

Nintendo 64 • PlayStation • Dreamcast • Saturn • 16-Bit • Handhelds • Arcade

# ELECTRONIC GAMING MONTHLY

## TOMB RAIDER

# 3

8 Pages of  
All-New Screen  
Shots and Info!

August, 1998  
\$4.99/\$6.50 Canada

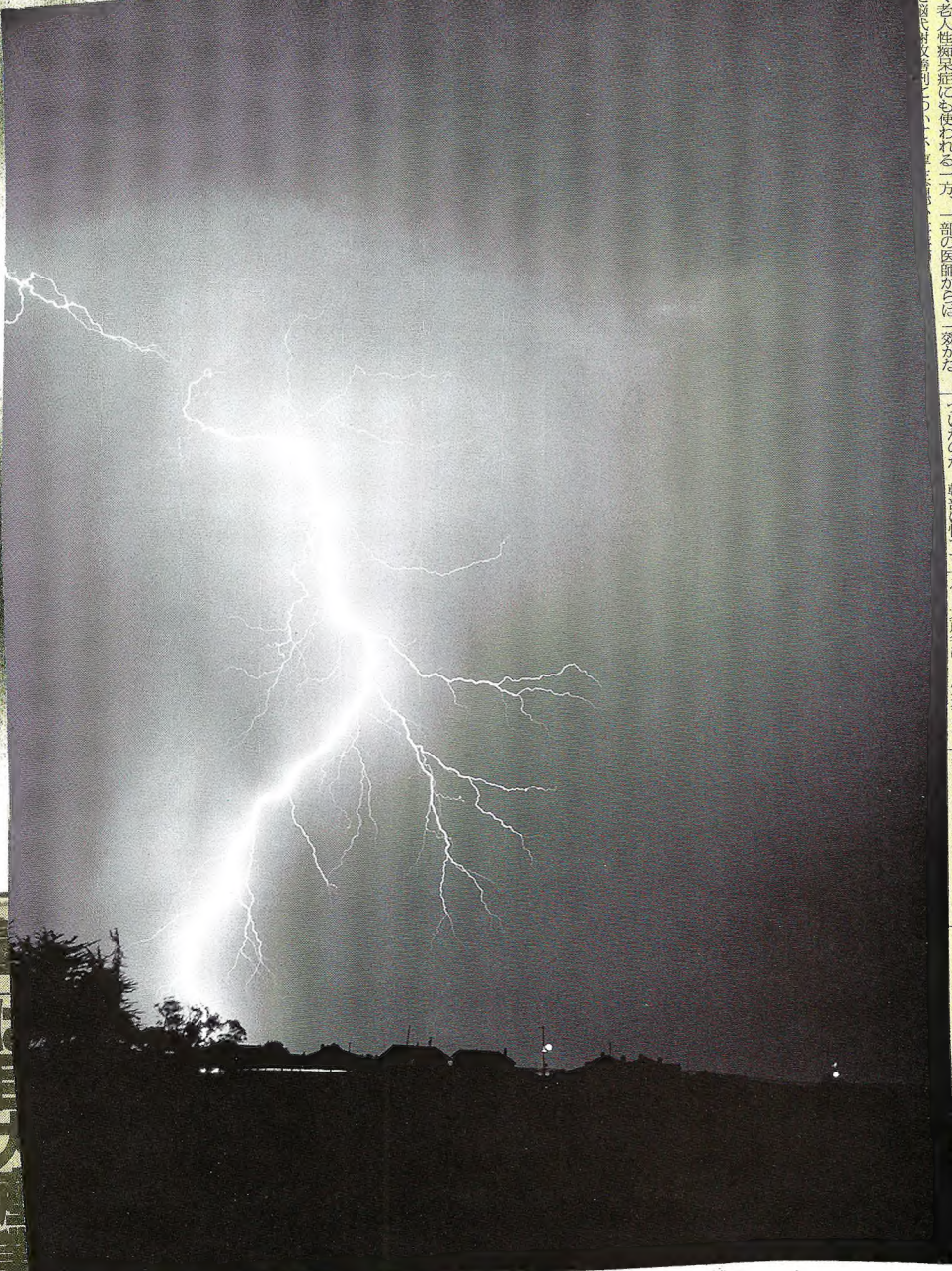


109



# 都内 激湍整収!

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*Lightning never strikes  
the same place twice.  
Unless, of course,  
you work on your aim.*

*Remember, practice makes perfect. Especially when it comes to assassinating evil-  
ass enemies and forging through 10 levels of merciless traps and pitfalls. Lucky for you, Ninjabound comes  
equipped with an arsenal of weapons, magic and moves capable of inflicting the most unimaginable of horrors. Because in this ancient Japanese quest, the task set before you is mere survival.*







**NINJA**  
*Shadow  
of darkness*™

*From the creators of Tomb Raider and Fighting Force.*

**CORE**

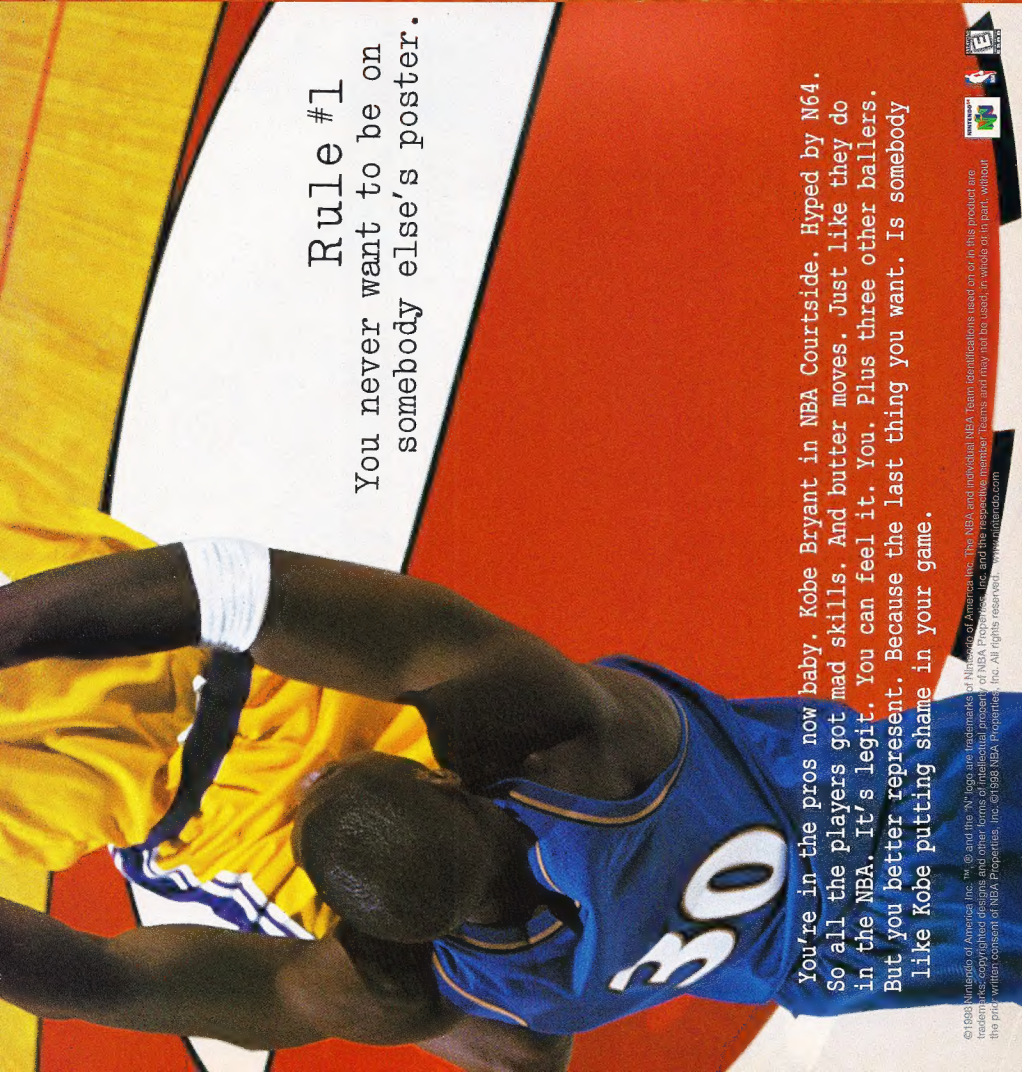
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## Rule #1

You never want to be on  
somebody else's poster.

You're in the pros now baby. Kobe Bryant in NBA Courtside. Hyped by M64. So all the players got mad skills. And butter moves. Just like they do in the NBA. It's legit. You can feel it. You. Plus three other ballers. But you better represent. Because the last thing you want. Is somebody like Kobe putting shame in your game.



Kobe Bryant in  
**NBA**  
COURTSIDE









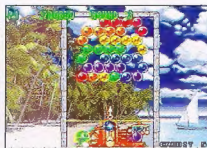
# BUBBLES ON YOUR BRAIN?



Beware. It can happen to you. And your loved ones. No one is safe from the thirst to burst. The lust to bust. A massive appetite to pop bouncing bubbles. A raging desire to survive hanging colored clusters of multicolor-destruction. An endless need to load up the bubble-cannons and annihilate the greedy globules before they annihilate you! Don't even think about the muscle-twitching paranoia of 2-player split-screen action... life is too precious. Because, once Bust-A-Move 2™ gets into your system, you're a bubble slave...forever!



2-player competitive mode!



Brain-busting challenges on every board!



Whose a better buster ♀ or ♂?



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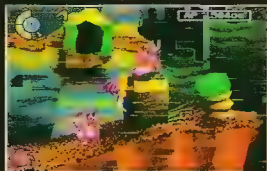
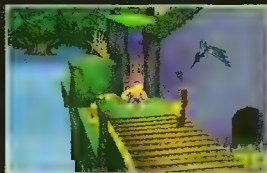
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ISN'T JUST  
FAST ANYMORE.



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Evil pigs. Hidden paths. Enchanting worlds. And man-eating plants. Can you believe what Tomba! has to go through to conquer the evil swine? Fortunately, he's got a bunch of weapons and tons of spunk. Tomba's here. And it's the first wild action game with role-playing adventure mixed in, too. (You'll love Tomba even more than a BLT on rye.)

**TOMBA!**

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



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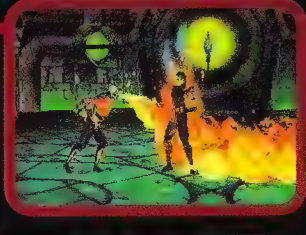
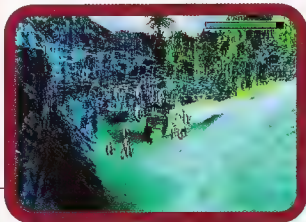
Skip to any level you want in Deathtrap Dungeon for the PC.

### 146 – Get Some!

See how Captain Kirk gets the Enterprise into his garage.

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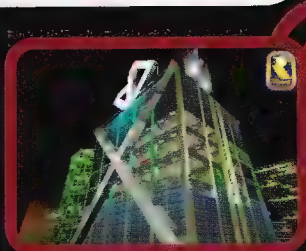


### N/A – Saturn Previews

The only thing for the Saturn featured at E3 was Panzer Saga, so we don't have any Saturn previews.

### N/A – Arcade Previews

Due to the information from E3, there are no Arcade Previews this month. Update next month.

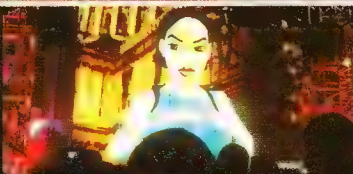
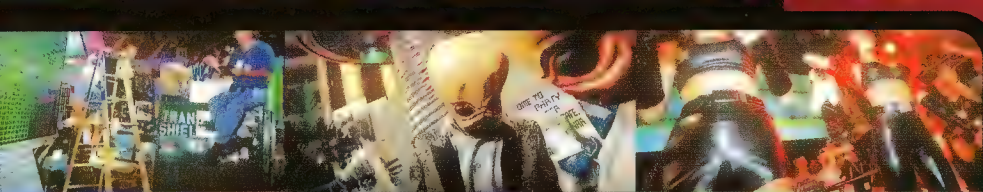


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The sequel to GoldenEye 007 was at E3 but only behind closed doors. Of course, EGM was there. See page 40 for the story.

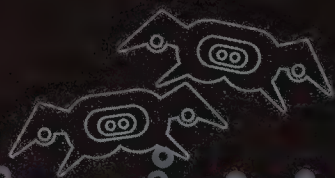












(SAFETY TIP)

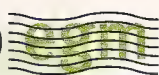
**NEVER TRIP ALONE**  
**ALWAYS USE 2 PLAYER MODE**











your strike, making your fist tighter and stronger. It helps keep your wrist straight as well. Try it.

So is it correct to assume Capcom knows more about fighting than just making video games about it? Well, at least more than Dan (just joking, I'm sure it's just you're way too busy with sorting these letters than researching them).

Brad Robinson  
balboa316@webtv.net

Oh yeah? Well how's this for research? We interviewed a few martial arts experts to see how a proper fist should be made. Is Chun-Li holding her fist incorrectly? It depends on who you ask.

According to Sensei Lee Shappa, head instructor of Lee's Martial Arts Training Club here in Lombard, you can break your thumb if you hold it the way Chun-Li's doing it in Capcom's ad. "Any instructor who teaches his/her students to hold their thumbs on the side of the fist is misinformed or unaware," says the fifth-degree black belt who's been teaching martial arts



Sensei Lee Shappa teaches Shoe all about fists and punching.

for more than 27 years.

But Professor Tom Saviano, President of the American Kempo Karate Association and sixth-degree black belt, would beg to differ. "It's definitely not a traditional fist, but a lot of fighters use it," says Saviano, who's been using the thumb-on-the-side fist style for 26 years. "I've punched through two inches of concrete brick with that fist. Improper? That's bulls\*\*\*."

The general consensus is, the fist should be made with the thumb underneath the fist (overlapping the first two or two and a half fingers). But a few martial arts methods do

cater to alternative fist styles (it also depends on personal preference, as is the case with Saviano).

Who ever said EGM isn't an educational publication?

## What Do Richard Nixon And The Virgin Mary Have In Common?

I read that Richard Nixon is the man who has been on the cover of *Time* magazine the most (64 times) and the Virgin Mary is the woman (10 times). I was wondering if you knew which man and woman (or character) have been on the cover of *Electronic Gaming Monthly* the most.

Brad Lederle  
RAYVAL@compuserve.com

Good question. Look for the answer elsewhere in this section (see if you can guess who EGM's number-one cover man and woman are).

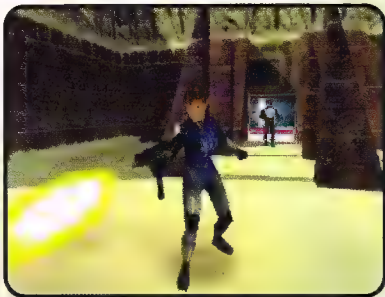
## GoldenEye 2?

I write asking a question that all Nintendo 64 owners around the world are dying to know: Will there be a sequel to the very much loved GoldenEye 007?

Brad Cagle  
blur1080@hotmail.com

Rare is working on a game called Perfect Dark at the moment. Perfect Dark is a futuristic first-person shooter that uses the GoldenEye 007 engine, but it has nothing to do with James Bond in any way, shape or form (See our preview in this issue). So technically, it's not a sequel, but rather a follow-up.

In case you're wondering why Rare isn't making another Bond game—MGM owns the rights to the James Bond license. That's why MGM Interactive is doing Tomorrow Never Dies for the PlayStation. As far as bringing the game to Nintendo—another MGM representative tells us that nothing is in development right now, but they can't rule out the possibility of an N64 Bond game.



It's finally here: the follow-up (but not the true sequel) to GoldenEye 007. Check out our preview of Rare's Perfect Dark this issue.

Don't hold your breath though—unconfirmed rumors report MGM Interactive's current lineup may be the last games the company is going to produce.

## Futés Ânes

I've noticed in your letters section, you have become quite the (pardon my French) smart asses. Many I'm sure must take great offense to your responses and some have probably gone as far as cancelling their subscriptions. I would just like to make a few points on the subject.

- 1.) Keep it up! A little humor and fun never hurt anyone.
- 2.) It's your magazine—you write it how you want. If they don't like it, they don't have to read it.

Keep up the good work, and keep making fun of the people who write in. If they don't like what you say about them, they shouldn't write to you in the first place.

Name and address withheld

Damn straight.

## Ego Maniacs

You guys at EGM are pathetic. How egotistical can you guys be? I agree with Storm Front Jimmy's message from the July issue. The guy merely explains that the bogus 007 code you printed angered him,

## Question of the Moment

### What big news do you hope will be announced at E3?

Sony Computer Entertainment America announces that by Christmas of this year, we're going to see a backward-compatible PlayStation 2 with 128-Bit technology and a 12-speed CD-ROM drive.  
Bsktbl2001@aol.com

All EGM subscribers will get to play Sushi-X in a death match of GoldenEye 007.  
MajorGeo@aol.com

Nintendo will have playable Donkey Kong 64 and Metroid 64, and both will be out by Xmas.  
BKE154B@prodigy.com

In Tomb Raider III, a rendered Pamela Anderson Lee gets teamed up with Lara Croft, and both have to find... "stuff."  
M2387@aol.com

Intellivision III.  
Bakuryu200@aol.com

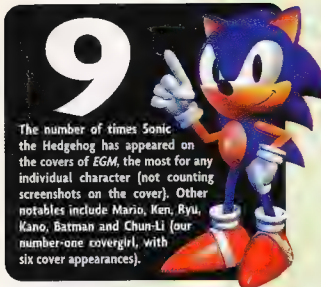
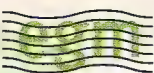
The 64DD will be in gamers' hands by the end of the year.  
NIN1500@aol.com

(editor: None of this stuff was announced at E3 this year. See this issue's News section for more.)

Next Month's Question of the Moment: What game franchises need to die before more sequels come out?

Send your short, but sweet, responses to: EGM\_Mail@zd.com with the subject heading: DIE





The number of times Sonic the Hedgehog has appeared on the covers of *EGM*, the most for any individual character (not counting screenshots on the cover). Other notables include Mario, Ken, Ryu, Kano, Batman and Chun-Li (our number-one cover!), with six cover appearances).

and he expressed his feelings in a polite manner, simply asking for an apology (the fake Bond code pissed me off too by the way). Yet you guys stoop to a lower level.

Instead of admitting that you might have offended people indirectly and apologizing, you react immaturely and impolitely, asking for a fight, and I quote "You don't want to start a war with *EGM*." WOW. Can your egos get any higher? Not only that, but you seek vengeance against GAGGEM, asking other people to resort to your level ("ask all our readers to stuff your e-mail servers full of flames"). Don't get others involved. This is YOUR problem. Deal with it. I think Jimmy and CyberSamurai deserve apologies.

biackbee@SoCA.com

You just don't get it do you? The bogus all-Bonds trick was an April Fools' joke. It was made in fun. We didn't make a mistake, therefore, we're not apologizing. We purposely tried to trick everybody, so we could let them in on it in the next few issues. It is not our problem. It is yours: you people who can't take a joke.

When you were younger, perhaps someone played an April Fools' joke on you. Did you ever get a, "Hey, your shoelaces are untied," and fall for it? Did you get upset and ask for an apology? If so, then who's the pathetic one?

And about resorting to "our level," GAGGEM stuffed poor Trickman Terry's inbox with more than 700 e-mails before we put a stop to it (this was before we printed their letters). We don't consider that "polite," as you put it. We're simply getting them back. Immature? Maybe. But who cares? This is a lighthearted industry. We're not angry at GAGGEM. We're just having a little fun back. You should try it sometime (having fun, that is). Chill out, sit back and laugh a little.

## Gamers Against Gamers Against *EGM*

I am writing in response to the letters written by GAGGEM. I understand how you guys might be angry or frustrated at the bogus GoldenEye code, but the starting of a rebellion (and the demanding of an apology) is ridiculous. First of all, why would *EGM* feel obligated to apologize to GAGGEM? The April Fools' joke has been a longstanding tradition throughout the history of *EGM*. The jokes are supposed

to trick you. They are not trying to make you look stupid—that's your job.

Stop trying to make *EGM* look bad because they were decent and fair enough to publish your letters. They could've just thrown your letters in the trash, but they decided to let your voices be heard. Heed my warning: if you continue to send in letters bashing *EGM*, I'll be forced to organize the "GAGGEM" (Gamers Against Gamers Against *Electronic Gaming Monthly*). I'm sure that there are more of us than there are of you. Resistance would surely be futile.

Johnny Ellsworth  
Fair Oaks, CA

What a bunch of whining fools. The "rebels" of GAGGEM are pathetic. All that fuss over one little joke. Someone should send them a hanky for all those tears.

freshyq@juno.com

I, Jedi Icon, am a loyal *EGM* reader and have read the BS letters from the whiny GAGGEM group. Because of this insult to your great mag, I have gathered the greatest hackers, hate-mailers and *EGM* fans to defend your great *EGM* dynasty.

Our group is known as GAGAEGM (a bit long I admit, but it works: Gamers Against the Gamers Against *Electronic Gaming Monthly*). I have 15 loyal *EGM* readers ready to destroy this petty group of infidels at your command. We have started hate mail, but we are ready to obliterate them if needed.

jedilcon@aol.com

Thank you everybody. It's flattering how many independent groups of GAGAEGM formed overnight in response to the measly threat that was GAGGEM. We appreciate all your support!

## Miscommunication

I deciphered your little morse code on page 14 in issue 107. "EGM Fuxes"? Why did you put that in there? Who does *EGM* fux? Answer me!!!

Justin Allen  
Clarksville, VA

Well, who or what we fux is none of your business...but that's NOT what the morse code says! (Unless we read our morse code chart incorrectly...)

## Letter Art

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

### WINNER

Reginald Uy  
Berwyn, IL

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



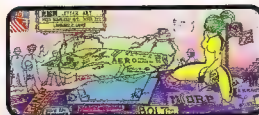
Henry Indyk  
Detroit, MI



Gerard Cruz  
Philippines



Guy All—Clearwater, FL



Ed Adlawan—Bergenfield, NJ

### The ASCII Control Pad

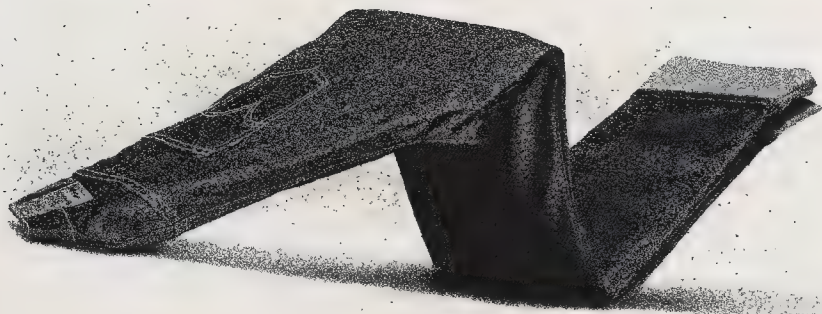


Put your creative skills to the test by decking out a Wild envelope (the long business type) with your own unique touch. Send your letter art to:

**EGM Letter Art**  
1920 Highland Ave., Suite 222  
Lombard, IL 60148

\*Or at least get your name in the magazine and win yourself a great prize. **FIRST PLACE ONLY.**

# STIFF WITH A VENGEANCE.



HARD JEANS







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MASS DESTRUCTION, ANYONE?

ACTUALLY, THIS IS DESTRUCTION

FOR THE SHOOTER CONNOISSEUR.

TAKE A FLIGHT THROUGH A SURREAL

METROPOLIS, DEEP CAVERNS AND

THE GOLD VACUUM OF OUTER

SPACE. BLOW STUFF UP. BLOW

IT'S YOUR TYPICAL SHOOTER. KIND OF.

EVERYTHING UP, AND THEN PILLAGE

THE REMAINS OF YOUR CHARBROILED

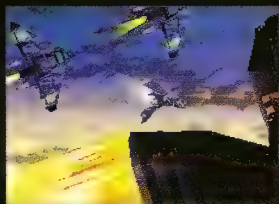
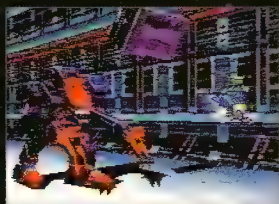
ENEMIES, BECAUSE YOU'RE GONNA

NEED THAT FIREPOWER (AND SOME

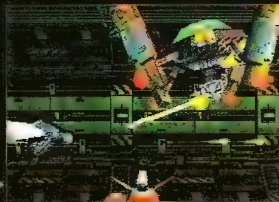
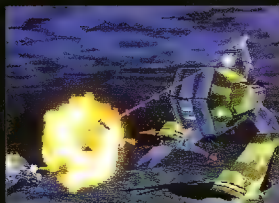
CEREBRAL AGILITY) TO KEEP ALL THOSE

MONSTROUS END BOSSES FROM

TURNING YOU INTO SPACE GARBAGE.



## EinHÄNDER



SQUARESOFT®

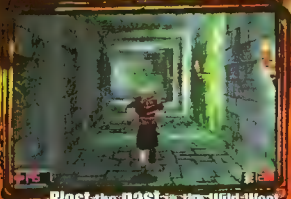




# LET THEM EAT



The Holy Hand Grenade! Flare Throwing!  
Jet Pack! And more!



Blast the DAST in the Wild West,  
The Dark Ages, and Imperial Rome!



It's Sudden Death on all levels in the  
single-player and two-player multiplayer modes!

Travel through time in an all-new Nuketrad (trad-ics!) exclusively for the PlayStation® game console.

In this revolutionary third-person shooter Duke annihilates ANCIENT ROME, conquers the DARK AGES, tames the WILD WEST and lights up L.A., proving once more that the only good alien is a dead one! With a colossal arsenal of high-tech, all-NEW weapons and more Nuketrad attitude and humor than ever before, **TIME TO KILL** gives you MORE of what you crave. More hard-core action! More exploration! More shooter mayhem! More of the King of Carnage!



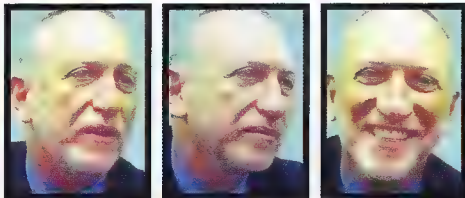


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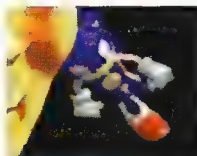
The hottest gaming news on the planet

## Casting A Dream

*Sega of America President Bernie Stolar Takes on the Role of Evangelist for Electronic Gaming's Future*



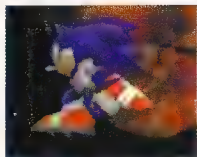
**"This is the first time the arcade and the consumer groups are working together on a platform," Stolar said. "You're going to see a Virtua Fighter title using a genre of fighting that you've never seen before."**



Dreamcast, the final worldwide name for Sega's new system, is more than a year away and yet Bernie Stolar, SoA's president and CEO, has already begun spreading the word. What he has to say is compelling, and if everything goes as planned, this new console is going to be Sega's ticket to the top.



Beginning the day of the Japanese unveiling, Stolar said "Dreamcast is Sega's bridge to worldwide market leadership for the 21st century. The Sega you see today is driven by two important goals: delivering the best new gaming experiences this industry has ever seen and winning back the number-one position in the console category. We'll do whatever it takes to get there."



Irimajiri's Dreamcast demo (above); Dreamcast's controller (below)

At E3, his words were very much the same, speaking to assure fans who have stayed with Sega through the Genesis days, and have seen the company at their best, to the 32X, which was hardly Sega's crowning achievement. "I don't believe after the Genesis we delivered the kind of quality software that was needed to make those systems happen. What we're doing with Dreamcast, first and foremost, is developing and bringing to market the next level of software." He says that this time, Sega's letting the software speak for itself, with previews given to consumers and a major pre-sell effort prior to the system's release in September 1999.

The launch will be backed by a \$100 million marketing budget, where Sega will also promote third-party titles in addition to their own.

While not specifying a price, he did tell us Dreamcast is "going to have a very aggressive price."

What about the first Dreamcast games released stateside? Stolar told us, "We will launch with a football and basketball title as part of our overall mix. We're also launching with Sonic...plus for the first time we're going to have the online component, launching with a multiplayer game where thousands of people can play simultaneously."

Online gaming has never been accepted by console gamers. For the first time, online gaming will come standard in Dreamcast. "I

year and there's also a Sonic [TV series that starts in September.] And Saturn? Stolar said there's still a possibility that more Sega titles will be on the way. "Those are discussions we're having now. It's a matter of economics, it's a matter of market positioning with the retailers so those are things we're still debating."

During our conversation, Stolar recognized the Saturn's Panzer Dragoon Saga as a key title for the company—and also put another issue to rest: his stance on RPGs. "I'm also a big believer in RPGs as well. No one ever believes that

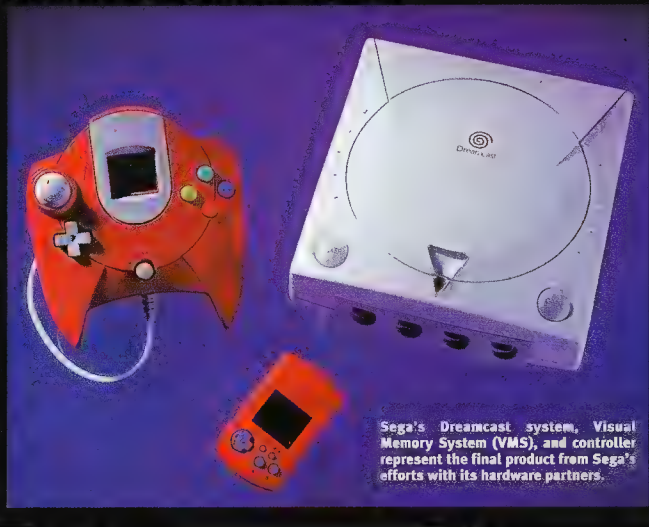
### Dreamcast is Sega's bridge to worldwide market leadership for the 21st century.

don't call it a peripheral, I call it part of the platform," he said.

For the next year, Sega's going to prepare for the future, stacking development resources in the United States, lining up licensees, showing the public and retailers what Dreamcast can do. "Outside to make sure we keep the brand going we've got Sega PC, we've got Segasoft, Sega GameWorks—we'll sell over a million units of Genesis hardware, we'll sell over 4 million pieces of Genesis software this

because I came out of the coin-op side of the business. But I'm an older, wiser person these days."

Stolar left us by saying "I believe those who know me know that this is a different company than it ever has been and we're smarter than we've been in the past. We believe we're marching to a plan that will make us the number-one company again, and I'm looking forward to that, and I think everybody in this organization is. They're working very hard to do that."



Sega's Dreamcast system, Visual Memory System (VMS), and controller represent the final product from Sega's efforts with its hardware partners.

## System Specs

**CPU:** Hitachi SH4 - RISC CPU, 128-Bit graphics engine (200MHz, 360 MIPS/1.4 GFLOPS)

**Graphics:** Power VR Second-Generation (over 3 million polygons per second)

**Sound:** Super-intelligent sound processor with 32-Bit RISC CPU (64-channel ADPCM)

**Memory:** 16MB (64-Megabit SD-RAM x 2)

**Modem:** V34 (33.6Kbps), V42 and MNPS full support

**Colors:** 16.7 million

**Size:** 190mm(W) x 195mm(H) x 78mm(D)

**CD Drive:** Max 12x

**OS:** Custom Microsoft Windows CE OS



## Eye On Dreamcast

Sega's next level machine goes on sale November 20, 1998 in Japan, and in the United States fall 1999, for somewhere between 20,000 and 30,000 yen (about \$150-225 at current exchange rates). Five titles will be available when the machine launches. Likely candidates are Daytona 2, Super GT, D2 and Virtua Fighter 3. The first titles will be announced in mid-September and shown at the Tokyo Game Show in October.

The specs at the left are certainly impressive—Sega says its 128-Bit SH-4 achieves performance four times Intel's Pentium II. With graphic effects like bump mapping, fog, alpha-blending, mip-filtering, trilinear filtering, anti-aliasing, environment mapping and specular effects, we should see near-perfect Model 3 conversions.

At first glance, Dreamcast looks like a hybrid of the PlayStation, the Saturn and the Nintendo 64. Four controller ports rest on the front of the machine, perfect for multiplayer action. Each controller has a look between Sega's 3D Analog Pad and an N64 controller. There are a total of seven buttons on the controller: Start, A, B, X, Y and two Shoulder buttons on the back side. On the back are two ports. Sega's handheld Visual Memory System (sold separately) can be plugged into the top slot to act as a memory card or a mini-LCD screen for hiding plays in sports games and moves in RPGs. You can take the VMS on the road for building up your character or fighter in RPGs or fighting games much like Sony's PDA and trade data with others or battle characters by linking up.

Online gaming will be included in the system with a modem that is upgradeable. According to Sega, it will be possible to use a cable modem with the system. A Dreamcast-specific Segasoftware Heat.net gaming network for the United States is already planned that will provide e-mail, chat and point-to-point online gaming.

Sega's lined up several European 1.5-parties—who will develop titles to be published by Sega. These 1.5-parties are Appaloosa Interactive (Ecco the Dolphin and Kolibri for the Genesis), Bizarre Creations (Formula 1 series for the PS, already working on a city-based racer code-named Metropolis), Argonaut Software (Star Fox for the SNES, Croc for the PS/SS), Red Lemon (Aeronauts for the PC/PS, Tartan Army for the PC) and No Cliche (formerly known as Adeline, now owned by Sega). Third parties which will have games ready at launch include Acclaim, GT Interactive, Midway, Interplay and Microprose. Dreamcast technology partners include Microsoft (for the OS), Hitachi (CPU), NEC/VideoLogic (PowerVR 2 graphics) and Yamaha (sound chip).

We'll have more on Dreamcast in upcoming issues of *EGM* as the Japanese launch draws near. Check [videogames.com](http://videogames.com) for complete and up-to-date Dreamcast news and announcements.

**The first American-developed Dreamcast game (top) of an unnamed space shooter, and a Japanese demo called the "Tower of Babel" (bottom).**

## Q&A With Shouchirou Irimajiri

Here's what Shouchirou Irimajiri, president of Sega Enterprises, says about DC:

**Q: Is the reason for the fall 1999 launch in the States because the PlayStation will be weaker then?**

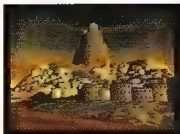
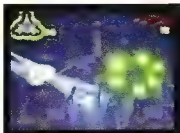
A: Sega is in a more difficult position in North America and Europe. It will be more difficult to penetrate those markets than Japan. Sega has to prepare its best efforts for the launch. It will take a certain quantity and quality. Sega is concentrating only on the Japanese market this year.

**Q: Will arcade games and home titles cross over?**

A: Our AM guys are already working on the DC-based Naomi arcade board.

**Q: Are you seeking new character franchises for Dreamcast?**

A: Sonic will be a major character for Dreamcast, but we are also developing new characters.







### Dual Shock System

Sony introduced the new \$149.95 Dual Shock hardware configuration (a PlayStation, Dual Shock controller and "Sound Scope," a light show which generates patterns on screen to music). Some retailers have since discounted the price of the old configuration to as low as \$129.95.



### Small Yet Powerful

SCEA also confirmed that the PlayStation handheld, code named "PDA" (Personal Digital Assistant) will come to the States for under \$30 by spring 1999. The device will be released in Japan during the fourth quarter of 1998. Sony hopes to create a Digital Community of users with the PDA for a higher level of interaction between the user and his/her PlayStation.



*The PlayStation is now the most successful Sony product ever, beating even the Walkman.*

# When You're First

*SCEA Executive VP and COO Kaz Hirai gives us the view from the top*

**Q: What do you have to say about PlayStation 2 and what can we expect from Sony when it comes time to release it?**

A: I think you can expect from Sony an announcement about PlayStation 2 (or PlayStation Next or whatever people refer to it as) when we feel that it's the appropriate time to make that announcement. That's all I can say about it at this point in time. But I think a lot of people ask that question. I come from a different industry—a music industry background, so it's kind of interesting. I think Jack Tretton, our VP of Sales summed it up nicely when he said, "the more successful one platform is, there's a tendency for the industry to try to negate that and say all right, we know that's good—what's next?" But let's make sure we focus on the success that we have and the potential that still remains untapped.

**Q: Where do you see the PlayStation two to three years down the line?**

A: This is an industry where six months from now, it's hard to tell where you're going to be. That's a question I always have a problem answering. The reason is, we've never positioned the PlayStation as just a video game console, we wanted it to break out of that shell. Given the installed base that we've gotten thus far and hopefully the installed base we will have by this time next year, we'll be in uncharted territory. Which is exactly where we wanted to be because we wanted to offer the PlayStation as another entertainment option. So it's difficult to say where it's going to be two years from now because if you look at historical trends in the 8- and 16-bit market you see that clear bell curve that spans across five years. That's never where we wanted to be, and we've been successful thus far avoiding that kind of a curve. As we move into where there's one PlayStation in every five households in the States, then we're talking about a mass-market item. Then it's going to be very difficult to try to forecast things based on historical trends.

**Q: What is Sony's strategy going to be going into the second half of '98?**

A: One of the founding principals of the PlayStation has always been to give consumer value and choice, and those themes are going to continue as part of our baseline strategy. The [Dual Shock system] introduction is just that—to give consumers more value at the same MSRP of \$149. Also, we've been very successful with the two-tier pricing structure that we have for first-party titles, frontline product at \$39-49, Greatest Hits from \$19-25, so that will continue. The nature of this business is software; it's not technology. To that end, we're going to make sure that we have strong first and third-party titles throughout the year. In addition, we are working with our third-party publishers to identify and help promote key titles which we believe are going to be platform drivers.

**Q: When Sega introduces its new console, what kind of a challenge is it for you to protect your shelf space?**

A: Based on experience with the PlayStation and how it's been positioned at retail, shelf space is something you don't go in and just ask for, it's not something you go in and buy either. Shelf space is earned. That took time and a trusting relationship between the retailers and ourselves. Obviously it's a challenge for us to stay two to three steps ahead of the game so that we maintain that shelf space, but I'm confident that we'll be able to do that.

**Q: What do you think about console Internet connections? Is Sony working on anything in that area?**

A: From a technological standpoint I think it's a question of would or could. If it's a c-word, I think technologically it's very possible. As a matter of fact we have a relationship with a company called Lightspan Partnership which does edutainment software, and sells PlayStations and libraries of





edutainment titles to school districts around the country. As an experiment, the students were able to connect to the school's Web site to check on homework and school events [with the PlayStation]. As a technological test ground we did a Web browser which attached to the PlayStation and it worked very well. So could we? Absolutely. If it's a w-word, we've stayed away from introducing too many peripheral capabilities on the PlayStation because we were focused on getting the software from CDs as opposed to letting it browse the Web, or attaching a camera to it so you can take a picture of your friends, or putting a phone on it so you can call with it because that really detracts from what the PlayStation experience is all about. So we don't have any plans to introduce a Web browser or any of those attachments. I think you need to be focused on what this piece of hardware is supposed to do, and you don't detract from that by adding things. Because that basically dilutes your message and at the end of the day, what is this thing supposed to do? And that's not what we want it to be.



# Quartermann

Video Game Gossip & Speculation

In acknowledgement of the fact that the games industry seems to be heading toward the movie industry in terms of the way it works—we begin this month with movie news. First of all, I suppose **we really have to acknowledge the Tomb Raider movie** that is apparently due to hit theaters by next summer. Eidos had a couple of movie posters on their stand at E3 bearing the slogan "Who is Lara Croft?" (like people don't know or something?) and a summer 1999 release date. It's already common knowledge that Paramount has picked up the deal, but we've since learned that the team working on the script was previously behind that pendulant-penis flick, *Boogie Nights*. Sounds interesting.

Elsewhere **we've learned of confirmations of a Doom movie from TriStar that allegedly will be blessed with a \$100 million budget.** That's a lot of special effects...let's face it, there's not going to be much in the way of story. Elsewhere on the 3D blast-fest front, **Duke Nukem also has a green light from Threshold Entertainment, although very few details have been announced as yet.**

Later next year watch out for **Digital Anvil's production of Wing Commander**—amazingly not seeing Mark "Luke Skywalker" Hamill or Ginger "excellent skills 1985-87" Lynn Allen in their previous roles. Expect a big effects-fest though, and lots of enormous spaceships. Imagine the game...but without any interactive bits. Scratch that. Just think of the game.

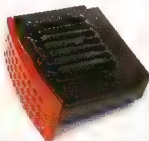
Finally, we've also learned that **Activision's Interstate 76 (PC title on which Vigilante 8 was originally loosely based) will also be turned into a bizarre '70s-style, sci-fi, road combat flick** later next year. Rumor has it that this one is going to be a cartoon from Fox Studios.

Back to gaming gossip now, things were a bit thin on the ground in the run up to E3, but the show saw lots of developments—and most of them concerned Sega's Dreamcast. Although much of the information on the demos at the show were very secret (and EGM won't be able to bring you official details until next month), the Q cruised the parties at the show and managed to squeeze information from some noted developers.

Aside from the 1.5 party developers outlined elsewhere this month, we also spoke to **Lionhead's Peter Molyneux who hinted that a DC version of Black and White was a distinct possibility.** This gorgeous-looking god-game, currently in development for very high-end PCs would make excellent use of the DC's polygon-gobbling abilities while also making effective use of the VMS module for character development.

Something that is particularly noteworthy is that all the developers commented on **Sega's policy for games.** Judging from the names currently signed to the system it would be easy to speculate on some potential PC or PlayStation ports...however, **Sega has been adamant that any new DC games are exactly that. If we're going to see Duke Nukem, or any of the VR Sports games, or even a Metal Gear game—they will be completely new products.**

In the Nintendo camp things are also far from quiet on the technology front. Rumors are already circulating about the big N's next machine, but in the meantime **there is some confusion over a 4Mb memory module add-on that slots into the expansion slot on the top of the N64.** Development systems already make extensive use of it, the 64DD is supposed to be bundled with it, and a number of cart-based games are rumored to support it. With the fact that it's now unlikely that Nintendo will release the 64DD, a memory add-on for the system would make sense. **Extra memory allows the N64 to run in higher resolutions with very high frame-rates and cool effects.** Nintendo PR is currently denying that the module will be released (if it is...it'll be bundled with games) but time will tell.



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the enemy is real

# Games Make the System

Nintendo of America Chairman Howard Lincoln gives us a look at the future

**Q: Do you think at this point the DD drive will probably stay on hold in favor of a new system in a couple of years?**

A: The 64DD is simply a question mark. We're not going to launch it in '98; we're not going to launch it until we get it right. When we get it right, we'll launch it. If we don't, we won't. In terms of next generation I think that the N64 has a number of years in the future to it. Certainly every company in the industry, Sony and Nintendo included, is working on next-generation [product]. Our focus is, just like Sony on PlayStation, is N64.

**Q: Are there any plans to turn those 64DD games (like Earthbound and Pocket Monsters Stadium) into cartridge games for the States?**

A: Pocket Monsters Stadium will come out as a cartridge in Japan, and if we are successful launching Pokemon in the States, we will eventually bring that cartridge to America. Some of the other games you mentioned like Earthbound I think will ultimately be N64 games as opposed to 64DD.

**Q: Is there any research and development going on with trying to do some kind of a meaningful Internet experience?**

A: There's a lot of research and development, a lot of development work that's going on behind the scenes. I think you can anticipate that you'll probably see some additional announcements from Nintendo in this area in the near future, but nothing I can tell you about right now.

**Q: Do you think the next system will be CD instead of cartridge?**

A: I think there's a high probability that the next system that we do will not be cartridge-based. But we have not made a decision on that. I can tell you that we are working with ArtX—they are our partner in the next-generation product. ArtX is a small, Silicon Valley-based company that we think has some of the best 3D graphics engineers in the world. They are going to be the key developer of the next-generation product. We are also in discussions with Silicon Graphics about its role in the next-generation product. But having said all of that, I want you to understand that our focus is, and will remain on N64 for some years to come.

**Q: How do you think Dreamcast is going to factor into everything?**

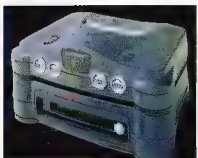
A: I think that they have a very difficult uphill fight to battle against Nintendo and Sony. They have difficult relationships with gamers, retailers and third-party publishers. They certainly have the history of being able to make great games—that's not an issue. Whether they're going to have the financial resources to pull this off is anyone's guess. That's not dependent on the technology, because as I mentioned this morning, Nintendo and Sony can easily match any technology that is thrown at them from Sega or by any other people. Sony and Nintendo, I don't think any one of them is ever going to get a competitive edge for a long period of time technology-



wise. So it's all about quality of software. If their initial launch titles are really good, and if everything else comes together, in addition to having great launch titles, they've got a fighting chance. If the launch titles are only mediocre, then I don't think they have a very good chance. I wish them well—they're a major part and have been a major part, they're one of the founding members of the IDSA and all we can say is "Good Luck," and we'll see what happens.

**Q: Criticism of the Nintendo 64 for the last few years has been the lack of games. How do you answer that today?**

A: I think one of the reasons for Sony's success has been a wide range of titles. I'd be a certified nut if I didn't say that. I don't think that Nintendo 64 can be a viable competitor trying to mimic that strategy. I think that would be a disaster for Nintendo and for the industry. I think Nintendo has to do a good job focusing on a few key titles. I think we've done a fair job of that with some success, and we've also seen delays of games and whatnot. I think that the quality of some of the third-party titles on N64 has not been as good as I would have liked. But I think that's gradually improving. I think that we were woefully deficient in the category of sports when the N64 was launched. I think that's been addressed with the EA games, Nintendo Sports games, with sports games from Acclaim and Midway and whatnot. There's a lot of things that can happen within a fairly short period of time in this business that is so dependent on great games.



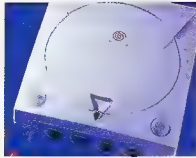
## 64DD

Nintendo's bulky drive was absent from E3. While Nintendo says it's still up in the air, many believe the DD isn't coming.



## Donkey Kong 64

Rare's 64-bit entry in the Donkey Kong Country series is rumored to be in development, but didn't turn up at E3.



## Dreamcast

Sega opted not to show anything on Dreamcast at E3, leaving it for a pre-show media briefing and private showings.

## Where Was...?

When it comes to what wasn't shown at E3 in 1998, there are three major absences. Like many of you, we hoped that these would be at the show in some form or another. It leaves something to look forward to for the upcoming shows in Europe and Japan though, so in that sense maybe it's good!





## Game Boy Shows True Color

At E3 we got our first look at Nintendo's Game Boy Color, and it really looks good! It will launch Nov. 23, the same day Zelda 64 comes out, for an MSRP of \$79.95. It's not backlit, so you still need outside light to see the screen, but it can display either 10, 32 or 56 colors simultaneously from a 32,000-color palette.

Game Boy Color will be launched with six new titles, although none of those were named at E3. One is rumored to be a new, color version of Tetris. Additionally, the system will come preprogrammed to colorize older Game Boy titles, so you can play them in full color, not the pseudo-Super Game Boy color.

There was a short demo cartridge running on the system which really showed off the crisp, bright colors of the new color screen. Sequences shown include a level from a new Wario game, a fish tank screensaver, a battle between Mario (color) and Wario (black and white) for supremacy of the screen, and the Game Boy Color logo being painted onto a fence. All were very impressive.

## Attendees Go Wild For Pokemon

One of the most-sought after goodies at E3 were little stuffed Pokemon monster balls. Every 20 minutes or so at Nintendo's booth, Pikachu would come out, let out a "pika pika!" and the little toys would blast out to the assembled crowd. Unfortunately, they had to stop after two people got hurt in the ensuing scramble.



# Master of Hyrule

*Nintendo's Most Talented Designer,  
Shigeru Miyamoto, Reveals Zelda's Secrets*

**Q: How much of your original design has ended up in the finished game?**

A: I am the producer for this game, so I can't say 100 percent of Zelda 64 is mine. But when it comes to the core portion of the game, I believe that more than 70 percent of the idea came from me, especially the main game system. I talked with the system engineer 100 percent of the time, so my idea has been fully recognized and realized in the design of the main game system. When it comes to the scenario and other specific game elements, more than 50 percent reflect my original idea. There are a lot of important artists working on this project, and even though I am going to take responsibility for 100 percent of the direction of gameplay, I have to say that more than 50 percent of them were created by each specific game artist.

**Q: Was there something that you would like to do in the game that because of time or technical issues you couldn't do? How do you feel about the finished product?**

A: I always have some problems with my games whenever they are completed, so at that time I feel something is lacking—that's always the case. But this time, unusually, I think I'm satisfied. On the contrary, I feel that something is still lacking—and that's what makes Zelda a game of Zelda, and it is very difficult to define that. I am now spending my time to make Zelda a genuine Zelda game.

**Q: Can you tell us in comparison with the previous Zelda games how long the game will be?**

A: Frankly speaking, we have made all the different parts of the game, but have not combined everything together. So I can't tell you how long it will take to finish. But when it comes to following the original story line, I think this will have the same play time as the Super NES at least. But this new game is going to have a lot of liberties and freedom for you to explore lots of different fields, so I believe it's much larger in terms of volume compared with the Super NES version.

**Q: Is there going to be a 64DD sequel to Zelda later on?**

A: I don't know if "add-on" is the right terminology, but for the 64DD, yes—we are working on Zelda. When you play the initial disk version of Zelda after finishing everything you can enter into a different world, though the design is the same.

**Q: What about a new Game Boy version of Zelda, maybe for Color Game Boy?**


A: Yes, they are working on a Game Boy game which is different than this N64 version. But we have the original Game Boy version, called Link's Awakening. My team is now working on a color version (basically the story line is the same) for the Game Boy Color which is reprogrammed so that it is going to be the color version, but it's the same game. There are people who have never played Zelda before, and we want them to become accustomed to or be familiar with the Legend of Zelda if they have a Game Boy which is more popular now around the world. That's why we are working on a color version of Link's Awakening.

**Q: Do you think this is your greatest accomplishment to date? Will there be another Zelda game?**

A: I'm making the game right now in the hope that this is going to be my greatest achievement so far. But whenever I am given a new platform, I think about other tricks I can incorporate into games. That leaves for the foreseeable future the 64DD, so that we can make use of that capability. I don't know about the future, but I hope that someone else can take my position there and make games for it.

*[Ed. The staff of EGM wishes to congratulate Mr. Miyamoto on receiving the Academy of Interactive Arts and Sciences' first Hall of Fame award.]*





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# THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

## PART ONE

**Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.**

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile

feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against.

| #  | ITEM                               |
|----|------------------------------------|
| 1  | Left 2" Mid-range Directional      |
| 2  | Right 2" Mid-range Directional     |
| 3  | 5.25" Center Mid-range             |
| 4  | 5.25" Low Frequency Tactile Driver |
| 5  | High-range Tweeter                 |
| 6  | Sound Volume                       |
| 7  | Tactile Intensity                  |
| 8  | Electronics Unit                   |
| 9  | Heavy Duty Single Cord Connector   |
| 10 | Optional Office Chair Base         |
| 11 | Optional Subwoofer                 |
| 12 | Headphone Jack                     |

## PART TWO

**Remember, in this chair no one can hear you scream.**

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

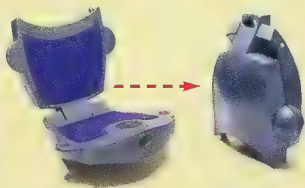
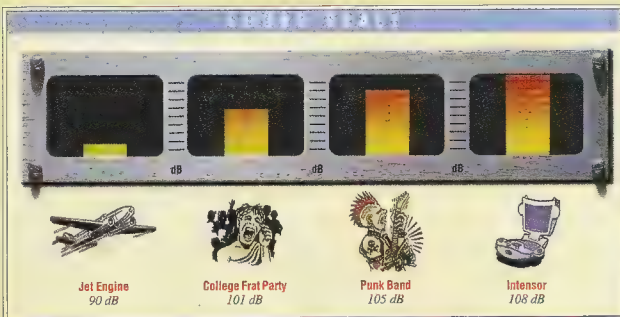


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

## PART THREE

**Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.**

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every

engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

## DEFENSIVE PROCEDURES



Fig. 3a.  
The Dodge



Fig. 3b.  
The Weave

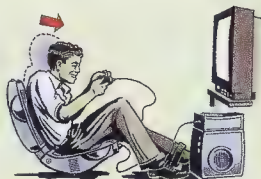


Fig. 3c.  
The Duck

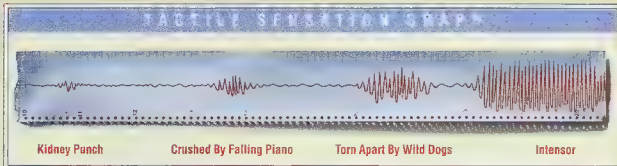


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.

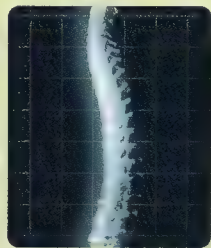


Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

## PART FOUR

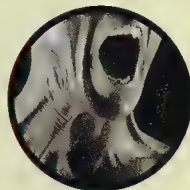
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Any medium. After this, nothing  
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Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



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this carefully, proceed to your  
favorite gaming retailer.*

Sensory  
Gaming  
Experience

# INTENSOR

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BSG Labs, Inc.



## Project X Remains a Mystery

Amidst all the Sega, Nintendo and Sony news from the show were a few new details on Project X. VM Labs confirmed that Project X technology will indeed be built into DVD players manufactured by Thomson Consumer Electronics (which includes the RCA, GE and ProScan brands) and Toshiba beginning in 1999. Prices will not be much more than that of affordable DVD players currently on the market (around \$399).

Partnered with Motorola, VM Labs is positioning Project X to be included in set-top boxes such as Motorola's own Blackbird project, an interactive entertainment platform, digital satellite receivers and other digital video devices.

On the show VM Labs announced the first big-name developers that are already signed on to create games for Project X. They are: Activision, Berkeley Systems, Capcom Entertainment, Crave Entertainment, Fox Interactive, Hasbro Interactive, Killer Game, n-Space, Psygnosis, Saffire and THQ.

VM Labs says that they are sending out development kits at the rate of about 25 per month as more developers sign on to make games for the platform. However, games from these developers have not yet been announced.

We saw demos of what the system could do, including Jeff Minter's latest work on a

Tempest update and what looked like a Project X sequel to Iron Soldier (from the Jaguar). The Doom demo we saw at the Winter CES was fixed up, and this time was playable while the game was textured onto the sides of cubes and rotated around the screen.



Capcom will release Dual Shock versions of both Resident Evil: Director's Cut and Resident Evil 2 in September. RE:DC will have new music and a CD with "secret data" from the original RE:DC and RE2, including access to special weapons, stories and characters. New to Resident Evil 2 will be an Easy Mode (rocket launcher and unlimited ammo) and Extreme Battle Mode, a timed mode with three difficulty levels. The new RE:DC is not expected to include the original uncensored cinema that was cut by mistake in the first release.

## Tidbits

Sega has licensed the Genesis hardware to New Jersey-based Majesco, who is producing the even-smaller Genesis 3 for an MSRP of \$49.95. **Blue Planet Software** is working on a new version of Tetris for the N64. **Konami** acquired the rights to develop Open Spawn titles for the Game Boy and Game Boy Color. **Enix** has delayed Dragon Quest VII to summer '99 in Japan. **Nintendo** has acquired the exclusive console rights for Blizzard's Starcraft on the N64. **SNK** is making a Dreamcast-ready portable called the Neo-Geo Pocket. The 16-Bit, 160x152-dot, 8-tone monochrome handheld will retail for about 6800 yen. **Square** will include a non-playable demo of FFVIII in Parasite Eve (September), and a playable one with Brave Fencer Musashiden (November). The game won't be out in the States until winter 1999 [collective sob].

## Voice of Blasto Gone

Phil Hartman, voice of Blasto among many other characters on *Saturday Night Live* and *The Simpsons*, died May 28 at the age of 49. According to reports, he was shot by his wife; afterward, she killed herself as police arrived at the Hartman residence.

This puts the brakes on a Blasto sequel voiced by Hartman. Recent roles include this summer's *Small Soldiers* and the voice of Jiji the Cat in Disney's video release later this summer of Studio Ghibli's *Kiki's Delivery Service*.

His wisecracking voice will be missed by all.



## Capcom Goes N64

Just before the show, Capcom announced that they are now officially an N64 licensee in the United States (they have been in Japan for some time now). The first title, although not yet named, will hit stores this fall.

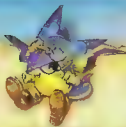
During E3, Capcom was handing out Rbotech Crystal Dreams flyers and comic books and showing a brief demo behind closed doors. Rbotech was one of the first "Dream Team" titles announced for the N64. No other specific titles have been announced.

Capcom Entertainment President Bill Gardner did say that "Street Fighter, Mega Man and Resident Evil would make great N64 games. Stay tuned!" We will.

41,300

Number of people that attended E3 in 1998.

# Azure Dreams



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Take control and find your  
destiny in this epic adventure  
from the makers of  
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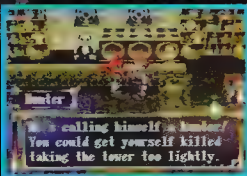


Take control and find your destiny to explore the Demon Tower

Learn and use explosive spells with breathtaking graphic effects

Help build up your hometown and attract new settlers

Maybe even find true love



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## Pokemon Fever in U.S.

Pokemon (POH-kay-mahn) is about to invade North America. If you haven't heard about it yet, you soon will.

### Watch Pokemon

On Sept. 7, the craze begins with the premiere of the animated TV show (yes, the one that caused seizures in Japan—but it's edited) on U.S. and Canadian television. It follows the game's main character, Ash, on his quest to become a master Pokemon trainer.

### Play Pokemon

On Sept. 28, Nintendo of America will release the red-and-blue versions of the Pokemon Game Boy cartridge. As Ash, it's your job to become the master Pokemon trainer, collecting 150 Pokemon, 140 of which are in each version of the game. To get the other 10 you have to trade with a friend.

### Buy Pokemon

In the fourth quarter of this year, Hasbro will begin introducing its line of Pokemon-related merchandise in the States. In Japan, Pokemon-related merchandise is an industry unto itself.

### Walk Pokemon

In November, Nintendo will release Pokemon Pikachu, a handheld virtual pet of Pokemon's most popular character. You can also take Pikachu for a walk, as this device has a built-in pedometer to record your steps.

## Peripheral



## InterAct Downloads

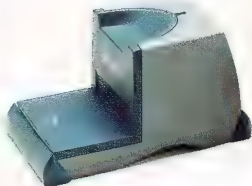
InterAct Accessories is about to unveil the DexDrive, a memory card slot that connects to your PC's COM port.

The DexDrive for the N64 or PlayStation lets you back up save game files to your hard drive. Once on your PC, these files can be sent to anyone via e-mail.

InterAct is working with major game companies to have game files available for download on their Web sites. It hopes that companies like EA Sports will offer updated rosters for DexDrive owners.

The DexDrive will ship with installation software and drivers, and should be available toward the end of 1998 for an MSRP of \$39.99.

InterAct is also working on an e-mail-only device for the Nintendo 64. This product consists of a modem and keyboard and will allow users to send and receive e-mail through their N64s with no additional cost other than the device itself (expected to be around \$60).



InterAct's PlayStation DexDrive.

## E3 Scrapbook



### The Truth Is...Huh? ◀

Some of us got tripped up at the Fox booth on Saturday at the show, when *X-Files*' Scully (Gillian Anderson) appeared to sign autographs. As we waited in line, there was an impromptu game of Decapitato.



### On the Lam ◀

Runaway mascots can be spotted all over the show floor, including Ed, the star of UbiSoft's *Tonic Trouble* (shown here). Other mascots who appeared included Crash, Tomba, Lara Croft and Pikachu.

### Inside the Dome ▶

Setting up E3 can take a full day in the hot, steamy atmosphere of Atlanta. At the Sony booth, this person is setting up the game stations—the PlayStations that run each game sit inside the domes.



### Surrounded by Game ▶

The whole reason to go to E3 isn't to party...well, wait...in the evenings it is. It's all about playing games—1600 of them in all on consoles, PCs and over the Net exhibited by 440 different companies. Yowza!







# International News

## Warp Delivers D2

*D2 Becomes the First Announced Dreamcast Title*

Two days after Sega officially unveiled Dreamcast, Warp held the premiere of its first title (and the first official game) for the new machine—D2. Literally thousands and thousands of people surrounded Tokyo's Kokusai Forum where the D2 World Premium Show was held. In a move different from normal rollout events, this presentation was not only open to the press, but the public as well.

The crowd was filled with hardcore gamers, hundreds of both junior high and high school students, and even parents who had brought their small children along to the event. All told, there were over 8,000 people in the hall at a facility that only sat 5,000 (so Warp gave two complete presentations to satisfy everyone).

Once the show began, the audience was treated to a movie which introduces the game's plot. Laura, the game's main character, is tormented by a nightmare of a strange plane crash. She envisions a very strange hijacking, but as things get out of hand the plane is hit by a meteor and falls to the ground.

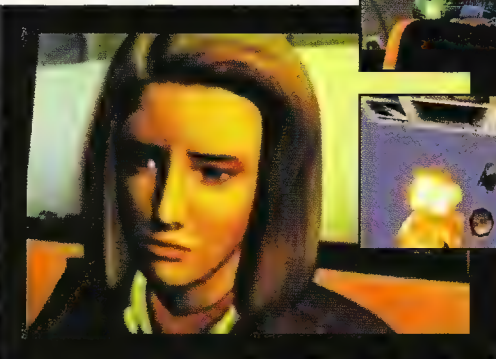
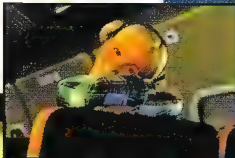
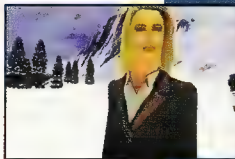
With Eno at the controls, we were shown actual gameplay after the initial movie. The game was running at 60 frames per second. You can go anywhere in the environment. Every leaf on each of the trees is made up of polygons. Laura's facial expressions are emphasized with detailed 3D animation.

Looking at Laura walking on the snowy ground with a gun in her hand will remind everyone of Lara Croft. But when Laura encounters an enemy, the game's look completely changes. The point of view changes to a first-person shooting game with a red sight in the middle of the screen. During the presentation, Eno said D2 will play like Virtua Cop. There are three VHS-quality MPEG movies in the game (the opening, middle and end).

There is a plan to use Dreamcast's networking abilities, but there is no plan for multiplayer game play. Various downloads—including music—will apparently be available.

After Eno-san's demonstration, he introduced his personal friend and business partner, Sega Enterprises president Shoichirou Irimajiri. Irimajiri-san explained just how excited he is about D2. He explained that he was the one who asked Eno to develop D2 for Dreamcast and not M2. Irimajiri said he expects D2 will be ready at Dreamcast's launch. Then he asked Eno if this was possible. Eno answered, "Maybe..."

If all goes according to plan, Dreamcast and D2 will both be ready for release later this year.



## Godzilla Roars To VMS

Sega's Visual Memory System goes on sale in Japan on July 11, sold at movie theaters showing the Emmerich-Devlin Hollywood production of Toho's most popular monster, *Godzilla*. The VMS with Atsumete Godzilla, the first game, preprogrammed into the system will set you back about 2500 yen (about \$17 at current exchange rates). Future VMS titles will be distributed on Dreamcast discs when the system becomes available.

The object of the game is to raise your own baby Godzilla. You can hook two VMSes together to do battle with a friend's monster as well.

Now if only the movie was more entertaining...



## Top 10 in Japan

The 10 Best-Selling Games As of May 18

- 1 FIFA: Road to World Cup 98 (Electronic Arts)—PS
- 2 Stolen Song (Sony)—PS
- 3 World Stadium 2 (Namco)—PS
- 4 Baroque (ESP)—SS
- 5 Super Real Mahjong P7 (Seta)—SS
- 6 Parasite Eve (Square)—PS
- 7 Tekken 3 (Namco)—PS
- 8 Melty Lancer Re-inforce (Imadio)—SS
- 9 Gran Turismo (Sony)—PS
- 10 Super Robot Wars F Final (Banpresto)—SS

# Well Done Soldier

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- Powerful weapons including: *Overloading Tanks*, *base-busting Movers*, *Explosive Demolition Trucks*, *missile launchers*, *Flame Throwers*!
- Join the Masters of War for a fully comprehensive (Well done!) motion video briefing.
- Try Skirmish Mode against the AI opponent (not available for the PlayStation<sup>®</sup> game).
- Command your forces with the Game Controller or Mouse for the PlayStation<sup>®</sup> game mode.



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Earth Worm Jim, ALADDIN  
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their Next BIG HIT **Wild 9**

**You** play Wex Major, leader of  
the Wild 9 and Punk earthling with the  
Rig, the ultimate weapon and torture  
device. So, what can you do with it?

**1** Skewer enemies on spikes; impale  
them further as you trample over their  
twitching bodies to safety.

**2** Plunge your rivals into icy water;  
toy with them until they drown, bloated  
and disfigured.

**3** Asphyxiate bad guys by holding  
them above raging fires until the thick  
black smoke fills their lungs. Or, just  
roast them over the flames like  
marshmallows until their bodies  
explode into tiny bits.

And that's just for starters.  
But you better get your jollies  
while you can—after all, when you  
meet up with Karn, the largest and  
most insidious boss ever in a  
game, your thrills may come  
to a rather grisly end.

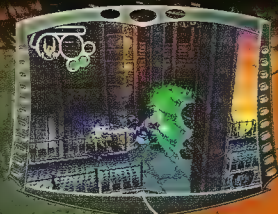
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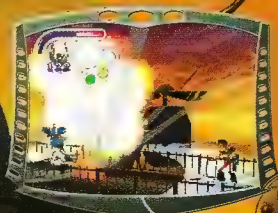
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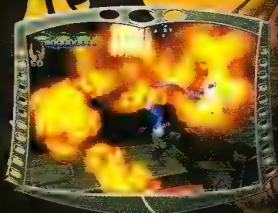
Put 'em in the Mangler



Duck or the Decapitator will get you first!



WHOA! Watch the flying BODY PARTS



Fry him 'til he's CRISP!

WILD



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



# Nintendo 64

## Game Directory

- Perfect Dark
- Star Wars: Rogue Squadron
- Body Harvest
- Twelve Tales: Conker 64
- Extreme G2
- Turok 2: Seeds of Evil
- Wipeout 64
- NBA Live '99
- AirBoardin' USA
- NFL Blitz
- ISS Soccer '98
- FI World Grand Prix
- Glover
- Space Circus

## PREVIEWS

Pick of the Show 

# Perfect Dark

GoldenEye  
Follow-Up  
Arrives  
At Last

**W**e've been saying for months that Rare is working on a follow-up action game using the GoldenEye engine, but I don't think anyone was expecting anything as advanced as Nintendo was showing at E3.

The underlying principle is still the same—it's a 3D action/shooter with lots of stealthy spy shenanigans. You play the part of Joanna Dark (codename: Perfect Dark...naff, but we can live with it), a hi-tech spy in the year 2023 who finds herself in the middle of a conspiracy concerning a William Gibson-esque corporation of the future called dataDyne. As with GoldenEye, the game follows a strong story line that unfolds through events in the game. Beginning at the top of a skyscraper, it takes Joanna through locations that include secret bases, laboratories and even to an alien wreck at the bottom of the ocean.

Again, as with GoldenEye, this is filled with loads of cool weapons that vary from your usual pistols and Uzis to high-tech alien gadgets capable of blowing the crap out of huge chunks of buildings. There are also some vehicles dotted around the place too. The demo at E3 included a brief showing of a hover bike that seemed to control in a very similar way to the tanks in GoldenEye—so it should be possible to look and shoot while travelling along.

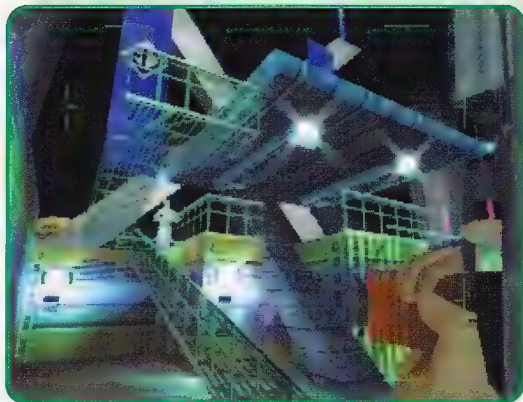
Speaking of vehicles, there were also some nice little cosmetic touches on the first level that make use of them. As Joanna works her way through the offices in the dataDyne skyscraper, you can see helicopters flying around in the distance. If you blow out the windows (very cool effect) you can shoot at these vehicles and watch as they crash into buildings or tumble down into the streets.

As far as gameplay is concerned, it seems fairly

Publisher/Developer Players/Genre % Done Release

Nintendo Rare 1-4 Action 20 2nd Qtr. 1999


Web Address: [www.nintendo.com](http://www.nintendo.com)



**Although using a development of the GoldenEye engine, Perfect Dark is considerably more impressive visually.**

safe to assume that the game's pedigree will help ensure excellence. AI has been a particular point of focus for the team and we were assured that the bad guys would all behave in a very convincing manner. The demo we saw already had them hiding in shadows and actively ducking down behind desks, cupboards and doorways to avoid being shot. By the time everything is finished we should see Bosses that appear to be fully aware of their environments too.

Visually the game is nothing short of stunning. The lighting effects are all used to dramatic effect, while transparencies, particle effects and environment-mapping are employed to give a realistic environment.

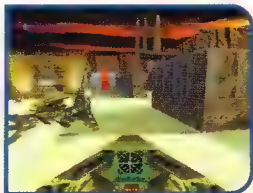
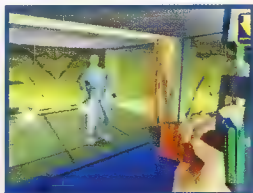
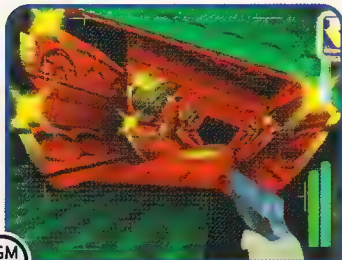
Rumors abound that Perfect Dark may make use of the planned 4Mb expansion module featured in this month's news. Although denied by Nintendo PR, there is a distinct possibility that we could see the game enhanced visually with the addition of the module. The demo on show at E3 was enhanced in this manner—although we were assured that this was for development purposes only. 

## My 2 Cents

This looks completely and utterly gorgeous. Of all the games I saw at E3 this was probably the very best on the N64. The clever use of lighting and transparent textures is just incredible. More importantly it looks as though the AI is going to be a real step forward. The bad guys really look like they're hiding from you and dodging around in the shadows trying to get a good shot. What a shame we have to wait so long for it.

—John Davison

**Perfect Dark makes far more use of lighting effects than GoldenEye.**





Forget every gruesome battle you have ever seen. It's all leading to the final boss. A with newly forged weapons that will slash and bludgeon beyond imagination, and a total 3-D environment that will take your senses to dizzying new heights.

That which calls the warriors  
summons the vultures.



**MORTAL 4 KOMBAT**

Darkness is calling.

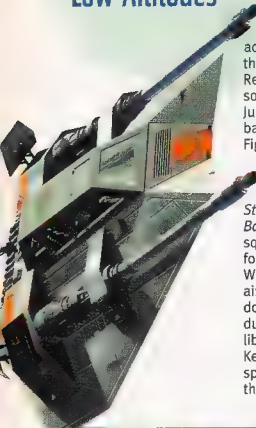
**MIDWAY**



| Publisher/Developer   | Players/Genre | % Done | Release          |
|---|---------------|--------|------------------|
| LucasArts<br>LucasArts  | 1<br>Action   | 25     | 4th Qtr.<br>1998 |
| Web Address: <a href="http://www.lucasarts.com">www.lucasarts.com</a> |               |        |                  |

## Star Wars: Rogue Squadron

Starfighter  
Combat At Very  
Low Altitudes



LucasArts' second *Star Wars* game on the N64 actually borrows a bit from the first. *Rogue Squadron* takes what was arguably the best level of *Shadows of the Empire*—the snowspeeder air-combat stage—and turns it into a full-fledged game. This 3D action-arcade sim drops you into the cockpits of several famous Rebel Alliance fighters—as well as some you've never seen before. Just don't expect any deep-space battles like in the X-Wing and TIE Fighter PC titles; all of *Rogue Squadron's* missions are set above a planet's surface.

Set in the period between *Star Wars* and *The Empire Strikes Back*, the game centers on the squadron of hot-shot pilots formed by Luke Skywalker and Wedge Antilles. You fly a variety of air-to-air and air-to-ground missions, including dogfights, search-and-destroy, reconnaissance, escort duty and rescue. For instance, one mission has you liberating Rebel Alliance troops from the planet Kessel, site of the Empire's prison and the infamous spice mines. You must locate the prison facilities, free the captive Rebels and escort rescue shuttles away from the planet, protecting them from AT-ATs, AT-STs and TIE fighters. Another mission has you protecting Mos Eisley—depicted in sprawling detail in the Tatooine desert—from Imperial Forces. Fortunately, your craft will be armed with lasers, guided missiles, ion cannons and more. Each mission will also pack a secondary objective, which you won't need to complete to beat the game.

*Rogue Squadron* has you flying over such far-flung *Star Wars* locales as Tatooine and Mon Calamari. Mission environments include canyons, deserts, forests and volcanic regions. Visually, the game looks pretty good—especially the ship models. You'll see plenty of smoke and real-time light effects, all in hi-res at 30 frames per second.

Control in *Rogue Squadron* is similar to the snowspeeder stage in *Shadows of the Empire*. One button gives you a turbo boost, while another drops the air brakes.

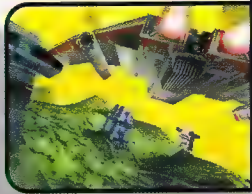
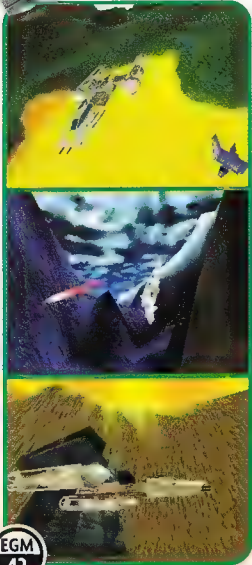


Your starfighters are capable of some pretty fancy aerobatics, including barrel rolls and loops.



*Rogue Squadron's* ship models are extremely detailed and easy to appreciate in hi-res.

Even the radar symbology will look familiar. Of course, these similarities should come as no surprise; the *Rogue Squadron* development team is being headed up by Mark Haigh-Hutchinson, the LucasArts project leader who designed *Shadows'* snowspeeder stage.



### In the Hangar...

Although *Rogue Squadron's* missions are all planetary-based, you still get to fly in the movies' most infamous starfighters, including X-wings, Y-wings and A-wings. Each has its own characteristics. Y-wings are slow, durable fighters that pack an extra punch. A-wings, on the other hand, are nimble little things best used when speed is what you need. You'll fly a new prototype fighter, too. Called the V-wing, it's a heavily armed craft that'll deliver a real pounding to the Imperials. Other secret fighters are in store, too.

# WALK SOFTLY & CARRY A BIG MAGIC STICK.



A massive, non-traditional adventure RPG.

*...will set the standard for 3D epics.*

*-Nintendo Power*

*...will provide diehard RPG players and newcomers to the genre with many hours of solid gameplay.*

*"Incredibly sweet graphics."*

*-EGM*

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



Publisher/Developer Players/Genre % Done Release

Midway DMA Design 1 Adventure 80 4th Qtr. 1998

Web Address: [www.midway.com](http://www.midway.com)

## Body Harvest

Humans Are  
The Cream Of  
The Crop

### My 2 Cents

Sometimes games come out that bring something really new and different to the table. *Body Harvest* is definitely one of those games, and it does it in a very fun and approachable way. If the obvious bugs like hit detection and screwy cameras (which are inherent in early versions of most games) are fixed, *Body Harvest* could very well be one of my favorite N64 games of all time.

-Shawn Smith

Remember hearing about this one way back when the N64 was first launched? Well, now it's actually going to come out. The premise of *Body Harvest* is simple: The Earth is really a farm for alien food. Every now and again the aliens come and harvest, but this time since there are so few humans left, we plan on making it more difficult for them by way of you, lots of weapons and a huge variety of vehicles. As the game's protagonist, Adam Drake, you must travel through time and stop the hungry aliens by any means necessary. In the process you will be at the helm of more than 100 vehicles, including an assortment of hovercraft, planes, trucks, cars and tanks, as you battle aliens and help your fellow humans. If you come in contact with a vehicle as you're walking around, hop on and see what it can do. In some cases you will have to speak with a non-player character before you can take control. For example, in Siberia you need to speak to a local farmer before you can use his combine to take care of his crops for him. Of course, it just so happens there are aliens and zombified humans running around to grind up in the vehicle's blades...fun!

The game is far from being just a bloodfest though. *Body Harvest* combines overhead adventure and driving/flying elements with light RPG aspects for a unique title reminiscent of a 1930s radio drama.

As you're driving around blasting aliens that look like something out of *Starship Troopers*, you can check and see who or what is inside a house. Since there aren't many humans left, most houses are empty but often there are at least chests or barrels you can look inside for health, fuel and weapons. As you're going about your business, mission objectives are sent via a wrist communicator from your mission center. These transmissions give you a general idea of where to go next. In one case, a message comes through



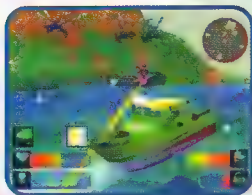
**Body Harvest gives you a true cinematic experience as the aliens chase after you, destroying stuff in their path.**

talking about a fire spreading through the local village. Luckily there was a fire station earlier on, so all you have to do is make it back there, hop in a fire truck and actually go and put the fire out with a polygonal stream of water—and that's just in the first level. You can count on many other interesting puzzles/minigames in the overall game.

At first glance *Body Harvest* may remind some of *Blast Corps* but that's definitely on the surface. The game is quite original and has a lot of depth even in the beta version we saw. Events take place chronologically and vehicles shift as you travel from the past to the semi-distant future. All of this, combined with the robust story line, 1,000 virtual square miles of environment, smooth graphics and an ambient soundtrack make *Body Harvest* a very unique title for the N64. ☺

# 1,000

There's around 1,000 virtual square miles of environment in *Body Harvest*, and you know that's the truth once you start playing. The game is simply HUGE.



You're not just anchored to the land by the way. You can also hop into boats and planes.



You don't have to use the vehicles all of the time, although it helps if your health is low.

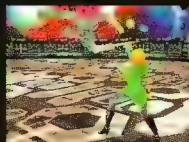
**"Customize your fighter.  
Save data. Visit a friend.  
Inflict maximum  
punishment. Smile."**

This is different. Get ready for the only customizable fighting game with two different modes of play — in the same cart! Choose the anime-style "super deformed" character mode, and chase after 200 rare and powerful items while pulverizing your opponents. Equip your character for maximum effect. Save this data in your Controller Pak. Punish your friends in the privacy of their own homes! Or opt for the "Virtual Mode," and choose between a classic — and lightning fast — 2D mode, or brawl in a fully 3D environment. Gain ranks as you improve — you'll also be presented with tips on how to become even better. Discover combos, counters and special moves! Nurture your character until it turns into a lethal weapon!

Rumble Pak  
compatible



Super deformed mode. Collect all 200 items to build the most powerful fighting machine ever!



Virtual mode. Choose between classic 2D fighting or brawl in a fully 3D environment.



# FLYING DRAGON



Serious Fun™

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| Publisher/Developer           | Players/Genre | % Done | Release          |
|-------------------------------|---------------|--------|------------------|
| Rare                          | 1-4<br>Action | 60     | 3rd Qtr.<br>1998 |
| Web Address: www.nintendo.com |               |        |                  |

## Twelve Tales: Conker 64

More Cute Stuff From Rare

### Gamer's Edge

#### Multiplayer Mascot Fun

Conker 64 is loaded with smart multiplayer features that will set new standards in the cute-mascot-in-a-3D-world genre. First off, *Twelve Tales* has a simultaneous two-player Co-op Mode, a first for this type of game. The game also has a four-player Deathmatch Mode, another first. Players have to stomp or tail swipe their enemies for "kills." It's just like *Deathmatch Doom*...only disgustingly cute.

**T**welve Tales: Conker 64 stars a couple of Rare cuties: Conker, a squirrel and Berri, a chipmunk. These two must work together to recover a hundred housewarming gifts that have been stolen and dispersed over four different worlds by a gang of thugs. While recovering the items, Conker and Berri must also set free several kidnapped friends, aided only by their wits (and Conker nuts, which they can pick up and launch at their foes). Each world is drawn with bright, colorful polygons, and the game has quite a fantastic, animated look to it.

Conker 64 has a multitude of innovative features that should set this game apart from its competition (namely, Rare's own *Banjo-Kazooie*). For example, the gameplay changes depending on whether you're playing Conker or Berri. Conker's game is more arcade-like; he relies more on his arsenal of physical attacks. Berri, on the other hand, uses more strategy. She has a monster companion that does most of the work, provided you keep it well fed and content. Both Conker and Berri have a wide range of emotions and expressions to go with them. They are both fully aware of the going-ons around them (including immediate danger), and they can react accordingly.

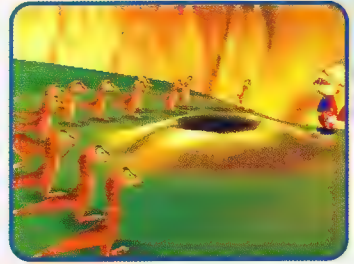
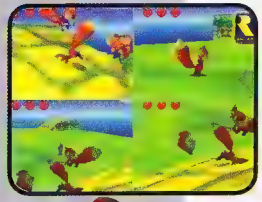
The game also has a variety of vehicles scattered throughout the worlds that can be used in the game's 3D environment, allowing easy access to



Some of the characters in the game are simply huge. If you get close to this Cyclops, you'll see he's actually to scale...little squirrel to giant monster scale, that is. Up close, the Cyclops is over two full screens tall.

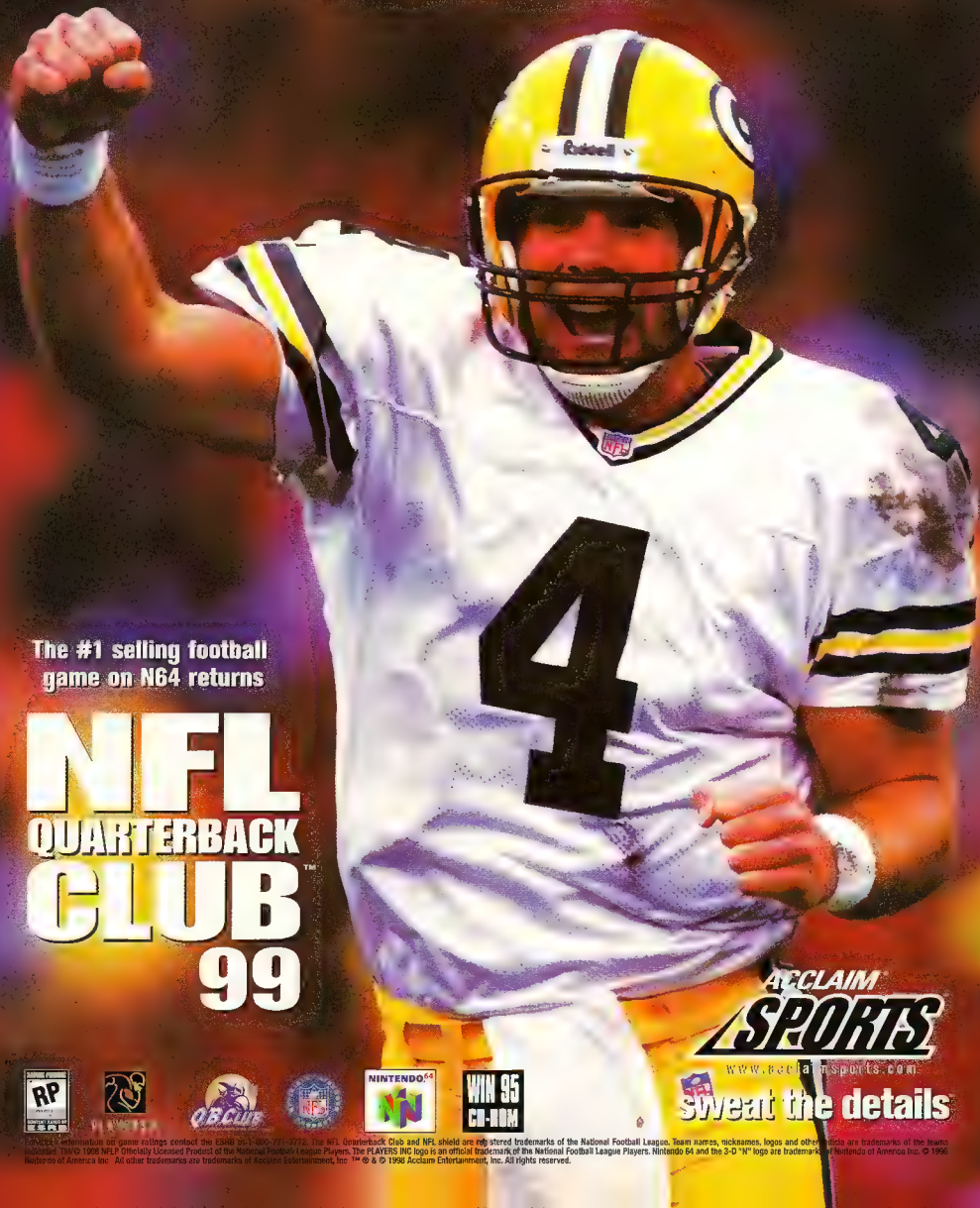
hard-to-reach areas.

*Twelve Tales* promises more intricate gameplay than most 3D platform games seen in recent months, and if anything, it has a chance at being one of this year's Mario-sized hit games. *Twelve Tales: Conker 64* is set for a fall release. 🍄



This area, with the dozen little dinos running around, reminded us of the Compy scene in *The Lost World* movie.

# Brett's Back. This August



The #1 selling football  
game on N64 returns

# NFL QUARTERBACK CLUB<sup>™</sup> 99

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Publisher/Developer Players/Genre % Done Release

Acclaim  
Acclaim Studios 1-4  
Racing 30 October  
1998

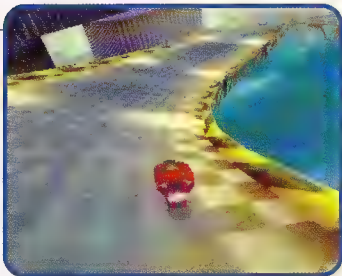
Web Address: [www.acclaim.net](http://www.acclaim.net)

## Extreme G2

### More Incredible Racing From Probe

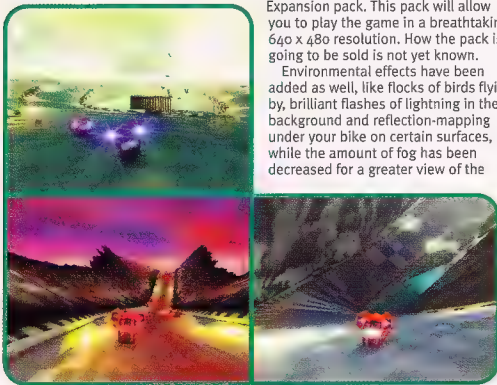
Most of the fog in XG2 is now used primarily as an environmental effect.

**B**ased on a version of Extreme G2 (called XG2 for short) we saw at E3, the thing most noticeably changed are the game's graphics. On top of looking downright cleaner, Acclaim has said the frame-rate is twice as fast as the original. Other sources have mentioned the frame-rate has actually been slowed down so the game will be more playable. Whatever the case, it should be quite speedy. One very interesting feature mentioned in the press release is the game's support of the 4MB Ram Expansion pack. This pack will allow you to play the game in a breathtaking 640 x 480 resolution. How the pack is going to be sold is not yet known. Environmental effects have been added as well, like flocks of birds flying by, brilliant flashes of lightning in the background and reflection-mapping under your bike on certain surfaces, while the amount of fog has been decreased for a greater view of the



track. The 12 tracks in XG2 (36 counting the various paths you can take in each course) look to have many more paths with a lot of twists, ramps and turns to contend with, and are said to be both wider and longer. Of course, other extreme bikers still frequent the track along with you and can be destroyed with a graphically incredible arsenal completely new to XG2.

Racers now will have a face, name and bio attached to their mean machine, along with bike-specific attributes which will affect how your racer controls. To add to the adrenaline-gushing experience, a powerslide has been implemented. According to Acclaim, the Multiplayer Mode has been "completely revised." This is a welcome revision since many people thought the Multiplayer Mode in the first game had a lot to be desired. ☹️



Publisher/Developer Players/Genre % Done Release

Acclaim  
Acclaim Studios 1-4  
Action 60 October  
1998

Web Address: [www.acclaim.net](http://www.acclaim.net)

## Turok 2: Seeds of Evil



Now that we've actually played Turok 2, it's easy to see the team at Iguana is using the technology of the N64 to its fullest to produce something truly spectacular. Virtually gone is the pea soup fog of the original—we are now faced with an advanced geometry engine that draws five times as much detail as has been seen before. So the fog ends up being used to spice up the environmental and atmospheric effects instead of being used as a technological cover-up. The environments we drooled over at Acclaim's booth were very rich, featuring incredible graphical effects. The level had a certain Duke Nukem quality to it, mainly due to the scripted events which go on around you. Wars rage, buildings explode, and people scream in pain as you run around trying to get the better of the new advanced AI-driven bad guys.

Another incredible feature is the number of weapons. You have a huge variety of weapons to blow the beasts apart with. There are 23 weapons total, including a minelayer, a flamethrower and a load of others. You have to see the weapons to really appreciate their



awesome effects. Also look for improved enemy AI and neat-o death sequences.

The biggest and most-welcome addition to Turok are the four-player split-screen Multiplayer Modes. You'll be able to pick from an array of characters like GoldenEye and duke it out in Turok environments in team and every-man-for-himself modes. For more info regarding Turok 2 and its many features, check in EGM issue #107 for a feature on Turok 2 and on [www.videogames.com](http://www.videogames.com) for hands-on Impressions.

What's this...no fog? That's right. Fog is now used mainly for effect and not much else.

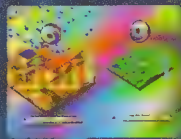
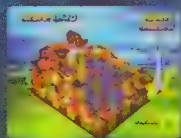


# Dam!... Dam!

# DAM!... DAM,

# Dam, Dam,

# Dam, Dam.



There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some unholly being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.

# DAM!

## That pretty much covers it.

TEEN TO ADULTS



NINTENDO 64



ZEPHYRO



CLUB INTERACTIVE

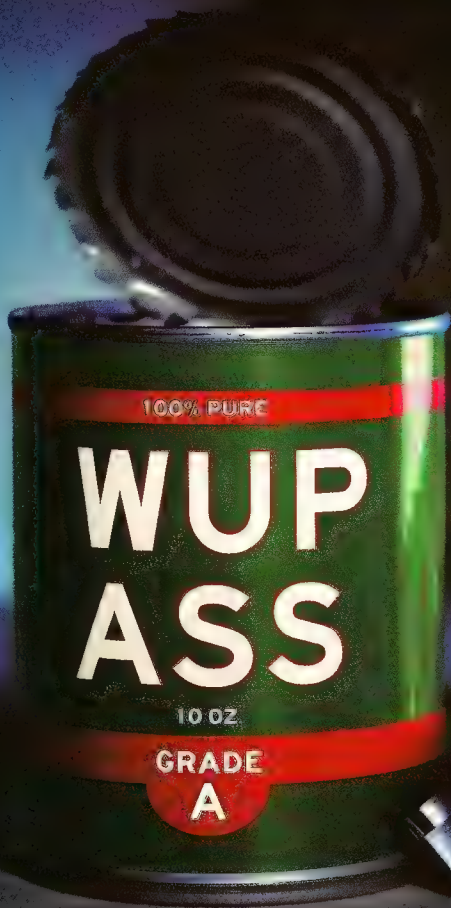


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# Wetrix





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# XTREME

AFTER THE COIN TOSS,  
ANYTHING GOES.™



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Publisher/Developer Players/Genre % Done Release

Psychosis  
Psychosis 1-4 Racing 40 4th Qtr. 1998


Web Address: [www.psychosis.com](http://www.psychosis.com)

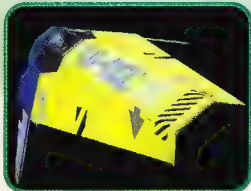
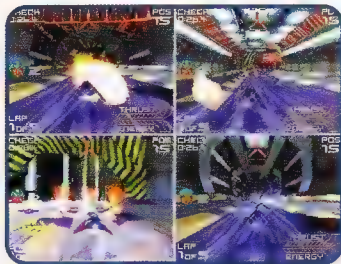
## Wipeout 64

### Psychosis Makes Its N64 Debut

**A**fter months of speculation and rumor, Psychosis has finally taken the Nintendo 64 plunge by announcing and showing Wipeout 64, the newest addition to one of its most successful series of games.

Very similar to Acclaim's Extreme G, Wipeout 64 puts you in the cockpit of a futuristic racer (there are several to choose from) in which you must race and fight within six different tracks. Various weapons, power-ups and defensive gadgets are littered throughout the twisty and wild courses, while the fast-paced action pulsates to the beat of Wipeout's dance-style tunes. The music was quite good when it was spooled from the CD-ROM on the PlayStation so it will be interesting to see how well it translates when being pulled from a more limited cartridge. You see, the version we played at E3 was still far from being finished, but once it's shipped, we are pretty sure that it will look slightly better than the PlayStation version. Even better, it will also include some new features only found on this version of the game (that perhaps will make up for the long wait). Among these are five new superweapons that Psychosis promises will be made to look quite impressive by using some dizzying special effects, Rumble Pak support, and even more importantly, Wipeout 64 has a very cool four-player split-screen Multiplayer Mode.

With these new features improving an already impressive game, Wipeout 64 could very well shape up to be an excellent alternative, or complement, to Acclaim's forthcoming Extreme G2. 



Publisher/Developer Players/Genre % Done Release\*

Electronic Arts EA Sports 1-4 Sports 30 4th Qtr. 1998

Web Address: [www.easports.com](http://www.easports.com)

## NBA Live 99

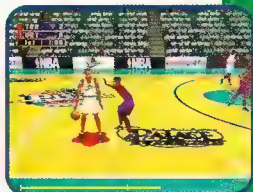
Shown for the first time at E3, EA's NBA Live 99 seems to be coming along quite nicely. Although the Nintendo 64 is no longer starved for hoops games, the system still could use an in-depth one. That's reason enough to be glad that EA is finally bringing their basketball franchise to the N64.

After having just about every feature implemented in the Live series that could possibly be stuffed into a

basketball game (three-point shootout, player trades, creation and signings, "NBA on TNT" presentation, and tons of coaching options) it seems like the only thing left unconquered is competent artificial intelligence. Stan Chow, producer of NBA Live 99 commented that the AI would be improved this year as well as the post-up game, but also added that "sometimes fun and reality work against each other, and in the instances where they do, fun must prevail." Indeed, but recent basketball games like Nintendo's Courtside have proven that the two can coexist.

Aesthetically, Live 99 should enjoy some modest improvement thanks to newly redone motion-capture and of course, the N64's 3D prowess.

With improved graphics and a ton of features, NBA Live 99 will certainly be a great, fun basketball game. Hopefully, it will even manage to become a smarter and more realistic one too.



Here, a player is nice enough to pose for this screenshot.



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## \$10 OFF



### SEARS FUNTRONICS

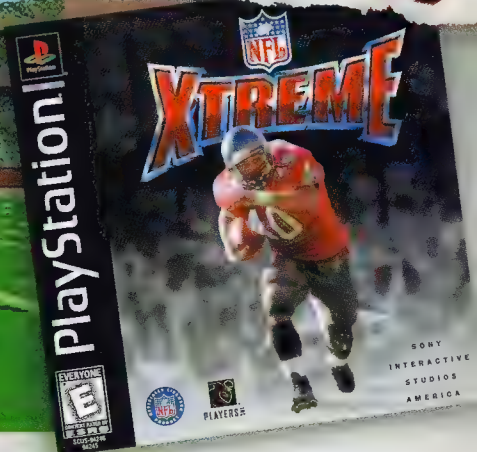
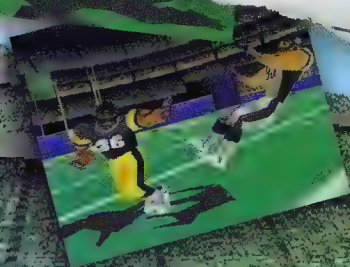
# NFL XTREME



R 5 7 7 2 7 8 0 3 3 3 # 1 0 0 0

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## AirBoardin' USA

Hit The Concrete Slopes

**1** o80° Snowboarding has captured the console snowboarding video game crown. So how do you improve upon a hit formula? Open up the playing fields and turn the snowboards into airboards!

This game is set in the future, where airboarding is a hugely popular spectator sport, with audiences in the millions. You can choose from one of eight characters (four of whom must be earned from beating certain levels and meeting specific time, point or trick requirements) who are all vying for the coveted title of "Master of AirBoardin'".

You have an arsenal of more than 80 different moves, including nose slides, tail grabs, hand plants and roast beefs (Roast beef? Is that a real-life move?). Individual characters also have special tricks at their disposal. But what really separates AirBoardin' USA from most snowboarding games (besides the use of hoverboards, of course) is the freedom to go anywhere. Players can go over snow, water, land, vertically up buildings, etc. No longer are players limited to tracks and half-pipes.

AirBoardin' USA will have several modes of play. Besides a typical time attack and Practice Mode, the game will have a Coin Mode, where players must ride around and find coins scattered about the course. AirBoardin' USA will also have a two-player Versus Mode and a free run (where you can just hoverboard around and explore for fun). ☺



Publisher/Developer Players/Genre % Done Release

Midway Midway 1-2 Sports 50 September 1998

Web Address: [www.midway.com](http://www.midway.com)

## NFL Blitz

A few months ago, EGM exclusively broke the first information and screenshots of the N64 version of NFL Blitz. Afterward, it was finally shown to the rest of the press and public at E3—and what was there pleasantly surprised us. The game has advanced nicely in a very short span of time, so it seemed only appropriate that we update you on the progress of



this excellent action football game.

Midway seems to be making great strides, especially graphically. It's now known that the game won't be nearly as high-res as the 3DFX-powered arcade machine, but that decision was made to ensure the game looked and played as fast as the original. Since we last saw it, Midway has retextured all of the player models, and has made the animation much smoother. At present there are still some rough spots, but Midway assures us that they will be ironed out before the game is finished.

At this rate, it seems certain that NFL Blitz on the N64 will look just like the original, save a few minor cosmetic touches. What's more important though is that the seamless and intuitive gameplay makes the transition. Although early, things definitely appear to be moving in the right direction. Watch for more details soon.



EVERYONE



NINTENDO 64



# WHAT HAPPENS AT OVER 1,000 MPH

WHEN YOU'RE BLAZING OVER NEON-STUDED BUILDINGS,  
UP AND DOWN BRIDGES, THROUGH STUDDED TUNNELS, AND ACROSS  
THE MOST ELECTIFYING RACETRACKS, YOU'LL WANT  
GET TO SEE BECAUSE YOU'RE GOING SO FAST AND YOU'LL WANT  
SCREAM TO TAKE YOUR STEERING WHEEL OFF YOUR HANDS.

## AERO GAUGE

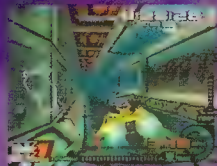
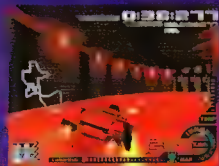


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UNTIL AEROGAUGE THE FASTEST AND MOST  
YOU DON'T KNOW YOU'RE MOVING FASTER THAN  
UNTIL AEROGAUGE THE FASTEST AND MOST





Publisher/Developer Players/Genre % Done Release

Konami  
Konami 1-4 Sports 90 August 1998

Web Address: www.konami.com

## ISS Soccer '98

More Of The Same Is Still The Best

**R**ated as the best sports game of all time in *EGM* 100 (#24 overall), the sequel to International SuperStar Soccer has been highly anticipated in our offices. Finally, a nearly finished previewable version has arrived and frankly, at this point it looks a little too similar to the game we've been playing for the past year.

It must have been a daunting challenge for Konami to dream up improvements to the stellar ISS, and it appears that this quandary resulted in very few notable additions to the '98 edition. The graphics are virtually identical, although there are a few new player animations and some better weather effects. The game's artificial intelligence has been improved, and there are now a few more teams (54 international) and stadiums (eight) to choose from. Also, the game's realism has been further improved by adding versatile substitutions and more lifelike injuries (in addition to new animations showing them).

Despite no sweeping changes, the good news is that ISS' great gameplay is still intact, and it will probably be enough to make the series keep its crown as the best sports and soccer game ever. However, it's a little disappointing that there aren't more sweeping improvements, barring any major changes between now and its U.S. release date.

An example of ISS' minor improvements—a 3D corner kick power gauge.



Publisher/Developer Players/Genre % Done Release

Video System August  
Video System/Paradigm Racing 90 1998

Web Address:

## F1 World Grand Prix

Co-created by Video System and Pilotwings 64 developer Paradigm, F-1 World Grand Prix—as you'd expect—packs realism to spare. The design team visited each of the game's 17 tracks to map out their every detail (including track logos and billboards), as well as paid special attention to capturing the physics of F-1 racing.

But one of the game's cooler features is this

Story Mode. Here, players are put in varying situations that were previously encountered by real-world drivers. For instance, one scenario places you near the race's end, in a car with worn-out tires on a rain-slicked track. You decide whether to hit the pit and replace your tires (like the real driver did) or press on and see if you can win the race without losing your wheels. There are 15 of these historical scenarios in all, which are divided into three categories: Offense, Defense and Trouble.

In addition to the Story Mode, players can choose to race in the 1997 Grand Prix season against 27 other drivers (everything that happened in the real season is modeled here). Or they can choose single race exhibitions, time trials or two-player split-screen racing.

The graphics in F-1 World Grand Prix are impressive. Grass adheres to your tires if you slide off the road, and you'll see wear build up on track portions that bear the most traffic. Races take place in varying weather, beneath sunny, cloudy and rainy skies.







| Publisher/Developer   | Players/Genre | % Done | Release       |
|---|---------------|--------|---------------|
| Hasbro Interactive Studios  | 1 Action      | 60     | November 1998 |
| Web Address: <a href="http://www.hasbrointeractive.com">www.hasbrointeractive.com</a> |               |        |               |

## Glover

### Let Your Glove Do The Walking

It looks like little Glover's pulling a Mario 64 "look at the castle" sort of thing here.

**A** game based on the actor Danny Glover? Amazing. Jokes aside, Hasbro Interactive recently unveiled their first N64 title, a single-player, 3D action game called Glover, which has nothing to do with the actor with the same last name. The game is a Mario-esque romp through seven themed worlds with bright, colorful graphics. Instead of a plumber or any human or animal character though, you control a white glove with a cartoon face. It sounds strange but the character

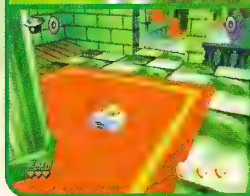
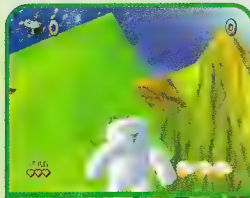
actually works quite well. Your objective is to find a number of mystical crystals which have been turned into bouncing balls so they won't break. What you need to do is maneuver each of these balls through their respective levels so they can be turned back into crystals and put in their rightful place.

And that's where the trickiness comes into play. Levels have narrow walkways, steps, hills and other obstacles that



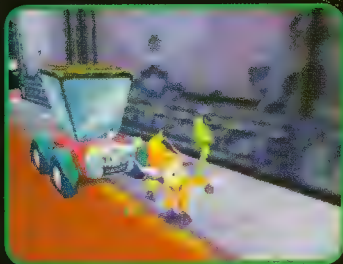
Getting the ball from point A to point B isn't as easy as you might think thanks to platforms and walkways.

don't sit all that well with most balls. You'll also have to chuck the ball over pits and at enemies in order to survive. Certain levels have environments that affect how the ball moves. For example, in the snow level snow builds up on your ball as you roll it around (like a snowball being rolled in the snow). The bigger it gets, the slower it moves, so every now and again you need to give it a good stomp to knock the snow off of it. Each of the worlds contains three levels, complete with enemies, puzzles and a Boss character.



| Publisher/Developer   | Players/Genre | % Done | Release       |
|---|---------------|--------|---------------|
| Infogrames Infogrames   | 1 Action      | 50     | 3rd Qtr. 1998 |
| Web Address: <a href="http://www.infogrames.com">www.infogrames.com</a> |               |        |               |

## Space Circus

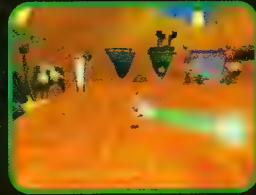


Sure, Space Circus is a stupid name, but the game itself actually looks pretty cool. This ultra-stilly platformer has you guiding Starshot, the star juggler of the Space Circus, on a quest to recruit otherworldly performers to save his beloved deep-space big top from a competing circus.

OK, so the story's ridiculous, too.

Anyway, Space Circus is set in seven universes, each divided into different levels. One level, for example, has you returning to Earth—which has been destroyed by Martians—to track down the last human and get him to join your circus. The stages sprawl in every direction and are similar to those in Rare's Banjo-Kazooie, except much more psychedelic. Some areas are composed of narrow walkways suspended above bottomless chasms, others have you using springboards to hop from place to place, still others have you racing up spiral roadways.

You'll have close encounters with more than 300 characters over the course of the game, many of whom you'll cooperate with to reach certain areas and platforms that would otherwise be off-limits (again, as in Banjo-Kazooie).



# Country Life's Never Been So Addicting.

**Harvest Moon GB™ and Legend of the River King GB™.**  
**Two unique role playing games for the Nintendo® Game Boy.**



**N64® Version Coming Soon**

**L**egend of the River King GB is the first and only game that combines the action of a fishing game with a dynamic RPG story for a unique game experience. However, there's a catch. Instead of fighting the usual bunch of monsters, you'll battle with 40 different species of fish. But this isn't drowning a few worms for fun; you're on a quest to save your ill sister. The only chance to save your sister is to reel in the magical Guardian Fish. To land this whale of a fish, you'll have to travel the land selling your prized catches for money. Only after buying the best equipment and gaining experience, will you be able to conquer this trophy catch.

With hours and hours of exciting game play, once you play Legend of the River King, you'll be hooked!

**W**ake up with the sun. Feed the chickens. Milk the cows. And, don't forget to go to the market...all before breakfast.

The Super NES® classic Harvest Moon is now available for the Nintendo® Game Boy® with all of the charm of the original and many new surprises. Designed to reward hard work and smart decision making, Harvest Moon GB is a unique blend of a role playing and a farming simulation game. Since this game is compatible with the Game Boy Game Link®, you can exchange animals and seeds with your friends to create your own unique ranch. Best of all, Harvest Moon GB offers a greater variety of characters, crops and animals to choose from, making each game's outcome more fun and less predictable. Oh no! You forgot to plow the fields. Looks like no dinner tonight.



**Serious Fun™**

**NATSUME**

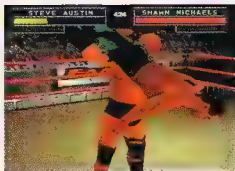
PUBLISHED BY NATSUME

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Photo-realistic polygonal wrestlers and 3-D environments.

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Customize a wrestler's gender, body, face, strength and costume.



### Over 300 Motion Captured Maneuvers from the WWF's Finest

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# WAR ZONE™

sweat the details



GAME BOY™

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A low-angle, close-up photograph of Stone Cold Steve Austin. He is shirtless, wearing a black leather jacket with silver studs and a white '3:30' logo on the left chest. He has a black wristband on his left wrist and is raising his right fist in a power salute. His mouth is open as if shouting or cheering. The background is a bright, overexposed white.

ACCLAIM<sup>®</sup>  
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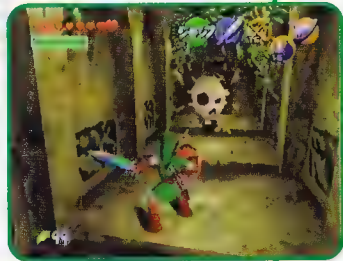
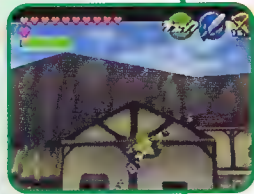
[www.acclaimsports.com](http://www.acclaimsports.com)

**Stone Cold Steve Austin<sup>™</sup>**  
*World Wrestling Federation<sup>®</sup> Champion*



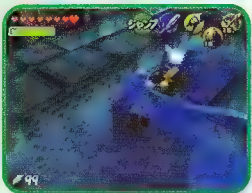
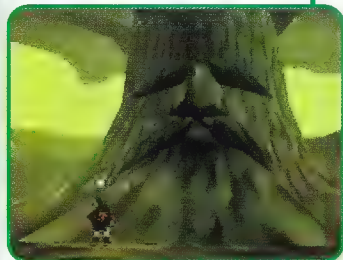
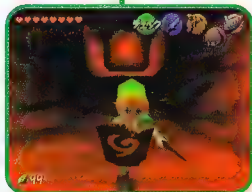
## The Legend of Zelda: The Ocarina of Time

The latest screens of Zelda 64 (now officially known as "The Ocarina of Time" in the United States) are here, straight from E3. The playable version at the show featured many areas never seen before, as well as some new items and Bosses. Take a look at the first screens of the Hook Shot (right), as well as Phantom Ganon (below), one of the new Bosses revealed at the show. The game is due for release on Nov. 23.





To the left here are several screens of one of the areas of the game that apparently (obviously) takes place inside a giant monster of some sort. Below we see the Tree of Deku, where the game's first main objective lies. As you can see, the graphics in Z64 are just phenomenal. Without a doubt this is going to be THE game to own in 1998.

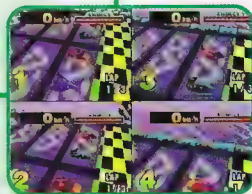
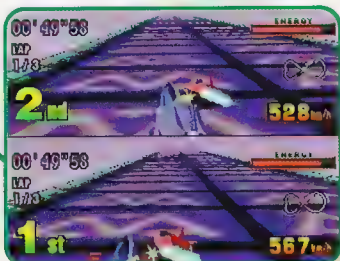
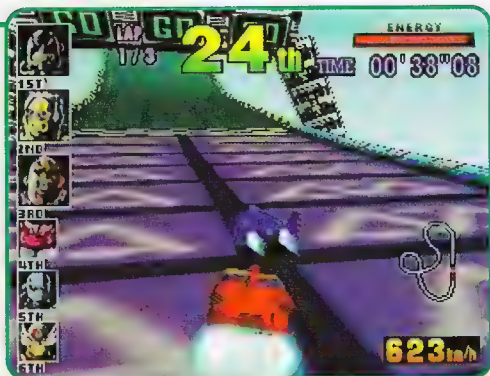




## NINTENDO 64

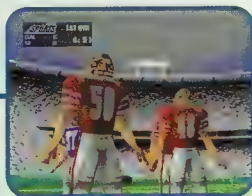
## F-Zero X

Nintendo's F-Zero X is nearing completion and is expected to hit the United States at the end of August. The graphics may look a bit plain, but the speedy 60fps animation just screams and the gameplay is extremely solid.



## NFL Quarterback Club 99

Acclaim definitely has the graphics side of things down with NFL Quarterback Club 99, now what they want to put more of a focus on is the AI. They even have Charles Weis of the NY jets helping coordinate plays for the game.



## Rush America

Why stay confined to San Francisco? Now you can practically take on the entire United States in Midway's addition to the Rush series. The cart features 10 new cars, 12 new tracks and is said to have a slightly improved graphics engine.



# "and you thought pinball was boring"



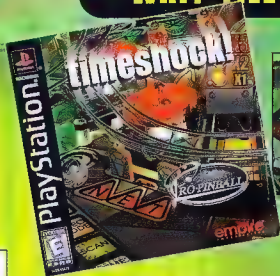
# timeshock!

"This is a  
slick-ass mother  
of a Pinball sim.  
The best looking on  
the 'Station' by a  
long chalk"

— PLAYSTATION PLUS



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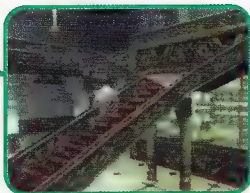
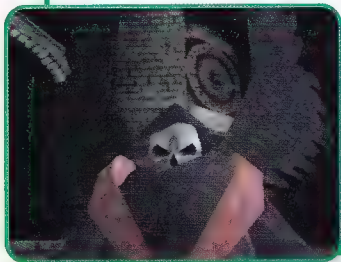




## NINTENDO 64

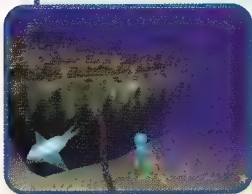
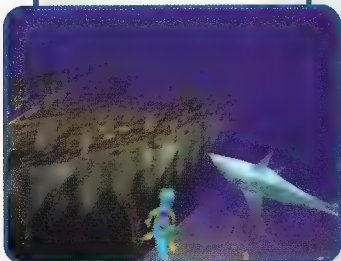
## Castlevania 64

Playable for the first time at E3 (behind closed doors), Konami's *Castlevania 64* is shaping up nicely. Check out the latest screens...



## Gex 64

Here are some new screens of *Gex 64*. These are from the brand-new Titanic level, exclusive to the Nintendo 64.



## NHL 99

As you'd expect, all of the NHL teams, players and logos are in *NHL 99* from Electronic Arts. Also look for analog control, international teams, improved motion-capture and more.



# CHOPPER ATTACK

RECKLESS FLYING, MERCLESS DESTRUCTION  
AND COCKY ATTITUDES LEAD TO ONLY ONE THING:  
**THE BONUS LEVEL.**

As a pilot in the military, you've got to know your way around a battlefield. But if you want to completely savor the top-down tactical military mission, you'll do it as a pilot in Texas. As a pilot in Texas, you can't miss a thing. You can't miss a thing.

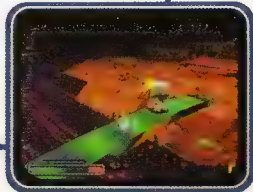
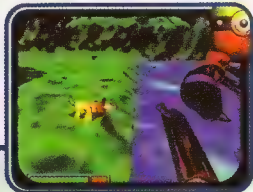
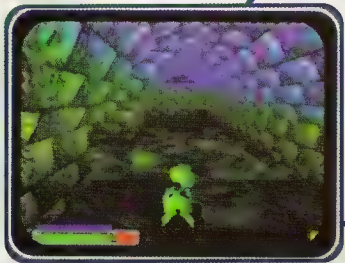




## NINTENDO 64

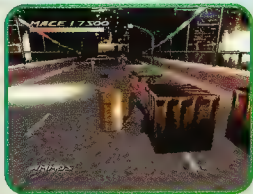
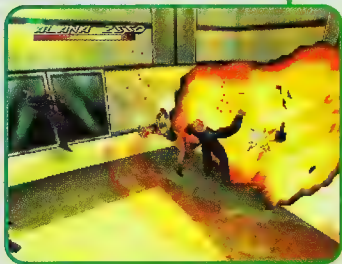
## Space Station: Silicon Valley

What could be more fun than controlling a bunch of animals in a bio-sphere type space station? If you can't think of anything, DMA Design's graphic adventure Space Station: Silicon Valley, is the 3D action/adventure game for you. Look for it in October.



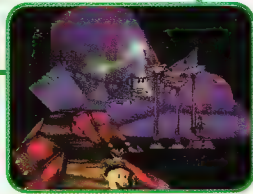
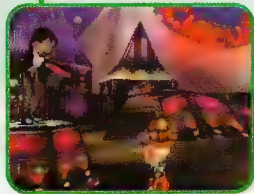
## Fighting Force 64

This version of Fighting Force is essentially the same as the PlayStation game, except with enhanced graphics and effects.



## Jest

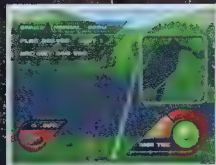
This one from Infogrames puts you in control of Jok, an energetic jester's apprentice. According to Infogrames, Jest is a blend of racing and 3D platform, and lets you travel to such diverse locations as a haunted fairground, Persia and Mars.

True Golf Classics:  
Waialae Country Club

True Golf Classics features excellent graphics, six modes of play and tons of options. One of the most notable is its create-a-player feature. As seen in other sports games, this is a mode in which players can edit your golfer's attributes. Look for it in July from Nintendo.



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**A TWO-TON TRUCK ISN'T THE ONLY LOAD  
YOU'RE ABOUT TO DROP.**



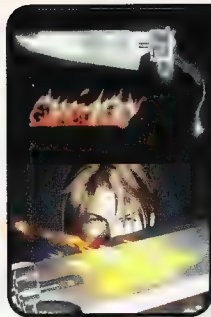






Pick of the Show 

## The Gunblade



Squall's Gunblade may look somewhat like a gun, but despite the barrel, it doesn't fire bullets. Instead, if the trigger is pulled at just the right time (when the blade is striking an enemy), the damage caused by the blade will be doubled.

The main differences noted so far between Final Fantasy VII and Final Fantasy VIII are as follows: For one, the characters are

being designed to look more realistic than the characters in FFVII. The anime-like look of FFVII's characters will be replaced with more correctly proportioned models in FFVIII, mainly to make the transition from FMV to game more fluid and convincing. Sakaguchi explained that he wants to pursue a more in-depth and detailed story line for FFVIII, and he's seeking a more effective graphical expression for the storytelling. He added that he hasn't forgotten about the interactive elements that make it a video game, though. He also mentioned that Square's overseas offices (namely Square USA) are contributing to the technical aspects of FFVIII, namely the game's CG and development tools.

Another difference from FFVII is that this time the characters will all be fully texture-mapped. This too

will help make the in-game characters look more like their FMV counterparts. And last but certainly not least, for the first time in the series, all of your party members will be shown on the field at the same time. No more will you have one guy walking around when suddenly three people jump out of him to start chatting. Now everyone will be shown simultaneously, all the time.

The best news of all at this press conference concerned the game's release date. While it won't be released in Japan until "sometime this winter" (which basically means anytime before the end of the fiscal year next March), the U.S. release has been officially confirmed for the latter half of 1999, probably around September. To keep eager gamers from going out of their minds waiting for the game, a movie of FFVIII will be packed in with Parasite Eve when it's released here this September. Another demo—this time playable—will come bundled with Brave Fencer Musashinden when it is released in November.

We'll have our own playable demo on July 14 when Brave Fencer Musashinden hits Japan, so expect more coverage of what will surely become the most anticipated game of 1999 real soon. ●



As was the case with Final Fantasy VII, FFVIII's backgrounds are rendered with fantastic detail.

## Gameplay Screens

As you can see, the gameplay environments in FFVIII are beautifully detailed, and have a bit of a futuristic look to them. Shown here along with Squall are two new characters, a man named "Zeru" (that's the literal Japanese translation) and an anonymous female (in blue).



## Laguna Loire

## Character Information

Name: Laguna Loire  
Age: 27  
Height: 5'11"

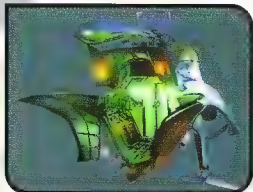
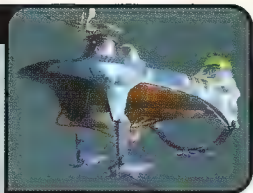


Unlike Squall, Laguna is a man of heart. He knows love and respects his duties. According to Square, he's an optimistic and vigorous person who enjoys the confidence bestowed in him by those around him. Not much else is known about him yet, but we do know that he's a former soldier who now works as a journalist. Apparently, Laguna and Squall, while both main characters, reside on different worlds. How their paths will cross hasn't yet been revealed, but the idea of possibly playing with two entirely different characters from the outset is quite attractive. Whatever the case, we'll know more on this as it develops. According to Nomura-san, the inspiration for the name Laguna came from none other than Laguna Beach, Calif., as well as the powerful sword Ragnarok (which, when broken down phonetically in Japanese sounds a bit like "la-gu-na-ro-k").



## Vehicles

These three images show off one of the airships of Final Fantasy VIII. We can only assume that various other forms of transportation, like Chocobos, will be back as well. Nice weaponry, eh?



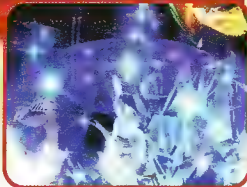
## Magic

While specific information about Final Fantasy VIII's Magic system hasn't been revealed yet, you can be sure that the effects will top even those of the amazing-looking Final Fantasy VII. Shown here are three of the classic spells in Level 3 form (Fire, Ice and Bolt) as well as the first revealed Summon spell, Leviathan.

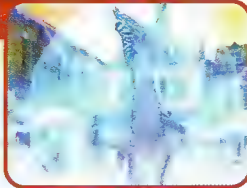
### Fire 3



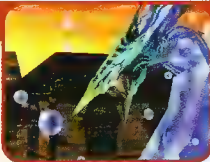
### Ice 3



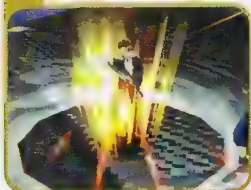
### Bolt 3



### Leviathan



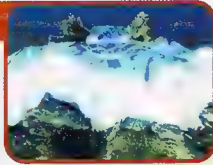
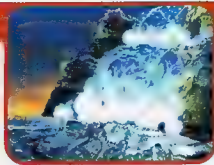
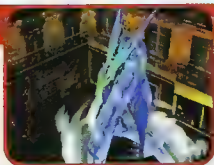
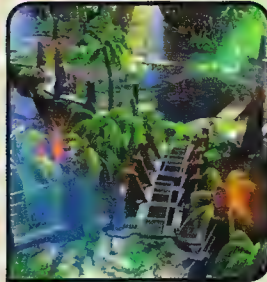
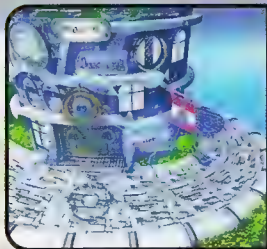
As can be expected, Final Fantasy VIII's battles will be chock-full of never-before-seen special effects and graphical wizardry. Not much is known yet about the battle system itself, but the ATB (Active Time Battle) feature will of course be back, and so far, it seems that once again your battle party will consist of only three members at any one time.



Just one of the several renderings Square has released so far of backgrounds from Final Fantasy VIII...

## The FFVIII World

Like Final Fantasy VII, the backgrounds in FFVIII consist of amazingly detailed 2D images that the 3D characters interact "with." Here are the first batch of background renderings revealed.





2D, or not 2D...

EARTHWORM  
**JIM** 3D

The Worm Has Returned.

*Interplay*

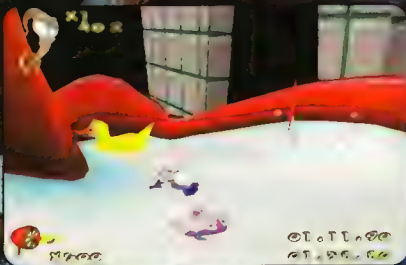
BY GAMERS FOR GAMERS.™

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# JIM USED TO BE SHALLOW, NOW HE'S GOT DEPTH.

After getting konked on the noggin, Jim back flips, pig-boards, and helicopter heads his way through six neurotically insane levels of his own unconscious brain.

Better yet, he gets to romp around freely in lush 3D environments. But do you want to tell our study here that it's "all in his mind" or should we?



Ever go pig-boardin'? Groovy!



Watch Out For The  
Dreaded Disco Zombies



Jim's Brain Cells Go For A Spin

Warming Your Way Fall '98





| Publisher/Developer   | Players/Genre | % Done | Release          |
|---|---------------|--------|------------------|
| Namco   | 1<br>Action   | 10     | 1st Qtr.<br>1999 |
| Web Address: <a href="http://www.namco.com">www.namco.com</a> |               |        |                  |

## Pac-Man 3D

### I Ain't Afraid Of No 3D Ghosts

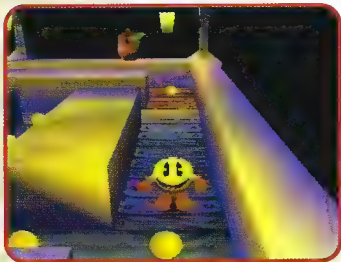
Mmm...delicious power pellets. Like in the original, these make it so you can eat the ghosts.

A good portion of the games of yesteryear have been taking a plunge into the world of 3D. Even with all of the enhanced retro titles on store shelves nowadays, one little yellow guy in particular really hasn't taken the trip just yet, even though a new game with him in it seems like a no-brainer. Pac-Man 3D from Namco puts the pellet-gobblin' sphere into a 3D world, and so far it seems like they're doing it right. This is the first title designed and developed by Namco's U.S. product development team.

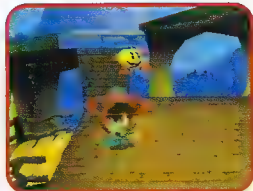
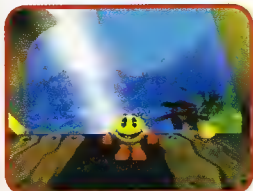
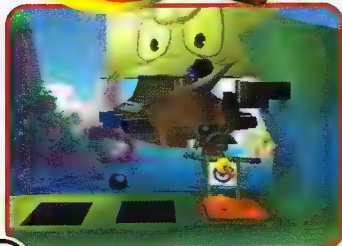
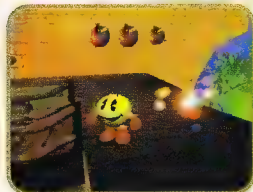
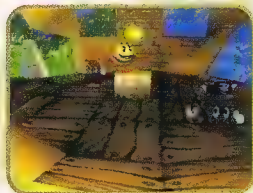
Nothing in the E3 version of Pac-Man 3D seemed forced. The game's lead designer Jason Weesner commented, "We wanted to create unique levels of gameplay, yet retain the history associated with Pac-Man." And the retention of history is just what they're doing. When it comes down to it, Pac-Man is kicking it old-school so to speak except this time he's in a sharp-looking 3D world. Pac still has to avoid ghosts, eat power pellets and delicious types of fruit (which act as power-ups) and basically do what he has to do to get out of a level. This 3D update is hardly as simple as its arcade predecessor though. Pac-Man 3D puts you in a bright and colorful world, complete with mazes, puzzles, platforms and Bosses. In fact, at first glance our EIC John Davison thought Pac-Man 3D was for the Nintendo 64. That's how nice the game looks.

Since Pac-Man is in a new world, it only makes sense he'd have to try new activities such as flying, swimming and what Namco calls rocketing. Even though Pac can run around in all dimensions, the game is more similar to Pandemonium! than it is to Gex: Enter the Gecko. In addition to the 3D action levels, there's also an update of the original 2D

version on the disc. Now the blue-outlined maze is in 3D and the camera has a tighter focus on Pac-Man, but this is more of a bonus than anything else. Namco originally was hoping to release the game in time for the holidays. However, since Pac-Man is Namco's mascot, they want to make certain this game lives up to the kind of anticipation a new Pac adventure will receive. Check out [www.videogames.com](http://www.videogames.com) for more info on Pac-Man 3D as the game progresses.



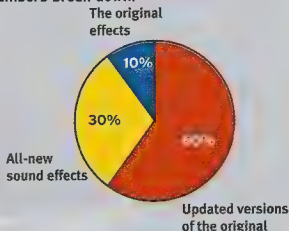
In addition to the regular game, Pac-Man 3D includes the original arcade version in a three-dimensional form.



### Pac-Man 3D Sounds

#### The Old Wacam Wacam or Hi-Fi?

Pac-Man 3D's lead designer wasn't sure how the design team was going to approach the sound effects in the final version of the game. In the E3 version, sounds were almost directly lifted from the original Pac-Man. Believe it or not, they worked really well. So we asked roughly 1,200 people if they want the sound effects in Pac-Man 3D to be a) all-new sound effects, b) the original effects from the 2D version of Pac-Man or c) updated versions of the originals. Here's how the numbers break down:



# THE RPG THAT DEBUTED AT #1 IN JAPAN

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- Tips and Tricks



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| Publisher/Developer          | Players/Genre | % Done | Release       |
|------------------------------|---------------|--------|---------------|
| GT Interactive               | 1 Adventure   | 45     | November 1998 |
| Web Address: www.gtgames.com |               |        |               |

## Oddworld: Abe's Exoddus

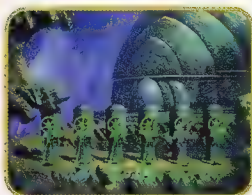
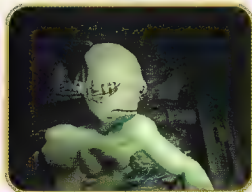
### Time To Save The Mudokons Once Again

It's an odd, Oddworld once again. Abe, the absinth-skinned Mudokon and star of GT Interactive's Oddworld: Abe's Oddysee title, will soon be embarking on his second journey, picking up precisely where his last mission left off.

The story begins at the point where, by destroying the factory and all the Mudokon bones stashed inside (during the end of the first game), Abe has given the Glukkons reason to need another cache of bones so they can continue making their carnivorous beverages. In Exoddus, you will again venture into the mission as Abe, only this time, with more feeling. Not only will Exoddus include more gamespeak and more special features (like invisibility), you will also reportedly discover more intelligent AI, and fellow Mudokons will wear their emotions on their skin, literally, as blue will depict melancholy, red will display anger, and so on. As Abe, you will have to interact with the Mudokons, by hugging and so forth, to keep them from committing suicide and even taking advantage of your kindness. Zombified Mudokons, notably Mudombies, will need Abe's assistance in finding their way to safety as well.

Many of the former enemies, such as Scrabs and Sligs, will return. However, Fleeches, Slurges, Necrum Spirits and Slogs will also attempt to keep you and your kind from safety. And while saving the Mudokons is foremost, there will be lots of chores for Abe along the way, so to speak.

The game and graphics engine is unchanged from Abe's Oddysee, but the puzzles are all new. In fact, Abe's Exoddus has more than 700 new screens.



Now, Abe can control an entire group of Mudokons at one time. Be warned, however: The Mudokons have volatile personalities. If you don't control them properly, they may throw a tantrum, or worse, commit suicide. Sounds like Tamagotchi, doesn't it?

### Behind the Screens

#### The Next Oddysee

You may know that Abe's Oddysee is part one of a quintology (that's a five-part series to you non-scientists out there). Abe's Exoddus is actually *not* part of this quintology. Part two of the series is going to be called Oddworld: Munch's Oddysee. Oddworld Inhabitants (the developers) have such a grand artistic vision for part two, they're waiting for a larger, more powerful canvas to paint on. "We definitely won't be doing Munch's Oddysee on the PlayStation," says Lorne Lanning, president of Oddworld Inhabitants. "We're going to wait for a more powerful system. Whether that system will be Dreamcast remains to be seen."

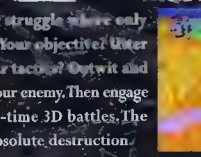
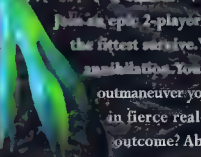
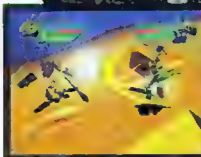
So where does Abe's Exoddus fit in all of this? GT Interactive knew that Oddworld Inhabitants weren't going to put Munch's Oddysee on the PlayStation. So GT basically explained to them that they'd be crazy not to do one more PlayStation Oddworld game, seeing how the first game met with such critical and financial success. Oddworld Inhabitants agreed, so now we have Abe's Exoddus.

Just remember, all of the games in the Oddworld quintology will have "Oddysee" in the title. Anything with "Exoddus" is considered outside of the quintology. Got it?



The game and graphics engine is unchanged from Abe's Oddysee, but the puzzles are all new. In fact, Abe's Exoddus has more than 700 new screens.

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| Publisher/Developer   | Players/Genre | % Done | Release  |
|---|---------------|--------|----------|
| Capcom  | 1-2           | 60     | 4th Qtr. |
| Capcom  | Compilation   |        | 1998     |
| Web Address: <a href="http://www.capcom.com">www.capcom.com</a> |               |        |          |

## Capcom Generations: Street Fighter II Collection

The Classics  
Are Back

### My 2 Cents

First we get Super and Super Turbo together in one compilation, then SFII and SFII: CE in another. What a waste. Couldn't these classics be arranged a little better?

Here's my dream compilation: Street Fighter I, SFII: Championship Edition, SFII Turbo: Hyper Fighting, Super SFII Turbo, SF Alpha 2 Gold, SF EX Plus α and SFIII: 2nd Impact. Now how awesome would that be?

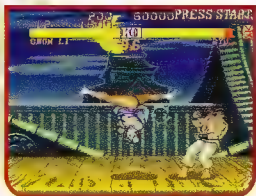
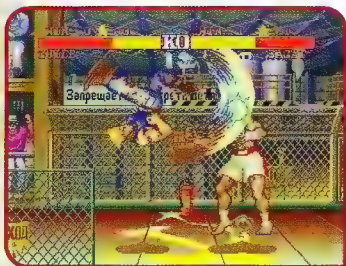
-Dan "Shoe" Hsu

This second Street Fighter collection brings together the first three games that started one of the greatest crazes in video game history, the fighting game. Street Fighter II, Street Fighter II Championship Edition and Street Fighter II Turbo: Hyper Fighting make up this newest compilation from Capcom.

Street Fighter II, in case you've been away from this planet for the past eight years, is the one that started the phenomenon. This one has the original cast of eight characters. Championship Edition not only let players play as the same character but let you play as the four Bosses as well. Hyper Fighting, what many of us consider the pinnacle of the SF franchise, brought new moves and faster gameplay to the series.

If you have the first SF II Collection, don't miss out on this one. Together, the two make up the definitive Street Fighter library.

All the classic fighters and their signature moves are here. Ah...remember these good ol' days?



| Publisher/Developer   | Players/Genre | % Done | Release  |
|---|---------------|--------|----------|
| Konami  | 1             | 20     | November |
| Konami Co. Ltd  | Adventure     |        | 1998     |
| Web Address: <a href="http://www.konami.com">www.konami.com</a> |               |        |          |

## Silent Hill

Pick of the Show

One of the surprise hits of E3 was without a doubt Silent Hill. Imagine Resident Evil with a fully 3D polygonal environment, some of the coolest lighting of any game you've ever seen and throw in a combination of out-and-out gothic horror with weird and disturbing visuals.

Although only two early scenes were on show in Atlanta, Silent Hill already looks to have enormous potential. By combining the dramatic camera angles of Resident Evil with a fully 3D environment the net

result provides some thrilling movie-like sequences. As the hero runs down a dark alley the camera skims the ground in front of him looking up toward his face before swooping up into the corner of the room to provide a more open scene.

The game has a very disturbing story concerning a man who loses his young daughter in the town of Silent Hill as it slips between the "real" world and another more hellish domain. There's a lot of blood here...and some seriously nasty scenes with corpses and the scary-looking hell-spawn.

All of the story scenes are told with some of the most convincing CG cinema work we've ever seen—the expressions on the faces of the characters manage to convey emotion unlike anything you may have seen before.

The game has yet to be approved by SCEA, but as soon as we have any more information we'll bring you as much as we can.

The game is very dark throughout—and it makes use of some very effective lighting and fogging to provide a more convincing horror-movie environment.



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Publisher/Developer Players/Genre % Done Release

Capcom Fighting 1-2 10 October 1998

Web Address: [www.capcom.com](http://www.capcom.com)

## DarkStalkers 3

It's A Monster Mash

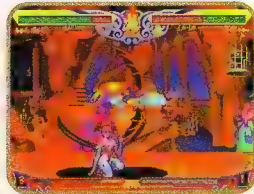
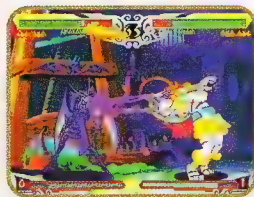
The DarkStalkers series has up until this point essentially been "Street Fighter with monsters." At its core, DarkStalkers 3 is still just that, but it has a few twists that manage to make it feel quite a bit different.

For example, the Dark Force power-up, which takes one level of your super meter, acts a bit like the gems did in Marvel Super Heroes. Each character is affected differently by Dark Force. Some characters get armor, others get mirror images of themselves that double their attack power, etc. There are also two types of super moves in the game. ES moves are powered-up versions of normal moves, like super fireballs, extra-damaging throws and multiple Dragon Punches. EX specials are entirely different moves. For instance, Demitri can turn his opponents into little girls (even the boys turn into girls—don't ask), pick them up by the neck, and choke blood out of them, while Lilith tosses a top hat at her opponent. If the hat hits, her enemy is forced to do a little dance, taking damage all the while.

So far, the PlayStation version looks and plays as well as can be expected. The arcade or Japanese Saturn version, but it is more than adequate. If you're looking for a Capcom fighter a bit different from the average Capcom fighter, then keep an eye out for DarkStalkers 3.



DarkStalkers 3 has some of the most unconventional combos of any fighting game on the market.



## Knockout Kings

It's amazing that it's taken this long for a boxing simulation to hit the PlayStation, but what's not surprising is that EA is the company that decided to break the dry spell. Finally, boxing fans will be able to step into the ring with Knockout Kings.

In their efforts to make a comprehensive boxing game that spans generations, EA licensed more than 38 real boxers that include legends such as Muhammad Ali and Sugar Ray Leonard in addition to current favorites such as Evander Holyfield and Oscar De La Hoya (who also served as a consultant and

provided motion-capture). Each 3D boxer looks very close to their real-life counterparts thanks to texture-mapped faces and similar polygonal body models. Additionally, each boxer's vital fighting statistics (such as strength, fighting style, weight, height, stamina and reach) will provide the soul of each fighter, and will determine how he can be used or abused in the ring.

Apparently, EA is sparing no expense in making this game an immersive boxing experience. The voice of Mills Lane will provide the instructions before each fight, followed by two-man commentary by Sean O'Grady and Al Albert. With such attention to detail being put into Knockout Kings, the future seems bright for the PlayStation's first true boxing simulation.

Tons of motion-captured moves should ensure that Knockout Kings looks and plays like a real boxing match.



Texture-mapped faces give the boxers character, especially when they're beaten bloody.



**MUSIC MOST DANGEROUS**

# SLAYER



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**FEATURING STAIN OF MIND.**

**Produced by Rick Rubin Co-Produced by Slayer**

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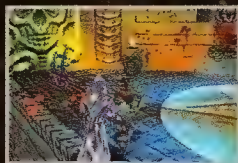




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Game Rating Information

In the land of Mamora,  
a corpse's nostrils and mouth  
are sewn shut, its knees and  
big toes tied, and a lullaby  
is whispered into the  
dead body's ear.

sometimes death is just the beginning



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**AKUJI**  
THE HEARTLESS



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Publisher/Developer Players/Genre % Done Release

MGM Interactive  
Black Ops 1 Action N/A 2nd Qtr. 1999

Web Address: www.mgminteractive.com

## Tomorrow Never Dies

### Black Ops to Make A Special Bond

The biggest news on the Tomorrow Never Dies front is the recently pushed-back release date. Now the game developed by Black Ops is coming our way in the second quarter of '99 instead of fourth quarter '98. Why? The answer is simple, according to a spokesperson for MGM Interactive. "Since this is the first Bond game on the PlayStation we want [Tomorrow Never Dies] to kick butt." MGM believes the extension will give the team that much more time to make the game amazing. But will the extra time do the trick? If the version we scoped at E3 is any indication of what's to come, then yes. The graphics in the latest revision look improved over old versions, and the overall feel is tight. What's more, TND looks quite original for using a license that can easily be copyrighted.

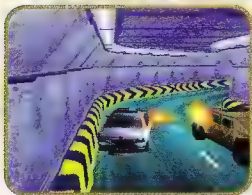
Of course, Bond will do all kinds of interesting, action-packed things. Some that should make it into the final product are flying, driving, skiing, scuba diving and go on foot somewhat similar to GoldenEye. The game's story, believe it or not, starts where the movie *Tomorrow Never Dies* ends. Why such an unorthodox move? MGM and Black Ops know part of the fun of a James Bond film is discovery, so they want to have a story that allows the player to slowly piece



Look familiar? Don't be fooled, the resemblance to GoldenEye 007 is only because it's a James Bond game.

together what's going on, figure out who the mastermind is, and then go save the world. If they simply made a game based on the movie's plot you'd know what's about to happen. From what Black Ops has told us, they want TND to stand on its own as a game first and foremost. The movie license comes second. Also note: Although the number of players in the box above says one, there is talk of possibly including Multiplayer Modes by the time the game's released.

Bond doesn't just go it on foot in TND, he also jumps in his fancy ride, skies and flies.



## Bomberman World

Hudson's first PlayStation Bomberman game headed our way later this year courtesy of Attus. Unlike the recent N64 version of Bomberman and upcoming sequel, Bomberman World is more of a traditional B-man game. The gameplay is essentially 2D, but all of the characters and playfields are polygonal, and the overhead view is now isometric.

Bomberman World has three different main modes of play (Normal, Battle and Challenge), each with several sub-modes of its own. The Normal game features 25 stages (five worlds with five areas in each) of traditional Bomberman play. The object is to collect crystals on each stage which open up doors that allow you to move on to the next stage.

The usual assortment of power-ups and vehicles are in abundance this time as well. The Battle Mode (what Bomberman is all about) allows up to five people to go at it on 40 different themed stages in one of two modes (Battle Royal and Maniac Mode). There's also a new Challenge Mode where you get to choose a certain preselected batch of power-ups and then play as far as you can without dying or running out of time.

In addition to saving your place with a password, you'll now be able to use the Memory Card to save if you wish. Also, the U.S. version of Bomberman World will now support the Dual Shock controller (a nice enhancement). Watch for it this October.



Bomberman World's 3D graphics are pretty at times, but the gameplay is still very much old-school B-man.

This time around, the Battle Mode features 10 different stages and eight characters to choose from.

FROM THE CREATORS OF PERSONA AND THE REVELATIONS SERIES

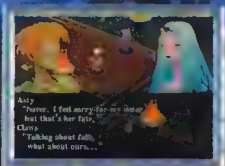


# KARTIA

THE WORD OF FATE



An RPG Strategy fight! Trade special items with your friends via the network! Fight to the death in Versus Mode.



Amy: "Honey, I got married... my dear... but that's her fate."  
Clara: "Talking about fate... what about ours..."

Character designs by Amano Yoshihiko, Final Fantasy series.



Two different storylines complete with FMV sequences! The hour of darkness!



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ATLUS



Publisher/Developer Players/Genre % Done Release

Electronic Arts 1-2 Racing 60 October 1998

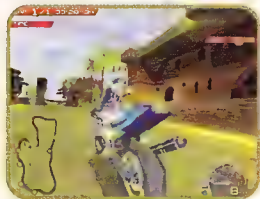
Web Address: [www.ea.com](http://www.ea.com)

## Moto Racer 2

Think  
Excitebike  
In 3D

**M**ost sequels come and go. The ones that stand have something memorable added. Moto Racer 2 from Electronic Arts may just have that special something: A new 3D Track Creator to design custom courses, which can then be saved to a memory card. Essentially you'll never run out of tracks since you can make your own and trade with your neighborhood chums. You can make hills, jumps, valleys and change the course from dirt to city street with the push of the button and simply save it to a standard memory card. This feature alone should bring back those fun memories of Excitebike on the NES, and looks to be more

The desert sand will affect how your bike controls, so watch those corners and jumps.



At E3, the track editor lets you choose between an asphalt and a dirt track.

versatile than Jerry McGrath's track editor.

The game maintains its speedy engine and tight control but with slightly enhanced graphics. Track-wise, Moto 2 lets you race in real locations such as the Sahara Desert and Amazon Rain Forest, plus more than 25 other new tracks. With these locations comes an array of weather effects. A sandstorm in the desert will make your bike drift, whereas a downpour will make it easier for you to slide. The added Dual Shock support should make the playing experience even more enjoyable, for both the vibration and analog control. Moto 2 features an Arcade and Simulation Mode, but will also give you a Three-player Mode for a split-screen chance to beat your friends. ●

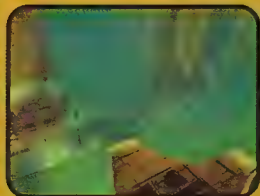
Publisher/Developer Players/Genre % Done Release

Web Address:

## Omikron: The Nomad Soul



Omikron's street signs, pedestrian traffic and bad neighborhoods make you feel like you're in a real, giant city.



NAME:  
RIPLEY  
ELLEN

DUE THIS FALL

ALIEN

THE GAME

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| Publisher/Developer   | Players/Genre | % Done | Release      |
|---|---------------|--------|--------------|
| Sony Computer Ent.<br>SCEE  | 1-2<br>Racing | 90     | July<br>1998 |
| Web Address: <a href="http://www.playstation.com">www.playstation.com</a> |               |        |              |

## Turbo Prop Racing

Water Sports  
Invade The  
PlayStation

**T**urbo Prop Racing is the newest addition to the growing motorboat racing genre. Six environments (Alaska, Miami, Costa Rica, etc.) and 18 different track combinations provide the catalyst for this high-speed water extravaganza. Race these tracks with up to 10 different craft ranked by the usual speed, handling and acceleration classifications.

The Canyon course features heavy rapids and lots of negative power-ups.

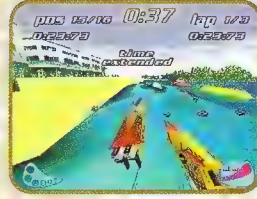


What to expect? Good speed emulation and plenty of icon grabbin' to keep those speeds alive. Also get ready for wide-banked tracks complete with long sweeping curves to accommodate the pace as well as the nudging competition. As for the water effects—it's no Wave Race but then again the PlayStation can only handle so much polygon manipulation. Dual Shock compatibility provides precise steering not to mention quite a bit of vibration due to the thrashing water.

At this point the focus of the game is where it should be—the racing gameplay. Your eyes will dart between navigating the course and spotting the next competitor to

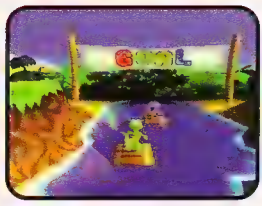
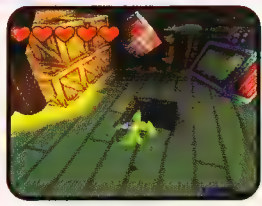


pass. And that, my friends, is the sign of a good racer. Even though this game has been previously released in Europe as Rapid Racer, it looks quite good in its second incarnation here in the States.



Fox Interactive  
Argonaut  
40  
1998

## Croc II



Fox Interactive and Argonaut Software will hopefully waste no time bringing us the sequel to the first true 3D action game on the PlayStation. Unfortunately, we have yet to actually sit down and play the game since all Fox had on display at E3 was a videotape of 40 percent complete gameplay. Croc II runs on a modified version of the original Croc engine, which isn't a bad thing considering the first was quite impressive, at least graphically. "It's a further evolution of the engine. Argonaut learned a lot from Croc that they implemented in Croc II," commented David Stalker, producer of both Croc: Legend of Gobbos and Croc II. Running in hi-res at 30 frames per second, Croc II promises to blow away its predecessor at least from a visual standpoint.

After defeating the evil Baron Dante in the first game, the back-packer reptile leaves his adoptive island home in search

of his long-lost parents. As luck would have it, the Baron is far from finished. Thanks to Croc's upcoming journey, we'll be treated with a variety of new environments. Based on art and screenshots, Croc looks like he'll be visiting a number of unique worlds, including the Wild West, an Inca Village and a snow world. Upon entering a new world, the appearance of Croc's furry Gobbo pals will change to match the given environment. Also expect larger areas to explore instead of a number of small ones broken up with load time like the first one. Hopefully the problems in the first Croc will be changed in Croc II. Thanks go out to the *Official U.S. PlayStation Magazine* for most of the info on this one.





| Publisher/Developer   | Players/Genre     | % Done | Release          |
|---|-------------------|--------|------------------|
| Midway<br>Shiny Ent.  | 1-2<br>Simulation | 20     | November<br>1998 |
| Web Address: <a href="http://www.midway.com">www.midway.com</a> |                   |        |                  |

## RC Stunt Copter

Less Fight,  
More Flight

**H**ow's this for a big boast: Shiny claims the controls for its RC Stunt Copter—published by Midway—are so accurate that if you play the game long enough, you'll be able to fly a real-world RC helicopter. We didn't play the game nearly that long at E3 to test this theory, but we can say the controls take a bit getting used to. Just like a real helicopter, the RC aircraft in the game uses one stick to control flight direction and another to control altitude. Hence, RC Stunt Copter works ideally with the Dual Shock analog controller.

Gameplay is reminiscent of Pilot Wings. You fly a variety of RC helicopters through courses filled with obstacles, such as balloons, and objects to collect. Varying weather makes flight a bit more challenging, as well. Newbies to the game can progress through its Training Mode—probably a good idea, since the physics are so true-to-life. Although the version we saw at E3 didn't look all that spectacular in terms of graphics, this game will no doubt appeal to flight-sim fanatics—and anyone else whose parents never bought them a \$1,000 RC chopper. ●

Helicopters—even RC ones—are supposedly the most difficult aircraft to fly, so this game will take patience.



## Jackie Chan's Stunt Master

Striking toward an early 1999 release on a wave of unpredictable originality comes Jackie Chan's Stunt Master. Would you believe it, it's a 3D cooking game. No, no, no. It isn't. Sorry...it's a 3D platform/adventure/fighting game. Think Double Dragon, think Fighting Force, think "Oh my God, I really wasn't expecting that."



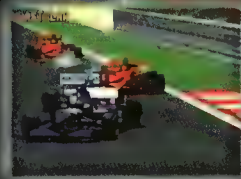
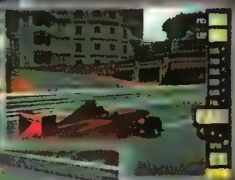
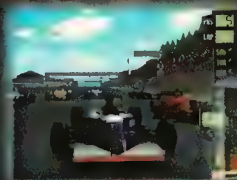
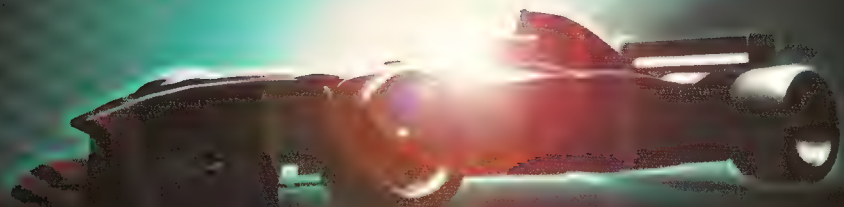
Despite having no facial features, the way the central character both looks and moves is unmistakably Jackie Chan.

While the mechanics of the game are superficially about as original in concept as a spoon, the underlying story and structure is actually quite cool. You play Chan (obviously) and the action takes place on the movie set of his next film. As he's happily filming, things start to go crazy on the set and the lines between what is being produced for the film and what is actually a threat become somewhat blurred. As you would expect, lots of fighting ensues.

It has to be said that Jackie Chan is one of the coolest people in movies so it's great to see that he is so actively involved in the production of the game. Radical is working with him on all of the moves for the game, and he's been hooked up to a motion-capture setup already in order to capture his acrobatic tendencies.

The preview at E3 was obviously extremely early, but already the central character was recognizably Chan. Watch out for more information later in the year.





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**Publisher/Developer** Ubi Soft  
**Players/Genre** 1-4 Combat Racing  
**% Done** 75  
**Release** October 1998  
**Web Address:** www.ubisoft.com

## S.C.A.R.S.

### Combat Racing With Animal Magnetism

Notice the intense light-sourcing appearing all over the screen.

**S**.C.A.R.S. is basically a combat racing game juiced up with somewhat bizarre themes and subplots. The tale goes as follows: Super-intelligent computers run the land in 3000 AD. Out of boredom they create and race a series of super combative vehicles—each with its own animal theme. They call it, Situational Computer Animal Racing Simulation or S.C.A.R.S. for short.

Far-fetched plot aside, this combat racer has some nice features going for it. Namely decent driving playability as well as a deep and detailed 3D appearance. Generous amounts of light sourcing as well as seamless backgrounds helps set the stage for



S.C.A.R.S. features a lot of hilly terrain creating an intense roller-coaster racing experience.

nasty combat racing on eight rolling tracks.

Each of the nine vehicles sports a far-out animal-inspired look along with such names as Lion LK, Tiger Shark and Rhino Roadster. Interesting concept, but when the race is on, all focus turns to grabbing weapon icons and blowing opponents off the track. To accommodate the destruction, nine weapons ranging from homing missiles to road mines are available.

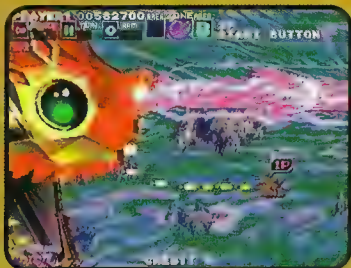
Although combat racing is nothing new, S.C.A.R.S.' unique look and gameplay could be a nice addition to the genre. Let's hope the animal rights activists can handle the themes. 🐾



**Publisher/Developer** Ubi Soft  
**Players/Genre** 1-4 Combat Racing  
**% Done** 75  
**Release** October 1998

**Web Address:** www.ubisoft.com

## G. Darius



We mentioned fish, and here they are. Most of them look very similar, but get much more threatening. Just bring some choice tartar sauce, and you'll be fine.



This big ship on the bottom left was commandeered against his will. Too bad he has to kill his friends now.



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In order: Visit your retailer or call  
1-800-234-3088 with Visa/MC  
(North America only).





| Publisher/Developer | Players/Genre | % Done | Release       |
|---------------------|---------------|--------|---------------|
| N/A                 | 1             | 30     | 4th Qtr. 1998 |
| Reflections         |               |        |               |
| Racing              |               |        |               |
| Web Address: N/A    |               |        |               |

## Driver

### Mix Destruction Derby With Starsky & Hutch

It's really surprising that no one has done this before. Virtually every cool action film and TV cop show has good old-fashioned car chases in them...so why haven't there been any car chase games?

Now there is...developed by the U.K.-based team that produced both Destruction Derby games for PlayStation, it is one of the most impressive car games that we have ever seen. The player takes on the role of a getaway car driver, and the basic objective of the game is to meet up with criminals as they are leaving their heists and drive them to safety. Simple.

What makes the thing so impressive though is the fact that the chases take place in some of the most accurate modeled cityscapes we've seen on any system. The team apparently drove around each city and took video of every street to make sure that they got buildings in the right places. One guest at Reflection's booth at E3 felt so familiar with the map of Miami the team had made that he drove around and pointed out the apartment building he used to live in!

Despite the realism of the maps though, it's the tire-squealing '70s cop show-inspired action that really makes



Starsky & Hutch-style car chases even take you down the alleys between the buildings. Look out for big boxes of garbage to smash through in the final version.

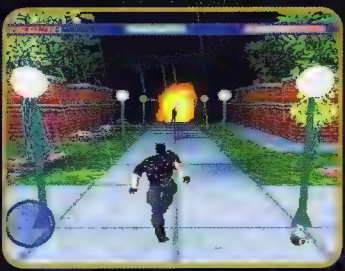
this game an exciting prospect. Tearing around the streets of San Francisco with loads of cops on your tail, while weaving in and out of the sensible, law-abiding drivers and pedestrians of the city is a truly wonderful experience.

Driver has yet to be signed to a publisher—but from what we saw at E3 it's only a matter of time. Watch out for more news on this in coming months.



| Publisher/Developer              | Players/Genre | % Done | Release       |
|----------------------------------|---------------|--------|---------------|
| 989 Studios                      | 1             | 50     | November 1998 |
| 989 Studios                      |               |        |               |
| Action                           |               |        |               |
| Web Address: www.playstation.com |               |        |               |

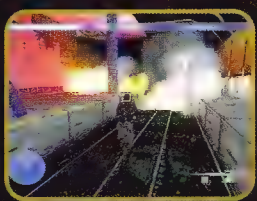
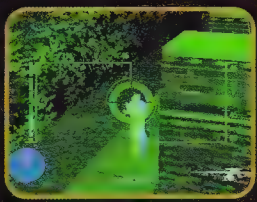
## Syphon Filter



To help break away from similar games, Syphon Filter places the emphasis on action and less on puzzle-solving elements. That's not to say the action is mindless. Enemies are placed in strategic locations which require some planning prior to assault. The best example of this is in the park level where snipers are trying to prevent you from completing your objectives by cornering you into traps. In addition to making you use your head, you'll have access to more than 20 weapons which range from the standard to the "oh yeah" level. Zoom scopes are one of the trendier accessories making their rounds in other games and they have found a home here. Syphon Filter does up the ante a bit by adding an infrared scope which detects body heat and tracks enemies by it. Very cool.

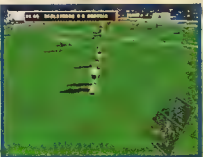
In the end, it'll take good enemy AI and proper level balancing to make Gabriel and his game stand out from the pack.

Gabriel Logan has a tough assignment. He must navigate through seven assassin-filled levels while convincing gamers that Syphon Filter is no Tomb Raider/Metal Gear clone. Of course the latter is not really Gabriel's concern, but it's definitely something the developers (989 Studios, formerly Sony Interactive Studios) are clearly trying to accomplish.





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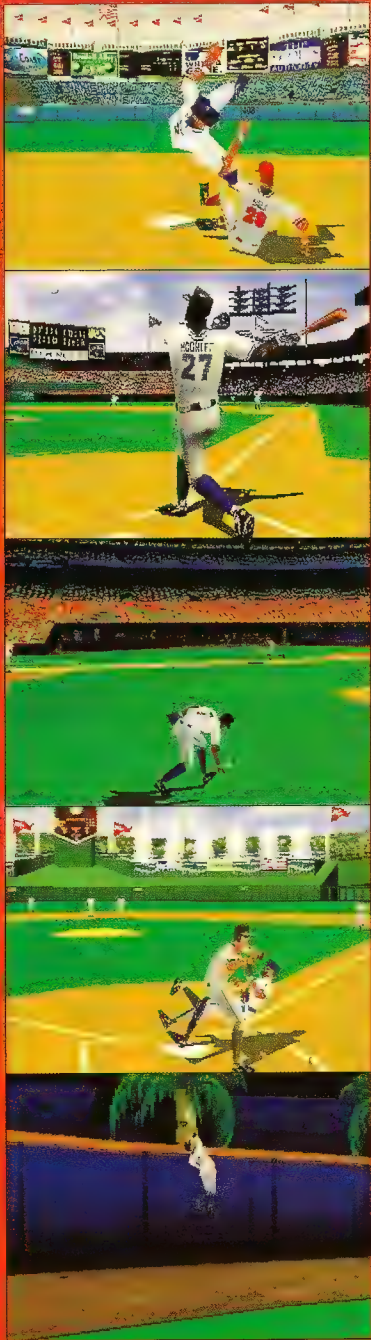
HE PITCHER KNOWS IT. THE BATTER KNOWS IT.  
THE CATCHER, THE UMP AND THE FANS KNOW IT. BUT  
AT 92 MPH, IT STILL HAS THE POWER TO SURPRISE.

- Bruising home plate collisions
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- Play-by-play from Vin Scully
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batting stance
- Welcome to the Big Leagues



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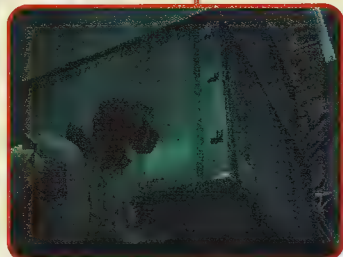
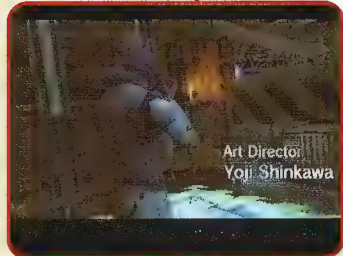
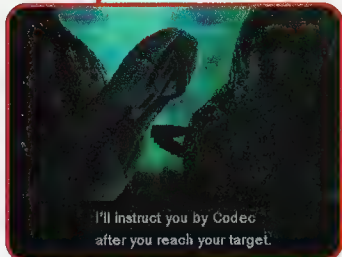
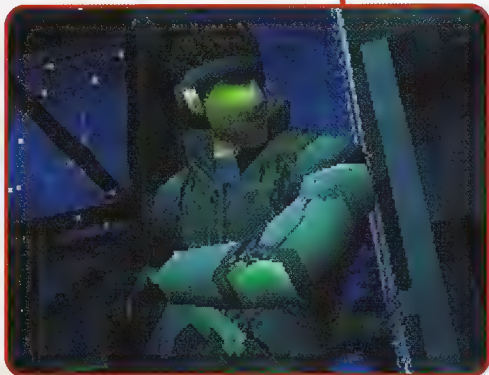
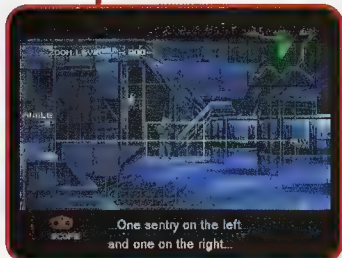
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## Metal Gear Solid

While the E3 version of Konami's Metal Gear Solid didn't have any areas we haven't seen before, it did at least have English text...



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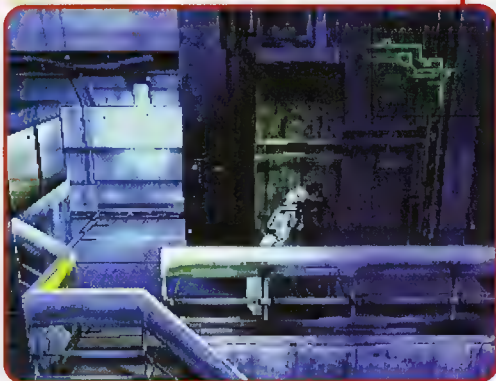
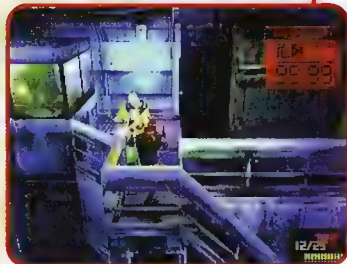
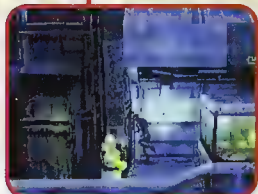
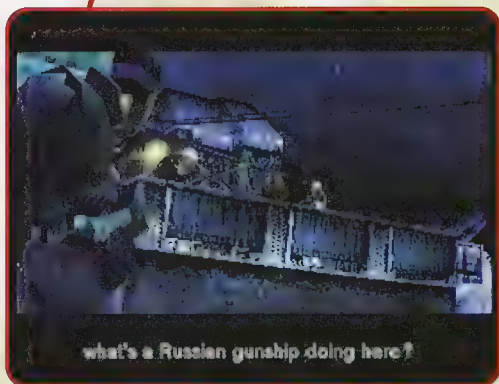


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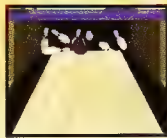


## Metal Gear Solid (Contd.)

Konami is being super tight about releasing any information on MGS beyond the game's first main area. We want more, Konami!

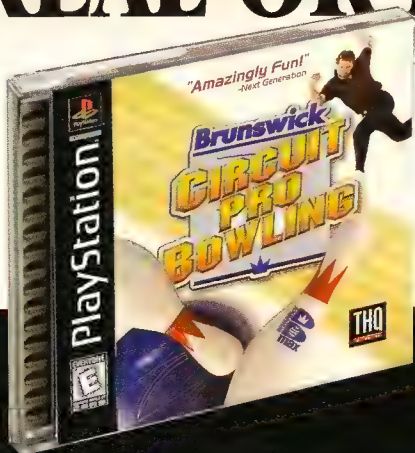


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dripping off your brow  
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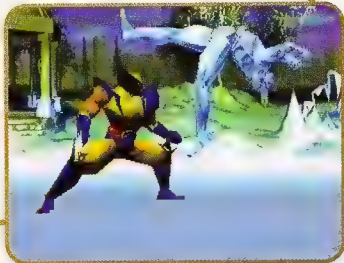
[www.thq.com](http://www.thq.com)  
[www.brunswickbowling.com](http://www.brunswickbowling.com)





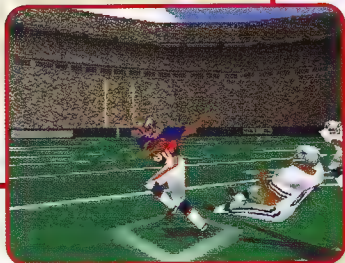
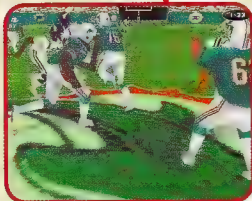
## X-Men

Activision's 3D fighter—officially sanctioned by Marvel Comics—will feature more than a dozen heroes and villains from the X-Men series.



## GameDay 99

Smarter artificial intelligence, better shading, more polygons per player and a new game engine. GameDay 99 may very well be the best football sim of all time!! We'll let you know.



## Tobu

Help Tobu save his uncle from an evil emperor in this 3D action game from Sony. Look for it in the fourth quarter of this year.



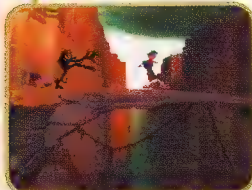
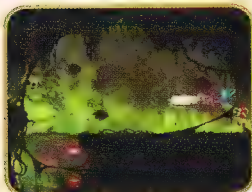
## Rally Cross 2

A new game engine and licensed cars top the list of improvements in this year's Rally Cross.



## Heart of Darkness

Heart of Darkness from Interplay and Amazing Studios has been in development forever, but we should see it later this year.



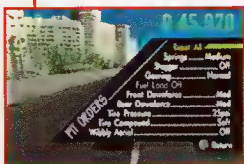
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# PLAYSTATION

## Twisted Metal 3

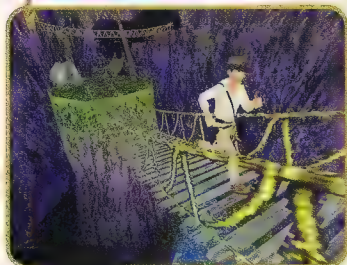


TM3 is not from SingleTrac—it's from Sony's 989 Studios. It wasn't at E3 so we don't know if it'll live up to the TM name.

## Indiana Jones and the Infernal Machine



Due early next year from LucasArts, this 3D adventure has Dr. Jones outwitting the Soviets and—even worse—snakes in 16 exotic locales.



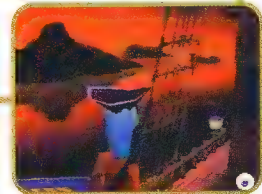
## Colony Wars: Vengeance

Sadly, these new shots don't show Psygnosis' addition to the Colony Wars engine. CV now features planet-based missions that have you skimming over rolling terrain, battling huge spidery robots.



## Gex 3: Revenge of the Gecko

Gex 3: Revenge of the Gecko uses the same game engine as Enter the Gecko, but has all-new levels and costumes. Here are a couple of shots from the Snowboarding and Pirate levels.



# These are NOT your grandfather's cartoons!

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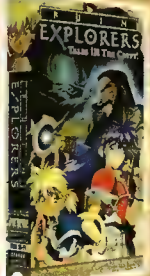
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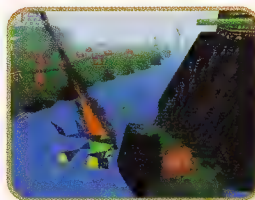
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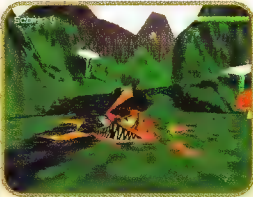


## PLAYSTATION



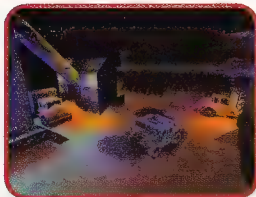
## Centipede

This 3D update to Centipede features both an Arcade and a Quest Mode but still feels a lot like the original (which is a good thing). Look for it from Hasbro Interactive in October.



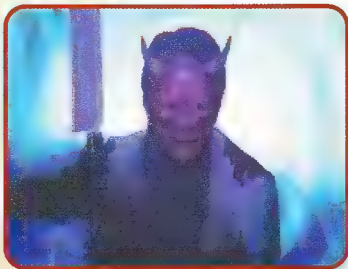
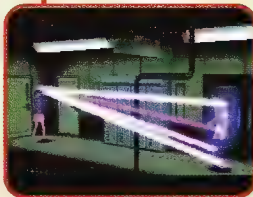
## Bloodshot

This semi-futuristic 3D action/adventure game from Acclaim features sweet graphics, a main character made up of nano-machines and a load of weapons and vehicles.



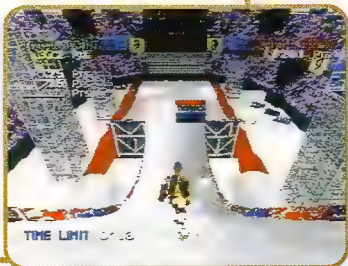
## Clock Tower II: The Struggle Within

This is the sequel to the terrifying point-and-click adventure from ASCII. This time, you play a woman with a multiple personality disorder.



## Freestyle Boardin' 99

Capcom's surprise game at E3 is, of all things, a snowboarding game. You can race several downhill courses, or you can hit the giant jump or the half-pipe. Different characters and boards round out the package.



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# Coming soon

Compiled by: John Stockhausen

## PLAYSTATION

|                                      |                       |           |             |
|--------------------------------------|-----------------------|-----------|-------------|
| Adidas Power Soccer 98: WC           | Psygnosis             | July      | Sports      |
| Crime Killer                         | Interplay             | July      | Action      |
| Dead Ball Zone                       | GT Interactive        | July      | Action      |
| Karria                               | Allis                 | July      | RPG         |
| MLBPA Bottom of the 9th '99          | Konami                | July      | Sports      |
| NF-X Xtreme                          | 989 Studios           | July      | Sports      |
| Thunder Force V: Perfect System      | Working Designs/ Spaz | July      | Shooter     |
| Tomb2                                | SCEA                  | July      | Action      |
| Turbo Prop Racing                    | SCEA                  | July      | Racing      |
| WarGames: Defcon 1                   | MGM Interactive       | July      | Action      |
| WWF Warzone                          | Acclaim               | July      | Action      |
| Brunswick Circuits Pro Bowling       | THQ                   | August    | Sports      |
| EA's Red Alert, Retailation          | Westwood Studios      | August    | Strategy    |
| C: The Conza Adventure               | Konami                | August    | Action      |
| Cardinal SYN                         | 989 Studios           | August    | Fighting    |
| Circuit Breakers                     | Mindscape             | August    | Racing      |
| Eliminator                           | Psygnosis             | August    | Shooter     |
| Golden Goal Soccer                   | Take 2                | August    | Sports      |
| HardBall 6                           | Accolade              | August    | Sports      |
| Heart of Darkness                    | Interplay             | August    | Adventure   |
| IS Soccer Pro '98                    | Konami                | August    | Sports      |
| Pocket Fighter                       | Capcom                | August    | Fighting    |
| Seminar Returns                      | Psygnosis             | August    | Adventure   |
| Snudon Gunner                        | Ubi Soft              | August    | Action      |
| Silhouette Mirage                    | Working Designs       | August    | Action      |
| Small Soldiers                       | EA                    | August    | Action      |
| Spice World                          | Psygnosis             | August    | Music Sim   |
| Team USA RC Racing                   | Fox Interactive       | August    | Racing      |
| Unitary War                          | Cybernetic Dynamics   | August    | Strategy    |
| Viper                                | Infogrames            | August    | Action      |
| Battleship                           | Hasbro Interactive    | September | Simulation  |
| Capcom Generations: 1942             | Capcom                | September | Compilation |
| Capcom Generations: Ghosts & Goblins | Capcom                | September | Compilation |
| Cards of Deception                   | THQ                   | September | Adventure   |
| Devil Dice                           | THQ                   | September | Puzzle      |
| Duke Nukem: Time to Kill             | GT Interactive        | September | Action      |
| Earthworm Jim 3                      | Interplay             | September | Action      |
| Fox Sports Interactive Hockey        | Fox Interactive       | September | Sports      |
| Fox Sports Interactive Tennis        | Fox Interactive       | September | Sports      |
| G. Darius                            | THQ                   | September | Shooter     |
| International Rally Championship     | THQ                   | September | Racing      |
| Kula World: Mind Bending Madness     | Psygnosis             | September | Action      |
| LA.P.D. 2100                         | EA                    | September | Action      |
| Lunar Silver Star Story—Complete     | Working Designs       | September | RPG         |
| Madden NFL 99                        | EA                    | September | Sports      |
| Master of Monsters                   | ASC i                 | September | Strategy    |
| Mega Man Legends                     | Capcom                | September | Action      |
| Motorhead                            | Fox Interactive       | September | Racing      |
| NCAA Football 99                     | EA                    | September | Racing      |
| NFL Blitz                            | Midway                | September | Sports      |
| NFL GameDay 99                       | 989 Studios           | September | Sports      |
| Ninja: Shadow of Darkness            | Eidos                 | September | Action      |
| Parasite Eve                         | Square                | September | RPG         |
| Poy Poy 2                            | Konami                | September | Action      |
| Rival Schools United By Fate         | Capcom                | September | Fighting    |
| Rosco McQueen                        | Psygnosis             | September | Action      |
| Spyro The Dragon                     | SCEA                  | September | Action      |
| Tales of Destiny                     | Namco                 | September | RPG         |
| Tiger Woods 99                       | EA                    | September | Sports      |
| TOKA Touring Car Championship        | 3DO                   | September | Racing      |
| Trap Gunner                          | Atlus                 | September | Action      |
| Wheel of Fortune                     | Hasbro Interactive    | September | Simulation  |
| Wild 9                               | Interplay             | September | Action      |
| Wreckin' Crew                        | Mindscape             | September | Racing      |
| Activision Classics                  | Activision            | October   | Compilation |
| All Star Tennis 99                   | Ubi Soft              | October   | Sports      |
| Black Bass with Blue Marlin          | Hot B                 | October   | Sports      |
| Bomberman World                      | Atlus                 | October   | Sports      |
| Centipede                            | Hasbro Interactive    | October   | Action      |
| Contact                              | Psygnosis             | October   | Action      |
| Cool Boarders 3                      | 989 Studios           | October   | Sports      |
| Darkstalkers 3                       | Capcom                | October   | Fighting    |
| Dead Unity                           | THQ                   | October   | Action/Adv  |
| F 1 '98                              | Psygnosis             | October   | Racing      |
| F 1 Racing Simulation                | Ubi Soft              | October   | Racing      |
| Fifa Element                         | Activision            | October   | Action      |
| Invasion from Beyond                 | GT Interactive        | October   | Action      |
| Jeopardy!                            | Hasbro Interactive    | October   | Simulation  |
| Knockout Kings                       | EA                    | October   | Sports      |

## PLAYSTATION cont.

|                            |                       |         |           |
|----------------------------|-----------------------|---------|-----------|
| Medieval                   | SCEA                  | October | Fighting  |
| Metal Gear Solid           | Konami                | October | Action    |
| Motor Race 2               | EA                    | October | Racing    |
| National Hockey Night      | Radical Entertainment | October | Sports    |
| NBA Tonight                | Radical Entertainment | October | Sports    |
| NCAA Gamebreaker 99        | 989 Studios           | October | Sports    |
| NHL FaceOff 99             | 989 Studios           | October | Sports    |
| Penny Racers               | THQ                   | October | Racing    |
| Rogue Trip                 | GT Interactive        | October | Action    |
| Rush 2: Extreme Racing USA | Ubi Soft              | October | Racing    |
| S.C.A.R.S.                 | Ubi Soft              | October | Racing    |
| Star Trek: Klingon Academy | Interplay             | October | Adventure |
| Tenchu                     | Activision            | October | Action    |
| Test Drive 5               | Accolade              | October | Racing    |
| Thrill Kill                | Virgin                | October | Fighting  |
| L.P.'s Ring X              | 3DO                   | October | Action    |
| VR Football 99             | Interplay             | October | Sports    |
| X Games Pro Boarder        | Radical Entertainment | October | Sports    |
| Xenogears                  | Square                | October | RPG       |

## NINTENDO 64

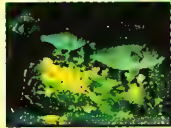
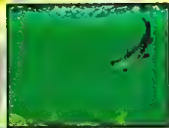
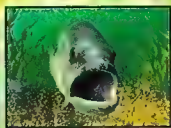
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|---------------------------------|------------------|-----------|-----------|
| GT 64 Championship Edition      | Infogrames       | July      | Racing    |
| Mission: Impossible             | Infogrames       | July      | Adventure |
| Walahala: Cut Golf Classics     | Nintendo         | July      | Sports    |
| Deadly Arts                     | Konami           | August    | Fighting  |
| F 1 World Grand Prix            | Video System     | August    | Racing    |
| F 2 Pro X                       | Nintendo         | August    | Racing    |
| Flying Dragon                   | Natsume          | August    | Fighting  |
| Gex 64                          | Crystal Dynamics | August    | Action    |
| Iggy's Reckin' Balls            | Acclaim          | August    | Action    |
| IS Soccer '98                   | Konami           | August    | Sports    |
| NFL Quarterback Club 99         | Acclaim          | August    | Sports    |
| WWF Warzone                     | Acc Am           | August    | Action    |
| Bump & Run                      | Ubi Soft         | September | Action    |
| Lartraworm Jim 3                | Interplay        | September | Action    |
| Madden NFL 99                   | EA               | September | Sports    |
| NFL Blitz                       | Midway           | September | Sports    |
| S.C.A.R.S.                      | Ubi Soft         | September | Racing    |
| Tonic Trouble                   | Ubi Soft         | September | Action    |
| WCW/NWO Revenge                 | THQ              | September | Action    |
| All Star Tennis 99              | Ubi Soft         | October   | Sports    |
| Bust-A-Move 3                   | Acclaim          | October   | Puzzle    |
| Extreme G 2                     | Acclaim          | October   | Racing    |
| F 1 Racing Simulation           | Ubi Soft         | October   | Racing    |
| Fighting Force 64               | Eidos            | October   | Action    |
| NBA Jam 99                      | Acclaim          | October   | Sports    |
| Penny Racers                    | THQ              | October   | Racing    |
| Rush 2: Extreme Racing USA      | Midway           | October   | Racing    |
| Space Station: S.U.C.O.N Valley | Take 2           | October   | Adventure |
| Superman 64                     | Titus            | October   | Action    |
| Turok 2                         | Acclaim          | October   | Action    |
| Twelve Tables: Conker 64        | Rare             | October   | Action    |

## GAME BOY

|                          |          |           |           |
|--------------------------|----------|-----------|-----------|
| Disney's Mulan           | THQ      | July      | Action    |
| Harvest Moon             | Natsume  | July      | RPG       |
| Legend of the River King | Natsume  | July      | RPG       |
| Small Soldiers           | THQ      | July      | Action    |
| Montezuma's Revenge      | Take 2   | August    | Adventure |
| Roadster 98              | Titus    | August    | Racing    |
| Pokémon                  | Nintendo | September | RPG       |

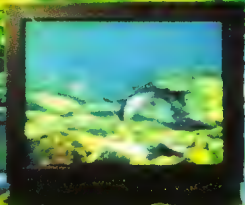
## SATURN

|                        |                 |      |            |
|------------------------|-----------------|------|------------|
| Magick Knight Rayearth | Working Designs | July | Action/RPG |
|------------------------|-----------------|------|------------|



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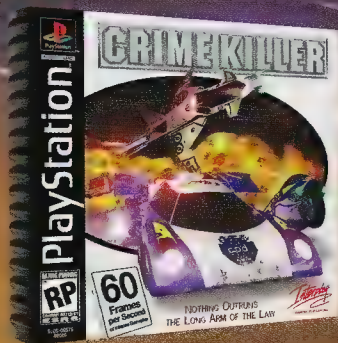
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B E H I N D



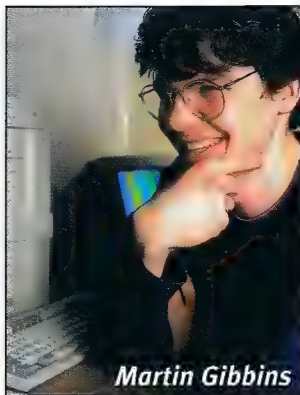
R A I



*Adrian Smith*



*Jeremy Smith*



*Martin Gibbins*

# M M B

# D E R

By John Davison



*Richard Morton*

Love it or hate it, Tomb Raider—and its ubiquitous Lara Croft—have been partly responsible for the success of both the PlayStation and the more mainstream acceptance of video gaming. With one game a year so far, it's hardly surprising that the third installment will be with us before the end of 1998. Can it really make another jump forward? Or are we just going to see more of the same? *EGM* visited Core Design's U.K. offices to speak to the team and see the game as it is being pieced together.

"Where do we start?" begins Core Design big cheese Jeremy Smith. "Tomb 3 er, so... it's going to be the same size as Tomb 2. There'll be 15 levels split into sub-levels in the same way that the other games were. There'll be some new vehicles, hi-res graphics on the PlayStation, new moves, new lighting—colored lighting, which looks really nice. We're just pushing it as hard as we can. We're probably not pushing as hard as the transition from Tomb 1 to Tomb 2, but moving from pseudo medium res to hi-res is a big step. This is going to need new tools, new libraries and a different viewpoint on how to attack the prob-



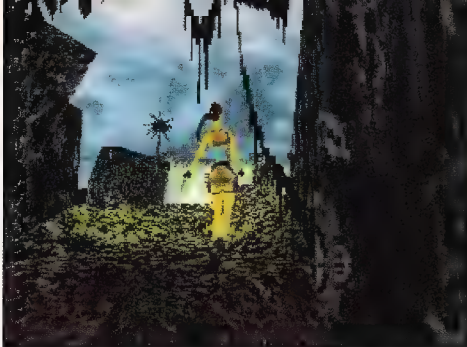


lems. We've had some help from Sony and we're making more efficient use of the PlayStation itself."

"We've improved the speed of the engine dramatically," elaborates development director Adrian Smith. "This has freed up a lot of processor time to be able to make things more realistic, less boring. We wanted to really ramp up all of the ambient stuff so that the levels are more interesting. We've also gone back and looked at Tomb 1 again to look at level structure. We've gone more, er...mazeified—if that's a word. We've wanted to try and make the thing less linear. You don't just walk into a room and see one exit; there are going to be multiple routes through levels where each way offers different kinds of challenges. We've basically changed a lot with the game to accommodate the new ideas."

Late last year, when EGM interviewed the Tomb 2 team for our official *Ultimate Guide to Tomb Raider* book, they told us that "making Tomb 3 really different is what's most important. We probably won't have the thing ready until maybe Christmas 1999." Things seem to be moving a bit quicker than that. Did you want to do Tomb 3 this soon?

[laughs] Should I answer that? Er...no. To be honest we didn't. Jeremy shifts in his seat before continuing. "I wanted to wait a while. But, to be honest, the reason that we did it is because there is consumer demand for it. We can take you and show you thousands of letters asking for another game. We



originally wanted to wait and do something completely new...but that's now what the original team is working on—Tomb Raider "next generation" if you like. They're all off doing research and working on new ways of doing things. By bringing in a new team to work on this project, though, we managed to bring in a lot of fresh ideas.

"The Tomb 3 team came together through a mish-mash of other projects. Martin Gibbins, the lead programmer, had been working on Blam! Machinehead. Then he went on to do some research before coming to this. Chris, the second programmer, is new and he's only been with us for a few months. Everyone came together simply by us sitting down and deciding to do the new game, and then deciding where we were going to take people from. Actually Martin was working on a game for about four months that used a new character, but using the Tomb Raider engine."

What game was that? Is it still something we may see? "It was going to be a game with more action, more shooting," enthuses

Sm'th. "We were tweaking the engine to be smoother, faster and more fluid to allow for an action kind of game—and the new character was made this time. But we decided to hold off on that. We may still produce it, but not for a while. We'll maybe wait and do it on a new system in the future. Martin had already built a lot of the ideas that are being used in Tomb 3 for this other game, so when we started putting this project together, a lot of the work was already done."

### The Further Adventures?

From what was on show at this very early stage of development this additional work to the engine seems more than worthwhile. For starters the game looks far slicker than the previous incarnations. To help explain how different Tomb 3 really is, lead programmer Martin Gibbins and level designer Richard Morton pick up the story.

"Basically we were approached to produce a game that would fill the gap between Tomb 2 and Tomb 3," explains Morton. "Tomb 3 was originally going to have the new engine

and the new animation system, but that's now part of the Tomb Raider 'next generation' project. This was originally going to be called 'The Further Adventures of Lara Croft,' but as we progressed through we realized that we'd actually done one hell of a lot to the game with the lighting, and more importantly we developed the triangular floor blocks so we can make more complex polygonal objects. By the time this all came together the question had to be asked: Why not make it Tomb Raider 3? Now we've got new vehicles, different costumes and lots of cosmetic stuff, but at a fundamental level there's also a completely different level structure."

Gibbins elaborates, "To be honest we weren't happy with the way Tomb 2 looked. It was a bit limited, especially with some of the effects that you could do. The lighting was limited to individual floor blocks, so we made the whole thing more dynamic and added colored filters to the lighting at the same time.

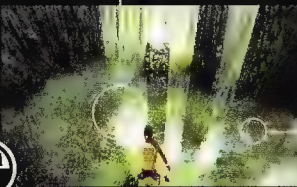
"The original Tomb Raider was developed with the PC in mind, and you can see this because of the simple nature of the blocks and the way that things were textured. The same with Tomb Raider 2. The palette there was restricted by the need to make use of an 8-bit palette—even when thinking about the lighting—but Tomb 3 is being developed specifically for the PlayStation. Everything is being built around the capabilities of the machine; 16-bit palettes, transparencies and stuff like that. By doing this we've been

## Tomb Raider 3 Effects

Superficially Tomb 3 could be accused of looking just like its predecessors, but when you look closely there are a lot of subtle effects built into the graphics engine now. By using these throughout the game, the team has built a more believable environment.

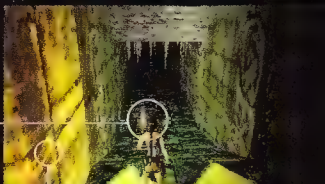
### Reflections

Although not using a true reflection mapping system (the PlayStation would run very slowly if it did) the artists have tried to make all of the environments as realistic as possible.



### Particle Effects

Aside from the triangle-based polygonal engine, one of the other most significant changes as far as technology is concerned is the new particle system. This new effects engine allows special effects to be made that simulate the particles in smoke, fire or mist. Tomb 3 is full of subtle effects such as these, including smoking gun muzzles as well as the flare shown here.



### Colored Lighting

You hear so much about it on the N64 and on 3D-accelerated PCs, but it's only now in the PlayStation's life that we're starting to see programmers push the machine in this direction. For atmosphere, it makes a tremendous difference and virtually all of Tomb 3's levels make very effective use of the new system. It's also worth noting that any area can now be lit with the new engine rather than individual floor tiles.

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**Basically, the most important thing that [we] have been aiming for is to make this a completely different game from Tomb 1 and 2. Very little of the game is leftovers from previous projects.**

**—Martin Gibbins, lead programmer**

able to push the machine much harder.”

“The triangle-polygon engine that we’ve added allows you to build more complex shapes much more efficiently,” explains a proud Gibbins. “For example, using this system you can actually build a proper dome shape—something you just couldn’t do before. The terrain can look much smoother and more organic, something that’s perfect for Tomb Raider. We can also ripple water surfaces much more realistically and we can produce dynamic effects with the textures.

In one area we’re going to have quicksand that behaves like the water dynamically, but uses a solid texture.

“Basically, the most important thing that [we] have been aiming for is to make this a completely different game from Tomb 1 and 2. Very little of the game is leftovers from previous projects. We wanted to do lots of new stuff that people would notice...like new moves. The main new thing that this has is a monkey bar swing which was supposed to make it in before, but the previous team didn’t have time to do it. Also, we’ve put in 3D ropes which Lara can swing on. They were thought about for Tomb 2, but no one ever really worked on them.”

“We’ve also had some really radical ideas,” beams Morton, “like how about this? Lara can open a door using a door handle rather than using a dirty great lever. Also, we’ve made it so that she can pick something up off a table without having to jump on it and then stoop to pick it up. There’s also a new crawl move that means Lara can now get through really low, half-block sized gaps and this has opened up all kinds of things as far as the level design is concerned. It’s been great for putting in secrets.”

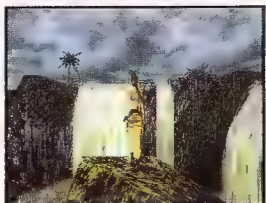
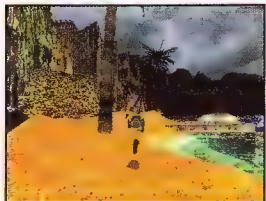
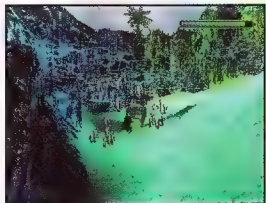


“We had a big discussion at the beginning of this project as to how the enemies were going to look, too,” Gibbins says, opening a topic about which he clearly feels strongly. “Some people liked the way they looked in the first game, and some liked those from the second. In the end we decided to scrap the Tomb 2-style big rippling muscles and go for something more realistic. This also helps us with the memory. The enemies still look good, but because we’re running the game in hi-res now we needed to claw back memory from wherever we could—stripping them down really helped the speed.”

“The dinosaurs from Tomb 1 are going to be back this time,” Morton beams, “and as well as the big guys, we’re going to have the little ones from *Jurassic Park*. What are they called? Compys? We’ve got the AI guys working on them, and they’ve come up with a kind of swarm routine that enables them to work as a pack—if you shoot at them, they’ll break off their attack and scatter all over the place.”

“There’ll also be piranha fish and stuff like that,” Gibbins tells us. “Partly to make the water stuff more dangerous, but also to make them more interesting.”

Adrian Smith elaborates on the importance of the AI at this point. “The AI guy, Tom, is a doctor in artificial intelligence, and he sits upstairs playing with these routines that affect these little balls on the screen,” he explains, waving his arms around. “It’s not much to look at but it’s very impressive when you think about what it’s doing. The AI is something that we never really highlighted in Tomb 2, but if you look back at the Tibetan level the monks all employ an effective AI system. When Lara arrived at the scene the monks and the



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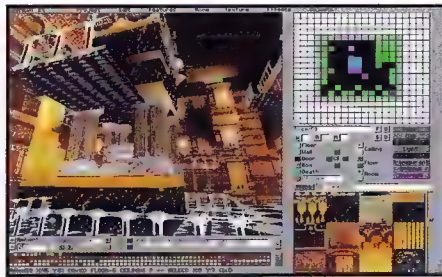
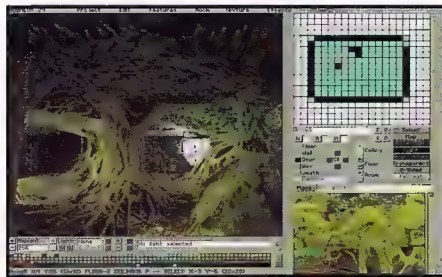
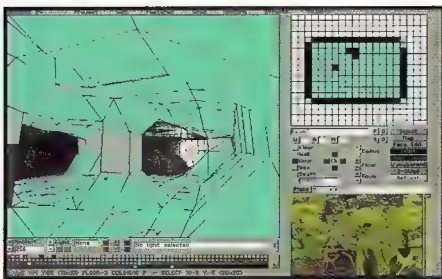
Because the new graphics engine allows for triangles to be used to build objects, Tomb Raider's powerful level designer now allows more organic locations to be built.

mercenaries are fighting. If Lara chooses not to get involved, the monks will actually leave her alone for the rest of the game. If she did wade in there though, the monks would behave completely differently. We really liked that, so you'll see a lot more of that kind of thing. Dr. Tom is a good example of how we've changed the way we do things. We've taken someone who's very academically minded, but also a gamer—and set him loose. He can put together the AI and then hand it over to the coders who can make use of it and refine it as they integrate it into the code."

"We're using sound a lot as far as the AI is going to work too," Morton elaborates, "and this is going to be tied in with the rumble pack on the Dual Shock. The enemies will basically be able to listen out for you, and if they hear anything they'll come looking for you. We can help build the tension by making the controller give you feedback as well, and in stereo. The controller has two separate jolters in it, so you can have the sound and the tactile stuff coming from the same side."

## A Brand-New Game

From seeing the demo of the game, it's not just the graphics and the technology that are the most obvious differences this time around. Morton explains what has been done to make the game structure itself a bit different. "You've got one adventure that you have to play at the start which is going to be set in India, and then once you've played through and found the artifact, you are contacted by someone who tells you that you've stumbled upon a much bigger adventure. There are then three further adventures which you are 'hired' to do, and these can be played in whatever order you want. These all have their own plots and their own characters. Once you've finished these you then move on to a final level.



The different adventures take you to India, to a snow level, London, the south Pacific and then there's a section in Area 51."

"Once you've decided on one of the adventures, you have to play through it until you get the artifact. There's not going to be a way of saving your game, jumping back out to the central hub and then choosing another adventure; you just pick what order you do the game in."

And speaking of saving... "Save points have been a big point of discussion," interjects Adrian Smith at this point. "Some people loved the 'save anywhere' system from Tomb 2, but lots of people thought that the system from the first game, where you had to find the save points and then use them sparingly, was far better. Because of this we're toying with offering both, either combining the two or offering different systems in different difficulty modes. We've also thought of looking into something like the end of FFXIII, where you give the player a certain number of saves and let them use them anywhere. To be honest, we won't decide until the levels are finished."

Morton continues, "We're toying with the idea of having different weapons in different sections, so that tackling the game in a certain order will prove advantageous. We probably will do it like that, but we have six months of development time left and things will change!"

"We're revisiting all of the weapons actually," explains Adrian

## Who Will Be Lara Croft?

So, now that Lara Croft is a bona-fide action heroine with big-time Hollywood appeal, there's going to be a lot of speculation until the actress is announced. In the meantime, we decided to check out who you'd like to see in the role drawn from a short list of obvious candidates. Voting took place on videogames.com in late April, with the results indicating a pretty close fight between *Austin Powers* starlet, supermodel and all-round English rose Liz Hurley and the eventual winner Sandra Bullock. No big surprises there then. The big shock though was that you apparently feel that Posh Spice is a more likely candidate than *Titanic* chick Kate Winslet. C'mon, did she really deserve 110 more votes?

# The Contenders

**Sandra Bullock**  
28%



Who of the following would you like to see play Lara Croft?

**Uma Thurman**  
9%



**Elizabeth Hurley**  
26%



**Posh Spice**  
13%



Photography - © Russell Wong, Outline

Photography - © Steve Sands, Outline

**Kate Winslet**  
9%



Photography - © Lorenzo Agius, Outline

**Alyssa Milano**  
15%



Photography - © Steve Sands, Outline



**We've actually looked more at films for inspiration than other games.**

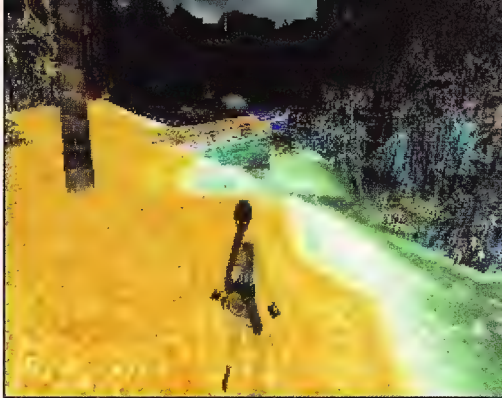
**—Richard Morton,  
level designer**

Smith with some enthusiasm. "We've got a huge long list that we're looking at and there'll be loads this time. She already has a Desert Eagle, which just HAS to make it in. Also we've looked at flame-throwers and machine guns, lots of things that will show off the new lighting and particle effects systems that Martin has built. We're also looking into some kind of hand-to-hand combat as well."

### **She's Got the Look**

"One thing we have decided on already," says Morton, moving things along, "is varying the gameplay style along with Lara's look. The London level is one of the most different because we've dressed her up in a tight black lycra thing with gadgets and stuff like a cat burglar. What she'll have to do is work her way across the rooftops of the city, work her way down through the underground system, through some tunnels and stuff and then up into a building to steal something from a safe before she escapes. It's going to involve a lot more stealth and cunning, more of a GoldenEye kind of thing where she'll have to deactivate security systems and sneak around in the dark. We really liked the fact that in Tomb 2 there were some modern environments, but we wanted to do more of that kind of thing."

The London level really is stunning and a completely new direction for the Tomb Raider franchise in terms of the style of gameplay. Lara still runs around, jumping, collecting objects and exploring every nook and cranny, but there's now a sense of urgency and tension that previously has only been hinted at. Coupled with the new lighting system, this section of the game is by far the most impressive both in terms of the style of play and the

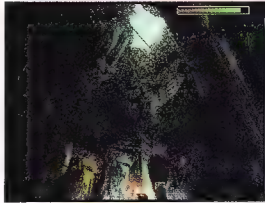
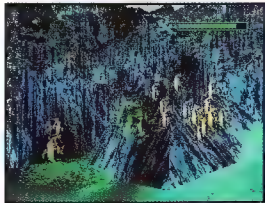
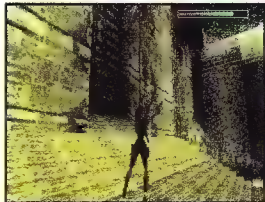
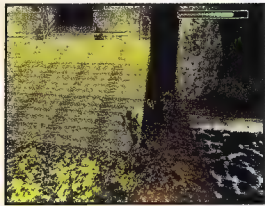


way it looks. Surely there are some new gameplay influences at play here? Has the team been looking at other games? Or are films more of an influence for the game?

"We want to look at Metal Gear Solid, but we've not seen anything apart from a few minutes of video [when this interview was done, the team has since seen the game at E3], says Morton. "It looks like it's going to be really fantastic. It's a very unique-looking game. We've also looked at GoldenEye for the clever gameplay and the big explosions. We've actually looked more at films for inspiration rather than other games. *Indiana Jones* has obviously helped in a big way. *Desperado* was good to look at for the gun play and for inspiration for new moves within the combat. The thing is, any new moves that we include can't really be added to the basic move list. They'll have to be set-piece moves that only activate in certain situations. We've not really changed the controls that much; there's the dash, which will be a new basic move, and then there'll be analog controller support which will make use of both sticks so you can run and look at the same time."

Are there going to be more "set pieces" this time around? The previous games had their moments and really helped move the story along. How will Tomb 3 handle this? "Much of the set pieces are going to be specifically environment-based, so we can do some really nice stuff," explains Morton. "We're currently playing around with a landslide effect. Every room in each map can move between two different states so we can have stuff collapsing and moving around. We could even do the whole first section of the first *Indiana Jones* movie if we wanted to."

"I've gone on an effects frenzy



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**LUNAR SILVER STAR** Join Alex as he begins a quest to save Lunar from the Magic Emperor. Explore dungeons and fight terrifying monsters as you advance toward the explosive combat that will keep you challenged until the end.

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**Working Designs (Roleplaying)**  
Release: 5/98 PSX

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with this game," adds Gibbins. "There are loads of particle effects, lighting and all kinds of stuff. Part of it is because the previous project using this engine was going to be more of a science-fiction thing, so the effects were needed, but also the new refinements mean that there's more room for the flash stuff. There are going to be new explosions that look far more realistic and we're going to do some stuff with the weapons."

This all looks particularly impressive too. At E3, the Tomb Raider 3 demo level on show illustrated the numerous subtle special effects that have been added. Smoke wisps from gun barrels when they're fired, spent cartridges pop out of the weapons, and if Lara is standing in water as this happens the shells plop down and cause a cool ripple effect across the surface which does some wonderful things with the colored lighting as well.

"The South Pacific section is going to be particularly spectacular," continues Gibbins, "because if you combine the triangle engine with

the particle effects and all of the transparencies you can really go to town. We're going to have a set-piece section which is a whitewater rapids chase where Lara is in a kayak. There's going to be huge waves and lots of spray that will look very convincing. There are going to be lots of set pieces throughout the levels so that we can really bring on that whole Indiana Jones feeling. We're putting a new move into the game to try to facilitate these set pieces as well. By making a 'dash' where Lara gets a sudden burst of speed, we can do things like diving through a door that's coming down. By combining the dash with a jump we can make her dive forward really dramatically."

"The camera system has changed too because of some of these changes, but people probably won't really notice," Adrian Smith explains. "We've really refined things so it won't get locked into corners, and we've also found that some of the new moves need a wider view. The camera is more mobile now, and in places you'll see it pull back much further."

Smith closes the interview with his final thoughts on the project. "Developing a Tomb game is always hard because you can never get a handle on the whole thing until the last month of the development cycle," he says. "Everyone's working on their own bit, and right at the end you see it all come together really suddenly."

"Oh yeah—nearly forgot this. We've got a new Lara too, a new Lara model. She has ears this time. It's really weird that over the course of the last two games she's never had ears—and no one has ever noticed. There are also lots of new outfits, although we're still keeping everything in character. There are some worrying ideas for outfits; it's scary what a bunch of programmers will come up with. We've also looked into doing different hairstyles too. The team came up with pigtails for her, but I told them that if I saw her with bloody pigtails I'd just fire them."

Tomb Raider 3 is currently slated for release by this Christmas. Watch for more news soon in *EGM*.

3

## Tomb Raider: The Future

Beyond Tomb 3, how is the franchise kept alive? Originally the idea was to have 1998 "off" and then start the hype for Tomb 3 in 1999. Has there been a major change in strategy? Jeremy Smith is quick to elaborate: "1999 is now the year that we'll probably skip. It's all down to demand though. If it's still there, who are we to deny it? We just have to make sure we keep things fresh. In the meantime, we're looking at some of the supplementary stuff and there's a new action figure on the way. As you know, the toy out at the moment hardly has the *Star Wars* quality we were aspiring to, so we've got some new stuff going through. The toys will be Lara herself in different outfits, but vehicles are where we can give the variety. Obviously there'll be a jeep, we're playing around with some kind of bike because obviously you've seen her on the Norton in the cut scenes, and maybe some kind of quad bike. The vehicles are important because in the game they're a lot of fun. We've had a lot of feedback from people saying how much they enjoyed them, so the toy line will reflect that, as will Tomb 3 itself."

"Beyond this though, we're waiting for the script for the new movie," Smith continues, "and the good thing with the movie is that we get a say about what does and doesn't go. We don't know to what degree yet—but you can assume that if we get a script and it sucks, we can actually say that and demand another one. We don't see the movie being the 'movie of the video game.' We see it being a movie that happens to star a character from a video game."

So is it "Tomb Raider the movie" or "Lara Croft the movie"? "That's a good question," Smith ponders. "Actually, it's still debatable. I personally think it should be a movie 'starring

Lara Croft.' We want to legitimize the character as opposed to the franchise itself."

So will this open up the opportunity for another game as well as Tomb 3? A movie game perhaps? "Oh, [laughs] that had to come up didn't it? I suppose it could. It would all depend very much on the quality of the script. We would be naive to think it's not a possibility."

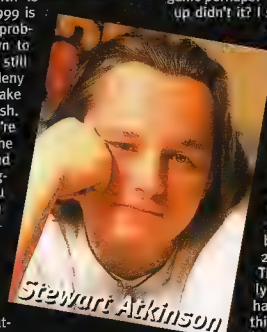
So when is it out then? "Apparently, early 2000, which is about as quick as you can do," Smith beams. "This actually ties in very nicely with everything that we're planning on here."

Tomb Raider 'next generation' will be around 2000 as well. This certainly won't have anything to do with the movie, but

it'll be the next generation of things that we do with Lara and the game engine and will certainly be on one of the new systems. The deal with Sony ends Christmas 1999, so there's no telling yet whether we'll be working on PlayStation 2, or even something completely new. Of course, there's Sega and Nintendo. We're still in with Sony at the moment and we've got a very good relationship...but who knows?"

So what will Tomb Raider 'next generation' involve? Stewart Atkinson,

Lara's lead animator on Tomb 2 and part of the "original" team explains what is happening at the moment. "We've got lots of really big ideas. The next game will be completely different. On my side of things, in the animation, I'm really interested in what the technology is going to enable us to do. We're not going to need the cut-scenes at all, because we'll be able to make the in-game characters work better than any CGI stuff. I want to be able to animate Lara's face next time, give lots of mannerisms that she does aside from the basic stuff. Also, I want her to talk in the game, animate all of the basic vowel sounds and produce something that looks as convincing as a cartoon or [the like]."



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Sega GameWorks - Seattle, Wash.



Hardly your typical arcade, Fightertown gives would-be jet jocks the most authentic flight-sim experience they'll find short of earning Air Force wings. The two centers house up to six different true-to-life cockpits, including full-motion F-14 Tomcat and F-17 Stealth sims, which rock in sync with your control inputs. TV monitors inside the cockpits provide your window to virtual airspace, with a few cockpits featuring larger projection-screen displays for a better view of the computer-generated terrain. Expect to pay between \$30 and \$50 for a one-hour air-to-air or air-to-ground mission.

[fightertown.net](http://fightertown.net)

Sega GameWorks - Las Vegas, Nev.



GameWorks' five centers were built to meet Steven Spielberg's vision of a social arcade. Nearly every game here—from NFL Blitz to Power Sled—is best played against human opponents. And the enormous proprietary games, such as the three-story shooter Vertical Reality, were designed from the ground up with multiple players in mind. Starting in June, GameWorks is hosting a special game tournament that culminates in the unveiling of Virtual Arena, a massive fighting game that has players throwing real-life punches and kicks to control on-screen characters.

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



And you thought linked Daytona USA was fun. The full-size, full-motion stock cars at NASCAR Silicon Motor Speedway are so authentic they even attract real NASCAR racing stars. The full-size cars come equipped with a working steering wheel, gauges, shifter, throttle, clutch, brake and even seatbelts, while onboard monitors let you fine-tune tire pressure, your motor and brakes. Drivers compete head-to-head on a computer-generated 1.5-mile oval track that's projected in front of the windshield. You don't have to be Dick Trickle to have fun, since the cars have a rookie setup for NASCAR newbies.

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

Sega GameWorks - Ontario, Calif.  
Fightertown - Pasadena, Calif.  
Fightertown - Lake Forest, Calif.

Sega GameWorks - Tempe, Ariz.

Sega GameWorks - Grapevine, Texas



# RAIDERS

of the  
Revolutionary Arcades

Don't let the dozens of cool console games and scads of mega-budget event flicks keep you indoors on your keister all summer. Get outta da house! You might get a little sun. You might find a little adventure. You might—gasp!—meet a girl. And as if you needed more motivation, there's an entire nation of cool arcades waiting to be explored. Our editors went road tripping to the most revolutionary gaming sites and location-based-entertainment (LBE) centers in the country, many of which you'll find on the next four pages. So gas up your Pinto, fill your ashty with tokens and hit the road.

NASCAR Silicon Motor Speedway - Minneapolis, Minn.

NASCAR Silicon Motor Speedway - Schaumburg, Ill.

FunScape - Wilmington, Del.

FunScape - Chesapeake, Va.



While most of this feature's mega arcades were designed with an older crowd in mind, Disney's DisneyQuest—set to open in Orlando on June 19—is geared toward the tyke set. This five-story facility is divided into zones packed with high-tech attractions. In the Explore Zone, you'll delve into a virtual jungle. The Create Zone lets you design a virtual roller coaster, then hop aboard for a screamin' virtual ride. And the Replay Zone takes classic rides like bumper cars and gives them a futuristic makeover. A second DisneyQuest center will open in Chicago next summer.

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

DisneyQuest - Orlando, Fla.



Owned by Regal Cinemas (yep, the same company that runs movie theaters), the three FunScape facilities are tagged as family-entertainment centers rather than LBEs, since they throw miniature golf courses, bowling, bumper cars and huge crawling tubes into the usual arcade/restaurant mix. Yet high-tech attractions abound here too. You'll find a motion-sim roller coaster, Star Theater (in short, you feel the movie as you're watching it) and the usual assortment of arcade games. It may not be the most exciting joint for 20-somethings, but kids—and kids at heart—will dig FunScape.

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

FunScape - Ft. Lauderdale, Fla.



Wizards of the Coast - Seattle, Wash.

Wizards of the Coast Game Center



SlamSite

SlamSite's flagship center features 30 linked PCs—all of them Pentium II, 3Dfxed-out systems loaded with the latest blockbuster titles. For \$6 an hour, guests hop on this latency-free network for multiplayer mayhem in Quake II and StarCraft, as well as older hits Diablo, C&C: Red Alert and dozens more. SlamSite also features linked Battletech pods, custom-built cockpits that play the latest PC flight sims, VR gear, some of the newest arcade games and an adjoining comics shop. The center even hosts all-night parties for die-hard deathmatchers yearning for 12 straight hours of Quake II.

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



The folks behind the collectible-card sensation Magic: The Gathering have jumped into the location-based-entertainment game with this 32,000-square-foot facility, the first of several planned game centers. This place has everything: the newest arcade games, linked PCs for deathmatching and Internet access, a THX movie theater, classic board games—even the latest N64 and PlayStation games. The WoTC Game Center is also hosting several game camps this summer, which cover everything from board games to pen-and-paper RPGs to strategies in the site's linked Battletech pods.

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

Las Vegas, Nev.



Dave & Buster's - Ontario, Calif.  
SlamSite - City of Industry, Calif.  
Universal Studios - Los Angeles



The highly profitable pioneer of the LBE concept, Dave & Buster's caters more to the adult crowd than any other arcade listed here. No guest under 18 is admitted without a parent during the day, and all underage guests are shooed away at night. The arcade itself is built around a bar, so you can nurse \$3 beers while playing the latest games. D&B's 12 50,000-square-foot locations also feature a mock casino, pool tables, Skee-ball, golf simulators and VR gear. An upscale restaurant is another big draw, making D&B an ideal destination for dates or weekend unwinding with your pals.

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

No crusade to the coolest arcades is complete without a stop in Vegas. This city is the gaming capital of the world—and not just because of its casinos or that it's home to the nation's largest GameWorks. Every casino and hotel has a monster arcade, where young'ns will most likely be unleashed with unlimited tokens while the folks hit the casino. Adults get the dual thrill of winning/losing at the blackjack table while trying out the latest arcade games and VR crap down the hall in the game room. Be sure to check out the arcades in the Luxor; New York, New York; Treasure Island; and Circus Circus.

Dave & Buster's - Dallas, Texas





Don't park your car just yet—the road trip's just getting started! In our *Player's Guide to Summer Gaming* (now available on newsstands), we take one of Volkswagen's New Beetles and bum up nearly 6,000 miles of interstate to show you the coolest places to play in the USA. Not only do we give an in-depth look at the nation's cutting-edge arcades—we also preview this summer's hottest console and arcade games and show which handhelds are essential gear for any summer road trip. OK, shameless plug concluded. We now return you to your regularly scheduled article.



Dave & Buster's - Chicago, Ill.

XS - New York, N.Y.

Dave & Buster's - Philadelphia, Pa.



Dave & Buster's - Bethesda, Md.

OK, so this bi-coastal theme park ain't exactly an arcade, but its mix of high-tech rides, stunt shows and Hollywood backlot hokyness will probably appeal to gamers anyway. Highlights include *Back to the Future: The Ride*, which straps you into Doc Brown's DeLorean for a bucking, motion-sim adventure (much like nearby Disney's equally cool *Star Tours*). More impressive is *Terminator 2: 3D*, available only in the Orlando park. Part ride, part stunt show, part special-effects bonanza, this eye-popping attraction's 13-minute 3D film has Ahh-nold reprising his role as the unstoppable cyborg.

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

Dave & Buster's - Atlanta, Ga.



Owned by Skyline Entertainment, this 20,000-square-foot, three-story mega arcade focuses mainly on high-tech attractions, without the billiard-style games usually found in other adult geared LBEs. Aside from the usual linked Tokyo Wars and other heavy-duty coin-ops, XS packs laser tag, a virtual-golf setup, an Internet cafe and VR systems. Namco Cyberertainment, the world's largest arcade operator, has pumped half-a-million dollars into XS, with plans to turn it into a national chain. Its current location smack-dab in Times Square surely adds to the center's energetic atmosphere.

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

Universal Studios - Orlando, Fla.

Dave & Buster's - Houston, Texas

Dave & Buster's - Hollywood, Fla.



# Review Crew

EXCELLENT  
10

AVERAGE  
5

CRAP  
1

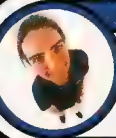
## E3 Favorites

Zelda: The Ocarina of Time  
LoK: Soul Reaver  
Perfect Dark  
Metal Gear Solid

**Favorite Genres:**  
RPGs, Action

## Crispin Boyer

Now that E3's over and Cris has had time to tinker with the Game Boy Camera, he's found that it's a device full of mysteries. Why, he wonders, does the Credits Option bring up an animation of a dancing dude? Who are all those goobal characters who point out error messages? Cris doesn't have the answers. Instead, he just stares at the dancing Credits dude while muttering, "Creepy, man. Creepy."



## John Davison

The lack of sleep induced by moving from last month's deadline to E3 and then onto this month's deadline seems to have affected John's creative spirit somewhat. With all of this AND being forced to sit through another appalling version of Bio.F.R.E.A.K.S., he just flipped and took it upon himself to produce some amateur, shall we say "art films," using the Game Boy camera. Videos available on request.

## E3 Favorites

Zelda: The Ocarina of Time  
Metal Gear Solid  
Perfect Dark  
Silent Hill

**Favorite Genres:**  
Action, Adventure

## E3 Favorites

NFL Blitz (N64)  
Cool Boarders 3  
Test Drive 5  
Buck Bumble

**Favorite Genres:**  
Sports, Racing

## Dean Hager

Dean's first E3 show in two years turned out to be a volatile mix of new games, fancy hotels and free booze. Once we got him to the exhibit hall, we lost him, but we suspect he spent most of his time watching the Space Bunnies Must Die stage show. He was spotted ogling over Blitz for the N64, Tomb Raider 3, Buck Bumble and FI: The Sequel. He was disappointed that GameDay '99 was a no-show.



## Dan Hsu

The dizzying whirlwind that was E3 left Shoe worn out but wishing for more. Even though he can't remember half of what went on (no thanks to the parties and the bar-packed area of Atlanta called Buckhead), he still knows he had a great time. Shoe did come back slightly disappointed. He was hoping for any little word, any little hint...ANYTHING about a Metroid 64. Sorry Shoe. Maybe next year.

## E3 Favorites

LoK: Soul Reaver  
Oddworld: Abe's Exoddus  
Zelda: The Ocarina of Time  
Metal Gear Solid

**Favorite Genres:**  
Strategy, Puzzle

## E3 Favorites

Metal Gear Solid  
Perfect Dark  
Zelda: The Ocarina of Time  
LoK: Soul Reaver

**Favorite Genres:**  
Sports, Strategy

## Kraig Kujawa

Kraig's a little disappointed that this was the first E3 without any big surprises. EGM knew about almost every game on the show floor, with the biggest surprise being some of the no-shows (GameDay, Twisted Metal 3). He was, however, pleased to see that Madden 99 was looking good for the N64 and PS, and that Jeff Gerstmann from videogames.com won the NFL Blitz tourney (Kraig ranked 3rd of 128).



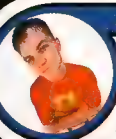
## OUR PHILOSOPHY

EGM rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive Silver Awards...



## John Ricciardi

John thought this year's E3 was only marginally better than last year's games-wise, but the show certainly had its highlights, like Zelda 64 (of course), Metal Gear Solid and Konami's surprisingly cool-looking Silent Hill. As always, the most fun was had at all of the after-hours parties where everyone got together to eat, drink and, well, drink some more. And ah yes, there was Dreamcast and FVVIII...99 is gonna rock.

## E3 Favorites

Zelda: The Ocarina of Time  
Perfect Dark  
Silent Hill  
Xenogears

**Favorite Genres:**  
RPGs, Action



## Shawn Smith

As incredible as E3 was (in many varied ways) Shawn is real pleased to be back home. After all, he has responsibilities...like washing clothes, checking his e-mail and sleeping. Whatever the case, Shawn walked away from E3 with a spring in his step, thanks to all of the incredible games he saw. He was dismayed at the lack of any real big surprises this year though. Oh well, there's always next year.



## Sushi-X

Sushi had a grand old time at E3, despite the fact that he didn't get a chance to participate in Capcom's Street Fighter EX 2 tournament because he was too busy trying to convince Nintendo reps to let him play Perfect Dark. On the whole the show could've been better, he says, but it was more than enough to hold him over until TGS in October when the Dreamcast gets officially unveiled in Japan.

## E3 Favorites

Zelda: The Ocarina of Time  
Metal Gear Solid  
Perfect Dark  
Street Fighter II Collection

**Favorite Genres:**  
Fighting, RPGs

## CHOPPER ATTACK



Publisher: Midway

Developer: Seta

Featured In: EGM #108

Essentially a really, really poor man's Soviet Strike—with some Black Down thrown in—Chopper Attack is a horrid, uninspired shooter that delivers a teaspoon of eye candy with gallons of frustration. Other than the pretty explosions, **there's really nothing about this game I like.** Control is terrible. The perspective makes it difficult to aim your machine gun (despite the three camera views). And although you can choose from eight helicopters—each with different flight characteristics—they all handle horribly and much too slowly. In fact, the entire game seems to run slow. It's not that the frame rate is choppy; it's just that everything in Chopper Attack—enemy helicopters, tanks, missiles, etc.—all seem to just drift everywhere, as if stuck in slow motion. As in the Strike series, Chopper Attack sends you out on different missions, although none of them is particularly exciting. One has you blasting open prison cells to rescue POWs, another has you defending the president's plane. But the landscapes are so nondescript (except for some canyon areas) and the gameplay is so slow and monotonous that you're likely to grow tired of the game by the third mission. Add to that some truly bad music (which you should switch off immediately) and you have all the makings of a game I do not want to play.

**Crispin**

I like this game for its destructive appeal alone. **Yes it's cheesy and unrealistic but then again it's not trying to be serious.** The selection of "unique" choppers is evidence enough of that. Game controls are very easy to master, as are the simple mission objectives. I like the progression of difficulty as well. One drawback: The game's arcade-like mentality limits the replay value. As a mindless destruction fest, it's not bad.

**Dean**

If you like EA's Strike series, you might get a kick out of Chopper Attack—for just a little while. There isn't a whole lot to it, and many of the gameplay mechanics are flawed (it's very hard to aim up or down), but there is something inherently fun about unloading tons of firepower into houses and other vulnerable targets. **The game is easy to get into, and it makes for a good rental** because you'll probably beat it within a day or so.

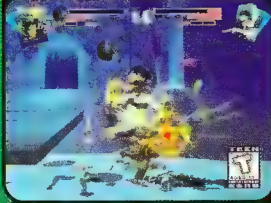
**Kraig**

I liked Chopper Attack at first. It's got a lot of explosions, weapons, helicopters...you know, cool action movie kind of stuff. **But the more I played it, the more I realized it's not a very good game.** The interfaces are plain sloopy, the music and sound effects are downright lame, and the missions are a tad repetitious. For those who want a decent action game and nothing more, Chopper Attack may be one to look into. Still, rent it first.

**Shawn**

VISUALS 6 SOUND 4 INGENUITY 4

## CLAY FIGHTER SCULPTOR'S CUT



Publisher: Interplay (RENTAL ONLY)

Developer: Interplay

Featured In: N/A

Although this "Sculptor's Cut" version of Clay Fighter 63 1/3 has some fun additions by way of new characters, interface and overall package, it still doesn't do much for me. But that's OK since the cart is for rental only. That's right, you don't have to go out and buy this game for \$50 or \$60—it's as simple as going to your local Blockbuster and paying \$3 for a few nights of play time. With that said, by all means go and check it out, especially if you're a fan of the series. If you're not, Sculptor's Cut won't change things for you. One strange thing I've noticed is the frame rate on this version. In some areas, it seems like the original version actually runs a bit faster than its rental counterpart. Still, the animation remains choppy and the character graphics are a bit rough. Other graphics, such as the ones in the intro and the 3D arenas, look really nice. **If you're into fighting games with a sense of humor then Sculptor's Cut is for you,** but don't go into this game thinking it's going to replace Street Fighter. Sculptor's Cut, just like every other CF game, is all about laughs. Characters spout wacky catch phrases, dozens of themed items fly from you or your opponent when you're hit (i.e., chopsticks from Kung Pow) and combos have some truly ridiculous names. If you're a CF fan, go ahead and give it a rent.

**Shawn**

I got my fill of clayfighting from the regular edition of this game, so it was hard for me to get worked up over this for-rent-only update. Sure, you get some new characters and fancier backgrounds, but **the game's still plagued by ultra-jerky animation and goofball one-liners that get old quick** (despite the excellent voice acting). If you're looking for an easy-to-get-into fighter to toy with during a weekend, by all means rent it.

**Crispin**

I probably would've given CF Sculptor's Cut an even lower score if it weren't for the fact that the game is available only for rent and won't cost you too much money to play. It's basically what the first Clay Fighter should've been (additional characters, better backgrounds, etc.), yet somehow the animation is even worse off this time. It was funny the first time around, but **the jokes are old now and the new stuff isn't quite enough.**

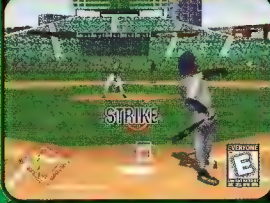
**John R**

Call it a weakness, but I've always had a soft spot in my heart for this ultra-goofy fighting series. I thought Clay Fighter 63 1/3 was one of the funniest games ever—especially at parties—and **this new version oozes more of the oddball humor I crave.** It still suffers from the same problems of the original—namely, choppy animation, jarring scene transitions and weak one-player play. But the fighting engine is still quite solid.

**Sushi**

VISUALS 5 SOUND 6 INGENUITY 4

## MLB FEATURING KEN GRIFFEY, JR.



Publisher: Nintendo

Developer: Angel Studios

Featured In: EGM #105

Argh. Another disappointment for me. What's going on this year anyway? MLB Featuring Ken Griffey, Jr. was supposed to be the best baseball game yet, and from what I played of earlier versions, it looked like it was on pace to be just that. Unfortunately, the final version is still lacking in many areas. Why on earth it took SO long to get this game out is beyond me, because there's hardly anything here that hasn't been done before. And since All-Star '99 came out, there's really nothing that hasn't been done better already. Griffey has decent graphics (with really cool camera angles) and very nice sound effects (great crowds), but it's missing a lot in the gameplay department. You can't create your own players, the season schedules aren't authentic, there's no difficulty settings when you play a season (about 35 games in and I was murdering every team I played), and so on. I realize perfectly that Griffey is meant to be more of an arcade-style baseball game (the 106 mph fastballs kinda gave it away), but that doesn't mean they can't accurately represent all of the sim-style aspects of play. The batting and pitching interface is really nice, and the fielding controls are smooth and responsive, but some of the animations are lame and the ball physics are floaty. Fun for 2P, but way lacking if you're looking for realism.

**John R**

For a game that's been in development for so long, **this sure doesn't have much to show for it.** Light on features, full of animation glitches, and littered with gameplay bugs. It seems like Griffey could have used a lot more refining. Fortunately, it is a fun game, but only if you're looking for an easy-to-learn arcade-style baseball sim. If you're looking for any depth or realism, however, you should definitely go for All-Star '99 instead.

**Kraig**

To me Griffey is equal to All-Star '99, maybe even a little better. Granted it's more arcade-like, and it's not high-res, but it makes up for that in other areas. Game speed is swift—no waiting for the pitcher all day. Also, **the batting interface is every bit as challenging as ASB's.** In fact, they're very similar. Gameplay is right up there as well. I don't like some of the throw times (they seem long), but I can tolerate it. A very solid game overall.

**Dean**

If it weren't for last month's excellent All-Star Baseball '99, I'd be really digging Griffey a lot more. I can't find much to complain about; Griffey is a solid game that should provide hours of fun. **But after playing All-Star '99, Griffey feels like a step backward** in many areas: realism, player models, gameplay and graphics. But if you prefer action and excitement over realistic simulation baseball, then Griffey's your man.

**Dan**

VISUALS 7 SOUND 7 INGENUITY 6

Number Of Players: 1

Best Feature: Nice Explosions

Worst Feature: It Just Ain't Fun

www.midway.com

Number Of Players: 1-2

Best Feature: The Humor

Worst Feature: Clunky Control, Poor Animation

www.interplay.com

Number Of Players: 1-2

Best Feature: Responsive Control

Worst Feature: Lacking In The Realism Dept.

www.nintendo.com



## MISSION: IMPOSSIBLE



Publisher: Infogrames

Developer: Infogrames

Featured In: EGM #108

Your mission, if you choose to accept it, is to look past Mission: Impossible's poorly executed missions and objectives and pretend the game is good. Yes, the game's quite a disappointment. You'd think if a game is delayed as long as Mission: Impossible was, the finished product would be incredible. Well, Mission: Impossible has its moments but it's far from being the next big thing. It's unfortunate because with a license like Mission: Impossible, the game could've been awesome. Sure, the game has some interesting missions, locations, cool gizmos and a fairly cinematic style, but none of these good points are done in a very slick manner. All too often sequences are very linear, with too many little objectives that are too easy to screw up (i.e., all of a sudden a mission is over because a guard pulled a gun on you...you're a special agent for crying out loud). In addition, the action side of the game where you have to jump around and fight with people is the same way. When you shoot any of the weapons there's a weird hesitation, like the person you just hit is on some sort of delay, even though the animation is pretty smooth. I'm sorry to say even though Mission: Impossible offers some interesting features, it's better suited as a rental and only a possible purchase.

**Shawn**

While stylistically quite an impressive game, M:I's apparent aspirations to "adventure" status as opposed to "action" have led it to suffer a bit. The overly enthusiastic camera makes controlling Ethan frustrating in places, and the simple puzzle-based gameplay gently leads you by the hand rather than actually challenging you. There's a tendency for the levels to drag on a bit too. Ten out of ten for effort—but it could be more fun.

**John D**

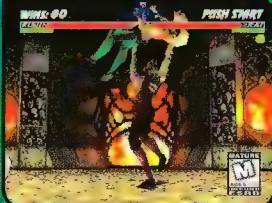
Mission: Impossible packs a lot of cool game-play concepts. Trouble is, none of them is executed very well. Each mission does out plenty of objectives, which you can usually complete in any order and are best accomplished through stealth rather than gunplay. But most puzzles are tedious, and nothing's worse than dying near the end of a long mission, only to have to begin from scratch. The blah graphics don't help, either.

**Crispin**

This reminds me of GoldenEye, minus most of the fun. Mission: Impossible is simply too tedious for its own good. There's just too many missions whose laundry list of objectives require you to do all sorts of really boring stuff. The graphics are pretty good, but some parts of the game look less polished than others, and some of the enemies look very grainy. Only recommend this game if you have a lot of patience.

**Kraig**

## MORTAL KOMBAT 4



Publisher: Midway

Developer: Eurocom

Featured In: EGM #107

Does the world need another MK game? Wasn't Trilogi enough to keep everyone happy? In terms of what this offers as a "pure" fighting game, it's more of a step backward rather than forward. Sure the graphics are all pretty and there are some cool special effects, but the fighting engine seems limited. Underneath it all, it looks as though this is all of the bits that people loved from previous MKs jam-packed into a 3D environment. The more frivolous -alities (Babalities, etc.) that reared their ugly heads in later MKs are now gone, and the net result should be a purer experience. Unfortunately this isn't the case. There are some awesome combo moves locked in there somewhere, but they are fairly tough to pull off. This would be all well and good, but once you've managed to realize a 10-hit combo out of a fighter, you realize that it does no more damage than a four-hit combo that's finished off with a suitably mean uppercut. It's almost as though it does some of the stuff just for show. The weapons-based combat is OK, but it's merely a distraction, and it can seriously affect two-player games as it cheapens the action. When all is said and done though, MK4 is a fun game. It may not compete with the Tekkens and Virtua Fighters, but it's a step in the right direction.

**Sushi**

Midway has been flooding the N64 library with many a sub-par fighting game. It's about time a decent one came through. MK4 is much more enjoyable than Midway's other 3D fighters on the system (i.e., War Gods, Mace). I had solid controls, terrific graphics and an interesting combo system. Though I'd rather play MK Trilogi (my favorite Kombarian is Kitana), MK4 will do for now. It's not a great game, but it has its moments.

**Dan**

I'll say up front that I've just about lost all interest in the MK series since MK2 came out. That being said, MK4 for the N64 is definitely a step up from the last MK, though the game-play is still too dull and repetitive for my tastes. The 3D graphics are very nicely done and the weapons system is innovative, but there's just not enough depth here to keep me interested. Once you've seen all the fatalities and such, it gets old, quick.

**John R**

Basically this is much of what MK2 provided but with considerably more gloss. By default, I think that makes this the best fighter on the N64, right now. The graphics are extremely close to the arcade game, and the game-play is very solid, if a bit dated by Tekken standards. It's a shame it can get a bit cheap. The combos are hard to pull off and are often just flash rather than being useful. The two-on-two combat is very cool though.

**John D**

## OFF-ROAD CHALLENGE



Publisher: Midway

Developer: Avalanche

Featured In: EGM #107

Off-Road Challenge brings the delights of mindless arcade racing to the N64. And while that may sound harsh, it's not that far off base. As an arcade port, unfortunately, I don't think this one will enjoy the same success as King of the Hill or ST-Rush has achieved. For one thing the level of gameplay is something akin to Cruis'n USA (umor is they use the same engine), only on the dirt, of course. What that amounts to is a lot of sloppy driving in "zany" conditions in which UFOs, biplanes and the occasional wild animal are common components. The standard dash for the finish line includes nitro icon grabbing and flawless driving to actually win a race. Sounds harmless, right? Perhaps even fun...well not quite. While Off-Road Challenge may be entertaining to play at the arcades for a few minutes, it doesn't have the kind of depth and gameplay needed to keep it afloat as a home console game. The only real incentive to win a race comes from the wanton desire to upgrade vehicles—hoping to increase the excitement of the contest. Of course, if you liked Cruis'n USA, then by all means you'll probably enjoy Off-Road. As usual don't expect anything near as good as Sony's Rally Cross or the awesome Sega Rally. This is strictly an arcade offering best suited for young'uns with short attention spans.

**Dean**

Oh dear. Oh deary, deary, DREARY me. What a load of old rubbish. Chippy frame rates, completely unbalanced gameplay and dodgy looking visuals. Why is no one capable of producing a good off-road game? As a one-player game ORC is slow, chippy and unforgiving while the two-player game suffers from stupid camera problems, appalling gameplay balance (once you lose once you're stuffed) and even slower frame rates. Awful.

**John D**

At first Off-Road seemed like a decent little racer, but extended play has made me realize that it isn't so good. Although the action seems speedy, the frame rate turns out to be chippy most of the time. In addition, the one-player game is ridiculously hard, and the graphics are average at best. You'd think the two-player game would be redeeming but even that gets old fast, thanks to poor camera angles and unbalanced play.

**Shawn**

A shoddy port of a ho-hum arcade game. Off-Road Challenge delivers mindless racing fun and little more. The persistently cheap AI is a major culprit here. Even with the game set to easy and AI tweaked to Arcade Mode, the computer cars rarely give you a break. Your truck controls fairly well, at least until the occasional awkward camera angle ruins your view of the road. Two-player Mode is a horribly chippy waste of time.

**Crispin**

Number Of Players: 1

Best Feature: Interesting Missions

Worst Feature: The Cool Things are Executed Poorly

www.infogrames.com

Number Of Players: 1-2

Best Feature: Two-On-Two Combat

Worst Feature: Cheap Combo

www.midway.com

Number Of Players: 1-2

Best Feature: Mindless Racing

Worst Feature: Mindless Racing

www.midway.com

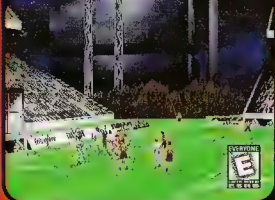
VISUALS 7 SOUND 6 INGENUITY 6 #1 5

VISUALS 8 SOUND 6 INGENUITY 4 #1 6

VISUALS 5 SOUND 5 INGENUITY 4 #1 4



# ADIDAS POWER SOCCER '98



Publisher: Psygnosis

Developer: Shen Technology/Psygnosis Paris

Featured In: EGM #108

Well this was certainly an interesting experience. The original Adidas was always the "relaxed" member of the PS soccer family. Apparently the same treatment has been made here, but the net result is that the game is a bit poor. The presentation is all very nice—if you like the Adidas TV ads, but the game mechanics seem a bit odd. **Even in Simulation Mode it does the most ridiculous things.** In a two-player game we managed to get a player to keep up with the guy he was marking by doing a permanent sliding tackle. In fact, at one point he moved faster than the guy with the ball by sliding along on his bum. The commentary is also worth noting.

Because the game is so loaded with players and teams, the commentary seems to have given up on saying anything meaningful and just waffles on about any old crap. The animation, although motion-captured, runs at a slow frame rate and there are some bizarre ball contact incidents. Slide into the ball and it can end up being kicked in the opposite direction—without any apparent overhead kick being made. I like the fact that the player selection icon "moves" from player to player rather than just switching through—it makes keeping track of the action easier than in most games. It's just a shame the players themselves are so unpredictable. **John D**

The programmers must approve of steroid use because all of the players in Adidas Power Soccer '98 are little Supermen. The Turbo button gives you inhuman speed, slide tackles go 20 feet... This, and the sloppy animation (you know the kind—where the ball seems to jump a) over the place) makes playing the game a very disappointing experience. Too bad, because with the numerous combos, the game had potential. **Dan**

This is easily one of the worst soccer games I've played. The frame rate is choppy, the player intelligence is nonexistent, the controls are unintuitive, the ball physics are all wrong, and the player animations are really bad. Need I go on? The only reason anyone would want this game is if they like the cheesy Adidas shoe commercials shamelessly scattered throughout the game. Psygnosis did manage to do those really well. **Kraig**

I'm not impressed with this new edition of Power Soccer. Primarily the gameplay just feels sloppy and unresponsive which consequently kills the whole title for me. Other let-downs include a floating camera that zooms at the wrong moments, weird ball mechanics, and jerky-jerky player animations. I'm not fond of the sound or commentary either. Sure there are zillions of teams and stats but what's the point with poor gameplay? **Dean**

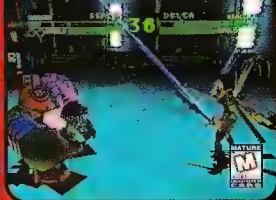
Number Of Players: 1-4

Best Feature: Loads Of Teams

Worst Feature: Wacky Game Mechanics

www.psygnosis.com

# BIO F.R.E.A.K.S.



Publisher: Midway

Developer: Saffire

Featured In: EGM #108

This PlayStation version of Bio F.R.E.A.K.S. suffers from the same problems the N64 one does. First, the play is a bit sluggish. **Jumping, pulling off combos and basically just controlling your characters in general is too clunky.** I do like the graphics quite a bit (even though they can be a little chunky at times) and the character design is brilliant, but neither of these things are enough. The ability to fly and the fairly large arenas seem cool at first, but when it comes down to it, I'd rather just fight and not fly around. Sure, it's good as a technique, but in all actuality, it doesn't do much for me. Most everything in Bio F.R.E.A.K.S. looks pretty good but all too often fancy visuals are what come to mind as what's cool about this game instead of solid gameplay. Speaking of which, I have to admit the gore in the game is pretty cool. It's been awhile since I laughed at squirting blood—and I mean that in a good way. One visual effect that isn't so good is how your character looks while blocking. You get this metal coating or something over your body, except it looks like some lame polygons. It's kind of weird. If you're looking for something to pass the time with when friends are over, then Bio F.R.E.A.K.S. may be something to consider...if it's on sale. But if you're looking for a solid purchase, by all means rent it first. **Shawn**

If anything, this looks slightly better than the N64 version we reviewed last month. Woo-woo. Unfortunately though, the gameplay still sucks the big one, and now you have to wait for the lengthy load times too. I'm not a fan of pointless button-mashers at the best of times, but with the badly designed characters and cheap special moves (projectile attacks on demand) this just bores me. Yawny-yawny-yawny-yawny. **John D**

Like most of Midway's other fighting games, you can't take Bio F.R.E.A.K.S. seriously. It isn't a very technical fighter, but it really doesn't try to be either. Bio F.R.E.A.K.S. is a showcase of flashy moves (most of them useless), great graphics and tons of gore. I can only recommend this game to casual gamers (the types who can enjoy mindless and mind numbing fighting games). But really, you can find much, much better on the PS. **Dan**

Yes, just what I wanted—another fighter with cheap button-mashing and lousy 3D effects! Just like the N64 version, the PlayStation one has a bunch of neat-o graphics and loads of gore to cover up the lack of any real gameplay. As a fighting game purist, I'll stick with a hardcore old-school fighter instead of this fancy, blood-splurtin', fly-around-and-use-my-gun type of game. If you're like me, this game will only cause you frustration. **Sushi**

Number Of Players: 1-2

Best Feature: Squirly Blood

Worst Feature: Sluggish Control

www.midway.com

# CIRCUIT BREAKERS



Game of the Month

Publisher: Mindscape

Developer: SuperSonic

Featured In: N/A

Circuit Breakers is mad fun to play. The game is similar to Micro Machines as far as how it plays, but the environments, graphics and overall feel are better. The one-player game will provide hours of fun, and the upcoming course add-on disc will give you even more (for a price of course). At first it may seem like the courses are impossible, but if you stick with them and learn the curves, falls and hairpin turns of each particular track you'll find that winning will come easier. The control is sweet—again, once you get used to it. Taking multiple turns after mastering the control will make you look like a pro. At times the AI can be a little too perfect around turns, but the quick use of a power-up should set things straight. **Now onto a major reason why Circuit Breakers got such a respectable score: The Multiplayer Mode.** When you first play it, the Two- or More-player Mode seems strange. If you fall off the track, you can't race until there's only one person left, and there still involved... It all seems very confusing. But once you get the hang of it, Circuit Breakers' Multiplayer Mode proves to be a hell of a lot of fun. It's worth buying a multitap for—that is, if you can find one. If you're into games like Micro Machine and RC Pro-An that you buy back when, then definitely look into buying Circuit Breakers. **Shawn**

Wow! Where did this one come from? Circuit Breakers is one of the surprise games of the year so far for me. Try to imagine R.C. Pro-An mixed with Micro Machines, and you'll have a basic idea of what this racer's all about. The +P Mode has a great learning curve and very well-designed tracks, but the highlight of this baby is its Multiplayer Mode—gather three of your friends and get ready to have a lot of fun; it's a total blast. **John R**

Yes, this game's a LOT like Micro Machines, except for one thing: better track design. Circuit Breakers' courses are excellent, with enough ledges and chasms to make them challenging but not frustratingly so (as in Micro Machines). The multiplayer courses are especially good, making this an ideal party game if you have a multitap. Still, CB doesn't match Micro Machines when it comes to car variety and play options. **Crispin**

I'm sure my esteemed colleagues have said this already, but it bears repeating: Circuit Breakers rocks for multiplayer action! This quaint little title is unbelievably fun for three or four people playing at a time. The level and game design are brilliant, making this one of the best party games around (you'd have to play it to understand...don't let its simple looks fool you). The one-player game isn't bad, but get it for multiplay. **Dan**

Number Of Players: 1-4

Best Feature: Multiplayer Play

Worst Feature: Sometimes AI's Almost TOO Good

www.mindscape.com

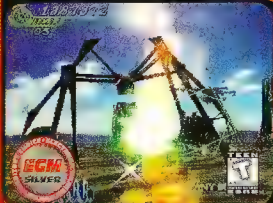
|         |       |           |    |
|---------|-------|-----------|----|
| VISUALS | SOUND | INGENUITY | RE |
| 6       | 5     | 4         | 4  |

|         |       |           |    |
|---------|-------|-----------|----|
| VISUALS | SOUND | INGENUITY | RE |
| 8       | 6     | 6         | 6  |

|         |       |           |    |
|---------|-------|-----------|----|
| VISUALS | SOUND | INGENUITY | RE |
| 8       | 7     | 6         | 9  |



# ELEMENTAL GEARBOLT



Publisher: Working Designs  
Developer: SCEI/Alfa System  
Featured In: EGM #105

Of all the light gun games I've ever played, **Elemental Gearbolt** definitely has the **best atmosphere**. The 3D graphics are beautiful and very Panzer Dragoon-esque in design, while the music is just...soothing. I don't know any other way to put it. EG is the first light gun game I've played where I've actually felt peaceful (zoned out, perhaps?) as I sat there blasting away anything and everything that moved. Gameplay-wise, EG suffers from only one real fault: It's too short. While this normally would be good enough reason to harp on the game, I can't. Why? Because EG is riddled with secrets and hidden stuff, and if you can make it through Normal Mode with no problems, there's always the Master Mode, which is like so times harder than it was in the Japanese version. If you're not looking for challenge or extras, you'll probably blow through the game in an hour. If you're like me, and you want to test your skills against a game that can be wickedly difficult, you'll be in heaven with EG on Master Mode. That's not all there is to like, though. You get rewarded for precision (multiple hits without missing any targets add up to big points), which is nice, and collecting fairies and the hidden challenges on each stage only adds to the depth. The exp. vs. points trade-off feature is cool, too.

**John R**

There's a lot to like about this light gun game, especially its originality. **Elemental Gearbolt** is an unlikely blend of **RPG elements and deep gameplay**—something very rarely found in light gun games. With good music, graphics (except for some two-players-owdown) and cinematics, the game draws you right into the action. If you're looking for a fun and different type of gun game, this is certainly the one to buy.

**Kraig**

Any light-gun game fan owes it to him or herself to check out **Elemental Gearbolt**. The game sets **new standards in the genre**. It offers a very rewarding point-system (which motivates players to score higher by shooting bonus items and going for combos). **Elemental Gearbolt** also offers a real story line, and requires you to use technique, by picking which gun best suits the situation. EG is way better than V. Cap. or Time Crisis.

**Dan**

Although it's not a particularly long game, **Elemental Gearbolt** is still a **beautiful—even elegant—light-gun shooter that oozes atmosphere**. It's also a bit revolutionary in that it forces you to take slow, careful shots (rapid-fire jamming on the trigger will get you nowhere). The graphics are stunning (despite some slowdown in two-player mode), while the excellent cinematics and moody music top off this slick package.

**Crispin**

VISUALS 8 SOUND 8 INGENUITY 8 REPLAY 7

# FOX SPORTS GOLF '99



Publisher: Fox Interactive  
Developer: Gremlin  
Featured In: EGM #108

New name, roughly the same game. When golf simulations started to trickle onto the PlayStation years ago, Gremlin's VR Golf was the best of a really bad batch of competitors. Now, they're back and their latest golf game brandishes the FOX name instead of Interplay's VR Sports label. The change doesn't seem to have affected the game much. FS Golf looks very similar to the game that unofficially preceded it—that is to say it's not very pretty. The 3D graphics are passable, but are very blandly detailed. Granted, it is just a golf course, but that's exactly the point—it shouldn't be hard to make them look really good. Additionally, the golfers are drawn sloppily, and the menus and interface are pretty hideous. It also looks like the FOX Sports logo was just slapped randomly about the game. On the good side, load times are brisk (very key), and the automatic cameras that follow the ball in flight make things interesting. Even more interesting is some of the really odd physics that make the golf ball do things that it never would regularly on a golf course. If you can stand the graphics and the physics, the vast amount of game styles available should keep you busy for a long time. But why should you bother when **FOX Sports Golf '99 is easily topped by Hot Shots Golf** in every way possible?

**Kraig**

If Fox Sports Golf '99 had come out two years ago, it probably would've been acceptable, but compared to today's pickens, namely Hot Shots Golf, it seems mediocre at best. Three things stick out: weird player animations, questionable game physics and an annoying commentator. You can shut off the announcer and deal with the animation, but you can't compromise on the game's physics. It has too much influence on the gameplay.

**Dan**

Hmmm. This just isn't gonna work. FS Golf '99 has plenty of options and features and all that stuff that marketing people love, but in the end, the **gameplay is boring, the frame rate is choppy, and the control is stiff**. Hot Shots Golf pretty much set the standard in golf game engines, and until a game comes along with a better one, I'm not going to waste my time with any others. Next time around remember, **gameplay first**.

**John R**

If you ever feel the need to be patronized for a long period of time I suggest you get a copy of this. I've never come across a game's commentary that goes out of its way to insult you so much. As **golf games go, it's pretty fair**. The 3D graphics are unique, but a bit slow and choppy, and the controls seem to take a while to react. Most annoying of all, though, it's sometimes difficult to judge shots. Not quite PGA standard.

**John D**

VISUALS 5 SOUND 5 INGENUITY 5 REPLAY 5

# FOX SPORTS SOCCER '99



Publisher: Fox Interactive  
Developer: Gremlin  
Featured In: EGM #108

It's about time a soccer game came along and showed up the FIFA series (sorta). Fox Sports Soccer '99 completely surprised me and is now my favorite soccer game on the PlayStation (though it's far from perfect). Why am I so impressed? Well, being a soccer fan and a casual soccer player, I understand how soccer should be played in real life. Fox '99 is the closest thing I've seen to real life yet. I'm not talking about graphics here (although Fox '99 does look nice). I'm talking about the way the players behave on the field. The goalies are the best in the business. They don't sit around and wait for a soccer ball to approach them; they'll rush out to intercept the ball, if it's a one-on-one situation. It's rather hard to get in any easy goals, even on the easiest difficulty setting. The passing is also realistic. Long passes lead the receiver, keeping the offense constantly moving forward (but here lies one of the game's faults: The defense sometimes doesn't react properly to a long offensive lob, letting them get burned too easily). Other problems: poor viewing angles on corner, free and goal kicks and controls that take a lot of getting used to. If you're looking for a realistic soccer game that's light on frills, definitely take a look at this one. Those looking for a more arcade/action-oriented soccer game should pass.

**Dan**

Actua Soccer 2, the U.K. version of this title is revered as one of the best soccer games available over there. Praise indeed! I'm sure you'll agree. Unfortunately, something seems to have happened in the transition to this. Most notable is the presentation: **The commentary is an absolute joke!** As a two-player game this can hold its own against FIFA, but as a one-player game, it's let down by some doozy player AI.

**John D**

It's a darn good thing this game has a Practice Mode. Fox Sports Soccer is a little too realistic—and therefore difficult—for my tastes. Yes, it's nice that the goalie AI is superb. Yes, the passing and player-movement physics are impressively realistic. **But damnit—I'd like to score a goal once in a while!** Prepare for a steep learning curve with this game. Don't even bother if you prefer footy games of the arcade variety.

**Crispin**

Well, it's better than Power Soccer 98 but it's not the FIFA or Goal Storm league IMO. The players move in such a frantic way that I feel like I'm watching circus clowns scurrying around a big top. Automatic player-switching is a bit frustrating as well due to ever-changing camera angles. Overall the gameplay is sub-par when compared to greats like FIFA or GS, but given time, **this one could grow on you like a strange fungus**.

**Dan**

VISUALS 7 SOUND 6 INGENUITY 5 REPLAY 6

Number Of Players: 1-2

Best Feature: Fantastic Atmosphere

Worst Feature: A Bit Short

www.workingdesigns.com

Number Of Players: 1-4

Best Feature: Brisk Gameplay

Worst Feature: Ugly Unintuitive Menus

www.foxinteractive.com

Number Of Players: 1-4

Best Feature: Realistic Play

Worst Feature: Control

www.foxinteractive.com



# JEREMY MCGRATH SUPERCROSS 98



Publisher: Acclaim  
Developer: Probe

Featured In: EGM #104

Supercross 98 is definitely a good—possibly the best—moto-x racing game to come out for the PlayStation to date. Having only VMX and Moto Racer to contend with, **SuperCross** dismantles them easily in several categories. Graphically it's very competent with a lot of emphasis on detail. Good use of light and shading as well as little nuances like blowing leaves, exhaust smoke and flying dirt do wonders for the atmosphere. In later stages, impressive snow, rain and early morning light effects steal the show. Animation is also top-notch. Riders react to what is happening (leaning, putting feet down, crouching, etc.) rather than just sitting perfectly upright like consipated mannequins. Add these elements with the title's good game play and it really is quite a nice package. Other pleasant surprises include a great frame rate, a functional first-person view and an awesome track editor. Creating new tracks is actually as much fun as racing them. The problems? No licensed bikes and, despite what the manual says, there are only two available. Also, the default difficulty setting is way too easy. I buzzed through a season easily winning every race, thus killing some of the replay appeal. The Intermediate setting is good to start with—it's not perfect but SC is by far my new favorite moto-x racer.

**Dean**

This game's attention to detail and fine-tuned control will appeal to most motocross gear heads, but I prefer the more arcade-style gameplay of Moto Racer. Still, **SuperCross 98** is a solid racer once you get the hang of it (particularly, once you learn to use the nitro and front brake to your advantage against the persistent—if not overly challenging—AI). The cool track editor had me reminiscing about my old NES Excitebike days.

**Crispin**

Even though its graphics are pretty much lame, Jeremy McGrath does offer some fun play in both the One- and Two-player Modes. I'd say the best thing about the game is the track editor. Not since Excitebike have I been able to create a track and then race on it. Now that's fun! Other than that, the game is straightforward with little or no awesome features. Rent it to check it out, buy it if you're into making your own tracks.

**Shawn**

While I'm not a huge fan of this whole "dirt" thing (I'd rather play Road Rash 3D or Moto Racer), I will admit that Supercross 98 is surprisingly good. Better than I expected, anyway. The track editor alone makes it worth a peek, but the fast-paced gameplay and cool track layouts will keep motocross fans like Dean) satisfied for weeks. Two gripes: (1) the CPU racers are a little TOO good (frustrating) and (2) why only two bikes?

**John R**

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 6       | 6     | 3         | 7      |

# MORTAL KOMBAT 4



Publisher: Midway  
Developer: Eurocom

Featured In: EGM #108

If you're still a Mortal Kombat fan after all these years, well, more power to you. I felt the series should've been laid to rest with the first MK3, and after seeing MK4, it only confirmed my feelings. Mortal Kombat games are simply not as deep or as fun as any of the Street Fighters to keep the series going on this long. **Mortal Kombat 4 pales in comparison to MK2 or MK3.** It offers very little to the series, and what it does offer is no big deal. Weapons? They provide a fun distraction...at best. New fighters? They barely have an interesting move or characteristic between them. BUT...the game isn't without its merits. Obviously, the biggest improvement is in the graphics. The animation and frame rate are superb. Fatalities look great in 3D, as do the throws and bone-breakers. On the gameplay side, Eurocom and Midway did an excellent job of bringing the "MK feel" to a polygonal world. Unlike Street Fighter EX, which is a bit floaty, MK4 plays exactly like any of the 2D MK games. I also like the slightly (but not overly) cheap combo system; MK4's 10-hit combos actually take more skill to pull off than most of Tekken 3's 10-hitters (not a hard feat). All in all, the game's not bad. If you still like Mortal Kombat and you don't mind some load times, then MK4 may be for you. Just don't expect a Tekken-killer.

**Dan**

Though the N64 suffers from a fighting game drought, the PS doesn't. There are many more, much better fighting games than this on the system. Games that don't mysteriously start loading from the CD half way through an animation. Games that offer far more graceful moves and combos. Games that aren't filled with cheap moves. Unless you're a real MK nut, you're not going to come away from this feeling rewarmed.

**John D**

The PS conversion of MK4 isn't quite as sharp as the N64 one, but it's still just about arcade perfect. But while the graphics have made the jump to 3D, the gameplay is still standard MK fare, and frankly, that's got old about three years ago. The backgrounds aren't as interesting as they were in MK3, and while the weapons add an interesting twist, only the hardcore MK fans are really going to care. It's nice to see Goro back, at least.

**John R**

It's not often that a PlayStation version of a fighting game is beaten by its N64 brethren, but MK4 is a case in point. Graphically it doesn't have the solid feel that you expect, but more importantly, it suffers from some terrible loading problems. As a game, my comments regarding the N64 version stand here too—compared to many of the class fighters on the PlayStation though, this really doesn't stand a chance.

**Sushi**

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 7       | 6     | 4         | 6      |

# NFL XTREME



Publisher: Sony Computer Entertainment  
Developer: 989 Studios

Featured In: EGM #106

Obviously inspired by Midway's NFL Blitz, **NFL Xtreme isn't half as good as the game it seeks to imitate.** 989 Studios took the basic game play then added every conceivable feature: season play, player creation, variable weather, tear away jerseys, audibles, in-depth stats, tons of plays, etc. You name it, they put it in there. Unfortunately, what they didn't include was the most important ingredient of them all: good game play. Instead of delivering fast-paced, hard-hitting action, NFL Xtreme moves at a sluggish pace, and is marred by choppy animations and bad play mechanics. Granted, this game is probably taxing the PS hardware, but that doesn't mean I can forgive the ugly 5-on-5 formations that are confusing to the point that having a player designated as a running back or tight end really has no meaning. Receivers can't be placed in motion, and if you throw them when they're covered, it seems that they'll come down with the ball almost every time. The computer intelligence is horrible. In my first game at the highest difficulty level, I beat the computer by 40 pts—using only two plays! That's only about three numbers less than the amount of boring phrases the repetitive announcer utters. Who can blame him? For a supposedly hard-hitting football game, NFL Xtreme isn't very exciting.

**Kraig**

I can't warm up to Xtreme. All the elements are in place—decent graphics, last frame rate and fancy player moves. They just don't seem to get into an exciting package. The precision just isn't there. In fact it's hard to discern some of the tighter action that takes place on the field because of choppy tackling animations and movements. In the end, Xtreme doesn't generate the same feeding frenzy as even GameBoy, much less FIFA.

**Dean**

Had NFL Blitz never existed, NFL Xtreme might be a pretty cool, somewhat innovative game. On the other hand, had Blitz never existed, Xtreme would've never been brought out to shamelessly mock it in the first place. Xtreme tries real hard to provide the excitement of Blitz, but falls short in too many ways. Most importantly, the game just isn't very much fun to play. If you must try it, I strongly suggest renting first.

**John R**

What is up with this game? It's like it was rushed out unfinished. The graphics and animation are way clunky, the control is far from being intuitive, and the voiceovers are forced at best. If Sony is going for more of an arcade experience instead of the standard football sim (similar to NFL Blitz), then they should've made this game more accessible for everyone. The 2P Mode isn't even that fun since the game's so cumbersome to play.

**Shawn**

|         |       |           |        |
|---------|-------|-----------|--------|
| VISUALS | SOUND | INGENUITY | REPLAY |
| 6       | 4     | 5         | 5      |

Number Of Players: 1-2

Best Feature: Track Editor

Worst Feature: Not Enough Bikes

www.acclaim.net

Number Of Players: 1-2

Best Feature: Nice Graphics

Worst Feature: Tired Gameplay

www.midway.com

Number Of Players: 1-4

Best Feature: Very Customizable

Worst Feature: Sluggish Gameplay

www.playstation.com



## PRO PINBALL: TIMESHOCK!



**Publisher:** Empire Interactive  
**Developer:** Cuning Development  
**Featured In:** EGM #107

We've come to expect a lot of depth and gameplay in the new generation of PS games. Sadly this PC port pinball sim is surprisingly shallow. Granted it's not terrible—the ball physics are decent and the gameplay and graphics are passable—but the fact that **there's only one table is just unacceptable.** It seems as if you're only getting about 30 percent of a game with Timeshock. Even more maddening—there's nothing creative about it. Other games, like Hot Shots Golf or Ten Pin Alley for example, have taken their somewhat boring games and spiced them up with unique graphics, characters and engaging gameplay. Unfortunately, I can't say the same for TS. Beyond multiball and special target hits, there really aren't any exciting game moments. Unless, of course, you count getting a tilt penalty—whoopee! Strangely forgoing the option to offer more tables, they include a side show instead? Granted the rendered scenes (close-ups of the table) look pretty good, but they certainly don't redeem the game. In the end, it comes across as a cheap way to add some substance to an overall slim package. Sorry, we're not fooled. I could harp on the sub-par sound or hard-to-read menus as well, but what's the point? There's just not enough depth in this decent but very limited pinball offering.

**Dean**

Timeshock! does its best to capture the true pinball feel by offering four viewing angles, and a realistic physics model. Unfortunately, none of the viewing angles work too well (it's just the nature of trying to fit a whole pinball table on a TV screen). **The visual problem is made worse with the overly colorful and cluttered playing field.** I also find it difficult to recommend paying money for a one-table console pinball game.

**Dan**

The single pinball table presented here doesn't seem like a bad game at all. In fact, I'd probably play the thing in real life, if I came across it in an arcade. The trouble with the virtual version, though, is that **it's too big and complicated to be crammed onto one screen.** None of the four available views does an adequate job of clearly showing the ball's location at all times. And where's the fun in playing if you can't see the ball?

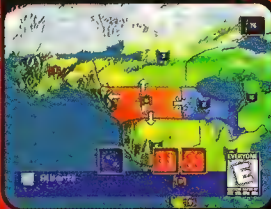
**Crispin**

It's ridiculous that this pinball title only has one board. Granted, if it were the best pinball board on Earth, I might let it slide, but unfortunately, that's not the case. Displayed as a scrolling, prerendered 3D environment, the sole board in Pro Pinball is bland. It has a monochrome light display and small objectives littered throughout the field of play, but those do little to keep the game from being incredibly shallow and boring.

**Kraig**

VISUALS 5 SOUND 6 INGENUITY 3 REPLAY 4

## RISK



**Publisher:** Hasbro Interactive  
**Developer:** Rune Craft  
**Featured In:** EGM #107

Part of the appeal of the board game version of Risk is that it is a very tense, competitive, social game that demands a lot of interplay between the players. Can you really capture the spirit in a PlayStation game? Well, yes and no. As a multiplayer game (with multi-tap support), I think I'd still rather go through the hassle of setting up a board and doing it for real. **As a single-player game, I think this is probably the best version around.** The AI is brutal to say the very least (it absolutely creamed me the first time I played), but once you get used to the aggressive way it plays, you'll be faced with a good challenge. I'd have liked to be able to play with a full map on the screen rather than scrolling around, but you get used to zipping about the map after a while, especially if you have an analog pad or a mouse. The basic "Classic Risk" is great, but if this is too simplistic for you, you can opt to play on limited maps (i.e., just Europe or the United States), Mission Risk (a new version developed for the board game that gives players specific tasks) or...Ultimate Risk, a vastly bloated interpretation that doesn't use dice, has a bigger map and unnecessarily complicates the classic game with badly rendered battles. Some strategy fans may get a kick out of it, but I feel it overly spoils the underlying game.

**John D**

If you like the board game, you'll love its PlayStation counterpart. Even today, Risk's simple, yet complex strategy stands up to the most advanced tactical games—even more so if you use some of the in-depth features found on this version. The developers of PlayStation Risk fully fleshed out the game by including just about every possible variation imaginable. **Don't expect any flashy graphics, just rock-solid gameplay.**

**Kraig**

Risk is easy to get into even though it seems intimidating at first. The graphics and control obviously aren't what this game's all about. Instead it gives you a classic board game in an interactive form, and does so well. There's something about Risk that makes you feel like you're really at war, even though there are no sounds or visuals to make the experience seem more real. I have to admit I had trouble gaining global domination.

**Shawn**

PlayStation Risk is one helluva package. It has Classic Risk and Ultimate Risk, a more complex version of the board game. More than that, this disk offers a ton of rule variations for both games. Despite the new maps, features and rules, I still find myself playing Classic Risk the most. It's easy, fun and quick to get into (and out of). **But if you're a Risk player, you should definitely check this disk out.** It offers too much to pass up.

**Dan**

VISUALS 5 SOUND 5 INGENUITY 7 REPLAY 9

## ROAD RASH 3D



**Publisher:** Electronic Arts  
**Developer:** Electronic Arts  
**Featured In:** EGM #105

Ever since the 3D version of Road Rash came out (the game that pushed me into buying that awful system), I've been waiting for a worthy sequel to arrive. Fortunately, RR3D is that sequel, though to be totally fair, if you're not a die-hard Road Rash fan like myself, you may find yourself wondering what all the fuss is about. **Road Rash 3D doesn't offer any major improvements over its predecessors** other than the obvious, which is a fully 3D engine, new music (I actually prefer the old music) and much better track designs. Oh, and there's analog control and Dual Shock support (and in similar fashion, I prefer the digital pad). The gameplay is well-balanced, and the four different classes of bikes are varied enough that you can really feel the difference in control between them, but the combat portion of the game—which is really like half the fun of it all—has been toned down a lot. The graphics and sounds are very nice (some of the later tracks look gorgeous), and when you get some of the later (faster) bikes, the screen just screams by, making for some intense racing. Yet still, I can't help but feel, like RR3D could've been much more. And as minor a complaint as it may be, I really hate the fact that you no longer control your guy running back to the bike after a crash. Still, RR fans should be satisfied.

**John R**

I was skeptical of the 3D polygon incarnation of RR. Would it top or at least equal the quality of the 3D version? In a word, yes. To its advantage, it takes a lot more skill and finesse to maneuver the bikes. Also, several styles of motorcycle are available rather than just sport bikes. The tracks are very long as well making winning a reality even with a few wrecks—no time consuming jog back to the bike either. Overall, a good sequel.

**Dean**

As an avid Road Rash fan, I was really glad to see this game finally get finished. I'm also glad that EA came through with a very good racing game. Unfortunately, the combat in this RR is a little tamer than the others—it seems like the fighting is more sparse. For some odd reason RR's polygonal graphics made it hard to sustain huge, drawn-out brawls on bikes. Nevertheless, RR 3D is fun and has attitude—give it a try.

**Kraig**

Road Rash 3D packs nearly everything I loved about the classic series—high speed, cool courses, nasty spills and intense combat (although fighting's not as crucial as before). The graphics, while not up to GT's standards, are adequately fast. Some of the series' in-your-face personality is missing. Cinemas are particularly weak, and you're now placed on the bike automatically after a crash (I prefer the old run-to-your-bike routine).

**Crispin**

VISUALS 8 SOUND 8 INGENUITY 6 REPLAY 8

Number Of Players: 1-4

Best Feature: Solid Gameplay

Worst Feature: Not Enough Variety

www.empire-us.com

Number Of Players: 1-4

Best Feature: Classic Risk

Worst Feature: Ultimate Risk Spoils The Game

www.hasbro.com

Number Of Players: 1

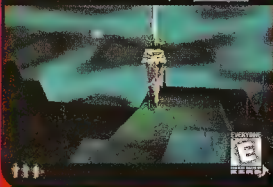
Best Feature: Fast-Paced Gameplay

Worst Feature: Nothing Much New Here

www.ea.com



## SENTINEL RETURNS



**Publisher:** Pygosis  
**Developer:** No-Name Games  
**Featured In:** N/A

This review'll probably get me in trouble. Fans of the original Sentinel!—to which this update is similar—will likely be pissed that I haven't become a raving addict to its classic gameplay. On the other hand, newbies to this slow-paced, horrible-looking game will wonder why I gave it an average score instead of trashing it. The truth is, **Sentinel Returns is a fun, addicting game—but only to a certain extent.** It's also difficult to explain. You teleport your way across a checkerboard plane, absorbing stick-like trees for energy and avoiding the roving gaze of the Sentinel and his sentries, all of whom are perched high above the playfield. Your eventual goal is to clamber up to the Sentinel's altitude and topple him, absorbing as much energy as possible along the way. This concept is as elegant as it was in the original Sentinel. And if the graphics seem slow...well, supposedly that's by design. The game builds tension by forcing you to crawl through the stages, making it that much harder to find an escape route should the Sentinel look your way (although you can buffer commands to hasten progress across the landscape). Still, there's no excuse for the blah graphics, and the gameplay became repetitive by the time I reached the 50th level. Unfortunately, since I still had 600 or so levels to go.

**Crispin**

Sure, there's a certain amount of nostalgia associated with Sentinel Returns, but that just doesn't do anything for me. When you look past the mediocre graphics, clunky controls, and repetitious gameplay, you see a game that should've stayed on the C64 where it came from. **If I wanted level after level of the same thing, I'd go to the arcade and play Frogger, Centipede or one of the other classics.** Rent it if you liked the original.

**Shawn**

Surprisingly, this strange little title is mildly addictive. I didn't expect much—the rough graphics and mediocre controls (use a PlayStation mouse if you have one) turned me off at first. But the minute you got the hang of how things work, I found out that this is a diamond in the rough. OK, maybe more like a cubic zirconia...**the game can get rather monotonous with its repetitive gameplay and long load times.**

**Dan**

Having fond memories of the original Sentinel from years ago I had my doubts as to whether I would enjoy this as much. **Definitely something that older gamers will appreciate.** It's a wonderful example of how cerebral gameplay combined with atmospheric effects (the John Carpenter music is especially noteworthy) can make an absorbing experience. Once you get into the gameplay you can't wait away hours.

**John D**

VISUALS 4 SOUND 6 INGENUITY 7 REPLAY 7

Number Of Players: 1

Best Features: Lots Of Levels

Worst Feature: Repetitive Gameplay

www.pygosis.com

## VIGILANTE 8



**Publisher:** Activision  
**Developer:** Luxoflux  
**Featured In:** EGM #106

Surprisingly, V8 is the first serious contender to unseat the popular Twisted Metal 2 so far. **The best thing about this vehicle combat game is its large and graphically superb 3D environments.** Tons of lighting effects, lens flares and detailed textures make locations such as the Hoover Dam and Casino City look convincing. Just about everything in each area can be destroyed, sometimes with very chaotic and fiery consequences. The old-style cars have plenty of personality—how could they not when they consist of pick-up trucks with campers and huge tank-like sedans? Even better, the excellent physics engine really brings each car and level to life, especially when skidding over an icy ski slope, thundering over towering hills, or taking a vicious "missile hit. Unfortunately, V8's weapons aren't designed as well as the rest of the game. Just about every one of them auto-locks onto its target, taking away the most challenging element in a combat game—aiming. As a result, gameplay heavily consists of hide-and-seek as combatants attempt to avoid lock-ons. In many of the one-player missions, it's possible to kill enemies by lobbing firepower from a perch far away with little chance of being hit. This big flaw isn't a fatal one, but it does prevent V8 from toppling the king of this genre, **Met**.

**Kraig**

As a single-player experience this is pretty much what you'd expect from a car blaster. **The weapons look great, the enemy AI is adequate, and the scenery can be completely trashed** to allow access to power-ups. As a multiplayer game, it could be better. It takes too long to destroy your opponent, and you tend to end up picking a straight road and "jousting" up and down it to get things over and done with.

**John D**

I must state the obvious: If you like Twisted Metal in any way, you HAVE to check out Vigilante 8. **Luxoflux has raised the bar of quality in every conceivable area:** graphics and animation; sound, level design and realistic game physics. Totally destructible environments is the icing on the cake. The action can drag on at times, since all the vehicles can take a great deal of damage before dying off, but that's a very minor complaint.

**Dan**

V8 is a fine example of a good game. The graphics and interface are slick, the controls is tight, and most importantly, the game plays well. There are no weird glitches, and the minor pop-up problems go unnoticed, thanks to the intense action. Besides, you just have to love the funky music and characters. Although the game may seem easy at first, it can get quite tricky if you don't plan your attack. The 2P Modes is a lot of fun.

**Shawn**

VISUALS 8 SOUND 8 INGENUITY 6 REPLAY 7

Number Of Players: 2

Best Feature: Heinous Level Design

Worst Feature: Poor Weapon Design

www.activision.com

## GAME BOY CAMERA



**Publisher:** Nintendo  
**Developer:** Nintendo  
**Featured In:** EGM #107

It only makes sense that the most successful game system in history should get the coolest peripheral of all time. Hell, the **Game Boy Camera might be a little too much fun**—especially for its \$50 price tag. Its list of features is a mile long. It stores up to 30 decent-looking photos, which you can alter with lots of goofball clip art (cartoony eyes and noses, etc.) or draw on directly with the paint program (great for adding laser beams to your photos, making them jump to other pictures if you click on the right places (perfect for putting together interactive stories). The camera features a delay timer, a time-elapsed Snapshot Mode, four mini-games (one of them secret), more than a dozen special lens effects—even a feature to morph two photos together. By far the most fun function is the animation program, which lets you take all your pictures and assemble them into a 47-frame movie. You can make stop-photo-animation movies, vacation documentaries, special-effects-laden sci-fi epics—there's no limit to what creative pocket auteurs can accomplish. The \$60 printer is worth getting, too—especially for the Sticker Club crowd—but you can certainly live without it. Best of all, the camera's easy to learn, although the menus are a bit disorganized.

**Crispin**

I fear for teachers across the States, because when this incredibly devious little device gets out, it's gonna cause lots of chaos in classrooms. **The Game Boy Camera is a remarkable example of ingenuity and technology**—there is just so much you can do with it. This is definitely one of the coolest, yet affordable devices out there. The only problem with it is that the menus and some of the options are a little confusing.

**Kraig**

I think this is the best toy I have come across in a very, very long time. **I don't remember the last time a crowd of people had such a laugh with something which is fundamentally so simple.** Despite its simplicity though, the camera has a lot to offer. Building up animations can lead to much-o amusement (some of things we came up with leave a little to be desired), and the extra little games and effects just round it all off. Brilliant.

**John D**

This little gadget has to be one of the coolest gaming peripherals I've ever seen, if not THE coolest. Even if you just pick up the GBC and do not read the manual, you can occupy yourself for hours. If you actually read it on all the little things you can do with it though, you'll be set for weeks! It's like having your own sticker club machine, only you can do about a zillion other cool things with it as well. A must buy for GB owners.

**John R**

VISUALS 9 SOUND 5 INGENUITY 10 REPLAY 10

Number Of Players: N/A

Best Feature: Animation Program

Worst Feature: Clunky Menu System

www.nintendo.com



## August 1998

### OVERALL

- |    |   |                    |                                |
|----|---|--------------------|--------------------------------|
| 1  | 3 | Tekken 3           | TEKKEN 3<br>NAMCO              |
| 2  | 2 | Gran Turismo       | GRAN TURISMO<br>POLYGRAM       |
| 3  | 1 | Circuit Breakers   | CIRCUIT BREAKERS<br>POLYGRAM   |
| 4  | 1 | Elemental Gearbolt | ELEMENTAL GEARBOLT<br>POLYGRAM |
| 5  | 2 | Tomb Raider        | TOMB RAIDER<br>POLYGRAM        |
| 6  | 1 | Vigilante 8        | VIGILANTE 8<br>POLYGRAM        |
| 7  | 1 | Road Rash 3D       | ROAD RASH 3D<br>POLYGRAM       |
| 8  | 3 | Hot Shots Golf     | HOT SHOTS GOLF<br>POLYGRAM     |
| 9  | 1 | Risk               | RISK<br>POLYGRAM               |
| 10 | 3 | Einhänder          | EINHAENDER<br>POLYGRAM         |

### NINTENDO 64

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|---|---|----------------|----------------------------|
| 2 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 2 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 3 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 4 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 5 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |



### PLAYSTATION

- |   |   |                    |                                |
|---|---|--------------------|--------------------------------|
| 3 | 1 | Tekken 3           | TEKKEN 3<br>NAMCO              |
| 2 | 1 | Gran Turismo       | GRAN TURISMO<br>POLYGRAM       |
| 3 | 1 | Circuit Breakers   | CIRCUIT BREAKERS<br>POLYGRAM   |
| 4 | 1 | Elemental Gearbolt | ELEMENTAL GEARBOLT<br>POLYGRAM |
| 5 | 1 | Tomb Raider        | TOMB RAIDER<br>POLYGRAM        |



### SATURN

- |   |   |                |                            |
|---|---|----------------|----------------------------|
| 3 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 2 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 5 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 8 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |
| 5 | 1 | Hot Shots Golf | HOT SHOTS GOLF<br>POLYGRAM |



### HOW TO READ THE TOP 10 CHART



### GAMING MOMENT

The fantastic Game Boy Camera turned everyone in the office into budding James Camerons this month—at least once they figured out the animation program. The staff produced no less than six special-effects-filled flicks, ranging from simple stop-photo animations to a particularly bizarre piece featuring Voltron action figures and a banana. But big cheese John D. perhaps uncovered what will be the gizmo's most common purpose, when he used it—along with screen shots from his Internet browser—to assemble a softcore-porn animation that rivals anything you might see on late-night Skinemax.



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**Light Wars** Tyrell Gordon, Inkster, MI • Matt Richenbun, Brantree, MA • Nicolas Page, Rochester, WA • Albert Mungu, San Diego, CA • Joshua Bowden, Idaho Falls, Idaho • Raymond Carnasciole, Bayville, NJ  
**game.com** Allen Thomas, Los Angeles, CA • Justin Johnson, Covington, KY • Ricardo Montes, Chicago, IL • Allen Green, Madison, NC • Sam Litt, Pittsburg, PA



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# Forsaken 64

By the *EGM* Staff

## Nuke

The amount of time you take on this mission will determine

which path you will start on. If you do it in under two minutes and 30 seconds you will go to the second tier. To get to the third tier you must complete it in

under one minute and 40 seconds.

**A.** This room is through the tunnel and to the right of your starting point. Here you will find several enemies and some power-ups.

**B.** Destroy this cannon fast so you can get the two fighters around it with ease.

## Knowledge Base

This first mission is very easy. To beat this mission you must first gather the a-bomb, which is past the first tube down, and set it in the control room.

**A.** To beat this mid-Boss, use the strafe to circle it while you fire your main weapon at it.

**B.** Once you enter this room, highball it out and follow the tube as far up as it will go. Ignore all the enemies and head back to the starting point as quick as you can.

## Catch the Orb

If you are centered enough underneath it, it won't be able to strafe at you. Be sure you get away from it before its energy bar disappears. Finish it off from afar or you will be severely weakened by the final blast.

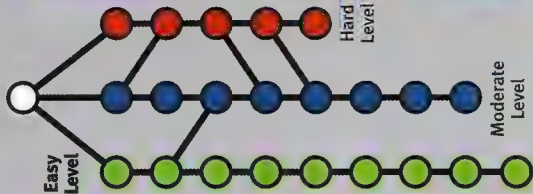
**B.** The next challenge in this mission will be the other bounty hunters running around. There are a total of four that you'll fight and each one has its own special little weapon. Just be sure to get the Titan missile and to strafe to stay alive.

This version is entirely different from the PlayStation or PC versions, almost flipping over to become a new game. On these two pages you will get a look at the first level of each tier and one Boss.

# Mission Tree

The mission tree of the game is similar to Star Fox's. The shortest route is the hardest tier and only has five missions in it. The second tier is eight missions and the first tier is nine.

There are many branches within the tiers. The key to jumping over to other tiers sometimes lies in the percentage that is shot in a level or even a particular route you take. (See Nuke for an example.) After you finish a tier, a grade of Battle Mode will open for you to play on. (See the Battle Mode section for more details.)



There are many branches within the tiers. The key to jumping over to other tiers sometimes lies in the percentage that is shot in a level or even a particular route you take. (See Nuke for an example.) After you finish a tier, a grade of Battle Mode will open for you to play on. (See the Battle Mode section for more details.)

## Moderate Level

The stakes are raised in this path. There are many possibilities to the jump over to the higher path and even once to the lower.

## Hard Level

The shortest, but also the hardest. This is the only path that has a real ending.

Strategies To Get You Started On The Hottest Games

# JUMP START

See *EGM* issue #49 for the complete walk-through!

**EGM**



## Battle Mode

Use the power-ups to help you win the battle.

Use the power-ups to help you win the battle.

Use the power-ups to help you win the battle.

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Use the power-ups to help you win the battle.

## Multiplayer Strategies

- Always be quick to find the Titan missile. If you don't get it, another rival or even the computer may get it, giving you a serious problem.
- With all the power weapons in the game, hiding can do you more than charging at a player.
- The Stealth Mantle is good against the computer but can be bad against normal humans if you are moving around a lot. Stay put and you can surprise them.
- Scatter missiles are your friends.
- Learn to fly backward. If your enemies run into you, and you are too weak to take them on head-to-head, then you will want to beat feet quick. If you can fly backward you can continue to pop off shots at any following enemies.
- Set up pipe missiles in front of doorways. They will shoot at the enemy and explode if they've run into. A very useful combination.

## Defend the Power

**A.** The toughest part of this level is not the enemies but locating the power cores. Before you start defending the first core you should head to the back tunnel behind the room and pick up the powerpod. This will make things MUCH easier.

**B.** This second one is easy. You can actually leave while it is still stopped if you take out the large fighters and keep the other fighters in their bay by not approaching them or taking them out from a distance. There is a **mine power-up in the fighter bay** though and that can be a great help toward the end of the mission.

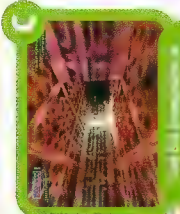
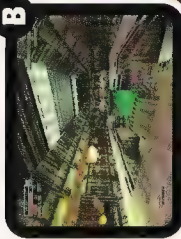
## Mannmek

**A.** This Beamlaser is guarding a pair of laser turrets around the corner. Take it out by shooting it from the hallway ceiling and out of sight.

**B.** Once past the two laser turrets, head into this room and collect all the power-ups. This room is one of the few places with power-ups.

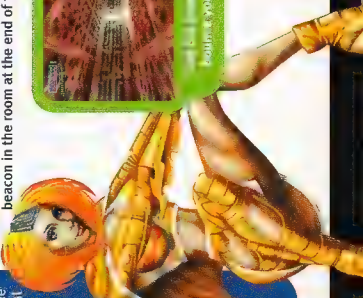
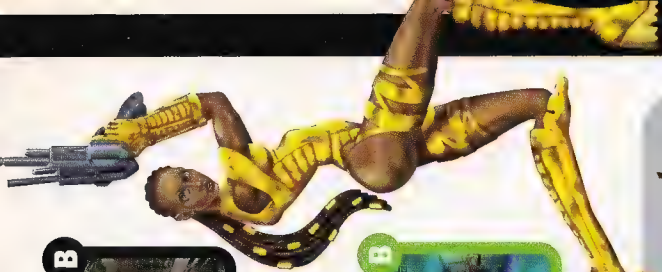
**C.** Use the transpulse laser to bounce shots around corners and take out the two hidden beamlasers in the ducts above the main room.

**D.** Mannmek can deal out some serious damage if you get caught in its lightning blasts. The safest way to kill it is to wait up in the ducts until it comes out, then rush down and get behind it. Once you weaken it enough you will be able to get to the beacon in the room at the end of the hall.



## General Strategies

- Take it slow. If the level isn't timed it is only beneficial to take it nice and easy.
- You can sometimes shoot through corners. This can be helpful when enemies are there, but sometimes they can shoot through too.
- Use your lasers to illuminate dark tunnels.
- Always move. If you aren't moving then you are dead.









## Aristo tries to succeed with a simple plan: a Global Party

"Aristo International designs and develops location-based, pay-per-play, entertainment games and products."

fun has been lost as of late in the arcade industry. According to Dave Albert, vice president of Aristo:

"Aristo is about bringing people together. Too many people have been driven into

several products coming. Besides upcoming football and hockey games, there is a tabletop version of "Pong," with up to eight players (called TeamNet, picture below). They also plan to launch Playnet for music and TouchNet which through ISDN lines will connect the net to bar locations for more!

# RETROMAGS

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learned the high-speed polygon

least bought the equipment from a company that knew how). At the AMOA,

there were a plethora of driving sims, most of which were mentioned earlier: Cruis'n The World, San Francisco Rush and more. Sega's newest installment was called Sega's Touring Car. A strange game in a few ways: First, it feels quite a bit like Sega's



Age feel of the car is not 100 percent, but these

companies are nowhere near as established as Sega and Namco in the driving field. Perhaps this is a trend starting; the big guys lead the way and others will follow (ahem, Street Fighter).

### Cobra Performance:

1 to 5 million polygon/sec  
50 to 250 million pixels/sec

**Resolution:**  
640 x 400 to 1,280 x 1,024 pixels  
144 Bits/pixel frame buffer  
256 level alpha blending

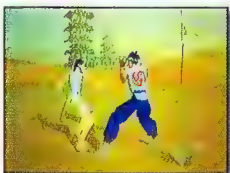
**Shading:**  
Subpixel antialiasing  
Flat shading  
Gouraud shading  
**Lighting:**  
Linear fog  
Exponential Fog



Board support 1 million polygons, where the Cobra is just being learned to program on and it reaches more than 1 million—first try!



## SPEED UP







## Aristo tries to succeed with a simple plan: a Global Party

"Aristo International designs and develops location-based, pay-per-play, entertainment games and products."

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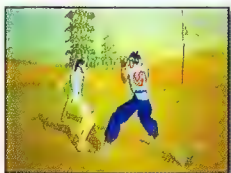
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Board... support 1 million polygons, where the Cobra is just being learned to program on and it reaches more than 1 million—first try!



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# The Final Word

## The Lighter Side of E3

**E**3. We gave you all the straight news and previews you'd ever want from the mother of gaming trade shows, but I'm here for another purpose. I'm here to present a few light-hearted and unorthodox awards for some of the other "stuff" that went on at the convention.

Let's start with the obvious. What was the **Worst Game of E3?** While we realize it's an unfinished product, *Robotech: Crystal Dreams* (N64, developed by Gametek to be published by Capcom) was the game that will haunt our memories of going down to Atlanta for years to come. The game looked mindless and pointless and worse than a first-generation game. We can't spare too many details right now, but unless the game gets some major overhauls real soon, *Robotech* fans will be in for a major letdown.

On a positive note for Capcom, the company wins the **Best Tournament of E3** award. On the second day of the show, Capcom unveiled *Street Fighter EX 2* to a large and excited crowd. Dozens of players from the gaming press competed to claim the ugly but coveted Ryu trophy. I was the only one to show up for *EGM* (where's that damn *Susni-X* when you need him?), and I

won the first round pretty soundly. The second round didn't go as smoothly...

The **Best Party** award goes to Sony Computer Entertainment America. Fireworks. Open bars. Food. Pool tables. Dance floor (with awesome music). Video games. *Foo Fighters*. A million people. SCEA even had a giant, seemingly 50-foot tall Jumbatron monitor for people to play *Gran Turismo*... from across the street!

On the other hand, the **Biggest Party Foul** award goes to *Eidos Interactive*. Two years in a row now, they have run out of booze. This year, they even ran out of cups! Now we realize that the party has to end at some point, but 10 p.m. is kind of early, don't you think? Otherwise, the party rocked.

Sega had by far, the **Most Exciting Press Conference**. We got treated to a live on-stage Kevin Nealon *Weekend Update*, complete with typical.

*Weekend Update* political jokes and Sega cracks (it's good to see the company can make fun of itself). Too bad Sega's bar threw people out so early.

Finally, we have the **Hottest Babes of E3**. Our favorite twins in the world, Jessica and Stephanie White, greeted tired showgoers at Crystal Dynamics' meeting room. "Hi! Are you here to see *GeX 64* or *Legacy of Kain: Soul Reaver?*" Sure...whatever you say!



Capcom sure knows how to put on a show. Here's the stage where the *Street Fighter EX 2* (arcade machine) tournament was held.



The Crystal Dynamics team (behind the camera) were chucking at the twins for this photo.

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# BART + 007 - KERMIT =



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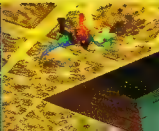
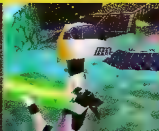
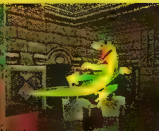
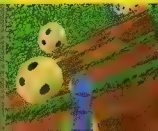
| Graphics | Sound | Control | Fun Factor |
|----------|-------|---------|------------|
|          |       |         |            |
| 5.0      | 5.0   | 4.5     | 5.0        |

— GamePro



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# Next Month

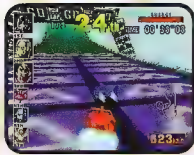


Football simulation season finally kicks off next month with a review of EA's NCAA Football 98.

It's not normal procedure to talk about future posters in Next Month, but given our affection for this month's mosaic Lara cover, we felt we had no other choice than to run it as a poster in the next *EGM*. Be sure to pick it up!

But onward to the games. We'll continue to preview the mass of

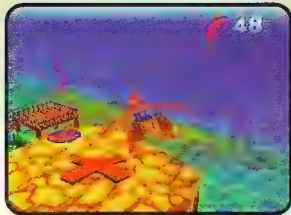
titles still spilling over from E3, and we'll do another in-depth look at F-Zero X, along with previews of Quake 2 and Fifth Element. Also, finished games are already piling up at *EGM*, so you can look forward to reviews of Banjo-Kazooie, Body Harvest, NCAA Football 98, Pocket Fighter and Kartia.



F-Zero X is near completion, and we'll take another look at this exciting game.

# ELECTRONIC GAMING MONTHLY

## September 1998



Banjo-Kazooie is being touted as the best 3-D platformer since Mario 64. Find out if it really lives up to such lofty expectations.

# EXPERT GAMER



## August 1998

XG's Banjo-Kazooie guide picks up where we left off with huge maps and a helpful walk-through to get you through the next levels.



XG's guide on Mission: Impossible will take you through each of the difficulty settings.



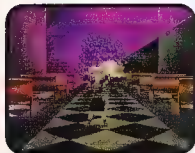
Our Vigilante 8 strategy will pinpoint each pesky power-up's location.

The more things change, the more things stay the same. *Expert Gamer* still has cool codes and in-depth strategies, but now we have stuffed in even more helpful facts to get you through today's hottest and most difficult games!

In issue #48, the Banjo-Kazooie guide barely touched the tip of the

iceberg. This issue XG totally blows out the game with detailed maps and a gigantic walk-through. We'll also have guides for Mission: Impossible and Vigilante 8.

Don't forget to check out the 50 Most Memorable Game Secrets feature. Plus, take the quiz to find out if you qualify as an expert gamer!



Blast aliens throughout history in Duke Nukem: Time to Kill!



Explore your feelings with the sequel to Oddworld: Abe's Oddysee

Now that E3 has had its way with us, we have tons of new info on dozens of heretofore unseen (or at least barely seen) titles. Among them, check out *Twisted Metal 3*, *Tomb Raider 3*, *NFL Blitz*, *Tomorrow Never Dies*, *Oddworld: Abe's Exoddus* and *Duke Nukem: Time to Kill*. But aside from our

feature on the E3 aftermath, don't miss our explosive cover story on Konami's amazing action/adventure *Metal Gear Solid*—which, incidentally, you'll also find on this month's demo disc, along with a fully playable demo of a snappy little fighting game called *Tekken 3*. Don't miss it!

# Official U.S. PlayStation Magazine

## August 1998

*Metal Gear Solid*: Is it a strategy game? Is it a movie? Find out in our extensive cover-story preview.



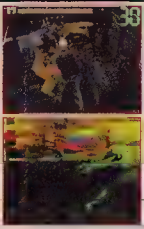




# DEEP FEAR

## Coming In July

This complex alien/horror storyline game is probably going to be the last major 32 bit game for Saturn. So get ready to scream for high grade action! Coming this summer for the Sega Saturn



# Draacula X

The wonderfully developed side scrolling game has been much enhanced for the Saturn. It will include a new character, as well as a few 3D tricks thrown in for good measure. Gameplay is made more exciting by the addition of two new wings to Dracula's castle, the "Underground Cavern" and the "Poisonous Plant Ridge". This is a game that will fully take advantage of the Saturn's 3D capabilities. For the Sega Saturn.

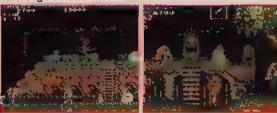
# ROCKET FIGHTER

Pocket Fighter is an entertaining fighter featuring those funny little "Puzzle Fighter" characters in battle against each other, where they kick, punch, and morph their way through flailing characters from Street Fighter and Night Warriors. For the Sega Saturn.



# GHOSTS 'N GOBLINS SUPER GOULS 'N GHOSTS

Capcom Generation brings back from the grave, two of the hottest classic games Ghost 'N Goblins and Super Ghouls 'N Ghosts. Awesome gameplay and challenging levels. For the Sega Saturn.



# Dragon Ball Z Legend



A fighting game that features the most popular animated character "In The World". The game features 3D spectrum fighting with 2D animated characters.

# X-Men vs. Street Fighter

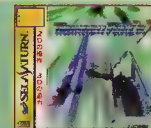
*Faster & Better Than PSX Version!*



Gamers have been asking about this game. It's finally available and with the 4 meg ram cart, it's a dream come true. Just like the arcade

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THUNDER FORCE V



GUN GRIFFON II



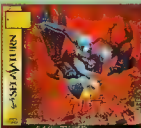
DESTRUCTION DERBY



TIME COMMANDO



DEAD OR ALIVE



ULTRA-MAN



# ST-KEY

For Sega Saturn



# REPLAY-PRO

For Sega Saturn



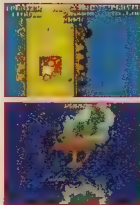
The Replay Pro is an adapter to play imported games with a 4 meg ram cart, a back-up memory card. Never will you need to swap converters and ram carts again when you play your imported Saturn games. Ideal for games like X-Men vs Street Fighter, Vampire Savior and King of Fighters 97.

An adapter that plugs into the cartridge port to allow the Saturn to play imported software. Ideal for Japanese and European games. (Converter does not translate the texts)



Vampire Savior is almost identical to the arcade game The Saturn, in conjunction with the four meg cart, have effectively become a CPS2 board, which incredibly speeds the games loading time. Four new characters have been added since Night Warriors, and they are full of insane, special moves and all manners of Capcom style quirkiness

# 1942 & 1943

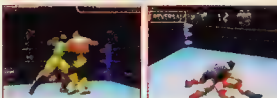


This is a Capcom Generation, a classic game series, which features the two hot arcade shooter, 1942 & 1943. This shooter will give you hours of classic air combat For the Sega Saturn

# All Japan Pro-Wrestling



A great wrestling game by the makers of "King of Fighters" series. The game features some of Japan's best Pro-Wrestlers battling out it in this awesome 3D wrestling game



# THE KING OF FIGHTERS 97



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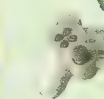
- Dual Shock Analog Controller Pad
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- Speed Racer GO GO GO (Jap)



KING OF FIGHTERS 97



PRO-WRESTLING 3



DRAGON BALL Z LEGEND



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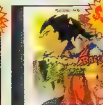
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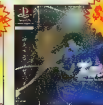
KING OF FIGHTERS 97



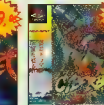
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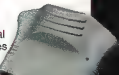
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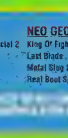
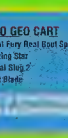
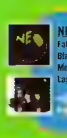
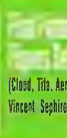
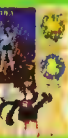
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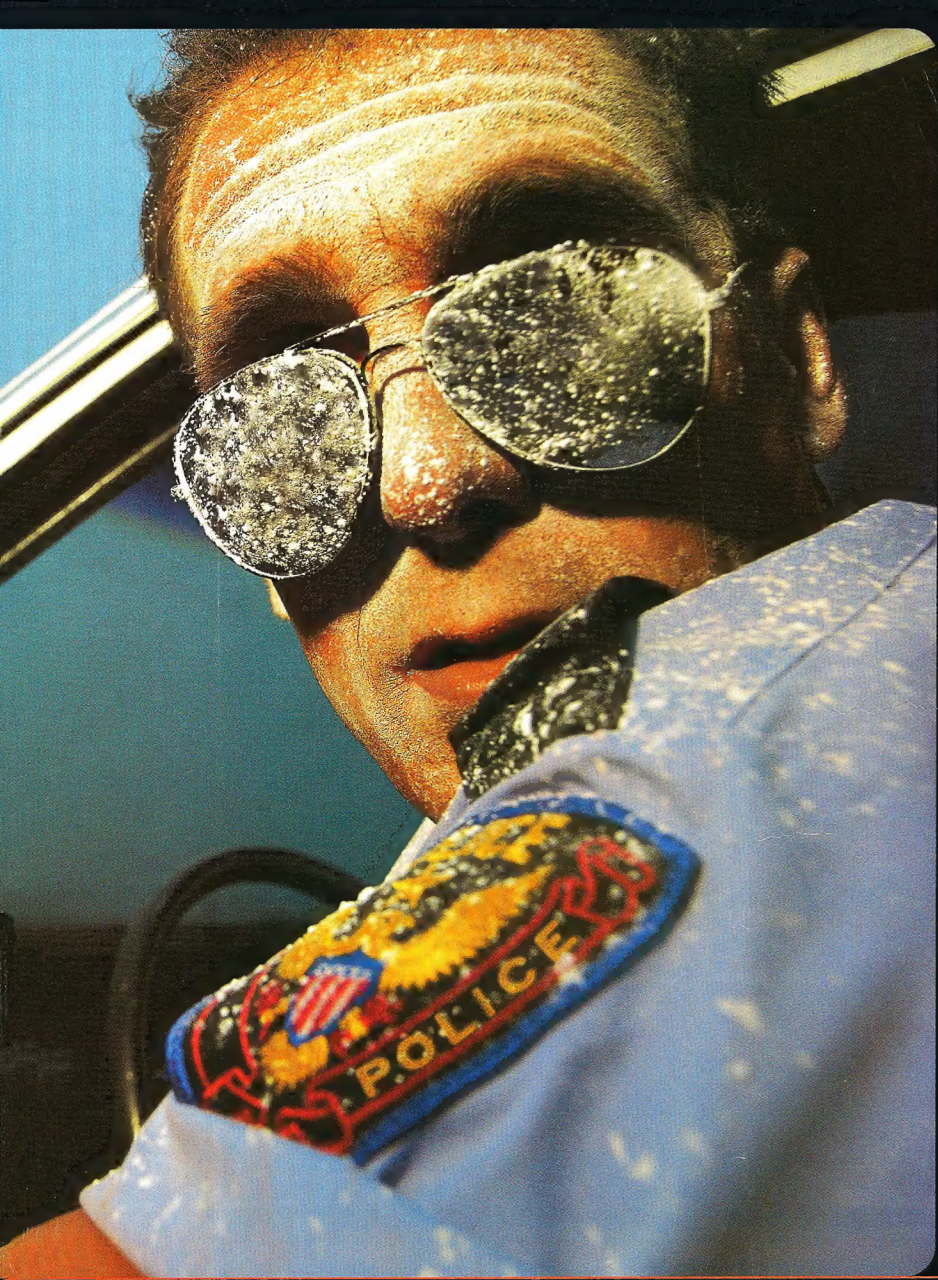
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