

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

ELECTRONIC GAMING MONTHLY™

MARIO PARTY

**50 Reasons
To Get Your Friends
Together and Celebrate**

**Is 1999 the Year
Nintendo
Gets it Right?**

Games Featured:
Final Fantasy VIII
Driver • SF Alpha 3
Perfect Dark • Shenmue
Need For Speed: High Stakes
Sonic Adventure • Smash Bros

**New
PaRappa
Game!**
See page 23



March 1999
\$4.99/\$6.50 Canada



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If this were Los Angeles, it would be considered a Stage 8,000 Smog Alert.



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The logo for the video game "Legend of Legaia" is positioned in the top right corner. It features the title "Legend of LEGAIA" in a stylized, golden font. Above the word "LEGAIA", there is a glowing blue orb with a white lightning bolt striking down from it, surrounded by green, ethereal energy.

A deadly mist grips the land. In its wake lies a decomposing herd of corpses. In its path are the last remaining outposts of civilization. To save them, you must fend off an army of mad beasts, a giant monster and a mysterious wizard who will stop at nothing short of total annihilation. The secret that you will discover lies in the Genesis trees. Can you find and save all the trees? Or will you be taking one last breath before the long dirt nap?



When All The Trouble
Is All Your Fault,



NINTENDO 64



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Be A Man
And Stand Tall.



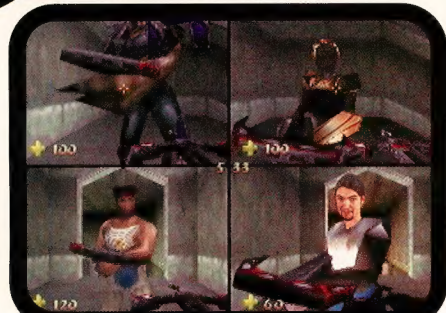
It's Ed's mess and Ed's going to clean it up!

Ed's toxic goo turned the world crazy -- tomatoes are rioting, carrots are biting back, and Grögh the Hellish wants Ed's head. Help Ed right the wrongs in 12 wildly animated worlds -- insane puzzles, killer vegetables, dangerous dungeons, and more. All caused by Ed. It's the biggest trouble anyone's ever gotten into... or out of.



Fun with two...even better with four

By John Davison • john_davison@zd.com



By pure coincidence the two major themes of this month's issue have become inextricably intertwined. When you've put Mario on the cover, you can't help but have a good long think about what the future holds for Nintendo. As the N64 draws toward what will almost certainly be its last big year, it's more than apparent that Nintendo's tactic with the machine didn't quite work out as planned. There is no argument that the PlayStation dominates the market—but it's interesting to see that the very beginning of 1999 sees the big N attacking with some renewed vigor. There are a lot of high-caliber games on the horizon and we should see a steady flow for the majority of the year.

Our other theme this month, partly inspired by the nature of Mario Party, is multiplayer gaming. This month you'll find a multiplayer strategy to Turok 2 as well as a comparison of the multiplayer aspects of Acclaim's pretty boy and the de facto experience—GoldenEye. In fact, in exploring the charms of playing multiplayer games, it has become more than apparent that the N64 really has the edge in this department. Part of it may have to do with those four holes on the front of the box...but if you think about it, the system really is the "party machine." Mario Party, Diddy Kong Racing, Mario Kart and Turok 2 are all fine examples, and the year ahead should see further fun in the shape of Mario Golf 64, Smash Brothers, Twelve Tales: Conker 64 and the incredible-looking conversion of Quake II (which we preview this month).

"The PlayStation may be the generation-X, new-wave, Gap-wearing, swing-dancing, 20 million-selling, hip-chic machine of the majority—but the N64's final contribution to gaming as a whole may well be something social."

For many, Zelda was the single example of true excellence on the N64, but it's more than apparent that the PlayStation has a long way to come as a "social" system. It may be the generation-X, new-wave, Gap-wearing, swing-dancing, 20 million-selling, hip-chic machine of the majority—but the N64's final contribution to gaming as a whole may well be something social. The more people enticed to try out gaming, the better...and if the way to do that is to get them together with a six-pack, a pizza and something a bit silly with Mario in it, then that's only a good thing as far as I'm concerned.

This fact alone will no doubt be partly responsible for shaping the next generation of consoles. We already have the Dreamcast...look at the front; four holes. The QMan this month reveals the current thinking on both Nintendo's next machine and what is known so far about the PlayStation 2—but I think it's safe to say that four-player gaming straight from the box can be taken as a given.

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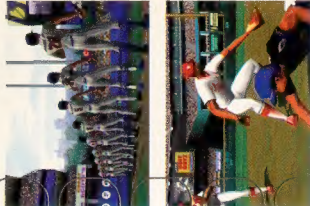
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Electronic Gaming Monthly, March 1999, Issue 116

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If there was ever a game you wouldn't want to play all alone, this is it. Mario Party is the ultimate interactive board game. We blow out all the minigames that make this multiplayer wonder so much fun.

120 – The Year of Nintendo?

Just 'cause you've beaten Zelda doesn't mean your N64 should start collecting dust again. Believe it or not, some pretty big games are on the way in '99. We examine the titles that could make '99 a very good year for Nintendo fans.

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76 – PlayStation Previews

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150 – The Final Word

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PaRTy On!

Mario Party is the first N64 game designed specifically for multiplayer. So we threw a Mario bash of our own to see just how fun it is. Check out all 50 minigames on page 108.



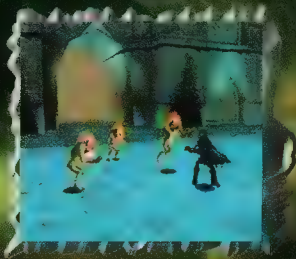
DESTROYING YOUR ENEMIES ISN'T ENOUGH...



"...very impressive indeed."

-EGM

As Razel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest – the ruin of your creator, Kain.



Morph onto the spectral plane and confront unique enemies and gameplay challenges.

- ✦ Seamless gameplay: No load times
- ✦ Shift real-time between the material and spectral planes
- ✦ Dark gothic story

"Vampire fans get ready – Soul Reaver could be the ultimate thriller..."

-GamePro



A promotional poster for the video game 'Legacy of Kain: Soul Reaver'. The central figure is Kain, a vampire with dark skin and a purple cape, holding a severed, screaming demon by its neck. The demon is covered in blood and has a grotesque, multi-eyed face. The background is a dark, textured green. The text is in a glowing green font, and the title is in a stylized, gothic font with a red border.

...YOU MUST
DEVOUR THEIR SOULS

LEGACY of KAIN
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the nWo Red's colors!!! Are you psychic? Do you have powers we other gamers lack? Or are you secretly working with WCW? Yup, this is a conspiracy. I know it! Just tell me how you did it.

jbcraft@hotmail.com

Yup. We are psychic. This year, for the WCW, we predict the following events:
 1.) A wrestler will leave his faction/team to join another.
 2.) Someone will leave WWF to work for WCW...or the other way around.
 3.) Someone will try to cheat during one of the matches.

Let us know how our predictions go.



When we previewed THQ's WCW/nWo Thunder, we were using an nWo Red Hogan as an example of how you can change a character's team affiliation. Who would've thought nWo would unite soon after that?

Hard To Please

Now this is bulls***. I can't believe that Zelda: Ocarina of Time, which is a s*** filled, corny, sloppy, boring piece of crap game, got more than 5,0 on your review scale. If this wins the Game of the Year award, I will nuke your new EGM offices. OK, maybe I won't, but I will nuke your old offices. OK, maybe I won't do that either. But I will get mad.

On the other hand, if Metal Gear Solid wins the Game of the Year award, I will be forced to subscribe for another year to your wonderful magazine.

Amadis Licerio
amadislicerio@juno.com

I'm a new reader to your magazine, and my friends and I usually decide how good a game is by what ratings you give. One of my

friends is pro-Playstation and told me that you gave Metal Gear Solid four 10s and a Platinum Award while you gave Zelda three 9.5's, a 9.0, and a gold award. I just want to know that you know damn well that Zelda makes MGS its bitch.

Now I have to admit I have played MGS all the way to the end, and it is one hell of a game. But I just couldn't believe you would give it a 10...maybe a 9 or a 9.5, but not a 10. Zelda is the best game out there and MGS looks like s*** compared to it. Your bias is now apparent. I dare you to print this.

Kerry Drake
nuke_troop@hotmail.com

I have been reading your propaganda about The Legend of Zelda: Ocarina of Time for the past year or so. Most of the time you guys know your stuff, so I figured this game can't be bad if you guys keep saying it will be great. Based on your testimonies, and the fact that I am a big Zelda fan, I bought the game totally unbiased. I got the game, played it and beat it within 25 hours, and I accomplished all of the miniquests and found all of the secrets.

After defeating it, I found that your reviews were way too positive. This game is in no way perfect. You guys were too biased when reviewing this game. You had too much hype riding on this game that you couldn't afford a bad review. If you guys give this Game of the Year it only adds to your deceitfulness. In the future, don't blow unreleased games out of proportion.

altd01@hotmail.com

Sorry, after reading these immature, misinformed and accusatory letters, we just have to get something off your chests:

@^\$!/?*#@\$!@%{*(?!?!!

Whew. That felt better. Now let's address these one at a time.

Amadis: Fine. That's your opinion. But we're not the only ones who think Zelda is fine like cherry wine (see the letters following this, plus the Reader Reviews in this issue).

Kerry: What on earth is your friend talking about? We gave Zelda four 10's. Next time, before opening up your mouth and saying something stupid, please use your head. It don't cost nuthin'. And please, knock it off

with the "I dare you to print this" crap.

Altd01: You are entitled to your opinion. But we've said this before and it's obvious we have to say it again: A "10" does not mean the game is absolutely flawless. It simply means it's an excellent title that truly excels in all areas. We never said the game is perfect, and we certainly mentioned a few flaws in our Zelda review.

Also, we don't have any obligations to anything or anyone. We had a lot of coverage on Zelda over the past year because, correct us if we're wrong, that's what you, our readers, wanted. If the game ended up not quite living up to expectations, we'd tell you all about it. We've done that with other cover stories in the past, like MK 4, Yoshi's Story and Parasite Eve. In fact, we've pretty much proved we're not victims of the hype we help generate, as many of our cover story games don't end up earning gold awards—some don't even get a silver!

If Zelda (or Metal Gear Solid or whatever) ends up getting Game of the Year, it'll simply be because we liked that game the best, nothing else. It's a rather novel concept, wouldn't you say?

What? People Actually Liked Zelda!?!?

I think you guys made a great decision giving Zelda: Ocarina of Time straight 10's. Zelda 64 mixes action and RPG elements like no other game I've played. I mean, the graphics are incredible. It also provides a great challenge even to veteran RPGers. The puzzles are great, too. Congratulations to Shigeru Miyamoto and Nintendo for making probably one of the greatest video games of all time.

Matt Ward
Homerj3167@aol.com

I totally agree with your reviews of Zelda. The game totally kicks ass.

Andy Metz
Seattle, WA

*@:+!\$%&#!?!=@!

...I mean, woo hoo! We knew some of ya liked the game. See this month's Reader Reviews for more reader opinions on Zelda: Ocarina of Time.

Question of the Moment

What PC game would you most like to see ported over to the consoles?

Half-Life.
dec3cm@usa.net

I'm throwing all my life savings (pennies galore) into my local wishing well, hoping for SimCity 3000 to head over to the Nintendo 64.
casio123@utm.net

A full, uncut version of the upcoming Ultima IX: Ascension (not censored, watered-down bul\$#!+ like the previous console ports of the).
sprules@usit.net

Total Annihilation.
SLepore789@aol.com

I would like to see Jedi Knight: Dark Forces II, because it's ssswweeeeeittt, baby!
apollo@raex.com

I would really like to see Tie Fighter for the PS.
amadislicerio@juno.com

Scorched Earth, but with hundreds of weapons and updated graphics.
gaistbst@yahoo.com

Quest For Glory V: Dragon Fire. This game is up there with the best PS RPGs.
DOOKigg@aol.com

Next Month's Question of the Moment: Besides what's been announced, what video game would you most like to see made into a movie?

Send your short but sweet responses to EGM@zd.com with the subject heading: MOVIE

Getting Ahead Of Ourselves

I hate being one of those people who writes in with mistakes you've made, but in issue #115 you said that the Hyrule Tattler was from issue #133. I'm just wondering if I'm so far backed up on my subscription that you guys have already sent 133 and I'm only at 115. Anyway, you guys kick ass!

Jon Harris
jonh@execpc.com

!#A+*~@%off!~:TI, à!@%!

Mix Up

Sorry to nitpick, but on page 76 of the February issue, you called the main character in Neon Genesis Evangelion by the name of Shinji Mikami. The actual name is Shinji Ikari.

Michael Dozark
brood@teleport.com

You're right. Shinji Mikami is actually a producer on the Bio Hazard series for Capcom in Japan. We just got the Shinjis a bit mixed up.

%@^#-!~*!\$@!!

Let The Credits Roll

In last month's issue, you incorrectly credited me as having been the lead designer on Blood Omen: Legacy of Kain. I was the design manager at Crystal during the development of Blood Omen, and contributed to the game's design in that capacity—but crediting me as the lead designer is inaccurate, and diminishes the contribution of those people who worked tirelessly for many months on the project. The proper acknowledgment goes to Denis Dyack, Ken McCulloch, Seth Carus and Armando Marini (and the countless other members of the combined Silicon Knights/Crystal Dynamics development effort). I also wanted to acknowledge the other Soul Reaver teammates who weren't present for the team photo and therefore didn't get a mention—Arnold Ayala, Tom Desmarais and Damon Redmond are also members of the (massive) Soul Reaver effort.

Amy Hennyg
Producer/Director,
Legacy of Kain: Soul Reaver
Crystal Dynamics

Wrong Idea

Let me start this e-mail by saying that I am not out to bash the magazine; I'm just stating how I feel.

I realize you folks aren't trying to offend anyone. But you are read by quite a few people, so what you say makes an impact. In the response to the Letter of the Month for the February issue, Shoe talks about some of the really bad Japanese games that have been made. From a list of I'm sure a lot of

games, the one that is chosen is a "homosexual shooter." Now I am sure this game sucks, but the only reason that Shoe gives for this suckage is that it's homosexual. What was Shoe trying to say, that he's glad "cultural boundaries" kept a gay game out of America? If this rambling has any meaning, it's this: Please try to be more responsible with what you print. I, like most people, read your magazine for the video game information, not for your personal opinions of which groups of people or behaviors are acceptable.

Oh yeah, and you can print my e-mail address. I am not especially bothered by the idea that someone wants to lose their ISP by e-mailing me hate mail.

Alex Pippard
Sensiboy@aol.com

Don't try to stir up trouble here! You left out the part where I said (and I quote), "Nothing wrong with being a homosexual shooter, mind you..." You want me to spell out why I'm glad Choeniki: Great Brother didn't make it into the States? OK, you got

it: It's a crappy (no pun intended) shooter that has a lot of near-naked men, on some occasions practically humping each other in the rear, with giant penis weapons flying out of their crotches. How's that?

I'm certainly not passing judgement on any particular lifestyle or sexual orientation. I'm also not saying video games shouldn't have men dressed in tight speedos (hey, we straight males get half naked women in games...the other half, and the other, "other" half should get something too). I'm just saying video games shouldn't have near-naked men, on some occasions practically humping each other in the rear, with giant penis weapons flying out of their crotches.

GOPS

Last month, in our Top 10 Selling Japanese games list, we accidentally listed PopoRogue as a Saturn title. It's a PlayStation game. You'd think we would've caught that since the game is published by Sony Computer Entertainment. You'd think.

¥\$QZ)?^(!#**m!T\$#@!*\$?!!

Letter Art

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

WINNER

David Torno
Las Vegas, NV

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



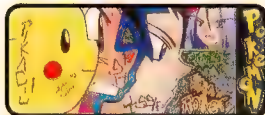
Kim Hyewon
Jacksonville, FL



Chris Hagewood
College Grove, TN



Stuart Sweet—Yuba City, CA



Joshua Redfearn—Cheraw, NC

The ASCII Control Pad

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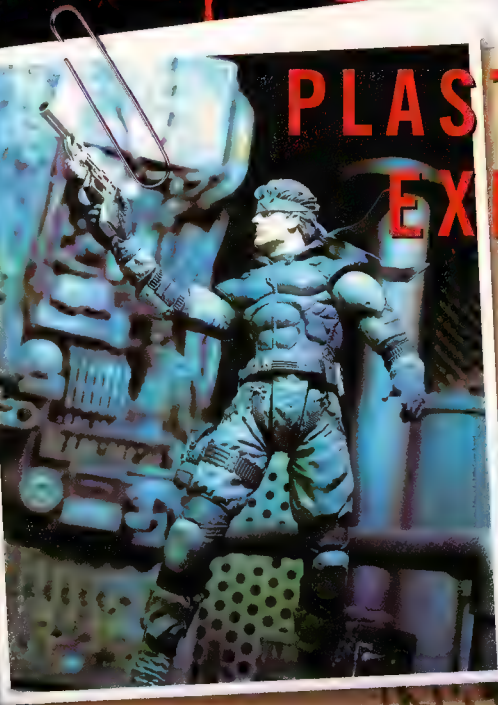
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ASK SUSHI-



Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, *Electronic Gaming Monthly's* top video game expert. If you have a game-specific question for our mysterious ninja freak, er, friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to:

Sushi-X
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: sushi_x@zd.com

Mystery Signs No More

I saw the letter in *EGM* #114 about Sushi-X being advertised by people at WWF RAW. I thought you might be interested to know that this Sushi-X is an Internet wrestling reporter from <http://www.prowrestling.com>. That's who the sign was referring to.

islesdx@optonline.net

I got a ton of letters and e-mails from helpful little elves just like Andrew informing me of the origin of the Sushi-X signs. Thanks to everyone for their help!



After spending hours with the best game of all time, I have to ask: Do you guys know if there will be a sequel to *Legend of Zelda: Ocarina of Time*? I had read somewhere that there wouldn't be, and if this is true, I was wondering if you knew why? It seems like all Nintendo would have to do is update the engine to support hi-res, give us a great new story and it would sell like crazy.

Alexander Novozhilov
novaova@email.msn.com

Haven't you been paying attention? Nintendo doesn't "slap" together an update to make cash. If they were like that, they would have released *Star Fox 2* on the SNES. There will only be a sequel to any given title when something new can be done with it, so high-res graphics and a new story line alone won't cut it. Nintendo took their time with *Ocarina of Time*, which is precisely why it's so amazing.

It's pretty obvious the *Street Fighter* games are your favorite. What I don't know is, are you a casual player or a dedicated World Warrior? Since you consider yourself

hardcore and SF's one of your favorites, I imagine you can hold your own. I also imagine you're familiar with the arcade sponsored tournament scene, especially last year's National Tournament (held Nov. 7-8) in which American and Japanese champs Alex Valle and Daigo Sukuzama competed for what I call the IBR (International Bragging Rights) Title. I know *EGM* doesn't revolve around *Street Fighter*, but even a simple line or two in *Sushi-X* Files would've at least given this monthly loyal subscribers' page some kind of interesting context for once. I can only assume you're a casual player, therefore you wouldn't represent SF to the fullest. Nothing's wrong with that, but it's fortunate enough Capcom (miraculously) bothered flying Japan's champ overseas, showing some degree of respect to those loyal supporters of the drastically declined SF scene.

While many can't stand the thought of all the *Street Fighter* incarnations over the years, this game has and continues to pass the test of time. Long live *Street Fighter* and all who help keep it alive.

Ed Blakely
edblakely@ibl.com

I would love to have mentioned the tournament, but it slipped my ninja radar as you may have seen from our mountain of reviews and monstrous-size holiday issues. My apologies. The sad truth is that back in the day, *Street Fighter II* was the only game in town. Now, there are great fighters coming out all the time. It gets kind of old getting beaten in Tekken and saying, "Yeah, but I'll kick your butt in SF." I guarantee if you lined up, at random, 20 different fighting games that I'd come out on top overall. Such is my power...deal with it. That said, *SF Alpha 3* is the best installment in the series in years and no one can touch me at it.

Sushi, you claim to be a lover of fighting games. If you are, how come *The King of Fighters* gets no love from you guys? *KoF*, in my opinion, is better than any *Street Fighter*. It has better gameplay and has more creativity when it comes to the characters. I would like to ask, if you have one, what is your best *King of Fighters* team and which one is your favorite?

William Brown
wbrown@anselm.edu

I have a Neo cart system and a Neo CD at home, Willie. While I love the *KoF* series, they add very, very little innovation each year, making them all blend together. They really should take a year off and make something killer for the next edition. Best team: *Kyo, Iori* and *Shii Kensu*. Favorite team: *Benimaru, Shii Kensu* and *Geese Howard...Repuken! Double Repuken!*

What do you think of the *Ranma 1/2* fighting games? Are there any new ones coming out in the U.S.?

Michel Fiallo-Pérez
michfp@hotmail.com

I love the *Ranma 1/2* series. I even own that awful SNES mockery of *Ranma* as well as the original Japanese version. There was recently a 3D *Ranma* fighter released for the PS in Japan, *Ranma 1/2: Battle Renaissance*, but no one has picked it up for release here. It's not very good though.



Quartermann stated that Capcom is now directing itself more toward the Dreamcast. If I decide to go with the PlayStation 2, I might not be able to play ports of *SFIII* and other *Capcom* fighters. And if I decide to go with the Dreamcast, well, let's just say I don't want my money wasted on "another system" from Sega. Also, as I haven't seen any U.S. commercials for DC, I am starting to get a little worried as *Christmas* is right around the corner.

Fernando Padilla
fp1@dpsworld.com

No matter what type of support *Capcom* gives Sega, you can bet there will still be ports of *SF* games for the next *Sony* console. *Christmas* is right around the corner? It's barely February!! Look for TV ads to appear this summer.

Huge Air + Phat Moves + Sick Tricks

=

**Launches
April**

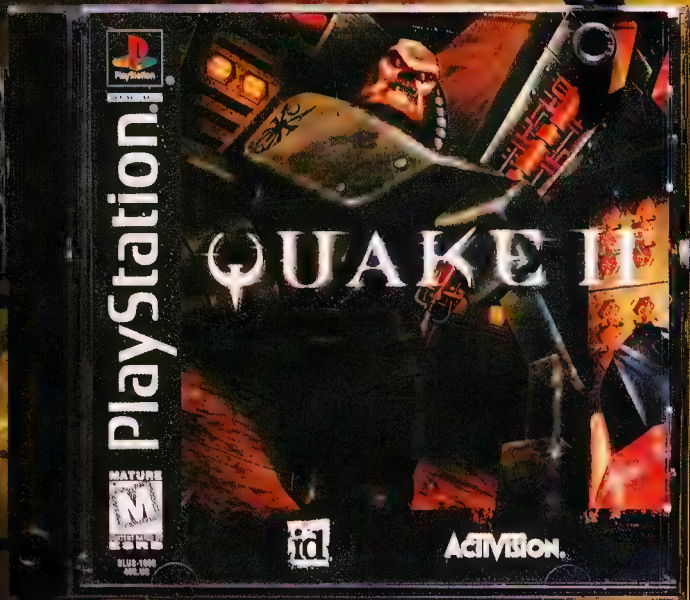


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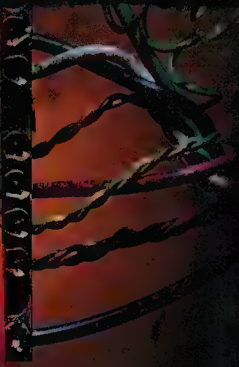
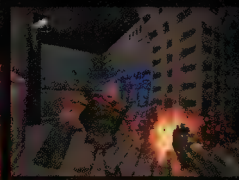
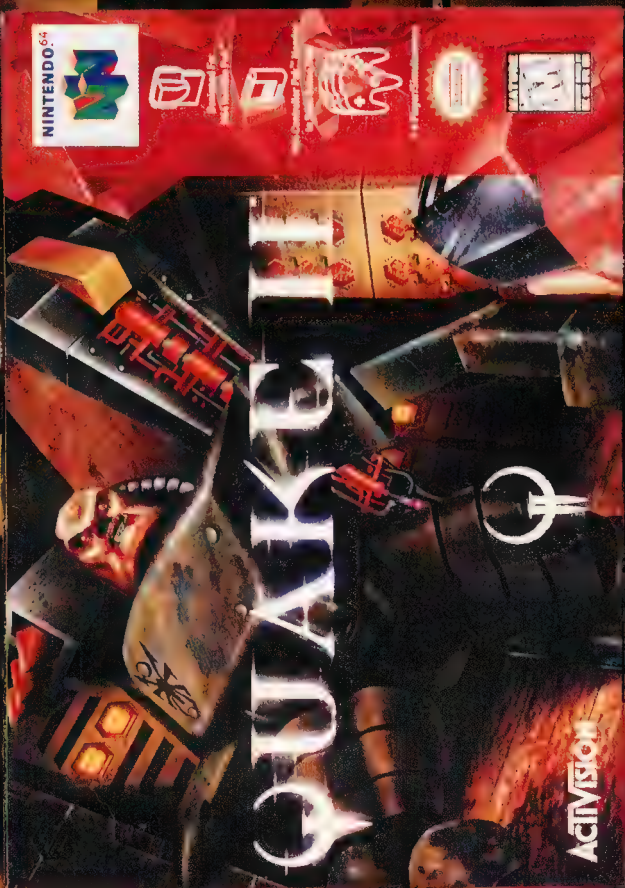
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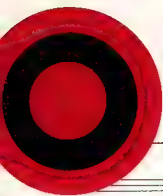


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www.activision.com

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Press Start

The hottest gaming news on the planet

Emulate Me



Have you ever wished you could play PlayStation games on your PC? That wish may soon come true, as two PlayStation emulators are poised to hit shelves, depending on any legal action taken from Sony Computer Entertainment to prevent their sale. The first to hit the market will be Connectix's Virtual Game Station (VGS), a PlayStation emulator for G3-equipped Macintosh computers (233 Mhz and up), which includes the popular iMac. This no-frills emulator plays only U.S. PlayStation games from the original CDs. Just pop it in and you're ready to play, using either the keyboard or joystick.

The VGS was announced at Macworld '99, as part of a new commitment to games

on the Mac. But its real significance reaches beyond just the fact that it means more games can be played on Apple's line of computers. Emulators have been a big issue for the video game industry because of their links to software piracy and the use of copied versions of games (often called "ROMs"). But in this case, you cannot play pirated or import software on Connectix's VGS. Emulation isn't perfect—some games work better than others, and the company will keep an updated list of compatible games on its Web site.

Will Sony sue Connectix to stop the sale of this emulator? As of press time, it hasn't happened. Roy McDonald, Connectix's president and CEO, told us that "[Sony]

would have no basis for any legal action since we haven't used any of their software copyrights in the creation of the Virtual Game Station. It's been found in the past that software emulation of a hardware system does not violate patent law."

Virtual Game Station for the Mac will go on sale in early spring for a suggested price of \$49.95. A PC version is planned down the road.

The second is Bleem, a PlayStation emulator that will be offered commercially sometime this year for the PC. It supports a variety of 3D cards to clean up the graphics of the PlayStation and make it look even better (if you can imagine).

www.virtualgamestation.com
www.bleem.com

Emul8 Your World

Have you ever used a console emulator on your PC?

Source: videogames.com
poll results for
Dec. 12, 1998

1830 - Yes

650 - No

933 - What's an emulator?

My Two Cents

In the long run, it wouldn't be at all surprising if emulators and legitimate ones that become more a part of the gaming world. The quality of the VGS is surprisingly excellent, and it may be the first legitimate product of this kind to emulate a console. I hope that Sony embraces this kind of thing rather standing behind an army of lawyers. I anticipate us to be reporting on Connectix being vigorously sued in this space next month...but I hope not.

—John Davison

Zelda Gets Top Box Office Honors

There's no doubt that Nintendo has a huge hit with *Legend of Zelda: Ocarina of Time*. But exactly how big a hit was it? Comparing it to movies, it was a very big success. Nintendo says that 2.5 million units of *Zelda* were shipped by the end of '98, and generated more revenue in the last six weeks of the year than any movie over that same time (becoming the fastest-

selling game of 1998). According to Nintendo, having sold those 2.5 million copies at about \$60 a pop, *Zelda* generated \$150 million in "box office" sales. Its closest competitor was the Disney/Pixar film *A Bug's Life*. Nintendo expects that *Zelda* will sell more than 6 million copies worldwide by the end of March.

www.nintendo.com

Counting all releases from the week of Nov. 20 through the end of the year, revenues are ranked as follows:

TITLE	WEEKS	TOTAL REVENUE
Legend of Zelda (Nintendo)	6	\$150m
A Bug's Life	6	\$114m
Enemy of the State	7	\$92m
The Rugrats Movie	7	\$85m

PaRappa Rings in the New Year

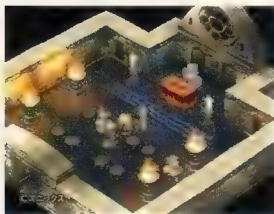
Sony Computer Entertainment Inc. ran two commercials at the start of the new year in Japan to promote two of the most wanted PlayStation games of the new year—*PaRappa the Rapper* 2 and *Dragon Quest VII*. The sequel to *PaRappa the Rapper* is one of the most anticipated games in Japan—and the U.S. But *PaRappa 2* isn't called "PaRappa," it's called *Unjammer Lami* and stars a girl rocker named Lami (yes, a lamb). Lami, Katy Kat and Mah-san (a mouse) are all in a band called Milk Can. More familiar faces from the first game will show up in the sequel.

Instead of rap it's focused on rock, and *Unjammer Lami* rocks a guitar, not the

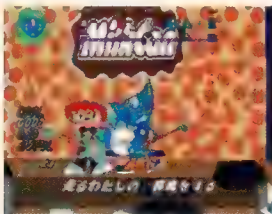
microphone. Sony has also added a two-player cooperative mode to the game. While there's no release information yet on the game for the U.S., *Unjammer Lami* will be released in Japan in March.

The second commercial Sony began running is for *Dragon Quest VII*. It features Japanese players praying for the release of the game in 1999. Enix's latest entry in the *Dragon Quest* series is scheduled for release later this year.

Both games are expected to make a big splash at this year's Tokyo Game Show being held in late March. You can check out both of these commercials by downloading the movies at videogames.com.



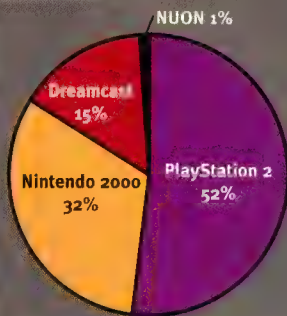
Japanese players make a New Year prayer for the release of *Dragon Quest VII* (above).



PaRappa the Rapper checks out *Unjammer Lami*'s hot guitar licks (above).

Future Gaming

Which future system are you most excited about?



www.videogames.com poll results factors 1-1000

Sports Bits



Acclaim Signs Jeter

Acclaim Sports announced that New York Yankees shortstop Derek Jeter will endorse All-Star Baseball 2000, which is scheduled to ship in April for the N64, Game Boy Color and PC. Jeter will be featured in commercials, ads and the packaging for the game, and will also help the development team by providing scouting reports for the title.

Car Crunching Action Comes Home

Monster truck racing is coming to the N64. The Gathering of Developers (G.O.D.) will co-publish *Monster Truck Madness* for the N64 with Take Two Interactive, scheduled for release in July. Developed by Edge of Reality, the game is the console version of the PC title, originally published by Microsoft.

Jackson Voices GameBreaker

Get ready, basketball fans. 989 Studios has signed Keith Jackson to return as the voice for *NCAA GameBreaker 2000* for the PlayStation. Jackson voiced the previous installment, *NCAA GameBreaker '99*.



Bustin' Mo' Grooves

Enix has announced a sequel to its dance and rhythm action game *Bust A Move* (called *Bust A Groove* in the U.S.). *Bust A Move 2: Dance Tengoku Mix* will be released this spring in Japan. It will be a little different than the previous game—this time you need to push buttons at a steady pace. If you push them off the beat, your character will be off the rhythm. New characters will join the already familiar faces, with new levels and dance arenas.



Developer Profile

Blam!

Location: San Francisco, CA (above Mick's Lounge)
Web Site: www.blam.com

of employees: 15
Gameography: *Off-World Inceptor Extreme*, *Monkey Hero* and a supersecret one with Atari Games.

Other games staff members have worked on previously: *Super Caesar's Palace*, *Scooby-Doo Mysteries*, *Blazing Dragons*, *Solar Eclipse*, *Pandemonium!*, *Duckman*, *Top Gun: Hornet's Nest*, *Total Eclipse* and *Off-World Inceptor*.

During breaks from late-night programming sessions, we: Roll around on the floor covered in small animal pellets.

Our favorite game to play in the office (not by us) is: *Pick-Up Stix* and, of course, *The Legend of Zelda: Ocarina of Time*.

If there was one thing we could teach the video game industry, it would be: To convince all developers they can pitch for themselves without using agents, and everyone hiring programmers can do so without headhunters.

We're in the game development business because: We are all overeducated, smart-asses.

How we came up with *Monkey Hero*: When Jay Minn, the president of BLAM!, was a child in Korea, he was turned on to a folk legend entitled *Monkey: Journey to the West*. Throughout all of Asia, this story and its characters are historical and popular cultural icons. It contains tons of fantastic and engaging characters that we just had to tap into. If you grow up in any part of Asia you are inundated by these icons everywhere—from comics to toys and cartoons like *Dragonball Z*. This game's genre was inspired by *Legend of Zelda: Link to the Past*.

Story behind our name: Originally we wanted the company to be called *Monster Island* because we are such huge *Godzilla* fans, but it was already taken. So we continued brainstorming and someone was thinking out loud and brought up *Beyond the Land of Ancient Monsters*—everyone gasped in horror so we turned it into acronym—but it still wasn't happening until we removed the dots and added the exclamation point. Favorite snack food(s): refried beans

Music that inspires us: The live music from the bar downstairs—it keeps us from falling asleep during "all-nighters."

Team motto: Ship as many great games as we can before dying.

If it sells a million copies, make more

What will be the most over-sold game in 1999?

385 - Fighting Games

765 - RPGs

1498 - Adventure (Zelda/MGS Style)

442 - Driving

581 - Sports

291 - Shooters

Source: videogames.com
Poll Results for Jan. 6, 1999.

64-Bit Zombies

It's been rumored for a while that *Resident Evil* is headed to the Nintendo 64. But until now, it's only been that—a rumor. In a recent interview in Japanese gaming magazine *Dengeki Oh*, Yoshiaki Okamoto let it slip that he just finished a scenario for *Bio Hazard* (the Japanese title of *Resident Evil*) on the N64. While a release date has not been announced yet, this is the first more or less official word that *Resident Evil* is N64-bound.

Our sources have told us that Okamoto's company, Flagship, is writing the scenarios for the N64 version of *Bio Hazard*, after having worked on *Bio Hazard 2* (*Resident Evil 2*) on the PlayStation and the upcoming *Code Veronica* on the Dreamcast.

Latest on NUON

This year we don't just have Dreamcast to look forward to in the realm of new hardware, but there's also VM Labs' NUON. While NUON news has been scant lately, two tidbits made their way through.

First, peripheral company Nyko Technologies announced that it will release a line of NUON accessories later this year. Nyko is the first third-party company to announce peripherals for the platform.

Second, Adrenalin Interactive announced that it will develop games for the NUON. Which games? Well, that hasn't been announced yet. But the company will also be developing prototype demos, in addition to games, for NUON, which are scheduled for release later this year.

2 million

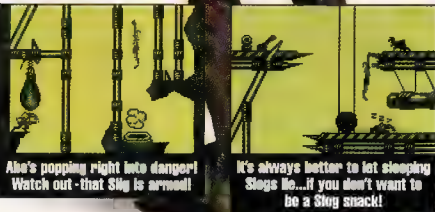
copies of Konami's *Metal Gear Solid* have been shipped worldwide as of the end of '98.

You Can't Take These Guys Anywhere.

(unless you've got a Game Boy.)



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Adventures



Abe's popping right into danger!
Watch out - that Slig is around!

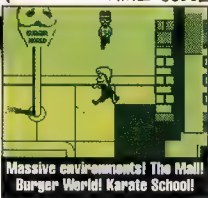
It's always better to let sleeping
Sligs lie... if you don't want to
be a Slig snack!



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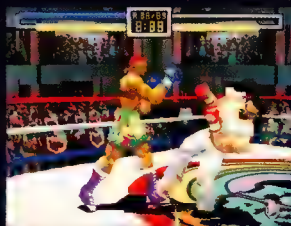
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www.playstation.com



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*Holy Mackerel,
even my hair hurts.*

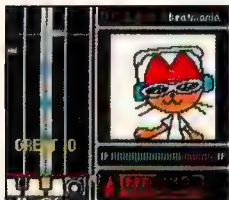


Introducing, Contender. The brutally fun boxing game.

Boxing isn't pretty. In Contender, you'll face 40 different thugs, all with their own look and fighting style. You can throw jabs, combinations and arcade-style knockout punches. Plus, you can build up the strength of your favorite fighters, save it to a memory card, and pummel a friend later. In short, it's a good old-fashioned, mano-a-mano slugfest.

CONTENDER

International Bits



Portable Beatbox

As a testament to the popularity of Konami's Beatmania, the company has decided to bring the game to two portable platforms so you can bring the music with you. On March 11, Konami will release Beatmania for the Game Boy Color. It will have 20 songs—10 from the original, and 10 exclusive tracks in addition to a vs. mode via link cable. While it would seem that the control would be difficult on the GB, there are three different control schemes to select from.

Konami's also bringing the game to Bandai's WonderSwan handheld. Expected to retail between 4,000 and 5,000 yen (\$35-45), the

game will be available later this year. These are in addition to a small LCD keychain version of Beatmania, which is available now in Japan.

Poké-Rumble

There's a rumblin' in the Game Boy scene these days, and it's not just the arrival of Game Boy Color. Nintendo is planning to release Pokémon Pinball for the Game Boy in '99. This game will utilize a new cartridge that has a rumble feature. Several companies are reportedly already working on titles to use this new kind of cart and its features. Nintendo's Pokémon Pinball will be the first of these, but definitely not the last.



FF Collection

Fans of Final Fantasy won't get their fix on just the eighth installment of the series this year. Square has announced Final Fantasy Collection for the PlayStation. It will include Final Fantasy IV, V and VI in one deluxe package. These are the same games as the original SNES/Super Famicom versions except for new rendered intros. Each of these titles has already been available individually on the PS, but this new collection sports something unique—illustrations by Yoshitaka Amano on the discs.

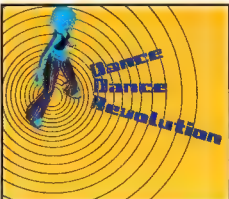
Square will also release a limited edition of this collection in a

special case. This will be limited to 5,000 units. FF Collection will be available in Japan on March 11.

Dance Evolution

Konami's popular Japanese arcade game Dance Dance Revolution is coming to the PlayStation. In the arcade game, two players step on a floor that has square panels, and "step" on them based on the on-screen directions and the music's beat (imagine PaRappa using your feet).

Dance Dance Revolution is planned for a spring release, retailing for 5,000-7,000 yen (about \$45-63). A controller will be sold separately for about 3,000-4,000 yen (about \$26-36).



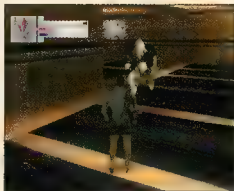
Good News/Bad News

Good News

...for Acclaim Entertainment. The company says it shipped 1.4 million units of Turok 2: Seeds of Evil, making the title one of the top-selling N64 games of the holiday season.

Bad News

...for those anticipating Survivor Day One. We've learned that Konami has canceled the N64 title, which was shooting to be a Tomb Raider-ish action game, due to quality issues.



Good News

...for Top Gun fans. Titus announced that it has entered an agreement with Paramount to develop and market games based on the Top Gun license. The agreement goes into effect on Jan. 1, 2000, and Titus expects to have Top Gun games for Dreamcast, N64, PlayStation and PC ready by the third quarter of 2000.

Bad News

...for fans of RPGs. While Atlus has run Internet petitions to see if fans want Soul Hackers (a game from the same series as Persona) on the PlayStation in the U.S., and those were successful with many fans voicing support, Sony is unimpressed. Sony has not approved the game for release at this time. If you want to see it, send support to SoulHackers@atlus.com and tell Sony you want it by sending mail to Sony Computer Entertainment America, 919 East Hillsdale Blvd., 2nd Floor, Foster City, CA 94404-2175.

Reach out And Frag Someone

What the phone lines
are really for



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International News

From the Land of the Rising Sun

EGM takes a look at the gaming market in Japan

From walking through the streets of Tokyo, stopping to visit several game shops along the way, what would you think about the current video game market in Japan? More than likely that there are simply too many games. Maybe we shouldn't be complaining, as there are many different kinds of games. But what if there aren't enough choices within those? Aside from Japan's current economic status (which isn't good), I assume that most Japanese gamers are fed up with being surrounded by too many games. Sometimes even a hardcore gamer like myself will see a game on the shelves that I have never heard of, and not know anything about the genre, gameplay,

best-selling N64 game for the year-end was Pikachu Genki Dechu, which sold about half a million copies. Next to it was Legend of Zelda: Ocarina of Time (400,000 in December) which sold just under a million copies total. Third was Mario Party (360,000), followed by Banjo-Kazooie (300,000). It's too early to tell if this will be a new beginning for the N64 in Japan. The system needs a series of good first- and third-party games in a row.

Dreamcast:

Sega's latest console created a lot of excitement at least for a while, but not enough to last into the new year. If all the things Sega had originally planned for the Dreamcast had happened, it would have had 12 topnotch games. But in the real world, there were eight and they didn't end up being all that good. Perhaps Sega needs more time to make games using the Dreamcast's highest potential. But one thing's for sure—they don't have much time to go and the clock is ticking. The best-selling Dreamcast game at the end of '98 was Sonic Adventure, selling about a quarter of a million copies. That's a good sign, considering the Dreamcast user base was less than half a million then.

Game Boy/Game Boy Color:

Definitely the most excitement is over the Game Boy/Game Boy Color. The best-selling game for the system was Yugioh, an unknown title to most adult gamers, which amazingly sold over 1

million copies (and it's not even a Game Boy Color title). Yugioh is a card battling game based on a popular manga (comics) series from *Shonen Jump*, a popular weekly manga collection. Next up was Enix's Dragon Quest Monsters which sold 430,000 copies during the holidays (1.3 million copies since release), followed by Pokémon Card GB (370,000), Pokémon Pikachu (280,000, 1.5 million total) and Zelda GB DX (180,000 copies). On a side note, the normal versions of Pokémon Red and Green still managed to sell over 40,000 copies, an amazing feat when you think that these games are almost three years old.

Notice something about these figures? These games are all from big companies like SCE, Nintendo, Namco and Square, and all of them are basically just sequels. I don't have any problem with playing sequels from big companies. But if the market had more vigor and energy, we should have seen newcomers entering the market like just a few years ago. Is this just the calm before the storm or is the market going downhill? I'm hoping that this year will see more new, exciting games to revitalize the Japanese market.



Yutaka Ohbuchi, EGM's Japanese Correspondent, takes a look at the Japanese gaming market of 1998.

story or even the company that's developed it!

Let's take a look at the current video game market in Japan, using the latest sales data for the respective consoles (from Nov. 30 to Jan. 3).

PlayStation:

It dominates the market, yet the PlayStation had its quietest fourth quarter since its launch. With the delay of the PocketStation, there were no big holiday titles in '98 from Sony. The best-selling PS game for the holiday season was R4: Ridge Racer Type 4, which sold about 600,000 copies. Next was Crash Bandicoot 3 which sold about 580,000 copies. These two are probably the lucky ones. The third-place game, Chocobo's Mysterious Dungeon 2, and fourth, Tales of Phantasia, sold just about half the amount of copies of their predecessors that were released at the end of 1997.

Nintendo 64:

With a very strong lineup from Nintendo, the N64 finally took off in Japan. The N64, even outsold PlayStation hardware in the middle of December (although the Game Boy Color outsold the N64 during the same week). The

Import Calendar



Import Pick of the Month

Final Fantasy VIII - It's Square's most anticipated game of the year, and in Japan, the company has already racked up a record number of presells for the title. Final Fantasy VIII is the latest installment in Square's signature RPG saga, and this one promises to be the most cinematic of them all.

PlayStation:

- 1/28 IS: Internal Section, Square (Shooter)
- 1/28 Bloody Roar 2: Bringer of the New Age, Hudson (Fighting)
- 2/4 Pocket MuMu, Sony (Action)
- 2/11 Final Fantasy VIII, Square (RPG)
- 2/18 Pop n' Music, Konami (DJ Simulation)
- 2/25 Monster Farm 2, Tecmo (Adventure)
- Feb. Tetriz the Grand Master, Arika (Puzzle)
- 3/11 Final Fantasy Collection, Square (RPG)
- 3/11 Final Fantasy VI, Square (RPG)
- 3/25 The King of Fighters '98 Dream Match Never Ends, SNK (Fighting)
- Mar. Unjammer Lami, SCEI (Music)

Nintendo 64:

- 1/21 Nintendo All-Stars Smash Brothers, Nintendo (Fighting)

Saturn:

- 3/4 Dungeons & Dragons Collection, Capcom (Action)

Dreamcast:

- 1/21 Evolution, Sega/ESP (RPG)
- 1/28 Sega Rally 2, Sega (Racing)
- 2/18 Monaco Grand Prix Racing Simulation 2, Ubi Soft (Racing)
- Feb. Kiteabe: White Illumination, Hudson (Travel Communication)
- 3/4 Puro Puro Pack (Rumble Pack)
- 3/4 Puyo Puyoon, Compile (Puzzle)
- 3/4 Psychic Force 2012, Taito (Fighting)
- 3/11 Real Sound: Kaze no Regret, Warp (Interactive Sound Drama)
- 3/25 Blue Stinger, Climax Graphics (Action)
- 3/25 Marvel Vs. Capcom, Capcom (Fighting)
- Mar. Aero Dancing, CRI (Flight Sim)

* Schedule subject to change without notice. Consult your local import game store for the latest release information.

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YOU'RE JUST UGLY.**



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Top 20

The Top-20 Best-Selling Games of December 1998*

1	The Legend of Zelda: Ocarina of Time Nintendo		NEW
2	Star Wars Rogue Squadron Nintendo		NEW
3	Crash Bandicoot: WARPED Sony Computer Entertainment		3
4	GoldenEye 007 Nintendo		5
5	Tomb Raider III Eidos		6
6	WCW/nWo Revenge THQ		2
7	Rugrats: Search for Reptar THQ		NEW
8	NASCAR 99 Electronic Arts		8
9	Twisted Metal III 989 Studios		9
10	Metal Gear Solid Konami		4
11	Pokémon (Blue Version) Nintendo		NEW
12	Madden NFL 99 Electronic Arts		10
13	Knockout Kings Electronic Arts		NEW
14	Crash Bandicoot 2: Cortex Strikes Back Sony Computer Entertainment		12
15	A Bug's Life Sony Computer Entertainment		NEW
16	WWF War Zone Acclaim		13
17	NFL GameDay 99 989 Studios		11
18	NFL Blitz Midway		14
19	Pokémon (Red Version) Nintendo		NEW
20	Super Mario 64 Nintendo		---

Zelda: Ocarina of Time

1

No surprise here. If it doesn't stay at the top, it'll certainly linger near it for quite some time. Destined to become the best-selling N64 game ever, Zelda: Ocarina of Time is going to be around for a long, long time. Hey, look at that. We said "time" three times.



10 | 10 | 10 | 10
John R | Crispin | Dan | John D

2



Star Wars Rogue Squadron

Whoa. Consider this: Rogue Squadron came out on Dec. 8, and this list's data only goes up to Dec. 12. That means in just five days of sales, Rogue hit No. 2.

8.0 | 8.0
Crispin | Shawn

8.5 | 8.5
John D | John R

3



Crash Bandicoot: WARPED

Still going strong, Crash: WARPED seems to be Sony's big seller for the holidays. Crash 2 isn't doing so bad either (#14), especially when you consider how old it is.

9.5 | 9.0
Shawn | Crispin

9.0 | 9.0
John D | John R

4



GoldenEye 007

If GoldenEye keeps selling like this, we're gonna run out of things to say about it. Will Rare and Nintendo's masterpiece ever slow down? Our sources say...no.

9.5 | 9.5
Crispin | Dan

9.5 | 9.0
Shawn | Susi

5



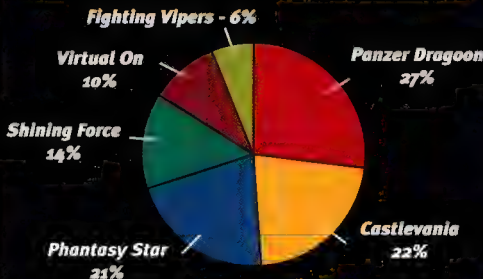
Tomb Raider III

Eidos' seemingly rushed Tomb Raider III makes an impressive debut in the Top 5. Don't expect it to do as well as its predecessors, though. Lara's gettin' old.

7.0 | 7.5
Crispin | John D

5.5 | 7.5
John R | Shawn

Which of the following series would you most like to see come to the Dreamcast?



Source: NPD TRSTS Video Games, 11/29—12/12/1998. Call them at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

* Because full holiday sales figures weren't available as of press time, this month's data covers only the first half of December (11/29—12/12).









Source: videogames.com poll results for Jan. 6, 1999.

Top 10 Editors' Picks

1	Zelda: Ocarina of Time Nintendo	
2	Zelda: Link's Awakening DX Nintendo	
3	Civilization II Activision	
4	Castlevania Konami	
5	Metal Gear Solid Konami	
6	FIFA 99 Electronic Arts	
7	Tetris DX Nintendo	
8	Star Wars Rogue Squadron Nintendo	
9	Snowboard Kids 2 Atlus	
10	R-Types ASCII	

Top 10 Japan

Courtesy of Famitsu Magazine
Week ending Dec. 20

1	Yugioh Duel Monsters Konami	
2	Crash Bandicoot 3: Buntobi! Sekai Issyuu Sony Computer Entertainment	
3	Pikachu Genki Dechu Nintendo	
4	M.S. Gundam: Char's Counterattack Bandai	
5	Ehrgeiz Square	
6	Pokémon Card GB Nintendo	
7	Mario Party Nintendo	
8	Genso Suikoden II Konami	
9	Dragon Quest Monsters Enix	
10	Atelier Elie: Salzburg Alchemist 2 Gust	

Top 10 Arcade Picks

1	Soul Calibur Namco
2	Star Wars Trilogy Arcade Sega
3	Marvel vs. Capcom Capcom
4	NFL Blitz '99 Midway
5	Zombie Zone Sega
6	Ocean Hunter Sega
7	Gauntlet Legends Midway
8	Street Fighter Alpha 3 Capcom
9	Daytona 2: Electric Boogaloo Sega
10	Gradius IV Capcom

Quartermann Video Game Gossip & Speculation

In a departure from the usual "Rumor and Truth" approach to the gossip of the moment, this month the Q has decided to simply lay out as much information as possible on the new systems anticipated from both Sony and Nintendo. Expect to see announcements from Sony at TGS in late March and then something possibly from Nintendo at the delayed Space World in May.

Nintendo

The most elusive of new systems is currently taking shape in Japan—and the Q-spy network gradually managed to piece together a pretty good impression of what may be happening, thanks to information from sources around the world.

We've known for some time that Nintendo would be working with Silicon Graphics (SGI) again for the new chipset. Interestingly, since the N64 was announced, SGI has been somewhat active in the gaming community with its OpenGL 3D graphics system for PC and Macintosh. Those of you keeping an eye on the news recently will have seen the big deal concerning the integration of OpenGL with the new Macintosh operating system—thus allowing the easy conversion of many hundreds of games to the platform. Given Nintendo's close links with SGI and the obvious convergence of technologies in computing as a whole (let alone gaming), the possibilities for and OpenGL equipped games console would be incredible. Should Nintendo choose to go down this route, it would be able to easily motivate developers to produce titles simultaneously for multiple systems...a strategy very similar to that seen at Sega with Windows CE. Other advantages of Nintendo's links with SGI may be seen with any connectivity the machine may have as the company is also a big mover in Internet servers. Obviously all of this information is purely speculation, but it makes sense for Nintendo to move toward something that will allow it to tap into development resources from other areas.

As far as other details go, things are pretty scarce. We know the

machine exists in a very early form at Nintendo's labs in Japan and there are a number of rumors circulating that notable development teams are making the trek east in order to look at one game that is already up and running on the system.

There are still no details about a storage medium...carts are definitely out of the question—but all of our sources have indicated that CD or DVD won't be the way to go either. In an effort to keep in control of the manufacturing process the Q's sources anticipate a proprietary storage medium similar to Iomega's Jaz disks.

Finally, a piece of information that we know for a fact: The new system will employ Dolby Digital Surround sound straight from the box.

PlayStation

The Q-spies have run a number of stories in the past few months about what we've learned of Sony's new machine...so we'll keep this brief with just a re-cap plus an extra snippet of news.

Expect to see a DVD-based system with a possibility of some kind of Mini-Disc functionality also—although as time goes on, this looks less and less likely.

The graphics chipset will utilize NURBS technology so that it can render curves rather than relying on polygons to create solid objects. Sony's "Holy Grail" when it comes to the technology is to immerse players so much that they don't realize they're playing a video game.

Like Nintendo, we know that Sony is working with the Dolby labs and will be integrating the Dolby Digital Surround system into the new PlayStation.

Finally, while skimming through a copy of *Time* Magazine recently, the Q noticed a piece concerning a big investment made by Sony in an interactive cable television unit with Net access. If this system is in any way related to the PlayStation project it could mean major ramifications for both multiplayer networking and also for the way in which software is distributed. More news next month. —The "Q"



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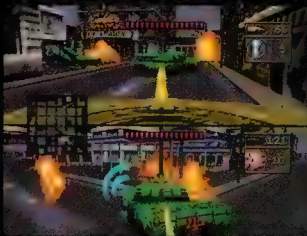


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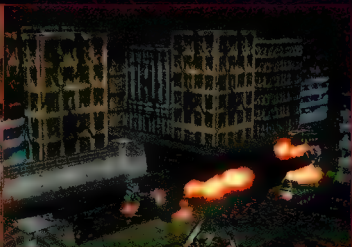
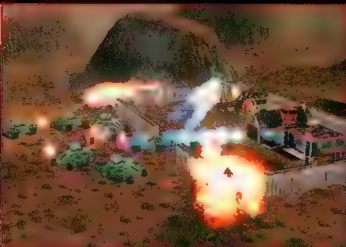
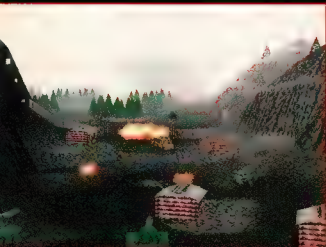


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Warzone 2100 showcases a depth of play never seen before in a strategy game. 400 different types of technologies allow you to design and build more than 2000 battle units. That's right. Unit designs aren't predetermined for you. Use your own wits to create an unbeatable battle arsenal.

SUPERIOR ARTIFICIAL INTELLIGENCE

The AI engine is so sophisticated that it allows you to recycle the experience of your field units into bigger, better and even more fierce war machines. Over time, combat units become more accurate, command units command larger groups of troops and repair units repair faster and more efficiently.

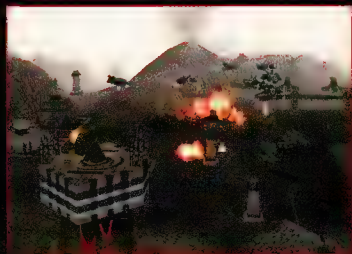
FULL 3D BATTLEFIELDS

Warzone 2100 slams the door on other top-down 2D strategy games. It showcases a lightning fast, fully functional 3D game engine with a rotatable and zoomable camera for fast and furious gaming action. Not just eye candy, you'll experience true line-of-sight and fog-of-war effects. Strategically placed radar units warn you of hidden enemy units and allow you to lob mortar shells over mountain obstructions.

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WARZONE 2100

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PREVIEWS

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. **Import at your own risk.**



Sonic Adventure

Pub./Dev./Developer: Sega/Sega Team

Players/Genre: 1 Action

% Done: 100

Release: Now Japan

Web Address: www.sega.co.jp

Blue,
Blue
Sky...

Big Blue is back, and for fans of the speedy hedgehog, that's the best news they've heard in a long, long while. After his painful absence from the Saturn (in true 3D-platforming power, that is) following Sonic X-treme's cancellation, anticipation has been high for Sega's mascot. After all, what better exemplifies the halcyon day's of Sega's once glorious past than Sonic's legendary platform series? Well, fast forward to the future, because the time has arrived for Sonic to take center stage (in Japan, at least) once again, and from the look of things, the next-generation mascot wars have just met the great equalizer.

Taking arms, once again, against the irrepressible Dr. Eggman (Dr. Robotnik in America) and his evil planes, Sonic the Hedgehog finds himself caught, literally, in the adventure of a lifetime. Dr. Eggman is searching for the Magic Emeralds to empower his newest ally, the water-based Chaos. With each additional Chaos Emerald, Chaos becomes stronger and stronger, and if Eggman has his way, will become powerful enough to conquer the world, naturally. Of course, it's Sonic's job to stop him, so off you go.

Moving almost impossibly fast for a 3D platformer, Sonic Adventure lets you not only play as Sonic but as five of his companions as well. Keeping Sonic company are his highflying buddy Tails, that brooding pugilist Knuckles the Echidna, Sonic's gal-pal Amy Rose, newcomer Big the Cat and the malfunctioning machine of Dr. Eggman, E-102. With

Seeing the MAN back in action kind of brings a tear to your eye, doesn't it?

each character varying in power and speed, completing the game requires learning a new set of techniques for each individual. Sonic, for example, is all about speed. He also has a sort of "homing-spin-dash" that takes care of any enemies who happen to be in the area. Tails can fly for limited periods of time, enabling him to explore places too high for Sonic to reach. Knuckles can glide for great distances and climb virtually any wall in the game by using his, er, knuckles. Big the Cat has only his fishing pole to use as a weapon, although it also comes in handy in other instances. Amy carries a big mallet, but isn't very strong and as a result, must take more care during her adventures than the other characters. E-102 has a gun, which makes "him" the first character in a Sonic game to have a projectile weapon.

Set in a variety of areas and levels, Sonic Adventure does a fantastic job of keeping the feel of the game true to its 2D roots. Split up into two different types of areas, adventure and action, Sonic Adventure separates the traditional action-based levels from the old series with large environments to explore. The first one you'll encounter is Station Square, a fictional city that serves as a gateway to a number of action-based levels for Sonic to compete in. From here



My 2 Cents

I can hardly wait until I can understand what's going on, and this game is in English! Hopefully SoA gets better voice "talent" than they had in Burning Rangers. Sonic Adventure is so good it almost made me cry. Almost. When Big Blue finally hits these shores later this year, watch out, it's gonna be hectic!

—James Mielke

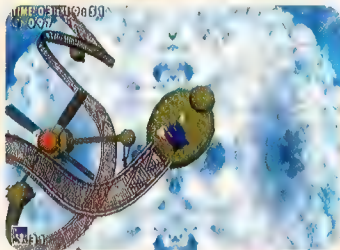


Look at Sonic just pulling down the hotties! He's totally mackin' 'naw!

It's a long ways up, but you just know these two will be all right!



With a VMS, you too can save a whole pile of cute critters like this.



Sonic can access the Emerald Coast and Casinopolis action levels. Other characters can open up even more areas. Based around the travels of developer Sonic Team to South America, the Mystic Ruins area in Sonic Adventure acts as a conduit to a number of other zones, similar in effect to those found in Station Square.

As you beat each action-level, you gain access to other zones that contain special items which grant your characters even more powers, such as Sonic's Sonic Dash. If you beat the game with every character, a very special "Super" surprise awaits the most diligent gamers.

Graphically the game is the most stunning piece of software you've ever seen. The environments are all rendered in high resolution (no RAM-Paks needed here!), with no sacrifice in texture detail. Wood, for example, looks like wood, and the characters themselves look great. Perhaps the most unnerving thing is to see each character, from Sonic on down, speak with corresponding mouth movements and facial expressions. Sure, Sonic's got his own animation series and whatnot, but to see him talk in a game is really something new. Although there is some minor slowdown and pop-up at some points in the game, it never really affects gameplay. The only thing that is a serious issue here are the occasionally



irritating camera angles. Hopefully Sega of America will address these issues before Sonic Adventure's release here. It would be a shame for such a great title to draw criticism for such minor flaws.

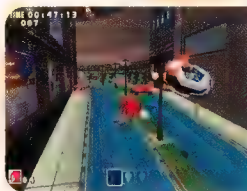
The music is classic Sonic Team pop composition. Aside from the hard-rock flavored opening theme that

accompanies the breathtaking CG intro, most of the music reminds you of the old-school tunes that have always graced the series.

Perhaps the most interesting little feature in the game is the A-Life (as in "artificial") breeding program. Taking the system a step further than the one that was found in NIGHTS: Into Dreams, the A-Life feature in Sonic Adventure lets you take the Chaos eggs you find in various places in the game and raise them via the VMS (VMU in America). By raising and strengthening them Tamagotchi-style, you can enter your Chaos creature in Chaos races and other race/obstacle-based competitions. While not really necessary, by any means, to complete the game, the A-Life feature remains an addictive aspect of Sonic Adventure and adds a depth previously unavailable on home consoles.

A guaranteed launch title when the Dreamcast debuts in America later this fall, Sonic Adventure will

most likely be at the top of everyone's wish list. From the evidence on display here, this might just be the title to vault Sega back into the pole position it has sought for so long. If SoA can tidy up the little glitches that hamper Sonic Adventure, this might just be the start of something great. After five long years since the last true Sonic game, don't the fans deserve it?



These screenshots don't give you the slightest indication of how fast Sonic is running. ZOOM!



NIGHTS: Into Dreams pinball action. Guess what Sonic Team's up to next!

Gamer's Edge

Downloadin' Skillz!

When Sonic Adventure arrives on our shores (or for crafty gamers who've figured out how to access Sega of Japan's Dricas Web site), there will be special bonuses on Christmas and New Year's Eve that you can download into your VMS card. Cool items like Christmas trees will be available at specific times of the year. Once you have 'em, you'll be able to proudly display them in your game. Who ever said Sega doesn't care about its customers? Hey, Sony! Where's my free stuff?

Warning: This is a preview of a Japanese title that may or may not be re-released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Publisher/Developer Players/Genre % Done Release

Imagineer 1 100 Now
Rage Games Action Japan

Web Address: www.imagineer.co.jp

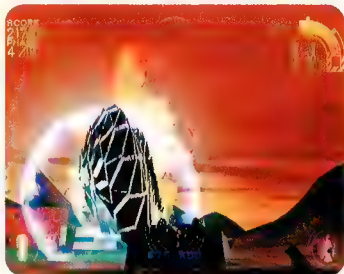
Incoming

Just Like Bein'
Back In Nam.
Well, Maybe Not.

Incoming, a straightforward port of the PC game of the same name, would strike most console gamers as a fairly bland military wargame. While this may not be too far from the truth, Incoming manages to be a surprisingly entertaining diversion from the usual run-of-the-mill Warhawk-wannabe. Running at an extremely high 40-50 frames per second, the graphics in Incoming are a sight to behold. From the moment you take control of a supercharged anti-aircraft assault cannon, to the point where you take the reins of a gunship equipped with the latest assortment of high-tech weaponry, you'll gasp at the detail found in the game engine. High-resolution textures abound and some truly sweet light-sourcing dress up the intense combat with all sorts of technological eye candy.

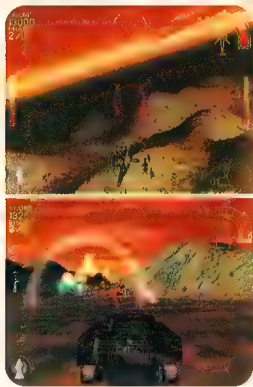
Fortunately the gameplay is just as appealing, with each level composed of 10 mission parts. In the first part you may control an AAA, while the second will put you in the seat of a chopper. A large number of vehicles are available, with tanks, jet-fighters and all-terrain vehicles fueled up and ready to go.

The action is relentless and there's no such thing as a quiet moment as your command headquarters constantly barks orders and mission objectives at you. While the game may lack a little bit of

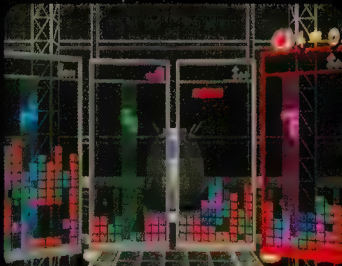


Even though this is technically a PC port, the game looks freakin' good!

personality, once you see it in action, it will take a cold heart not to see the appeal in this title. Although no announcement has been made as to the exact U.S. launch lineup for the Dreamcast this fall, it wouldn't be too surprising to see this excellent title among the first wave. ☹️



Tetris 4D



You may have played Tetris, but not like this—Tetris 4D has four-player simuplay, hence the "4D." Get it?

While system launches receive a lot of fanfare and media hype in Japan, the weeks and months following such launches historically tend to be plagued by a serious software drought. While anxiously awaiting the next big release, many software-starved early adopters turn to the inevitable mahjong or chess sim for diversion.

Tetris 4D seems to be aimed squarely at such gamers.

Don't get us wrong—we're not saying Tetris is a bad game. (We did rank it No. 1 among the top 100 video games of all time, after all.) We're just saying it's not the graphically intensive, trouser-tightening "killer app" most Dreamcast owners have been dying to get their hands on.

Judging from the title, many assumed Tetris 4D would be a trippy, stylized take on Alexey Pajitnov's classic puzzler, such as Nintendo's Tetrisphere. They couldn't be further from the truth; it's basically standard Tetris with a multi-player Battle Mode. In this mode, up to four players can test their powers of spatial relations while unleashing powerful combos on their harried opponents.

Aside from this lone innovation, the game remains plain ol' Tetris. OK—it does have a funky transparent beam that helps you line up pieces, 3D backgrounds and a techno soundtrack, but that's about it.

Given Tetris' widespread availability (there are only about 40 million copies of the game floating around), don't even think about importing this one—you're better off digging up your Game Boy.

Publisher/Developer Players/Genre % Done Release

MPEG Softdec 1-4 100 Now
Bullet-Proof Software Puzzle Japan

Web Address: www.bps.co.jp

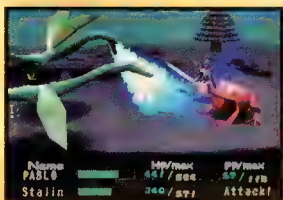


Expert players can even the odds a bit in multiplayer mode by handicapping themselves.

Warning: This is a preview of a Japanese title that may or may not be re-released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



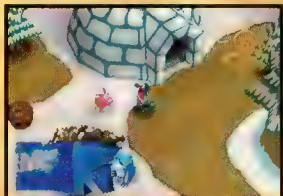
Your quest to return a lost baby creature may seem simple enough... But when your newly found companion reveals its magical powers, you realize you're in for the adventure of two lifetimes.



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Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. **Import at your own risk.**



Shenmue

Sega's Shenmue is shaping up to be an RPG of epic proportions. Here's an update of Yu Suzuki's most ambitious project yet. We now know the game stars Ryo Hazuki, a Japanese-born man who travels to the seedy areas of Hong Kong during the winter of 1986. Ryo can visit numerous locations ranging from little shops to peoples' homes. He can even enter any one of 1,200 rooms in a castle (Yes, 1,200. That's the word so far in Japan.) To add to the realism, you'll have to eat when you get hungry, rest when you get tired, and get a job when you need money. Shenmue will also have changing time and weather conditions (to the lower right, you can see the same scene twice, one during the day and the other at night). The gameplay is all done by a system called QTE: Quick Timer Event. A bit similar to Dragon's Lair, this extremely simple control scheme has you pressing a single button (punch, kick or run) at the right time as directed by on-screen prompts. Suzuki wanted this simplified setup so the game could be enjoyed by children and old fogies alike, but he hinted he might add a Virtua Fighter-style combat system for more experienced gamers. Cool, eh? It's enough to make one's nipples hard in anticipation!



Dreamcast

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. **Import at your own risk.**



Aero Dancing

Imagine if you will a flight simulator that does not involve sidewinder missiles and vulcan cannons. Aero Dancing is an *acrobatic* flight sim that has you performing fancy high-speed stunts as if you were in an air show. You can even play a four-player mode where each person flies one plane of a stunt team. This game by CRI is due out in February in Japan.



Buggy Heat

While most eyes are on the eagerly anticipated Sega Rally 2, CRI is hoping their road rally game will steal away part of the spotlight. Buggy Heat has you driving dune buggies and other vehicles both on and off-road. The game's graphics are incredible, as you can see here (with cool "dust effects"). The Japanese game is due out in March and will probably support the Puru Puru Pack (Dreamcast's rumble pack).



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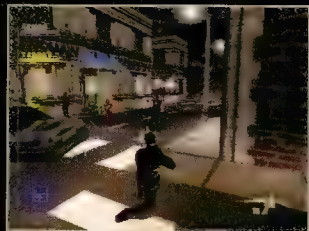
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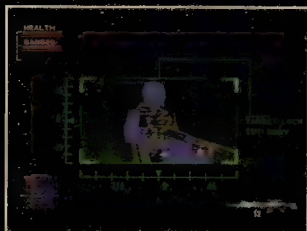
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— *Beetle Adventure Racing* is a racing game that takes the classic arcade racing elements seen in games such as *Cruis'n* World and *San Francisco Rush* and multiplies them by ten. With shortcuts and secrets at nearly every turn the game is truly much more than just your average racer.

Nintendo 64

Beetle Adventure Racing

Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts Paradigm/EA Canada	1-4 Racing	70	March 1999

Web Address: www.ea.com

The Little
Engine
That
Could

Beetle Adventure Racing takes classic arcade racing elements seen in games such as *Cruis'n* World and *San Francisco Rush* and multiplies them by ten. With shortcuts and secrets at nearly every turn the game is truly much more than just your average racer.

The overall goal, of course, is to finish the race in first place. If you do so, you get to move on to the next area; if you finish in second or third, you can stay on that level to try to improve your time. Anything lower, and you have to use continues, which are earned by smashing through point boxes strategically placed throughout the tracks, calling attention to shortcuts and secret areas. Collecting all of these boxes within a level unlocks cool secrets, giving you incentive to really explore the area to find them all.

If all the talk of levels makes the game sound like more than a racing game, that's in large part true. Hanno Lemke of EA told us, "The concept for adventure racing was the starting point where the designers wanted to borrow the exploration element from what's made platform and adventure games fun in the past."

When you're not dueling against the computer opponents in the single-player races, *Beetle Adventure* has a great multiplayer mode in which you battle against friends. *Beetle Battle* lets four players race around multiplayer-only levels that are filled with power-ups and weapons like mines, rockets and invincibility. The goal of *Beetle Battle* is to collect all of the multicolored beetle symbols. The multiplayer mode has an almost *Bomberman*/*Mario Kart* feel to it thanks to the power-ups and fast action.



Unfortunately, there's no *Herbie the Love Bug* model.

Graphically, the game looks great. All the levels are incredibly detailed with lots of cool animated stuff to check out as you race. In one of the levels, for instance, you end up on a stretch of track that not only looks like *Jurassic Park* but also comes complete with a hungry *T-rex*. All the tracks are incredibly big—big in that one lap, on some levels, will take you four minutes to complete. But since there are so many different ways to go, you can play the same level over again and not get bored. *Beetle Adventure Racing* is expected in March. ●



17

The number of college students who can supposedly fit into a new bug at one time.

The four-player mode comes complete with weapons and power-ups.





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K-1

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Publisher/Developer Players/Genre % Done Release

Ascii 1-2
Human Entertainment Action/Racing 80 March 1999

Web Address: www.ascii.com

Air Boardin' USA

Catch Big
Air...Like Never
BeforeGamer's
Edge

Bustin' Out

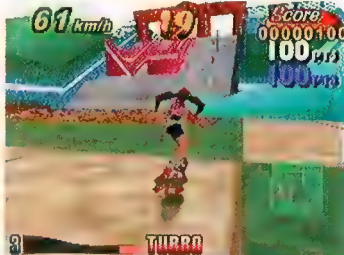
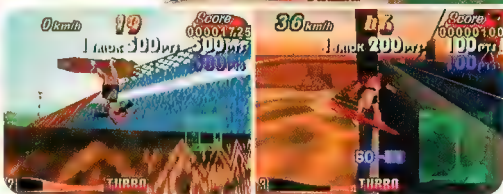
The key to success is time management and maximum point values. Moves that take less time but rake in more points are the ones to look out for. The easily executed handstand gives you a whopping 500 points while a normal flip nets less than 200 and takes twice as long. Combos take more time, but stringing long ones can get you over 3,000 points if you plan right.

Air Boardin' USA pits you in a race against the clock in a series of non-linear arenas. All you have to do is make sure you get to a checkpoint to extend your time limit, allowing you to rack up more trick points. The best part about all this is that you can do tricks off almost anything, including moving cars! But if you're not careful, you'll wind up under that car instead of pulling a fakie over it. You get four more hidden ones who must be unlocked. Each of these characters can select various air boards with differing handling and speed characteristics. You'll race through stunt courses, bizarre caverns and city streets trying to become the No. 1 air boarder.

You perform stunts by moving the analog stick in different directions depending on whether you want to execute a flip or spin. You can also grab your board and hop onto the tops of ramps or even swing from poles to build up speed. A great feature of the game is the ability to perform combos by doing multiple tricks in a row. Unlike most snowboarding games where all that meant was hitting a bunch of buttons while in the air, Air Boardin' allows you to jump onto

Check out the big man with the air board skills. Seriously, could a man that size do that?

multiple objects and environments. For example, you can jump on a ramp, then land on an oil barrel, then hop onto a rail and finally do a quick tail grab before you land. You can literally spend hours setting up combos like this, potentially giving this game replay value unseen in similar products.



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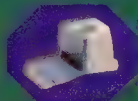
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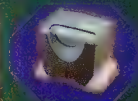
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Nintendo 64

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Publisher/Developer Players/Genre % Done Release

Konami
KCEO (Diamond Dust) 1-4 Sports 70 March 1999

Web Address: www.konami.com

NHL Blades of Steel '99

Konami's Long-Awaited Return To The Ice

Believe it or not, it's been over 10 years since Konami released the original *Blades of Steel* on the NES. Now, two generations of systems later, they've finally decided to resurrect the old classic for the Nintendo 64 (and also the PlayStation). But as you may have expected, aside from the name and the fact that it's a hockey game, there's really nothing at all that the old *Blades of Steel* and *NHL Blades of Steel '99* have in common.

Even though the version being previewed here is only 70 percent complete, it seems pretty far along. Gameplay could best be described as a cross between *Gretzky's 3D Hockey* and *NHL 99*—not necessarily a bad thing, but the game does have some problem areas that need work. Most notably, the controls aren't quite as responsive as they could be (which may very well be fixed in time for release), and despite



For a first effort (of this decade, at least), *NHL Blades of Steel '99* looks pretty nice, and it plays well too.

There's several camera angles, none of them feel all that comfortable. On the upside, the game moves quickly, has a lot of options and has surprisingly good play-by-play announcing.

If Konami can work out the kinks, *Blades of Steel '99* could be a serious contender. We'll let you know what we think of the final version next month.

Customizing your team's offensive and defensive strategies is a snap, and the added visuals make it easy for newbies.

Publisher/Developer Players/Genre % Done Release

Midway
Atari Games 1-2 Racing 90 February 1999

Web Address: www.midway.com



California Speed



Take the driving gameplay of *Rush 2*, the look of *Cruis'n World*, sprinkle in some *Off-Road*, add a touch of *Cruis'n USA* and wham—you have *California Speed*. It's that easy, kids! Actually, while that sounds a bit sarcastic, it's really close to what *California Speed* has to offer. And while we often scoff at the simplicity of these games, we realize lots of you like them. So we'll hold our tongues for the rest of this preview.

Like its coin-op counterpart, *California Speed* has a lot of tracks—14 to be exact. Each course is like a minitour of a particular city. In San Diego you hit the harbor and race on the decks of ships. In San Francisco you can ride the suspension of the Golden Gate Bridge, etc. Fantasy portions include a romp through the innards of a computer, a roller coaster, a psychedelic highway, a mall and more. The game, of course, has keys and shortcuts.

California Speed has some peculiar vehicles: a forklift, a front-end loader, a golf cart and a semi. Strangely enough, these vehicles don't take advantage of their equipment. It'd be fun to spear other cars with the forklift.

Overall, the control is decent. Let's be thankful they didn't use the lackluster *Cruis'n USA* engine. The frame-rate is actually very good, but the trademark Midway two-speed theory applies—full speed or stop (there doesn't seem to be middle speeds in their games). For those who enjoy the simplistic play of an arcade racer, *California Speed* will no doubt satisfy.



Yes, this is a roller coaster and that's a front-end loader as well.

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Nintendo 64

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Publisher/Developer	Players/Genre	% Done	Release
Nintendo HAL Laboratories	1-4 Fighting	80	Jan. 1999 Japan
Web Address: www.nintendo.com			

All-Star Smash Brothers

A Fox, A Robot, A Plumber, A Monkey, An Elf, A Lizard, A Pokémon And A Pink Blob Have A Fight

My 2 Cents

N64 fighting games don't have a good track record. For that matter, Nintendo itself has never excelled in the area. Killer Instinct may have been innovative but it was hardly a gaming great, was it? Smash Brothers again shows innovation, but there's something a bit odd about Mario and Link beating the crap out of each other.

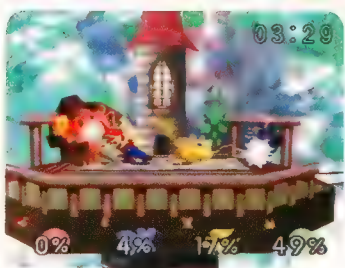
-John Davison

Actually, All-Star Dal Rantou Smash Brothers to give it its full and quite spectacular Japanese title. Developed by HAL Laboratories, previously known for the Kirby series of games, Smash Brothers follows in the tradition of Mario Kart and, indeed, this month's cover star Mario Party, by taking established Nintendo characters and placing them in unusual situations.

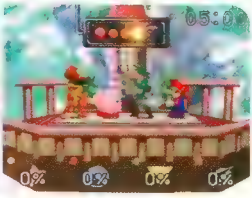
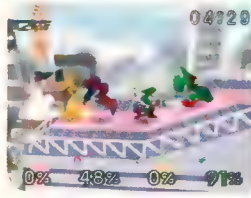
If there is one genre of gaming that has been sadly lacking on the N64, it's fighting. Without exception, every single effort to date has been a steaming pile of smelly stuff that could barely hold its own against even the majority of 16-bit fighters. Although by no means a traditional take on the genre, this is Nintendo's response to the constant criticisms.

If we were forced to make comparisons about the game play style, we'd have to say that it has an awful lot of AMT's Virtual On about it. The bouts aren't your traditional one-on-one punch-ups, you see. They're all situated in less-than-typical arenas, and the attacks the fighters can use are often long range rather than your usual stuff. As an added difference to the usual layout, there is the opportunity for four-player fights, lending the whole thing a sort of cartoony street brawl atmosphere, which is certainly very weird.

From looking at the screen shots we have here, you'd be forgiven for thinking Smash Bros. is aimed at a younger audience. But like all the best Nintendo games, it's the underlying sense of fun about the game that helps it hold its own. Probably the easiest way to illustrate this is to just lay it out for you. Most importantly, the bouts themselves are all designed to make sure all players gets to enjoy themselves for the whole duration; ring outs don't wipe you out completely—you have a time limit to get back in the ring. Secondly, the scenery uses different levels and even moving platforms in places to keep things a bit more interesting. Finally, the "winner" of each fight is the player with the most "hits" and the most energy at the end of each timed round—so this isn't a fight to the death. The result is basically a longer



Four Nintendo characters kicking the bejezus out of each other has an eerie quality about it.



game for each player than you'd traditionally see in a fighting game, and each player has more of a chance of coming back from behind.

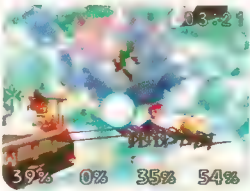
There are eight basic characters available initially: Mario, the "all rounder"; Donkey Kong, who is more powerful but slower than other fighters; Link, who has both his sword and boomerang; Samus, who's good with long-distance attacks; Yoshi, who can lick his opponents until they, I dunno, can't handle it anymore; Kirby (surprise...HAL had to bring his back eventually), who can absorb his opponent's abilities; Fox McCloud, armed with a blaster; and then the odd one out...Pikachu, who apparently is able to turn around really quickly and fire electricity out of his ass. Not a bad basic lineup—something for everyone from the Nintendo camp. Rumored "secret" characters (or possibly bosses) include Blue Falcon from F-Zero X, Bowser, Luigi, Princess Peach and Ganondorf. None of these is confirmed yet, but we'll make sure we let you know as soon as details are available.



Mario cocks his leg and lets rip with a massive fart, knocking Link clear off his feet. Probably not.



Samus' head inexplicably catches fire. Too much hairspray and a naked flame can have frightening results.



Link prances about while Mario and Pikachu try to stare each other out. Not sure what Samus is up to.

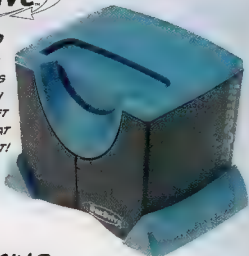
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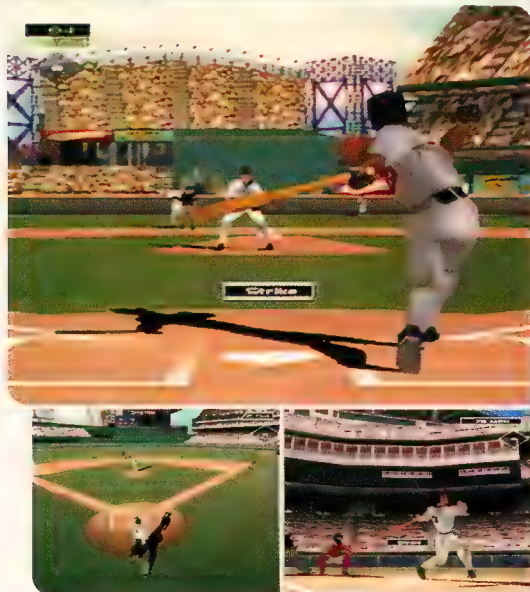
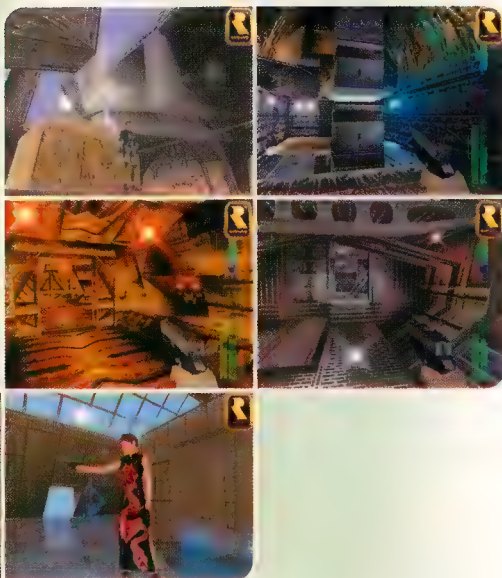


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Perfect Dark

The development on Rare's highly anticipated 3D spy game continues at a heady pace. Although the game's using the GoldenEye engine, a number of significant refinements quite clearly have been made and the project is shaping up to be one of the most impressive looking games on the system. Despite feverish denials from Nintendo last May when the game was unveiled that it would use the 4Mb Pak, it's now apparent that Perfect Dark will make use of it for increased resolution. As with all Rare projects, there is still no release date for the game—although indications seem to be that it may be toward the end of the year.



Triple Play 2000

EA's first Triple Play for the N64 will have a host of improvements over last year's PS edition. For one, hitting in TP2000 is slightly easier due to a bigger batting sweet spot. In addition, base running and fielder selection are simplified by use of a "smarter" interface. In the outfield, multiple camera angles (up to 75) focus on the action as it happens. EA hopes this new view feature will increase control as well as the interactive element of the game. Increasing the realism overall are new emotion-driven facial expressions and individual player sizes and weights. Better still are promises of a fast frame-rate and quicker-paced games.



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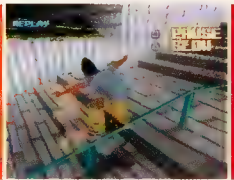
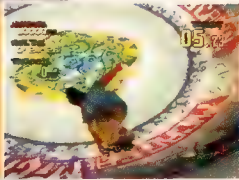
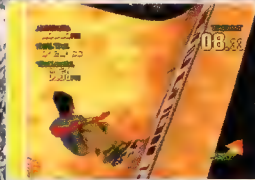
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DRAGON
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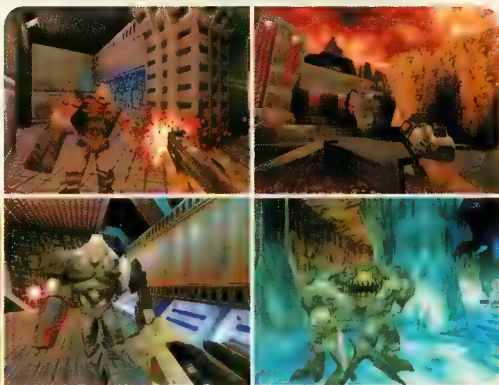
ELECTRONIC ARTS



Nintendo 64

Quake II

In March, Activision is planning on releasing Quake II. From these screens, you can already tell this game is shaping up to be one of the best-looking titles on the system yet. Quake II for the N64 already looks better than its software-run counterpart on the PC (meaning, a PC without a \$200 3D accelerator). Four-player split-screen Quakefests will be in, too. Look for a full preview next month.

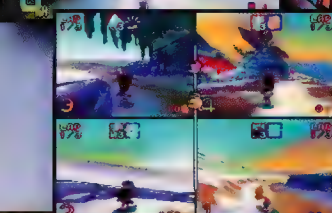
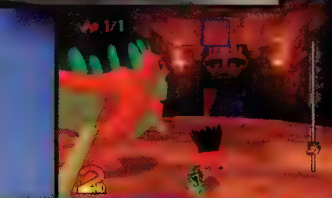


Jet Force Gemini

Rare's studio must be a hive of activity at the moment, as there are now five major N64 projects in motion: Perfect Dark, Twelve Tales: Conker 64, Banjo-Tooie, Donkey Kong 64 and then the one no one's quite sure what to expect from...Jet Force Gemini. What little information that has been leaked from Rare's offices seems to indicate that the game is very much an action title with lots of shooting and cartoon violence. As ever, with each new batch of screens released the presentation looks better and better. Expect to see a release before the summer.



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ATLUS www.atl-us.com



Nintendo 64



Twelve Tales: Conker 64

In development for so long that there were rumors starting to circulate that it had been canned, Conker now sounds like it may be just about ready soon. Apparently a lot of the holdup is owing to the "emotion" system that is being employed in the game. Both Conker and his female sidekick Berri the chipmunk display a variety of facial expressions and emotional reaction to their surroundings and situation—and it's been the application of this that's slowing things down.



Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Mario Golf 64

Hot Shots Golf was a big hit due to its simple yet addictive gameplay (you know, the type that gets non-golf enthusiasts to play golf games). Now Camelot, Hot Shots' developer, is teaming up with Nintendo to bring us Mario Golf 64, a one- to four-player game starring 10 characters from the Mario universe like Luigi and the Princess. The game will be easy to get into, ensuring widespread appeal. At the same time, Camelot is working on including a very realistic physics model and little features like changing times of the day (so you may be swinging clubs around at night...a very dangerous activity indeed). Nintendo recently announced Mario Golf 64 will be released in the States sometime in 1999.

Vigilante 8

Just as we went to print, Activision announced they will be adding a new Nintendo 64-exclusive level to Vigilante 8 called Super Dreamland 64 (sounds like a game in itself, doesn't it?). This cartoony world will be stocked with rainbows, mushrooms, knights, chickens, cannons, magical wells, pigs and even an "evil" castle. The game is still set to launch in March.



stop it before
it multiplies.

[The plague.]



[not the praise.]

["Stunning spell effects" —*EGM*]

["Deep, involving storyline...beautiful graphics" —*GamePro*]

["Beautifully rendered" —*Next Generation*]

["Loaded with exquisite music." —*Gamer's Republic*]

["Unravels like a good mystery...epic" —*PSM*]

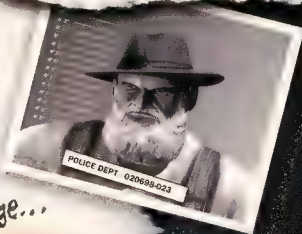
["A highly interactive world." —*PSExtreme*]

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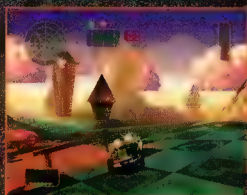


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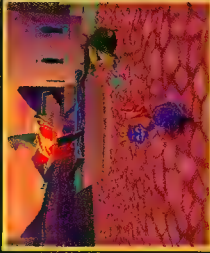
Inquisiter

SEPT. 8, 1998

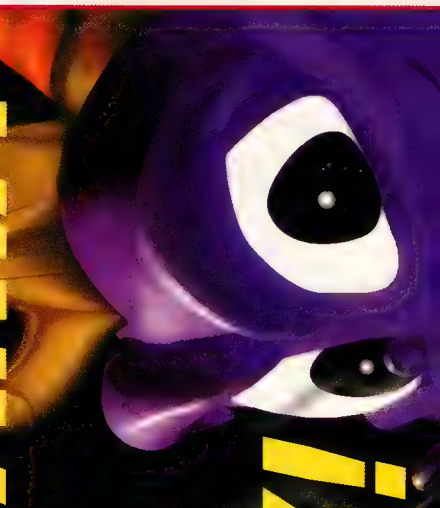
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EXCLUSIVE REPORT

Spyro breathes fire, glides, flies and headbutts his way through graphically stunning, completely interactive worlds. Spyro rescues dragon families, collects treasure, recovers jewels and discovers hidden regions. Psychic claims, "Spyro for President in 2000!"

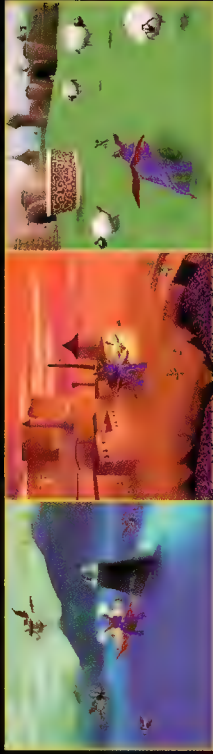


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SPYRO

the Dragon

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STRONG
RECOMMENDATION
SUGGESTED
FOR
AGES
13
AND
UP

PlayStation 2

UNIVERSAL INTERACTIVE

UFO OR SPYRO?



Unidentified
purple object seen
gliding over L.A.



www.playstation.com

PlayStation

Game Directory

- Need For Speed: High Stakes
- Legend of Legaia
- Drive
- Soul of the Samurai
- Triple Play 2001
- Contraband
- Street Slider
- Rush Down
- NBA in the Zone '99
- Fisherman's Bark
- Chocobo's Mystery Dungeon?

PREVIEWS

Need For Speed: High Stakes

This Time It's For Keeps

One new concept for the Need For Speed series, as the title alludes to, is consequence. What kind? The worst, of course: dollars. High Stakes has a monetary system set up so you can earn money to buy cars and their parts—one area where Need For Speed III: Hot Pursuit fell short in comparison with its main competitor, Gran Turismo. Although perhaps inspired by GT, High Stakes takes the system a step further with realistic damage and the need to pay to repair it.

After an unscheduled meeting with a wall, the cars show visual damage. While this might be neat looking, it's not so cool when you see how much it costs to repair it—which has to be done since the damage not only is visual but also affects the car's physics. When using the Dual Shock controller, for example, repeated trips into the wall will cause your car to pull to one side, an act that forces you to hold the stick a bit to one side to compensate.

This economic structure along with the car damage really gives you a strong sense of ownership. This makes High Stakes' Pink Slip Mode extremely powerful. This mode lets two players compete against each other using their earned cars in a race where the winner literally takes the loser's car. After the race, the loser's car appears on the winner's memory card. (And no, you can't yank your card out early, because both are pulled out at the race's outset.)

But when you're not racing for slips or trying to amass a fortune you can still have fun outrunning the cops in Hot Pursuit Mode, as in Need For Speed III, although in High Stakes you can also play as a cop and chase down perps. The challenge here lies in beating the clock that counts down with each fleeing suspect. If the clock runs out before you force him off the road, it's over.

Visually, High Stakes looks incredibly

Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts EA Canada	1-2 Racing	40	March 1999

Web Address: www.ea.com



Just look at this screenshot. Just look at it! Ain't it purdy? The beautiful colors, the lighting effects...

promising. Most noticeable at this stage are the cars' transparent windows, which allow you to see the interior and driver. And on the audio side, the chatter on the police scanner is for more than effect. Now the radio transmissions clue you in to police activities. If you're playing as one of the cops, the radio is a tool that you can use to call for backup, a spike drop or the almighty roadblock.

While Need For Speed: High Stakes looks like it's on track to being a worthy sequel, we'll have to wait to see how the final version of the game comes together this March.

Behind The Screens

Hanno Lemke, senior producer of High Stakes, has been a racing game fan for years. One of his earlier games was Test Drive II: The Duel. He said he liked the Super Nintendo version best.



It's hard to see here, but that license plate reads "EGM." No, we didn't touch up the screenshot—like Midway's Rush 2, NFS: HS has an EGM car. Cool, eh?



Listen, we don't care what they do over in England. In America, we drive on the right side of the road!



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Chameleon 2 TWIST

SUNSOFT NINTENDO64

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And, oh... did I mention that his tongue got an overhaul too!!!

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Publisher/Developer	Players/Genre	% Done	Release
SCEA	1 RPG	75	March 1999
Web Address: www.playstation.com			

Legend of Legaia

New Fighting
RPG From The
Makers of Wild
Arms



With all the highflying flip-kicks in the game, you'd figure you were J-C VanDamme or something!

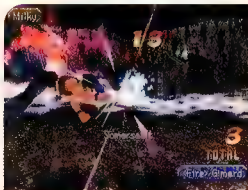
Many RPG fans have been wondering if there would be a Wild Arms 2 anytime soon. Regrettably, the answer would be no, but that's not to say that Contrail, those busy beavers responsible for Wild Arms, has been lying around doing nothing. Far from it. Instead, you can look forward to their newest title, Legend of Legaia, due out in March. Originally released in Japan just this past winter, Legaia is making its way to U.S. shores surprisingly fast. Boasting an innovative new battle engine called the "Tactical Arts System," Legend of Legaia attempts to take the RPG genre in new directions with this unique new approach. While not exactly Tekken 3, think of the battle-system used in Xenogears but pumped up on steroids and you might get the picture.

The world is being enveloped by a mysterious mist, and people are turning into strange and horrible creatures whenever they come into contact with it. Assuming control of the main character, Vahn, you must attempt to save the world by reviving the many Genesis Trees found throughout the land. These trees will destroy the mist, with the help of you and your friends Noa and Gala. Assisted by magical creatures called "Ra-Seru," you and your comrades will use a wide variety of Super-Arts to defeat the many enemies you'll encounter.

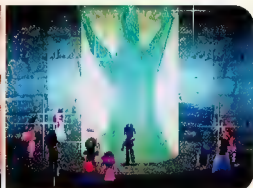


Catch your sissy neighbors blubbering about the matters at hand.

Unlike Wild Arms, Legend of Legaia is a completely 3D RPG. Every detail, from the towns to the characters, is rendered in polygons, as are the battle scenes. Legaia is also compatible with the Dual Shock analog controller and provides force-feedback effects during battles. With Final Fantasy VIII scheduled to arrive in America much later in the year, the timing looks to be perfect for Legend of Legaia. In any case, this RPG will definitely warrant a look from hard-core RPG fanatics and casual fans alike.



Damn bugs! Where's that Black Flag at?



Gamer's Edge

The Tactical Arts System is reminiscent of the battle engine in Xenogears. Instead of inputting circle's and x's, you press up, down, left and right for punch, kick, low attack and high attack. Later on in the game, you are able to input more powerful commands. The battle scenes look like a simplified fighting game, and that's what gives this RPG a unique twist. Further on in the game you'll learn other Tactical Arts, like Super-Arts, that offer more spectacular results.



Ok Pops, kiss off the 5-Ball, bounce off the pacemaker, around the dentures,

down the walker, **over** the adult diapers, across Martha's cat, back on the table to the 9-Ball

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• Grand Total of 14 different games

• Music CD Option: insert an audio CD of your choosing to enjoy your favorite tunes while chalk' in up the old cue

• Seven unique modes to choose from: Story, Pocket game, Carom game, Practice, Trick shot, Speed, Technical

• Vibration function compatible



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Publisher/Developer Players/Genre % Done Release

GT Interactive
Reflections 1 Action 75 March
1999Web Address: www.gtinteractive.com

Driver

Those Madmen
Behind
Destruction
Derby Are BACK!

Gamer's Edge

Driver is going to be an awesome game. While you're being wowed by the fast-paced action, don't forget to make the most of the game's strategic elements. Use alleyways and every shortcut you can. Drive through fences, outdoor cafes and whatever else looks like a beeline to freedom. Use traffic conditions to your advantage and whack oncoming cars in the bumper, causing them to spin out and leaving chaos behind. There's all sorts of things you can do beyond simply driving fast. The quicker you pick these things up, the more successful you'll be and the more fun you'll have.

It's been a long time since anyone mentioned the name Destruction Derby 2, hasn't it? What's it been, like a million years or something? Well, that's because Reflections, the masterminds behind DD2, has been laying low, preparing to unleash their newest driving opus, appropriately titled Driver, to the masses.

Certainly no stranger to vehicular combat, Reflections has developed a stunning game based around the story of a classic gangster-style getaway driver. However, this isn't your typical getaway driver. Oh no. This game takes you on a variety of missions (around 25 or so) in four different cities spread around the country. South Beach Miami, New York City, Los Angeles and San Francisco are all fair game for the alley-crashing, sidewalk-smashing, police-car colliding, go-anywhere driving game.

Unlike similar games like Felony 11-79, the gameplay in Driver is augmented by the wide variety of mission objectives on hand. None of that simply driving from A to B within a predetermined time limit. Instead, Driver sets you off on your mission and gives you around 30 square miles in which to achieve it. Like any good chase-film, the game requires you to shake the long arm of the law by any means necessary. Barrel down a cluttered alley, vault through a crowded outdoor cafe, whatever—just as long as you get the job done.

Like in Destruction Derby 2, Reflections' expertise with vehicular physics is immediately apparent at the very first high-speed corner you take. It's awesome to see your car leaning on your front-right tire as you peel around a curve at 90 miles per hour. The replay system in driver is excellent as well, offering cinematic perspectives that rival the chase scenes in the classic Steve McQueen movie *Bullit*. The realistic car-collision engine also makes a return, as damage to your vehicle is readily visible whenever you take a hit. High-speed jumps (especially in San Francisco, of



KRRRRASHH!! Driver knows no boundaries, or orange cones, or fences for that matter!

course) and multi-car pileups all add to the edge-of-your-seat sensation.

Recently acquired by GT Interactive as an internal developer (like Singletrac), Reflections is on target for a late March release. Knowing their track record (no pun intended), it looks like the team is on to something special, but we'll have to wait until the final product ships to know for sure. In any case, Driver is shaping up to become one of the new year's most exciting releases. Keep your eyes peeled. ●

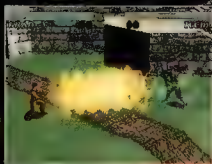


This game will remind you of every car chase bit you've seen in movies and TV.



Streets? Who needs streets when you can mow the neighbor's lawn? Note the tire tracks.

LONG AGO, A SMALL COUNTRY WAS DESTROYED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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And his Miss Adventures.



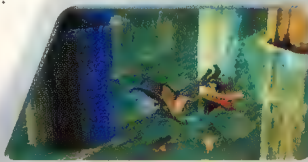
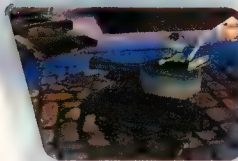


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-Official PlayStation Magazine



www.crystald.com



www.eidosinteractive.com

Publisher/Developer Players/Genre % Done Release

Konami 1
KCE Sapporo Action 75 March 1999

Web Address: www.konami.com

Soul of the Samurai

Tenchu Meets Parasite Eve?

Bushido Blade meets Resident Evil, or Tenchu on crack? Either way, Konami's newest up and comer, tentatively titled

Soul of the Samurai (and formerly titled Japan), has a lot of potential. Like Resident Evil (or Parasite Eve if you prefer the comparison), the backgrounds in Soul of the Samurai are all prerendered while the characters are fully polygonal 3D models. Set in ancient Japan, when the samurai were still in prominence, Soul of the Samurai attempts to do for the burgeoning samurai genre what Tenchu did for the ninja game.

After watching the CG introductory sequence, you're thrust into the game as a sword-wielding samurai, basically learning the controls on the fly while attempting to rendezvous with your sexy female counterpart. All the while, katana-carrying goons try to halt your progress every step of the way. From the outset, like Tenchu, you can select either Kotaro, the hunky samurai, or Rin, the waif-like chick extraordinaire with two knives. Even the Select Screen is similar (read: exactly) to Tenchu's, and while this arrangement may seem a little too close for comfort, hey, who's complaining?

Apparently Kotaro's parents died while he was only a child. Having nothing to restrain him, he returned to the countryside and met Rin. She seemed to be running from something, but Kotaro never asked what it was. He only wanted to see his old friend Yukinosuke. As he made his way back to the countryside, he encountered and killed many

"yakunin." When asked why, Kotaro would simply reply that "there's something strange in their eyes."

Homicidal madman, or man on a mission? That's what you'll find out later this year when Konami releases Soul of the Samurai. Right now it's a bit of a hack-'n'-slasher, with little variety except for increasingly stubborn enemies, but if the gameplay can match up to the intriguing storyline, Konami just might have another hit on their hands. ●



"Who's ya daddy?" asks our friendly neighborhood samurai warrior.

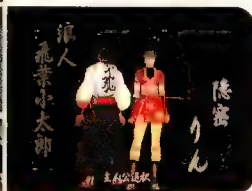
Gamer's Edge

Block dat stuff!

In Soul of the Samurai, the key to surviving this game is to know when to block—which is to say just about all the time. When you're not swinging, keep that sword up. While you may be able to skate through the initial stages while taking some hits, you'll definitely wish you had that health back later after you've run out of healing herbs. Block! Block! Block!



These are the two characters you can choose. Here we find them in dire straits.



Like all good students, you gotta put time in at the local dojo.

Many of the game's elements are reminiscent of Tenchu.

THE SEQUEL YOU'VE BEEN WAITING FOR!

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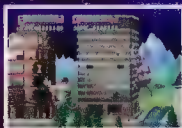
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THEY ATE GRANNY AND HER UNDERPANTS.



www.midway.com



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Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts EA Canada	1-2 Sports	70	March 1999
Web Address: www.easports.com			

Triple Play 2000

Getting Back To Basics

Trivia's Fun!

The cool trivia loading screens from last year's Triple Play have unfortunately been taken out. They have been replaced with gameplay help screens to aid beginners get used to the controls.

Slammin' Sammy

Triple Play 2000 will feature Sammy Sosa, the 1998 National League Most Valuable Player, as the spokesman for the game. He will appear on the cover of the title, and lend his knowledge to help the game developers refine the game.

Those who thought Triple Play 99 was a bit dull aren't alone. The producers of Triple Play 99 felt that they had focused on

simulation and realism so much that they had forgotten that playing the game was supposed to be fun. So the emphasis for Triple Play 2000 has been shifted, not necessarily away from simulation and realism but toward making the game simply a whole lot more fun to play.

One of the ways the team at EA chose to do this was by increasing the number of times the batter makes contact with the ball. In part this has been accomplished by adding more frames of contact to each batter's swing. Keeping within the philosophy of more is better, the developers decided to make hits, in general, go toward the one more often than not.

From an AI standpoint Triple Play 2000 is going to be a lot cleaner. There were some obvious base-running AI problems in last year's Triple Play that EA says have been addressed.

In Triple Play 99 everyone, whether a fan or not, agreed that the frame-rate was a bit on the low side. It was actually running in the neighborhood between 15 and 20fps (if you're unfamiliar with frame-rate neighborhoods, 15-20fps could be considered the ghetto). Triple Play 2000 however, is running at a constant 30 fps, which is average but when compared with last year's title looks fantastic. And so do the new physical and facial animations. EA Sport's Triple Play 2000 producer, Mark Dobratz, explained, "New emotional reaction animation captures the intensity of the Major Leagues [while] pitchers in Triple Play 2000 will not only have unique pitch animation for different pitches, they will receive signals from the catcher in their own unique styles as well."

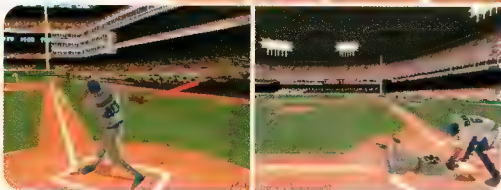
Some of the best animations range from the disappointed look of a pitcher who just served up a meatball that was blasted over the wall to the



Good ol' Mark McGwire. You can always count on him for a home run or two in the regular season.

jumping, fist-pumping batter who sent the pitch to a new zip code without using a stamp.

While Triple Play 2000 looks well on its way to becoming a solid baseball game, it'll be interesting to see whether EA can walk the tightrope of fun and simulation well enough to appease serious baseball sim fans and the average fan alike. ●



Check out the nice detail in the stadiums. Also check out the extraordinarily long arms on this pitcher.

So much for keeping both hands on the wheel.

California SPEED

Based on the ARCADE HIT.

WB MIDWAY

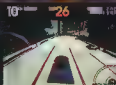
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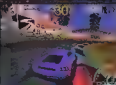
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www.midway.com

Publisher/Developer	Players/Genre	% Done	Release
Hasbro Interactive Real Sports, LLC	1-2 Shooter	75	March 1999

Web Address: www.hasbrointeractive.com

Centipede

And You
Thought Frogger
Was Buggin'...

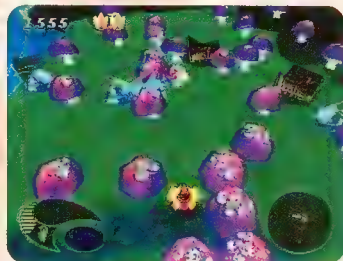
Hoping to duplicate the success enjoyed by its critically panned yet freshishy popular Frogger update, Hasbro Interactive is preparing to drag another '80s arcade classic kicking and screaming into the '90s.

In Hasbro's Centipede, players assume the role of Wally Gudmunzsun, an unlikely half-wit selected to save the world from a horde of giant armored beasts. After jumping behind the controls of a one-of-a-kind hovercraft known as The Shooter, you and Wally must blast your way through 23 levels and four unique worlds to end the insectoid menace.

In addition to its updated 3D graphics, Hasbro's Centipede has a number of brand-new play mechanics, such as jumping, strafing and rescuing diminutive townsfolk, who reward your efforts with a comically high-pitched "Thanks, Wally!"

Your primary enemies, as the game's title implies, are enormous centipedes, which descend on your lone craft in wave after deadly wave, tirelessly winding their way through a forest of giant mushrooms. Destroy one of your foe's body segments and a mushroom will appear in its place, causing the creature to make an abrupt 180.

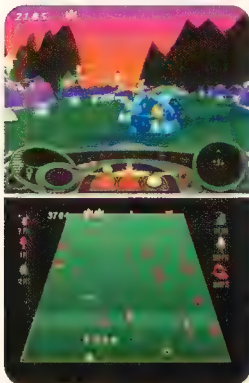
Centipede's Arcade Mode resembles classic Centipede viewed from a slightly isometric angle.



The more you zoom in on the action, the more maze-like Centipede's levels become.

Additional classic enemies—including mushroom-planting fleas, poisonous scorpions and elusive spiders—also return.

If Centipede's Adventure Mode isn't your cup of tea, you can give your trigger finger a workout in the game's Arcade Mode, certain to look more familiar to twenty-something gamers. If that weren't enough, Hasbro's Centipede is rumored to contain a pixel-perfect port of Atari's 2D classic. ●



Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts Micro Cabin	1-2 Action	75	March 1999

Web Address: www.aa.com

Street Sk8er



Street Sk8er's 20 boards feature real deck graphics from major manufacturers.

It seems like a natural marriage: skateboarding and PlayStation, two of the hottest pop-cultural forces on the planet. Surprisingly enough, however, Electronic Arts' Street Sk8er is the first dedicated skateboarding game to appear for Sony's ultra-successful system.

Following the well-marked trail originally blazed by Sony's Cool Boarders, Street Sk8er combines four real-world skateboarding events, eight colorful skaters and three unique venues into one non-stop shredfest. Street Sk8er also includes 20 original skateboards from Powell, Eternal and Warp Magazine as well as an alternative soundtrack featuring the likes of Pie Tasters, Gas Huffer and Less Than Jake.

In the game's Street Tour Mode, players race against the clock, attempting more than 200 authentic tricks to score points—and also to unlock hidden routes, characters and custom skateboards. Free Skate, in contrast, allows players to explore each course at their leisure while perfecting tricks.

Like Capcom's snowboarding title Freestyle Boardin' '99, Street Sk8er allows you to boost your

skater's jumping power, cornering, speed and acceleration with its unique skills editor.

While reasonably cool looking, the preview version of Street Sk8er we received is a bit on the easy side; jump anywhere near a handrail and your skater will magically perform a flawless grind! We also managed to pull off some of the sport's most difficult tricks without breaking a sweat—the first time we tried the game. If EA pumps up the difficulty a bit more, they may have something here.



Street Sk8er's 200 motion-captured tricks look cool but are ridiculously easy to pull off.

Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts Canal+Multimedia/ Virtual Studios	1-2 Sports	80	February 1999
Web Address: www.ea.com			

Rush Down

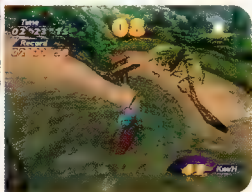
Extreme
Times Three

Electronic Arts expands on its extreme sports line with Rush Down, a racing game featuring mountain biking, snowboarding and kayaking. The game lets you test your skills on five different continents. Each locale has one course for each of the three events. You can snowboard down the slopes of Mt. Kilimanjaro, Mt. Altai or Mt. MacKenzie in the Canadian North. You can kayak the whitewater of the Colorado River and j.m.p off Victoria Falls. You'll be able to ride your mountain bike through the Amazon Jungle, ruins of Zimbabwe, Beijing and Tokyo.

Graphically, the game isn't really awe-inspiring, but thanks to a healthy frame-rate of about 30-60fps the game moves tremendously fast—giving you a real sense of speed when racing down the



Taking a cue from SCEA's Extreme Games, EA's offering not one but several extreme sports in one package.



mountains and rivers. Especially nice is the water effect when you're kayaking down a river. You can see into the water and actually watch it flow. On the audio side, EA is trying to spruce up the game with louder sound effects and real music from some French jungle and rock fusion bands.

Fans of ESPN's X Games should definitely look out for Rush Down when it hits stores this March.

NBA In The Zone '99

Publisher/Developer	Players/Genre	% Done	Release
Konami KCE Tokyo	1-8 Sports	75	March 1999
Web Address: www.konami.com			



The TV cam has a very nice looking perspective, although for game playing purposes, it may not be the most efficient.

In the Zone '99 is quite ambitious this year. Rather than bowing down (or out) to the "big two" (SCEA's NBA ShootOut and EA's NBA Live), it's slugging it out, touting its own special attributes. Sleek new animation and a load of new options have made it more competitive. Granted it hasn't

reached the same level of gameplay as the other two titles, but it's taking steps in the right direction.

Beyond the usual NBA licenses, teams, players, arenas, etc., a new crop of animation has substantially beefed up the realistic punch. Subtle moves such as the forearm block and the jump-and-throw-pass look life-like. The crossover dribble and the block animation are decent and lend style and complexity to the package.

For kicks a 3-point shootout mode lets you test your skills against several all-stars. To sink a shot you must stop the rising meter on the correct spot. If you hit it right, the ball sails right in. For the slam contest a series of icons must be pressed in the correct order. The tricky part is remembering the order since it disappears just before you start.

At this point (75 percent completion) the most obvious flaw in the game is the jerky frame-rate. For example, a jump or steal animation will look good for a moment but doesn't blend well with the prior movements. Also suspect is the overall AI. At times it seems brilliant, blocking players out, setting formations and so on. Yet at other times it's completely out of whack. Let's hope they fix these flaws before release.



All-Star play features a 3-point shootout as well as a slam-dunk contest.

Publisher/Developer Players/Genre % Done Release

Konami
KCE Osaka 1-2
Sports 100 February
1999

Web Address: www.konami.com

Fisherman's Bait

All The Action
Without The
Smell

Notice the timer on the
top. Land as many fish as
you can within the limit.



Apparently Fisherman's Bait is a popular arcade game in Japan right now. Would such a coin-op game fly in the states? Possibly. Konami's going to give it a try on the PlayStation just the same.

In Fisherman's Bait, the fishing is amazingly simple with a sizable slant on the action element, if you can believe that. From the beginning you can select Beginner Mode to immediately acquaint yourself with the game. An on-screen tutorial shows you what to do as it happens. The general idea is to catch as many fish as you can in the allotted time frame. Variables include the threat of a snapped line and catching non-game fish like Bluegill and Snakehead. You may also compete for top three fish (in size) or total weight of all fish caught.

The lure selection is vast as well as an important part of the game. If weather conditions are rainy and cold, for example, certain lures will attract the fish faster. Once on the line, reeling them in is done by rotating the right analog stick clockwise. The left stick controls the rod



The red meter on the far right indicates line tension. The trick is to land the fish without breaking the line.

placement. We have to tell ya, when the big fish bites and the controller starts vibrating it's quite exciting. The challenge of fighting the fish, while keeping an eye on the line-tension meter as well as the clock makes for an exciting bit of game playing.

It's safe to say Fisherman's Bait has broken new ground in the fishing genre by introducing previously unheard of "excitement elements." Nice graphics and competent gameplay should send it to the top of the digital angler's wish list. ●

Publisher/Developer Players/Genre % Done Release

Square
Chunsoft 1
Action/RPG 100 Now
Japan

Web Address: www.square.co.jp



Chocobo's Mysterious Dungeon 2

1f lv 1 HP 20/27 98%



1f lv 1 HP 25/27 99%



Recently released in Japan, Chocobo's Mysterious Dungeon 2 is the second Chocobo-related addition to Chunsoft's Mysterious Dungeon series. Featuring, naturally enough, the Chocobo (Square's official mascot), as the game's protagonist. CMD2 offers more of the same randomly generated dungeon-based action while adding minor improvements to the gameplay. For those of you not familiar with this title, the Mysterious Dungeon series has always been about exploration and item management, with little variation to the formula. Basically an action-RPG (think the Legend of Zelda, but only in dungeons), CMD2 has you guide the Chocobo through a seemingly endless series of dungeons, where you'll meet numerous monsters and creatures, the majority of which would like to make a barbecue out of you. Monsters aside, there are a plethora of hidden traps and special items for you to discover and/or use during your travels.

In CMD2, the graphics engine has remained basically the same while spell-effects and loading times were improved. Also, in CMD2, you no longer have to wander through the monotonous-looking

dungeons alone. Now you can wander through the monotonous-looking dungeons with your pal Mog.

While not a major leap in terms of quality over the first, Chocobo's Mysterious Dungeon 2 is a solid, if unspectacular, title that relies less on Rash and more on exploration. Aimed largely at a younger audience, CMD2 is a lighthearted alternative to the more serious efforts coming out of the Square camp.

Currently, CMD2 is not scheduled for U.S. release.



This is one of the few times you'll find yourself outside during the whole game, hence the "dungeon" part.

Warning: This is a preview of a Japanese title that may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



"So Skip¹ picks up this Jaker²



us he's a pebble picker⁵ with a



all over him. But in the first

drills a cushion shot¹⁰ for a



for a tweener.¹³ Last AB,¹⁴ he faces their

radio ball¹⁶ to a gopher!¹⁷



gives it the one flap down.¹⁹ The

Don't pull a Merkle!²¹ Hit our website:
www.highheat.com



(1) Skipper - the manager; (2) a player who takes almost no money to own; playing; (3) New York; (4) the ball didn't clear the screen; (5) an arm-picked insider - always getting the best news - a pebble made the ball go through; (6) high; (7) an injured throwing arm; (8) bared pickpocket - noted for a steady flow of results; (9) and young pitcher; (10) and drove off the outfield wall; (11) a base on; (12) a sharp toe hit; (13) a ball hit between players - usually in the gaps between outfielders; (14) at bat; (15) best pitcher on the staff; (16) a fastball that you can hear but can't see; (17) home run ball; (18) a good bat with thick wood; (19) home run hit with one arm after a strike; (20) an amateur player; (21) a foul ball play.

from the Zoo.³ The Bird Dogs⁴ told



lame soup bone,⁶ right? The barbers⁷ are

stanza⁸ he faces some Lowdermilk,⁹ and

bingle.¹³ Then he hits



a blue dart¹²

meal ticket¹⁵ and transforms a



He drops Black Betsy¹⁸ and



dude's a legit



Bill Klem!"²¹

(Sure you can talk the talk, but can you walk the walk?)

HIGH HEAT Baseball™ 2000

"If you love baseball...this is the only game in town." - GamerzEdge

3DO™

Final Fantasy VIII

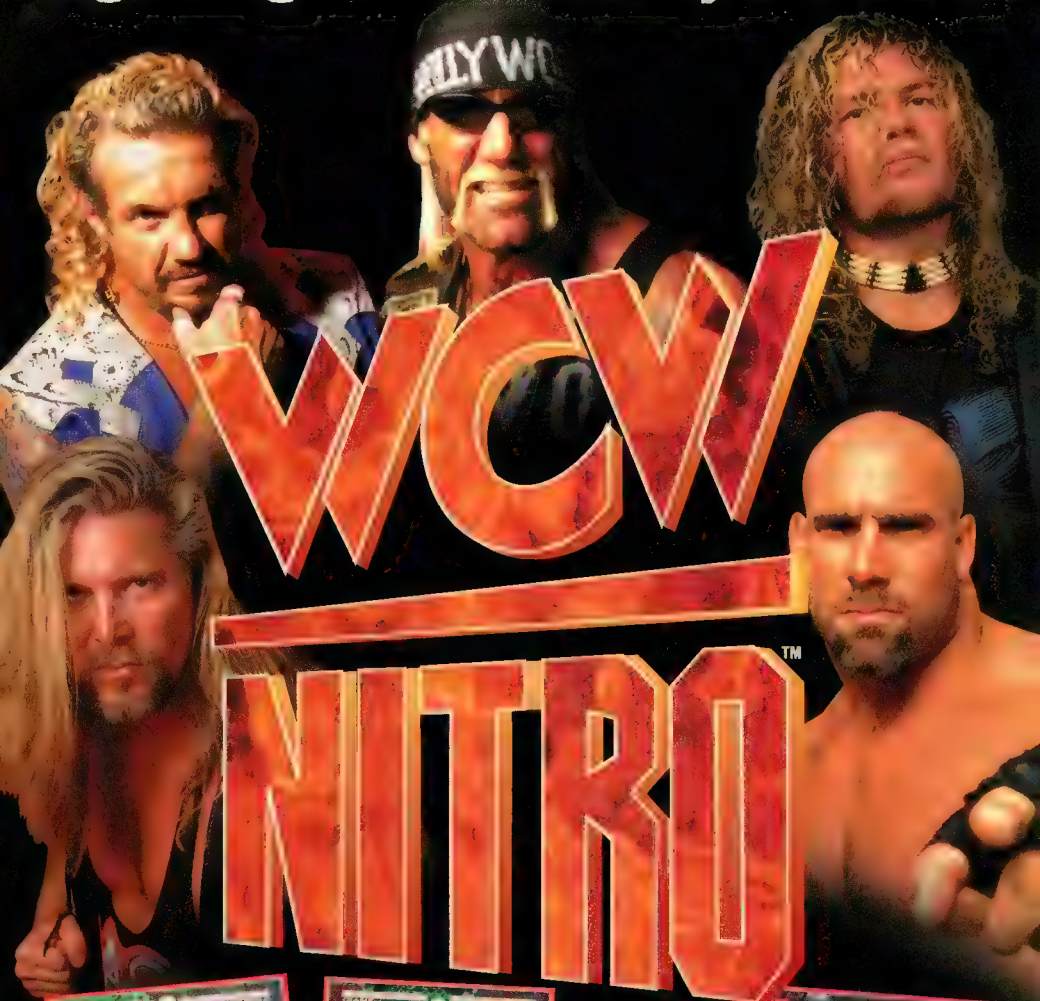
Final Fantasy VIII is almost upon us...at least in Japanese form. We just learned of a new mini-game called the Card Battle. Throughout FFXVIII, you can obtain special cards by defeating monsters. With these cards, you can challenge townsfolk to a Card Battle in order to win more cards. Some are more difficult to find, but if you can get them all, you'll earn a special reward. You can see screens of Card Battle on this page, along with some other FFXVIII images.



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Lightning-fast arcade-style action!



The fastest wrestling game available!



Over 60 of the top WCW and NWO superstars!



All your favorite signature moves, finishing moves, and taunts!



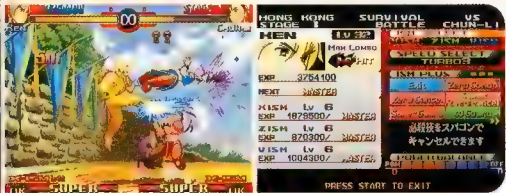
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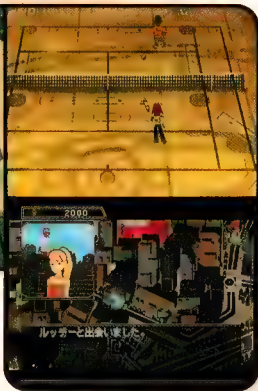
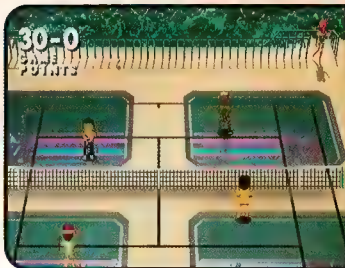
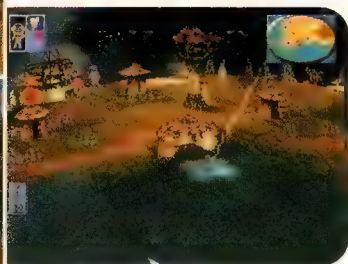
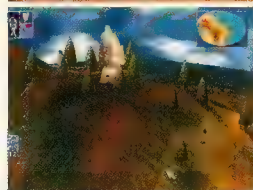
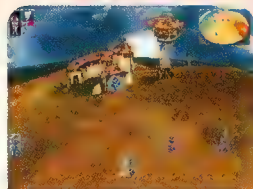


Street Fighter Alpha 3

Capcom just doesn't stop! Last month we found out that three new characters would be added to the home version of Street Fighter Alpha 3: Fei Long, T.Hawk and Dee Jay. We also learned of PocketStation support, and the new World Tour Mode and some of its features. This month, it gets even better. If you work your way through World Tour Mode, you'll be able to open up yet another three new characters: Evil Ryu, Shin Akuma and Guile (Yes, Guile!!). And better still, you'll be able to open up several other new modes of play, including Team Battle (up to three-on-three team fights), Survival Mode (like SFA2's Survival Mode, only with several different variations to choose from), Dramatic Battle (two humans vs. one computer opponent) and more. Street Fighter Alpha 3 is currently due to be released in March, but it may experience some delays if the PocketStation isn't yet ready for retail at that time.



Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.



Populous: The Beginning

Bullfrog is currently working on a PS version of the third game in the series that invented the "God game" genre, Populous. Populous: The Beginning will feature several improvements over all other editions (including the current PC version), like full speech, redesigned spells and effects, new worlds and much deeper gameplay. Electronic Arts is planning on bringing this one out in March.

Smash Court 2

The sequel to Smash Court, Namco's Japanese-only polygonal tennis game, Smash Court 2 features more of the same hard-hitting tennis action, with the usual bundle of goodies Namco's famous for. While the game doesn't scream "blockbuster" like Namco's flagship titles, Tekken and Ridge Racer, Smash Court 2 is a standout game on a system with a dearth of good tennis games. Sweetening the pot is the ability to play as Heihachi, Yoshimitsu, a character from Tales of Phantasia, the girl from Ridge Racer and Pac-Man himself. No word on whether Namco will bring this one over here.

Chocobo Racing

It's not enough that we have Mario Kart, Diddy Kong Racing, Rockman Battle & Chase and Sonic R. Now we've got Square entering the mascot-racing "genre" with Chocobo Racing, a racing game featuring the world-famous Chocobo and a handful of his cohorts. Each player has a different method of racing (i.e., Chocobo uses in-line skates, Mog uses a motorized skateboard, etc.) and can select a different specialty before each race. No announcement has been made as to whether or not this title will make it over here, but this would be an easy conversion.

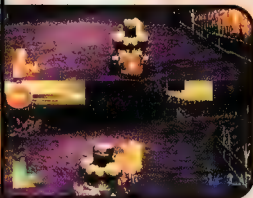
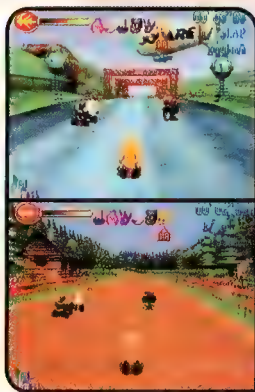
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Internal Section

Can you say "Tempest?" Square's newest non-RPG attempt at a well-worn genre now focuses "squarely" on old-school arcade-style thrills. Internal Section can best be described as a '90s update to the classic arcade hit Tempest. IS runs at 60 frames per second and isn't nearly as annoying as N2O. One big difference is the wide array of weaponry at your disposal, all with strange names like "monkey" and "sheep." No word yet on whether or not Internal Section will make it to the U.S.

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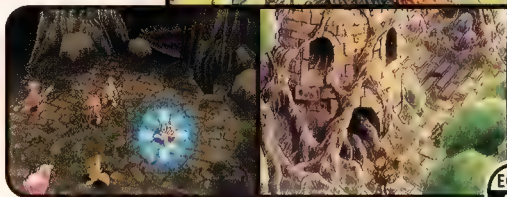
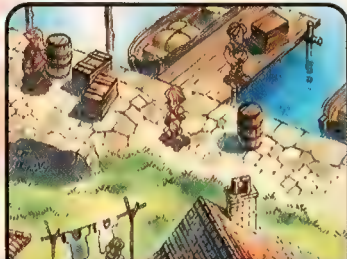


SaGa Frontier 2

A substantial shift in style is the order of the day for SaGa Frontier 2, the sequel to last year's so-so RPG marathon. While the gameplay remains largely the same, a unique graphical overhaul has taken place. Replacing the cold, prerendered style of the first installment, is a hand-drawn, watercolor approach that is nothing short of gorgeous (those are actual in-game screens below). While the newly formed Square/Electronic Arts hasn't mentioned a possible domestic release yet, expect to hear something soon.

Ace Combat 3

Air Combat 2 (Ace Combat 2 in Japan) was a big hit in the EGM offices, earning Game of the Month honors for our August 1997 issue. So naturally, we were drooling when we saw these screens for Ace Combat 3. So far, Namco is working on creating a more intelligent game with smarter enemies (who will try their damndest to tail you in order to get you in the rear). The game will also feature Dual Shock support and spruced up visuals.



Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. **Import at your own risk.**





The Grand Prix is a Grand Prix. It's not just a race. It's a lifestyle.



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YOU THINK

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GOD'S GIFT

TO RACING,

IT ALL

BLOWS UP

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Ubi Soft
ENTERTAINMENT

Game Boy Color

Game Directory

- Bugs Bunny Crazy Castle 3
- Carrot Crazy
- Pokémon Crystal

PREVIEWS

Bugs Bunny Crazy Castle 3

If There's One Thing Bugs Is, It's Crazy

Bugs is taking a trip, and it seems as if the famous rabbit has yet again taken a wrong turn on his way to Walla Walla, Wash.—a wrong turn that lands him right smack dab in the middle of his old hopping grounds, Crazy Castle. But that's OK, we'll help him get out of this jam.

In order to get his greedy paws on what's said to be a giant carrot (a treasure to a bunny as hungry as Bugs), he must prove himself by passing through 60 different puzzle-like rooms that increase in difficulty. Bugs will have to make his way through areas filled with enemies, doors, traps and enough keys to make you feel like a high school gym teacher. Find eight keys in a room and you'll advance. See, there's that puzzle element we were talking about.

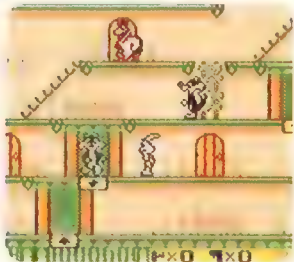
Remember Bugs' friends from the cartoon? (I guess they weren't always friends per se, but they weren't necessarily enemies.) Well, now they're *definitely* enemies. Characters like Daffy Duck, Sylvester, Tweety and Taz, among others, will render Bugs dead if he merely comes in contact with one of them.

Thankfully you're not completely unarmed, even though you'll be running more than you'll be fighting. In the various levels, you can find guns, bombs, skull-crushing anvils and other weapons.

Adding to the action/puzzle game experience, each enemy behaves in a specific manner. Sylvester will chase you wherever you are on the screen, whereas Tweety continues to fly back and forth on a particular platform.

Graphically, Crazy Castle utilizes the Game Boy Color's impressive palette, making for a bright, cartoony experience. Another nice feature is being able to scroll around a particular room when the game is paused. This allows you to plan ahead and get a grip on your surroundings. After all, this is a "Crazy Castle." Seriously, later levels will prove to be a pain in the rear-end, and a little extra help in finding power-ups or unopened doors is

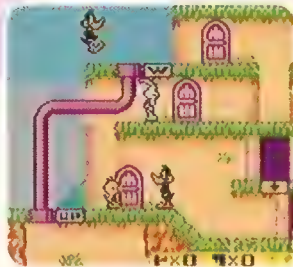
You can run but you can't hide from Sylvester...well, actually you can just go up the stairs. But there are more Sylvesters up there. Look out!



Publisher/Developer Players/Genre % Done Release

Nintendo 1
Kemco Action 95 January 1999

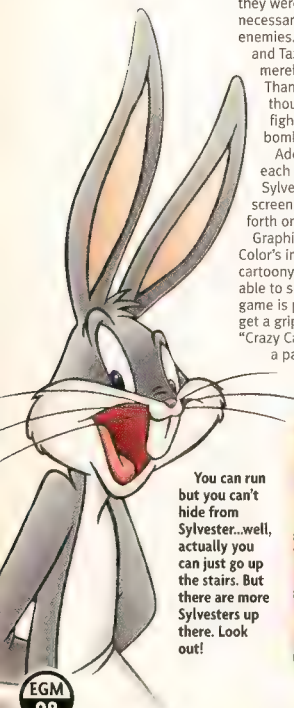
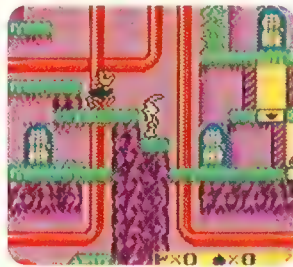
Web Address: www.nintendo.com



This is a world where Daffy Duck *burgles* rule, vicious Tweety Birds run rampant and Yosemite Sam gets REALLY upset! It sounds pretty scary to us...

certainly welcome.

Of course, the little cart is backward compatible with older Game Boy systems. 🐰



EGM
98



What's more fun than watching cartoons? Playing 7 levels of Game Boy Color Looney Tunes with all your favorite characters!

Coming in March '99!

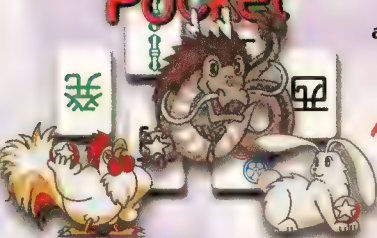
**NEED
A LITTLE
COLOR
IN YOUR
LIFE!**



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The seriously addictive, classic tile matching game, with all new levels and layouts!

Available Now!



Challenging hand to hand fighting action with an adventure story tossed in for more excitement!

Available Now!



10 monsters, 20 levels, 100 ways to win and 100,000 ways to die. Go figure!

*Coming in
March '99!*



You'll need lots of balls to play this intensely delirious puzzle game!

Coming in March '99!

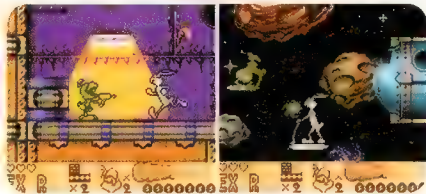
SUNSOFT



Game Boy Color

Even More Craziness From Bugs

Isn't it funny how Bugs Bunny always unknowingly stops Marvin the Martian from blowing up Earth. Yep, that's what we call funny...mm-hmm.



The game's levels take you to a variety of locations from below ground all the way to outer space.

Carrot Crazy

In the same way Ronald McDonald goes batty when the Hamburglar steals his precious meat patties (who wouldn't?), Bugs and Lola Bunny go crazy when mischievous hooligans gank their prized carrots—hence the name Carrot Crazy. In this 15-level platformer from Infogrames, it's your job to find your beta-carotene-rich veggies and do away with a few baddies like Yosemite Sam and many others in the process.

The cartoon-inspired worlds—each made up of three stages—are called Treasure Island, Looney Town, Taz's Zoo, Marvin's Spaceship and Elmer's Forest. And yes, the straightforward names pretty much sum up the look and feel of each of the worlds, although the levels in each are varied. In addition, there are 10 bonus levels you can take part in if you find special hidden carrots.

Publisher/Developer	Players/Genre	% Done	Release
Infogrames Velez & Dubail	1 Action	95	January 1999
Web Address: www.infogrames.com			



Yosemite Sam is quite a versatile villain. He can live large as a gun-totin' Texan or kick the pirate style.

You alternate between controlling Bugs and Lola from one level to the next. This throws in a little something extra to the somewhat simple gameplay and adds variety to the levels. What's more, each character has his/her own unique abilities to make it through a particular level. For example, Bugs uses a hammer, can tunnel underground and is stronger than Lola, allowing him to move big rocks and such (Warner Bros. cartoons were never politically correct). On the flip side, Lola uses a special umbrella to break her fall and glide to otherwise unreachable areas, can combat enemies with a huge rolling pin (now that's politically correct) and can also teleport (yes, that does say teleport). Both characters can fly thanks to their floppy ears. ☹

Publisher/Developer	Players/Genre	% Done	Release
Nintendo Media Factory	1-2 Strategy	100	New Japan
Web Address: www.nintendo.co.jp			

Pokémon Card GB



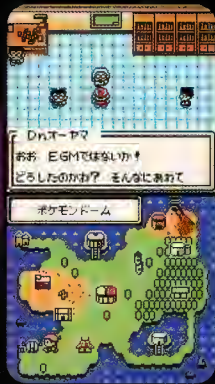
Pick your Pokémon, then start battlin' by powering up your attacks.

Pokémon is no longer just an addictive Game Boy game. It's also an addictive card game (released by Wizards of the Coast in the U.S.). In Japan, the card game has become very popular on its own. So

Nintendo took that card game and made it back into a Game Boy title. That game is Pokémon Card GB.

The rules of this are set up much like a game of Magic: The Gathering (one of the most popular trading card games in the U.S.). You are striving to become one of the Pokémon Card Masters by defeating challengers from Pokémon Clubs set up throughout the overworld map. As you visit each Pokémon Club, you'll be able to buy items, learn new skills, link up and challenge a friend, or challenge the club members to battles. Characters from the original Pokémon game are gone, although the Pokémon that you use (all 150) are there in card form. There are also familiar sights: the link club, PCs to store your Pokémon Card decks, etc.

Battles are similar to regular Pokémon matches, except this time they're enhanced through new, different cards and power-ups. The strategy involved is easy to learn (luckily your first battle is a tutorial) yet challenging to master.



The overworld is filled with Pokémon Clubs, centers and towns that you can travel between.

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is designed to run on a Japanese system. Import at your own risk.





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Arcade

PREVIEWS

Revenge From Mars

Pinball
Enters
The New
Millennium

Behind the Screens

George Gomez is the project leader for *Revenge From Mars*. Gomez originally started out designing video games (one of his projects was the ever-popular *Tron*). He then went on to head up the teams for several very successful pinball games such as *Corvette*, *Johnny Mnemonic*, *Pin-Bot* and *NBA Fastbreak*.

Williams-Bally-Midway has been at the forefront of pinball games. While other companies like Capcom's and Sega's pinball divisions and the now defunct Gottlieb often take a flashy license and stick it on an already completed pinball game, Midway always strove for the best in gameplay, no matter what title the game had. Innovation was at the top of the company's list, and they've definitely done it again with their latest hardware. Pinball 2000 promises to revolutionize the pinball industry by utilizing hologram technology, much like the old Holiseum fighting and card games did years ago. This technology is developed by Williams Electronic Games, although the game'll be released under the Bally label.

The first Pinball 2000 game is *Revenge From Mars*, the sequel to Williams' *Attack From Mars*. It combines classic elements of pinball with state-of-the-art technology. It includes a CPU and a monitor in the backbox. A signal is transmitted onto the playfield, and 3D virtual targets then interact with the ball using optical sensors. When the ball "hits" a hologram of a Martian ship or an alien, it goes through the image and the hologram explodes. This imaging technology opens a whole new dimension for the programmers.

Revenge From Mars has a ton of targets and enemies on the field at one time, much more than the handful of stationary pieces of plastic that we're all used to seeing in traditional pinball games. They are all animated extremely well with cool effects. One target, for example, is a missile launcher that when hit launches a missile and destroys a huge spaceship.

There are nine stages to defeat in *Revenge From Mars*, each having elements of skill, humor and special effects. One wave is set at the Lincoln Memorial, where

Publisher/Developer	Player/Coin	% Done	Release
Bally/Midway Williams Electronics	1-4 Pinball	90	March 1999
Web Address: www.midway.com			

Lincoln is transformed into a huge robot! This scene is actually a parody on fighting games—Lincoln performs a variety of special moves until finally "Lincoln Wins!" is splashed across the screen.

Pinball 2000 is unlike anything we've ever seen in arcades, and for a first-generation title, *Revenge From Mars* is mighty impressive. If this is what we can expect from the next generation of pinball, we've got nothin' to worry about folks. ☺



The overall size of the *Revenge From Mars* unit is fairly small, looking almost like a baby pinball machine. But like the ladies say, it's not the size that matters, but rather how you...um...never mind.



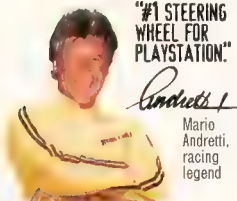
EGM
104

When the ball hits a target, the animated object actually explodes!

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MARIO PARTY

T The Ultimate Four-Player Bash

Take a second to count the number of joystick ports poking outta your Nintendo 64. Back when it was time to design the system, it seems

Nintendo knew from the get-go that four players are better than one. And the N64's four-player, no-need-to-fuss-with-a-multi-tap functionality has been proven worthwhile many times over by some of the greatest multiplayer console games ever released—GoldenEye 007 and Mario Kart 64 being the most obvious examples.

But considering that Nintendo's "Fun Machine"

often dishes out the most fun when gamers gather in a crowd, isn't it odd that no N64 title has been designed mainly with multiplayer in mind? Well, the Big N was no doubt thinking the same thing when it licensed its biggest stars to Hudson, whose Mario Party is the first game you really, really need to play with pals to appreciate.

Weighing in at a massive 256 Megs (the same size as Zelda 64 and Turok 2), Mario Party plays like the ultimate video game/board game hybrid. It features six Nintendo characters—Mario, Luigi, Yoshi, Donkey Kong, Princess Toadstool and Wario—who act as playing pieces on one of several different game boards. At the heart

of everything lies the game's massive collection of minigames—50 of them (not including secrets)—which have the players competing in free-for-alls, ganging up against each other in three-on-one bouts, pairing off in teams and going solo in single-player challenges. The games come on a surprisingly large variety, and we describe each and every one in the following pages.

Aside from that, Mario Party is full of surprises. It packs a one-player game that captures the theme of Mario's side-scrolling adventures. You can amass coins and stars to purchase options and open secrets. You can even purchase the individual minigames and tailor their options to your own





Spend coins on oddball options such as this bird who mimics all the characters.

custom multiplayer tastes.

But we'll get to all that later. First, let's delve into the real draw of Mario Party: its multiplayer board games.

Party On...

Parker Brothers is gonna be jealous of this thing. Mario Party's seven board games are fast-paced and amazingly addictive, with enough unpredictable gameplay events to keep shifting which player holds the lead. This is one of those games the Review Crew is salivating to play when we start reviewing the English version next month. Heck, we've already had one full-blown keg-and-pizza Mario

Party, as the accompanying pictures of the editors and their significant others show.

The game starts once everyone picks a character. And note that the board games support between one and four players. If you have less than four human players, the computer controls the remaining player pieces (you can adjust the CPU difficulty level), so you always have four characters roaming the board. Next you pick one of the six main game boards. Just as each racer in Mario Kart has his or her own track, each character in Mario Party has his or her own board. You can choose from Yoshi's Tropical Island, Mario's Rainbow Castle, Donkey Kong's

Four-Player Games



Fishing Derby

Time your casts just right and you'll reel in goodies with 360-degree twirls of the Analog Stick.



Cannon Attack

Cannon fire from the pirate ship sends your tiny island rocking and reeling. Stay dry to win coins.



Sky Skatin'

Leap gaps and dodge brick roadblocks while nabbing gold coins. Avoid jumping too much to build speed.



Dirt Diggin'

Tap A to tunnel through dirt and look for the hidden treasure chest. Arrows point the way to your prize.



Flaming Jump Rope

Control is simple here—just tap A to leap the flaming rope. Jump it 40 times to earn your coin prize.



Shallow-Sea Diving

Race to the bottom to collect chests full of gold coins while avoiding sharks and other predators.



The Face Game

You stretched Mario's face in Mario 64, and now it's Bowser's turn. Try to match the model in the middle.



Block Smashin'

The easiest game of all, this one has you leaping into the mystery blocks and knocking out coins.



Hammer Brothers

Scramble for coins dropped from the hovering Hammer Brother. Avoid his hammers and the platform's edge.



Hot Bobomb

Toss the lit Bobomb to other players and hope the little guy doesn't detonate in your hands. Keep it moving!



Bowser Balloon Race

Quickly tap A and B to work your pump, which inflates your Bowser balloon. First to pop his balloon wins.



Jackhammer Tracing

Use your jackhammer to trace the image on the concrete. Whoever follows the lines most closely wins.

Jungle Adventure, Luigi's Engine Room, Mario's Battle Canyon and Princess Toadstool's Birthday Cake (there's also a board called Minigame Stadium, which offers a scaled-down game—more on that later). The boards come in varying difficulty (Mario's is the easiest; Luigi's is the trickiest), with the tougher boards packing more traps and extremely convoluted routes around the playfield.

Next up, you pick how many turns you want the game to last—whether it's 20, 35 or 50 turns. You see, unlike a traditional board game, the boards in Mario Party don't contain any particular "finish" spot. You just keep going around and around the boards, as in Monopoly (there's even a "pass go" spot, where a Koopa hands you

10 coins every time you slide past him). So, Mario Party games continue until you reach your turn limit. Twenty-turn games last about 30 minutes, while 50-turn games keep your party going nearly all night long.

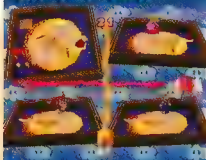
So what exactly is the goal in Mario Party? According to the game's story, all the Mario characters have gathered together to see who can become a superstar. And to reach this goal, they compete to see who can collect the most stars and coins. As in a traditional board game, turns begin with players rolling dice, moving the indicated number of spaces and landing on a variety of blocks (see sidebars for a complete description).



Access all of Mario Party's modes and options through Toadstool Village.

Four-Player Games Continued

The Frame Game



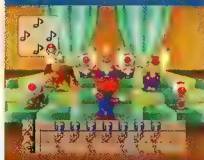
Prance around the frame to make it lean, thus guiding a sliding shell that uncovers the hidden picture.

Musical Mushrooms



Circle the shiny red mushroom till the music stops, then scramble atop it to nab the treasure chest.

Mario Bandstand



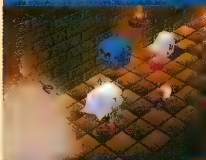
Like a super-simple PaRappa clone, you mash the joypad and buttons in tune with the music.

Key Keepaway



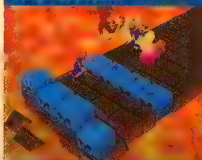
Everyone works together to carry the key past the bad-dies to the keyhole. All participants earn 10 coins.

Mario Ghostbusters



All four players cooperate to plug a light bulb down a corridor, where a lamp awaits to scare away the Boos.

Lava Boardin'



Tap A to build your skateboard's speed, then hit B to leap obstacles. One slip and you wind up in lava.

Mario Slot Karts 64



Vary pressure on the stick to adjust speed and avoid spinning out on curves—just like real slot cars.

Crate Crashing



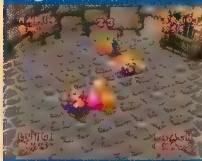
Kick and butt-stomp the pile of crates to uncover coins. Booby trapped crates fling you across the room.

Wreckin' Balls



Balanced atop a rolling ball, you try to ram other players and push 'em in the drink. It's trickier than it looks.

Bag Grabbin'



Circle behind other players and ransack their backpacks for coins. You can jump to avoid attacks.

Mushroom Drop



Watch Toad raise a flag indicating which mushroom platform won't fall, then scramble to that 'shroom.

Simon Says What?!?



It's simple: The boat captain signals the letter B, you tap B. If he signals A, you tap A. It can get tricky, though.



Blue spaces—which are the most common—grant three coins. The much rarer red ones take away three. And it is these two colored blocks that determine the type of minigame players compete in (a minigame begins every time all four players complete their turn). If all the players wind up on a blue space, they engage in a four-on-four minigame. If one lands on a red space while everyone else is on blue, a three-on-one game begins. In the rare instance two players wind up on red and two land on blue, the players pair off in a two-on-two minigame. Finally, if a player

stops on a star-shaped space, he or she jumps into a single-player minigame.

Minigame victors win coins, which are often taken from the losers. And players use these coins to buy stars from Toad, who sells them for 20 coins when you pass his spot on the board. The ultimate winner is the player who has collected the most stars at the end of the game.

Toad isn't your only supply of stars. A ghostly Boo also occupies a spot on every board, and he'll steal another player's star for you if you pay him 50 coins (or he'll steal coins if you pay him 20). Land on the exclamation-point-shaped space and you enter a minigame that lets you try to swipe stars or coins from other players. But it's not just other contestants you have to worry about. Stop in front of Bowser (who swaps places with Toad when someone

lands on the question-mark space), and you lose 30 coins—or sometimes face even more gruesome consequences. There's also a Bowser-shaped piece to worry about, although its effects are far more unpredictable (but rarely beneficial to your coin supply).

More stars are doled out when the game reaches its conclusion. The character who won the most coins from minigames earns a star. Another star goes to the player who collected the most coins overall. And a third star is bestowed on the character who landed on the question-mark blocks more times than anyone else. These stars are added to the number of stars characters nab from Toad and the Boo during the game, and the player with the most stars wins and is named the Mario Party Superstar.

In the case of a tie, the player

It's A Joypad Bash

Mario Party's 50 minigames are extremely cool, sure, but we can only wonder at the damaging effects they'll have on

your poor joypad. After all, several games—such as the fishing derby and ghost bicycle race—have you wiggling your Analog Stick in 360-degree circles like mad, while other games demand furious, Track-and-Field-style button smashing. Still, most minigames require careful timing of your taps and wiggles rather than full-out abusive speed. And we suppose a busted joypad is worth the risk, seeing as how the games

are so much fun and come in such a kick-ass variety.



Just getting through



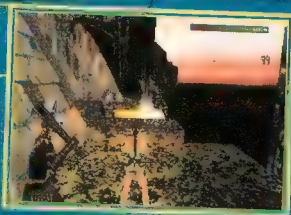
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CORE



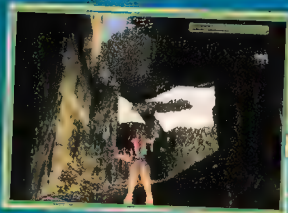
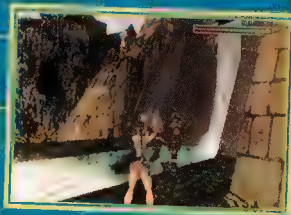
the metal detector *will be an adventure in itself.*

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TOMB RAIDER ADVENTURES OF LARA CROFT **III**

EIDOS
GAMES



with the most coins wins.

Right, so it all sounds good on paper, but is Mario Party really fun? Absolutely. When we first heard about the game, we were a little concerned that the minigames would be too simple and get old quickly. Then we got our Japanese copy, and we played this thing way more than we needed for an eight-page feature. The minigames, which have you doing everything from racing to fishing to deep-sea diving, are all so varied that they never really get boring. The board layouts nearly always ensure a close game. And above all, there's just something really cool about a Mario-themed virtual board game. The characters are well rendered, with quips, grunts and other sounds taken mostly from Mario Kart 64. Mario Party is simply the perfect game to bust out anytime you have a



Got no friends? No worries. Mario Party packs a single-player board for solo play.

gathering of gamers.

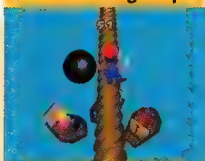
Only the Lonely...

Right, but what if you're a friendless

loser (or, more likely, you're not too keen on plunking down cash for a multiplayer-only game)? What does Mario Party offer gamers seeking a solo-player experience? Enough. From the Main Menu in Toadstool Village you can choose the Minigame Island solo adventure. Here, you're faced with what looks like another board game, but it's actually a winding map that has you taking on all 50 minigames in a level-by-level style similar to the old-school Super Mario games. Sections of the map are divided into worlds, and each world contains five or more minigames, which always have you competing against CPU-controlled opponents.

For every game you beat, you earn an extra life—as well as some gold coins. Collect 100 coins and you earn another life. (Oh, and in a gameplay strategy reminiscent of the Super Mario side-scrollers,

Cannonball Tigtrope



One player walks a tightrope while the other three try to blast him into the drink with cannonballs.

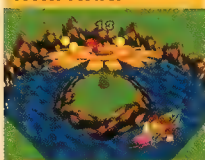
One-Vs.-Three-Player Games

Hammer Smasher



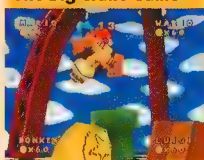
The player with the hammer smashes blocks for coins. The other three move faster and can snatch up the loot.

Teeter Flower



The player on the flower has first dibs on the coins, but the three below can nab the falling sloppy seconds.

The Big Crane Game



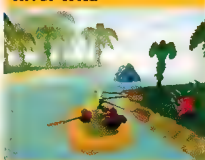
Aim the crane, drop it on a coin or character, then tap A to latch on. Grabbed players can tap A to shake loose.

Bowser Abuse



One player guides Bowser, who must avoid the squeaky hammers of the other three characters.

River Wild



Using 360-degree twirls of the stick, you try to row your opponents into the spear-wielders on shore.

All-Stars Bowling



One player rolls and guides the shell down the lane while the other three hop to get out of the way.

Pipe Dream



Remember the layout of the pipes and drop the chest so it lands on your character and not the other three.

Mario-Eating Plant



One character flees the marauding plant, while the other three ride a cloud and egg the plant on.

Bowser Tug-o-War



Another game that requires 360-degree joypad swirls, this one ends with one side falling in the canyon.

you can always go back and replay easier minigames to collect coins and earn more lives for the trickier games that lie ahead.) You'll also find save points between each world.

This one-player game is fun for what it is, but the real perk here is that it offers lots of practice with all 50 minigames. Beat the one-player game and you should have no problem whipping Mario Party newbies when you jump back to the four-player mode.

And, of course, you can always play one of the six regular board games by yourself. Sure, playing with three CPU opponents isn't nearly as fun as hosting a full-blown, four-player Mario party, but the computer characters can be pretty savvy. Besides, playing solo is an easy way to amass stars and coins. Toadstool Village's bank keeps track of all your winnings from the board games, and you can use these collected stars and coins to purchase the goodies described in the next section.

Lovely Parting Gifts...

OK, here's where we get into some potential spoilers, so we'll keep this bit a little vague. Suffice to say, you can use your saved coins to buy some pretty funny items from the Toadstool Village shop. For instance, you can purchase a record that lets you hear all the music in the game, or you can buy the bird who mimics the voices of the characters. You can even save up for power-ups you can wield during the board games.

Mario Party gives you a quick way to

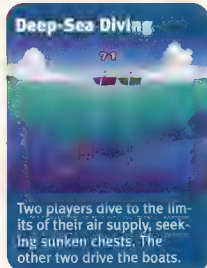
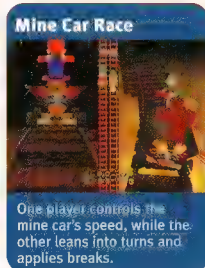
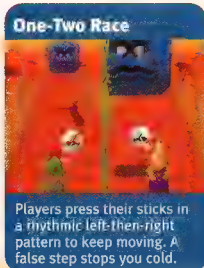
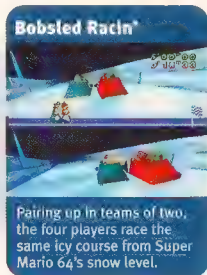
earn coins in the form of another multi-player board called Minigame Stadium. This simple, scaled-down playfield has players competing solely for coins instead of stars, and it lacks some of the fancier play spaces such as the Bowser head, exclamation point and question mark. You can also set the turn limit to as few as 10 turns. Minigame Stadium still delivers all the minigame fun of the six regular boards without you having to worry about dealing with Bowser and Toad. This board is ideal for when you just want a fairly quick, no-fuss multiplayer game that'll help

build your bank account.

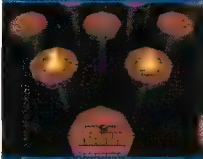
Still, you're not gonna want to neglect the six regular board games—mainly for the stars you win from them. All we'll say is something special happens when you collect 100 stars.

Aside from power-ups and options, you can also purchase the minigames themselves. Once you play a minigame in the one-player Minigame Island game, it becomes available to buy at the minigame shop. Not all games

Two-Vs.-Two-Player Games

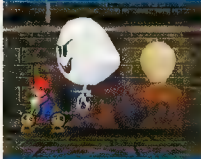


Leaning Towers



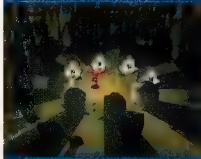
Guide the direction of the toppling towers' fall by standing near the edge, then leaping to safety.

Pedal Power



Twirl your Analog Stick like mad to generate power for the lightbulb and destroy the big Boo with pure light.

Ghost Guessing Game



Which Boo hides the chest? Look closely as they circle you. The one who turns a bit faster holds your prize.

Mario Limbo



Tap A to move forward and bend backward to clear the poles. Lean back too far and you fall.

Mix And Match



Butt-stomp the question marks to uncover matching squares. Hurry though—you don't have much time.

One-Player Games

Whack-A-Plant



Plants pop up and you have a limited time to butt-stomp 'em. Try to bounce on multiple plants without falling.

Hidden Spikes



Stomp flat-topped stakes, but avoid the pointy ones or you'll hurt your bum. The butterflies make this tricky.

Power-up Slots



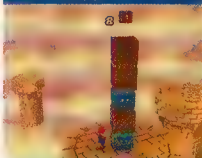
Smash the exclamation block to stop the slot machine on matching icons. Win lots of coins here.

Koopa Shell Game



A koopa hides his coin under a shell then shuffles all four around. Pay attention to where it winds up.

Tower Toppler



Chop the tower down to size by kicking away the crates, then nab the chest. Avoid the stone blocks.

cost the same, and the best ones can get pretty expensive, but once you buy a game, you can tweak its options and play it as often as you want by yourself or with other players. The minigame shop also gives you the opportunity to practice games you don't own, although they cost 10

coins per try. After you purchase a game, it gets checked off in a special minigame roster. Your eventual goal here is to purchase all the games and thus have them all checked off in the roster.

Although we're not ready to review Mario Party just yet, we will say it's a game that delivers on many levels. (And it's already done well in Japan, selling 150,000 copies the first week of its release, by the way.) At its heart, Mario Party is a fantastic four-player experience that could very well inspire similar titles featuring franchise characters—not to mention give you and your pals something else to play besides GoldenEye, Mario Kart 64 and Turok 2. Better still, the game's one-player mode and tremendous selection of secrets and odd little features will keep you partyin' even after everyone has gone home or passed out in their punch. ●

The Playfield



Rolling Rock 1

Each board has a few traps and tricks that are tripped when a player lands on the question mark.

Mario Party packs six different multiplayer boards—each one tailored to a particular character (oh, and there's also a scaled-down playfield called Minigame Stadium, which lacks most of the specialized spaces shown here). Examine the periphery of each board and you'll see plenty of other characters from Mario's world. Look for man-eating plants, colored Yoshis, etc.

More importantly, a few characters stand alongside

certain spaces and affect the gameplay. We've mapped out Donkey Kong's Jungle Adventure board to show how each of these characters and their spaces can either launch you into the lead or drop you to last place. And note that while the six boards offer unique layouts and obstacles, these character spaces are found on all of them. The characters always ensure a close game—even if certain players suck at the minigames.

Stone Block 6

These bar the way to new portions of the playfield, but it costs coins equal your roll of the dice.

Exclamation Point 2

Land here and win the opportunity to redistribute coins and stars between other characters.

Toad 3

Toad's space is the most important, since he sells you stars. He often swaps places with Bowser, though.

Boo 4

Like in Mario Kart 64, these ghostly kleptomaniacs love to steal. Pay 'em 50 coins to swipe an opponent's star.

Bowser 5


Whether you land on a Bowser icon or run into him alongside the board, bad things are bound to happen.

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IT'S AN AFFLUENT.

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By John Davison

Is 1999 the Year

Millennio

A large, illuminated sign for 'Millennio' in a dark, festive setting. The sign is made of large, glowing red letters with a black outline, set against a background of blurred lights and structures, possibly a stage or a large indoor event space. The overall atmosphere is celebratory and dramatic.

Gets It Right?

Fear not, N64 Fanatics. Nintendo appears ready to rally in '99.

For many, Legend of Zelda: The Ocarina of Time was significant for several reasons—not only was it the most important game released on the N64, since Super Mario 64, but it was

thought to be very much the swan song of the system. It's no secret that Nintendo has failed to make any kind of impact in Japan, and the PlayStation continues to dominate everywhere else in the world. Further compounding the rumor that Zelda was to be the last great N64 game, news leaked from Nintendo in Japan that the next big development project, Jungle Emperor Leo, had been canned. This project, produced in conjunction with animation company Osamu Tezuka Productions (the late Tezuka is credited as being the father of modern manga and is arguably responsible for the Japanese obsession with comic books), was rumored to be one of Nintendo's biggest production undertakings ever. And then came word from Miyamoto himself that Mario 64.2 will appear on Nintendo's next system and not the N64.

Alongside this, the cancellation of the 64DD in both the United States and Europe was seen as a major problem. Still, it has to

be said that a number of good things have come out of this. First, the 4MB RAM Pak was spawned from the DD, and the advantages of this little black box are already perfectly apparent. Both of the "other" big games of the 1998 holiday season, Turbok 2 and Rogue Squadron, made extremely effective use of it, and it also scored million-plus sales in the United States.

Second, we recently learned that Miyamoto did leave a number of 64DD "hooks" in Zelda. Recently quoted in a U.K. N64 magazine, he stated: "Ocarina of Time has been designed with the DD system in mind. If you connect Zelda to the DD, an icon appears on screen announcing *Ura Zelda* (Another Zelda). There were several ideas which I couldn't incorporate because of the shortage of time and other reasons." Later in the same statement he speculated on what would happen if the DD failed to appear: "If that happens and we cannot introduce this second game, we may have to have a special-edition cartridge release in the future." So...the hardware may be kaput, but we still stand to see some software because of it. The year-ahead actually looks to be considerably better for Nintendo than 1998 was. The mass frenzy of unequalled enthusiasm for Zelda all over the world has got everyone to notice the N64, again, and in order to ser-

vice this interest it would seem that Nintendo has taken a good long look at itself. In the accepted fashion of pretty much all new year's resolutions, Nintendo kicked off 1999 with a slew of announcements that were the equivalent of someone saying, "I've got a bit fat and unfit, and I promise to get down to the gym this year and eat less lardburgers." Taking a look at the proposed release list for the year, it's apparent that the company has practically asset stripped itself when it comes to intellectual properties. You can imagine the planning

meanings: "OK everyone...what have we got that sells well, then? Mario does all right, doesn't he? So let's do, ooh, I dunno maybe three games with him, and chuck every other big franchise character we own in there with him for good measure." And so we get Mario Party (this month's cover story), Smash Brothers—the first fighting

game on the system that might actually be any good (check it out in the Previews section)—and the extremely hot Shots Golf-esque Mario Golf.

Next up the really big guns are being wheeled in from Rare's studio in England. Let's face it, Gemini looks better and better each time a screenshot is released and it's looking more and more like a full-on action game. Rare's own description of the title is "Shoot stuff! Blow stuff up! Kick insects' faces off! Ah, bliss." Then we have the highly



Donkey Kong 64

“Mario used about 60 percent of the N64’s power, whereas Zelda probably uses 90 percent of the technology. There is definitely room for more.”

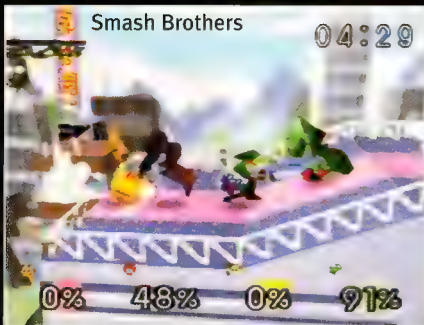
anticipated Perfect Dark, which increasingly appears to be a game that takes everything cool about GoldenEye’s game-play and adds every clever idea you could possibly think of. Then there’s the long-awaited (and oft-rumored to be canceled) Twelve Tales: Conker 64, Banjo-Tooie and finally the big surprise that wasn’t really a big surprise—Donkey Kong 64. We’ve all been gossiping about the possibility of this for some considerable time now, and it seems that Nintendo is encouraging a repeat performance with the DK franchise. After convincing everyone that the Super NES still had juice left in the tank with Donkey Kong Country, it seems that the N64 is to get the same treatment—and it’s safe to assume that it could be something special. Miyamoto recently stated in an interview with EGM that “Mario used about 60 percent of the N64’s power, whereas Zelda probably uses 90 percent of the technology. There is definitely room for more.” If Rare is indeed pulling all the stops out, we could be in for something pretty special.

On the third-party front,

Nintendo is keen to make a big noise about the franchises it has attracted. Pulling up soon we’ll see Duke Nukem: Zero Hour, a port of the highly acclaimed PC real-time strategy game StarCraft, Acclaim’s incredible-looking Shadowman and Boss Games’ racer Boss Rally (previously known as GT World Tour). These games are all either big-name franchises or are being pushed based on their pedigree.

There’s a very high chance that the previously noted “quality over quantity” philosophy for N64 publishing is more apparent than ever.

The only question has to be, is it all a bit too late? If indeed Zelda (along with Turok 2 and Rogue Squadron) did attract a large audience back to the N64, can Nintendo sustain the positive vibe for a whole year? If the releases of the big titles manage to filter through the year with some regularity, then it could remain the “enthusiast” machine of choice. Die-hard fans of Nintendo will no doubt be seething and spitting blood at the very idea of this question, but it has to be said that gaming as an entertainment form has changed. The





Twelve Tales: Conker 64



Jet Force Gemini



Twelve Tales: Conker 64

PlayStation has opened things up as a more mainstream entertainment form and Nintendo has continued to simply plod along with only disparate "blips" of interest (even if they are huge blips). Without Game Boy to keep things ticking along nicely, you'd have to question where things were heading.

For the future, it's clear that a new machine is looming. Amid the



speculation, rumor and hype we have learned a number of interesting tidbits that point to a new system launch in 2000. First, we have heard that an early "work-in-progress" system exists and that there is currently one game up and running on it. Rumor has it that high-profile developers are slowly but surely traveling out to Japan to take a look at the thing, while other teams are currently being pieced together with an eye simply to work on development. As we revealed in *EGM* #109 Nintendo has again partnered

with Silicon Graphics to work on the chipset for the machine, along with 3D specialists ArtX. When questioned last year, Nintendo of America chairman Howard Lincoln said, "They [ArtX] 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." Also concerning future plans for a new system, he stated in the same interview, "I think there's a high probability that the next system we do will not be cartridge-based." Also, indications seem to be that Nintendo's next major Space World event in Japan has been delayed until May 1999 so that an announcement can be made concerning the new machine. So is 1999 the year



Nintendo gets it right? From the indications so far, it's obvious that they know what can be exploited, they know what people want—and that is what is being delivered. With luck, N64 owners can look forward to a steady supply of high-quality games—hopefully without the deluge of extremely inferior products that seem to have slipped through the third-party cracks throughout 1998.

Taking a look at the proposed release list for the year, it's apparent that the company has practically asset stripped itself when it comes to intellectual properties.

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don't find this PEARL

and save

an

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things are gonna

get

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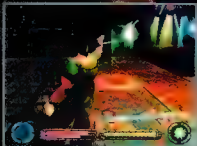
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GRUDGE MATCH

Turok 2

Review Crew Scores: 8.5 8.5 8.5 8.0

You can't really deny that T2 is one of the best-looking games on the N64, especially with the 4Mb Pak. Unfortunately, the trade-off for all that definition is some terrible slowdown in the four-player mode.

There are some weird grunts and groans, but most impressive is the sound of the Cerebral Bore chasing you around, followed by the nasty cracking of bone and tearing of flesh. Mmm. Yummy.

Take your pick: Play it with the original Turok settings, or plump for the oft-preferred GoldenEye approach. It's a slice, it works. It's as good as you're going to get with that joystick.

Like the single-player game, the multiplayer arenas have a tendency to sprawl a bit. There are some truly inspired areas—but a number of the levels try to be a bit too clever and there are too many places to get totally trapped.

Graphics

Sound

Control

Level Design

GoldenEye 007

Review Crew Scores: 9.5 9.5 9.5 9.0

Not as sharp as Turok, but still excellent. Most importantly there isn't a trade-off between detail and speed. GoldenEye really suffers from particularly dramatic slowdown, even when there's a lotta killin' going on. A much smoother experience.

Each weapon has a very distinctive sound, and there's nothing quite like hearing the powerful roar of some of the power weapons to get your adrenaline flowing. Knowing someone's got a meaty gun immediately affects your play tactics.

If there's one area where both games excel, it's in the controls. As with Turok, GoldenEye lets you choose which style of control you want to go with...and once you're in there, it's as responsive as you'd ever want it to be. GoldenEye does offer more modes, though.

Although excelling in so many areas, it has to be said that GoldenEye's level design is almost certainly one of its finest assets. The multiplayer arenas are all built to take advantage of the "route" method of play (like running a circuit round and round the level) and give you plenty of space to circle-strafe your heart out.



They're both class 3D shooters for the N64, and they'd be easy to compare on just about any level—but how do they square up when it comes to multiplayer? Can Turok 2 topple the aging classic?



There may be some unique fantasy weapons, but more often than not they're more flash than they're worth. The Assault Rifle and Tak Bow are the only worthy multiplayer weapons, making the choice seem a bit stilted.

The standard Deathmatch Mode is what you'd expect, while the Frag Tag Mode is a giggle for a while, especially if you have someone like Crispin yelling, "Get the @\$\$in' monkey!" at the top of his lungs throughout the whole game. Co-op play gets our vote for the most fun, though. And for causing fights.



Eleven characters each offer different stats for health, speed and recovery and the majority have some kind of special ability. Quite a few of them seem to be doubted up, though, with just the textures being a bit different.

There's a big list of cheats that fills a screen, but they're mostly silly. There are all the obvious ones—but "footy stripes"? Hmm. Still, once you've got everything it can make things a bit cooler.

Turok 2



Weapons

Play Modes

Characters

Cheats

The different groups of weapons make for a far more interesting experience, with the power weapons getting our vote for the most fun. Despite not being as spectacular as look at, the effects of the weapons are far more satisfying as you tear through your opponents. Power rockets and grenades don't fly through people like in Turok 2.

Despite being over a year older, GoldenEye has a wider spread of modes. Basic deathmatching is supplemented with a capture-the-flag game as well as a Team Battle Mode... which can be two-on-two or three-on-one. An interesting twist, though, is the fact that you can play the flag game in teams too, which is great fun.

A lot of them may just be the same 3D model in different clothes...but each one is distinctive. Throw in a plethora of known James Bond characters like Jaws, and you have something with a lot more variety. They may not be as varied in the stat department, but at least you can tell them all apart!



The new stuff just keeps cropping up all the time and all the nifty things that open up as you get better at the game isn't enough, there are further hidden delights accessible with a GameShark. It seems that they left a lot of latent code in the game that can be opened up for added fun...including the elusive all-Bonds-check list of...

GoldenEye 007

The Winner Is... GoldenEye 007

Review Crew

EXCELLENT
10

9

8

7

6

AVERAGE
5

4

3

2

CRAP
1

1



Platinum Awards go to games that get four 10's, the best possible review a game can get.



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



Games that average at least an 8.0 receive Silver Awards.

OUR PHILOSOPHY

EGM rates games based on how they compare with 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?

Current Favorites

Zelda: Link's Awakening
Castlevania
Civilization II
Mario Party

Favorite Genres:
RPGs, Action

Cris spent his holiday break with his folks in Boone, N.C., which is about as far from civilization as you can get without moving to the moon. When he wasn't chopping firewood and killing animals for food and pelts, Cris tried to turn his younger brother, Max, on to the multiplayer wonders of Hot Shots Golf. Max, no fan of golf games, wasn't impressed, so they played Point Blank till their fingers bled.



Crispin Boyer



John Davison

Returning to his native land for the holidays, Johnny England spent a week trying to convince Mrs. England to put down the Game Boy Color so they could actually go out and do something. Upon achieving this he traveled to London, met old chums, drank in excess of a gallon of beer and then perfected the art of the technicolor yawn in an Italian restaurant at 1 a.m. A jolly good time was had by all.

Current Favorites

Zelda: Ocarina of Time
Zelda: Link's Awakening
Turk 2: Seeds of Evil
Civilization II

Favorite Genres:
Action, Adventure



Current Favorites

FIFA 99
Fisherman's Bait
NCAA Final Four 99
NCAA Football 99

Favorite Genres:
Sports, Racing

Dean Hager

Traveling to Maine to visit family over the holidays gave Dean time to think about his new year's resolutions. He's kept them simple and well within reach. "Why set yourself up for failure," he says. His goals include: playing at least two RPGs (including Zelda, of course), using the analog stick for all sports games, and becoming the champ at Madden and GameDay. And finally, growing a giant white-man afro.



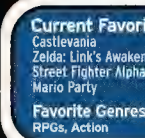
Dan Hsu

Shoe did nothing over Christmas...that is, nothing besides play Castlevania, Zelda DX and Civilization II over and over (all in the name of work, of course). Otherwise, it was a fairly uneventful week for him. He did get Xenogears as a Christmas gift, but we guarantee he'll never get around to playing it. After all, signing on as an EGM editor pretty much means the death of any free time outside of work...

Current Favorites

Zelda: Ocarina of Time
Zelda: Link's Awakening
Castlevania
Civilization II

Favorite Genres:
Strategy, Puzzle



Current Favorites

Castlevania
Zelda: Link's Awakening
Street Fighter Alpha 3
Mario Party

Favorite Genres:
RPGs, Action

John had an eventful holiday, for sure. On his little two-week adventure out to New York he managed to spend time with his family, hit the Letterman show with his pal Parisi, chill with his boy (and EGM contributor) James "Milkman" Mielke at his bar in NYC, kick the new year off in style with a bunch of his friends and then escape to Vermont for a few days with a "special" someone (hmm....).

John Ricciardi



Shawn Smith

Ahhh, the patented EGM Holiday Break. Shawn remembers it well. What did he do with his time off? Well, first he drove about 40 minutes to where he used to live, just south of the EGM offices. Then he partook in family festivities with much food, choices of ale, merry song and thoughts of the impending EGM deadline right after the break. Santa brought clothes, books and a freaking bread machine!

Current Favorites

Castlevania
R-Type
Zelda: Ocarina of Time
Snowboard Kids 2

Favorite Genres:
Action, Adventure



Current Favorites

Street Fighter Alpha 3
Civilization II
NBA Live 99
Sonic Adventure

Favorite Genres:
Fighting, RPGs

Sushi-X

Sushi is a good ninja, so he visited his family over the holidays. Well, maybe not all that good, since he split his time between playing Dreamcast, GB Color and Zelda: Ocarina of Time over and over and over. He's glad the NBA lockout is over and has started playing Live 99 again against archnemesis, or as he would say, "whipping boy" Ricciardi. "Both on and off court, I own him," says the b-ballin' ninja.



CASTLEVANIA



Publisher: Konami

Developer: KCE Kobe

Featured In: EGM #114

While I'm sad to see the 2D side-scrolling days of this series go bye-bye, the high quality of this title makes the transition to 3D an easy one. N64's Castlevania may disappoint some of you (without regard to the 2D/3D thing). Unlike Symphony of the Night, it is lighter on combat and collecting items; the emphasis instead is placed on 3D platform gameplay. The result? **This Castlevania plays more like a gothic mix of Tomb Raider and Mario 64 than...well, Castlevania.** Is that necessarily bad? As you can tell by my score, no. Castlevania is a work of art. Many people may dismiss it fairly quickly, as the first few stages are fairly boring. But trust me when I say the game gets really good after the first few hours. Once you get into the main castle, you'll find huge, sprawling levels with great, original gameplay ideas sprinkled throughout. All this goodness, however, doesn't come without several catches. A lack of a map hurts in some areas. The camera angles are really shabby as well. But worst is the jumping around/platform part of the game—you will miss jumps, you will fall to your death, you will curse Konami over and over. Despite these frustrating moments, I still found myself glued to my N64. Castlevania just offers so much—including a second character's quest with new stages!

Dan

Castlevania turned out to be a surprisingly satisfying 3D adventure/platform hybrid that packs great graphics, an awesome story and challenging (though at times frustrating) gameplay. It starts off slow, but things pick up steadily as you progress. I like the fact that each character has exclusive stages, making it worthwhile to play through more than once. Is it as good as SotM? No...but it's still an overall great game.

John R

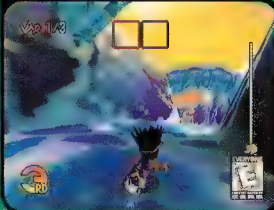
For the first 30 minutes or so, you'd be forgiven for dismissing Castlevania as another crappy 3D action/platformer. Stick with it for longer, though, and it reveals itself to be an atmospheric and superbly designed adventure that seems to increase in quality the further you progress. Sure the combat is a bit tedious and repetitive, but the puzzles are extremely imaginative and there's plenty of variety for fans of the series.

John D

Three words best sum up this game: It gets better. After a dull first few levels, Castlevania delivers atmospheric, massive environments and clever puzzles that are challenging but never to the point of frustration. The adventure itself is satisfyingly long (especially since you can see new stuff when you replay with the other character). The animation and music are fantastic. I only wish I didn't have to fight the camera so much.

Crispin

SNOWBOARD KIDS 2



Publisher: Atlas

Developer: Racdynm

Featured In: EGM #115

The original Snowboard Kids was an odd but endearing game, and this sequel follows closely in its footsteps, making it almost as likeable. It offers a few gameplay tweaks—multiple flips and spins are easier to pull off, and you're no longer knocked to the ground if you try to pick up a power-up you can't afford. Otherwise, **SK2 looks and plays much like the first game—which is fine, since control is as tight and intuitive as ever.** The graphics are about the same quality (although multiplayer is a little choppy), and the music is still as catchy. You do get a few more courses, and nearly all the tracks here are well designed. The race environments are a little more imaginative this time around, with tracks winding underwater, down waterfalls and through outer space. The one-player Story Mode has been spiced up quite a bit, taking a cue from Diddy Kong Racing, the game as you race bosses on three of the tracks. A Paperboy-style minigame has been added, as well as a speed course, along with a speed track similar to that of the first game. Despite all this, the game just doesn't seem like a big enough improvement over the original. The characters and their story lines are even more annoying, and it still takes too long to build up speed after you wipe out.

Crispin

I really enjoyed the first Snowboard Kids, and I'm happy to say part two is just as fun, despite its lack of new features. This game has something for everyone: stunt and speed tracks for snowboarding fans, cute and innocent gameplay for kids, and addictive single and multiplayer racing action that is as fun as anything. **New Kart 64 or DK Racing** nas to offer. **The new courses are nice, but a few new ideas would've been nice.**

Dan

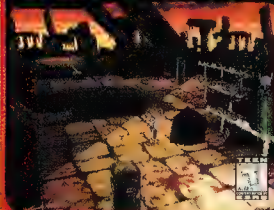
If you were a fan of the original Snowboard Kids, chances are pretty good you'll like the sequel. The game engine is exactly the same, but **there's a bit more of everything**—more courses, more boarders, more power-ups and more story. There's a good amount of challenge, too. It's definitely more of a Mario Kart-esque party-style racer, but it's not quite as fun. Still, it's an all-around good sequel, and an excellent four-player game.

John R

Snowboard Kids 2 sports some nice graphics—much better than those in the original. Problem is, the graphics make for some slowdown in the multiplayer modes—even in two-player! Fortunately, **this sequel retains the same fun and addictive qualities of the first game**, both in the single and the multiplayer modes. I also like how offensive and defensive tactics play such an active role throughout the races in each mode of play.

Shawn

AKUJI THE HEARTLESS



Publisher: Eidos

Developer: Crystal Dynamics

Featured In: EGM #113

You'd be forgiven for having the initial reaction of "ugh...it's just like Pitfall 3D," but despite the superficial similarities, once you've played Akuji for a while you'll realize that it's actually pretty enjoyable. Its Gex roots are perfectly visible for all to see. While the voodoo-inspired graphics are all very dark, moody and distinctive, the "feel" of the Gex engine shines in the way the camera system is employed. Run around and play the thing like a platform game until you can't see what's going on—and then tap the camera button to line things up behind the hero. Not perfect, but as good a method of handling it as we've seen elsewhere. As far as gameplay mechanics go, it's clear that Akuji has benefited by borrowing ideas from Banjo-Kazooie, Tomb Raider and even the upcoming Gex 3 game from Crystal. There's an elaborate system of collectables for you to chase around after, and amongst the zapping bad guys with different spells and hitting them with some nasty-looking knives, there are some nice moments. **It's not going to win any awards for being overly complex or original**, but the system of collecting souls to satisfy the bosses is effective, and the action stays pretty consistent throughout. It's not a particularly tough game, but the dark look and feel is a welcome change of pace.

John D

Out of all the PlayStation 3D action/adventure games I've come across in the past year or so, only a couple can compare with Akuji. **This game simply feels good and is a hell of a lot of fun to play.** It's a solid experience throughout and doesn't leave you scratching your head wondering why a particular gameplay element wasn't tweaked or why there were so many cheap deaths in a certain area. I would buy this game for sure.

Shawn

In a sea of mundane 3D action/adventure games, Akuji stands tall. It actually looks and feels like Pitfall 3D should have. The environments are not spectacular, but they look fairly nice (lots of good lighting). The levels are easy, but interesting enough to keep your attention. **The emphasis is on finding items rather than killing multitudes of enemies.** The camera is a bit tricky but can be adjusted easily. Overall, **Akuji is a solid title.**

Dean

Being in the shadow of Kain is tough, but Akuji manages to show some personality. The voice acting and overall story really save what would normally be a very generic adventure game. The graphics are good, but marred by a bad frame-rate and a camera that must constantly be wrangled into submission. I would've liked to see more transformations and voodoo-related powers other than projectiles. Good for beginners.

Sushi

Number Of Players: 1

Best Feature: Kick-Ass Game Design Music

Worst Feature: Frustrating Platform Gameplay Camera

www.konami.com

Number Of Players: 1-4

Best Feature: Cool Courses

Worst Feature: Annoying Characters

www.atlusa.com

Number Of Players: 1

Best Feature: Original Concept

Worst Feature: Not Particularly Difficult

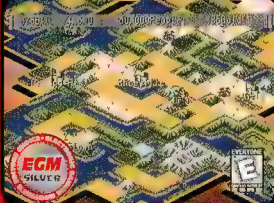
www.crystald.com

VISUALS SOUND INGENUITY REPLAY
8 8 7 7

VISUALS SOUND INGENUITY REPLAY
7 6 6 8

VISUALS SOUND INGENUITY REPLAY
7 7 6 6

CIVILIZATION II



Publisher: Activision

Developer: Mitsui & Co., Ltd.

Featured In: EGM #115

8 p.m.: I boot up the PS version of my all-time favorite PC game. **8:01 p.m.:** Besides not getting to pick a map (no real worlds here, only randomly generated ones), I find out the rest of the options are in. Even the kick-ass music is intact. It's looking good so far. **9 p.m.:** My society has now learned how to write and make basic bronze weapons...time to rock. But where's the little box that shows how close you are to completing a unit or building? What a silly little oversight by the developers. And what's up with the instant advance? It isn't very helpful. Why is it telling me I should build a temple to make my people content, when they are already content? **11 p.m.:** I'm getting further in the game. All the marvelous and epic gameplay from the PC title is obviously intact (but if you own the PC version, you have zero reason to get this one...it's the exact same game, only without the mouse controls). I've discovered gunpowder and my musketeers are making their way toward my enemies to the south. Awesome. **4:30 a.m.:** I'm getting tired, but I need to keep enjoying my stealth bombers out on strafing runs. Unfortunately, the AI "thinking" times are getting really long. **8 a.m.:** Uh-oh. I have to go to work. But I haven't slept or showered... Ah, maybe I'll take a sick day and go to sleep now. Super, just after a few more turns... **Dan**

This is the perfect evangelist product for this kind of game on consoles. Civ II is revered on the PC for many good reasons, and this port to the PS is pretty much perfect. It may not have much superficial glitz or eye-candy, but the gameplay is absorbing and addictive and probably has more longevity than any other game on the system. If you've ever wanted to get into more cerebral strategy gaming, try this. You'll lose days of your life. **John D**

Don't be intimidated by the sizable manual, the detailed charts and the words "strategy game." This is one title most of you won't want to miss. Civ II is grand; you start out in ancient, primitive times with nothing and advance through the ages until you've learned space flight. Taking a nation through the paces of civilized history is something you just can't do in your average video game. Patient gamers should check it out. **Crispin**

I'm totally exhausted. I've played Civilization I every day for this past month and I still get amazed by the inner complexities of the societies created. I was a moderate fan of the first game, but the attention to the computer's AI is so much better now. Your actions have deep impact over the cultures you encounter. It should be said you'll need to invest a lot of time into this game, but your patience will be rewarded. Excellent. **Sushi**

VISUALS 4 SOUND 6 INGENUITY 10 REPLAY 9

CONTENDER



Publisher: Sony Computer Entertainment

Developer: Victor Interactive

Featured In: EGM #115

Contender is to Knockout Kings as NFL Blitz is to Madden NFL 99. It's a scaled-down version of essentially the same thing, with a lot more arcade action thrown in. Problem is, Contender isn't nearly as enjoyable as NFL Blitz...relatively speaking. It's somewhere in between NFL Xtreme and NFL Blitz, actually. This is how Contender breaks down for me: Contender isn't a technical representation of boxing—it doesn't want to be. This game prides itself on being fun and easy. Problem is, while the game is fun some of the time, it's just a little too repetitious for my liking. I'd say it's because this game doesn't really have a set identity. It's supposed to be an arcade boxing game but it really plays like a half-rate fighting game with some strategy elements thrown in (since you can't just go to work on your opponent without blocking, ducking and weaving). Hence, fighting a bunch of boxers with a few body and head punches and a few defensive tactics in your arsenal gets stale. In Contender's defense, it has good number of boxers, some interesting camera views and a save feature that allows you to save your character and fight your pals. But then, the two-player mode isn't all that fun either. Overall, you can't expect much from Contender. Rent it, play through a few circuits and see how you feel. **Shawn**

Contender looks and feels more like a traditional fighting game than a boxing game. The characters are goofy and robotic and don't look realistic in any way. Taking a fighter through the ranks is really fun even if it is a little easy at first. It'd be nice if there were more punches available, but having the super punches is cool. Overall it's enjoyable as a lighthearted contest, but real boxing fans should stay with Knockout Kings. **Dean**

While EA's Knockout Kings is more of a slow-paced, realistic boxing sim, Contender is geared more toward fans of adrenaline-pumping "knock your opponent's teeth out" excitement. Which do I prefer? Contender, but not by much. Even though I appreciate KK's attention to detail, I'd rather enjoy quick, precise action-packed gameplay. The one-player game is a bit on the easy side, though. Real boxing fans should stick to KK. **John R**

I love fighting games, but as with EA's more sim-like Knockout Kings, I found Contender to lack that special something that makes it fun. To be completely honest I just found the thing quite spectacularly boring. I know there's strategy to the timing of punches but I just couldn't get used to the sluggish nature of the controls. It all seems terribly robotic and monotonous. An odd choice of signing from SCEA. **John D**

VISUALS 6 SOUND 6 INGENUITY 6 REPLAY 7

FISHERMAN'S BAIT



Publisher: Konami

Developer: KCE Osaka

Featured In: EGM #116

It's interesting that "fishing" has become a specific game genre. It's not a novelty anymore—people are buying these things. Anyway, as you know if you read the preview, FB is currently a popular coin-op game in Japan. The reason it works in the arcade is the same for this PlayStation version—the challenge of the time limit and the insatiable quest for bigger and better game fish. The focus of this title is not on the serene waters and relaxing atmosphere, as other fishing games have tried. Instead, the objective is to land as many game fish (Large Mouth Bass) as you can in the time limit. It's actually quite exciting. The rod mechanics have been well represented by the analog controller. You can rotate one stick for the reel while the other is for rod placement. Trying to land a "lunker" is the pinnacle of excitement. Heavier fish will pull the line and tackle to their limits. And it seems simple, actually becoming good requires knowledge of weather conditions, fish feeding habits and the proper lures to use. You can most efficiently use your knowledge in Tournament Mode, but two-player Vs. Mode is by far the most entertaining way to play. Both players appear on the same screen fishing side by side. We had a blast playing this way. If you're looking for a fun fishing game to buy, this is it. **Dean**

I would never have guessed in a million years that I'd actually enjoy a fishing game, but Fisherman's Bait works well because of its simplistic, arcade-type action. Anyone can pick it up and start fishing in a matter of moments. Two-player FB is more fun, because it adds a little competition. This isn't the type of game that will keep you "hooked" for hours or days on end, but it should be fun to pick up once in a while. **Dan**

Hmm...you could tell me that this was the best fishing game in the world and it probably wouldn't matter. It certainly looks very nice (the fish look very...um, "fishy") and it has a certain oddly relaxing quality about it—but it's definitely something for a niche audience. Most people who like fishing are standing up to their armpits in a river somewhere already, aren't they? The two-player game is oddly compelling, though. **John D**

FB brings back memories from my childhood, which may be why I like this game so much. I think there's more to it, though. Unlike most other fishing games, FB truly captures what it's like to spend a day at the lake, thanks to some fancy jumbling, simple but effective analog control and a solid fishing system. No, the graphics aren't all that impressive (except for the 3D fish themselves), but for a fishing game this one is a definite keeper. **Shawn**

VISUALS 7 SOUND 6 INGENUITY 7 REPLAY 6

Number Of Players: 1

Best Feature: Epic Gameplay

Worst Feature: Unbearably Long AI "Thinking" Times

www.activision.com

Number Of Players: 1-2

Best Feature: Easy To Get Into

Worst Feature: Repetitious Gameplay

www.playstation.com

Number Of Players: 1-2

Best Feature: Two-Player Mode

Worst Feature: Voice Commentary

www.konami.com

FREESTYLE BOARDIN' '99



Publisher: Capcom

Developer: TV Tokyo/Pony Canyon

Featured In: EGM #115

I'm afraid the general gaming public can do without another average snowboarding game—which is exactly what Freestyle Boardin' '99 is. So that about wraps it up. Oh, you want an explanation? Of course. First, the graphics just don't cut it. We're talking first- or second-generation stylings here. They're just unacceptable. Maybe if the gameplay was stronger and the control more intuitive, the game's substandard graphics wouldn't matter so much, but that's not the case. Take Steep Slope Sliders on the Saturn, for example (yes, I'm making a cross-platform comparison). Steep Slope Sliders pretty much looked like crap in the grand scheme of things, but the game had an incredible feel. It was ridiculously fun to play, and as smooth as Barry White's lyrics to control. So intuitively it was a good snowboarding game. Ah, but this is far from the case in Freestyle Boardin'. The biggest problem is the unintuitive control. Why it's so hard to land in this game is beyond me. I thought at some point it would become clear. "Oh I just have to hit the X button when landing" or something. Nope. Nothing like that. I would just flip end over end after a trick and bale, or land perfectly without trying. It seemed random sometimes. Overall, I can't figure out why you'd want to buy this one. It's a rental at best.

Shawn

Where can I possibly start? It's another one of those frickin' snowboarding games, isn't it? Another tedious knock-off job trying to capitalize on the popularity of the sport. Only Freestyle Boardin' '99 is slow as hell—so it's not very exciting, and the graphics are choppy and scurrying at best. It may have a variety of racing styles and tricks, but you can get that from any of the other three zillion snowboarding games out there.

John D

At first I thought it was nice that landing tricks was so challenging. Then it became very annoying. There doesn't seem to be a set technique, other than luck. That's my main complaint—otherwise FB '99 breaks no new ground in the genre whatsoever. Same ol', same ol'. Rad boarders, half-pipe, slalom, jump, two-player race, etc. It's functional and slightly fun, but it offers nothing that isn't done better in Cool Boarders 3.

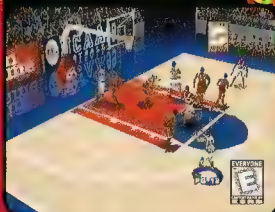
Dean

Yep, it's yet another snowboarding game, and this one packs everything I've come to expect from this tired, overcrowded genre. You get the higher energy-high music, the lame alternate-Jude announcer, adequate but not stellar graphics and lots of courses. The tricks themselves are really easy to initiate but frustratingly difficult to land. The only novel thing is your ability to earn experience points and unlock your skills.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
5	5	4	4

MARCH MADNESS 99



Publisher: Electronic Arts

Developer: EA Canada

Featured In: EGM #115

EA has taken big strides in improving their basketball line-up. Granted, March Madness 99 is nowhere near as innovative as NBA Live 99, but its TV-style presentation and fresh animation offer an interesting twist to the somewhat stagnant genre. While MM 99 is not as exciting as Final Four 99, it is technically better as well as much nicer looking. This is not a "hold-down-Turbo-and-jam" basketball game. In fact, if you can bust the lane and dunk more than four times a game, you're doing well. This one requires strategy. Setting up plays as you drive down court, using icon pressing to take advantage of the open man in the post, etc. Plus, lots of fake shooting and passing to draw defenders away from the ball is key. In short, it's the way a basketball game should be played. A few things bug me, though. Switching to the player nearest the ball doesn't work very well. It's quite sluggish actually. Speaking of sluggish, the frame-rate is too slow and at times jerky. Just I'd be nice to have a season mode rather than the somewhat confusing Dynasty Mode. In short MM 99 is on the right track but doesn't quite hit the mark. The slow gameplay really brings it down, especially for multiplayer. It's still a competent title, but you may want to rent it along with Final Four 99 to make your own call.

Dean

Even though I much prefer college football to college basketball, I still had high hopes for this one. I'm glad to report that on almost all counts, March Madness 99 delivers big-time. It's got everything a sim fan could wish for: a great presentation and atmosphere, plus plenty of options. So why the 7.0 score? The game suffers from sloppy control (especially analog) and a poor frame-rate. If you can get past this, MM 99 is excellent.

John R

Staying true to the whole simulation style of play EA is known for, March Madness 99 is a pretty basketball game with solid play for the college ball fanatic who into realistic moves and stats. Problem is, outside of the gameplay, these nice-looking graphics make for some unacceptable slowdown. And if there's one thing you don't want in a fast-paced game of hoops, it's slowdown. Overall, it's good but I prefer Final Four.

Shawn

March Madness is so close to being the game I wanted, it hurts. Simple gameplay and deep, deep coaching options are the highlights. I can't tell you how cool it is to be individual rebound aggressiveness and inbounding plays. EA has thought of everything—except for fluidity. The frame-rate is just bad and it is tough to deal with when coupled with the slow game speed. Pop in Final Four and then play MM and you'll see what I mean.

Sushi

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	8

MARVEL VS. STREET FIGHTER



Publisher: Capcom

Developer: Capcom

Featured In: EGM #114

I'm a pretty big fan of Capcom's Vs. series, despite the fact that it centers mostly on flashy graphics and exaggerated, "spazzy" play (which seems to offend Street Fighter purists, for some strange reason). Even though X-Men vs. Street Fighter was a major dud on the PS, Capcom has bounced back nicely with Marvel Super Heroes vs. Street Fighter. Still, it's hardly perfect. You still can't play regular 2-on-2 tag team matches like the arcade game (which sucks), but it's not like that wasn't expected. The PS simply can't handle it. What's nice is that Capcom went out of their way to make up for this by including two extra modes of play (Hero Battle and Cross Over), as well as some other little extras. In Cross Over Mode, you can actually play tag-team matches so long as both teams choose the same two fighters—a nice feature that was in XMenVS, but hidden. As far as graphics and animation go, MSHvsSF looks surprisingly good, and the massive slowdown that plagued XMenVS has been greatly reduced. This is the best thing about MSHvsSF, because it actually makes the game playable, even if it isn't exactly like the arcade. The whole game just seems much more polished. I do wish there was an option to turn off super cancels, though, but on that. If you liked XMenVS, you should definitely check this out.

John R

"I don't expect an arcade-exact, character-swapping, animation-perfect translation. I just want a good ol' 2D fighter with a lot of flash." If you stick with this philosophy, you'll enjoy any of Capcom's PS Vs. games. While I consider MSH vs. SF to be merely a rest stop on my way to Marvel vs. Capcom, it's still an enjoyable title in its own way. Thankfully, the slowdown is less noticeable and the frame-rate's improved over X-Men vs. SF.

Dan

These Capcom Vs. games will never be arcade-perfect on the PlayStation, but they do seem to be getting better. Marvel vs. SF has faster graphics and plenty more play modes than the disappointing X-Men vs. SF. There's more than enough stuff here to keep two players busy for a long time. Above all, the flashy, easy gameplay is just plain fun. Still, you may want to wait for the truly excellent Street Fighter Alpha 3.

Crispin

While I wasn't crazy about the Vs. fighting thing, it's starting to grow on me. Capcom is starting to nail 2D fighters on the PS, and the action is almost perfect. Big characters like the Hulk and Blackheart don't play as well as the smaller guys, but it's acceptable. The Cross Over Mode finally allows true vs. action, like the arcade. The Ending Collection and hidden artwork are nice incentives for beating the game repeatedly.

Sushi

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	8

Number Of Players: 1-2

Best Feature: Number Of Courses

Worst Feature: Another Average Snowboarding Game

www.capcom.com

Number Of Players: 1-8

Best Feature: Realistic Animation

Worst Feature: Sluggish Frame-Rate

www.easports.com

Number Of Players: 1-2

Best Feature: Much Better For Than XMenVS

Worst Feature: Still Missing True Tag Team Play

www.capcom.com

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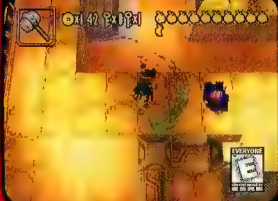
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Software. And the gaming gear you need.
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MONKEY HERO



Publisher: Take 2

Developer: Blam!

Featured In: EGM #113

Here's a game that looks great on paper but in execution it's just plain awful. The good news is, Monkey Hero is an obvious homage to old-school Zelda: The overworld is covered with blocked regions you can't breach until you find certain items; instead of hearts you have peaches; you shoot spears instead of arrows; the dungeons are filled with familiar puzzles, etc., etc. And while I think the PlayStation needs more action/RPGs, this one suffers so many annoying flaws it just ain't worth the frustration. The game's mix of sprite characters and polygonal environments doesn't come off right at all. Enemy animation is pathetic, as are most of the animations for the main character. Monkey Hero suffers from slowdown even when there's hardly any enemies on screen. Collision detection is iffy. Many dungeons and outdoor areas are too dark. Yes, I know graphics aren't the most important thing in the world, but in Monkey Hero's case, the awful visuals just get in the way of the gameplay. And then you have the bland music and lame, cartoony sound effects (or, rather, lack of sound effects—most enemies make nary a whimper when they attack you). Underneath all this mess are some clever dungeon puzzles and cool items, but there just isn't enough here to make the game worthwhile.

Crispin

The developers used the old Zeldas as a model for Monkey Hero, and it shows...sort of. While you can clearly see the Zelda influence—almost blatant rip-offs—this game comes nowhere close to that level of quality. Frankly this game looks, sounds and plays inferior to many 8-Bit titles. Everything you see here is derivative...and done poorly at that. A better game engine with more thoughtful puzzles might've helped.

Dan

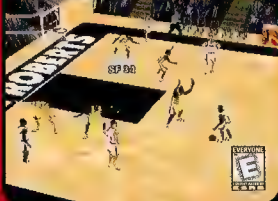
I want to like Monkey Hero for its apparent old-school look and feel. But instead I find myself feeling frustrated at the game's lackluster gameplay, extremely choppy animation (so much so it affects control), below average graphics and unnecessarily childish sound effects. I applied Blam! for giving Monkey Hero a shot—but the end product just does not live up to today's standards. Perhaps if the game came out two years ago...

Shawn

Imagine SNES Zelda without the polished graphics, excellent music or smooth controls and you've pretty much got Monkey Hero. There are some interesting dungeon puzzles, and the overall game design is decent (probably because most of it is directly ripped off from Zelda), but the execution and presentation need some serious work. Rent it if you're desperate for a Zelda/Alundra-like action/RPG, but otherwise stay away.

Sushi

NCAA FINAL FOUR 99



Publisher: 989 Sports

Developer: Killer Game

Featured In: EGM #115

I found myself getting totally engrossed in this title. The strange thing is, *Final Four 99* has its share of problems but still manages to be fun to play. Problems: Some of the shots you can get away with are just plain stupid. Sometimes players will throw the ball over their head while running away from the hoop and make the shot. Other times shots can be sunk from far behind the glass. And finally, the computer gets too many offensive rebounds. Still, the game can generate a fair amount of excitement. Beyond the cookin' frame-rate (actually a bit too fast), the maneuvers you have at your disposal are really nice. The auto-guard option is fantastic. It allows you to shadow an offensive player as long as you have the Triangle button held down. It makes playing defense a whole lot easier. The fake shot is also a nice move. When used, about half the defenders will jump, leaving you with the open shot. For varied gameplay the difficulty levels are balanced very well. On Freshman you can practically sink every shot. Try Senior and quickly come back to earth. Multiplayer is OK but it moves so fast it prevents you from using real strategy. Bottom line—if you can take the mediocre graphics and the other faults, *Final Four 99* is fun to play. It's not anything to go nuts about but it gets the job done.

Dean

Even though *Final Four* isn't quite as "smart" as EA's *March Madness* (the AI isn't as good, the gameplay isn't as balanced and there aren't as many sim-style options), it looks a lot better and it moves quicker, which ultimately makes it more fun to play. The Turbo button is way too effective; though, and it's actually difficult to miss shots, so if you're looking for a sim, don't look here. If you want fast-paced fun, however, this is it.

John R

989 Studios is good at working with its developers to provide sports titles that have an arcade-like feel. Yeah, maybe these games have minor flaws in the technical areas but they're easy to play—and more fun for a guy like me. *Final Four* is no different. The graphics aren't exceptional but the speed is up to snuff, and the overall experience is more fun and fluid than *March Madness*—and that's what really matters.

Shawn

Final Four is quite a surprise. I thought I'd get a watered-down version of *Shoot Out*. But it's still something else. Customizable game speed and smooth action give it a big edge over *March Madness*. It's too bad 989 couldn't incorporate a lot of court coaching options (they really matter in college hoops), because sometimes it all feels like a dunking contest. That brings down my score, but it still gets the nod by a small margin.

Sushi

R-TYPES



Publisher: ASCII

Developer: Irem/Racdim

Featured In: EGM #115

Anyone who's been playing games since the 8-Bit days surely knows about R-Type. To this day, it still stands as one of the best shooters ever made, even if it has (naturally) become a bit dated in the graphics department.

Personally, just being able to own a perfect version of the original R-Type would be more than enough reason for me to purchase R-Types; but also getting the rarely seen 1989 sequel, R-Type II (which has never been ported to a home system before), makes the disc that much more worthwhile. Both games are 100 percent identical to the arcade versions, with the exception of new FMV ending sequences that are (unfortunately) pretty lame. There's also an interesting little feature called R's Library that allows you to delve deep into the R-Type background story and check out the various ships from the first two games. It's nothing mindblowing, but fans of the series will appreciate it. Still, despite all this, I'm disappointed that Irem didn't go the extra mile and include Super R-Type and the awesome R-Type III (SNES), or even R-Type Leo (Arcade). How hard would it have been? Anyway, if you're a shooter fan, R-Types will make a great addition to your library, especially if your main concern lies with great gameplay. But if it's flash you're after, you may want to look somewhere else.

John R

If you've never played the original R-Type before, shame on you. One of the greatest shooters ever, its intense gameplay and ingenious level design have rarely been rivaled. So snap up this compilation if you've always wanted an arcade-perfect translation (yes, even more perfect than the TurboGrafx version). And R-Type II—although not quite a classic (it just seems cheesy in places)—is certainly a solid shooter, too.

Crispin

Ahhh, this brings back some memories. It's been a while since I last played R-Type and to be honest I'd forgotten just how influential a game it was. New shooters may have flash polygon graphics, but deep down all the new boys are still aspiring to offer the excellent balance of gameplay found here. Both R-Types plus a DVD-style extra bit with ships and histories and stuff can't be bad. A classic and very nostalgic shooter.

John D

Being a huge shooter fan and a huge R-Type fan, I must say this collection is disappointing. Don't get me wrong, R-Type I and II are great games worth owning. Each is great in its own right. But I can't help but feel ASCII could've worked in a few more classic R-Types in this two-game "compilation." On the other hand, there are two perfect ports of great games. If you can get this disc cheap, you may not want to pass it up.

Dan

VISUALS 3 SOUND 4 INGENUITY 4 REPLAY 4

VISUALS 7 SOUND 7 INGENUITY 7 REPLAY 8

VISUALS 4 SOUND 6 INGENUITY 5 REPLAY 8

Number Of Players: 1

Best Feature: Well, It's A Lot Like Zelda

Worst Feature: Horrible Graphics And Animation

www.take2games.com

Number Of Players: 1-8

Best Feature: Great Player Moves

Worst Feature: Too Many Easy Shots

www.989studios.com

Number Of Players: 1-2

Best Feature: Classic 8-Type Gameplay

Worst Feature: No Super 8-Type, R-Type III or R-Type Leo

www.ascii.com

SYPHON FILTER



Publisher: 999 Studios
Developer: Eidetic
Featured In: EGM #115

Number Of Players: 1

I'm sure many of you are anxiously awaiting to find out what scores we gave this game, especially considering 999 Studios' recent track record. Well, to be honest I'm going back and forth on Siphon Filter even now as I write this review. On one hand Siphon Filter is a lame attempt at a Metal Gear Solid-type of game. It has several minor but annoying graphical and control glitches, in addition to several examples of cheap deaths. But then on the other hand there are some original areas in many of the game's levels, and an interesting plot twist or two that get you wrapped up in the game's intriguing story. Then I realize **Siphon Filter can actually stand on its own two legs without having to rely too heavily on the hype caused by MGS.**

There are enough cool areas and well-executed ideas in Siphon Filter to pull this out of what could've easily been a nose-dive right into mediocrity. I give Eidetic a lot of credit. It couldn't have been easy to make a game like this—especially considering that it's not too long after the monumental Metal Gear (which I own but never formally reviewed). So if you can overlook the minor problems I've mentioned, you should find you've purchased yourself a nice little title. It's certainly more interesting than most people thought it was going to be. I would buy it.

Shawn

Best Feature: Lots Of Cool, Original Stuff

Worst Feature: Small Glitches That Add Up

At some point this probably seemed like a really good idea. The covert military theme has a lot of Metal Gear about it at first glance, but unfortunately the gameplay is nothing like what you'd expect. **Imagine Duke: TTK without the good bits** and you're pretty much there. Throw in some appallingly oversensitive controls and an equally over-simplified combat system and you have yourself a fairly mediocre experience.

John D

It's not as polished as GoldenEye and it's not as mysterious as Metal Gear, but SF is definitely worth your time. It's easy to dismiss it on some merits—on speed running, no jumping, some goofy-looking animation, etc. But for edge-of-your-seat, sniper-fueled action, SF outshines both MGS and GE. Add to that competent and semi-innovative level designs and the result is a well-rounded, gripping action/adventure game.

Dean

Siphon Filter takes a lot of cool Metal Gear Solid-inspired ideas and crams them into a slick package. It delivers a great story line, lots of weapons, realistic, highly interactive environments; and a rewarding emphasis on stealth and sniping. The only major downfall is the control. It just isn't precise enough for a game that requires so much aiming and sneaking. You'll need patience to get used to your character's quirky motion.

Crispin

VISUALS 7 SOUND 8 INGENUITY 7 6

WHEEL OF FORTUNE



Publisher: Hasbro Interactive
Developer: Artech Studios
Featured In: N/A

Number Of Players: 1-3

Let me get this off my chest first: Where the heck is Pat Sajak? Sure Vanna White is a big part of the show, but Pat's the host for "goodness" sake. How do you re-create the show without the man with the note cards in his hands? That said, Vanna does manage to do a nice job of pulling double duty as host and letter person. Fairly quick loading full-motion video keeps the show's personality factor alive. Wheel of Fortune is moderately enjoyable as a one-player game, but you shouldn't even consider buying it unless you're going to play with friends. Hasbro has done a great job so far of translating board game experiences to the PlayStation and they can add TV game shows to that list too. Wheel of Fortune has appeared on many previous systems, but this is by far the best one I've ever played.

There are over 2,000 different puzzles, which makes for very little overlap, but I'd sure like to see an expansion-style disc that contained more puzzles and maybe Pat Sajak. Come to think of it, I haven't watched the show for a while so maybe he's not on it anymore? Judging by the box art and in-game footage, Vanna looks a lot older than I remember too. If Hasbro is listening, please find Pat and get him some work. After that, do a version of Family Feud. The Price Is Right and Press Your Luck next...No Whammy, baby!

Sushi

Best Feature: Playing With Friends

Worst Feature: No Pat Sajak

This game is really tight and functional. I could see how cutting from the wheel to the puzzle to Vanna could be slow, but it's not. It clicks right along. Even Vanna's FMV stuff is smooth. The graphics are nothing special but it really doesn't matter in light of the superior gameplay. I still don't like the idea of passing one controller around but it's no big deal. Multiplayer is great. This is truly a game that will entertain the whole family.

Dean

What can I say? It's Wheel of Fortune. It's a practically perfect video game translation of the show you may have watched as a kid that only old people watch now. Unlike with Hasbro Interactive's Jeopardy!, Wheel of Fortune isn't littered with AI problems. This game, however, doesn't make as exciting a party game since only one player goes at a time. The Solo Mode (no other contestants) is a nice touch for you lonely types.

Dan

Well, well, another month, another great game show conversion. Like Jeopardy!, Wheel of Fortune for the PS is an excellent party game and a must-have for fans of the show. The presentation is very nicely done, and the game is just a lot of fun to play. The Solo Mode is nice too, since it allows you to play a 1P game without having to wait for stupid, slow computer opponents. Multitap support would've been nice, though.

John R

VISUALS 6 SOUND 7 INGENUITY 6 8

LINK'S AWAKENING DX



Game of the Month

Developer: Nintendo
Featured In: EGM #115

Number Of Players: 1

I pretty much need to tailor this review for two kinds of gamers: those who played the original Game Boy Zelda and those who haven't. If you've never touched the thing, buy the DX version immediately. It delivers an excellent story, superbly designed dungeons and puzzles, the classic Zelda tunes and more than a few gameplay twists that were borrowed by Ocarina of Time. Heck, just as Ocarina of Time is reason enough to own a Nintendo 64, this game is reason enough to own a Game Boy Color. Now, if you played Link's Awakening years ago, should you buy this colorized update? Yep. Sure, the list of new stuff isn't especially long. You get the new color dungeon, which is actually pretty lame: It's short, and its puzzles are mostly of the Lights Out, stomp-on-the-floor-tile-to-change-its-color variety. The printer-compatible snapshot feature is a cooler perk. Finding all 12 of the hidden photo-opportunities is no easy feat, but you'll easily stumble across four or five of them. And, of course, everything looks nice in the sharp color screen. Above all, this is such a great game that it just deserves a replay. And here's an interesting side note: I have yet to change my GBC's batteries, despite playing through Zelda DX's 15-hour quest and logging lots of Tetris time. The GBC just keeps going and going.

Crispin

Best Feature: Classic Zelda Gameplay

Worst Feature: New Dungeon Is Kinda Lame

Needless to say (but I'm going to say it anyway), the single best Game Boy title on earth just got better. The new color, which by itself justifies the \$30 purchase, adds vibrant life to an already fine game. Unlike with Tetris DX, I'd strongly recommend Zelda DX for owners of the black and white edition—this game is well worth playing again in color. This re-release will probably be the best the GB Color will offer for years to come.

Dan

It's been five years, and Link's Awakening still reigns supreme as the best Game Boy game available. Be warned, though—aside from the beautiful colorized graphics and a slightly updated ending, Zelda DX isn't all that different from the original game. Collecting all 12 photos for the Camera Shop makes for a nice added challenge, but the new dungeon is a total disappointment (too short, too easy). Still, a must-buy for any GBC owner.

John R

This is the hand-held, stamable equivalent of the Star Wars Special Editions, when you think about it. A classic game, which still has no equal, brought up to date to take advantage of more modern technology...and with some extra bits, too (new dungeon, Camera Shop, etc.). It's definitely worth buying whether you've played the original or not. The story is superb, and the gameplay—while simple—is incredibly absorbing.

John D

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www.nintendo.com

Reader Reviews

PlayStation

Game Boy

Nintendo 64

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews or a game you've recently bought, e-mail us your thoughts at review@egm.com or write to us at the following address: EGM Reader Reviews, P.O. Box 3338, Oak Brook, IL 60522-3338

The Legend of Zelda: Ocarina of Time

What we said:

"Shigeru Miyamoto and the wizards at Nintendo have delivered a truly epic gaming experience that no one should be allowed to miss...Amazing visuals, beautiful music, a superbly crafted story and rock-solid gameplay...The dungeons are masterpieces of level design...Is it the finest game ever made? Quite possibly. Only Miyamoto seems to be able to bring out the kid that lives deep down inside everyone."

How we rated it:

10 10 10 10

What you said:

Without a doubt, Zelda 64 is the BEST game I've ever played!!! Nintendo did a great job with EVERY aspect of this game. I honestly thought I'd get let down with the game, due to my enormous expectations. However, the game succeeded my high standards. The depth is unbelievable, the mood constantly changes at just the right time, and the puzzles are outstanding. As far as I'm concerned, Zelda deserves a 10.5 from you guys.

Mike J. Schneider
goldeneyecodeshq@juno.com

One word describes this game:
Amazing!!!!

(Name Withheld)
Stalk1001@aol.com

OK, I was as happy as anyone else that you guys gave a Platinum

the bosses. Don't get me wrong—they're cool, but they are so damn easy. I'm not that great of a player or anything but it only took me one try to defeat the last boss, and I never died more than twice on any other boss. Still, Zelda is an awesome game and is probably one of my best buys, if not the best. Again, I'm glad it got a Platinum Award.

Quoc Nguyen
soul-savior@juno.com

I don't understand why this game is being so critically acclaimed. It looks just like Mario 64 (and every other 3D-clone N64 game), and the control is poor (mainly due to the horrible N64 controller). But my biggest complaint...IT'S BORING! Sure, it's a long quest, but who wants to run around with this product for 100+ hours? Not me! This game follows the same stale mold of every Nintendo-produced game...it's all been done before.

Paul Duet
i_eat_fish@hotmail.com

Zelda: Ocarina of Time is by far the best game released on the Nintendo 64, and I have to say the greatest game released, ever. I have a PlayStation, and Zelda 64 blows away all PS releases.

David Muncy
davids@inetone.net

I'll stick to the flaws of this game, because the rest is unbelievably perfect. The music is well composed, but it isn't Zelda music!

Nintendo revived old music with F-Zero, but not Zelda? Makes no sense. Another gripe I have is that once you figure out what you're supposed to do, the challenge is lost.

The bosses in particular, even the last one, are really easy once you get the hang of Z-targeting. Don't think I'm just cutting this game down, though, cuz it really does live up to every drop of hype.

Chris Vanden Heuvel
roqueleader6@juno.com

One disappointment about Zelda was the camera angles. Half the time you couldn't even see "the bad guy" unless you kept

Z-targeting. I miss the days of 2D games that could produce a quality game without the bells and whistles. Zelda doesn't belong in a 3D world, and now we see why.

Johnny Schaefer
SCDDPFAN@aol.com

Zelda has simply not caught up with the times. Its severely limited map and simple plot line leave it behind in 1990. But video games have changed since then, my friends, and story, rather than puzzles or "being in the game" matters more to an action/RPG. Zelda 64 feels distinctly pre-Secret of Mana with its atmosphere of simplicity. This game is probably the pinnacle of entertainment on the N64, but I regret to say that that's not saying much. If only the Zelda series could have matured as much as its audience, then it would truly have been a masterpiece.

Jeff Juhasz
mastero_j@yahoo.com

I agree with your Zelda: Ocarina of Time review more than I have ever agreed with one of your reviews before. It is the best game I have ever played. It's got a great story, great graphics, great sound and innovative controls. Perfect Game!!!

Justin Franks
Justin6918@aol.com

No one should miss this.

Hoa Lu
adasad@hotmail.com

South Park

What we said:

"Definitely something for fans of the show. Nothing revolutionary, but extremely entertaining...There's a somewhat dull game under all the fart jokes and high jinks...Gameplay is extremely simplistic...Multiplayer is where you'll get your kicks."

How we rated it:

8.0 6.5 7.0 7.5

What you said:

Boring, dull, repetitive, foggy, bland and a mere worthless piece of propaganda that will only be bought by lunatic fans of the show who can't bring themselves to say it just sucks. Save your money, and buy Turok 2.

Dante Biasatti
db3db3@juno.com

If it didn't have the South Park name, this game would be a total piece of crap. Fortunately, though, it does. So it's not bad. I wish it had more multiplayer modes, though. They could've done so much more with that.

Matthew Taylor
(Address Withheld)

Star Wars Rogue Squadron

What we said:

"Captures the feel of the Star Wars flicks—and that alone is enough to pump up the game's score...I only wish it had multiplayer...Incredible hi-res graphics, tons of voice and an overall solid feel...The attention to detail is stunning...The missions are diverse and challenging...Be sure to play with the Expansion Pak!"

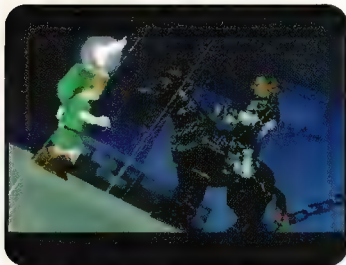
How we rated it:

8.0 8.0 8.5 8.5

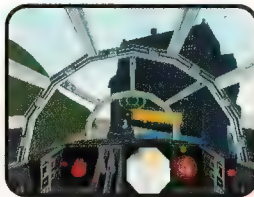
What you said:

I just got Star Wars: Rogue Squadron for Christmas and it IS THE BEST DAWN STAR WARS GAME EVER!!! It's so cool because you get to fly more than the basic stuff—you also get to fly a TIE Interceptor, the Millennium Falcon or a T-16 Skyhopper!!! The missions are very cool, but very, very HARD. If you liked the parts of Shadows of the Empire where you flew ships, this is the game for you.

Nigel Krick
cyclops_47@hotmail.com



Award to Zelda, but I still thought it could have been better in some areas. I mean is it me or does anyone else wish there were more battles? I got a big kick out of fighting Stalfos and those guys with the huge axes, and I know there are many people out there who did too. Then there were



Right from the start, RS's most obvious flaw bares at you. The music SUCKS! Some idiot at LucasArts decided he needed to destroy the glory of John Williams' beautiful soundtrack with a crappy 50-cent MIDI system (probably to make room for all those voices). Super Return of the Jedi had better music! The graphics suck without the RAM Pak, the pop-up is horrendous, the voice actors sound

nothing like their movie counterparts—what's good about it? The action of killing things in Star Wars vehicles is captured very well. Just don't run out and buy it based on your liking of Shadows of the Empire's first level, cause there's some mighty big differences.

Chris Vanden Heuvel
rogueleaders@juno.com

Turok 2: Seeds of Evil

What we said:
"Easily one of the most visually impressive games on the N64...There really aren't enough save points...The game's atmosphere and graphics kick ass (despite some slowdown)...Not quite as good as GoldenEye, but close...An excellent example of how to make a proper sequel."

How we rated it:
8.5 8.5 8.5 8.0

What you said:
Turok 2: Seeds of Evil is a very impressive game. The graphics are gorgeous, and the textures are just amazingly smooth. The sound effects are awesome, and the music is CD quality. I recommend this game to all of the N64 owners who loved the first one.

Alex Hussein
Metalika86@aol.com

Turok 2 was overrated. They had all this time to improve upon GoldenEye in multiplayer, and did they? No! There may be more stages and a couple of fun modes, but the gameplay is hardly balanced at all. Anyone who's good with a crossbow can destroy his or her competition with ease (head shots are way too easy to pull off), and the slowdown gets ridiculous at times. This just makes me want Perfect Dark even more. I admit, though, that Monkey Model is really hysterical.

Alex Munoz
Seattle, WA

I think you guys gave Turok 2 somewhat of a bad rap. How can you complain about a game being too large? It's definitely not GoldenEye, but it doesn't have any major bugs either. It was overhyped and underrated. It should've gotten at least 9's.

Ryan Eid
CREMEid@aol.com

I'm glad I waited for your review before I decided whether or not to get Turok 2. It's nice to know that the review I'm reading is based on the same version of the game that I'm potentially buying, which is more than I can say for some other magazines out there.

Rob Castelli
(Address Withheld)

Simply put, this is the best first-person shooter ever made. Beats GoldenEye in every category.
Dante Biasatti
db3db3@juno.com

They had all this time to improve upon GoldenEye in multiplayer, and did they? No! This just makes me want Perfect Dark even more.

Alex Munoz
Seattle, WA

Turok 2 has some very obvious strengths: incredibly detailed environments and stunning animation for every creature. But the multiplayer game just lacks a general sense of urgency that GoldenEye was able to capture. Still this is probably the pinnacle of good looks for the N64.

Ché Chou
chespace@concentric.net

Bust A Groove

What we said:
"Excellent dancing animation and some great music...Lots of replay value as both a one-player game and a two-player game...Doesn't have anywhere near the personality, fun or quirkiness of SCEA's rappin' game (PaRappa)...If you liked PaRappa the Rapper, you're gonna like Bust A Groove...Great party game."

How we rated it:
8.0 3.0 8.0 8.0

What you said:
Bust A Groove is an attempt by a classic RPG developer (Enix) to diversify its lineup while subscribing to an unappealing trend in gaming, the reactive musical genre. While PaRappa was cute and appealing, the Groovers are gross and appalling. The music isn't particularly appealing either. As far as "gameplay," find me some, show me it, and we'll talk.

Christina Nutt
kaoru@systrom.com

I agree with you guys. Even though this game doesn't have the same charm that PaRappa did, it's still grossly addicting and fun to play.

Dan Pearson
(Address Withheld)

I was really mad at Dan Hsu (Shoe) when he reviewed Bust A Groove. It's a good game—not great, but it didn't deserve the scores it got like Dan. For a clone of PaRappa

the Rapper, it was the best. Anyway, I did agree on everyone else's score. But 3.0? You went too low, Shoe.
(Name Withheld)
QBone2@aol.com

Tiger Woods 99 PGA Tour Golf

What we said:
"The lack of 'classic' golf game detail and the infusion of cool quick-play elements is a nice change...Tiger Woods is nowhere near as slick and fun as Hot Shots Golf...Watching Dean play was about as exciting as watching weeds grow...The frame-rate stinks...The sim aspects of Tiger Woods are topnotch."
How we rated it:
7.0 6.0 4.0 7.5

What you said:
I was anticipating probably the greatest golf sim on the PS to date...EA has had three chances to get it right, and I know Tiger Woods actually plays video games or least he says he does, so without renting it first I purchased TW 99. I feel like I'd been robbed! This is the worst golf sim that EA has ever produced, period! And what's worse, Tiger himself sounds a little touched (in that sweet kind of way) when he says, "It's in the hole!" The frame-rate is not acceptable, the music is not consistent with the golf theme, there aren't enough PGA players...overall this game sucks big time...if you know what I mean!

Barry Dillard
zionwarrior_99@yahoo.com

Tomb Raider III

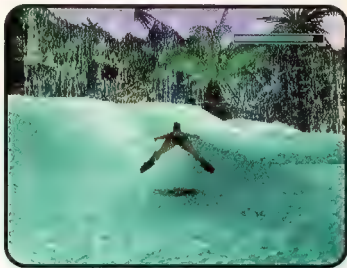
What we said:
"It just doesn't make a broad enough leap in graphics or gameplay to get me overly excited about Lara's third outing...The entire game suffers from little bugs, making me think it was rushed for the holidays...The new analog control system is weak...The vehicles are pretty cool and some of the stage layouts are nice...I think it's about time Lara retired."

How we rated it:
7.0 7.5 5.5 7.5

What you said:
I must say that I am shocked and appalled that your review of Tomb Raider III. You give an average rating of 7 to a game that deserves an 8 at least. (Editor's note: Since

when is "7" average? Not in this magazine.) Sure, it doesn't offer anything in the way of innovation, but neither did Crash 3, and you guys were all too eager to give that a nice 9.0. Your gripes with TR3 are predominantly focused on the "cheap deaths" and lack of a "save anywhere" feature, which in my book translate into "challenge." You see, back in the hardcore, old-school days of gaming, I died playing games all the time, and damnit, I liked it. Like a crack addiction, you Review Crew types have become complacent with the PS's easy-as-hell, cookie-cutter, sequel-based games library. Yeah, so the bugs really suck, as does the ending, but the levels are where TR3 shines, and this game certainly delivers.

(Name Withheld)
ADSVp@aol.com



And the series takes a dive... Prime time to retire that bitch. Let's bring her back when we get our hands on the next-generation systems though.

Dante Biasatti
db3db3@juno.com

God bless EGM and the Crew for risking the wrath of TR fanatics and all those dollars in Lara Croft ads in order to tell it like it is. And a big #\$\$% you to Eidos and Core for AGAIN tricking the Crew into reviewing a lackluster game weeks after it's been on the market. First Deathtrap Dungeon, then Ninja (ugh), now they go and do it AGAIN with this rushed-to-market crap, which was obviously a futile attempt to beat Crash 3, MGS and Abe's Exoddus to the holiday rush. Eidos and Core should be ashamed, and fans of TR should just save their money for the aforementioned three games and renew their subscriptions to their favorite Nude Raider sites.

Mike Vargas
grossvar@earthlink.net

Review Crew Archive

From EGM #112 - 115
EGM's Last 100 Reviews

PlayStation
Game Boy

Platinum
Gold
Silver

N64
Saturn

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
BattleTanx	3000	Big Guns, Big Bangs	Average In Every Department	5.0 6.5 6.0 6.0	115
Bust-A-Move 99	Acclaim	Four-Player Mode	Windows Too Small During Four-Player	8.0 7.0 6.5 7.0	115
Cruel n World	Nintendo	Fast Gameplay	Weak Opponent AI	6.5 6.5 5.5 7.0	113
Dual Heroes	Electro Brain	Motion-Captured Moves	Weak Gameplay	4.5 3.0 5.0 1.0	115
Extreme G-2	Acclaim	Really, Really Fast Gameplay	Occasionally Choppy Frame-Rate	6.0 7.5 5.5 7.5	114
F-Zero X	Nintendo	Intense Gameplay	Sparse Background Graphics	9.0 9.0 9.0 9.0	112
FIFA 99	Electronic Arts	Realistic Gameplay	Frame-Rate...Again	8.5 9.5 8.5 9.0	115
Fox Sports College Hoops 99	Fox Interactive	College Atmosphere	Opponent AI	5.0 3.5 2.0 4.0	114
Glover	Hasbro Interactive	Glover (The Character)	The Stupid Camera	6.0 5.0 8.0 6.0	114
Golden Nugget 64	Electronic Arts	Realistic AI	Where's The Classic Zelda Music?!	8.5 6.0 8.0 6.0	115
The Legend of Zelda: Ocarina of Time	Nintendo	Absolutely Incredible Dungeons	No Multiplayer Poker	10 10 10 10	115
Magicl Tetriz Challenge	Capcom	New Garbage Blocks	Getting Hit By Those New Garbage Blocks	7.5 7.5 7.0 8.0	115
Milo's Astro Lanes	Crave Entertainment	The Sound Of The Falling Pins	Wacky Space Premise	3.0 3.5 3.5 4.5	115
NBA Jam 99	Acclaim	Bill Walton	Bill Walton's Repetitive Commentary	8.5 6.0 5.5 5.5	113
NBA Live 99	Electronic Arts	Nice Graphics	Way Too Easy	8.0 8.0 6.5 7.5	113
NFL Quarterback Club 99	Acclaim	Gorgeous Graphics	Still Some Holes In The AI	8.0 8.0 8.0 8.0	114
NHL Breakaway 99	Acclaim	You Don't Have To Buy It	Some Poor Foots Will	4.0 4.0 4.5 4.0	115
Nightmare Creatures	Activision	Atmospheric Graphics	Camera Problems	5.0 3.0 4.0 7.0	114
Penny Racers	THQ	Trading Car Accessories	Not Enough Tracks In Circuit Mode	6.5 6.5 7.0 6.5	115
Rush 2: Extreme Racing USA	Midway	Improved Control	Still A Little Too Foggy	8.0 4.5 6.5 8.5	113
South Park	Acclaim	South Park Sense Of Humor	South Park Sense Of Humor (If You Hate It)	8.0 6.5 7.0 7.5	115
Star Soldier: Vanishing Earth	Electro Brain	Great Combo/Scoring System	No Two-Player, And It's Kind Of Short	7.0 4.5 4.5 7.0	115
Star Wars: Rogue Squadron	Nintendo/LucasArts	Detailed Graphics	Extreme Difficulty Of Final Stages	8.0 8.0 8.5 8.5	115
Top Gear Overdrive	Kemco	Solid Gameplay	Cars Blow Up Too Easily	7.5 7.5 8.5 6.5	113
Turk 2: Seeds of Evil	Acclaim	Hi-Res Graphics (w/RAV Pak)	Too Few Save Points	8.5 8.5 8.5 8.0	115
Twisted Edge Snowboarding	Midway	Easy To Master Tricks	Ho-Hum Courses	6.0 6.0 5.5 3.5	113
Virtual Pool 64	Crave Entertainment	Plenty Of Play Modes	Some Questionable Physics	6.0 6.0 5.5 3.5	115
WCW/nWo Revenge	THQ	Graphics And Animation	All The Characters Control The Same	7.5 8.5 8.5 8.0	113
WipeOut 64	Midway	Incredible Sound	Nasty Polygon Pop-Up	7.5 8.0 7.5 7.5	113
A Bug's Life	Sony Computer Entertainment	Purty Graphics	Poor Control	4.0 4.5 6.0 4.0	114
Activation Classics	Activision	30 Games for \$30	Only A Couple Are Any Good Now	4.5 5.5 3.0 3.0	113
Animaniacs Ten Pin Alley	ASC Games	Good Bowling Physics	May Be Too Cartoonish For Some	6.5 6.0 6.0 6.0	115
Apocalypse	Activision	Rooftop Level	Platform Bits	5.5 7.5 6.0 7.0	114
Assault: Retribution	Midway	Two-Player Mode	Too Easy At Default Difficulty	5.0 6.0 5.5 4.0	113
Asteroids	Activision	Addictive Gameplay	Two-Player Mode	8.0 7.5 6.0 8.0	114
Backstreet Billiards	Ascii	Two-Player Mode	Amoyingly Good CPU AI	6.0 7.0 6.0 6.5	113
Bombeman World	Atlus	A Lot Of Cool Options	The &:## Isometric Perspective	6.5 7.0 4.5 6.0	113
Brave Fencer Musashi	Square EA	Variety Of Gameplay Styles	Story Targeted toward Young Audience	8.5 8.5 8.0 8.0	114
Brigandine	Atlus	Deep, Engaging Gameplay	Graphics, But Who Cares?	8.5 7.0 6.5 6.0	114
Bushido Blade 2	Square EA	Realistic Swordplay	Lost Some Cool Features From The First BB	7.5 8.0 6.0 6.0	113
Bust A Groove	989 Studios	Great Music (Mostly)	Stupid Lyrics On Some Songs	8.0 3.0 8.0 8.0	115
Bust-A-Move 4	Natsume	Series Should Be Hearing Retirement	Missing That Easy Shot	6.0 8.0 6.0 8.5	115
Caesar's Palace II	Interplay	Coaching Tips, Lots Of Games	Dry Presentation	5.5 8.5 5.5 7.0	114
Cool Boarders 3	989 Studios	Nice Graphics	Lack Of Structure	6.5 5.0 7.5 6.5	113
Crash Bandicoot: WARPED	Sony Computer Entertainment	Incredibly Tight Gameplay	Naughty Dog's Last Crash Game	9.5 9.0 9.0 9.0	114
Darkstalkers 3	Capcom	Graphical Style	Some Animation Loss	7.0 6.5 6.0 7.0	114
Dead Ball Zone	GT Interactive	Building Custom Teams	Bit Of A Learning Curve	7.0 7.0 7.5 5.5	113
Dead in the Water	ASC Games	Like Twisted Metal, But In Water	Lots Of Graphical Glitches	6.0 4.0 4.5 4.0	115



Destrega	Koei	Intense 3D Fights	Cheesy Voice Acting	8.0	7.5	7.0	8.5	115
Dragonseeds	Jaleco	The Dragons	Tedious Gameplay	2.0	6.0	6.5	6.5	113
Duke Nukem: Time To Kill	GT Interactive	Level Designs	Control	4.0	8.5	7.5	6.5	114
Eggs of Steel	Atlus	Wacky And Funny As Hell	Might Be A Bit Too Weird	4.5	6.0	6.0	6.5	113
FIFA 99	Electronic Arts	Best Soccer AI Around	Some Animations Repeat Too Often	9.5	7.5	9.0	8.5	115
The Fifth Element	Activision	FMV Taken From The Movie	Amazing Control	1.0	2.0	2.5	3.0	113
Formula 1 98	Psygnosis	Slack Driver AI	Texture Warping And Polygon Tear	6.5	6.5	6.5	6.5	114
The Game of Life	Hasbro Interactive	Control Graphics	Kinda Boring	3.5	4.0	5.0	4.0	115
Guilty Gear	Atlus	Lots Of Action On Screen	Balance Of Characters	7.5	7.0	6.0	6.5	113
HardBall 99	Accolade	Training Mode	Choppy Animation	4.0	3.0	4.5	4.0	113
Irritating Stick	Jaleco	Strangely Addicting...	...Yet Also Quite Irritating	5.0	2.0	4.5	1.0	115
Jeopardy!	Hasbro Interactive	Thousands Of Answers...	But Still The Occasional Repeat...	7.0	3.5	7.5	8.0	115
Kensei: Sacred Fist	Konami	Nice Combos	Sluggish Controls	3.0	8.0	6.5	7.5	115
Knockout Kings	Electronic Arts	Great Selection Of Boxes	One-Player Play Kinda Boring	8.0	7.0	5.0	8.5	114
Lemmings & Oh No! More Lemmings!	Psygnosis	TONS Of Levels	PS Pad Controls	8.0	8.0	7.5	6.0	114
Lucky Luke	Infogrames	Stylized Graphics	Slow, Insulting Gameplay	6.5	4.5	7.0	6.0	113
MediEvil	Sony Computer Entertainment	Solid Gameplay	Screwy Camera	8.5	7.0	8.5	7.5	113
Mr. Domino	Konami	Incredible Story	Could Be Longer	10	10	10	10	113
NBA Live 99	Acclaim	Stage Environments	Not Enough Cheerleader FMVs!	7.0	8.5	7.0	7.5	114
NCAA GameBreaker 99	Electronic Arts	Improved AI	Not Enough Cheerleader FMVs!	9.5	9.0	9.0	8.5	114
Nectaris: Military Madness	989 Studios	Hard-Hitting Gameplay	Formation Problems	8.5	8.0	8.5	7.5	114
NHL 99	Jaleco	Easy To Learn, Hard To Master	Steep Difficulty Curve	8.0	7.0	8.0	7.5	115
NHL Face Off 99	Electronic Arts	Great Atmosphere, AI	Sluggish Frame-Rate (Sigh...)	8.5	8.5	7.0	7.0	113
Ninja	989 Studios	Fast Gameplay	Questionable Control	7.5	7.5	7.0	7.5	113
O.D.I.	Eidos	Some OK Special Effects	Cheap Gameplay	3.5	3.5	3.5	3.5	114
Oddworld: Abe's Exoddus	Psygnosis	Ambitious Design	The Gameplay	3.5	3.5	4.0	3.5	113
Pool Hustler	GT Interactive	QuikSave Feature	So Many Commands To Remember	9.0	9.5	9.0	9.5	113
Psybadek	Activision	Realism	Not Enough Play Styles	7.0	5.0	7.0	6.0	113
Rally Cross 2	Psygnosis	Vans License	Repetitive And Cheap Gameplay	2.0	3.0	3.0	2.0	114
Rival Schools: United By Fate	989 Studios	Racing Gameplay	Any Annoying Music	8.5	9.0	7.0	8.0	114
Rugrats: Search For Reptar	Capcom	Watching Tiffany Do Her Team-Up...	No Create-A-Fighter	8.0	8.5	9.0	8.5	112
Running Wild	THQ	Lots Of Minigames	Poor Controls And Camera Work	4.5	8.0	6.5	7.0	115
Small Soldiers	989 Studios	Speedy Frame-Rate	Childish Look And Feel	6.5	6.0	4.0	3.5	113
Spyro the Dragon	Electronic Arts	Nice Graphics	Annoying Control	4.5	2.0	4.0	3.5	113
Street Fighter Collection 2	Sony Computer Entertainment	Slack Graphics	Lame Bosses	8.5	8.0	9.0	8.0	112
Test Drive 5	GT Interactive	Surprisingly Fast	Overwhelmingly Average	5.0	7.5	7.5	8.0	113
Test Drive Off-Road 2	Capcom	Classic Street Fighter Action	Using The PS Controller-Buy A Stick!	8.5	8.0	7.5	7.5	114
Tiger Woods 99: PGA Tour Golf	Accolade	Fast Frame-Rate	A Little Difficult	7.5	7.0	6.5	113	
Tiny Tank: Up Your Arsenal	Accolade	Lots Of Big Trucks	Quirky AI	6.0	8.5	6.5	6.5	114
Tomb Raider III	Electronic Arts	Big Drives	Choppy Animation, Tiger's "Froggy" Voice	7.0	6.0	4.0	7.5	115
Twisted Metal III	MGM Interactive	Interesting Levels	Slippy AI	5.5	7.0	6.5	4.0	115
Uprising X	Eidos	Enormous Environments	The First Few Levels	7.0	7.5	5.5	7.5	115
Xenogears	989 Studios	Smooth Visuals	Lame Arenas	6.0	5.0	5.0	5.5	114
WCW/No Thunder	3DO	Lots Of Action	Very Repetitive	3.0	7.0	5.0	7.0	115
Wild 9	Square EA	Great Story	Battles Get Repetitive	9.0	9.0	9.0	8.5	113
Magic Knight Rayearth	THQ	Lots Of Moves To Learn	Poor Controls	6.5	5.0	7.0	5.5	115
Game & Watch Gallery 2	Interplay	Torturing Thy Enemies	Too Hard To Get Continues	7.5	8.0	8.0	7.5	113
Pocket Bomberman	Working Designs	Beautiful 2D Graphics	Lame Voice Acting	7.0	7.0	7.5	7.0	114
Pokémon	Nintendo	Highly Addictive	May Be Too Stimpistic For Some	8.0	5.0	6.5	5.5	115
Tetris DX	Nintendo	Solid Gameplay	Jump Mode Is Pretty Lame	6.5	6.5	4.0	8.0	115
	Nintendo	Incredibly Addictive Play	The RPG Part Is Pretty Straightforward	9.0	8.0	8.0	9.0	113
	Nintendo	Two-Player Link-Up Play	New Music Kinda Sucks	9.0	9.0	8.0	8.5	115



DEAD IN THE WATER

LIVE FAST ... DIE WET

"This is a remarkable game."
Chicago Tribune Online
July 1998

"This game isn't a mere Twisted Metal clone,
it takes the genre in a whole new direction - THE WATER."
GameFan Online
July 1998

"The character design in this game is fabulous."
GameFan Online
July 1998

"Placing the emphasis squarely on action,
it's kill or be killed."
GameWeek
July 1998

"Explosions are quite wonderful."
Official U.S. PlayStation Magazine
August 1998

"In addition to the action-packed game play,
DITW is packed full of special effects and eye candy."
PS Extreme
August 1998

"Where the game really kicks though,
is in its battle mode."
PSM
August 1998





- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats—all fully upgradeable.
- Two player split screen or combat cable link.



www.deadinthewater.com

Turok 2: Multiplayer

Getting Started

You really should be done with the one-player game by now, so it's time to call over some friends and crank up the multiplayer mode. On the following pages, you'll find data from some hardcore console deathmatchers and a couple of the best multiplayer players in the game. It's all here to help you become a pro. You might have noticed the text-heavy pages, but don't let them scare you, and you should use it like one too. Don't be afraid of our gaming jargon... and you'll never go back to one-player gaming again!

Character Traits

Picking characters in Turok 2 can be quite a challenge. This list will point out some key traits for each of them.

Turok: Health 100. Turok has to be the most well-rounded character you can pick. No special bonuses, though.

Adorn: Health 60. Very low health, but...atrasprey, fast health regeneration. Recommended for advanced players.

Gant: Health 80. Regenerates health slowly. Very susceptible to head shots because of his height. Bad character.

Flesh Eater: Health 120. A bit slow, and a horrible jumper. Good for melee, with his decent health bonus.

Sloth: Health 140. Highest health of the bunch. He is very slow, and his mass makes him a very large target.

Endrit: Health 100. Great jumping ability. Decent speed.

Settings

Blood Lust (*):** Defined as classic death matching, for most, this is a mode of play you spend the most time in. Keep the levels fresh, and it will work for long.

Frag Tag (*):** This mode is definitely unique, and it is nothing like the frag tag mode from *GoldenEye 007*. The object is to kill the player who has turned into the monkey before he/she can get to a portal and tag someone else. Why?

Team Blood (**):** Perhaps the most fun to be had in Turok 2 is with Team Blood. Here, you can set up team battles (2-on-2 or 3-on-3), and surely get into many arguments with your friends.

The Tactician's Corner

Do you want some strategy on crushing all who oppose you? Do you want to be the world renowned and undisputed king of Turok 2 deathmatchers? How about going undefeated for 50 matches in a row? Sound fun? Well, we can tell you how to do that (that's a supersecret...), but we can give you some tactics that will definitely benefit your playing style. They just plain work, so use 'em.

1 Dealing With Control

There is huge dispute about which control style is better, GoldenEye or Turok. We really don't want to get into it, but there are a few key things you should know if you pick "Expert" (Turok style), you'll have better control of your crosshairs. Comparing them with the analog stick makes it a lot easier to understand. In GoldenEye, you have a "center" (C) button. (C) is the button you would normally use to fire. If you have a good hand, you'll love being able to instantly aim precisely with our gun in GoldenEye at the touch of a shoulder button. Either way, you'll need to learn to deal with the control, so pick a style and go with it.

2 Head Shots

One of the most utterly weird and stupid ways to dominate the Turok deathmatch is to use the head. Jumping up and down, you can effectively get a greater percentage of shots that will go past your opponent around like kangaroos to try to get the edge.

3 Running Backward

This is a very simple one if you are really taking a beating, don't run away. Remember to make your character run backward as your opponent charges at your enemies while running from them. Sometimes, doing this will actually scare the other player into retreating—whether it be to get more health or because they are simply stunned by your precise and accurate control (probably the first one).

4 Pickin' Up the Scraps

This is the ultimate in cheese techniques. While it sounds easier than it is, a good deathmatch will learn to exploit situations like this. To clean up the scraps, simply let two or three other characters pound on each other until they're all almost dead. Then, just pop in the room and get two or three quick kills! The other characters will be so dazed and dazed, they won't even notice your position.

5 Explosions Through Walls

This trick is stunningly effective. It can be used with any explosive device, and it works by simply using the walls to your advantage. If you see a character is hiding inside a corridor, you can blast the outside walls and let it hit the shockwave. The *Scorpion* works wonders when shooting at someone on a ledge. It doesn't hurt them too much, it'll make 'em move pretty damn fast! Apply your imagination for other uses...

6 Communication During "Team Play"

You must communicate with your teammates. Whether it be before the battle to discuss the "plan," or during the battle to let each other know what's going on. This also prevents you from having to break concentration to look at your teammate's screen. He/she could simply state his/her position for you, saving you time and making the communication. Although it sounds kinda cheesy, this is the way my friend and I dominated at team competition. It doesn't matter how good the opponents may be, if they don't communicate, they probably won't win.



Don't let the heat of battle get to you. Stay focused, and keep your senses sharp!

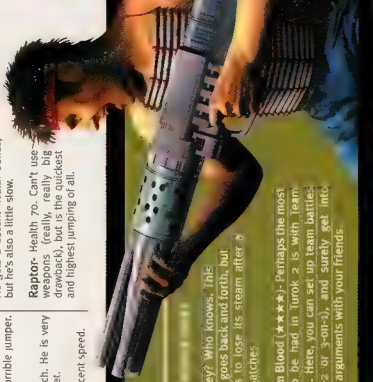
Fierborn: Health 100. Immune to the fireballs, this guy is key if you're playing those levels. Average otherwise...

J. Finesse: Health 100. He is an expert bow of Turok, but looks like a geek in health and a *Traktor*. Play this guy if you want to make your opponents quiver in fear...

Arms Knight: Health 120. All around average character, but a bit slow (no special abilities).

Tal'Set: Health 120. Remember him from the original Turok? But he's also a little slow.

Raptor: Health 70. Can't use his special ability (he's a dog) and is the quickest and lightest jumping of all.



Preferred Tournament Settings
 Player Speed=10, Crosshairs=On, Level=Arcade, Texture=Variety, Frag Limit=Weapon, Time= 10 or 15 minutes, Control Style= Arcade, All Weapons on, and Quick Weapon Select on.

Strategies To Get You Started On The Hottest Games

JUMP START

See Expert Gamer
 issues #54-56 for
 the full strategy
 coverage!



Using Weapons Effectively

Everyone knows how to run up into someone and get a good headshot. But the real trick is to use these tactics every time. Example: Don't just run into a room full of angry people during a Grenade Launcher battle. Learn to bounce nicely won't separate you from the crowd.



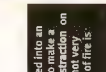
Grenade Launcher

Usefulness: •••••
Max. Ammo: 50
Damage (1 shot): 35
Range: Short
Rate of fire: Slow



Crossbow

Usefulness: •••••
Max. Ammo: Infinite
Damage (1 shot): 5
Range: Long
Rate of fire: Medium



Assault Rifle

Usefulness: •••••
Max. Ammo: 100
Damage (1 shot): 3
Range: Long
Rate of fire: Fast



Harpoon Gun

Usefulness: •
Ammo: 20
Damage (1 shot): 10
Range: Long
Rate of fire: Slow



Torpedo Launcher

Usefulness: ••
Max. Ammo: 25
Damage (1 shot): 20
Range: Long
Rate of fire: Medium

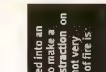


Firesform Cannon

Usefulness: •
Max. Ammo: 100
Damage (1 shot): 1
Range: Long
Rate of fire: V, Fast



the grenades off the walls so you don't get hit in a surprise attack. Makes sense, right? The same goes for seeing the strengths and weaknesses of each and every multiplayer weapon.



Scorpion Launcher

Usefulness: •••••
Max. Ammo: 50
Damage (1 shot): 35
Range: Long
Rate of fire: Slow



Plasma Rifle

Usefulness: ••
Max. Ammo: 200
Damage (1 shot): 30
Range: Short
Rate of fire: Fast



Cerebral Bore

Usefulness: ••
Max. Ammo: 1
Damage (1 shot): 50
Range: Medium
Rate of fire: n/a



Charge Dart Rifle

Usefulness: •••
Max. Ammo: 50
Damage (1 shot): 30
Range: Long
Rate of fire: Medium



Item Pop-Up

Here's a cool one that you'll probably learn subconsciously after a while. When picking up a new item, you'll see a pop-up that says "You've found a [item name]. This is helpful if you're hitting in a back area or somewhere while your opponents duke it out."

Guarding

Referred to as "Camouflaging" by most well-known players around here, this happens to be as fun as it is level. We players are great when it all gets quiet. It won't change anything! However around the Power areas while staying within seconds of your guarded item (Ammo, Rocket Launcher). It is as annoying as it is effective.

Looping, Circle Strafing

What will probably become second nature after observing a few first person shooting games, circle strafing and looping are two key techniques. To keep you'd be constantly moving about your enemies, circle strafing back again. You basically pull you out a few good paths on the map (ones that have a lot of goodies in them), then stick to them for as long as you can. You should only veer off if intercepted by a group of angry players. If it will happen, take a looping path when you get into a heated fight with someone else. Instead of if you switch your direction periodically.

Commando-Style Rushing

Even when coordinating characters, it's still pretty easy to pound on your teammate by accident. The technique will help with this problem, yet, it will take some time to establish. A good example of "Commando Style" would be one team stomping the other team's stronghold. If trying to get into a room with a Scorpion Launcher that the other team's guarding, don't run in with guns blazing. Have one guy get some, yet, I see almost every player attempting to use it.

Learn the Levels Well

This one also seems like common sense, but it's important so I'm mentioning it anyway. There are quite a few levels in Turb 2, but hopefully as you play through you'll get a better picture of what they look like. One of the levels never fail to add to your advantage.

Watching Other Players' Screens

As simple as it sounds, I see so many players neglecting to use this tactic. It gets a little confusing when playing with four people, so you'll need to get proficient at it. It works wonders when playing, and especially when you're the player in the driver's seat. Remember, no matter what anyone says, there is no such thing as a strategy during a Turb 2 deathmatch.

Never Sit Still

It's good to get a little frantic while playing Turb 2, by constantly moving in, too. Characters who continually move seem to be better in heated duels as well, as their moving skills tend to be a bit better than those who just crouch around. Usually, "you should only fire if your health is dangerously low. Get back in when as soon as you can."

Get the Health, Silly

Please, don't play like a moron. If you only have 30% health, don't go stomping into a room looking to score some frags before you die. You probably won't get any. Make sure to get the health first.



Tricks of the Trade



Trickman Terry's dream comes true!
Now that he's a full-fledged magician, there's nothing Trickman Terry can't do (or so he thinks)! He can not only pull a rabbit out of his hat, but a plethora of tricks as well! Check out some of the first tricks for the Dreamcast right here! Trickfans unite! You can be the Trickmeister's assistants and help out Terry by sending in your latest code goodies to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL 60522-3338

TRICK OF THE MONTH

South Park

Sweet Cheats
All Characters in Multiplayer Mode - To unlock all the characters in multiplayer mode, enter the password **OMGTKKYB**.

All Weapons -
For all weapons, enter the password **FATKNACKER**.

Invincibility -
For God Mode, enter the password **ASSMAN**.

Level Select -
Enter the password **THEARTHMOVED**.

Pen and Ink Mode -
Enter the password **PLANEARIUM**.

Infinite Ammo -
For unlimited ammo, enter the password **FATERKNACKER**.

Nuno Marques
Kearyn, NJ

Win Games and Accessories for your Tricks!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct. If you are given credit for submitting a hot trick in this

section, you will win a free game. NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

Contest Rules & Prizes: Necessary. To enter, send a letter or scanned fax postcard with your best trick codes for any video game on the Dreamcast to: Tricks of the Trade, P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at any of our Internet addresses. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by Feb. 15, 1999. All entries become the property of Dreamcast and will not be returned. Prizes will be awarded to winners as announced or returned. Sponsors assume no responsibility for lost, misplaced, late, illegible, incorrectly postmarked, or undelivered mail. Sponsor reserves the right to cancel this contest at any time with no refund. Prizes will be given to the best trick, as determined by the contest judges. Winning entries may be printed in GD&I or the Dreamcast Gamer, however, only one prize shall be awarded.

Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game console courtesy of InterAct. First Prize will have an approximate retail value of \$6000. The best trick awarded by our Trick Fans will receive the Grand Prize Winner. One Grand Prize winner will receive, in addition to the First Prize awarded by our Trick Fans, Grand Prize will have an approximate retail value of \$9999. Winners will be selected by a judging panel whose decisions are final. Winners will receive a check for the amount of their prize. Prizes shall be judged on the following criteria: (1) Originality (25%), (2) Creativity (25%), (3) Accuracy (25%), and (4) Originality (25%), judged to be the best on an about Sept. 15, 1999. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsor. Prizes should be delivered within 90 days of the contest.

Code of Ethics: The number of winners and the actual prizes awarded will be determined by the number of tricks submitted.



Virtua Fighter 3tb
Note: This trick works on the Japanese version of the game and is subject to change.



Play as Dural
Play as Dural in Training Mode:
At the Character Selection Screen press Start+Y+A at the same time.



Play as God Dural in Training Mode:
At the Character Selection Screen press Start+X+A at the same time.

Godzilla Generations
Note: This trick works on the Japanese version of the game and is subject to change.



Hidden Characters
Play as Godzilla 1st:
Play through the game as the basic

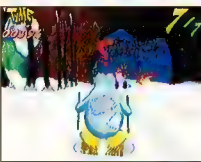
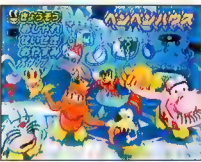


Godzilla to unlock him.
Play as Godzilla USA:
Play through the game as Godzilla 1st.
Play as Minilla:
Play through the game as Godzilla USA.

PenPen Tricelcon



Note: This trick works on the Japanese version of the game and is subject to change.
Play as the Hidden Racer
Now you can play as Hanamizut! He becomes playable after you beat all

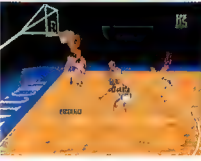


tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Fox Sports College Hoops '99



Various Codes
Enter the following codes at the Secret Codes Screen under the



Options Menu for various results:
NOGGIN - Gives you Big Head Mode.

GHOST - Players become partially transparent.

Z-WOOD - Secret Court

TEAM-Z - Secret Team

NOFAMS - Remove bleachers and crowd.

TRAILS - Transparent trails will follow the basketball.

BUZZ - Disable the Shot Clock.

THIRTY - Activate a 60-second game

HOMIE - The referee calls fouls that favor the home team.

Miguel Contreras
Hidalgo, TX

The Legend of Zelda: Ocarina of Time



Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. To your left and right, there will be windows.

Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you can collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb back at you!

Virtual Pool 64

Rotate CPU Cue Stick

While the CPU is taking a shot, press R to change to the overhead view. You can now rotate the CPU's stick to mess up its shot.

Glover

Codes, Codes and More Codes

To use the following codes press Start to pause the game while playing. Enter the following C-buttons while it is paused.

Infinite life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C

Speed up spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C

Frog spell (become a frog): Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C

Secret cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C

Call ball: Up-C, Down-C, Left-C, Up-C, Right-C, Left-C, Right-C, Up-C

Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C

Death spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C, Low gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C

Shift camera to the left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C

Hercules spell (big Glover): Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C

Frog spell (turn people into frogs by pressing R): Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C

Open portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Right-C

Locate garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C

All cheats off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C

NHL Breakaway 99

Cheat Menu

At the Main Menu Screen, quickly press C-Left, C-Right, C-Left, C-Right, R, R. A Cheat Menu Option



will appear below the other menu items. Access this option to change the player types, sizes, checks and glass break percentage.

Nightmare Creatures

Cheat Menu

To access the Cheat Menu, access the Password Option from the Main Menu. On the Password Screen, enter the code Left, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down-C. A Cheat Menu will appear that will allow you to choose your starting level, have unlimited continues and even play as a monster!

Star Wars: Rogue Squadron

Many Cheats

Infinite Lives Cheat: At the Passcodes Screen enter IGIVEUP.

Luke Gets A New Head Code:

At the Passcodes Screen enter



HARDROCK. Then go back to the Main Screen and wait until the demo begins. Once it starts, press A to go back to the Main Screen. A man with a beard will be pasted on top of Luke's head!

Game Shark codes

PlayStation:

BOMBERMAN WORLD

Infinite Time 8007bf8f4000
Infinite Lives 8007f0380009
800c0b700009

G. DARIUS

Infinite Credits 800abd800003
Infinite Lives P1 800ba69e0003
800ba6a200e2
Invincibility P1 800bac2a0400
Infinite Capture Balls P1 800bac8d0502
Max Missiles P1 800bac080202
Max Bombs P1 800bac280402
Max Arms P1 800badaa0003
Infinite Lives P2 800badae00e2
Invincibility P2 800bb3360400
Infinite Capture Balls P2 800bb2e40502
Max Missiles P2 800bb3140202
Max Bombs P2 800bb3340402
Max Arms P2

HARDBALL '99

Home Team Scores 0 300e3ee90000
Home Team Scores 50 300e3ee90032
Away Team Scores 0 300e3ee80000
Away Team Scores 50 300e3ee80032

METAL GEAR SOLID

Infinite Air 800aeiac03e7
SOCOM Pistol And Ammo 800b75320019
FAMAS Rifle And Ammo 800b75340065
Grenade 800b7536000c
Nikita And Ammo 800b75380004
Stinger And Ammo 800b753a0004
Claymore 800b753c0006
C-4 800b753e000e
Stun Grenade 800b75400006
Chaff Grenade 800b75420006
PSG1 Rifle And Ammo 800b75440006
Home Team Score 0 80081d5c0000
Away Team Score 0 800911bc0000
Home Team Score 255 80081d5c00ff
Away Team Score 255 800911bc00ff
Home Team Baskets Worth 5 More 801e00008009

801e0023c0f1
801e00408022
801e00e0003f1
801e0008000e2
801e000a1820
801e000e2400
801e00100005
801e00122442
801e00140008
801e001603e0
801e001a2400
d008fcb2000f1
800833e08000
d008fcb2000f1
800b33e20c07

Game Shark codes

Fly the Millennium Falcon: At the Passcodes Screen enter FARMBOY

Fly the TIE Interceptor: At the Passcodes Screen enter TIEDUP. The TIE Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon Cheat and the TIE Interceptor Cheat, go over to the Millennium Falcon then press Up on the Analog Stick. The camera will pan around to the TIE Interceptor!

All power-ups:

At the Passcodes Screen enter TOUGHGUY.

Music test:

At the Passcodes Screen enter MAESTRO.

View all cutscenes:

At the Passcodes Screen enter DIRECTOR.

Better radar:

At the Passcodes Screen enter RADAR.

View the credits:

At the Passcodes Screen enter CREDITS.

Access secret AT-ST Level:

At the Passcodes Screen enter CHICKEN.

Play on hard level:

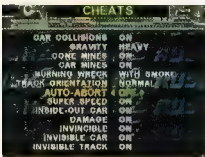
At the Passcodes Screen enter ACE.

Rush 2 Racing USA



All Cheats

At the Setup Screen, hold C-Up+C-Down+C-Left+C-Right+L+R+Z. The Cheat Menu will appear. Then go into the Cheat Menu, highlight



any cheat option and press L+R+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable.

PSYBADEK

Infinite Lives 800aa6986300
Have 999 Stars 800b05e403e7

RESIDENT EVIL 2: DUAL SHOCK (CLAIRE)

L1+L2 Health Restore d00ce2b40005
800cf0600c8
L1+Triangle For Grenade Launcher d00ce2b40014
800d49f4ff09
L1+X For Grenade Launcher (Fire) d00ce2b40044
800d49f4ff0a
L1+Square For Grenade Launcher (Acid) d00ce2b40084
800d49f4ff0b
L2+Triangle For Bowgun d00ce2b40011
800d49f4ff0c
L2+Square For Spark Shot d00ce2b40081
800d49f4ff0e
R2+Triangle For Submachine Gun d00ce2b40012
800d49f4ff0f
R2+X For Rocket Launcher d00ce2b40042
800d49f4ff11
R2+Square For Gatling Gun d00ce2b40082
800d49f4ff12
Infinite Health 800cf0600c8
L2+X For Colt S.A.A. d00ce2b40041
800d49f4ff0d
(LEON)

L1+Triangle For Magnum d00ce2fc0014
800d4a3cff05
L1+X For Custom Magnum d00ce2fc0044
800d4a3cff06
L1+Square For Shotgun d00ce2fc0084
800d4a3cff07
L2+Triangle For Custom Shotgun d00ce2fc0011
800d4a3cff08
L2+Square For Submachine Gun d00ce2fc0081
800d4a3cff0f
R2+Triangle For Flamethrower d00ce2fc0012
800d4a3cff10
R2+X For Rocket Launcher d00ce2fc0042
800d4a3cff11
R2+Square For Gatling Gun d00ce2fc0082
800d4a3cff12
L1+L2 Health Restore d00ce2fc0005
800cf04e00c8

Twisted Metal III



More Tricks

These codes are to be entered at the Password screen:

Smart seekers - Triangle, Left, Down, Right, Up (Helps improve



homing missiles.)

Seeking Rain Missiles - Up, Down, Up, Down, Up

Super Napalm - R1, R1, L1, L1, L1

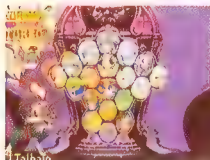
God Mode - L1, Square, X, R1, Start

CPU ignores health power-ups - Down, L1, Down, Start, Triangle

Unlimited Ammo - Triangle, Circle, Up, Right, Down

Shaun Pierce
West Milton, OH

DarkStalkers 3



Secret Characters

Play as Male Shadow

At the Character Selection Screen, highlight the "?" box, press Select (five times), then press any button.



Play as Female (Marionette) Shadow

At the Character Selection Screen, highlight the "?" box, press Select (seven times), then press any button.

Play as Image Taibain

At the Character Selection Screen, highlight Gallon, hold Select then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon)

At the Character Selection Screen, highlight Bishamon, hold Select then press any button.

Tenchu: Stealth Assassins



Debug Menu

While playing the game, press the Start button. While the game is paused, hold L1+R2. While holding



L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Then, release L1 and R2, and then press L1, R1, L2, and R2. Now press Start and immediately press L2+R2 at the same time. If you do this correctly, a blue screen will appear and many

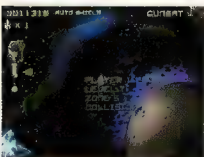
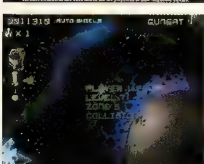
options will be available like stage select, charged items, layout enemy, etc.

Asteroids



Cool Asteroids Codes

On the Title Screen when "Press Start" is flashing, press and hold



the Select button and press the following buttons in this order for the results as shown:

Unlock Classic Asteroids - Circle, Circle, Circle, Triangle, Square, Square, Circle

Unlock the Fourth Ship - Triangle, Circle, Circle, Triangle, Square, Circle, Square

Level Select - Square, Triangle, Circle, Triangle, Circle, Square, Circle. Once you are in a game, you can change levels, zones and turn the collision off by simultaneously pressing Select+Start and then choosing the option you want and pressing L1 to activate that cheat.

Classic Asteroids Codes - The following codes will work once you pause in the middle of the classic

asteroids game.

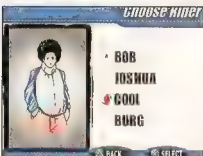
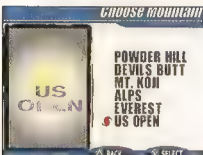
Add One Life - Up, Down, Left, Right, Circle, Square, X, Triangle
99 Lives - Up, X, Down, Triangle, Left, Square, Right, Circle
Invincibility - Down, Down, Up, Right, Circle, Square, Triangle, Triangle

Cool Boarders 3



Cheat Names

Enter each cheat below as a name in Tournament Mode to get the



various results.
WON'TALL - Access to every course
OPEN_EM - Access every boarder and board.
BIGHEADS - Get huge heads

Apocalypse



More Cheats

Last month, we gave you some awesome cheats on Apocalypse. Here's even more to add to the list:

AREA SELECT:
 Pause the game, hold L1 and press Square, Circle, X.

INFINITE LIVES:
 Pause the game, hold L1 and press Triangle, Circle, X, Square.

FILL HEALTH:



Game Shark codes

ROGUE TRIP

Enable Goliath	301839a80001
Enable Alien Saucer	301839ab0001
Enable Helicopter	301839ac0001
Infinite Armor Pl	8018d0b4041a

S.C.A.R.S.

Have All Cups/Tracks	801295d00001
801295d40001	
801295d60001	
Have All Challenges	801f58d40001
801f58d60001	
801f58da0001	
801f58dc0001	

SMALL SOLDIERS

Infinite Ammo	d007bc46a462
8007bc462400	
Infinite Lives	d0048a7aac62
Infinite Lives	80048a7a2482

Nintendo 64:

DUAL HEROES

Infinite Energy P1	d022671c0000
8122671c001a	
Infinite Energy P2	d022671e0000
8122671e001a	
Infinite Time	d02267240000
81226724003c	
1 Win To Win P1	d02267150000
802267150001	
P1 Never Wins	d02267150001
802267150001	
Lasers Never Overheat	81170b9842c8
Infinite Shield	81170b8c42c8
Infinite Nitros	81170b660003
100 Points	80183a330014

FLYING DRAGON

Infinite Health P1	8020b7b100c8
No Health P1	8020b7b10000
Infinite Health P2	8020bc0c00c8
No Health P2	8020bc0c0000
Infinite Special P1	8120aeb40190
No Special P1	8120aeb40000
Infinite Special P2	8120b1b00190
No Special P2	8120b1b00000

RUSH 2

Always Place 1st	801125890000
Extra Cars	
810c1c1bcfff	
810c1c1befff	
810c1c1c0fff	
810c1c22fff	
810c1c41fff	
810c1c61fff	
810c1c81fff	
810c1ca1fff	
810c1cc1fff	

Pause the game, hold L1 and press X, Triangle, Circle.
SKIP CHECK POINTS:
 Pause the game, hold L1 and press Triangle, Square, Circle, X.

Jay Wade
 Rockford, IL

Zelda: Link's Awakening DX



Alternate Music

To change the background music at the File Selection Screen, begin a new player and enter your name as ZELDA (capitals only).

Pocket Bomberman

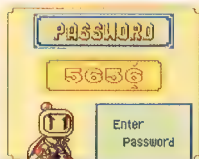


All Power-ups

Enter the password 5656 to start with all power-ups.

Passwords

Forest World
 Area 1 - 7693
 Area 2 - 3905
 Area 3 - 2438
 Area 4 - 8261
 Area 5: Boss - 1893



Ocean World
 Area 1 - 2805
 Area 2 - 9271
 Area 3 - 1354
 Area 4 - 4915
 Area 5: Boss - 8649

Wind World
 Area 1 - 0238
 Area 2 - 5943
 Area 3 - 6045
 Area 4 - 2850
 Area 5: Boss - 8146

Cloud World
 Area 1 - 9156
 Area 2 - 2715
 Area 3 - 4707
 Area 4 - 7046
 Area 5: Boss - 0687

Evil World
 Area 1 - 3725
 Area 2 - 0157
 Area 3 - 5826
 Area 4 - 9587
 Area 5: Boss - 3752

Toys

Gadgets

Electronics

Accessories

New Media

Get Some!

Cool stuff you could probably live without, but shouldn't

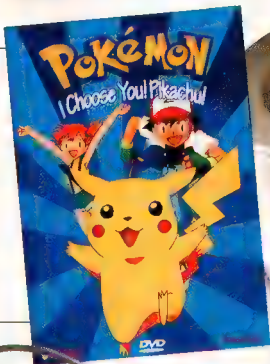


Kick-Ass Stereo, MD...And CD!

Kick jams in style with the **CSD-MD5 Mini Stereo** from Awa. This little unit features both a CD player and a MD player/recorder for making your own custom mixes. The fold-down front panel reveals an array of buttons and knobs for easy editing and control. In addition, the unit has a digital AM/FM tuner for radio-heads. **Price:** Around \$500
www.aiwa.com

Pika Up This DVD

Follow Ash and Pikachu as they begin their Pokémon journey in **Pokémon: I Choose You! Pikachu!** from Viz/ Pioneer. This volume contains three episodes of the TV series based on the popular Game Boy title. This DVD has both awesome sound and an incredible picture. More volumes are scheduled for March. **Price:** Around \$25
www.viz.com



Home Theater On Your Mind

Sony's **MDR-D55000 Virtual Dolby Digital Headphone System** is best described as the world's smallest home theater package. In addition to having a simply beautiful sound, the lightweight headphones and base unit make for a completely wireless audio experience. Multiple headphone sets work with the infrared heart of the setup as well. Sure, the price is a little high but it's a small amount to pay for such advanced technology. Look for them in March.

Price: Around \$500
www.sel.sony.com



DVD Release List

as of 01/13/99

February

1941: Special Edition
Antarctica: IMAX
City Slickers
Crooklyn
Double Impact
Dragon's Lair 2: Time Warp
Escape From New York
Nosferatu The Vampire
Ronin: Special Edition
Snake Eyes

Time Bandits: Spec.Ed
Twilight Zone #6
Twilight Zone #7
Twilight Zone #8
Vampyros Lesbos

March

A Fish Called Wanda
Apollo 13 (DTS)
Batteries Not Included
Black Hole

Broken Arrow
Cartoons That Time Forgot
Die Hard
Die Hard 2
Die Hard 3: With A Vengeance
Die Hard Triple Pack
Friday
Halloween: H2O
Heathers
Iron Eagle 4: On The Attack
Jackie Chan's First Strike

Mighty Aphrodite
Platoon (DTS)
Poseidon Adventure
Romeo Is Bleeding
Rush Hour
Shawshank Redemption: Spec.Ed
Speed 2: Cruise Control
The Nutty Professor
Volcano
Waterboy

Note: Zelda does not come with the Gold Edition system



Sorry...Can't Get Some!

OK, maybe we're somewhat sadistic for even showing this to you N64 fanatics out there, but the **Nintendo 64 Gold Edition** is simply too cool not to show. Why are we sadistic? Chances are you will never be able to lay your hands on this item since it's a Toys 'R' Us exclusive...in Japan! The gold system works like any other N64—it's made by Nintendo. Difference is, it's a Special Edition (much like the Extreme Green or Atomic Purple versions available here).

Price: ¥ 12,800...or \$114 U.S. dollars

Web site: n/a



Sounds Like Capcom

Viz Music has been releasing soundtracks to popular video games and anime series for a little while now. Its latest releases, soundtracks for **Resident Evil 2** and **Night Warriors** are now available. Both CDs are a must-have for any hardcore gamer or anime otaku.

Price: Around \$17 each

www.viz.com

Spinnin' The Wax

If you've ever seriously pondered becoming a DJ, then take a look at the turntable considered the standard in professional DJ circles—the **SL-1200MK3D quartz synthesizer direct drive turntable** from Technics. And believe it or not, it's the turntable's 25th anniversary. Now that's what we call a long shelf-life!

Price: Around \$650

www.panasonic.com



The Final Word



Console Multiplayer—Can't We All Just Get Along?

Call me a crazy peacenik, but I kinda like the idea of helping my fellow gamers every once in a while instead of slaughtering 'em. After all, playing through Doom cooperatively on two linked PlayStations—with both players covering each other's backs—kicked ass. And Doom certainly wasn't the first console game in which cooperative gameplay made its mark. Remember having a friend help you through Secret of Mana or Toejam and Earl? Heck, even classic side-scrollers like Contra III and Gunstar Heroes were a blast when you didn't go solo.

So where's all the cooperative gameplay today? Sure, we see a few standouts, Duke Nukem 64, the Command & Conquer games and Diablo are best played with a pal. L.A.P.D. 2100 AD, Rogue Trip and Twisted Metal 2 all feature cool co-op modes. But then we're faced with games that could have packed so much more replay value had they offered cooperative play. Turok 2, for instance, is an enormous, challenging game that would have been fun to play alongside a human Player 2.

I suppose the reasons behind the current lack of cooperative play are pretty clear. For starters, most of the triple-A games that would really benefit from co-op play come out during the holidays, when they're already rushed to meet an early December deadline. But more importantly, many publishers don't see a need for co-op modes because they figure most gamers aren't too keen on the idea.

I disagree. I've talked to a lot of gamers who not only like cooperative play—they even prefer it to straight-up deathmatches. And if you count yourself among this crowd, I have good news. Along with a slew of PC ports, several console titles with promising multiplayer modes are in the pipeline.

I'm especially excited about StarCon, which has a split-screen co-op mode in which one player guides a massive space fortress while the other pilots a fighter and protects this carrier. Twelve Tales: Conker 64 and Perfect Dark are also expected to pack a cooperative mode. And even Street Fighter Alpha 3, like the other Street Fighter Alphas, lets two players team up on a CPU-controlled opponent.

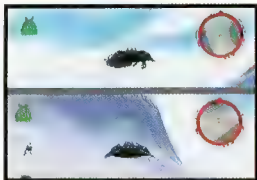
Just in case any developers out there are looking for ideas, I've put together this little dream list of cooperative games I'd like to see made:

- A Game Boy role-playing game in which two players link their consoles and play through the quest together. They could even split up and pursue different objectives. The two-

player aspect of this game is so crucial, in fact, that the game would be sold in a two-cartridge set, one cart for each player.

- A two-player Tomb Raider-type game in which most puzzles can only be solved when both players work together.
- A Colony Wars-type game in which players could cooperate in missions as wingmates.
- Finally, Rare should release a deluxe edition of GoldenEye that supports the RAM Pak and is geared more toward a multiplayer experience. It would offer more deathmatch levels, of course, but—most important of all—it would pack a new cooperative mode for the regular game.

These ideas are all well and good to dream about, but if you really wanna see more titles with cooperative gameplay, you need to get a bit vocal. Write and e-mail game publishers and developers and get "cooperative modes wanted" threads started in the news-groups. Trust me, if developers see enough demand out there, they'll have you teaming up with your friends—and not just killing them—in no time.



Imagine how cool it would be to fly Rogue Squadron's cooperatively.



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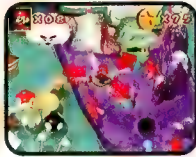
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Next Month



Silent Hill takes the whole survival horror genre to new levels. The Review Crew pulls it apart and rates it.



Traditionally there would be some hint of an April Fools gag for the next issue of *EGM*. But after the sacks of hate mail we received last year for the GoldenEye trick, we've decided to keep quiet this year. No doubt something will cause offense...but let's hope it isn't the main theme of the next issue—the *EGM* Awards. Both the Editors' Choice and

the Readers' Choice recipients will be revealed next month in an all-star gala spectacle complete with booze, drugs, rock-'n'-roll and dancing girls. Or maybe just a lengthy and witty collection of musings about the best of 1998. Also watch out for the first of 1999's big games—*Silent Hill*, *Mario Party* and more hockey and basketball games.

ELECTRONIC GAMING MONTHLY

This month's cover star, *Mario Party* comes under Review Crew scrutiny. Is it the ultimate party game?

April 1999

On sale March 9

Not only is *Final Fantasy VIII* set to be released in Japan any day, but we'll also have an on-set report from Square's production of the *Final Fantasy* movie.



EXPERT GAMER



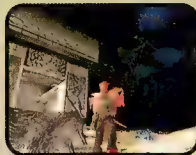
March 1999

On sale Feb. 23

Do you know how to stop terrorists? You will with the *XG* guide for *Syphon Filter*.



Expert Gamer provides a helping hand to get you through *Silent Hill*.



Battling vampires in *Castlevania 64* will be a snap with the *XG* guide!

Gamers will feel extremely lucky when they have the March issue of *Expert Gamer* in their hands.

The *Castlevania* series has finally arrived on the Nintendo 64. The *XG* guide will contain detailed maps pinpointing key items and secrets as well as strategy on how to make it through the game alive.

Plus, use the *XG* *Silent Hill* strategy guide like a nightlight. Our guiding light will ease you through the game's tougher, scarier parts.

With the *Syphon Filter* guide, *Expert Gamer* shows you how to deal with evil terrorists: with lots of force!



It might take more than a huge can of *Raid* to fight the new supersized bugs in Hasbro's *Centipede*. Also, if you're wondering if *Syphon Filter* can stand up to *Metal Gear Solid*, check out our in-depth review of 989's latest game.

With the holidays and 1998 well behind us, it's time to dive head first into the games of 1999. And oh, is it a strong lineup indeed. Heading up the bunch is the buggy new version of *Centipede* along with *Bombberman Fantasy Race*, *MLB 2000*, *NBA ShootOut* and *3Xtreme*. And we haven't even mentioned our International

section. But that's not all—look for reviews of *Silent Hill*, the *Metal Gear*-esque *Syphon Filter*, *Akuji* the *Heartless*, *March Madness 99*, *Monkey Hero* and the game we know you've been waiting for: *Irritating Stick*. We'll also provide a complete strategy guide for *Syphon Filter* to help you through the game without a scratch.

Official U.S. PlayStation Magazine

March 1999

On sale Feb. 16

The NBA may be back in business, but college hoops still reigns supreme in March in EA's *March Madness 99*.



*All editorial content is subject to change.



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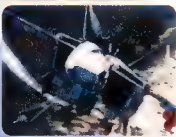
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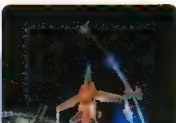
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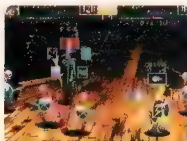
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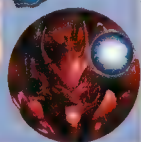
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