it hardly seems like work. After all, what other job could be nearly as fun as getting paid for playing and writing about video games? We’re sure as hell not complaining. ■



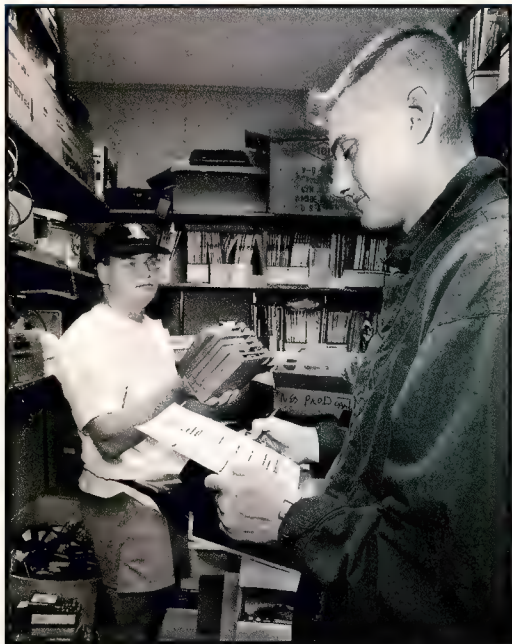
Here, Ed Semrad explains to John Ricciardi and Wataru Maruyama how to run up a big company expense account during the Tokyo Game Show in Japan.



Kraig knows that it’s prudent to wash your hands after playing with someone else’s joystick, err, controller (above.)



Here Crispin cuts loose with a gaping yawn in his cubicle, dead tired after a day of vigorous napping.



Scott Parus had the lovely job of gathering screen shots of the games in the Top 100 list. Here, Ken Williams, managing editor, instructs Scott exactly where to shove the cartridges he’s handing to him.



Associate Editor Dean Hager toils through another stressful game sequence, (left) while a sympathetic Terry “Trickman” Minnich types in “All work and no play...” for the 12 millionth time. Meanwhile, Crispin takes a little cat nap on the floor of his cubicle.

SG
G. POLICE

EVER BURY THE ONE YOU LOVE IN
A MATCH BOX? THAT'S ALL THEY
LEFT OF HIS SISTER.

FOR SLATER, EVENING THE
SCORE WASN'T VENGEANCE, IT
WAS SIMPLE JUSTICE.

AND IT WAS TIME FOR THE
EXECUTIONER TO DO HIS WORK.

BOOM

WHABOOM

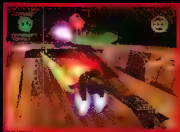
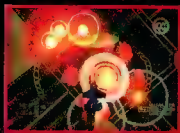
**SEE YOU
IN HELL!**



G Police... one of the most amazing-looking titles ever seen on the PlayStation.

—*Electronic Gaming Monthly*

You are Jeff Slater, 21st Century cop. Fly your Havoc gun ship on 25 missions through 51 of Callisto's domed environments. You have fly-anywhere 360° maneuverability and tons of firepower. Serve & protect.



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SLATER
RETURN TO
FORMATION!!

THERE, ON
THE HORIZON!

HOLY
MOTHER
OF....!!

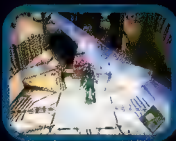
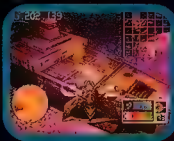
BEFORE THEM, A CORPORATE WARBIOD,
A FLYING CITY OF DEATH, COLD AND
BLACK, WITH ENOUGH FIREPOWER TO
TAKE OUT THE ENTIRE DOME.

FEAR, LIKE FINGERS OF ICE AND TITANIUM
WRAP AROUND SLATER'S HEART—
SQUEEZING, SQUEEZING, SQUEEZING...



The 5 sleeper hits of the holidays

It's a given that you're gonna buy the big stuff this Christmas—Tomb Raider 2, Quake, Diddy Kong Racing and all the other hyper-hyped holiday releases. But we at EGM feel it's our duty to point out the X-mas games that—although just as great as these surefire blockbusters—aren't getting the attention they deserve. So five of the Review Crew guys decided to pick the five no-hype games you must not miss this holiday season. If you haven't heard of these games yet, you will.



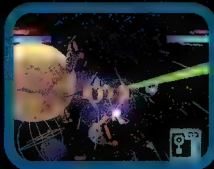
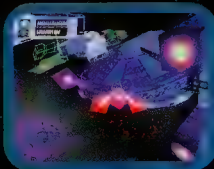


Colony Wars

It's Like WipeOut Meets Wing Commander

What it's all about...

You're a space-fighter flyboy who sticks it to an unlikely enemy—Earth—in this eye-poppingly pretty cosmic-combat sim. Unlike the console ports of Darklight Conflict and Wing Commanders III and IV, Colony Wars is exclusive to the PlayStation. It pushes the system's prowess with lighting effects to the max.



Why It's Crispin's Pick...

With its explosively vibrant special effects, Colony Wars packs all the pyrotechnic punch of WipeOut XL. But there's more to this game than *Babylon 5*-worthy space battles. Control, for starters, is both realistic and fun, letting you pull off more life-saving

tricks than in any other console sim. You can slam your engines into reverse to lighten turns when dogfighting,



Crispin

or (my personal favorite) kill your engines, spin 180 degrees and take out pursuing bogeys while flying backward.

But aside from its great gameplay,

Colony Wars packs enough features to make it the ultimate deep-space shooter. You can pilot six different ships, including a stealth fighter and a bomber, and you'll share the final

frontier with nearly 60 allied and enemy crafts. Plus, each of the 14 weapons is suited for a particular task, forcing you to think before you pull the trigger. Perhaps most noteworthy is the dynamic mission structure. Colony Wars packs 70 missions in all, but sucky pilots will only fly five or six before seeing one of the six endings. Better players may fly up to 30 missions before getting a better ending. Now that's replay value!

Publisher: Psygnosis	Release Date: November
Developer: Psygnosis	

Treasures of the Deep

Namco Discovers A Sunken Treasure

What It's All About...

Treasures of the Deep follows the exploits of an ex-Navy Seal who plunders the ocean's depths in locations around the world for everything from riches to nuclear bombs.

The game includes a variety of levels, and the stakes grow higher as you progress through each one. The depths become increasingly more hazardous, too, as they offer

deadlier enemies ranging from rival treasure seekers to really weird oceanic creatures and monsters.

To even the odds, tons of equipment and tools can be purchased with your newly found riches, such as different types of subs, a large array of torpedoes and other helpful items including flares, nets and even a fancy blowtorch.

Why It's Kraig's Pick...

In this time of "me too," cookie-cutter games, it's refreshing to play a 3-D game that really breaks from the norm. Treasures of the Deep's originality really pays off. It has excellent visuals and a great soundtrack that contribute to its fantastic

atmosphere. Even better, it has fun, diverse and challenging gameplay to match. Some levels get a little tricky, but that only adds to its lasting power.

Kraig

Publisher: Namco
Developer: Black Ops

Release Date
September

One

The One Game To Get For The Holidays

What It's All About...

Players control John Cain, a guy looking for answers. Problem is, he doesn't really have any idea where to get them. What he does know is he has a lot of anger buried inside, and that's where the action comes from in One. Of course, the hordes of bad guys help a little, too.

One features a story line with depth, realtime 3-D with little or no load time and a main character who can do plenty of moves including combat rolls, jumps and others. Oh, and it has plenty of cool lighting effects, too. But with all that marketing-speak said, one may think One is just another PlayStation game...so to speak.

Why It's Shawn's Pick...

Forget all the fancy buzz words and dollars that are tossed around by marketing folks. What it comes down to, and this is no secret, is whether or not a game is good—and One is. It brings back some of the feel of the Super NES Contra games—and does it well on a 32-bit machine to boot.

Shawn

Publisher: ASC Games
Developer: Visual Concepts

Release Date
November

PaRappa The Rapper

Fresh And Phat...It's All That

What It's All About...

PaRappa the Rapper takes you through six chapters of a young hip-hop puppy's life. The gameplay consists of pressing the right buttons at the right time (it doesn't sound too challenging, but you just wait). Each button is a word in a rap song, and PaRappa must sing the correct lines with a minimum of mistakes.

Why It's Dan's Pick...

OK, I'll admit, if you strip away the cartoons, the dialogue, the music and the story, you'd have one of the lamest game premises in the history of lame game premises. But that's not what PaRappa's about. The cartoons are a blast to watch. The dialogue is goofy. The music is good (I mean, really good). The story is simple, well-crafted, twisted, far-fetched, funny, etc.

Everyone here was hooked the first time we saw PaRappa.



Dan



We'd all crowd around the TV and fight to be the next person to rap. Chances are, you'd be the most popular person on the block if you owned this game. Friends and family will be stopping by to play.

I can go on forever about how cool PaRappa is. In fact, I once suggested to a Sony representative that the lovable pup should replace Crash as Sony's spokesperson and mascot. She didn't appreciate that comment very much...

Publisher: SCEA	Release Date
Developer: Sony Music Japan	October



Enemy Zero

In Space, No One Can Hear You Pee Your Pants

What It's All About...

Enemy Zero is the second game from popular Japanese developer WARP (creators of D for the 3DO, Saturn and PlayStation). Similar to D, Enemy Zero is nearly all FMV-based and stars the lavish, young, blond, polygonal actress Laura Lewis (who was the star of D, as well).

The story behind Enemy Zero is strikingly similar to a certain movie series that provided the inspiration for our hardy original sub-head. Awakened from a Cold Sleep Capsule on a spacecraft returning to Earth, Laura finds that the members of her crew are being killed one by one. In typical Interactive Movie style, your job is to guide Laura throughout the ship, picking up items, defeating aliens and searching for clues toward revealing the gruesome mystery at hand.



John



Rancher for the PlayStation. I ended up picking Enemy Zero for several reasons: One, it's a Saturn game, and lately the games for this system haven't been getting enough attention. Two, it's an FMV game. Everybody knows FMV is just plain evil 95 percent of the time, but in rare cases (like this one), it can be used to provide an atmosphere as chilling as a great horror movie. And three: I like it. I've yet to play an

English version of the game (fortunately the Japanese one isn't too dependent on text), but I'm happy with what I've played of the import and I was a big fan of D. My only concern is that, like D, Enemy Zero may end up being a "play it once" affair and recommendable as a rental. Still, if you're into these types of games, Enemy Zero will be well worth checking out.



Why It's John's Pick...

For me, it came down to either this or Monster

Publisher: Sega	Release Date
Developer: WARP	November

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Review Crew

Our Philosophy

Welcome to the new Crew, which is packed with more reviewers, games and—for the first time—peripherals. Each reviewer gives a game an overall score, which is displayed behind the review and based on how the game compares to other titles for the same system. In addition, the reviewers rate each game's graphics, sound, ingenuity and replay value. The averages of these scores are listed at the bottom.

Editors' Choice



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive Silver Awards.

Rating Scale

10-Perfection

An absolutely flawless experience. It doesn't get any better

9-Virtually Flawless

Drop what you're doing and buy this nearly perfect game

8-Splendid

Delivers everything you'd want in a game, despite minor flaws

7-Worthy

A solid title that you won't regret buying

6-Good, Not Great

Sure, it has its problems, but it's still fun to play

5-Average

Not great, not crap. A ho-hum title that isn't for everybody

4-Rent First

We have problems here. Definitely try before you buy

3-Time Waster

Playing it for more than 10 minutes gives you a migraine

2-Don't Even Rent

The only point in playing this garbage is to make fun of it

1-Flush It

Run for your life if you see it, or use it for a coaster



Guest Reviewer

Steve Harris
EGM Founder

A world-record holder in *The Guinness Book* for his astronomically high scores on Congo Bongo and Popoye, Steve Harris has been a gamer since the era of Space Invaders. In the late '80s, he felt something was missing from the gaming scene—namely a magazine that catered to the needs of die-hard game enthusiasts like himself. He started a newsletter called *Electronic Gaming Monthly*, which in 1989 turned into a full-fledged magazine written by gamers, for gamers. Harris sold EGM to Ziff-Davis in 1996 and is now president of MVP Media Group. He still remains an avid gamer.

Current Favorites

Doom 64
Final Fantasy VII
Madden 98
Williams Arcade Classics



Shawn Smith

Shawn can hardly believe he's working on EGM's 100th issue. Sure, he works for the mag and all, but it's a trip to actually be part of the video game mag he has read for so long. We've actually caught him caressing the pages before they were sent off to the printer (we hope they won't mind), but it's good that he's so damn excited about the new look.

Current Favorites

Treasures of the Deep
Fantasy Star II
Nuclear Strike
Falanadu

Current Favorites

Saturn Bomberman
GoldenEye 007
Super Metroid
SF2 Turbo (Super NES)

Dan Hsu

Dan "Shoe" Hsu's mind is slowly deteriorating from long deadline hours. He asked us today, "Is *video games* one or two words?" But one thing's for sure, working on the 100 Best Games list has brought back some fond memories for Shoe. He's secretly playing 16-bit classics whenever the bosses look away. He thinks his secret's safe...



Crispin Boyer

Like Shawn, Cris is still stunned that he's writing for the 100th issue of EGM, the game mag he's been reading since he was a wee lad (or at least a wee high school senior). Still, despite his excitement, this issue wasn't easy. He kept challenging coworkers to bare-knuckle brawls to defend his picks for the Top 100 list. In the end, he was the one with the black eyes.

Current Favorites

Castlevania: SoTn
Saturn Bomberman
Point Blank
Tetris

Current Favorites

Madden NFL 98
GoldenEye 007
Castlevania: SoTn
NBA Live 98

Kraig Kujawa

When he wasn't fighting to get sports games into the Top 100 list and sweating out this issue's deadline, Kraig sat back and played GoldenEye in addition to his Madden 98 season. Kraig feels honored to write for this momentous issue as he used to stare at EGM's of years past, and think about how cool it would be to work there.



John Ricciardi

John's been slaving away almost 16 hours a day for the past few weeks to get all of his work done before his grand trip to Japan to visit Konami and check out the Tokyo Game Show. Despite being completely torn out from all the chaos of issue 100's deadline, he still finds time each day to get his butt whooped at four-player GoldenEye. What a guy!

Current Favorites

GoldenEye 007
Castlevania: SoTn
Marvel Super Heroes
Thunder Force V

Current Favorites

Castlevania: SoTn
GoldenEye 007
Street Fighter Alpha 2
Treasures of the Deep

Kelly Rickards

West Coast Editor Kelly Rickards is like EGM's prodigal son. He'd call us from California once in a while but would rarely come and visit. Now that we've expanded the Review Crew to include him, we expect to see a lot more of the guy. In fact, we're flying him in once a month to review a few games and to party Chicago-style.



Sushi-X

Sushi's all broken up over the 100th issue. He's been seen reminiscing about "the good ol' days" for a while now. Luckily, Gem Fighter captured his attention, so now the rest of us can get some work done. We also think he's been spending way too much time in Ultima Online, the new computer online world...the traitor!! He should be playing video games!

Current Favorites

Gem Fighter
Final Fantasy VII
GoldenEye 007
Castlevania: SoTn

MADDEN 64



Publisher: Electronic Arts
Developer: EA Sports
Featured In: EGM #99

Number Of Players: 1-4

Best Feature: 3-D Graphics

Worst Feature: No NFL License

www.easports.com

Madden 64 is almost identical to this year's 32-bit games, except for the fancy 3-D graphics. The player models are absolutely incredible, as they are detailed right down to the black paint on the players' faces. They look so realistic that EA was able to make a respectable intro to the game with them. Needless to say, it makes for some awesome instant replays. The only blemish is that the players still don't wrap tackle like in real life (and in GameDay). Instead, they still hit each other like ping-pong balls. The great motion-captured animations hide some of it, but there's room for improvement. The polygons also control a little more sluggish than the 32-bit versions, which play a tad better. The field conditions, on the other hand, are near-perfect. The snow-covered fields, complete with a white haze, are breathtaking. Complementing these great graphics is worthy gameplay. The AI in Madden 64 is realistic, and the game's control is as good as a football game can be, in spite of the Nintendo controller. The yellow buttons make things more confusing than they should be, but continued practice helps. The most glaring flaw in M64 is the lack of an NFL license, which means no logos or team names. Although M64 is great, I enjoy the 32-bit versions more because they play faster, have the NFL license and control better.

Kraig

Like Shawn, I ain't exactly a sports guy (the more sports-savvy staffers had to explain to me that Madden 64's "Monster Blitz" does not summon monsters to pound the quarterback). But this is one of those sports games that appeals to all gamers. It packs incredible animation and even better gameplay. Madden 64 can be a little tough on novices, but that's why I prefer playing against human opponents, especially fellow sports newbies.

Crispin

First let me say that I'm no sports fan. It's not that I despise sports—I'll watch a game if it's on—but I don't get into it. With that said, here goes nothin': Although it seems complicated at first, it's still fun to take on a friend (computer's tough). After some consultation from a peer, I learned about the different plays, and actually started scoring with cool-looking dices and jumps. On top of this, the graphics and replays are awesome.

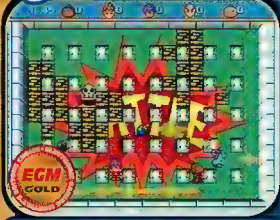
Shawn

This game looks very rushed, and for being on the N64, the graphics look very dull and cloudy. The only other major problem is that it doesn't have an official NFL league license, but that is an easy one to forget because of the incredible gameplay. A word of advice though, don't throw into double or triple coverage or you will be in trouble. Die-hard Madden fans will enjoy the advanced AI, especially on offense. The N64 needs this game.

Kelly

VISUALS	SOUND	INGENUITY	REPLAY
9	6	6	10

SATURN BOMBERMAN



Publisher: Sega
Developer: Hudson
Featured In: EGM #98

Number Of Players: 1-10

Best Feature: 10-Player Mode

Worst Feature: On/Off One 10-Player Stage

www.sega.com

I've been waiting for this one for a long, long time. It was always out there: "Coming soon: 10-player Bomberman." Now finally, it has arrived: the long-overdue, long-awaited Saturn Bomberman. For those of you who are oblivious to the fun that is Bomberman, here's a quick summary: It's a mediocre one-player game. It's a fantastic multiplayer game. And that's all you really need to know. Bomberman is one of the best party games ever invented... period. It's frantic, competitive and addicting. It's also so easy to learn, anyone can pick it up within moments. Saturn Bomberman, obviously, is the best version yet. It 1-ups the competition by offering 10-player mayhem, although I wish the game included more than just the one 10-player map. The other multiplayer levels aren't the most innovative things around, but then again, a game designer can only do so much with such a simple concept. A few new optional features, like team play and mad bomber (where you get to toss bombs into the arena after you die), add to an already awesome game. If you aren't tired of Bomberman yet (it is after all, the same game as heart), buy this one. While you're at it, get a bunch of friends, to controllers, two multitaes and a decent-sized television. Everyone will love you for it. I'm sorry, but I have to say it: This game is da bomb.

Dan

Another old-school game brought over to a next-generation system. The outcome: awesome. Sure, other versions were good and had respectable Multiplayer Modes, but now you can have to people playing at once! It may be a little harsh on the eyes, but overall it's simply bomber... sorry. The one-player is really cool, too, with the puzzle elements, but let's face it—Bomberman is really about the multiplayer!

Shawn

What can I say? It's a Bomberman game, and it's a sin not to love these multiplayer masterpieces. The Saturn version is the best one yet, mainly because of its Eight- and 10-player Modes. There's just something so perfect, so chaotic about trying to blow up nine other screaming people who are all crowded in front of one TV. There's even an option to launch bombs from the sidelines when you die, so everyone can play till the end.

Crispin

The Bomberman series has been one of the best in gaming, and the Saturn version is the latest and greatest in the series. The Multiplayer Modes in Bomberman are excellent (as always) and original to this version is a very cool, wide screen, 10-player Mode. The single-player game is decent, but is a little too slow and repetitious. Fortunately, the great Multiplayer Modes more than make up this flaw in this must-have Saturn title.

Kraig

VISUALS	SOUND	INGENUITY	REPLAY
7	7	4	10

RESIDENT EVIL



Publisher: Capcom
Developer: Capcom
Featured In: EGM #97

Number Of Players: 1

Best Feature: The Gory Gameplay

Worst Feature: Voice Acting, Of Course

www.capcom.com

Normally, I loathe to compare the same game on different platforms, unless it's an arcade-to-console translation. In the case of Resident Evil for Saturn, however, an exception must be made. Resident Evil was made famous on the PlayStation; in fact, some say it made the PlayStation famous instead. Now, a year and a half later, Saturn owners get to play the same game PlayStation owners have conquered and are now using as a coaster. Why it's taken so long is clearly a mystery, but the sad truth is that most Saturn owners also own the PlayStation, which means most of you own this game already. And believe me, there is little difference between the two. The biggest difference between versions is a slight cleanup of some gory details, like Kenneth's well-known Decapitate Scene (sounds like a South Park theme to me). Now poor Kenny really looks messed up! But, other than that, the game plays exactly the same, with the same timing and floor layout of the original PlayStation version. That said, if you are one of the few Saturn owners without a PlayStation—I know you're out there, you complain every month about lack of Saturn games—definitely pick Resident Evil up. What you'll get is a PlayStation classic, gracefully translated to the Saturn in time for the holiday season. At any rate, it's a great game.

Sushi-X

Yep, it's Resident Evil all right. This Saturn version looks and plays pretty much like it did on the PlayStation, except with a little more gore. And I like this game just as much now as I did when it was released nearly a year and a half ago. Of course, I also have the same gripes with its gameplay. I've never been a big fan of RE's save-game system, and being forced to battle armies of zombies with a knife can be frustrating. Still, it's a must-buy.

Crispin

How long has it been since the PlayStation version came out? But enough of that—the Saturn version is here now and that's what counts! The conversion is incredible! This one has some of the best FMV on the Saturn and the game is awesome. The graphics are perfect, and the same terrible dialogue is intact (which is a good thing—really). Saturn owners: if you've been waiting for this one, it has been well worth the long wait.

Shawn

I remember playing this game before, when it was called Alone in the Dark. Resident Evil borrows heavily from that classic, but it isn't as good. Although the graphics are good, the gameplay is slow, methodical and repetitious. Most of the game involves killing bloody variations of zombies in order to get an object. Then, repeat many times. Overall, RE's barely above average because of its too-humorous and repetitive gameplay.

Kraig

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	7

MARVEL SUPER HEROES



Publisher: Capcom

Developer: Capcom

Featured In: EGM #96

I'm not a great fan of the X-Men fighting engine, but Marvel Super Heroes has more control and less flailing than its predecessor. The animation is done well, with little slowdown present in the Saturn translation. In fact, as a bonus, memory card users should see some additional animations not found in any other translation. **It's the little details like that which impress me.** Even large characters like Juggernaut and Hulk move almost flawlessly, with little jerkiness and slowdown. The action is fun and fierce, but I wouldn't call it a serious fighting engine. Every move is exaggerated to massive proportions, with the same screen-filling Infinity Combos you've seen in the arcade. This is good if you're looking for flash, which I'm not. Gameplay, technique and balance are far more important than any 50,000-hit Giga-Combo. Unfortunately, the game balance is helter-skelter. If you want to win, just pick Spider-Man or Juggernaut. It's a balance issue like this that remove the serious competition between players. It's almost like using Guile or Dhalsim in the old Street Fighter II machines. Then again, maybe the Saturn needs a little hearted fighter like this. With very few good fighting games available, it could be the shot in the Saturn's arm we've all been looking for. Of course, coming from Capcom, I'm not surprised.

Sushi-X

Although MSH is not a bad game, this is not the perfect arcade translation I've come to expect from Capcom. With the Saturn's six-button pad, play control in MSH is as intuitive as it was in the arcade, but the characters flail about with such abandon. It's sometimes hard to know what's happening on screen. This home version has less animation frames than its arcade cousin and the gameplay is choppy at times. **Try before you buy.**

Kelly

I guess we're seeing the Saturn's 2-D limit, cuz MSH suffers from a bit of slowdown (even the Japanese RAM cart didn't b' much) It's not unplayable, just don't expect a perfect arcade translation. The game itself is actually quite fun. Don't let its flashy, cartoony exterior fool you—MSH has a lot of moves, combos and juggles. You might not be able to tell from just looking at it, but MSH actually requires a bit of technique.

Dan

Capcom did a great job on the Saturn version of MSH, considering how graphic-intensive the arcade game is. There's a bit of slowdown here and there, but it's not horrible, and only the most hardcore arcade freaks will notice the minor animation loss during play. My only complaint is that the AI is a joke in One-Player Mode, but that's no big deal. If you're a fan of the arcade game, you really can't go wrong with the Saturn MSH.

John

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	8

MADDEN 98



Publisher: Electronic Arts

Developer: EA Sports

Featured In: N/A

As of the last few years, Madden Football has been back and forth in terms of quality and features. Someone could always argue that one version of Madden was better than the other. But debate no more as Madden NFL 98 is undisputedly the **best Madden** ever, and that isn't just hype talking. Madden 98 is the smartest football game I've played, and it's about time that a gridiron game has been this challenging. Usually an offensively slanted contest, players routinely scored in the 40s in five-minute quarters against computer-controlled teams. In this game, scores are similar to what you'll find in an NFL game when the final whistle blows. This isn't the result of the computer cheating, but because defenses react the way they should. Also, there aren't any money plays (that I've found) that work every time. That's the first time I've been able to say that about any football game. Madden 98's graphics are pretty good, but aren't going to snock anyone down. The 2-D sprites are well drawn and shaded, and there's a ton of great animations, such as one-handed catches and various end-zone celebrations. The 3-D football fields are even more impressive as they look very authentic. As with all Maddens, the feature list is extensive, and should satisfy any pigskin fan. This time, the accompanying gameplay is just as awesome.

Kraig

There's no arguing that Madden NFL 98 is the **single best football game** ever released for the Saturn (not that there have been dozens, but...). This year's version is better than last year's in almost every way, with smarter computer AI, more options (the Fantasy Draft is a cool feature) and excellent graphics and animation. Support for analog control would've been nice, but I guess you can't have everything. Still, a great game.

John

Being a long time fan of football video games, I was excited to get my hands on another solid Madden title. Madden NFL 98 didn't disappoint, with fast action, an excellent 3-D perspective and responsive control. Of course, these are staple elements of a Madden game, so my expectations are a little high. Luckily the AI in this game is ramped up to minimize the number of Golden Plays. I also love the customization of penalties!

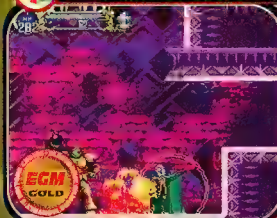
Sushi-X

I'm just a casual football video gamer, so I don't necessarily appreciate Madden 98 the same way hardcore sports freaks (like Kraig) do. Still, I recognize a good football game when I see one. Madden 98 is a lot of fun to play. I really can't find much wrong with it; the only thing I'd fix is the graphics and animation. They aren't bad, but they could definitely be better. Fun in multiplayer, fun by yourself. What more could you want?

Dan

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	10

CASTLEVANIA: SoTN



Publisher: Konami

Developer: Konami

Featured In: EGM #99

If this isn't confirmation that the Konami of the old days is back and better than ever, I don't know what is. Castlevania: Symphony of the Night is probably my favorite PlayStation game yet, and easily the best of the Castlevania series (of which I'm a huge fan, by the way). The graphics are incredible—everything is animated with an amazing attention to detail, and the special effects used throughout provide an atmosphere that just begs to be experienced. The soundtrack is awesome as well—every song is brand new (no remakes like in past Castlevanias), and each fits its area of the game really nicely. Also, the game is huge—there are two full castles to explore, tons of monsters and cool bosses, hundreds of items to obtain and so on. And if that wasn't enough, once you complete it all, you can play through again (with a code as Richter, the hero from the prequel to SoTN. Still, I do have two minor quibbles about the game. One, I think the voice acting bits. The voices themselves are fine—but the actors don't seem to understand their parts, and it adds an element of cheese I'd rather not have to deal with in a game of this caliber. Two, the game is a bit too easy, which is a letdown because past Castlevania games have been known to be tough. Other than that though, SoTN rocks, and I honestly can't recommend it enough.

John

I'm so happy that SCEA approved this "lowly" 2-D title for the U.S. The newest Castlevania is absolutely awesome. It looks good, it sounds good, it plays good, although it may get a bit boring at times. It plays just like the 16-bit hall of famers (especially Metroid). The RPG elements and the sheer number of ways you can attack make SoTN one of the best PS games of all time. **This masterpiece more than makes up for Contra: Legacy of War...**

Dan

How ironic that Castlevania X, one of the PlayStation's best games, is 2-D. This game is ridiculously fun, the graphics are awesome (lots of huge creatures and cool effects) and the music fits the game's mood perfectly (the voice acting is cheesy and monotonous though). There's so much to do and explore in Castlevania X that it will hold anyone's attention for quite awhile. Any fan of action games should definitely buy this stellar title.

Kraig

This is exactly what I'm looking for in a 32-bit Castlevania game: great graphics and animation, plenty of way-cool bosses and tight 2-D gameplay. SoTN plays like the awesome PC Engine CD Dracula X, except with the RPG and exploration elements of Castlevania 2 and Super Metroid. You get more than enough weapons to discover in the game's huge castle. I only wish they stuck with the same tunes from the previous games.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
9	8	6	7

Number Of Players: 1 or 2

Best Feature: Fighting With Marvel Characters

Worst Feature: Slowdown

www.capcom.com

Number Of Players: 1-8

Best Feature: Smart AI

Worst Feature: Load Times

www.easports.com

Number Of Players: 1

Best Feature: Two Different Castles

Worst Feature: Lame Voice Acting

www.konami.com

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Meet the root
of our evil.



MORTAL KOMBAT MYTHOLOGICAL

SUB-ZERO

P **MEGA MAN X4**

EGM SILVER

Publisher: Capcom
Developer: Capcom
Featured In: N/A

Number Of Players: 1

Best Feature: Playing As X or Zero

Worst Feature: Too Easy (Except Final Boss)

www.capcom.com

Mega Man X4 is the first game in the X series that actually provides a decent amount of variety from earlier games in the series. For one, the ability to play the entire game as either X or Zero is very cool. Both have different story lines (more or less—the central plot is still the same), and Zero now uses his sword exclusively, making play with him entirely different from play with X (Zero needs to rely much more on hand-to-hand combat because of his sword's limited reach). Also new are the fully animated cut scenes in the game which are done very nicely, and really bring the story to life.

Thankfully the voices are done well this time, and don't ruin the otherwise very cool story, as was the case in Mega Man 8 with its insanely lame voice-overs. Graphically, MMX4 looks really good—the characters in the game all animate very nicely, and there's a lot of parallax and bright, vivid stages. The game plays well too. Control is tight, and while the stage layouts seem a little uninspired (if 2-D is going to survive, companies need to realize that the games need to remain challenging), the overall experience is definitely a positive one. In fact, I really don't have many complaints at all about X4, but I wish it was a wee-bit harder (ironically the end Boss is damn near impossible if you ask me), and it's all over a bit too fast. Still, it is the best X game yet.

John

In a world populated by polygons and 3-D environments, there's something unique about a side-scrolling action title. Mega Man X4 carries on the Mega Man franchise with straightforward game-play that incorporates the running, jumping and shooting technique that enabled its predecessors to stand out when similar titles were commonplace. The game blends anime with game-play to produce a somewhat uneven effect, but Mega Man X4 is a nice change of pace.

Steve

Heh, looks like Sony had a change of heart about X4 (they weren't going to release it before, but the consumers spoke loud and clear). It's another classic game with classic gameplay that survives the 32-bit transformation intact. This is, no doubt, the best Mega Man game yet. [can't help but wonder, however, if the series is getting a bit old. Sure, it looks and plays great, but how many Mega Man games do we really need?]

Dan

I seriously enjoyed diving into this latest entry to the Mega Man X series (not to be confused with the Mega Man 8 story line, which is not my favorite). Playing as Zero is just as fun as Mega Man, and the voices really add personality to the old grid. The new weapons are all that innovative, but the difficulty is back up to where it belongs, not oversimplified cartoon fodder I've seen lately. Now if only Mega Man would do a Hurricane Kick...

Sushi-X

P **NUCLEAR STRIKE**

EGM SILVER

Publisher: Electronic Arts
Developer: Electronic Arts
Featured In: EGM #99

Number Of Players: 1

Best Feature: Different Vehicles

Worst Feature: Horrible 8-Bit Music From Hell

www.ea.com

Nuclear Strike involves a terrorist who's stolen a nuclear bomb, and your mission is to retrieve it. The plot unfolds through clips of snazzy, MTV-style full-motion video shown between and during missions. All superfluous things aside, Nuclear Strike is a very in-depth and challenging game. In addition to flying Strike's traditional Apache helicopter, there are more than 30 different vehicles for you to control. These include a tank, a hovercraft, a Harrier jet and get this—a news helicopter (used in covert missions). Knowing when and where to use these vehicles and managing your fuel, ammo and armor makes up much of the challenge in the game. This, of course, is in addition to just blowing the hell out of things before they do the same to you. Many improvements have been made over the previous Soviet Strike. The graphics are better and scroll much smoother. Although there's still some choppy scrolling, it doesn't detract from gameplay. Also, the mission objectives and map interface are much more intuitive, making it much easier to know what and where to strike. The biggest detriment to the game is the horrible in-game music, which is incredibly cheesy. Thankfully, it's usually drowned out by all the carnage on the battlefield. Nuclear Strike is a very good game; easily the best of the long-running Strike series.

Kraig

I really liked Soviet Strike, even though it had a few problems, and the sequel comes through being just as good as the first (with a better frame rate). NS looks a bit sharper than the first and even had me "wowing" at some of the explosions. Once again, the game features the same incredible FMV as before (I want a feature-length film), and the missions are incredibly interesting to play through. The sound sucks though.

Shawn

The 32-Bit Strike series is following the same evolution in gameplay as its 16-bit originators. Namely, Nuclear Strike looks and plays just like Soviet Strike, except now it packs a huge assortment of vehicles. Aside from the standard Apache, you can command a Harrier, a news chopper—even a tank! Like Soviet Strike, this sucker ain't easy (some missions are downright frustrating). You'll do fine if you take a slow and plan your attacks.

Crispin

Nuclear Strike builds on Soviet Strike's success by addressing most of SS's problems. There are more cool crafts to choose from, the frame rate is smoother and the Map Menu is much more intuitive. The game is still hard as hell to play, so fans of the Strike series should have no problems getting sucked into this one. I like Strike too, but the levels got tedious. NS isn't revolutionary but it doesn't tarnish the series either.

Kelly

P **G POLICE**

EGM SILVER

Publisher: Psygnosis
Developer: Psygnosis
Featured In: EGM #98

Number Of Players: 1

Best Feature: Blade Runner-esque Cityscapes

Worst Feature: Control Takes Getting Used To

www.psygnosis.com

Leave it to Psygnosis to come up with another innovative game. G Police is a lot of fun to play, looks great and has some of the best computer-generated FMV I've seen (we're talking Tekken 2 quality here). The game is a mix between Warhawk and Black Dawn, but to compare it to either of them doesn't really do the game justice. I really liked being able to fly anywhere I wanted (well, anywhere inside the walls of a futuristic city) and the missions they had were cool. I was a huge fan of Syndicate back in the day, and that's what G Police reminds me of in a sense. Granted you don't have any cyborg assassins to control in G Police, but the mood of the game is along the same lines. And need I say the game has awesome lighting effects? Psygnosis is practically the leader in this field. Another good point is the voice-overs. I'm pretty critical when it comes to crappy voice-acting, just because it's so obvious that they hired a bad actor to do the voice, but there's no sign of that in G Police. My main gripe is the pop-up. They did a decent job of hiding it through a kind of shadow effect, but it still looks pretty weird. For instance, when you're flying near the corner of a city and you know the corner is there, it's all blacked out. For what they were working with on the PlayStation though, they did a great job—don't pick it up.

Shawn

G Police has the most incredible cityscapes ever seen in a game (despite the draw-in problems). There's just something too cool about chasing badgles between skyscrapers and above traffic-jammed streets. No game since Anatcher has created such a Blade Runner-esque atmosphere. The more than 30 missions come in a wide variety, too, and the cinemas and radio chatter complete this slick package. I only wish it controlled better.

Crispin

G Police is a slick, Blade Runner-ish 3-D shooter. I'm not one easily impressed by full-motion videos, but G Police has some of the best cut scenes we've seen in a while. It takes a while to get used to the game control, but when you do, you're good to go. The detail is impressive, the music has a cool techno beat and the polygonal graphics are excellent as well. These elements combine to make an immersive gaming experience.

Kelly

With G Police, Psygnosis reminds everyone why they are such a hip publisher. This stylish game builds a realistic and immersive world, via cinemas and story line, sights and sounds (the FMV is breathtaking). The control left a little to be desired. Analog is too sensitive; digital is too klunky. Poor control/speedy gameplay/lots of buildings—a disaster (and I'm slightly frustrated reviewer). But it's no big deal; I still recommend it highly.

Dan



EXCALIBUR 2555A.D.



Publisher: Sir Tech

Developer: Telstar

Featured In: EGM 96

I had high hopes for Excalibur, but the finished product falls short. It's just a decent action/adventure game in a genre that's just blossoming (which started with Tomb Raider more or less). But that's no surprise. Look at all the Super Mario clones that came out after that was released—and how many of those were even worth the push of the power switch. That's not to say Excalibur is a horribly bad game, it stands only a little above average. Average because Sir Tech (or Telstar maybe) went and changed their character to make her more Croftish. Originally, she didn't have a ponytail or super-short outfit, but now she does. They would never say they changed her because of that, but you have to wonder. The combat seemed mindless most of the time, but then all of a sudden you'd encounter an enemy that seemed impossible. I didn't care for the voice-overs too much, mostly because of the load time, and the character graphics were blocky, making them look and animate unrealistically. On the flip side of that, some of the graphic effects looked awesome (like lightning effects, weapon blasts, etc.), and the inventory, map screen, etc. worked well. The idea behind the game is pretty cool also, but all the time travel and British themes. But I'm afraid neither of those things are enough to float this one through.

Shawn

Obviously templated from the Tomb Raider engine, Excalibur doesn't quite measure up. It's a great game though, with a large land to explore, and interesting combat scenarios to overcome. Despite the huge exploration, I wonder why I can't jump, climb or look around. These simple functions, when missing, make an extremely flat game, something a 3-D title should never be. It's a good play, but could have been better.

Sushi-X

This game comes off as a poor man's Tomb Raider. Heavy on exploration, Excalibur's gameplay is made up of running around a lot to find objects, and then giving them to some one who will trade those for what you really need. Needless to say, this process gets boring quickly. The 3-D graphics are good, especially where the light sourcing is concerned. But above average graphics are not enough to make this game fun to play.

Kraig

Excalibur isn't a very complicated game. Its puzzles are mostly of the use-the-right-object-at-the-right-time type, and you don't get much in terms of special moves. So, no, this ain't exactly Tomb Raider or Zelda 64. Still, it can be pretty addictive once you start figuring out the puzzles and get on a roll. The graphics are pretty sharp—if not overly colorful—and the voice acting ain't bad either. Its 13 maze-like levels will hold your interest.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	4



MARVEL SUPER HEROES



Publisher: Capcom

Developer: Capcom Co. Ltd.

Featured In: EGM 96

I've grown accustomed to flawless arcade conversions from Capcom, but **Marvel Super Heroes** is "only" above average. The combos don't have a smooth flow to them the way the arcade game did. Although I'm not a fan of the whole X-Men/MSH fighting engine, with its so-so story-high jumps, gem power-ups and helicopter gameplay, I found it entertaining. This title is not as true to the arcade game as, say, Alpha 2. The game control is slightly sluggish at times and the character animation is not as fluid as the coin-op **Marvel Super Heroes**. In fact, many of the animation frames are missing altogether, and in my eyes, this is noticeable. To the average gamer, my nitpicks may sound a little anal, but Capcom's fighters cater more to the hardcore fighting enthusiasts than the average fighter, and I feel these issues are of importance to them. The PlayStation conversion, however, does have several redeeming factors. For one, the background graphics and the frames of animation that did make it in the game are top-notch as far as 2-D fighters go. Plus, less-experienced fighting game fans (the ones who tend to flail away during fights) may actually get more kick out of **Marvel Super Heroes** than the picky, hardcore Capcom fans like myself. No matter how picky I may seem, it's a decent PlayStation game.

Kelly

Here's a game I've been very critical of, thanks to the tacky X-Men fighting engine. While many argue in its favor, I don't enjoy it nearly as much as the Street Fighter engine. So, when I see that parody of SF plagued with slowdown and fewer animations than in the arcade, I cannot support it whole-heartedly. MSH is a good fighter, don't get me wrong. It's just that if comic characters weren't there, I'd be less apt to play it.

Sushi-X

OK, I'll admit it. I like a good old 2-D fighter, even more than most 3-D fighters. MSH? It didn't impress me in the arcades, but when I got a chance to get into it at home, I found out that it's a pretty fun game. Infinity Gems alone, are a great idea, but this game also has cool combos, juggles and more. The biggest drawback is this game's chaotic graphics. The PS has trouble handling MSH's crazy sprites and suffers from a lot of slowdown.

Dan

I'm really surprised at how well **Marvel Super Heroes** turned out for the PlayStation. SF: Alpha 2 on the PS was a big disappointment to me. There's quite a bit of slowdown when the action gets hectic (especially with larger or more animated characters like Juggernaut and Blackheart), but overall it's still very playable and fans of the arcade game won't be disappointed. I still can't stand the PlayStation pad for fighters though.

John

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8



NASCAR 98



Publisher: Electronic Arts

Developer: EA Sports

Featured In: N/A

I'll have to agree with Kelly (at least when we were talking) on this one. Sure, the game has a lot that I like and is done really well (from a graphics, physics and sound effect standpoint), but it certainly isn't my type of game. I admit to liking racing games a lot, but I guess I'm more into the Sega Rally, Rage Racer and WineOut XL types (instead of the super-realistic ones like this). Maybe it can be attributed to me not being a sports guy. Like I said in my Madden 64 review, I can handle sports, but I'm not a huge fan. And I think NASCAR is for the sporting man. It has all the real racers, real stats, real courses, etc. For the enthusiast, I don't know of any other game that does NASCAR-style racing better. I think that may be what bugs me about the game—it's super-realism. For the average Joe, like me, the game is overwhelming. I mean after all, when it comes down to it, I could care less about stats. I want to race and knock people off the road. So if you're like me, the game may be a bit too realistic. Mind you, it's still a good game—well above average—but it's for the enthusiast. On yet another NASCAR is this down-home, good-old-boy feel, which is all right, but I guess I'm more of a city boy. That rockabilly music just has to go. It fits the style, sure, but I reckon it just wasn't for me. I kept having images of rifle racks and moonshine.

Shawn

Beyond the appeal of the licensed teams and drivers, NASCAR 98 has a great balance of good, but beatable competition and the kind of gameplay needed to hold it all up. In other words, it's really easy to get sucked into this sim. The graphics in NASCAR are top-notch as the cars look great (very colorful). Details such as sidemarks, visible damage and track nuances look real, which help make this title one of the best racing simulations.

John

NASCAR 98 provides everything a fan of the sport could want. Though I personally don't like NASCAR racing, I appreciate all the features in this game. This game includes all the drivers and most of the top tracks. More than anything though, N98 is fun to play. The AI is tuned, so that passing other cars—especially front-runners—is a major undertaking, which is true to the sport. NASCAR fans are going to eat this game up.

Kelly

Serious racing fans have been waiting for a game like NASCAR 98, which is a pleasant racing surprise on the PlayStation. In addition to being fun, NASCAR 98 includes everything anyone could want in a racing simulation. Modify your car's attributes and race in real licensed vehicles against real NASCAR drivers on authentic NASCAR tracks. NASCAR 98 is highly customizable, graphically impressive and is a fun racing simulation.

Kraig

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

Number Of Players: 1

Best Feature: The Combat System

Worst Feature: Repetitive Puzzles

www.sir-tech.com

Number Of Players: 1 or 2

Best Feature: Playing as Marvel Characters

Worst Feature: Lyndri Slayard Soundtrack

www.capcom.com

Number Of Players: 1 or 2

Best Feature: Ultra-realistic Racing

Worst Feature: Lyndri Slayard Soundtrack

www.easports.com



MAXIMUM FORCE



Publisher: Midway
Developer: Atari Games
Featured In: EGM #100

I'm not impressed when I see more of the same come from the makers of a light gun game. Let's face it, from our point of view, it doesn't seem all that hard to come up with a story line, hire some people to dress up in funny outfits and have them make angry faces while pretending to shoot at the camera—presto, the game is done! But that's not good enough for this guy. There's no glaring technical errors or anything like that, but when you get right down to it, is the game fun or not? My answer is no. The graphics weren't all that spectacular—in fact, at times they were just plain blocky. I will give the developers credit for making the levels interesting, as far as how the flow from one area to the next. I suppose if you take this game for what it is (a standard B-movie-type gun game), then it's not half bad. But if you're looking for something more serious, along the lines of a Virtua Cop 2, then you shouldn't even consider it. Sure the game has plenty of secret rooms (something like 30 or more), which helps from a replay aspect, but the regular missions go by kind of quick. The arcade boasted 30 minutes of game play time, which for arcade is decent, but when you take that home, 30 minutes is nothing. I just can't see a game like this being worth more than \$25 or \$30. Or there's always a rental store.

Shawn

If you liked Area 51, then you'll love Maximum Force. Personally, I dislike both games. With so many good light gun games on the market, Maximum Force's tired, old concept of throwing ugly sprites onto full-motion video backgrounds is no longer appealing. Granted, the video is well rendered, but it doesn't make up for the repetitious and bland gameplay. Sadly, Maximum Force is a no-frills action game that is easily beaten by the competition.

Kraig

I wasn't a huge fan of Area 51, but this pseudo sequel is a definite improvement. It's still an FMV-based game, which means that all the live-action baddies die in the same bloody starburst. But now, at least, nearly everything in the background can take damage. Make sure you shoot everywhere, too, since this home version has been beefed up with at least 30 bonus levels. You only get three scenarios, though. MF is just too short.

Crispin

There isn't much to get excited about here. Maximum Force is a good light gun game, but not revolutionary. As do most other games in this genre, Maximum Force feels like a carnival game, with very little interaction or movement. The graphics are nicey done, with fairly smooth animation throughout. Don't expect to be bowled over, but if you like light gun games, Maximum Force should be a good addition your library.

Sushi-X



J. JOHNSON VR FOOTBALL '98



Publisher: Interplay
Developer: Gametek
Featured In: EGM #99

With incredibly strong competition like Madden NFL '98 and NFL GameDay '98 on the PlayStation, a company releasing a football game better make sure their game is really good. Unfortunately, this is not the case with J.J. VR Football '98, Interplay's flawed pigskin title. Aesthetically, VR Football '98 uses 2-D player sprites within the confines of mediocre, 3-D stadiums. Using 2-D graphics is fine, but not those of this low caliber. Looking very 16-Bitish, the players move so choppy that it negatively affects the gameplay. Football is a game of precise control, and it's hard to do anything with precision when moving around these choppy, low-color, player graphics. The gameplay mechanics are the standard football fare, except this game offers the use of a visible, neon passing arc which I found more annoying than useful (it can be turned off). The computer intelligence is no better than average, and I found many instances when the game did some weird things. The most annoying was the amount of times that defensive players and wide receivers would stand still in a group and just jump for the ball. There is one diamond in the rough, and that is the offensive play creator. This is a feature found in very few console football games, and I found it cool to use. Now if only Interplay built a better, more polished football game to go with it.

Kraig

This year's competition to the Madden franchise isn't looking good. J.VRFB '98 is a decent entry in the race, but it lacks the solid responsiveness of even GameDay. The new passing arc feature is innovative, but tends to get in the way of your game. With controls fundamentally opposite of Madden's it takes a while to get used to, but isn't bad. The extremely high perspective, which blocks your view of the field, has to go.

Sushi-X

This is a decent game, but you can find better. The animation is poor (interplay told us 30 frames per second, but it looks more like 10). The kicking meter and optional tell-all passing arc do more harm than good. The load times (before play selection and after coming to the line of scrimmage) are annoying. The only thing I do like is the interface, which is pretty user-friendly—good for novices. Not bad, but it's plagued with many problems.

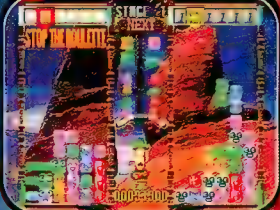
Dan

After playing a couple of games of VR Football '98, I can totally understand why the original publisher decided not to bring it out. It's not that the game is totally horrid—it has in fact improved a lot since we saw it last year (when Xonami was going to publish it), but with far superior games like Madden '98 and GameDay '98 on store shelves, I can't possibly see how anyone would choose VR Football '98 (or any other football) above them.

John



TECMO STACKERS



Publisher: Tecmo
Developer: Tecmo
Featured In: EGM #98

Puyo Puyo (a.k.a. Kirby's Avalanche and Dr. Robotnik's Mean Bean Machine) should be sincerely flattered. After all, Tecmo Stackers imitates everything that made Puyo Puyo a hit. The problem is, in Tecmo's attempt to put a twist on a classic formula, they made the formula slightly worse. The egocentric Tecmo (have you seen any company with such a fixation on their own name?) decided that big Chain Combos would hook all us puzzle game freaks in, so they made it as easy as possible to get big numbers. When you make a match, each surrounding piece shoots out a phallic little extension to reach others of its kind (no social commentary here, please). If this produces more matches, then you get your Chain Combos. Why is this bad? You can get huge combos by random luck. If you pile enough same-colored pieces close to each other, you're bound to get a combo, whether you like it or not. I've seen newcomers pull seven-hit chains out of their you-know-what's. To me, that's not a sign of a well-designed puzzle game. On a positive note, the chain reaction mode is a lot of fun, and the roulette wheel is the greatest invention in the history of two-player competitive puzzle games (the wheel helps you get out of impossible garbage block situations). In the end though, I'd skill rather play Puyo Puyo.

Dan

Three years ago, Tecmo Stackers would've been a great puzzle game, but right now it's just slightly above average if you ask me. It plays a lot like Kirby's Avalanche (Puyo Puyo) but without much character charm or familiar graphics. The additional modes of play (like Insane Mode and Time Trial Mode) are pretty cool, and playing head-to-head with a friend can be a lot of fun, but there's not enough new here to sell me.

John

At first glance, your mind will scream, "Columnitis!" Luckily, Stackers has a lot more technique than Columns ever did, plus a funny character cast to battle each step of the way. Because of its Column-esque interface, anyone can pick it up and play, but only those who learn the new squeeze-and-combine techniques will advance beyond even the third level; it's a shame multicombs are as easy once you learn the trick.

Sushi-X

The game is fun, there's no doubt about that, but I didn't get into it as easily as I did with Puzzle Fighter, Baku Baku or Tetris Attack. It certainly has its good points (color blocks, with long levers, cool chain system, etc.) but the music and graphics really got to me. The characters weren't that great-looking and the back grounds looked terrible. The music also needed A LOT of work. Let's just say it was what people do to suckers.

Shawn

Number Of Players: 1 or 2

Best Feature: Many Bonus Stages

Worst Feature: Too Short

www.midway.com

Number Of Players: 1H

Best Feature: Offensive Playbook

Worst Feature: Choppy Badly Drawn Graphics

www.interplay.com

Number Of Players: 1 or 2

Best Feature: The Combo Trainer

Worst Feature: Combo 1 too Easy

www.tecmo.co.jp

VISUALS SOUND INGENUITY REPLAY

4 4 2 6

VISUALS SOUND INGENUITY REPLAY

4 5 6 7

VISUALS SOUND INGENUITY REPLAY

5 4 6 7

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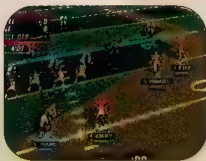
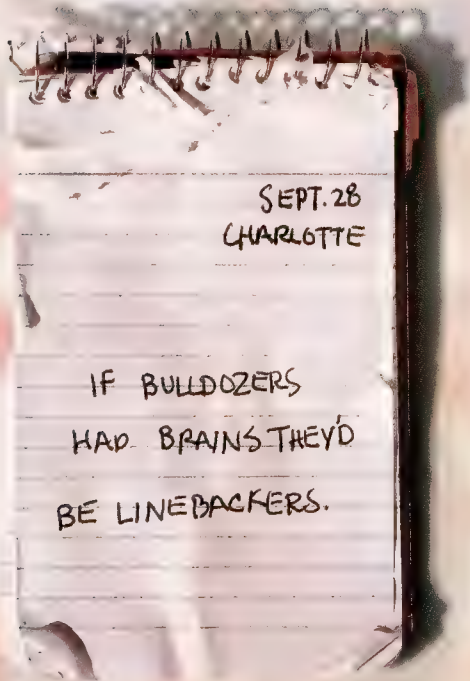
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MADDEN
 **98**

www.easports.com

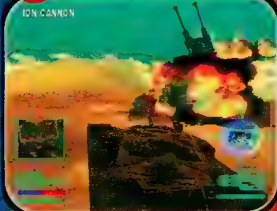
It's called Liquid AI,[™] chief, and you better get a heads-up on what it is before it crushes you like a little ant.





STEEL REIGN

IGN CANNON



Publisher: SCEA

Developer: SISA

Featured In: EGM #99

As tank games go, *Steel Reign* is fairly bland. You have several tanks to choose from, but picking anything other than the best tank just adds difficulty. Even then, the challenge just isn't there, and most gamers should breeze throughout it. The tank atmosphere is good, so it's a shame that the graphics just don't match up to today's standards. It seems like **Steel Reign is a game that's been in development for too long**, and it shows. A year ago, I'd give it a higher score, but now I'm finding it hard to get excited about. The lack of colors, pixelated images and generally non-interactive backgrounds can't hold my attention. The final product feels rushed, like the fine details that should have made it in just got left behind in some production deadline squeeze. But, enough negativity for now. On the good side, *Steel Reign's* tank controls are very tight, and you can almost feel the tank under your command in relation to the terrain. Mountainous areas really become immersive. The notorious pop-up effect isn't too bad, but could be better. The numerous mission objectives will keep many players busy for a while, but you'd better use a weaker tank to get your money's worth. *Steel Reign* is a great no-brainer game for those who are tired of overly complicated military simulations. As such, it's only slightly above average.

Sushi-X

Steel Reign is one of those games that seems ideally suited for this polygonal world. It manages to do an admirable job of depicting the future landscape of war and treads the line between realism and button punching nicely. A wide variety of weapons and vehicles make all the carnage even more fun. *Steel Reign* is sometimes slow and would benefit from more animation, but still manages to deliver death in good doses.

Steve

Steel Reign looks and feels like a first-generation PlayStation game. The 3-D graphics in this mission-based tank game are very rough and undetailed. For example, run over a tree, and it magically flattens (no animation). Blow up a building, explosions result, but the building just turns darker. There's a lot of different tanks and weapons, but nothing too interesting. There's just nothing compelling about a subpar game with buggy, balky tanks.

Kraig

Dang it...this could have been an awesome game! I woulda pved my pants if I let me cash my tank through buildings and wreak other kinds of smash-up-derby mayhem. (Like in *Felony 1-79*.) Instead, **Steel Reign delivers generic shooting action** in a boring, barely interactive environment. The substandard graphics are glitchy and seem out of date, the music's annoying and repetitive and, worst of all, the missions are often dull.

Crispin

Number Of Players: 1-2

Best Feature: Variety of Tanks

Worst Feature: Generic Gameplay

www.playstation.com



TIME CRISIS



Publisher: Namco

Developer: Namco

Featured In: EGM #99

Namco is famous for taking their arcade games and making them to times better on the PlayStation, but with *Time Crisis* they've outdone themselves big time! Yes, the game's graphics, sounds and music are nearly identical to the coin-op's, and you get a hyper-accurate light gun for little extra bean (see our separate review of the *Guncon*), but **the big draw here is the Special Scenario** that has been added to the game. It's just as long as the regular Arcade Scenario, except with cooler locales, more stuff to shoot in the background and, best of all, a level progression system that is determined by how straight you shoot. The higher your accuracy rating, the farther you'll go in these bonus levels (you'll get a better ending, too). It adds something often missing from gun games—replay value. Control with the *Guncon* is perfect, giving you all the accuracy you'll need to cap the baddies who carry shields or duck for cover. I wasn't too crazy about having to hit the button on the gun's side to duck (I like snooting one-hand ed), but fortunately—and this is pure genius on Namco's part—you can lay a joypad on the floor and step on any of its buttons to simulate the coin-op's foot pedal. As strange as this sounds, it works amazingly well. *Time Crisis* is easily the best gun game on the PlayStation—at least until *Point Blank* hits.

Crispin

What can you say about a game like *Time Crisis*? It offers nothing fancy, but does produce some good thrills with its single-minded theme of shooting an army of bad guys that don't seem to mind fighting while their compatriots fall like flies. The game controls your feet, but allows you to duck behind objects to avoid attacks. The game forces you to reload in an attempt to add technique, while a clock moves things along.

Steve

I liked this one at the arcade and the translation is awesome. The voices are pretty cheesy, but they don't get in the way. The graphics are really nice and the fact that it comes with the *Guncon*—well, any fan of light gun games should love this package. On top of the Regular Mode, there's a Time and Special Mode of added replay. I was very impressed with *Time Crisis*, not knowing what to expect in the arcade port.

Shawn

In a way, *Time Crisis* is the most realistic light gun game. I say this because you can actually take cover behind things, then pop up to return fire when the coast is clear. While Namco gave this game an edge in this respect, they also hurt it by not having different weapons. By running around with the same weapon and no power-ups, *Time Crisis* becomes stale too quickly, even with the extra levels included in the home version.

Kraig

Number Of Players: 1

Best Feature: Bonus Scenario

Worst Feature: No Power-ups

www.namco.com



TREASURES OF THE DEEP



Publisher: Black Ops

Developer: Black Ops

Featured In: EGM #99

The PlayStation was made for this kind of dark, murky adventure, which packs some of the most convincing environments ever seen on the system. Aquatic ambience is built by hundreds of little details, including sea plants, the sound of your breathing, ascending bubbles and, of course, the undersea wildlife—the largest collection of realistic critters since *Tomb Raider*. Developer Black Ops took special care to ensure none of the puzzles and obstacles seem out of place. You must battle currents, dodge whirlpools, navigate quake-shaken caves and survive other deep-sea hazards. You get 12 missions, each one set deeper than before. All of them involve finding treasure, which you use to buy new equipment as well as seven niter subs. There are even two secret levels (one has you controlling a shark and chomping whales for cash bonuses). The missions have you doing everything from exploring sunken ruins to blowing up a crashed space shuttle that's miles below the surface. Only wish more missions made use of your ability to leave the sub and swim freely. And a few levels, especially the one that has you escorting a carrier convoy, can be frustrating. Fortunately, it's easy to build up lives—as well as cash—in earlier stages, since you can perform complete missions repeatedly to collect 1-Up and Treasure.

Crispin

If you're sick of a lot of the "me too" games out there, this is a title you should check out. *Treasures* is an undersea action game that adeptly combines action, exploration and resource management into one, very cool package. The atmosphere of *Treasures* is impressive, as it uses a good combination of great cinematic music, nice sound effects and realistic 3-D visuals. Best of all, it's a challenging and fun game.

Kraig

Black Ops Entertainment has done a stellar job of making a game that is a lot of fun to play and very detail-oriented. The graphics are visually stunning and the animations of the underwater creatures are very realistic. In addition, you get a good story mixed with plenty of underwater adventure and an awesome soundtrack. Simply put, this game is a treasure that any gamer would want to add to his or her video-game collection.

Kelly

What a pleasant surprise to sit down and play this one. It more or less came out of nowhere, but it's a great game—a sleeper, if you will. The music it creates fits the underwater theme perfectly, without coming off as cheesy. There's a perfect balance between exploration and action (plenty of both, but not too much of them either). The music is very powerful, even though it sounds like a rip-off of the *Crimson Tide* soundtrack at times.

Shawn

VISUALS SOUND INGENUITY REPLAY

3 5 2 3

VISUALS SOUND INGENUITY REPLAY

7 8 7 8

VISUALS SOUND INGENUITY REPLAY

8 8 9 7

TREASURES OF THE DEEP



namco



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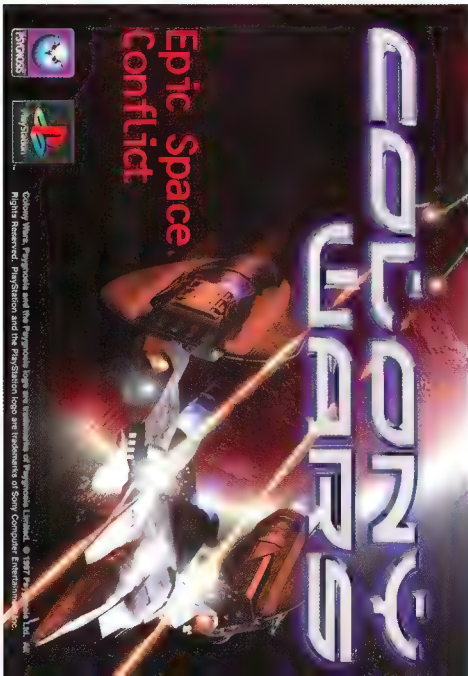
www.namco.com

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Electronic Gaming Monthly
Postcard Series #2 • September 1997

Electronic Gaming Monthly
Postcard Series #2 • November 1997

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Electronic Gaming Monthly
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SCUBA VISOR



Publisher: Philips Electronics
Developer: Philips Immersive Products
Featured In: N/A

This visor's box proclaims in bold type that the Scuba provides a "Big Screen" gaming experience. But I think a passage from the unit's manual, which states, "Personal-display technology is new and developing," best sums up this disappointing \$300 peripheral. It just delivers way too little for such a high price. I played several first-person games and even watched a videotape on the Scuba, but I could never see the entire screen, no matter how much I fiddled with the fit. And despite constant tinkering with the focus knob, I was never able to see the screen clearly. The resolution appears barely better than that of the Atari Lynx. And the unit is about as comfortable to wear as a real scuba mask (it leaves an angry red mark on your forehead for 20 minutes). The whole thing brings back too many bad memories of the Virtual Boy. Scuba's immersive stereo sound is its only redeeming feature, but even it's a bit on the tinny side and hardly justifies the high cost. Now, the usual head-mounted displays before that were awesome (Sony's Japanese Glasstron is as astounding as it is pricey), but I've yet to find a unit that delivers the goods for less than \$750. My advice: Stick with your regular TV and wait until virtual technology improves and becomes cheaper. Like the first in line, GoldenEye in hand, when it does.

Crispin

Ever feel like strapping a TV to your face and playing your favorite games? The Scuba can give you the same effect in a much lighter package. Don't let the VR look of the Scuba unit fool you into believing you're going to have some incredible 3-D gaming experience. It's the regular picture placed inches from your retina. Because of this there's blurring and lack of sharpness. This is just an expensive way to play your games privately.

John

This is one expensive peripheral. I would use the \$299 that this device costs to buy more games. It didn't provide a different enough experience and I felt kind of claustrophobic. I guess I am just a big screen kind of guy. The screen resolution was blurry and at times it seemed as though the top and bottom of the game screen was cut off no matter how much I tried to adjust it. Call you say Virtual I/O, I know you want.

Kelly

So it costs around \$300 for this thing? OK, first things first—that has been tried before, and it still has yet to work well (and still be affordable). The whole adjustment process took too long, only to have the screen still be blurry. Plus, they say you're not supposed to use it for extended periods of time in one sitting—and I can understand why I felt so disoriented after using the visor. I nearly fell over. A no-go for the high price.

Shawn

GUNCON LIGHT GUN



Publisher: Namco
Developer: Namco
Featured In: N/A

Namco boldly claims that their Guncon—which comes packaged with Time Crisis in a thrifty \$59 package—is the most accurate console light gun ever devised. And they're right. This arcade-activated pistol reads screen data directly from the PlayStation's video-out jack, which makes for dead-on shootin'. I had no problem blasting Time Crisis' long-range badies—even those who lingered near the screen's edges, the trouble zone that most guns seem to ignore. Yet the Guncon's not without its drawbacks. For starters, Namco claims it'll only work with their shooters—namely Time Crisis and the forthcoming Planet Namu. Sure enough, it didn't work with any of the older games I tried. But here's the strange part—it plays fine with Midway's Maximum Force (a fact that surprised even the Namco PR person), so maybe it'll work with some non-Namco titles after all. Although the Guncon hooks up to older, "black box" PlayStation (even three-asterisk S-video cables) without problems, owners of the newer "red box" systems will have to hit Radio Shack for a composite-video extension cord. And they'll have to buy a special multi-A/V unit from Sony if they want to use S-video and the Guncon together. Still, the decision to get a Guncon is no-brainer. So far, it only comes with Time Crisis, which is a must-buy anyway.

Crispin

I own two perfectly good PS light guns, and now Namco's telling me I NEED to use theirs to play Point Blank? That sucks. But as people as that is, I still have to review the gun fairly. The Guncon is accurate, and it shoots at the edge of TV screens just fine, which is more than what I can say for the competition. I would still prefer other guns with their nifty features, but hey, Namco's great idea is going to force me to use the Guncon. Yay...

Dan

Immediately the Guncon impressed me. Used with the Namco Japanese game GunBulleit, this "smallish" bullet-hole maker was accurate to the centimeter on the screen. Whether or not the heightened responsiveness comes from the extra input that splices with the video-out on the PlayStation is beside the point. Simply put: It's an incredibly accurate light gun that will force you to stop blaming your misses on inaccurate equipment.

John

As far as game guns go, Namco's Guncon is one of the better guns I've tried. Namco claims it's the most accurate light gun for the home ever and when playing Time Crisis, I found the Guncon to be extremely precise. You can either use the button on the gun as the action pedal for you can put a controller on the ground and stop on it while using the Guncon. That was a nice touch that sets this gun apart from the rest.

Kelly

THE GLOVE



Publisher: Reality Quest
Developer: Reality Quest
Featured In: N/A

A while ago, one of the co-creators of The Glove came in to the EGM offices to demonstrate his new invention. He played Tekken 2 and a few other games without a hitch. But this is a man who created the gadget, and he picked games that he knew would work well with it. That's where I come in. I put The Glove through several other tests and came away thoroughly unimpressed. To me, this thing is expensive novelty, nothing more. It works just fine—the buttons and controls are as responsive as a PlayStation controller's. But why would you want one? Even after getting over the initial "getting used to it" learning curve, I still found myself wanting to go back to a standard joystick. First off, I didn't enjoy holding my arm out for lengthy periods at a time. When I tried Tecmo Stackers with it, I didn't have the precise control a digital D-pad offers. Since that didn't work well, I gave The Glove a shot with Mega Man X4. It formed pretty well with the expense of playing control. You see, X4 is a side-scroller, and to be moving constantly right (as you typically do with side-scrollers), you'd have to be constantly pushing your wrist to the right—not very practical at all. Fighting games? Forget about fireballs and dragon punches—they happen maybe 10 percent of the time. I'll still catch a layback and sore thumbs, thank you.

Dan

This thing's an example of a neat-o gadget that's not functional. For my game, first-person action games, the glove performed well, but was still clunky. It didn't make the games any easier. The learning curve wasn't bad (about 20-30 minutes), but even after that it was tricky to move your wrist certain ways. It's like trying to drive a wheel to work well. I control games when there's already a standard—maybe it's ahead of its time.

Shawn

For NASCAR 98 and Rally Cross, using the glove felt akin to trying chopsticks for the first time. It's interesting for a while, but a spoon's more efficient! The same idea applies here. The Glove can be used as an analog controller but the awkwardness in turning the wrist side-to-side and up and down to control the car brings a burden after a bit painful. Even though functionally it's fine, it's not worth the cost or money.

John

Since I was chosen to test the glove on my favorite fighting titles, I was certain I wouldn't like it. In playing them, my fears were confirmed as simple fireballs are impossible to control. Even jumping with accuracy is a pipe dream. While the glove is decent for games like Tekken, Street Fighter is unmanageable. The glove is obviously developed for other genres like racing, first-person shooters and light sims. Don't even think it's worthy.

Sushi-X

Number Of Players: 1

Best Feature: Good For First-Person Games

Worst Feature: Too Blurry; Too Pricey

www.philips.com

Number Of Players: 1

Best Feature: Super Accuracy

Worst Feature: Not Compatible With Other Games

www.namco.com

Number Of Players: 1

Best Feature: Simulated Analog Control

Worst Feature: Clunky Control

www.realityquest.com

VISUALS 1 SOUND 6 INGENUITY 4 REPLAY N/A

VISUALS N/A SOUND N/A INGENUITY 8 REPLAY N/A








VISUALS N/A SOUND N/A INGENUITY 7 REPLAY N/A

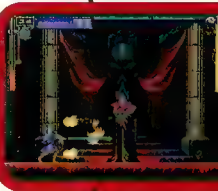
TOP

Nov.
1997

OVERALL

- 1: Saturn Bomberman 
- 2: Castlevania: SotM 
- 3: Final Fantasy VII 
- 4: GoldenEye 007 
- 5: Madden NFL 90 
- 6: Madden 64 
- 7: Treasures of the Deep 
- 8: Nuclear Strike 
- 9: G Police 
- 10: PaRappa the Rapper  PlayStation/SCA

- PLAYSTATION**
- 1: Castlevania: SotM 
 - 2: Final Fantasy VII 
 - 3: Madden NFL 98 
 - 4: Treasures of the Deep 
 - 5: Nuclear Strike 
 - 6: G Police 
 - 7: PaRappa the Rapper 
 - 8: Mega Man X4 
 - 9: Time Crisis 
 - 10: NFL GameDay 98 



SATURN


- 1: Saturn Bomberman 
- 2: Madden NFL 98 
- 3: Marvel Super Heroes 
- 4: Resident Evil 
- 5: Herc's Adventure 
- 6: Sonic Jam 
- 7: W.S. Baseball '98 
- 8: Fighters Megamix 
- 9: SF Alpha 2 
- 10: Warcraft II  (PC/ACT)

NINTENDO 64

- 1: GoldenEye 007 
- 2: Madden 64 
- 3: Int. Superstar Soccer 
- 4: Tetrisphere 
- 5: Star Fox 64 
- 6: Blast Corps 
- 7: Mario Kart 64 
- 8: Wave Race 64 
- 9: Doom 64 
- 10: NBA Hangtime  Midway



HOW TO READ THE TOP 10 CHART

5 **s** Name of Game 
 Publisher's Name

↑ Editors' Choice Award ↑

↑ # Consecutive Months On The Chart ↑

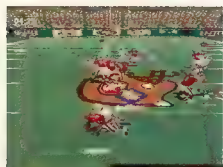
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Nightmare Creatures

By EGM's Andy Baran



Nightmare Creatures plays more or less like a three-dimensional **Final Fight**. The two characters offer different playing elements, with one being fast but weak and the other strong but slow. One feature that players would be wise to use is the **Block** button. Use it whenever faced with more than one enemy.

There is a series of items for the player to collect that allows him/her to restore his/her lives or kill the beasts more efficiently. These power-ups are always hidden. Without them though, even the best player will get torn to shreds by the roving undead. **Nightmare Creatures** is simple but action-packed.



An evil necromancer is creating creatures of pure evil to dominate the entire world. Only you can stop his madness before it's too late. **Nightmare Creatures** plays like a 3-D **Final Fight** game.

Monsters

Zombie

This denizen of the dead is the most common enemy type you'll find during the course of the game. While not spectacularly fast or powerful, the **Zombie** can keep coming back after you knock it down. Never turn your back on a **Zombie**, unless it is torn in half.

The only way to remove these pests with **Ignatius** and **Nadia** is to knock them down with a flurry of normal attacks. They are susceptible to run-in punches. Wait awhile for the **Zombie** to start getting up. At this time, perform your most powerful strike to cut it in half. You have to move exactly as it's getting up or you'll be wide open for a claw swipe. It's not good enough to hack off an arm or a leg—go for the torso.



Werewolf

These guys are fast and have a long range to their claws. You'll most often encounter them after opening up a doorway or during a cutscene. The trick of plugging the **against** wall works well. One gunshot will kill them. **Werewolves** often drop bullets after they die.



Gargoyle

These flying nightmares breath balls of fire and fly. It's often best to just avoid these guys, as they can easily stay out of the range of your attacks. Their fireballs do not fly very far, so wait for it to snuff out, then run in for the kill if you wish. **Gargoyles** often appear to be stone statues.



Characters and Moves Lists

1



Ignatius and **Nadia** each play differently. **Ignatius**, for example, is powerful but slow. He does not have the agility of **Nadia**, who can backflip out of harm's way with ease. The way **Nightmare Creatures'** engine works is that you can do more powerful attacks depending on button-press combinations along with some tapping. **Ignatius** is armed with a staff that has a long reach. **Nadia** sports a short sword that she can swing quickly. The game is tougher with **Ignatius**.

NADIA'S SIDE FLIP KICK

S, S, T

NADIA'S GYMAST KICK

S, S, S, T

NADIA'S BACK FLIP KICK COMBO

S, S, S, X

NADIA'S SEVER SLASH

X, X, T

NADIA'S OVERHEAD JUMP SLASH

X, X + X

JUMP START

See the latest issue of **EGM** for more info

EGM²

The first few items...

3

You'll need to collect items throughout the game in order to survive. Look for them hidden everywhere. Check windows and boxes.

Bullets

Use bullets to kill enemies in one direction.

Revolver

The revolver is a powerful weapon with a limited magazine.

Blades

Use blades to cut your way through enemies with ease.

Spiked Ball

Use this at an opponent for a quick stun and a hefty damage bonus.

Bomb

Use bombs to clear out a room or to take out a large group of enemies.

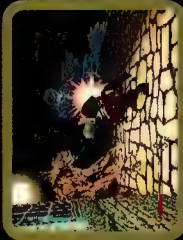
Healing Orbs

Refills your life meter if you are injured. The larger ones fill it up all the way.



Golem

They can really smash you if they get a chance. The best bet is to block a swipe from their claws, then start attacking with a flurry of quick strikes. Slow but deadly, it's easy to pin them against walls. Once pinned, they die quickly. Use extreme caution when fighting two at once.



Abomination

Death on two legs, pin them to a wall and keep on them with quick hits. It takes a long time for them to die. Even larger than the golems, these giant green-skinned beings are pure muscle, so pinning is the only chance you have to get away without losing a life or two.



Wasp

A fast flyer. They will try to circle behind you in order to attack. Back yourself against a wall when fighting one, to take away its advantages. They die after only a few strikes. They normally attack in pairs, so don't rest after you've killed one. There is always more around.

The First City

4



1. When you first start out, bash the window display to your left for two power-ups. 2. Nearby is a stack of crates; smack them as well for a bonus health orb. Next you'll want to walk by the city gate. A werewolf should jump out of an alcove at you. Beyond him lies a dark room with a switch. 3. Trigger the switch



5



right-hand porch to open the gate. 6. Grab the health orb and the power-ups.

7. Use the power-ups to kill the wasp.

8. Use the power-ups to kill the wasp.

9. Use the power-ups to kill the wasp.

10. Use the power-ups to kill the wasp.

11. Use the power-ups to kill the wasp.

12. Use the power-ups to kill the wasp.

13. Use the power-ups to kill the wasp.

14. Use the power-ups to kill the wasp.

15. Use the power-ups to kill the wasp.

16. Use the power-ups to kill the wasp.

17. Use the power-ups to kill the wasp.

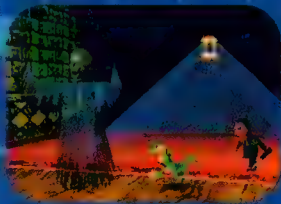
The Second City

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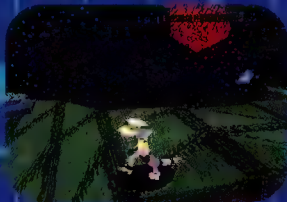
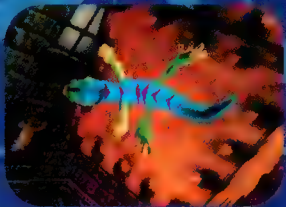


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**CRYSTAL
DYNAMICS**



Tomb Raider II

By EGM's Andy Baran
and Tim Davis

Heads up Tomb Raider fans, the sequel is nearly complete, so here's a look at the first couple of levels. This strategy should help you learn to navigate the early levels. There are many new elements added to the gameplay, the most important being the

levels. This one's not quite so claustrophobic. The levels are enormous, and jumping is essential for your survival. When attempting to jump across a large distance, walk to the edge first, hop back, then run and jump. This is the sure-fire way of making it across the many chasms.

Tomb Raider II is a huge game with plenty of action and puzzles. Look for the EGM strategy in an upcoming issue for a complete blowout on this hot sequel.



climbing ability. This lets you explore like never before. If you're stuck, you probably need to climb. Lara's flares also help out quite a bit, but it's easy to accidentally set one off by accident. There are often hidden items placed in the darker regions of the game. Flares light the way.

Fans of the original Tomb Raider will have to get used to the more open

Lara's New Moves

1



A



B



C

a. Our favorite heroine is now equipped with flares to light her way through the darkened levels. Be prepared to see flares often; it's too easy to trigger them. b. Lara Croft can now climb up, down or even sideways. This is an important skill that is often overlooked. See a place that you cannot jump over? See if you can climb there instead. c. Despite her grace under fire, in Tomb Raider Lara wasn't very dexterous in water. In shallow pools, she can now wade through the water. It's slow, but at least her head's above water.

2

Lara's Acquired Weapons
What's with women and guns? Anyway, Tomb II offers our heroine a wide selection of weapons that should be able to take care of any threat. They are hidden throughout the levels, and they all have their uses. The enemies in Tomb II do not die easily, so upgrade your firepower whenever you can. Remember that you have an infinite amount of ammunition contained within the gun you start with! All of the others can run out.



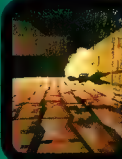
Uzi



Harpoon Gun



M-16



Grenade Launcher



Shotgun



Auto Pistol

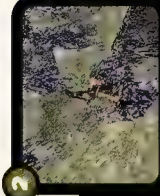
JUMP START

See the latest issue of EGM for more info

EGM

1. You must climb up to the Great Wall of China. Look for the starting point in an alcove filled with water. 2. There is a hard-to-see ledge you'll have to leap onto. 3. Enter the tower and pull the trigger. Fall. 4. Jump across to a switch that opens the door. 5. You'll want to head toward the first level, but you'll need a key on the first level. 6. Look for a spot on the right side where you can safely jump down. You'll know if you're in the right place if you see a body of water. 7. Leap into the pool of water alongside the wall. There is a key hidden inside its deepest depth. 8. Open the gate of the castle and move on...this should be enough to get you used to the first level. Look for a second key and a few bad guys to kill. Enjoy it while you can, this is the easiest level there is!

The Great Wall of China



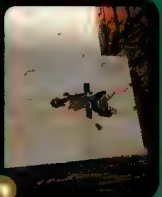
3



7

Venice, Italy

1. The first thing you'll want to do when you arrive in Venice is flip the switch that you'll find hidden in an ally near the western side of the building that you're in front of. 2. This will open the main doors to it, but go in the building with your guns blazing so you'll be able to take out the various armed guards (3) waiting for you inside. 4. Use Lara's somersault to safely avoid the three knights' swords. 5. Once past the lights, ignite a flare to locate the next lever you'll need to flip. 6. To get up to the second floor in the main building, you can either crawl up the ramp in front of you and slide down it while jumping to the ledge above, or you can jump backward into the ramp while facing forward, followed by another jump to the above platform. 7. Now the



you're on the upper floor, push the block that is directly in your way so you can jump to the platform on your left. 8. Utilize Lara's newly acquired climb technique to climb the wall that connects the two ledges here. 9. Jump to the red canopy once outside fall (10). Make your way to the door, you opened in step 5, by jumping from ledge to canopy, etc. 11. Once you're back inside, make your way up to the room above and shoot out the window to crawl to the ledge outside. 12. Bust back through the next window and push the center block in the fireplace to enter the main room (13).

4



9



11



8

12

6

7

4

Trickman Terry celebrates 100 issues with his loyal readers!

We'll bet you never thought you'd see Trickman Terry's ugly mug in the magazine. Here he is making his photo debut in the 100th issue of *EGM!* Throughout the years, readers have joined in the trials and tribulations of the Trickmeister's so-called life; whether it's been financial trouble, his old car (the big white boat) or just Terry's idiotic antics that get him into trouble, his loyal trickfans have always come through with a letter of encouragement or concern for his well-being. Trickman Terry has been finding the best codes for his loyal readers for more than 70 issues, and he's not stopping now. Check out Terry's personal top 100 tricks in this section! Let's talk turkey...your help is needed again, as the Trickman's brain capacity is limited! Send in your best secret tricks to:

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



Win Games and Accessories for Your Tricks!



If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at iNTERACT. If you are given credit for submitting a hot trick in this section, you will

win a free game. Gaze at the tiny text below, so you can get all the details on the free stuff.

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

Contest Rules:

The Purchase Necessary: To enter, send a letter or standard e-mail, with your best trick code for any video game to "Tricks of the Trade," c/o EGM! Magazine, Inc., Suite 222, Lombard, IL 60148. E-mail or e-mail us at: tricks@zd.com. You must include your name, address, and phone number. The purchase or payment of any money is not necessary to enter. There is no buy-back. Entries must be received by August 31, 1997. All entries become exclusive property of EGM! and will be acknowledged or not. Sponsor assumes no responsibility for loss, misreading, or illegible e-mail or postal postage, or mail error rate. Sponsor reserves the right to cancel or suspend any game with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in EGM! and/or EGM! however, only one prize will be awarded.

Prizes: For 100 entries will have their name and trick displayed in this magazine and will receive a unique certificate selected by Sponsor. For 200 tricks has an approximate retail value of \$50 on the high end, and will receive a GameShark provided by iNTERACT and the Grand Floor Win One GameShark. GameShark will receive an additional \$100. Three additional one GameShark. GameShark will be selected from all valid entries received. Entries will be judged on the following criteria: (1) the success of the trick; (2) the number of times the trick has been used; (3) the originality of the trick. Prizes will be awarded on or about April 30, 1997. All prizes will be awarded by mail. Prizes are not transferable. No substitution of prizes are allowed except at the option of Sponsor. Substitution of prizes will be made, if available.

Out of Eligibility: The number of entries and the date of winning will be determined by number of entries received.

Eligibility: Contest open to residents of United States and Canada, those in Europe. Non-compliance with the time and address contained herein or return of any prize notification and/or failure will result in disqualification. Winners of their trick and GameShark, with an affidavit of eligibility, release of liability, from acceptance within a fixed period of time, must appear in person for their prize.

Agreement to the Use of the Name and/or Address for purposes of above listing, trade, a promotion within, further communication, unless prohibited by law. Employees of EGM! Magazine, Inc. are not eligible to win.

Prizes: All prizes are the property of EGM! Magazine, Inc. and are not transferable. EGM! Magazine, Inc. and its employees are responsible for any damages, loss or expenses this contest might incur. As a result, all a contest or receipt of prize. Winners accepted for their prize and GameShark and their agents, representatives, and employees will not be liable whatsoever for any loss, injury, or damages of any kind resulting from acceptance, possession, use or non-use of prize.

Winners List: For a list of winners, send a stamped, self-addressed envelope (with return address) to: "Tricks of the Trade Winners List," c/o EGM! Magazine, Inc., Suite 222, Lombard, IL 60148. Return address for winners list will be received by the 15th day of the next month following the last date of the each contest. Allow 4 weeks for delivery of winners list.

Reproduction: Not allowed without expressed by law. EGM! Magazine, Inc. and its employees are responsible for any damages, loss or expenses this contest might incur. As a result, all a contest or receipt of prize. Winners accepted for their prize and GameShark and their agents, representatives, and employees will not be liable whatsoever for any loss, injury, or damages of any kind resulting from acceptance, possession, use or non-use of prize.

Game Tricks

Trick of the Month

Warcraft II: The Dark Saga

FOR PLAYSTATION
MANY INCREDIBLE CHEATS

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

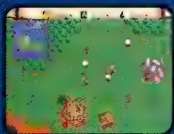
NSCRN: Gives you the full map
GLTRNG: 100,000 gold, 5000 trees (repeat the trick as needed)

VLZDZ: 5000 units of oil
MKTS: Faster building

CKMNT: Upgrades everything to the best
RYLTL: Gives you all the spells
TSGDYDT: Invincibility (one-hit unit kills and few hit structure kills)

THRCBNBL: See the end of the game
You will get confirmations that the codes worked on the screen when it says, "Enabled Cheat."

Bill Moran
Howell, MI



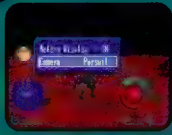
Repeat the money/tree code as needed for resources!



During the game, pause and choose "Enter Password."



Put in any of the codes from the choices shown to the left.



After you go into a battle, press the Select button.



Press Select 10 more times...and the camera will...disappear. Press X to make the action manually controlled.

Carnage Heart

FOR PLAYSTATION
CONTROL YOUR O.K.E.

After you get set up and deploy at least one of your units, you will eventually go into a battle. Once you do, press the Select button and the Meters and Camera display will appear. Press the Select button another 11 times and the

Camera Angle Option will disappear and turn into an Action Option. Press the X button to make the Action switch from automatic to manual. Now you will be in control of the O.K.E. For the battle!

Susie Cazan
-via the Internet

Nightmare Creatures Horror Line: 800-850-1682

NIGHTMARE CONTEST

1st Prize (1):

PlayStation™ Game Console

Plus Five Activision® Games

2nd Prize (10)

Limited-edition Nightmare

Creatures Sweatshirt

ENTER TO WIN A PLAYSTATION GAME CONSOLE –
JUST ANSWER THE FOLLOWING QUESTION CORRECTLY:

Where Does Nightmare Creatures Take Place?

- Paris
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**Find the answer in the advertisements, the horror line or at www.nightmare-creatures.com
Send postcard with your name, address, phone number and the answer to:
Nightmare Creatures, 1920 Highland Ave. #222, Lombard, IL 60148**

Sept. 5, 1997 Sweepstakes Rules: 1. No Purchase Necessary: To enter, mail the correct answer to the question "Where does Nightmare Creatures take place?" on a standard size postcard along with your name, address and phone number to "Nightmare Creatures Sweepstakes", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by December 1, 1997. All entries become the exclusive property of Ziff-Davis Inc. and will not be acknowledged or returned. Ziff-Davis and Activision, Inc. assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household. 2. Answer to sweepstakes question can be found via the Nightmare Creatures Horror Line: 1-800-850-1682 or the Nightmare Creatures print advertisements or the web site: www.nightmare-creatures.com. The Horror Line will not accept more than 150,000 calls. 3. Prizes: 1. First Prize: First Prize winner will receive one (1) Sony PlayStation game console and five (5) Activision PlayStation games. First Prize has an approximate retail value of \$400.00. 10 Second Prizes: Second Prize winners will receive one (1) limited edition Nightmare Creatures sweatshirt. Second Prize has an approximate retail value of \$20.00. Winners will be determined by a random drawing from all valid entries that contain the correct answer received by Ziff-Davis, whose decisions are final. Drawing to be held on or about December 1, 1997. All prizes will be awarded. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Activision, Inc. should the featured prize(s) become unavailable. 4. Odds of Winning: The odds of winning will be determined by the number of valid entries received. 5. Eligibility: Contest open to residents of United States and Canada. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification, and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Activision, Inc., Ziff-Davis and their respective affiliates are not eligible. Neither Activision, Inc., Ziff-Davis nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Activision, Inc., Ziff-Davis and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. 6. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Nightmare Creatures Sweepstakes Winners List", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by December 15, 1997. Allow 4 weeks for delivery of winners list. 7. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 8. Sponsors: This sweepstakes is sponsored solely by Activision, Inc. Activision is a registered trademark of Activision, Inc. Nightmare Creatures is a trademark of Kalisto Entertainment. (1997) Kalisto Entertainment. Published and distributed by Activision, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. All rights reserved. All other trademarks and tradenames are properties of their respective owners.

Nightmare Creatures Is Coming October 31





COLONY WARS

Blast the chains of slavery straight to Hell. Free your people. The time for talk is over. You must join the League of Free Worlds. Join the rebellion and fly the hottest ships in the stars. You'll master six unique League craft in your quest for freedom, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions. Success or failure will determine your fate as your destiny lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?



EPIC SPACE CONFLICT



FOR NINTENDO 64

TIME CODES

Codes will be revealed completing each level under a certain time, at a certain difficulty level. Listed below are the levels and times you need for them:

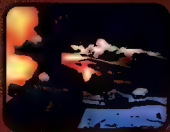
- Level 1: Dam - Paintball Mode - Secret Agent - 2:40
- Level 2: Facility - Invincibility - oo Agent - 2:05
- Level 3: Runway - DK Mode - Agent - 5:00
- Level 4: Surface - 2x Grenade Launcher - Secret Agent - 3:30
- Level 5: Bunker - 2x Rocket Launcher - oo Agent - 4:00
- Level 6: Silo - Turbo Mode - Agent - 3:00
- Level 7: Frigate - No Radar (Multi) - Secret Agent - 4:30
- Level 8: Surface2 - Tiny Bond - oo Agent - 4:15
- Level 9: Bunker2 - 2x Throwing Knives - Agent - 1:30
- Level 10: Statue - Fast Animation - Secret Agent - 3:15
- Level 11: Archives - Invisibility - oo Agent - 1:20
- Level 12: Streets - Enemy Rockets - Agent - 1:15
- Level 13: Depot - Slow Animation - Secret Agent - 1:30
- Level 14: Train - Silver PP7 - oo Agent - 5:25
- Level 15: Jungle - 2x Hunting Knives - Agent - 3:45
- Level 16: Control - Infinite Ammo - Secret Agent - 10:00
- Level 17: Caverns - 2x RC-P90s - oo Agent - 9:15
- Level 18: Cradle - Gold PP7 Agent - 2:15



Enter the password of your choice at this screen.



Now, unlimited continues will be at your disposal.



Put in the ****SATURN**** code to see the ending movie.

Machine Hunter

FOR PLAYSTATION

VARIOUS CHEATS

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes from the results shown below. You will hear an explosion sound to confirm that they worked:

Level 19: Aztec - 2x Lasers - Secret Agent - 9:30

Level 20: Egyptian - All Guns - oo Agent - 6:00



The Cheat Menu will appear when you beat a target time.



With the Gold PP7, you can kill Trevelyan with one shot!

GoldenEye 007

Street Fighter EX+00

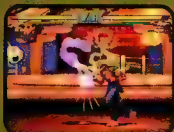
FOR PLAYSTATION

REVEAL HIDDEN CHARACTERS

In the Mode Select screen, highlight the Practice Mode and press the **START** button.



All the hidden characters, **PRACTICE** and **BOO MODE**.



Press the **START** button to enter the **BOO MODE** screen.

Press **RIGHT** until you hear a sound to confirm that it worked, and you will see a new character on the bottom of the screen. This trick reveals all of the hidden characters, which include Evil Ryu, King, Akuma, Cycloid Gamma, and Cycloid Beta. You will be able to play as all of these characters in every mode of the game!

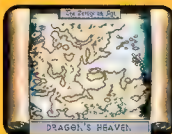
The **Fung Charming** **Elk Grove**.

Press the **START** button to enter the **BOO MODE** screen.



You will be able to play as all the hidden characters in **BOO MODE**.

HIDDEN STAGE AND MUSIC



Press the **START** button to enter the **DRAGON'S HEAVEN** screen.



Press the **START** button to enter the **MUSIC** screen.

Ogre Battle

GoldenEye 007

FOR NINTENDO 64
SECRET LEVEL EDITOR

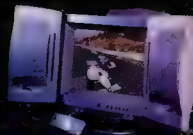


An Editor Screen will appear that lets you change options!

Once you finish every single level in the game on the "oo Agent" difficulty setting, (plus bonus levels 19 and 20) a special "oo Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Grand Prize

(1 winner)
One Samsung GXTV™
and an Electronic Arts
software library
for the PlayStation™
with over 15 titles,
including EA Sports™
titles



Play It Wide Open!



1st Prize

(5 winners)
One free Electronic Arts title
for the PlayStation™. Your
choice from over 15 titles.

2nd Prize

(50 winners)
Cool Lost World
T-Rex T-shirt



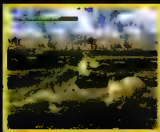
Treasure Hunt

FIND THE PASSWORD HIDDEN THROUGHOUT
THIS ISSUE AND EARN A CHANCE TO WIN!

Write the password on a postcard with your name, address, phone number and age to:
Lost World Contest, 1920 Highland Ave. #222 Lombard, IL 60148

Sweepstakes Rules:

1. No Purchase Necessary. To enter, mail the correct 10 character T-Rex code on a standard size postcard containing your name, address and phone number to "The Lost World: Jurassic Park Sweepstakes", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by Dec. 1, 1997. All entries become exclusive property of Ziff-Davis Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, misplaced, late, illegible, incomplete, postage due or misdirected entries. Only one prize per family, organization or household. The 10 character T-Rex code can be found within the pages of this issue of Electronic Gaming Monthly. 2. Prizes: 1 Grand Prize: Grand Prize winner will receive one (1) GXTV and 15 (fifteen) PlayStation games. Grand Prize has an approximate retail value of \$1100. 5 First Prizes: First Prize winners will receive one (1) Electronic Arts title for the PlayStation. First Prize has an approximate retail value of \$50. 10 Second Prizes: Second Prize winners will receive one (1) The Lost World: Jurassic Park T-shirt. Second Prize has an approximate retail value of \$20.00. Winners will be determined by a random drawing from all valid entries received by Ziff-Davis whose decisions are final. Drawing to be held on or about Dec. 1, 1997. All prizes will be awarded. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsor should the featured prize(s) become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Rhode Island and Quebec. Non-compliance with the above parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner or their legal guardian shall sign an affidavit of eligibility/release of liability/acceptance within 30 days of receipt of their prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Electronic Arts, Ziff-Davis and their respective affiliates are not eligible. Neither Electronic Arts, Ziff-Davis nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize agrees that all prizes are awarded on the condition that Electronic Arts, Ziff-Davis and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to The Lost World: Jurassic Park Sweepstakes Winners List, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by Dec. 15, 1997. Allow four weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsor: This sweepstakes is sponsored solely by Electronic Arts. © 1997 DreamWorks Interactive LLC. DreamWorks Interactive is a trademark of DreamWorks LLC. THE LOST WORLD: JURASSIC PARK © & ™ 1997 Universal City Studios, Inc. and Amblin Entertainment, Inc. Licensed by Universal Studios Licensing, Inc. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Moon Racer © 1997 Delphine Software International. Nuclear Strike © 1997 Electronic Arts and Granite Bay Software. Need for Speed II © 1997 Electronic Arts. EA SPORTS® is a registered trademark of Electronic Arts. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Electronic Gaming Monthly is a trademark of Ziff-Davis Inc. The ratings icon is a trademark of the Interactive Digital Software Association. GXTV is a trademark of Samsung Electronics America. © 1997 Samsung Electronics America, Inc.



FOR PLAYSTATION UNLIMITED GYROS

If you've played into this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again

where the gyros was originally placed. It will be back in the same spot, so you can take it again. Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!

Nathan Terrell
Rock Valley, IA



With the new characters, you can put in all the codes.



You can play a hidden game of Lines with the code.



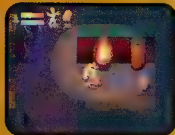
Enter the secret characters to get this Start Level Screen.

Tetrisphere

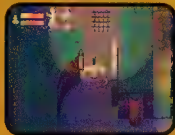
FOR NINTENDO 64 VARIOUS CHEATS

Here are a few cheats to try out that will allow you to access a hidden game, level select and more! Just go to the "New Name" Screen and press L, C (Right), C (Down) to bring up the secret characters for use on the Password Screen. Use the A button to select the letters. Now enter the following:

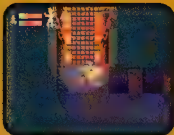
cheat codes for various reasons:
For the hidden Lines game enter: LINES
To view the Credits enter: CREDITS
To access Hidden Music enter: G(alien head)MEBOY
To access the Level Select (from secret characters) enter: Saturn, Spaceship, Rocket, Heart, Skull



When you get the "H" key you can go through the "H" door.



When you get the "H" key you can go through the "H" door.



Go around, and down the fire bridge. Now retrace your steps.

Herc's Adventures

Marvel Super Heroes



Beat the game and at the Player Select Screen, do the trick.

FOR SATURN PLAY AS THE BOSS

First, you must beat the game and save it in the Backup Menu. Now play Arcade Mode with the Shortcut Options off, so the players' pictures are there. Now go to the Player Select Screen and do the following tricks to access these secret characters:

Dr. DOOM: Press Down, then hold

Down and press and hold A. With A held, press and hold B. With A and B held, press and hold C. Do this in succession with Down held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Dr. DOOM.

Thanos: Press Up, then hold Up and press and hold Z. With Z held, press and hold Y. With Z and Y held, press and hold X. Do this in succession with Down held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Thanos!

Gabriel Ong
Malden, MA

*Note: This trick works on the Japanese version of the game and is subject to change.

FOR PLAYSTATION EASTER EGG CODES

the Easter Egg Menu. Then enter the following to receive various features in your next game.
For No Hands enter: look ma
For No Heads enter: horsemen
For Giant Players enter: humongous
For High Kicks enter: thin air
For Super Speed enter: fire drill
For No Calls enter: blind ref

Note: There are most likely many others. Be on the lookout for more!



Press L1+L2+R1+R2 at the Main Menu to access the Easter eggs.



Enter all you want to access the ultimate football game!

NFL GameDay 98

K-1: The Arena Fighters



After doing the trick, you'll see the new, alternate uniforms!

FOR PLAYSTATION NEW UNIFORMS

At the Title Screen, hold L1, L2, R1, R2 until you hear three beeps and then a fourth higher-pitched tone at the end. Press Start and choose your game type from the Menu Screen. When you go to the Player Select Screen, you will see the fighters in alternate uniforms!

June '97

Ziff-Davis management enacts a strict no-pets-allowed policy in the EGM offices after rumors abound that several ants have escaped from Associate Editor Crispin Boyer's ant farm. Crispin doesn't help matters when he says, "Don't worry—they're only giant South American scorpion ants. Their venom's barely strong enough to kill a baby squirrel."

Gripped by fear of the six-legged escapees, employees once again don pants and shun the shorts they've waited so long to enjoy. (You'll have to read the May 1996's sidebar to get that one.)

Mortal Kombat Trilogy

FOR SATURN STAGE SELECT HIDDEN OPTIONS

To get the Stage Select, go to the Character Selection Screen and before you choose your character, highlight Sonya and press Up+Start at the same time. After you do this, you'll hear an explosion and the screen will shake. Now select your fighter and you can choose your starting stage by pressing left or right on the pad. To get a Hidden Options Screen, go into the options from the Main Menu Screen and move to any of the boxes on this screen. Now press and hold Up+L button+R button until you hear an

explosion. Once this happens, the green question mark can be highlighted. Go into this option and you will see a Secret Configure Screen. Many options are now available including Instant Aggressor, Health Recovery and Low Damage!

Christopher Matchem
St. John's, NF, Canada



Hold Up, L and R to make the green question mark available.



Do the trick and you'll be able to pick your player and stage!



You will now have access to many new secret options!

The upside:
WENCHES.

The downside:
THE PLANK.



FOR PLAYSTATION MANY COOL CODES

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team or a cool code. Check out these tricks:

FOOTBALL CHEATS

ELECTRICH: Electric Football
SEE FMV: Enables the FMV Menu
WHOLE POLL: See 112 teams in the poll
GB SPEED: Fast Players
COOLSITE: Show all stadiums
EASPORTS: EA Sports Team
TIBURON: Tiburon Team
SHORT QUART: 15-second quarters

HISTORIC TEAMS

JEXLAD - '73 Alabama
WHVCIR - '89 Alabama
ZDJOT - '92 Alabama
CEVHETS - '89 Colorado
VEWJO - '96 Florida
MYLQLOH - '93 Florida State
RCIXRE - '96 Florida State
ZOWS - '82 Georgia
EIWOQH - '83 Miami
WREHSTAEH - '86 Miami
WEVKIM - '87 Miami
WMIXJ - '89 Miami
WYGGKEP - '91 Miami
WEINVNOD - '92 Miami
ANOYSAJ - '94 Miami
BSEPMJAJ - '65 Michigan State
KCIZRE - '91 Michigan
IGSI - '83 Nebraska
EGAXRIM - '91 Nebraska



At the Password Screen, enter the cheats as shown.



Then begin your game to see the cheat in action!



Access the hidden bonus pinball level to get points.

Pandemonium!

FOR SATURN TONS OF CHEATS

By entering the following cheats, you will be able to finish with no problem! Just enter the codes below when at the Password Screen and then press "C" to confirm. You will know you entered the cheat correctly by a phrase that will appear at the bottom.

For Invincibility enter:

HARDBODY

For Immortal Enemies enter: **EVILDEAD**

For a Bonus Race at the end of each level enter:

CASHDASH

For a Bonus Pinball game at the end of each level enter:

TOMMYBOY

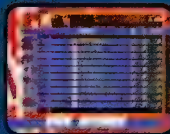
For 31 Lives enter: **VITAMINS**

For Extra Hearts enter: **CORONARY**

For Permanent Weapon enter: **OTTOFIRE**



From the menu shown, choose the User Records Option.



Enter one of the teams or cheat codes for an interesting game.

NCAA Football '98

NBA Hangtime

FOR PLAYSTATION MANY COOL CODES



Pick Enter Name (press C).
"Choose Option" Screen. On the Name Entry Screen, put one of the names and PIN numbers as shown below:
TURMEL 0322: Mark Turmel
DANR 0000: Dan Roan
DIVITA 0000: Sal Divita
ROOT 0000: Sal Root
SNO 0000: Sheridan Oursle
AMRICH 0000: Dan Amrich
PIPPEN 0000: Scottie Pippen (with hidden attributes)

Battle Monsters

FOR SATURN STAGE SELECT

Choose your character in the Mode and press and hold the A or C button until a Stage Select Menu appears. Choose your level and you'll begin in your stage of choice!



Excilibur 2555 A.D.

FOR PLAYSTATION FULL HEALTH AND WEAPONS

(*Note: This trick works on the preproduction version of the game and is subject to change.)

To get your health maxed out, press Start to pause the game and enter this code: Triangle, Triangle, Triangle, Square, Square, Square, Square, Square. Then press Start again. You will see "Cheat: Full Health" on the screen. To get your weapon maxed out, press Start to pause the game and enter this code: Triangle, Triangle, Square, Square, Circle, Circle, Square, Square. Then press Start again. You will see "Cheat: Sword Power" on the screen.



Pause and enter the code. You will see the result on screen!

Trickman's Reference Guide

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

Issue #94			Issue #95			Issue #96					
Bubble Bobble	PS	NBA Live 97	PS	A.G.H. Atari Collection	PS	Mega Man 8	SAT	Ball Blazer Champions	SAT	Soviet Strike	PS/SAT
Contra: Legacy of War	PS	Re-Loaded	PS	AMDK	SAT	P.S. Underground No. 1	PS	Command & Conquer	PS	Spider	PS
The Crow: City of Angels	PS	Soviet Strike	PS	Doom 64	N64	Scud: Disp. Assassin	SAT	Fade to Black	PS	Star Fox 64	N64
D.K. Country 3	SNES	Space Jam	SAT	Brahma Force	PS	Soviet Strike	PS/SAT	Independence Day	PS	Tigershark	PS
Incredible Hulk	PS	S. Puzzle Fighter II	SAT	Independence Day	PS	Street Fighter Alpha 2	SAT	MechWarrior II	PS	Total 2	PS
Jet Moto	PS	True Pinball	SAT	Int. Superstar Soccer	N64	Test Drive: Off-Road	PS	Mega Man 8	PS/SAT	War Gods	N64
Mortal Kombat Trilogy	N64	Turok: Dino. Hunter	N64	Mario Kart 64	N64	TNN M.S. Hardcore	PS/SAT	Nanotek Warrior	PS	WCW vs. the World	PS
Mr. Bones	SAT			MechWarrior II	PS	Turok: Dino. Hunter	N64	Need for Speed 2	PS		
Issue #97			Issue #98			Issue #99					
Blast Corps	N64	Independence Day	SAT	Codename: Tenka	PS	Test Drive: Off-Road	PS	B.A. Toshiinden 3	PS	NHL 97	PS
Brahma Force	PS	Mega Man 8	PS/SAT	Daytona USA: C.C.E.	SAT	Thunder Truck Rally	PS	Broken Helix	PS	Peak Performance	PS
Bug Too!	SAT	Need for Speed 2	PS	Die Hard Trilogy	PS	TNN Hardcore 4X4	PS	Cool Boarders	PS	Pitball	PS
Buster Bros. Collection	PS	Norse by Norsewest	PS	Hexen	N64	Total 2	PS	Darklight Conflict	PS	Star Wars: SoT.E.	N64
Descent Maximum	PS	Peak Performance	PS	Machine Head	PS	Twisted Metal 2	PS	Dark Rift	N64	S.F. EX+Alpha	SAT
Die Hard Arcade	SAT	Triple Play '98	PS	Magix Carpet	SAT	War Gods	N64	Dynasty Warriors	PS	Three Dirty Dwarves	SAT
Die Hard Trilogy	SAT	Turok: Dino Hunter	N64	P.S. Underground No. 2	PS	Wild Arms	PS	Jet Moto	PS	Triple Play 98	PS
Disruptor	PS	War Gods	N64	Robotron X	PS			K-1: The Arena Fighters	PS	Turok: Dino. Hunter	N64
Doom	SAT	Wing Commander IV	PS	Star Wars: SoT.E.	N64			Namco Museum Vol. 4	PS	Xevious 3D/6+	PS
FIFA Soccer 64	N64			Ten Pin Alley	PS			NBA Hangtime	SNES		



The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end? Welcome to Shipwreckers, life on the high seas at its swash-buckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

Visit www.psychosis.com and enter the Shipwrecker's Treasure Quest Sweepstakes.

Shipwreckers!



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IN
:06 SECONDS,
THE COMPUTER
PILOT IN
ACE COMBAT 2
WILL SEND
YOUR JET
CRASHING
TO EARTH.

YOUR EGO
WILL FOLLOW
SHORTLY
THEREAFTER.



Uh-oh.

ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE

Trickman's Top 100 Tricks of All Time

(Take a trip down memory lane with this compilation of 100+ tricks from past issues that are Trickman Terry's personal favorites)

System Key:



Adventure Island 2

World Select

At the Title Screen, press Right, Left, Right, Left, A, B, A, B. You will see a menu with eight islands to choose.

Adventure Island 3

Stage Select

At the Title Screen press Down, Up, Left, Right, B, A, B, A, B. The Stage Select Screen will appear and you can choose from stages one through eight.

Aeroblasters

Stage Select

Go to the sound test by pressing Right and Select repeatedly. Then while in the sound test, press button 1 10 times for Phase 2, 11 times for phase 3, 12 times for phase 4, 13 times for phase 5, 14 times for phase 6. Once you have pressed the button for the desired phase, press Select to activate the stage select and then press Start.

Aero the Acrobat

Cheat Screen

From the Start/Options Screen, press C, A, Right, Left, C, A, Right, Left. Now go to the first level. When Aero appears, go to the game and press Up, C, Down, B, Left, A, Right, B. Now in Pause Mode, hold buttons A and C. A, B, holding these buttons until the Cheat Mode appears.

After Burner 2

Level Select

When the Start prompt appears on the Title Screen, press hold button C, then A, then B. While still holding them, press Start.

Aladdin

Level Skip

At the Title screen, choose the "Press Start" Option and go into the game. In the game, press Start to pause. Now press A, B, B, A, A, B, B, A. You will hear a sound. The screen will fade and you will go to the next level.

Alien Troop

Secret Menus

At the Title Screen, access Options and press Start. Move down to the "Enter Password" Option and choose it. On the Password Entry Screen, put in the letters GOLV, and the number of the level you want to access. Press Start. On the 14 and 35 is the ending cinema. After entering the password, move down and choose "Act." The screen will say, "Cheats Activated."

Alundra

Secret Menus

All of these menus must be set up before turning on the Genesis. Press Start to enter the Menu Screens. Change your Altered Egg: Press Down-Left while holding all three buttons. Play Select Menu: Hold button B. Round Select: Adjust the Play Select Menu and then hold button A. Sound Test: Press the pad Up-Right while holding buttons A and C.

Alundra

Invincibility

At the Option Mode, change Arrow Flash from Stock to Charge. Wait for the play demo (after the story demo), then press Start until the game begins. Now, each time you press C for three to five seconds, you will become invincible for 10 minutes.

Bad Dudes

64 Alien

When the Title Screen appears, take When the Title Screen appears, take Down, Left, Right, A, Down, Up, Down, Up. Then press Start on controller one.

Battletodes/Double dragon

Mega Warp

At the Title Screen select 40 lives, choose a one- or two-player game. When you reach the Character Selection Screen, press Up, Down, Down, Up, X, B, Y, A. Press Start. You will then see the Warp Screen!

Black hole assault

Invincibility

When the Title Screen appears and the Options Screen comes up, choose the "Name Entry" Option. The Keyboard Screen will appear. Put in your name as MUTKI. Exit this screen and go to Operation BHA. When asked to select your name, choose MUTKI. Start your game and you will be invincible!

Bleeding Lasers

Duress Boss Select, Invincibility

During the opening cinema, hold the Select button and quickly toggle the pad left and Right. You will get the Sound Test. Now press button one, two, then the Select button 21 times. Move the sound test to one of the effects between zero and 9. Press Run and you will begin on that level. Pick one of the numbers and hold Select while pressing Run to fight only Bosses. For invincibility, move the sound test to 6E and press Down on the pad. Start the game and you will be invincible.

Bloody Wolf

Level Select

At the Title Screen, press buttons 2, 1, 1, 2, 1, 2, 1 and then press Up for the first level, Up-Right for level two, Right for level three, Down-Right for level four, Down for level five, Down-Left for level 6, Left for level seven, and Up-Left to begin at the last level.

Castlevania 4

On the Work right before Dracula, there is a staircase leading into his domain. There is also a massive drop from the platform into the depths of the unknown. Fortunately, things are not what they seem. If you take a large jump (to the left) off the edge of the platform, you will find yourself on an invisible ledge that will lead down some stairs going to the left. Go as far as you can to the left and power-ups will fall in large quantities.

Chase Master

Level Skip

At the Title Screen (while the band is playing), press A, B, Right, A, C, A, Down, B, Right, A. After you do this, press A and hold buttons B, C, and press the Start button. While you are in the starting level, press Up while holding the A button. This will advance you to the next level. Repeat to skip more levels.

Clowdwork Knight

999 lives

At the Title Screen (while "Press Start Button" is showing), press Up, Right 9 times, Down six times, Left seven times, Z, X, Y, Y, Z. You'll know it worked if you hear the opening theme play from the beginning.

Color Commentary

Stage Select and Stage Skip

On the Title Screen, press Up, Left, Right, Up, Up. You can now start at any level. When you begin and the screen shows "Stage 1," move the pad Right to scroll through the different levels. To skip stages, do this code. After putting in the level select code, start the game on your desired level. When the action begins, press Start and the screen will say, "Stage Cleared." This will advance you to the next level.

Contra

30 Men Code

At the Title Screen, press Up, Down, Down, Left, Right, Left, Right, B, A, Start. You will begin the game with 30 men!

Darius Twin

Make sure controller two is plugged in. On the screen where you select one, two players or option, just hold the top L and R buttons on the second controller and press Select and Start on the first controller. Before you do this, you may choose to grant one or two players with 49 lives each!

Devilish

99 balls

Go to the Title Screen and hold buttons A+C+Left on the controller. With these held, press Start. You'll get an arsenal of 99 balls!

Unlimited Balls

On the Title Screen, press Run until you get to the Password Option. Enter the code: AAAAHHAAA. You will never run out of pinballs!

Debug Menu

Go into a level and make Ecco do a U-turn. When his face is facing the screen dead-on, press Start and then just key in this code: Right, B, C, B, C, Down, C. You will then be taken to a Debug Menu screen that will let you choose your level, life, etc.

Earthworm Jim

Debug Menu

Go into the game and press Start to pause. Take the controller and press Left+A, B, B, A, Right+A, B, A. If done correctly, you will hear "Cheater!" This brings you to the Debug Menu. From here you can choose your level, invincibility and much more.

Earthworm Jim 2

Level Skip, Full Life

Pause the game and the screen will darken. For a level skip, enter Select, B, X, A, X, B, Select. For Full Life, enter X, Select, X, B, X, Select, X, A.

Ultimate Fighter

First, make sure you have an open space to create a new fighter. At the Title Screen, choose the Career Mode Option and select the "New Fighter" Option. When the screen appears, select the name for your fighter and press Start. If you need to delete a boxer already made in the game's memory, you may do so at this point. A green boxer will appear in the picture box on the left side. Once you choose to use him, examine his stats. You will notice that he has full power, stamina, speed and defense capability.

Ultimate Party

Press Start to pause. Then press and hold buttons A and C. While holding these press Left and the screen will freeze for a second. The trick must be done at the beginning of each level.

Ultimate Thunder

Stage Select

When the Title Screen appears, press 1, 2, 1, Select, 1, 2, 1, 2, Select, Run. You will be in the configuration screen. "Stage" will be highlighted in red on this screen. Press Left or Right to change the level numbers.

Unlode Debugging

While playing the game, pause it and hold the A button while holding it. Enter Left, C, Down, Left, Right, A, Down, Right, Left. If done correctly, the game will unpaue itself. From this point, you can do a ton of options. Press and hold the X button. While holding it, move Gex around with the control pad. You will be able to fly around all parts of the level. Using the second controller, press C for power-ups and press the top R button multiple times to switch between Debugging Modes. B and C will activate different functions within these modes.

Gex

Stage Select and Open All Levels

Begin your game and at the Dome, press Select to bring down the Item Menu. Now press and hold the top R1 button. While holding it, press X, Square, X, Right, Up, Left, Circle, Circle, Down, Down. A Stage Select Menu will appear where you can choose levels as well as Bosses! The next trick is just as good. Press and hold R1. At the Dome or on a stage, press Circle, A, Circle, Right, Up, Square, Left, Left, Up, Start. An

explosion will take place, and you will then have open access to all of the levels!

Golden Axe

Level Select

On the Character Select Screen, hold Down-Left and press B and Start on controller one. After it is activated, you will see a number in the upper left-hand corner of the screen. Use the pad to choose the desired level of play.

Ghostly Ghosts

Invincibility

At the Title Screen, wait for the words "Ghouls 'N Ghosts" to float down the screen. Press Up+A, Down+A, Left+A and Right+A. You should hear a short musical tone. After you hear it, hold button B and press Start. Next, let go of B and hold Down+C. Then press Start.

Gradius 3

30 Extra Ships, Full Power-Up

At the Title Screen, just hold Left and press the A button three times. When you see the "Power Up" icon, you will want to ships. To get your ship fully powered, press Up, Down, Down, L button, R button, L button, R button, B, A, Start.

Guardian heroes

99 Continues in Normal and Hard Mode

Normally, this game will give you three continues to finish Story Mode. This might be a little difficult to do in any mode other than Easy. If you want to play the game on Normal or Hard Mode, with a plethora of continues, just follow this trick to get 99 continues in those modes. Is this a glitch or just a great cheat? Well, whatever it is, you can bet on receiving a "more than fair" amount of continues in Normal or Hard Mode. Just follow the instructions as shown here: Before you begin the game, access the Option Menu from the Title Screen (where it says Story Mode, Versus Mode and Option Mode) and change the DIP Switch level to Easy. Then press Start to exit. Select the player that you want to fight with, and start the game. When the game starts, or during any point in the game, reset the game by pressing A, B, C and the Start buttons simultaneously. Now, at the Title Screen, select Options again and change the DIP Switch option. Change the DIP Switch to the Normal or Hard Mode. Exit the Options and back at the Title Screen, select Load Game at the lower part of the screen, where it should read how many continues you have left (99) from the Easy level. You have essentially fooled the computer into thinking that it is still playing the Easy Mode. Now when you begin your game, you will be playing the Normal or Hard Mode with 99 continues!

Gunship

Invincibility

Get your mission orders and begin the game. At the Loading screen (where you see the graphic of the helicopter), take the first control pad and hold the top L, L2, L1, R2, R1 and R2 buttons simultaneously for the entire time that the screen is up. As soon as the mission screen appears, you will see in the upper left-hand corner, the word, "Cheats." This is how you will know that the trick worked. Now you can fly through the level without the worry of being shot down. Be careful of the mountains, though.

Hyperbolic

Level Select and Unlimited Lives

At the Title Screen, enter one of the commands shown below on controller two and while holding the buttons on this controller, press Start on controller one and the game will begin on the level you designated. With this code, you will also have unlimited men.

Level 2: Up-Right+A, Level 3: Right+A, Level 4: Down-Right+A, Level 5: Down+A, Level 6: Down-Left+A, Level 7: Left+A.

Jackie Chan's Action Kung Fu

Stage Select

At the Title Screen, press Left, Right and buttons one and two repeatedly until you hear a tone. Once you hear it, press and hold the Select button and then press the Run button. The Stage Select Screen will appear. Press Up or Down on the control pad to choose your stage.

Legendary Axe

Secret Continues

After losing your last man, hold the One and Select buttons. While holding these, press rapidly to the left. Each time you press, another continue will be added.

Legendary Axe 2

99 Continues

When your last man dies, hold button two and the Run button, then press Left repeatedly on the control pad.

Lightning force

99 Ships

Wait for the intro to pass and when the Title Screen says, "Press Start," press button A and Start simultaneously to pull up the Configuration Mode. Highlight the number of ships and set the number to 0. Start your game and you will have 99! Magic Sword

Secret Options Screen

Make sure you have a second controller plugged in. Go to the Option Screen with controller one and highlight "Exit" but do not press any button. On the second controller, press and hold the L button+R button+Start. With these held, press Start on the first controller. You'll be taken to a new Option Screen where you can select your vitality and armor.

Mega Turrican

Invisibility

In any level, press Start to pause. Now press A, A, B, B, A, A. When you press Start to un-pause the game, you will be invisible.

Blade Resistance

Stage Select

At the Title Screen, hold button C and press Start. When you begin playing, press Start to pause. While paused, press button A to advance a level. Repeat to advance to the next level.

Imperial Kombat

All Blood and Fatalities

When you see the screen appear that talks about "Codes of Honor," do this code: A, B, A, C, A, B, B. After you do this, the words on the screen will read "red tint" and you will hear Scorpion's voice say, "Get over here!" This will confirm the trick worked.

Mortal Kombat

The DULLARD Code

Press Start at the Title Screen. On the screen where you can choose Game Start or Options, do this code: Down, Up, Left, Left, A, Right, Down. A third option will appear on the screen that says " Cheat Enabled." Highlight this new option and press Start. You will see a new menu that will allow you to have many new options.

Mortal Kombat II

Test Mode Codes

At the Title Screen, go to the Options Screen. In the options, highlight the word, "Done!" Take pad one and enter Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. This will get you a new option in the Options Screen called Test Modes. Check out all of the menus within the three test modes available.

MOUSE

Round Select

Just press Reset so times, then hold Down-Left and go to the Option Mode. You will get a Round Select Mode.

Need for Speed

Hidden track, Rally Mode, New Car

When choosing your Race Type, access the Tournament Mode, highlight the Password Option and enter in: TSBVNS. This will give you the hidden track, Lost Vegas. Now go back and choose any race type. With your track of choice highlighted, press and hold L1 and R1. The track will turn into a Rally Track (except for Rusty Springs). Now when you highlight your car, press and hold L1 and R1. The car will turn into the Warrior, which is the fastest vehicle you can get!

New Adventure Island

Level Select

At the Title Screen, press these buttons: Left, Left, 1, Right, Right, 2, Up, Down, Up, Down. You will see a number in the lower left-hand corner of the screen. Press Up to choose the level number.

On The Ball

Level Select

From the Title Screen, enter the Password Option and at the Password Screen, enter this code: QWNPQ. Once you do this, the Title Screen will appear again with the round number in the middle of the screen. Press Up or Down to change the round.

Prince Of Dragoon

Invisibility

Press Start on the Title Screen that says, "Press Start Button." Next, when Normal Game and Options appear, press L button, L button, R button, R button, Up, Down, Left, Right. You will hear a dragon sound. "Invincible Mode" will appear in the middle of the screen.

Phalanx

Cheat Mode

At the Title Screen, press Start. Go to the System Configuration option and while holding the top R button on controller one, press Start. On the Configuration Screen, press the top L and R buttons simultaneously on controller two and you will see you current Stock and Credits. Now on controller two, press and hold these buttons in this order: A, B, X, and Y. A stage select option will appear. Highlight the Stock Option with controller one and then press Select and then Start on controller two. You can now increase your Stock to 30, Credits to 99 and your stage select to 8, which is the last level.

Rocky and Rocky

Stage and Rock

On the Player Selection Screen, press and hold the X and Y buttons. With these held, press A, A, A, A, B, B, B, A, B, A, B, A, B, A, B. You will hear a sound that indicates the trick worked. Choose your player and press Start. The Stage Select Screen will now appear.

R-Type

Invisibility

Before turning on the power, press and hold the control pad in the lower right-hand corner on controller one, while simultaneously holding diagonally Up-Left and pushing button one on controller two. Turn on the power and keep holding the controls in the above position until the R-Type Logo appears on the screen.

Golden Project

Free Play

Go to the Main Menu at the Title Screen and choose Adjust Settings. On the Settings Menu, go down to Miscellaneous and choose it. On the Miscellaneous Menu, move to Credit Limit and press the Square, Circle, Triangle and X button all at the same time and then let go. The Credit number will change to Free Play.

Rampage

Level Select

Go to the Monster Select Screen and press Pause. Unpause and pick your monster. When the headline comes up, hold Option one and move the pad to select a stage.

Rastan

Unlimited Continues

Wait for the words "Saga Master System" to appear on the screen. Then hold buttons One and Two while pressing the directional pad diagonally Down-Left. The word "Rastan" should appear in blue, letting you know the trick worked.

Secret Debug Screen

After you begin a new game, go to the Map Selection Screen and move the controller Up (from the green squares to the red ones). Once you do this, you'll get to enter a four-letter password. Enter the name WOLF as your password and you will then see all of the squares light up green. Now you can select any level in the game! But, that's not all. Begin any game in any level and hold the top L and R buttons at the same time. While holding them, press Start to get the Debug Screen.

Dragon's Lair

Round Select

On the Title Screen, hold Down and press Start. The level select will appear. Press Up to choose the round in which you want to start.

Esprit

To get unlimited continues, go to the Title Screen and press B, B, B, C, A, A, A, B, B, C, C, C. The words "Free Play" will be at the bottom of the screen. For a stage select, press C, A, C, B, C, A, B, A, B, C, A, C at the Title Screen and the words "Zone Select" will appear.

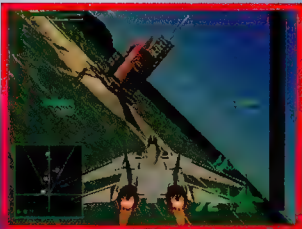
Shinobi III

Invisibility

At the Title Screen, move the cursor to Options and



SUPERIOR ENEMY INTELLIGENCE



The most realistic dogfights ever created for the PlayStation™ game console.

Total 3-D polygon environment - fly freely and unload your arsenal with reckless abandon.

Advanced artificial intelligence - cunning and calculating enemy pilots.

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press Start. In the Options, move to the Music option and play these songs with button B in this order: HE RUNS, JAPONEQUE, SHINOBI WALK, SAKURA and GETUFI. Exit the Options and start your game. You now have invincibility.

Stage Select
Start With \$999,999 in Your Account
First, start off your city by using up all the money in your account. In doing this, you can only build firehouses and police departments. To spend the remaining small amount of your money, build a few railroad tracks. If a few dollars still remain, remove some railroad tracks. Your account must be exactly \$0. Next, wait until the end of December when you get your Tax Info Screen. Don't do anything here. Press and hold the L or R button, then exit and go to the Game Screen. With the L or R button still pressed, re-enter the Tax Info Screen. Adjust your transportation, police and fire department funding. Set your account to zero. Now exit the Info Screen and then go of the top L or R button. Wait a few seconds and you will have \$999,999 in your account.

Soldier Stage

On the Title Screen, hold Up and then press Select. Let go and hold Down and press Select. Let go and hold Left and press Select. Let go and hold Right and press Select. Now press the Select button more time and you will see a stage select option appear in the lower middle of the screen.

Sonic the Hedgehog

Stage Select

Go to the Title Screen and press Up, Down, Left, Right. You will hear a ring. Now hold button A and press Start.

Sonic the Hedgehog

Stage Select, Super Sonic and Debug
At the Title Screen, scroll down to the Options. Press Start. When the Options screen appears, hit the Sonic and Test box. Now change the number on the sound test and play them with the B button in this order: 19, 65, 9, 17. When you play song 17, you will hear a distinct ring sound at the beginning of the song. A "Start" button will exit back to the Title Screen. When the Title Screen appears, hold the A button and press Start and you will see a Level Select Screen. You can do another trick within this screen. Highlight the new song and test within this screen and play these songs in this order with button B: 4, 1, 2, 6. Choose any stage in the Level Select Screen and when you are in that level, collect 50 rings and jump in the air to become Super Sonic. Press Start, and then A to exit the level. For a debug, highlight the sound test in the level select screen and play them with button B: 1, 9, 9, 2, 1, 2, 4. Now choose a stage and hold button A and press Start to enter the level. Press B to change into an object, A to change and C to duplicate.

Sonic the Hedgehog

Stage Select, Sound Test and Debug
When the Title Screen appears, press Up, Down, Left, Right, B. The Stage Select Screen will appear. choose the level you want. You can only play the selected stage through, and then you will be taken back to the Title Screen. Go to a sound test, go to the Title Screen and enter the code Down, Down, Left, Right, A. This will open up the Sound Test Mode. Change the sound settings to FM NO. 40, PCM NO. 12, DA NO. 11. Then press Start. A picture of Tails will appear. Hit the Sonic and Test box again. When you choose the Time Attack Mode, pressing B enables Sonic to walk through objects. Jump with buttons A or C. In a new game, press B to enter the Debug Mode. In the Debug Mode, press B to change Sonic into a different object. Pressing C places objects on the screen. You can do this in any level.

Street Fighter II

Character vs. Character

As the Capcom logo fades in, press these buttons in this order: Down, R button, Up, L button, Y, B. Make sure you do this before the logo fades out. You will hear musical tones that confirm the trick has worked. Now when you press Start, the Title Screen will turn blue instead of the normal black. When you choose Vs. Mode, you will be able to choose the same character.

Character vs. Character

Secret Option Screen

At the Title Screen, press Start on controller 2. You will be in a screen that allows you to change a number of settings in the game. Move the cursor with controller 2. Press and hold buttons A and B simultaneously. With these held, press Start. A different Option Screen will appear that lets you set your lives, round number, difficulty, etc.

Super Buster Bros.

Level Select

At the Title Screen, press Start. At the "Select Game" Screen, press L button, R button, R button, L button, Up, Down. A number will appear in the middle of the screen. Use the pad to change the number to the level of your choice.

Super Double Dragon

Unlimited Continues

Press Start on controller 1 to access the Mode Select screen. Press the Select button to choose two players in Mode A. In the two-player game, play until there is one credit left for each player. If one of the players has more credits than the other, let that player get down to a credit. When asked to continue, press Start simultaneously on both controllers. Once you do this, the game will continue as normal, but when you lose your lives and are asked to continue again, you will notice that your continues have jumped up to 99. Repeat the process if you get down on continues again.

Super ed.

Invincibility

At any point in the game, press Start to pause. Now press these buttons: A, B, Start, Up, R button, Up, Down, Left, Right. Resume play and you'll be invincible.

Super Ghosts 'n Ghosts

Stage Select and Sound Test

First, make sure you have controller 2 plugged in. Go to the Options Screen and move the cursor to the exit. Now instead of exiting, hold the L button and Start simultaneously on the second controller and press Start on the first controller. You will find you can enter a special screen in which you can select stages, areas, sound effects and music.

Super Mario All-Stars

Multiple 3-Up Loop

Go into the first Super Mario Bros. game and make your way to World 3-1. Near the end of the stage, look for a pyramid with two turtles walking down the blocks. Put Mario next to the bottom block of the pyramid. Once the second turtle is moving down the block, jump up to button B on the turtle multiple times. This will cause a chain reaction of 3-Ups and you can get 127 lives this way!

Super Mario 64

Fire Yoshi

The final event you can get in Mario is obtaining Yoshi. The first requirement you have to achieve is to collect all 120 stars in the game. Once this has been achieved, proceed to the outside of the castle. This gate near the pond will now be open and a cannon will be in there. Fire yourself onto the roof of the castle and there, wandering aimlessly, will be Yoshi. Talk to him to receive 100 lives and a new triple jump.

Super Mario All-Stars

Whistle Warps

Start the game, Super Mario Bros. 3 and get to World 1-3. Find the large, white block near the end of the level. Get on it and duck until you fall into the back-

ground. Now, run to the right and collect the Warp Whistle. After you get out, press Start to save and quit. Go back to this stage and repeat the trick for all three Warp Whistles!

Super R-Type

Level Select

On the Title Screen (with the Level, Easy and Stereo options), hold the top R button and press Up on the pad nine times. You will hear a tone. Press Start to go into the game. Now press Start again to pause the game and hold the R button-A at the same time. While holding these, press Select. A number will appear in the lower-left corner of the screen. Press Up or Down to change your level number and press Start to begin there.

Super Smash TV

Circuit Select

On the Options Screen, press Right, Right, Up, Down, R button, L button. The Circuit Warp Screen will appear, allowing you to jump to different circuits within the game.

Super Star Soldier

Secret Options Screen

First, make sure the system is off. Hold Run and Select, then turn the machine off. When you see "Normal Game" appear on the Title Screen, quickly press Left, 2, Up, 2, Right, 2, Down, 2, Left, 1, Up, 1, Right, 1, Down, 1. Then press buttons 1 and 2 simultaneously eight times. Then press Select and button 1 together eight times. If this has to be done while the music is still playing, the Title Screen will then scroll down to reveal a new Secret Menu Screen where you can choose from a sound test, difficulty, screen size and level select screen.

Super Star Wars

Secret Debug Trick

At the Title Screen, quickly press A, A, A, X, B, B, B, Y, X, X, X, X, X, Y, Y, Y, Y, B. When you hear the Jawa yell, you will know it has worked. Press Start on controller 1 and you will see that you have a choice to control Luke Skywalker, Chewbacca, or Han Solo. On controller 2, press and hold the top L and R buttons while you are in a level. This will bring up the Debug Menu. On this screen, you can manipulate just about anything in the game, such as area, lives, health, etc. When you have made your changes, press Start on controller 1. You will go into the stage you chose with your settings. If you want to go to the next stage, press Start on controller 2 and the screen will say "Stage Clear" and you can go on to the next level. For invincibility within a side-scrolling level, start on controller 2 and press and hold the A, B, Y, X and Select buttons. Let go of these and you will see X and Y coordinates by your character. Your hero is now invincible and can walk through walls!

Level Select

Go into the game and press Start. Now press Right, Left, Down, Right, A. Then press Start again. You will hear music and the screen will then fade into a starting screen.

Tenno no Mutant Ninja Turtles 2

9 Turtles and Stage Select

Go to the Title Screen and press A, B, A, Up, Down, B, A, Left, Right, B, A. This will give you more turtles and your choice of starting level.

TMNT: The Hyperstone Murders

Stage and Area Select

First, wait for the Konami Logo. As soon as it starts forming on the screen, put in the code: A, B, A, B, C, B. Do it quickly enough before the logo disappears. Press Start and the Title Screen will appear. At the Title Screen, quickly press A, B, B, C, C, C, B, A. After you do this, press the Title Screen while highlighting the one- or two-player option. A Stage and Area Select Screen will appear.

Tetris (Japanese Version)

Level Select

During play, press Start to pause the game. Then press Up, Down, Up, Down, Left, Right, B, A and then press the A button to choose any level of play up to 17!

Level Select Mode

To enter this sub-screen, hold the A, B and C buttons simultaneously while turning on the Genesis. Keep the buttons held at press Start when the Title Screen appears.

Thunder Force 3

Power-Up Weapons

During play, press the Start button to pause and then press Up on the pad 10 times. Next, press B, then Down twice, then B until the weapon meter is full. Press the A button for the Claw. Press Start once again to unpause the game and you will be able to select from any weapons available.

Tiger Road

Debug Mode

Hold Up and button 1 on controller 2 and you will go into a cool Debug Mode.

Turrican

Invincibility

On the Title Screen, select the Options Screen and press the Run button. Move the arrow to the exit. Now press button 1 and the button 2 in sequence five times each. Then press Run again and you will see a cheat screen that gives you the option to cheat. Choose this option and you will be invincible for the entire game.

Valis II

Stage Select

At the Title Screen, hold Up+A+B+C and then press and hold Start. When a black screen appears, let go and "Select Map 000" will appear.

Warhawk

Thor and Kall Mode

Go to the Main Menu and enter the code: A, B, Down, A, B, B, A. If done correctly, a hidden screen called, Refus Q. Orbot's Private Option Screen should appear. From here, you will access a cheat screen that will give you health, lives, starting level and a starting point option.

Warhawk

Thor and Kall Mode

Go to the Main Menu Screen. Move down and highlight the words, "Special Access." Enter the Code Screen and put in Square, Circle, Square, Square, Triangle, X, Triangle, Triangle for Thor Mode (9999 Flash Bombs). For Kall Mode, press X, Circle, Circle, Square, X, Triangle, Circle, Triangle (8 Ultra Lock-Ons and 2a Super Swimmers).

Warhawk

Secret Debug Menu

Load up the game, and when you get to the TCS Victory's Option Screen (with New Game, Continue and Load Game options), hold the top L button and P (Play) button at the same time. The cursor will be moving between the options. When it lands on Continue, press button A. You will either get a Debug Menu, or the flight control room. If you press L and P again, you will either enter or exit the Debug Screen (depending if you got it the first time). Many options are on your disposal!

Wonder Boy in Monsterland

Level Select

Press button One twice, then button Two twice, and hold both during the screen showing the round and area numbers. Pick a level by moving your controller over to the Left Arrow. Hold the top L button and P (Play) button at the same time. The cursor will be moving between the options. When it lands on Continue, press button A. You will either get a Debug Menu, or the flight control room. If you press L and P again, you will either enter or exit the Debug Screen (depending if you got it the first time). Many options are on your disposal!

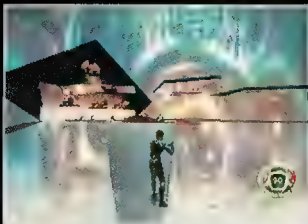
Wonder Boy in Monsterland

Level Select

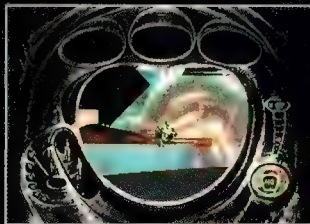
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DON'T SHOOT

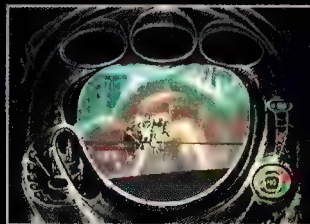
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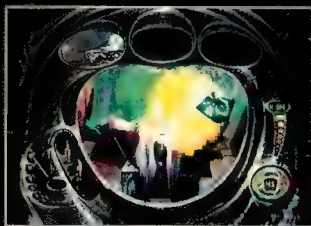
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ELECTRONIC GAMING and EGM² MONTHLY

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Hey Gamers!

This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have *EGM* and *EGM²* special issues like the *1998 Video Game Buyer's Guide*, *Guide to Sports Video Games* and *Video Games for the Nintendo 64*. Although these mags are created by your favorite *EGM* and *EGM²* editors, they contain lots of information not found in the pages of *EGM* and *EGM²*. Let me tell you a little about each...

1998 Video Game Buyer's Guide

Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64

Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games

Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM's* guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. *EGM's* armchair jocks Craig Kujawa and Todd Mowatt are writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer

EGM Review Crew
Features Editor

1998 VIDEO GAME BUYER'S GUIDE

On Sale Nov. 11, 1997

VIDEO GAMES FOR THE NINTENDO 64

Volume 3

On Sale Nov. 25, 1997

SPORTS VIDEO GAMES

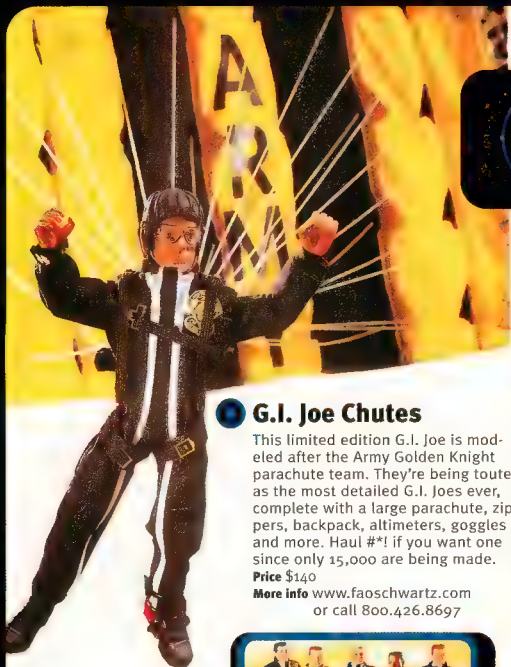
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MTV takes a walk on the wild side of music videos

It comes from the minds of some of the most talented and possibly deranged individuals working in animation and computer imaging today. MTV's *Amp TV* is an avant-garde mix of Computer SGI imaging, stop-frame animation and deep-house music.

The two- to eight-minute long clips serve only as mind-bending backdrops to the high-test rave music spotlighted throughout the show. While most of the clips are made just for *Amp TV*, *EGM* readers will recognize scenes from *Psygnosis'*

WipeOut XL appearing frequently on the show. Featured artists who contributed to the game's soundtrack include The Future Sounds of London, Chemical Brothers and Prodigy.

Are video games the new frontier for cutting-edge music or is it just a passing fad? Probably not the next big thing, but electronic music is making a big showing in many video games lately. Hey, we're not complaining anything's better than the usual worn-out, '80s metal mosh.

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Fridays: 9:00 p.m. and 2:00 a.m. (ET)
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WipeOut Princess



Scene from WipeOut V



Gotta dance...man

Nov. '97

This Month in
EGM History...

EGM reaches its 100th issue and celebrates by redesigning the magazine, adding more international coverage and expanding the Review Crew with three eager new reviewers (we've been planning this redesign for nearly six months). Despite the new look, the mag's goals remain the same: to deliver news, previews and no-holds-barred reviews before the competition, and to do it with the trademark attitude shared by all die-hard gamers.

We intend to hold true to this philosophy until issue 200 and beyond.



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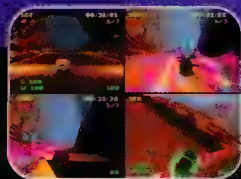
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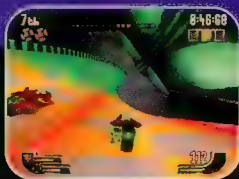
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Open

Tekken 3 will probably be the last new innovative fighting game to come out for our current game systems.

by Ed Semrad

Fighting games make up one of the most popular genres in the gaming industry. These purveyors of pugilistic fun have been around for decades and have survived the test of time and at least a half dozen different systems.

Can the fighting genre continue to get gamers' attention? Have all of the possible permutations of moves, characters and ideas been finally used up? How many Street Fighter combos or Mortal Kombat-alities will gamers want to execute before they say enough is enough?

We may be at that point now. At least for the current generation of game systems.

Tekken 2, to me, was the last truly innovative fighter. Since then we've seen a lot of imitations but nothing fans of the genre couldn't live without.

That's not to say that there aren't a good many fighting games out there. Street Fighter EX Plus and Toba 2 (Japanese) currently lead the pack and Tecmo's Dead or Alive (with its unique female "bosom jiggle algorithm") could be a popular "me-too" game. These games are the present.

But what about the future? All we have to do is look to the arcades and there we can see the next generation of fighting games including Tekken 3, Street Fighter III, Virtua Fighter 3 and Mortal Kombat 4. It doesn't

stop there either, as Tekken 4, SF Alpha 3 as well as a number of games from Konami and Taito are already under development.

So what's the problem? It doesn't appear that the game companies are abandoning the genre.

It is doubtful that we will be able to play Tekken 3 on any of the current systems. When Tekken 3 is released for the PlayStation, it will probably be the last new innovative fighting game to come out for the current crop of game systems.

Tekken 3 will take the PlayStation to its limits. Originally, even Namco didn't think it could be done and Namco didn't show it at the Tokyo Game Show.

Beyond that it doesn't look good. Capcom might get SFIII to fit on the Saturn but they say it is going to take a memory card to make it work and that package could be too expensive for the limited U.S. market. The same for VF3. Sega toyed with a memory upgrade, but it appears that instead of compromising the game they are going to save it as a launch title for their new 64-Bit game system.

As we look even further into the future of the fighting game genre as we know it, we run into more problems. The specs on the Konami, Taito, Sega Model 4 and the new Namco board are all in the millions of polygons per second range—way beyond what the current gaming systems can handle.

But that has always been the trend. In order to get players to flock to the arcades, the new games have to offer a more exciting experience that cannot be duplicated anywhere else. As the home systems start becoming more sophisticated, the arcade machines have to evolve to stay ahead. But the difference is becoming less and less for each generation of home machines. When the home machine can handle true 3-D gameplay, then we'll have equality.

Until then all we can do is bite the bullet and continue to shell out \$300 for a new gaming system every three or four years.

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This Month in EGM History...

Acclaim pulls ads from the magazine after the Review Crew gives less-than-stellar scores to the NES bomb Total Recall (none of the reviewers rated it higher than a 3). Editor in Chief Steve Harris counters by drafting EGM's reviews policy and broadcasting it to the industry. "If you can't live with a bad review," he tells the game companies, "then we won't review any of your games." Faced with such a loss of free publicity, most game companies stop whining about the occasional knocks their titles take from the Review Crew, and Harris' policy remains EGM gospel to this day. Both EGM and Acclaim continue to thrive.

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



NINTENDO⁶⁴



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EGM²

Feature Story



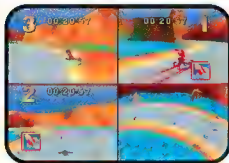
Resident Evil: The game's dark, industrial setting is a perfect backdrop for the horror.



Diddy Kong Racing: A fun and colorful racing game for the N64.

December 1997

ELECTRONIC GAMING MONTHLY



Nintendo surprised everyone by announcing Diddy Kong Racing, a very Mario Kart-like game with more variety.

Well, now that you've seen EGM's fancy new look, it's time to move on to something almost as exciting. That, of course, is the holidays. As always, we'll kick off this season's video game frenzy with our special holiday buyer's guide in next issue.

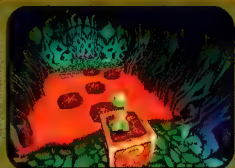
The Brits are coming! The Brits are coming! Actually, their games have already made an impact. Ever wonder about some of those great games from overseas? Well, find out all about them in our cheeky British Invasion feature.

Speaking of invasions, we'll probe Nintendo's ambiguous character, Toad. We'll ask hard-hitting questions such as: What is it? Where did it come from? Will it hurt us? We'll answer the questions that gamers are afraid to ask.

And finally, the games. EGM will preview the N64 surprise game, Diddy Kong Racing, in addition to an in-depth look at Bomberman 64! We'll also decide if Resident Evil: Director's Cut is a remake worth buying.

Croc:

Can you collect all the gems per level and free your friends? Check out the strategy to get you into both the PlayStation and the Saturn versions.



Feature Story



Have you just bought a console system? Are you looking for the best games to buy for yourself or someone else? EGM will give a rundown of the best games and buys for any game player.

RE: Director's Cut:

It is one of the most popular games on the PlayStation, and Capcom says they made it even better. Find out if this remake is worth buying.



ADVERTISER INDEX

ELECTRONIC GAMING MONTHLY

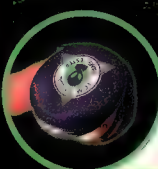
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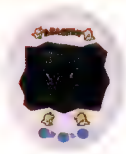
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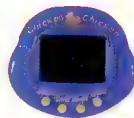
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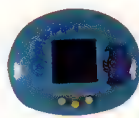
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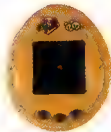


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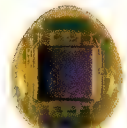


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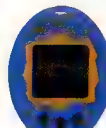
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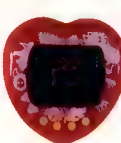
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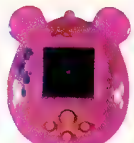
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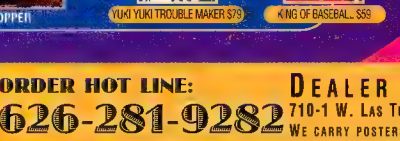
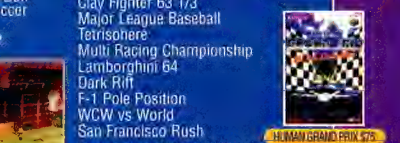
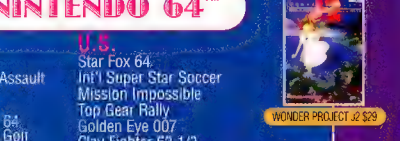
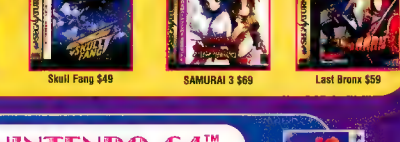
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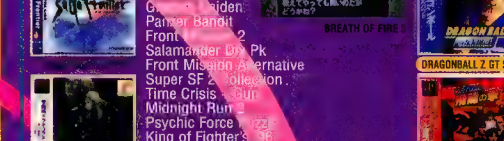
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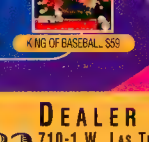
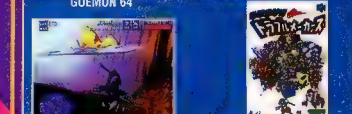
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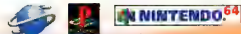
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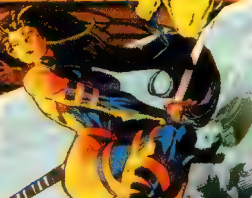
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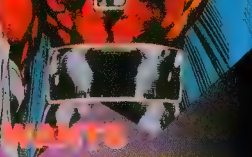
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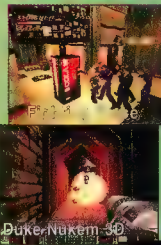
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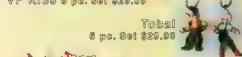
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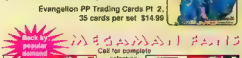
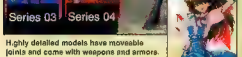
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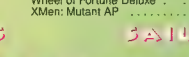
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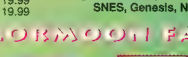
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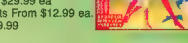
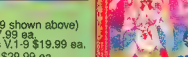
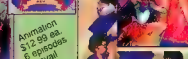


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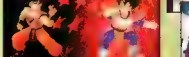
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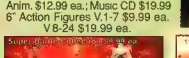


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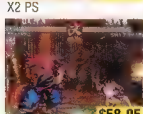



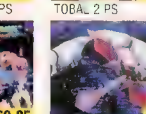
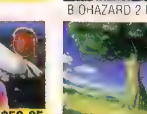





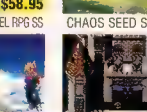
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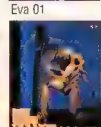
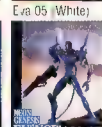
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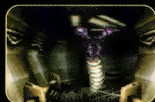


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