

ELECTRONIC GAMING MONTHLY

First Shots of **GRAN TURISMO 2**

Page 22

GAMERS' CHOICE AWARDS

**We Voted. You Voted.
The Best Games of 1998.**

Games Featured:

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Grandia II • Marvel vs. Capcom • Quake II
Monster Truck Madness • UmJammer Lammy
Fighter Maker • Beetle Adventure Racing

April 1999
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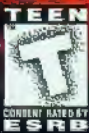
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Blindingly Obvious

By John Davison • john_davison@zd.com



This whole awards lark is always a big surprise you know. Every year its blindingly obvious that a mere handful of games are truly worthy of

being commended and yet every year everyone gets whipped up into a frenzy about who's won what and why one game should beat another within a certain genre. It's great that people are so passionate about the games out there...and it's also great that we can make a big public fuss about the stuff that really deserves it. It's also sad though that of the hundreds and hundreds of games released in 1998, only a handful were really worth considering. I don't want to piss on anyone's parade here...but nothing came even remotely close to giving *Zelda* or *Metal Gear Solid* a run for their money for Game of the Year on each respective system. We may have fought among ourselves over "Best Sports Game" or "Best Music"—but when it came down to the nitty gritty...it was pretty much a two-horse race.

On the whole, last year was a great year for gaming (and we've listed many of the

reasons in our awards feature). The *PlayStation* became as common as, I dunno, toilet paper, the *N64* boasted the best game of all time and quality and common sense prevailed as we learned *GoldenEye* was the biggest-selling game of the year...but there were unfortunate trends too. For every great step forward made, there were some equally debilitating ones along the road—and I'm sad to say that it's mostly U.S. publishers and developers who are responsible.

I don't know if you noticed, but there was a distinct lack of genuine creativity in a lot of last year's games. How many snowboarding games did we have to endure? How

"It's going to be a Star Wars spooage-athon next month. So make sure you get a copy."

many derivative pieces of crap were shoveled out without anyone really paying attention? How many games scored 2.0's and 3.0's from the Review Crew? How many commercially driven sequels did we have served up where the enjoyment of the gamers who play them were never really considered? It's sad that for every one of the incredible games that even got nominated for our awards...there were hordes of others that we've all probably forgotten about already. On one hand we gave out more 10's than ever before last year...but we also saw *Crispin* go scarlet with anger at the crappiness of different games more times than I'm sure is healthy.

Fortunately, the cream of the development community seems to be motivated into giving us more of the good stuff. 1999 looks set to be the "glory year" for the existing systems...all of the good trends from last year are already being very apparently capitalized upon—and to top it off, we also get *Star Wars*!

Watch out next month for what is sure to be the most collectible issue of *EGM* ever, with details of not one, but two new *Star Wars Episode One* games...and some exclusive cover art you won't ever find anywhere else. It's going to be a *Star Wars* spooage-athon next month. So make sure you get a copy.

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the language



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Electronic Gaming Monthly, April 1999, Issue 117

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We voted, you voted and a pile of masterpieces won the coveted Gamers' Choice Awards. Sure, Zelda dominated this year, but you might be surprised at some of the other winners. Find out if the editors and readers agreed on each award.

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Contrary to previous reports, Fighter Maker is now on its way here.

TOTAL TIME
0' 00" 696

LAP TIME
0' 00" 496

POSITION
28

13th / 16

STAGE TOP 3
1st 08' 12.1
2nd 10' 25.6
3rd 13' 1.66

165km/h

GRAND ST-205
DRIVER: AMP

TOTAL TIME
1' 00" 500

LAP TIME
1' 00" 500

POSITION
19

14th / 16

STAGE TOP 3
1st 15' 28.0
2nd 17' 55.0
3rd 19' 05" 22.5

194km/h

GRAND ST-205
DRIVER: AMP

TOTAL TIME
8' 24.9

LAP TIME
0' 40.0

POSITION
11

13th / 16

STAGE TOP 3
1st 08' 21.1
2nd 10' 35.6
3rd 10' 53.0

98mph

LANCIA STRADALE
TOGA

306 MAXI
DRIVER: ...

TOTAL TIME
4' 35" 689

LAP TIME
0' 43" 401

POSITION
23

12th / 16

STAGE TOP 3
1st 12' 1.63
2nd 14' 55.6
3rd 18' 8.2

115mph

PEUGEOT
306 MAXI
DRIVER

TOTAL TIME
0' 00" 30

LAP TIME
0' 00" 30

POSITION
11

13th / 16

STAGE TOP 3
1st 08' 21.1
2nd 10' 35.6
3rd 10' 53.0

129km/h

306 MAXI
DRIVER: ...

TOTAL TIME
1' 00" 500

LAP TIME
1' 00" 500

POSITION
19

13th / 16

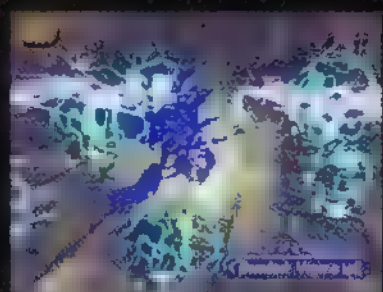
STAGE TOP 3
1st 08' 21.1
2nd 10' 35.6
3rd 10' 53.0

160km/h

LANCER EVO V
DRIVER: AMP

Sega Rally 2 - page 44

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



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Modes

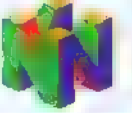
Two-Player
Co-Op Quest
and Bonus
Alien Quest



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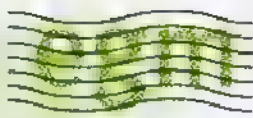
Now maybe your mom will stop wondering why you're spending so much time in the bathroom.

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hardcore gamers. In fact, when we met, we bet on who'd win in a game of Marvel vs Street Fighter. The bet was, if he won, I would have to go out with him. I guess we all know who won.

Now, what I want to do is propose to him (yes, girls do this too). I want to surprise him, and this is the only way I know I can do it successfully.

What I would like is for you to put my proposal in the April issue of Quartermann [editor's note: Sorry, Quartermann is full this month...EGM Letters is the best we can do for you]. I want everyone to know how much I love him. He would be shocked out of his mind! This is what I would like to put in the Q-editorial:

Hey Ian Melghan! Read this first:

The Rumor: Nina (of Tekken fame) is known for going after whatever she wants. It is alleged that Nina has been seeking none other than Hyrule's Hero, Link. She has been quoted as saying, "I want to give him what he's been missing in between those seven years."

The Truth: Actually, Alisha (of Brooklyn, NY) is known for being in love with Ian Melghan (actual Tekken 3 champ). It is alleged that they met in a game store and have hit it off ever since. Alisha has been last quoted saying things like, "...wanting to walk life's road together," and... "Will you marry me Ian?"

This is very special to me, and this is the most perfect way I could think of doing this. Can you please help?

Love, Your "Fellow" Gamer,
Alisha Gerard
Brooklyn, NY

Quartermann is sorry he didn't have room to help you out in his section. We sincerely hope this proposal works for you here in EGM Letters.

Best of luck to you, Alisha. Please write us and let us know what happens!

(We talked with Alisha over the phone and confirmed that this was all legit...so don't any of you think you can trick us into printing your letter with a similar idea!)

Big Deal

OK, I'm tired of reading letters from people who can't look over a stupid "oops" when EGM screws up something. Every issue, I see at least one person complaining about some simple mistake. I bet in this issue, some jerk will write in complaining to EGM about another mistake.

Jamie Taylor
address withheld

Platinum For A Different Age

In a previous issue, you stated that Metal Gear Solid is the first game to receive a Platinum Award. Well, you're wrong. Chrono Trigger received a Platinum Award in '95.

M. Davis
ewdavis@mc12000.com

You're right. We meant to say MGS is the first game to receive one of our new Platinum Awards (which a game gets from getting 10's across the board). In our old system, games that averaged eight or higher got a Gold Award and games that averaged nine or higher got a Platinum. You can read how our revised awards system works on the first page of Review Crew.

Perfect Sense

I do not agree with what some people wrote in Issue #116's EGM Letters. Amad's Licerio and Altoid1 (or whatever his name is) are entitled to their own opinions, and no one can say what they think is wrong. But I think they need to consider some more things before they go tell you guys that your reviews are wrong. I own a PlayStation and have played Metal Gear Solid and defeated it a couple of times. I also have tried Zelda and have seen others play a lot of the game. Both are great games. Both deserve the ratings that they received from EGM. But you can NOT compare them. It isn't possible and it wouldn't really do much for you anyways. They are on different systems, and they are different types of games. So please, before you [readers] complain next time, think about what you are going to say

Andrew Gjovik
Warren, MN

Well put. So...what do you think of this idea—one of our Grudge Match features for

The Legend of Zelda: Ocarina of Time versus Metal Gear Solid?

A Lost Moment

Whatever happened to the Gaming Moment features abandoned in issue #109 when the Editors' Picks of the Month was moved to the front of the magazine? I really enjoyed them.

Luis Jorge
Northville, MI

Well, *someone* decided it wasn't funny when we did a Photoshop number on his Gaming Moment picture without his knowledge (he was pretty shocked to see what we did to him when he opened up issue #107). So *someone* threatened to beam off this planet in protest if we didn't drop the Gaming Moment. Since we didn't want to be shorthanded during the busy months, we gave in to his demands rather than risk his wrath of Kahn.

John Ricciardi before:



John Ricciardi after:



Question of the Moment

What video game would you most like to see made into a movie?

Metal Gear Solid. The game has such a good storyline that it's hard to believe it wasn't taken from a movie plot.
cyborgfly@hotmail.com

I would like to see Yoshi's Story.
garrett878@hotmail.com

A Zelda movie would be the coolest. I wonder how they would have him travel back and forth through time.
Ray.Finnie@wescast.com

I want to see Body Harvest.
Jrg822@aol.com

The Mega Man X series...as an anime movie! A live-action version would be laughable, but as an anime movie...oh that would be cool as hell and you know it.
lorsavasus@hotmail.com

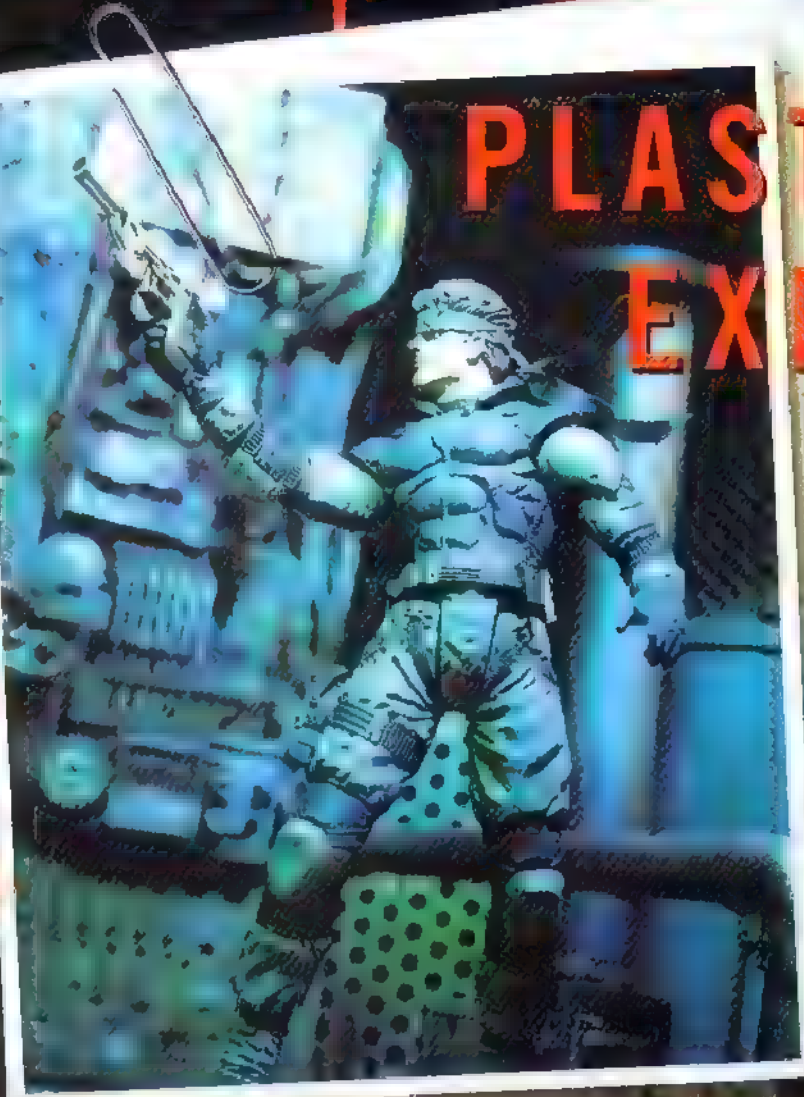
I don't think I could take another video game-to-movie conversion!
ricka@kiiis-fm.com

It's got to be GoldenEye. Oh wait...never mind
cestbo@canada.com

Next Month's Question of the Moment: What do you want to see in the new Star Wars: Episode One games?
Send your short but sweet responses to: EGM@zd.com with the subject heading, Episode One

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CODENAME: SPACE SEALS

FILE #

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

THIS AIN'T NO G.I. JOKE SOLDIER. METAL GEAR SOLID REVEALS ALL THE DEADLY DETAILS

FROM THIS YEAR'S HOTTEST VIDEO GAME. FEBRUARY 1999



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A Rap, A Rap, A Rappity Rap...

I noticed in your Hot & Not list [*The Sushi X Files, issue #116*] you listed playa hatas in the Not list. By reading this I can tel, that you guys have been smokin' some Puff Daddy radio. In other words, you guys have been listening to some commercial hip hop. Only commercial rappers use that played-out word. This disappoints me 'cause I thought you people were smarter than that. Commercial hip hop will be the end of hip hop as a whole if it's not stopped. The real emcees are underground bringing raw skillz. My view on the whole playa hata BS is.

OK, that's enough of that. Next.

Standing The Test Of Time

In *EGM* #116, Crispin Boyer stated, "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."

I don't doubt you have batteries that go and go, but playing through *Pokémon*, had to change my batteries three times. They were all brand-new Duracells. My question is, what brand of batteries do you use?

MrFroggg@aol.com

We're not sure. We're using these strange little batteries that Ricciardi picked up for us during one of his trips back "home."

Where Are The Co-op Modes?

Bravo! Finally we have someone who is willing to address the problem with multiplayer games in recent years [editor's note: see last issue's *Final Word* by Mr. Popular, Crispin Boyer].

It seems like most games that are co-op are sports games. The majority of other multiplayer games out there now are simply player vs. player, which is nice, but it gets old. *GoldenEye* is prime target number one. It's a fabulous single-player game, and it's even better as a multi player game. My three friends and I have spent entire Saturday afternoons sitting in front of the TV mindlessly killing each other after working 40+ hours during the week. Nevertheless, I can only dream of going through the jungle area with two characters [playing cooperatively]. Drool...I mean, we get more than 20 feet apart, and we really would have to communicate well to keep from killing each other. As flawless as *GoldenEye 007* is, I don't see why this wasn't added.

Another point...the Link Cable for the PlayStation. What a great idea that no one uses. I loved playing *Command & Conquer Red Alert* with a friend or playing *Bushido Blade* in first-person perspective, but why not more? Especially in the sports field...I hate playing football games, when the other player just has to guess which of three plays on the screen I'm picking.

I still think back with glee at NES games like *Life Force* and *Contra*, where my brother and I would plan out who would use what weapons and who covers which side. Maybe we'll get lucky and history will repeat itself for the better this year.

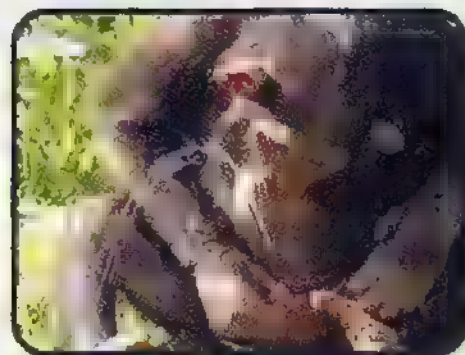
Chad McMinn
travathian@yahoo.com

Game developers have a billion and one excuses why don't they incorporate more co-op play in today's games. We polled a few random programmers, and it comes down to this:

Having to take time to redesign the game (to balance two-player co-op play with more weapons, power-ups, enemies, etc.) plus marketing deadlines (trying to hit key shopping season launch dates) plus perceived lack of interest (developers think all we want are deathmatch modes) equals hardly any cooperative gaming for us. Like it or not, very few companies are willing to delay their games to program in a decent co-op mode. (But don't forget...*Perfect Dark* is expected to have co-op modes...keep yer fingers crossed!)

On your second point, a lot of developers don't see the value in taking the time to create linkable modes for the relatively small number of PS Link Cable owners. And about getting to see football play selections...upcoming Dreamcast football games will utilize the VMU so you can select your plays on your controller, out of sight of your nosy opponent's wandering eyes.

Hopefully, Crispin's *Final Word* editorial and letters like yours will wake up some game makers. If not, we can always threaten them with this:



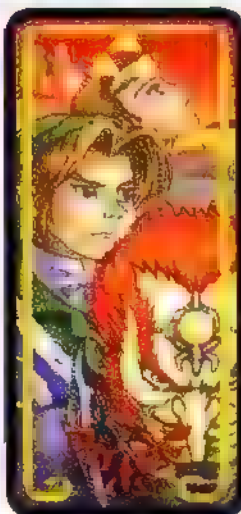
Letter Art

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

WINNER

Jason Villalobos
Sanford, FL

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.



Hanfiell Moscoso—New York, NY

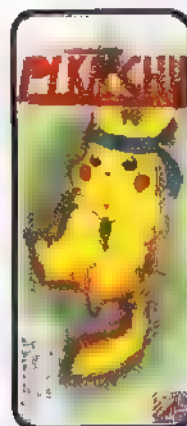


Vince Cianci—Chicago, IL

Close, but no controller



Charley Abrams
Houston, TX



Covinne Aiello
Sarasota, FL

The ASCII Control Pad

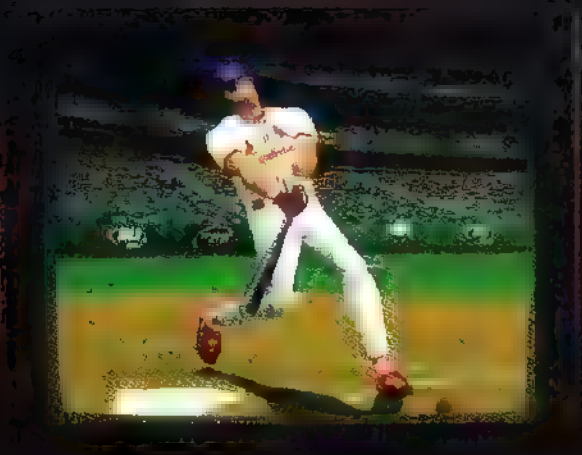
Put your creative skills to the test by creating out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:



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*Do at least get your name in the magazine and win yourself a great prize (FIRST PLACE ONLY!)



First pitch, March 31.



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Stop the Presses!

Gran Turismo 2

We just got in these Gran Turismo 2 screenshots at the very last minute. Sony Computer Entertainment America announced Gran Turismo 2 will be simultaneously launched worldwide this summer. This highly anticipated sequel's being developed by the original creators of GT, Polyphony Digital.

GT2 features around 400 real life cars from a variety of European

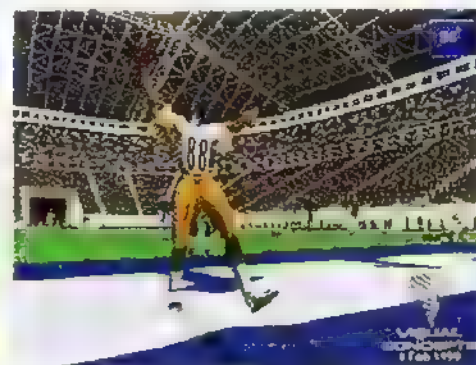
and American manufacturers and more than 20 courses (compared to 166 cars and 11 tracks from the first game). Polyphony is also fine tuning the already excellent game engine—since the original game's release, they have found ways to get even more power from the PS. To say this game will kick butt is probably an understatement.

Watch for an exclusive feature on GT2 in the June issue of *EGM*



Dreamcast Football


No word on an official title for this U.S. launch Dreamcast game. We do know it's developed by Sega of America and Visual Concepts.



Ready 2 Rumble Boxing



Midway has released the first screens from Ready 2 Rumble, an over-the-top Bl'itz-style boxing game for N64, PlayStation and more importantly, Dreamcast (shown here). It will be ready for the launch of the Dreamcast this fall, and features "the voice of boxing" Michael Buffer. It has Arcade, Championship and Head-to-Head modes and uses the Dreamcast's modem. More on this one soon.

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JEFF GORDON

RACE WITHOUT LIMITS.



RACING



Press Start

The hottest gaming news on the planet

Intellectual Property

Last issue, we told you about Connectix's upcoming Virtual Game Station (VGS), a PlayStation emulator for G3-equipped Macintosh computers. Since that time, the other shoe has dropped. Sony filed a lawsuit against Connectix in San Francisco Federal District Court on Jan. 27, alleging that the product violates Sony's copyrights and intellectual property and circumventing Sony's anti-piracy and regional lockout securities. The filing revealed that Sony had been approached in September 1998 to officially license the product and provide technical assistance, something SCEA declined, reasoning that it was not up to its standard of quality.

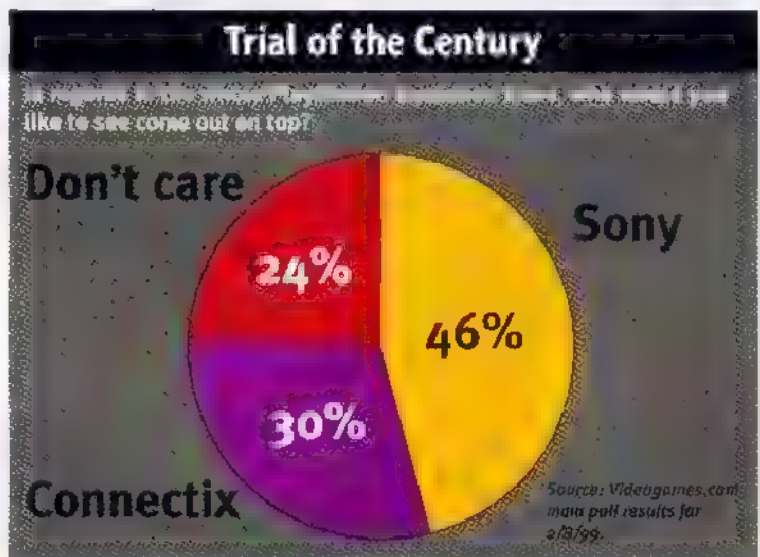
Connectix fired back a sucker punch the same day Sony's lawsuit hit—stating that it had begun shipping version 1.1 (with enhanced piracy protection and improved emulation), and that an upgrade would be available free of charge on its Web site for those who bought it at Macworld in January. In early February, Sony's request for a restraining order (which would've halted the product from being shipped to consumers for a short time while it put its legal ducks in a row) was denied, and Connectix declared an early victory. The court case will continue, and the outcome will once and for all decide exactly what is and isn't legal in the world of console emulators.

Even as this case gears up, more emulators than you can count on one hand are popping up, with better and better features and compatibility. Just recently, a Nintendo 64 emulator called UltraHLE showed up out of nowhere, producing near-perfect emulation on 3Dfx-accelerated PCs—and the N64 is less than three years old. But because an N64 emulator requires the use of illegally obtained ROM images, it quickly disappeared from emulation sites at the request of its developers.



When realizing that just a year ago solid emulation of 16-Bit systems was only possible on high-end systems, it's a pretty big leap to be accurately running N64 games on a PC. Recent trends with both Dreamcast and the early stages of the next generation of hardware point to the adoption of more PC-like attributes such as online gaming and Web browsing in the console market, and perhaps this bold movement in emulation that the PC is taking is really more of a convergence on a strictly software level. Despite the mainstream media's hopes for a black box solution bringing computers, TV, movies, the telephone, console gaming and Internet browsing into one system, the fact still remains that PC and console gaming are very separate entities, and are likely to stay that way for a while.

UltraHLE emulates the N64 in multiple resolutions, like this screenshot, presented in 1024x768. If you thought it looked good on a TV...



Tripped Up, But Not Out



Photography by Mark Welsh

"3DO was ahead of its time—think of DVD as living up to what everyone hoped CD multimedia could've been..."

We sat down with Trip Hawkins, chairman and CEO of The 3DO Company, to talk about the past and the future. Once entrenched as a player in the system wars of the mid-'90s, 3DO has shifted its focus to software, with 25-30 projects now in the works across PS, N64, PC and (soon) Dreamcast.

Q: What do you think about multimedia and its evolution? How do you think it's evolved compared to how you thought it would back then?

A: The original mission of 3DO was to do things like get CD-ROM into the game business so that the medium could move to CD, bringing the cost down, and advance the technology so that you could make better games, and in some ways liberalize the licensing policies and try to achieve more standardization in the technology. Of course, all of those things came about, only 3DO didn't do it. There was a vision about things coming together: interactive television, music CDs, educational software, digital video, etc. It turned out that the technology for the time wasn't good enough to do that. I tried to come up with a practical way of rationalizing the high cost of the components by getting there to be other things you could do with it, and everybody was doing the same thing. DVD is

very much an evolutionary step from CD, it's just a better solution. 3DO was ahead of its time and you can think of DVD as living up to what CD multimedia could've been, and you can think of Internet as being the solution for what everyone thought interactive television could be.

Q: What are your thoughts on the M2 not being used as a console?

A: We could tell that Matsushita's heart really wasn't in it. They took M2 and have done things with it, but are reluctant to take Sony on head-to-head in the video game console business. We could see that coming from a pretty far distance away. It's disappointing, but at the same time in a way it's kind of a relief to have gotten out of the hardware business, because really like making games.

Q: At what point did 3DO decide to get out of the hardware market?

A: We started to suspect that Matsushita wasn't going to spend the kind of money that we knew it would take to get M2 to be a big success. We spent several months in negotiations with Philips and a year with Sega. On two occasions we were within hours of signing a deal with Sega. But when Matsushita decided to take the whole deal for themselves, at that time they intended to recruit

partners. After awhile it became clear they weren't going to do that or spend the kind of money to support it the way it needed to be. You could tell they were not going after it and we knew we cannot be in this business if it depends on things out of our control.

Q: What do you think Sega's chances are with Dreamcast?

A: It's good for the industry that Sega's doing what they're doing, and that they've created a way for it to be easier to bring over high-end PC games. I'm a little disappointed in what's happened with the Dreamcast launch in Japan. They got off to a fast start but then it seems to have slowed down. The software quality doesn't appear to have been enough to prove to everyone, conclusively, that it's really a next-generation machine, and that's what they have to do.

Q: What do you think of Nintendo?

A: They do a great job—they know their audience, make good products, are very smart about product design and ergonomics. They've also pushed the envelope on the machine's capabilities and multi-player capabilities. Nintendo's a very shrewd company so it's easy to have confidence about working with them, because you have a feeling they're going to deliver what they're supposed to do and if you make a good game then you're going to be able to make a good business out of it.

Q: What do you think of VM Labs and their NUON machine?

A: I get the feeling they haven't really studied what went wrong with what we did and they haven't really adapted or learned from the mistakes we encountered. Bottom line is if you have a gaming technology that is so modest in capability that it will not affect the price of a hardware system, then it will not be of interest to a gamer, because it won't represent a meaningful leap forward. The flip side is if you do have a great gaming technology, it's going to cause the device to cost more and takes someone like Sony or Nintendo to understand what to do about that. I know a lot of the companies VM Labs is working with, because they were the same "usual suspects" 3DO dealt with.

Look for the full interview on videogames.com!



Trip Hawkins, chairman and CEO of The 3DO Company

Oh My God, They Killed Tiger Woods!

You bastards. If you own a copy of the PlayStation version of Tiger Woods 99 PGA Tour, you might be surprised to find that the original *South Park* short, "The Spirit of Christmas," is contained on the disc. It's not supposed to be there, but slipped by and made it onto the production version of the game. It was discovered when parents of a gamer found out that it was on the disc (apparently he had found it by putting the game in the family PC). Media outlets picked up the story first, and EA promptly issued a recall of the game. Apparently Tiger Woods himself knew about the accidentally placed cartoon before EA did. If you haven't seen "The Spirit of Christmas" and are easily offended, you may want to exchange your

version for one without the cartoon. You can do so by mailing your game to Electronic Arts, 6712 Grade Lane, Bldg. 5, Louisville, KY 40213. Or for more information call EA Direct Sales at 800/245-4525.

So how can you (or parents) tell if your disc is affected? Pop your copy of Tiger Woods for the PlayStation into your PC, and open it up. Go into the Active Movie Player in Windows 95, and open the file Zzdummy.dat. If it plays a movie called "The Spirit of Christmas," then you have one of the affected discs (Warning: The movie contains material that may be deemed offensive to some viewers. Watch at your own risk.). If you have a Mac, you can open it off the CD in the QuickTime MoviePlayer



PlayStation 2—The Countdown Begins

Ken Kutaragi (the "Father of the PlayStation") shows up at an electronics convention and happens to be on a panel where a new multimedia processor co-developed by Sony Computer Entertainment and Toshiba Corp. is going to be the topic of discussion. Is it about PlayStation 2, or something else?

Until now, few facts about Sony's next system were known, but that could change in the next few weeks, because on Feb. 16 at the 1999 IEEE International Solid-State Circuits Convention in San Francisco, Sony Computer Entertainment and Toshiba will be part of a seminar to talk about a new processor, details of which have already been revealed on the convention's Web site. According to that page, it is a 250MHz, 128-Bit multimedia processor with an integrated MPEG-2 decoder, with 10 floating point multiplier accumulators and four floating-point dividers. This matches early expectations of what PlayStation 2 will include, namely the MPEG2 decoder which would allow for DVD

movie and storage capabilities. A second seminar hosted by SCEI and Toshiba (but without Kutaragi's name directly mentioned) will present a 250 MHz superscalar MIPS-compatible microprocessor for multimedia and networking capabilities, which suggests that PlayStation 2 will have networking functionality out of the box.

Considering Sony Computer Entertainment's sole business (minus a few PC products) is the PlayStation, it's likely that this will be the first official word on the PlayStation 2's specifications. Mr. Kutaragi's presence at the conference fuels recent rumors out of Japan about Toshiba's involvement in creating the processing muscle behind the next PlayStation. A spokesperson for SCEA told us when asked that Kutaragi is there only to deliver a paper to convention attendees, and did not comment on whether his presence had any relevance to PlayStation 2.

www.videogames.com



Developer Profile

Attention To Detail

Location: Warwick, England
Web Site: <http://www.atd.co.uk>

of employees: 51 and rising
Gameography: SuperSprint (Atari ST), Night Shift (Atari ST, PC, Amiga, Spectrum, Comm 64), Indiana Jones IV (Atari ST, PC, Amiga), CyberMorph (Jaguar), BattleMorph (Jaguar CD), Blue Lightning (Jaguar CD), Riddle of the Runes (PC—Screen Saver) and Blast Chamber (PlayStation, PC).

The thing overlooked by people who played CyberMorph was: There are actually two versions of the original CyberMorph available. The early (2-Meg) version had more speech and graphics in, but Atari wanted a cheaper to manufacture (1-Meg) version. They only paid us \$5,000 to do this new version, but it only took two hours! Result!

During breaks from late-night programming sessions, we: Eat curry, "test" Rollcage multiplayer LAN and eat more curry. Talk utter bollocks, eat curry, drink coffee, smoke tabs and moan.

If we could teach the video game industry one thing, it would be: Awful gameplay can't be concealed by graphical excellence. You need a good name license for that!

We're in the game development business because: We've tried real jobs and real jobs suck. It certainly isn't for the chicks and the money...

Story behind our name: We were five graduates leaving college to start a game company. It was 1988 and game technology was 2D only. The level of detail in games was getting better and better. We liked that, and wanted to put this into our own games. We liked three-letter acronyms, so Attention To Detail seemed perfect and ATD rolled off the tongue, so that was that!

Favorite snack food(s): Toxic Rats and Melody Pops!!! They make sounds.

Music that inspires us: ScreamaDelica, Dj Shadow, Spacemen 3, Doors, Beach Boys, Stone Roses, Apollo 440, THE THE, FatBoy Slim, Republica, Prodigy and Melody Pops.

Team motto: "Get him! Get him! He's got the flag! No, he's gone the other way! Oh bollocks, he's gone."

Big thanks go out to the main contributors. Tim Swan (programmer), Lyndon "Nod" Sharp, (programmer), David Perryman (designer), Drew Wilkins (designer), Martin Sommerville (artist), Bela Lund (artist), Rob James (artist).

\$6.3 billion

The video game industry's total retail sales in 1998, according to The NPD Group.



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Cop cruisers will be totaled.
And bank-robbing low-lives will escape.
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Pro Athletes Show Off At Madden Bowl '99



The Super Bowl always plays host to a series of special football-related events before the actual game, and Electronic Arts' Madden Bowl has been one of them for the past five years. Held on the Thursday before Super Bowl XXXII, Madden Bowl '99 took place inside the All Star Café on South Beach, just outside of Miami.

The festive beachside setting helped precipitate what was easily the best and highest-attended Madden Bowl ever. Pro Bowl running back Jamal Anderson and commentator John Madden hosted the event, with an endless list of attending athletes, including previous Madden Bowl champion, actor Morris Chestnut, baseball player Derek Bell, and popular football players such as Ravens wide

receiver Jermaine Lewis, Kansas City Chiefs wide receiver Derrick Alexander and New England Patriots running back Robert Edwards. Other notable players that didn't make the cut were Green Bay Packers wide receiver Antonio Freeman, San Francisco 49ers wide receiver Terrel Owens, New York Giants cornerback Jason Senor and Oakland Raiders cornerback Charles Woodson.

Interestingly enough, most players didn't use their real teams, instead opting to use powerhouse teams such as the Green Bay Packers or the Denver Broncos. This worked well for Green Bay receiver Antonio Freeman, who often heaved balls deep to himself in the game. Unfortunately, that didn't get him very far in the tournament.

The biggest surprise was that previous Madden Bowl champion Morris Chestnut was eliminated immediately by New York defensive back Ray Mickens. Astros outfielder Derek Bell (the first MLB player to enter the Madden Bowl), showed remarkable prowess at playing Madden NFL 99, saying, "I play the hell out of the game by myself" when he's on the road during the baseball season. After a

good play, Bell could often be found taunting the competition by exchanging high-fives, and pouring on additional points to embarrass outmatched competition.

Bell's dominance was finally ended when he lost in a pass-laden shootout with the calmer, more sportsman-like New York

defensive back Ray Mickens. The final game's score was 35-21, but closer than the score implied. Mickens' celebration consisted of his showing Jamal Anderson his own version of the popular "Dirty Bird" end-zone celebration. Congrats to Mickens, this year's Madden Bowl champion!



Good News/Bad News

Good News

The success of World of Atari '98, a classic gaming convention held last August in Las Vegas, has spawned a sequel. Organizers are already planning the Classic Gaming Expo '99, to be held Sat. Aug. 14-15 at the Plaza Hotel in Las Vegas, NV. For more information, check out <http://www.cgexpo.com>

Bad News

989 Studios has canceled Shootout 99, and will instead focus on Shootout 2000, scheduled for release sometime this fall.

Good News

Fifty-two more episodes of Pokémon are coming, starting next fall. From now on, the show will be part of Kids WB's Saturday morning lineup, and in the fall will join Kids WB's afternoon lineup. Plus two more Pokémon Game Boy games are coming later this year.

Bad News

Koei's Soldnerschild 5 has been delayed even though Sony has approved the game. Koei is concentrating on its Destrega and WinBack projects, so a future release is unknown.

Good News

Video games have become so mass market (thanks to the PlayStation and Nintendo 64) that magazines like Time and Rolling Stone are putting together special issues just to cover the "digital age." It's proof that electronic entertainment is here to stay!

Bad News

Fox Interactive has nixed plans to bring Aliens vs. Predator to the PlayStation, instead deciding to focus on the PC version. It may or may not be reinstated in the future.

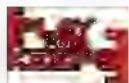
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International News

Dreamcast Leaps Into Spring

After a rocky start, the Dreamcast has started to slowly pick itself up from a muffled Japanese launch. The company is confident it will reach its goal of a million systems by the end of March, with a goal of an installed base of 4 million units by the end of March 2000. Helping that along is a partnership with Toyota that will allow customers to purchase systems and games from car dealerships in Japan, in addition to a major software push with new titles coming out every week in March, leading up to a huge push on the 25th.

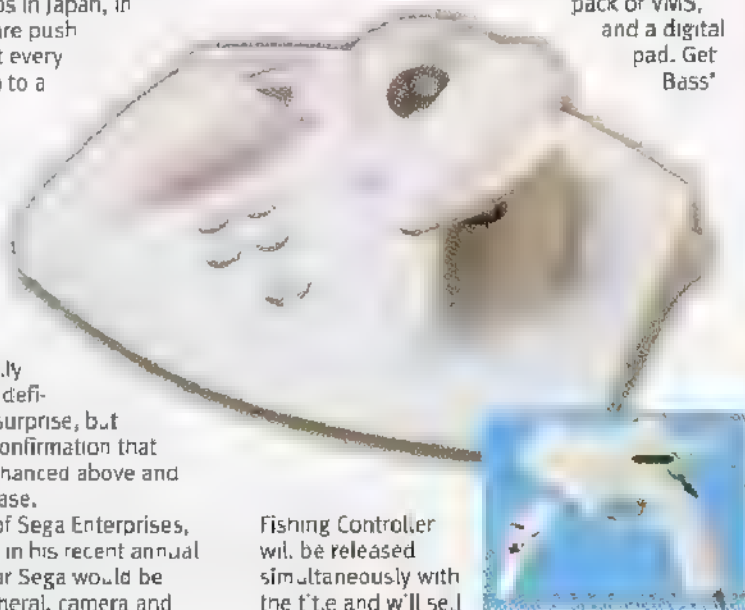
As for release plans in the U.S., they're still shrouded in secrecy inside Sega's new San Francisco offices. What we do know, as revealed by Sega Enterprises VP Tadahiko Hirose, is that Sonic Adventure, Sega Rally 2 and Virtua Fighter 3 are definite launch titles. No big surprise, but what is surprising is the confirmation that Virtua Fighter 3 will be enhanced above and beyond the Japanese release.

Osao Okawa, chairman of Sega Enterprises, ASCII and CSK mentioned in his recent annual address that later this year Sega would be adding a hard-drive peripheral, camera and video phone options to the system. Okawa said, "We are preparing not only a hard drive to store e-mail but a camera and microphone for Dreamcast. This peripheral will allow users to have face-to-face communication in multiple channels—which doesn't limit it to two-person communication—and users will be able to enjoy

online gaming while seeing each other's faces."

New peripherals are landing in Japan shortly too, including the force-feedback device called the PuraPura Pack (1800 yen/\$16). The aptly named Dreamcast Gun will be released simultaneously with House of the Dead 2 for 7800 yen with the game (\$69), and features a VMS slot

for the PuraPura pack or VMS, and a digital pad. Get Bass*



Fishing Controller will be released simultaneously with the title and will sell for about 5800 yen (\$51) separately or 9800 yen (\$86) packed with the game. ASCII is also planning its first DC peripheral, a Mission Stick for release in March that will give you more control for flight games, retailing for about 7800 yen (\$69).

www.sega.co.jp

International Bits

N64 Goes Online in Japan

While it's got two feet in the grave in the U.S., the 64DD may still see the light of day in Japan. Recently Nexus Telelocation Systems announced it signed an agreement with Nintendo that will result in a new product utilizing newly developed software-modem technology. The announcement hints at a possible release of this "product" during the second half of calendar year 1999 for mainly the Japanese market. This is most likely not a new system, but the modem technology slated to be used with the often delayed 64DD.

Neo•Geo Pocket Gets Color

SNK's Neo•Geo Pocket Color will be released March 19 in Japan for 8,900 yen (\$78). It's a little bit thicker and bigger than the first black-and-white Neo•Geo Pocket and lasts for 40 hours on two AA batteries (two times longer than Game Boy Color). SNK also announced several new companies will develop games for it, including Capcom (Rockman Pocket), Taito (Puzzle Bobble/Bust A Move), Uep System (Cool Boarders), and Data East (Magical Drop Pocket). SNK will release the Neo•Geo Pocket Color in the U.S. later this year.

Alpha 3 Lands on Saturn, DC

Capcom's Street Fighter Alpha 3 (or Zero 3, if you're in Japan), is headed to Saturn and Dreamcast later this year. The Saturn version title will support the 4 MB RAM expansion cartridge. It should be very interesting to compare the PlayStation, Saturn and Dreamcast versions of this arcade fighting game against each other. But one thing's for sure, the Dreamcast is getting a nice helping of Capcom games which could help boost system sales—and give it a nice library of games just in time for the U.S. launch, right?

All Sold Out of PocketStation

Sony's PocketStation was released in Japan on Jan. 23, and immediately sold out. Rumors of a battery problem, which left it lasting for only an hour before it had to be changed, persisted as the reason for the short supply of the device. Some retailers stated the initial shipment was only 60,000 units. PocketStation is expected to be released in the U.S. later this year. In other Sony news, the company has revealed Gran Turismo 2 is in fact coming to the PlayStation later this year, with an expected release this summer.

Import Calendar



Import Pick of the Month

UmJammer Lammy With the exclamation "I gotta believe," PaRappa the Rapper rhymed his way into our minds and hearts. Sony is hoping UmJammer Lammy will repeat this success, especially in Japan where PaRappa has become one of the PlayStation's most recognizable mascots. We think the sequel will be just as addictive, even with the switch to rock music.

PlayStation:

- 2/25 Pop'n Music, Konami (Misc.)
- 2/25 Monster Farm 2, Tecmo (Misc.)
- 3/4 Pepsiman, Kid (Misc.)
- 3/11 Final Fantasy Collection, Square (RPG)
- 3/11 Final Fantasy Collection Anniversary Package, Square (RPG)
- 3/11 Final Fantasy VI, Square (RPG)
- 3/18 Densha de GO! 2, Taito (Train Simulator)
- 3/18 Chocobo Racing, Square (Racing)
- 3/18 UmJammer Lammy, SCEI (Misc.)
- 3/25 The King of Fighters '98, SNK (Fighting)
- Mar. Soul Hackers, Atlus (RPG)
- 4/15 Dance Dance Revolution, Konami (Misc.)
- 4/22 Bust A Move 2: Dance Tengoku Mix, Enix (Misc.)
- 4/29 Cotton Original, Success (Shooting)

Saturn:

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

Dreamcast:

- 2/25 Powerstone, Capcom (Fighting)
- 2/25 Pop'n Music, Konami (Misc.)
- 3/4 Puyo Puyoon, Compile (Puzzle)
- 3/4 Psychic Force 2012, Taito (Fighting)
- 3/4 Aero Dancing, CRI (Flying)
- 3/11 Monaco Grand Prix 2, Ubi Soft (Racing)
- 3/18 Kitahe: White Illumination, Hudson (Misc.)
- 3/25 Marvel Vs. Capcom, Capcom (Fighting)
- 3/25 Blue Stinger, Climax Graphics (Action)
- 3/25 Superspeed Racing, Sega (Racing)
- 3/25 The House of the Dead 2, Sega (Light Gun)
- 4/1 Buggy Heat, CRI (Racing)
- 4/1 Get Bass, Sega (Sports)

Game Boy

- 3/11 Beatmania GB, Konami (Misc.)

* 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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TAKING OUT ALIEN TRASH...
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DUKE NUKEM 4 ZERED

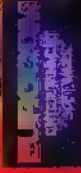
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Top 20

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

Rank	Game Title	Platform	Last Month
1	The Legend of Zelda: Ocarina of Time	Nintendo	1
2	Star Wars Rogue Squadron	Nintendo	NEW
3	Crash Bandicoot: WARPED	Sony Computer Entertainment	3
4	GoldenEye 007	Nintendo	5
5	WCW/nWo Revenge	THQ	2
6	Tomb Raider III	Eidos	6
7	Metal Gear Solid	Konam	4
8	Turok 2: Seeds of Evil	Acclaim	NEW
9	Twisted Metal III	989 Studios	10
10	NASCAR 99	Electronic Arts	8
11	Crash Bandicoot 2: Cortex Strikes Back	Sony Computer Entertainment	14
12	Madden NFL 99	Electronic Arts	12
13	A Bug's Life	THQ	NEW
14	Rugrats: Search for Reptar	THQ	NEW
15	Knockout Kings	Electronic Arts	NEW
16	Gran Turismo	Sony Computer Entertainment	---
17	Pokémon (Blue Version)	Nintendo	9
18	NFL GameDay 99	989 Studios	13
19	Frogger	Hasbro Interactive	---
20	Super Mario 64	Nintendo	---

Zelda: Ocarina of Time

1

Yet again, it's Zelda at the top. It's been selling like crazy out here, and it's now sold well over a million copies in Japan, which is exceptional for an N64 title over there. It'll be interesting to see if they still decide to release the add-on for 64DD only...

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



2 Star Wars Rogue Squadron

They probably could've called this one "Star Wars: Used Toilet Paper Adventures" and it still would've sold well. But that's OK, because we actually really like the game.

8.0	8.0
Crispin	Shawn
8.5	8.5
John D	John R

3 Crash Bandicoot: WARPED

Sony's big holiday game was the only PlayStation game to make the Top 5 in December sales. Could the PS finally be cooling off? Something to think about.

9.5	9.0
Shawn	Crispin
9.0	9.0
John D	John R

4 GoldenEye 007

Yep. GoldenEye. Again. So, what else is new? How's the wife and kids? Good? Goodood. Me? Oh, I'm just fine, thanks. Just trying to fill some space here. You know.

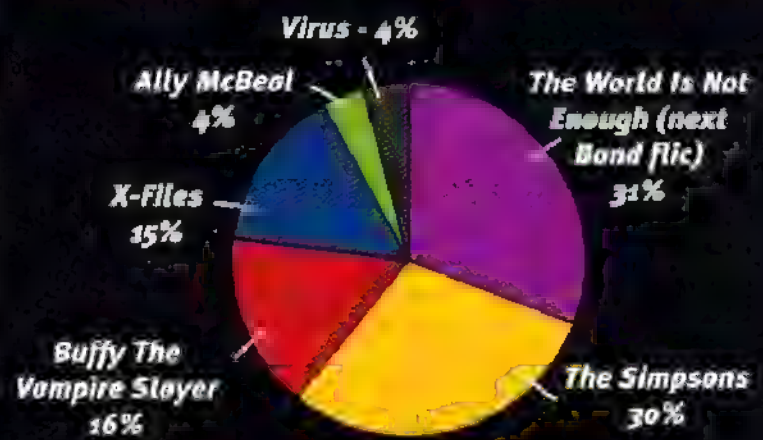
9.5	9.5
Crispin	Dan
9.5	9.0
Shawn	John R

5 WCW/nWo Revenge

Them wassiiin' games are all the rage these days. It'll be interesting to see how the games turn out once EA gets the WCW license, and THQ takes over WWF.

7.5	8.5
Dan	John R
8.5	8.0
Shawn	Dan

Which of the following licensed properties would you most like to see turned into a game for current systems?



Source: Videogames.com poll, 1/25/99

© 1999 NPD TRS's Video Games Service, Co. Mary Ann Porreca at (516) 625-2345
 All opinions regarding this list, Top 5 game descriptions written by the EGM staff



KONAMI XXL SPORTS SERIES

**if
you were
me**

Could you stand up to the
pressure of being
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stick handle, wearing a
225 lb. defenseman on your
back like a sweater?

stop blowing kisses
to the **pretty** girls
in the arena?

It's not so easy, is it?

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Top 10 Editors' Picks

1	Beetle Adventure Racing Electronic Arts		
2	Silent Hill Konami		
3	Mario Party Nintendo		
4	Zelda: Ocarina of Time Nintendo		
5	Vigilante 8 Activision		
6	Legend of Legaia Sony Computer Entertainment		
7	Castlevania Konami		
8	Meta Gear Solid Konami		
9	Zelda: Link's Awakening DX Nintendo		
10	Micro Machines 64 Turbo Midway		

Top 10 Japan

Courtesy of Fantasy Magazine
Week ending Jan. 24

1	Nintendo All-Star! Dairantou Smash Bros. Nintendo	
2	Shinki Sekai Evolution Sega/ESP/Strong	
3	Yugioh Duel Monsters Konami	
4	True Love Story 2 Asc	
5	Dragon Quest Monsters Enix	
6	Pokemon Card GB Nintendo	
7	Mario Party Nintendo	
8	Street Fighter Zero 3 Capcom	
9	Tales of Phantasia Namco	
10	Crash Bandicoot 3: Bottobii Sekai Issyuu Sony Computer Entertainment	

Top 10 U.K.

Courtesy of Chart Track
as of Jan. '99

1	Zelda: Ocarina of Time Nintendo	
2	FIFA 99 Electronic Arts	
3	Tomb Raider III Eidos	
4	Grand Theft Auto Take 2 Interactive	
5	TOCA Touring Car Championship Codemasters	
6	V-Rally Infogrames	
7	Tomb Raider Eidos	
8	Crash Bandicoot: WARPED Sony Computer Entertainment	
9	Turok 2: Seeds of Evil Acclaim	
10	Oddworld: Abe's Exoddus GT Interactive	

Quartermann

Video Game Gossip & Speculation

For once the industry is gossiping about things apart from the possibilities of the new machines (we may not be reporting on it this month...but believe us, it's still happening - like a bunch of misinformed fishwives) and is actually talking about some big-name game franchises for a change.

The Rumor - Tekken 4 is going to be a bit "different."

The Truth - Pretty much everything the Q network has heard about points to a dramatic change in gameplay style for Tekken 4. It's widely acknowledged that the 'face to face' style of virtually all fighting games has been pushed as far as it possibly can be...so it seems the style employed in Ehrgeiz will be more widespread. Consider the facts... Capcom's new fighting franchise (Power Stone) is a free-roaming 3D thing with everything in the environment available as a weapon—thus indicating Ehrgeiz isn't alone in establishing this new fashion. Second, Ehrgeiz was a joint development between Namco and Square—with Namco providing a lot of development support.

Your initial reaction may be the same as ours (i.e., "yeuch!") but if you consider the possibilities, this is the best way for fighting games to go. Imagine Paul and Heihachi fighting in a bar grabbing bottles and bar stools to throw at each other before jumping on tables and hanging from the light fixtures. Could be cool...as long as it has enough bone-crunching moves and the camera system doesn't suck. Watch for more news soon.

The Rumor - Munch's Odyssey is going to be unusual in that it covers pretty much all major genres, will be 3D, and won't be available for any existing format.

The Truth - That's pretty much it. The Q's spies were recently lucky enough to get some word straight from the teams at Oddworld and learned a number of interesting facts. First, Munch's will combine

several elements: Action, adventure, simulation, strategy and RPG. On top of that, the AI system is something that is being dramatically improved. The team is striving to create characters with unprecedented...um, character. They'll show more emotions, and behave in far more realistic ways (even than Abe). As far as system details are concerned, this is not finalized yet, but the game is most likely being pitched for PlayStation 2. The grand plans they have for the game will not fit on any current platform (currently speculation from the team is that they require something equivalent in power to a Pentium 600MHz). They are shooting for a 2001 release.

In other Oddworld news...they may work with other companies to co-develop other Oddworld products to keep money coming in until Munch's release. Oddworld inhabitants by themselves won't be doing anything else on the consoles in the meantime.

The Rumor - There's more than just one Star Wars Episode One game.

The Truth - Of course there is! Expect at least two games around the time the film is released in May (across a variety of systems) and then sit tight for another two or three games before the end of the year. No details yet...members of the Q network privy to any Star Wars information were threatened with torture and death by firing squad if they revealed any information—but make sure you buy EGM next month for every scrap of official information available.

The Rumor - SCEA is enamored with RPGs at the moment and will be releasing a number of them during 1999.

The Truth - Oh yeah. Star Ocean 2 is apparently the first up to bat and may well be out as soon as June. Also, the Q's probings have revealed that Sony is also extremely interested in publishing the U.S. version of Dragon Quest VII.

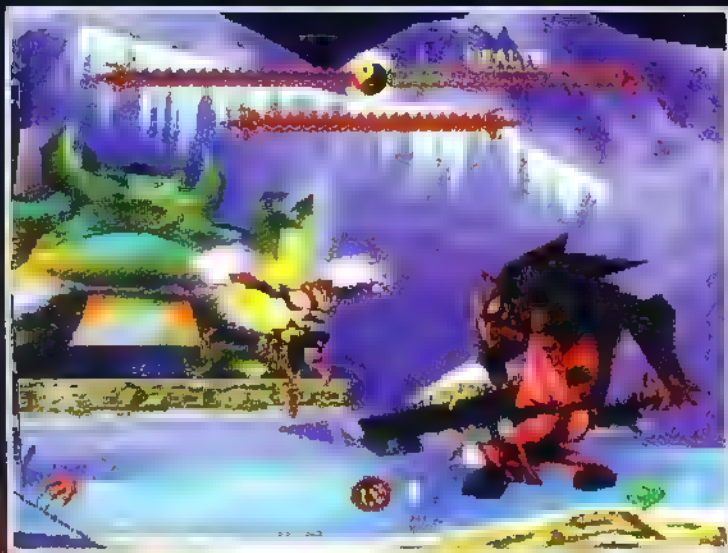


Who you
callin'
a pussy?



**DREAMWORKS
INTERACTIVE**

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Tai-Fu—putting the "FU" in Kung-Fu.

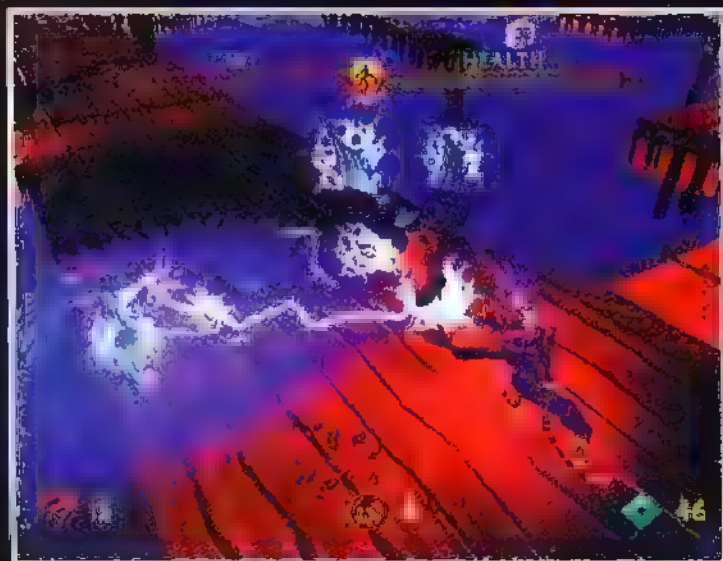
**LEGENDARY ANIMAL CLAN BATTLES****IN STORES MARCH 1999**

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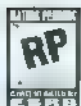
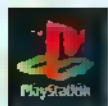
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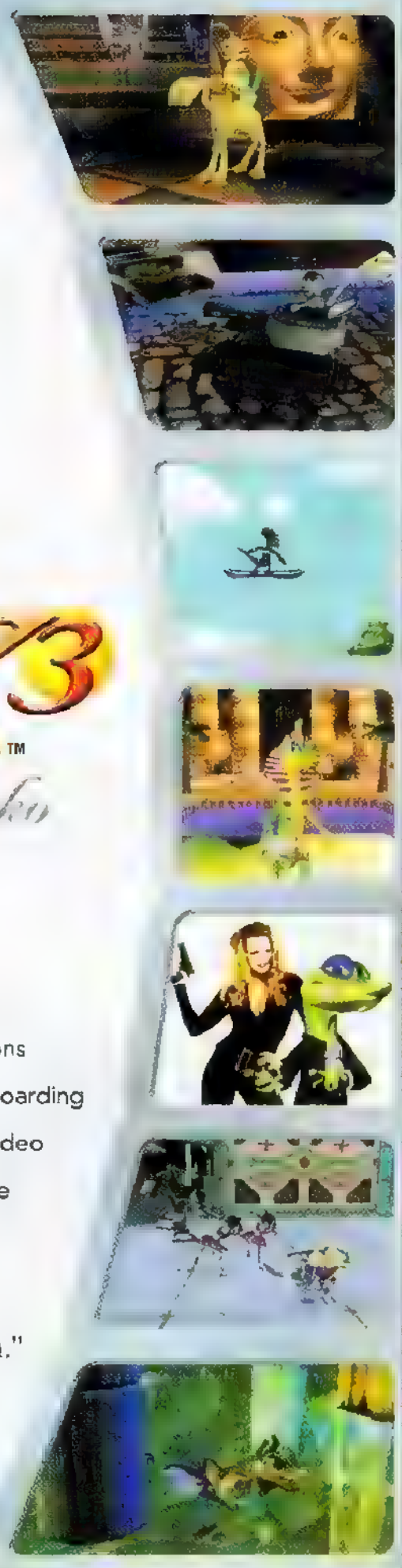


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-Official PlayStation Magazine



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Dreamcast

PREVIEWS

Sega Delivers Big-Time With The First DC Racer

Steer Me

The sleek DC Racing Controller, released in conjunction with Rally 2, features true analog steering, not to mention analog acceleration and brake "pedals" (located on the backside of the wheel). It's also got a curious port in the back that resembles the foot pedal slot on the Mad Catz wheel. Could Sega be planning something similar?



Warning: This is a preview of an imported title that may or may not be available in the U.S. It is being sold only in a Japanese system. Import at your own risk.



Sega Rally 2

Sega 1-4 (Network) Now
 Sega Enterprises, Ltd. Racing 100 Japan
www.sega.co.jp

Virtua Fighter 3tb proved the Dreamcast could do near-perfect Model 3 ports, and Sonic Adventure showed the system could handle speed. With Sega Rally 2, Sega now adds "playability" to the list of DC can-dos. The graphics are indeed good, but it's the dead-on gameplay that makes this title an instant winner.

Unlike the no-frills conversion of VF 3tb, Sega Rally 2 comes packed with extras. In addition to the Arcade Mode, there's a new 10-Year Championship Mode, as well as a Time Attack Mode. And while the arcade version has four tracks and eight cars, the home version is loaded with 20 cars and numerous variations of the four arcade tracks (17 in total). By far the coolest addition is the 10-Year mode, where you race through 10 seasons consisting of a set number of tracks in different weather conditions. The races get progressively more difficult,



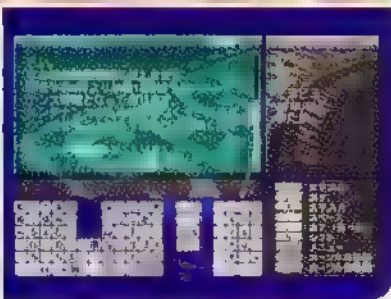
Sega Rally 2 is the first DC game that's based on the WinCE OS. If you think this is sweet, imagine a Daytona 2 port done using Sega's own operating system! Drool...

but you can tweak your car's settings before each track (suspension, gear ratios, steering, tires, etc.) in order to improve your chances of winning. You'll need to learn the tracks well and get skilled at drifting if you want to stand a chance at winning some of the tougher tracks.

The one area where Rally 2 has visible flaws is the frame-rate. It dips from 60fps to 30fps quite a bit (especially on turns), and occasionally it'll drop even lower, though not too often. While the slowdown that occurs doesn't affect gameplay much (thank God), it is noticeable. When it's going steady at 60fps however, it's truly a sight to behold—we're talking some of the most beautiful graphics we've ever seen. Hopefully the U.S. version will be tweaked in this area, but if not, perhaps an option to keep the fps at 30 (so it stays consistent) would suffice.

Sega Rally 2 also features two-player split-screen play, and it's the first DC title to support multiplayer action via net play (up to four players). In case you're interested, we did give network play a whirl at our offices in Japan, and we were impressed. The gameplay was a little choppy at times, but for the most part everything ran smoothly. Being able to chat with other players before and after the races is definitely cool.

We'll be back with an updated preview of Rally 2 as soon as we get our hands on the U.S. version. 🍌



Rally 2's 2P split-screen mode doesn't run at 60fps, but it's still very smooth.

You can chat and set up games with other players on the Sega Rally Network.

Warning: This magazine is a Japanese title that may contain material not suitable for U.S. audiences. Imported at your own risk.



Sega/ESP/Sting
Sting

1
RPG

100

Nov
Japan

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Shinki Sekai Evolution

...And On The 7th Day, Sting Created Evolution. Um, Yeah.

Gamer's Edge

Down, boy. Nice puppy!

In the event you find yourself low on HP while wandering around Evolution's vast dungeons, you can always choose to avoid confrontations—"passive gaming" as we'd like to call it. Unlike other RPGs like Final Fantasy VII, you can see your enemies in Evolution. That means, if you can see them, you can avoid them. No random battles to work your nerves here. As with all things, however, there is a balance. If you run like a chicken whenever you see teeth, you'll never level up. And since you can't revisit a dungeon once it's been beaten, you may not be strong enough to conquer later dungeons if you don't earn your stripes early on.

If anyone is worried that the Dreamcast will be lacking in the RPG department, then fears should quickly be dispelled with the timely arrival of Shinki Sekai Evolution. Developed by Sting, former Square Soft programmers whose former titles include the SNES title Treasure Hunter G and their own Saturn RPG Baroque, Evolution emerges as a sort of old school surprise. Old-school in the sense that you control a small group of characters (three to five characters actually, with the option of switching party members) and run around town, equipping yourself with the necessary supplies and talking to villagers who have information that will help you in your quest. Old school in the sense that you do most of your questing in randomly generated dungeons, while avoiding or engaging the numerous enemies you see walking around. If you're low on health from previous battles or from damage incurred while walking over traps, you can avoid any monster you see by simply running away from it (you won't increase your character's levels, however, if you don't engage the occasional enemy). One interesting feature is that you can monitor your characters' HP status from your VMU memory card screen. While this doesn't really help all that much, it's still neat.

Graphically, the game is gorgeous, with every single detail rendered with high-resolution polygons. No funky sprites running around on flat 2D surfaces here, no sir! Whatcha see is whatcha get. Similar to Shinigami Force III for the Saturn, every town is fully rotatable and can be viewed from any angle using the Shoulder buttons. You can't zoom in, but that's never a problem since the viewing angle is optimal. The battle engine is simple and extremely functional, following a clean, menu-based interface that gamers will pick up very quickly. Magical spell-effects range from the amusing to the downright impressive, depending on their



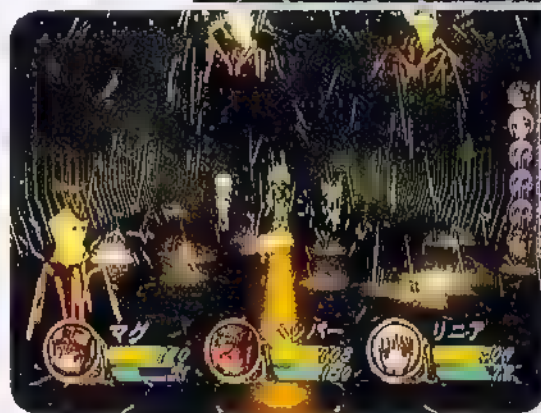
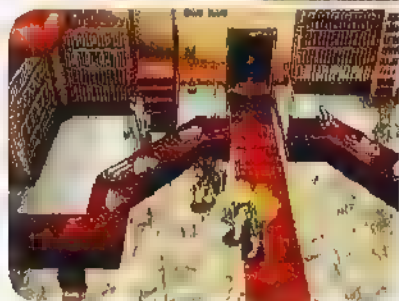
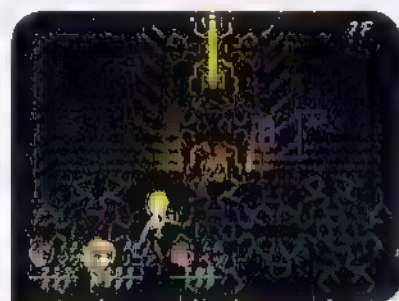
As with any RPG, there will be a good deal of running around town, buying supplies, talking, and chilling out. Evolution's no exception.

complexity. The characters themselves look great and each one has cute little soundbites for a wide variety of situations.

In the grand scheme of things, Evolution is exactly that, an evolution of the RPG genre as opposed to a revolution. The game is high-quality on all fronts: fast, smooth graphics, barely any loading times, cool spell-effects, and a lengthy quest knit together by veterans of the genre. While Evolution doesn't offer anything beyond the usual expectations set by its predecessors, it offers RPG fans enough of everything they expect in a game. Hopefully, for RPG-deprived Sega fans, this will be a launch title, along with Climax Landers, and whatever other surprises SoA has planned for the Dreamcast's fall launch. ☺



Dungeons come in all shapes and sizes. This particular maze is transparent and seemingly suspended in space.



This is the room where you'll organize your trips to the dungeons in Evolution.

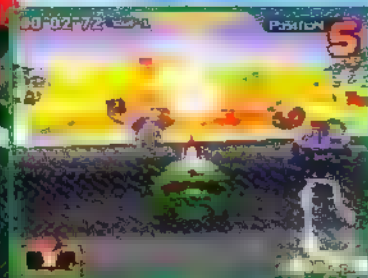
Here we find the hero, Mag, doing a Mark McGwire on some unfortunate dungeon dweller.

No it's not the 4th of July or Chinese New Year. Mag just unloaded some serious firepower on these "poor" spiders.

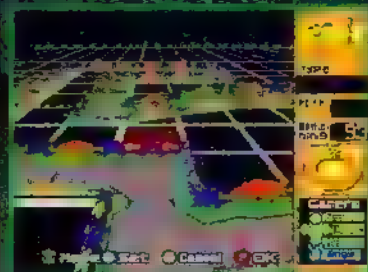
IF YOU CAN'T BEAT 'EM
BLAST 'EM

PENNY RACERS

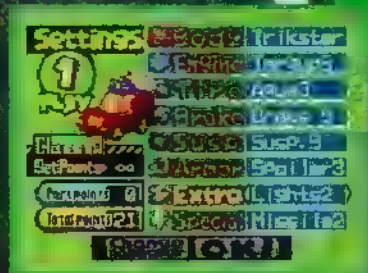
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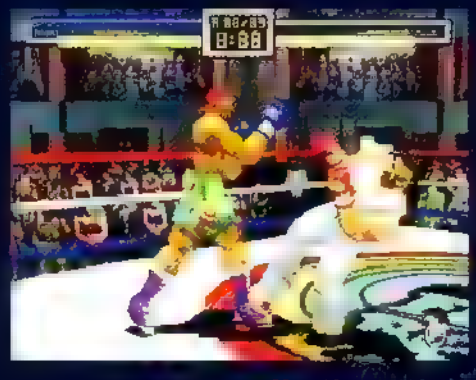
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*Holy Mackerel,
even my hair hurts.*

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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 fighter, save it to a memory card, and parcel a friend later. In short, it's a good old-fashioned, memo-a-memo slugfest.



CONTENDER

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Marvel vs. Capcom

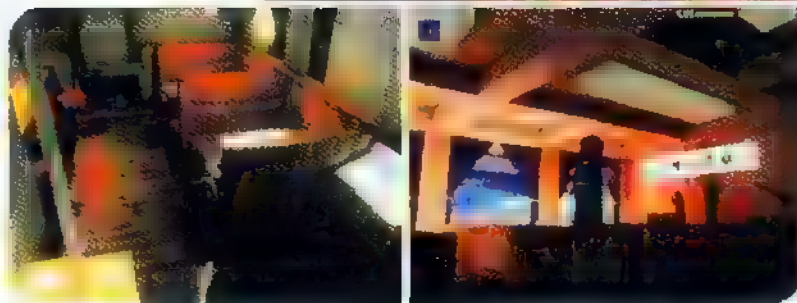
Capcom is wasting no time at all making it clear that they're very much behind Sega's Dreamcast. On March 25, exactly one month after their first DC title (*Power Stone*) hits, they'll be back w/tn their second arcade port—*Marvel vs. Capcom: Clash of Super Heroes*. As you can see by these screens, it looks exactly like the arcade game. It'll be interesting to see how well it animates in action. After all, there haven't been any animation-heavy 2D games on the DC yet.

If it looks as good as Capcom's 4-Meg Saturn games, we'll be ecstatic! Speaking of Capcom on DC, expect to see *SF Alpha 3* real soon...



Under Cover: AD 2025 Kei

Sega recently unveiled a new 3D game for the Dreamcast called *Under Cover: AD 2025 Kei*. Developed by Pulse Interactive and labeled as a "Detective Action/Adventure," *Under Cover* is due out this summer in Japan. The scenario is written by well-known Japanese novelist Arimasa Osawa and revolves around a young female detective named Kei Samejima. From what we've seen, the gameplay seems to be similar in concept to *Resident Evil* or *Silent Hill*, but with (obviously) much nicer visuals. A U.S. release is planned, but nothing has been announced yet. Expect to hear more after E3...





Fisherman's Bait

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EVERYONE



CONTENT RATED BY ESRB



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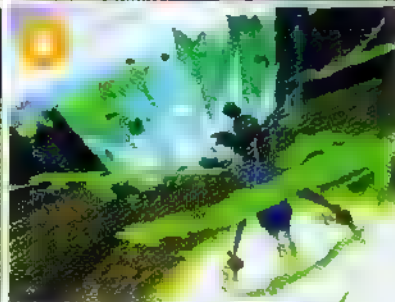
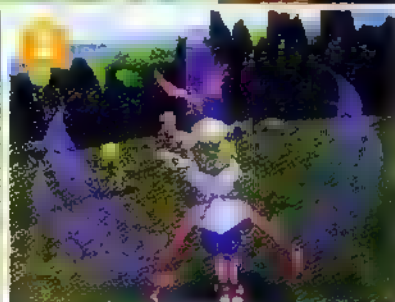
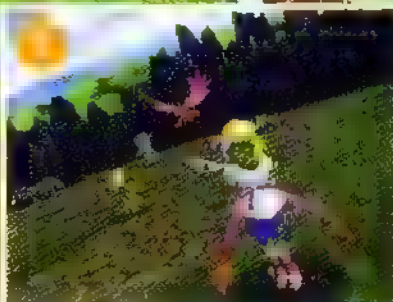
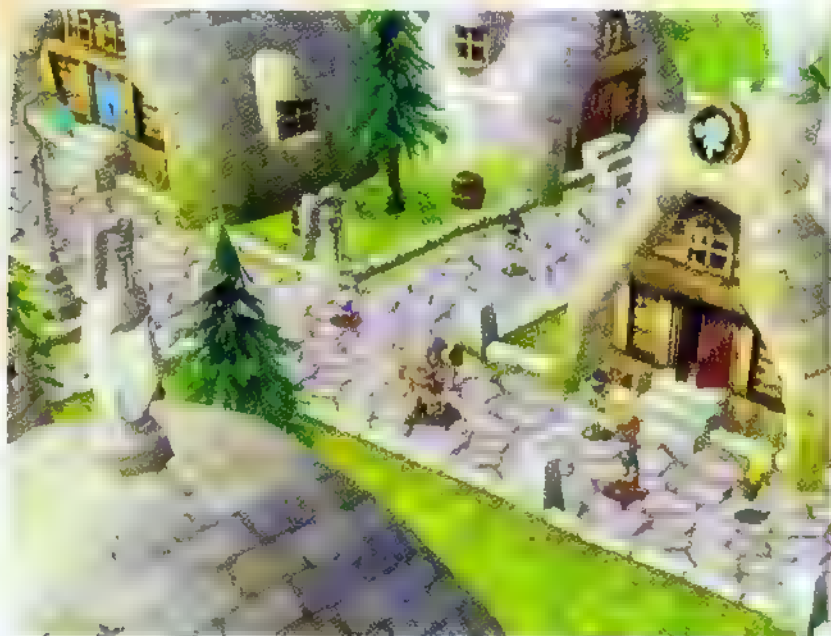
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Grandia II

There hasn't been any new information released on Game Arts/ESP's Grandia II for the Dreamcast, but lots of gorgeous new pictures have been surfacing so we thought you might like to take a look. Word has it the game will be shown off at the upcoming Spring Tokyo Game Show in playable form, so hopefully we'll have more concrete details then. Until then, drool at these..



Superspeed Racing

Sega's second Dreamcast racing game isn't Super GT, and it isn't Daytona 2. Nope, no such luck yet. Instead, their next racer, due out in Japan on March 25 is the Dreamcast-exclusive officially licensed CART racer, Superspeed Racing. SSR features 27 official CART drivers from 17 different teams (with authentic stats), as well as 19 different race courses. No network support is planned, though two player split-screen play will be present. And of course, the game will support the DC Racing Controller.



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Mad Catz Dual Force Racing Wheel for PlayStation® features built-in Dual Force™ vibration hand-stitched simulated leather grip, one digital and two analog modes 270 degree wheel turning radius, plus stick and foot pedals. Fully supports Gran Turismo™.

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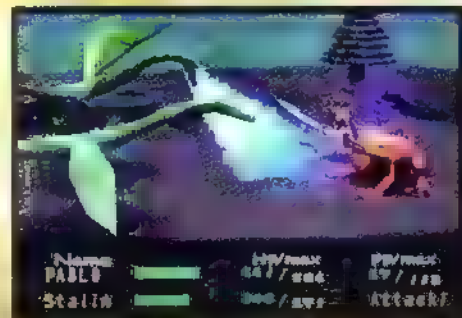


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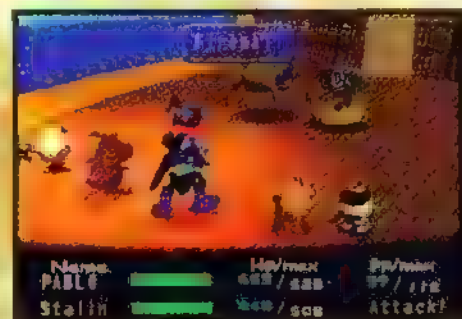
God's Tower... a majestic symbol

of hope to the world.
But behind its walls
lurks a being that
could destroy all.
Evil forces are
already in motion
as the Tower cries
out for a hero.

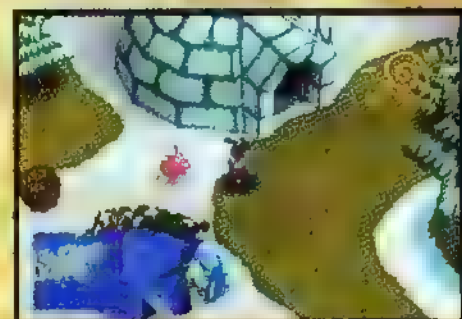
Now destiny calls
on you - a young
knight charged with
the care of a magical
baby creature of
mysterious origins.
Prepare to face
fantastic foes in a
quest that leads to
the cradle of all evil.



Determine the fate of an evolving baby creature as you develop its personality and skill along your quest.



Battle alongside a unique back-up squad of allies with special abilities like hypnosis, blood-sucking - and more.



Wield 71 spells, hundreds of fantastical weapons and powerful suits of armor in an immense, 3-D RPG world.

GUARDIAN'S CRUSADE

SOMETIMES DESTINY FOLLOWS YOU.

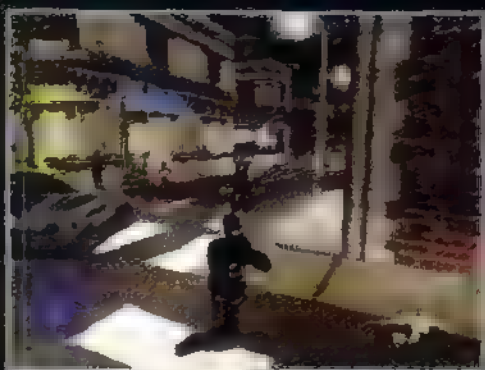
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GAME OF THE YEAR

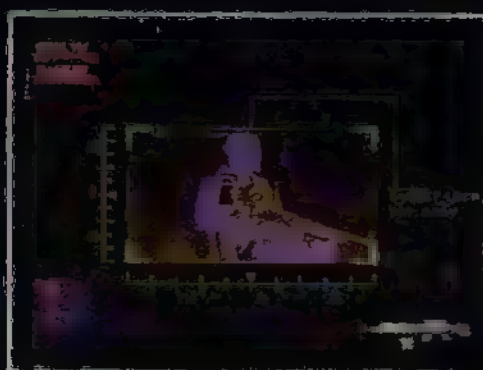
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Hybrid Heaven

Parasite Eve Meets The Manchurian Candidate Deep Below The Big Apple

Publisher/Developer	Players/Genre	% Done	Release
Konami KCE Osaka	1 Action/RPG	60	May 1999
Web Address: www.konami.com			

Explore a dark world of genetic mutants, political intrigue and mind control deep below the "Big Apple" in Hybrid Heaven, Konami's cinematic, 64 Bit answer to Square Soft's popular Parasite Eve for the PlayStation.

After gunning down an unarmed secret service agent at the urging of a mysterious, disembodied voice, the player's character, Diaz, is ushered through a New York subway tunnel by two men in black into a bizarre subterranean world populated by scientists, robotic sentries and unspeakable genetic experiments gone awry. An unwitting pawn in a plan to assassinate the president, Diaz must piece together the fragments of his shattered memory if he is to escape his underground prison and foil the would-be assassins.

In Hybrid Heaven's field mode, the player is free to explore the game's 11 3D environments, avoiding hazards, discovering computer passwords and gunning down floating robotic sentries with a laser pistol. Pass in front of a mutant's field of vision, however, and you'll enter a battle mode similar to Parasite Eve's. In this mode, Diaz is free to run around a limited environment while scrolling through RPG style attack options. At the touch of the A button, a window will pop up asking if the player wants to attack or use a weapon. If attack is chosen, the player can choose from an array of punches and kicks, which vary in power and chance of failure. If you're too slow, your opponent will gain the upper hand, forcing you to defend, dodge or counter its attack.

A power gauge at the top of the screen, which governs Diaz's attack power, decreases with each attack but replenishes over time. Unfortunately, the gauge begins at zero, forcing you to run around avoiding your opponent until it is sufficiently charged. A separate stamina gauge located below the power gauge influences which throws Diaz is capable of performing. Win a fight and your character's parameters —



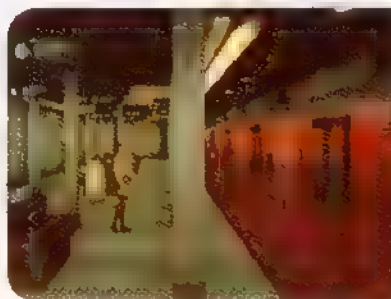
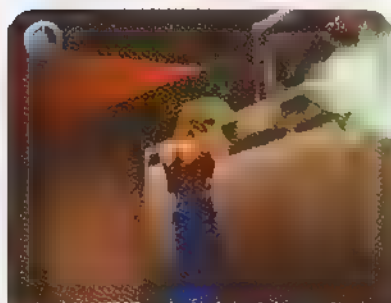
As the title implies, Hybrid Heaven is a genre-bending hybrid, marrying 3D action with the strategy of an RPG.

hit points, attack strength, defense, etc.—will automatically increase. What's more, Diaz actually evolves as you progress through the game, gaining new attacks based on which techniques are used most often.

Hybrid Heaven's real-time cinematics have a highly cinematic look and are chock-full of rapid cuts, camera moves and, thanks to Konami's powerful compression techniques, a surprising amount of speech for a cartridge game.

The first game of its type available for the Nintendo 64, Konami's "hybrid" offering is almost guaranteed to enjoy heavenly success when it hits store shelves in May. ●

3
Number of menus you have to scroll through before throwing a punch in Hybrid Heaven.



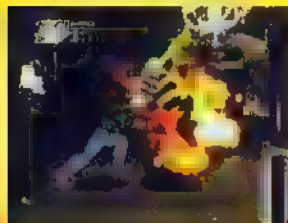
The game's movies have a stylized, cinematic look.

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Publisher/Developer	Players/Genre	% Done	Release
Activision Raster Productions	1-4 Action	95	March 1999
Web Address: www.activision.com			

Quake II

Giblets,
Anyone?

Quake and Quake II are more than just games on the PC—they're a relig ion for countless deathmatch devotees. But for console gamers, the Quake name has hardly achieved holy-moly status. The Saturn and N64 ports of the original Quake were adequate, sure, but they were lacking in one key area: multiplayer. Activision is averting that particular mistake with Quake II for the N64.

Developed by Raster Productions and approved by id Software, Quake II packs four multiplayer modes, and unlike Midway's port of Quake—it supports four players.

As far as the single-player game goes, Quake II producer Marty Stratton explained, "We asked what do people like about the original and what they don't. Gamers really seemed to like the weapons and enemies." Consequently, the N64 version packs all the same enemies and weapons, including the rail gun and BFG.

The 19 single-player levels and seven deathmatch maps were designed by Rogue, who created the add-on levels for the second Quake II mission pack on the PC. Stratton explained that if you've played through the 39 levels of Quake II on the PC, some of the N64 version's environments may seem familiar. "Occasionally you'll see half a level or half a room that you'll recognize," he said, "but essentially all the levels have been redesigned. And of course all the levels have secrets like the PC version."

The developers gave Quake II a graphical facelift, too. All the textures have been retouched and re-rendered in 16-Bit color, as opposed to the PC version's 8-Bit color palettes. The Expansion Pak adds some visual spark, too (see caption above). Still, a few sacrifices were made. Enemies have lost a few frames of animation, although they still duck and sidestep to dodge your fire. Your character's ability to duck has been taken out, too. No big deal, though; with the RAM Pak in place, Quake II looks even better than the hardware-accelerated PC version. Honest

Multiplayer Modes

Here's the good news: Quake II's collection of multiplayer modes rivals that of GoldenEye. You get every mode you could want except co-operative play for the 19 single-player levels. And you get seven deathmatch-specific maps to boot. The bad news: Four-player mode was choppy when we saw it—as choppy as Turok 2's multiplayer, in fact. Two-player was perfectly smooth, however, and the producer told us they're still working to fix the frame-rate problems. Here's a rundown of Quake II's multiplayer modes:

- **Deathmatch:** Your standard kill-or-be-killed ordeal for two or four players.
- **Deathtag:** Kinda like a video-game version of kill the carrier, everyone hunts the one player who carries the flag.
- **Frag Teams:** Blast fellow players in two-on-two or three-on-one miniwars.
- **Flag Wars:** Here's the classic capture-the-flag mode that's made PC Quake so darn legendary. Defend your fort and its flag, or scurry over to the other guy's side and swipe his flag. Return it to your base to win. You can also play without teams. In this variation, everyone battles each other for the flag.



Quake II uses Nintendo's RAM Pak a little differently from other Pak-compatible games. Instead of simply popping the game into hi-res, the Pak adds dynamic lighting to the weapons, draws halo effects on lights, bumps up the resolution of wall and enemy textures, and re-renders the entire scene in 24-Bit color—while the game itself stays in the standard 320x240 resolution. In other words, the environments become more sharp and vibrant, without the dithering effects of the regular 16-Bit colors you get sans RAM Pak.



Take on the Stroggs using either Turok- or GoldenEye-style controls, or customize each button individually.



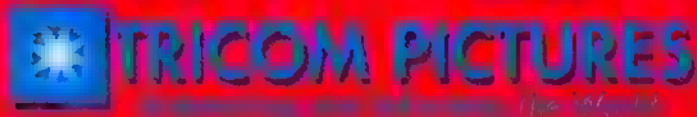
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Publisher/Developer	Players/Genre	% Done	Release
Acclaim Iguana	1-4 Sports	80	April 1999
Web Address: www.acclaim.net			

All-Star Baseball 2000

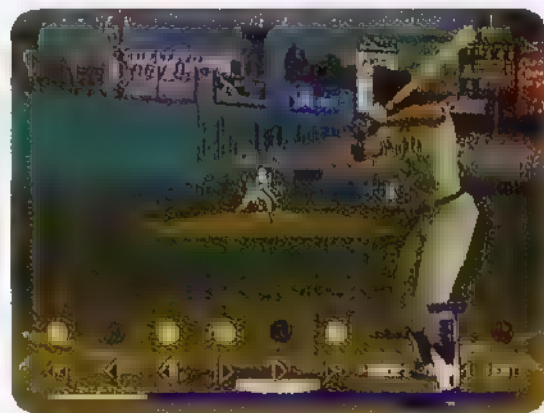
The Best N64 Baseball Sim Gets Better

Another new addition this year: variable weather conditions, including rain and even snow (if the time/place is right).

Last year, Acclaim's All-Star Baseball '99 took top honors as *EGM's* favorite N64 baseball game. While it did have a few problems, overall it was still the best game in town, especially for sim fans. This year they've got added competition from the likes of EA and Konami, but from what we've seen of All Star 2000, we think it's safe to say that Acclaim's got an excellent chance of staying on top.

Graphically, All-Star is even more beautiful than it was last year. The hi-res graphics are as astounding as ever (no Expansion Pak necessary!), and the animation has been improved in almost every area. The detail that was put into each ballpark is truly amazing. From the rooftops behind Wrigley to the monuments in Yankee Stadium's Monument Park, everything is replicated almost perfectly. The camera work has been improved, too.

All of this is great, but what's more important is gameplay. Believe it or not, this is where they REALLY went nuts with the details. ASB 2000 is a sim fan's dream—it's packed with dozens of features, many of which are either enhanced from last year or entirely new. The most important enhancements lie in the batter/pitcher interface—check out the sidebar for details. The AI has been tweaked in several areas (smarter CPU



One of the many new features of ASB 2000 is Instant Replay. If you've got an Expansion Pak, you can almost quadruple the amount of footage you can review.



players, better CPU draft management, more realistic stats over the course of a season, etc.), and the many GM options have been improved as well. Not only are there more stats, but they're more user-friendly and more accessible too (especially during a game). The Create-A-Player Mode is not only more detailed, but it allows you to create up to 25 players now (as opposed to 10 last year).

What else is new? There's honestly too much to list. Some of the more noteworthy stuff includes: an instant Replay feature, controlled sliding (to try to avoid tags), pitch speed control, multiple-player trades, daily HR tracking during a season, weather effects (rain/snow), hot and cold streaks, and more. Heck, you can even call for a double switch! The game speed has been increased big-time, too—you can bypass almost any unnecessary cinematic or delay to cut down on game time. A very nice feature, indeed.

As you can tell, we're pretty excited about All-Star Baseball 2000. Hopefully Acclaim and Iguana will put this much effort into their other sports titles (like QB Club), because it's obviously paying off. We can't wait to see what they do with the Dreamcast...

Nearly every aspect of ASB has been fine-tuned over last year, even Create-A-Player. Check out the glare protection!

Behind the Screens

Bey Bickerton, Assistant Creative Director at Iguana had this to say about the company's innovative new 3D Batting system: "3D Batting evolved from the simple idea of giving the players more control over where they wanted to hit the ball. When looking at past icon batting systems, they were all relatively the same and it was hard enough to make contact with the ball, let alone hit it to a desired part of the field. We then reviewed our own system and decided that actually tilting or turning the batting icon would accomplish what we wanted to do while keeping the relatively same, consistent interface. It was a simple matter of finding the right graphical representation and adjusting the hit angles available when the user positions the icon in 3D space. What I think resulted is a very intuitive interface that gives the user unprecedented control when at the plate."

With 3D Batting (top), players can actually target their swings more accurately than ever before. Got a runner on third with one out? No problem! Aim high and deep, so he can tag his way home! Also new: Pitch type AND location guessing (bottom). Sweet!





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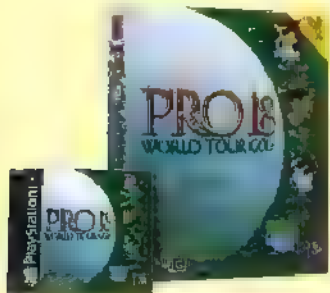
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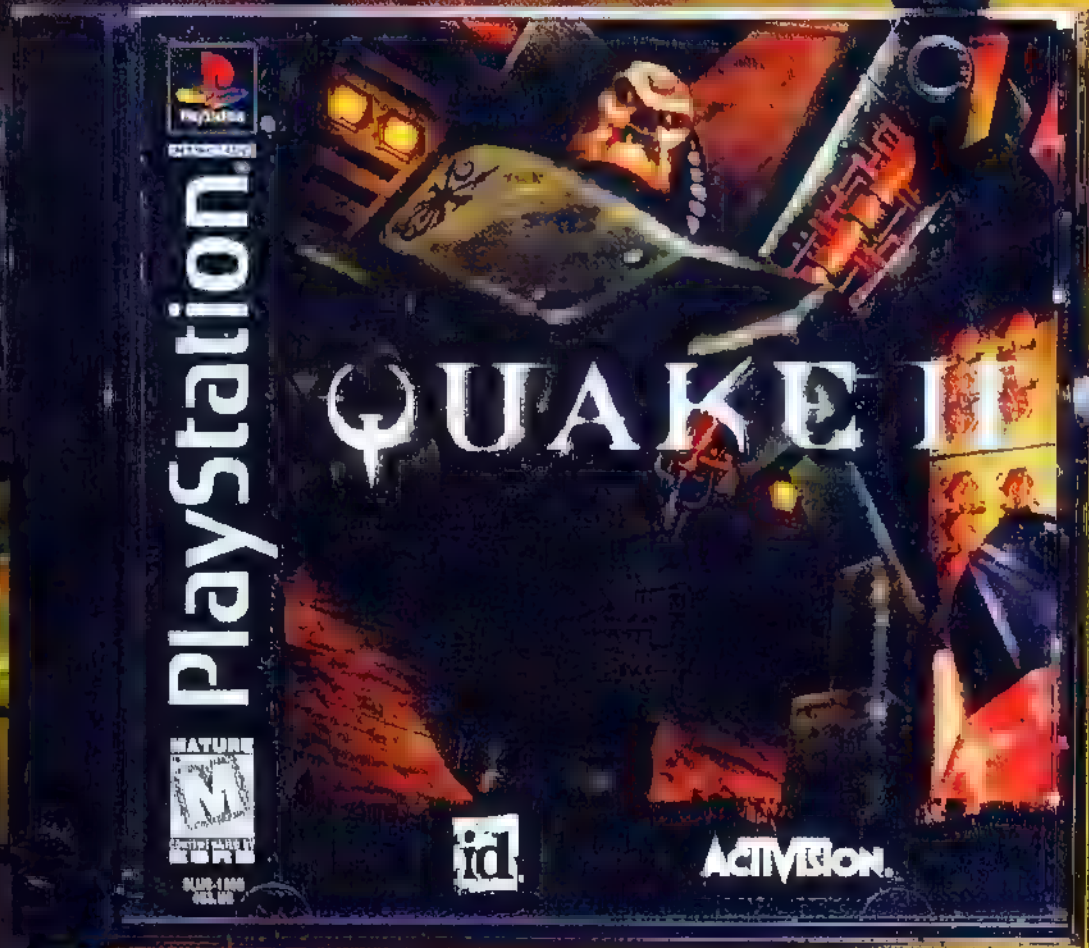
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Publisher/Developer	Players/Genre	% Done	Release
Acclaim Iguana-U.K.	1 Action/Adventure	60	August 1999
Web Address: www.acclaim.net			

Shadow Man

I Love That Voodoo You Do

You may have heard of Shadow Man—you may have even seen early shots from the game and read about its morbid story line right here in *EGM*. Chances are you'll be hearing and seeing quite a bit more of Shadow Man since Acclaim is positioning it as, in their words, a game on the same level as the mega-hit *Turok*. But marketing dollars aside, from what we've seen of Shadow Man so far, it looks as if this 3D action/adventure is truly something special.

The voodoo-flavored story is rich and twisted, putting Mike LeRoi (a.k.a. Shadow Man) in the unlikely position of saving the world from Legion, a being who has come from beyond the universe to cause mayhem. By employing the "talents" of five serial killers, Legion plans to...well, cause mayhem in various evil ways. So along comes Mike LeRoi as a kind of undead assassin who is chosen to kill these serial killers and Legion, while traveling between the real world and Deadside gathering information, items and power, and killing evil minions.

Like any good story, Shadow Man has a simple moral behind its complex gameplay: You get to kill the serial killers. And if you believe in the adage "an eye for an eye," this is due justice, since these guys are real sick bastards who kill and maim for fun. Of course, you meet up with different people and beings in your travels—some friendly, some not. One in particular is quite strange: A snake named Jaunty who's the gatekeeper to Deadside (Jaunty has a weird skull for a head and wears a top hat). As if this weren't weird enough, in this early version of the game, he has sort of an indistinguishable Irish or Scottish accent.

In Shadow Man you'll go back and forth between its levels several times in order to truly complete the game. Think of it in the same way you have to finish *Zelda* or *Banjo Kazooie*, although this is the only thing Shadow Man has in common with these games. Like boy and teen Link in *Zelda*, you can get to places as Shadow Man you can't get to as Mike



Iguana U.K.'s VISTA technology allows you to see far into the distance with the use of little or no fog.

LeRoi, and vice versa. In addition, there are certain items you must collect to access unreachable areas to find secrets, which ultimately equals more power with which to fight stronger enemies and bosses. "There's a multitude of experience in each level, whether it's an action, adventure or puzzle element," explains Guy Miller, creative director for Iguana U.K.

The main items you'll collect in Shadow Man are called Govi. These act sort of like the stars do in *Mario 64*, except there is nothing special at the end of the game if you collect all of them. Instead, after collecting all of the Govi, your power level will be at its max, and you'll be able to take on Legion all the more easily after entering the Asylum.

Graphically, Shadow Man will support low, medium and hi-res (although this rev supported only a rather dark low-res mode). In addition, the game uses VISTA technology, a graphics engine developed by Iguana U.K. that basically allows you to see into the distance without having to use any unsightly fogging techniques. Thanks to the N64's graphical capabilities, Shadow Man has a load of cutscenes integrated into gameplay as well. Miller commented on how the CG video in the earlier days of gaming was frustrating, and how he'd rather play those bits instead of the actual game. "I've always wanted to put a meaty story into a game, and the technology now is making that possible," Miller went on. We're not sure if he realized the pun or not, but Shadow Man is certainly meaty...in more ways than one. ●



The gates to Deadside. From here on out things get pretty freaky. Talk to Jaunty and he'll give you a bit of advice.



Shadow Man's stages are quite intricate. They vary greatly from one to the next and from the real world to Deadside.

The picture below is not from the game...it's a painting



Peiter Breugel, The Elder
The 'Little' Tower of Babel
c. 1563; Oil on panel, 60 x 74.5 cm; Museum
Boymans-van Beuningen, Rotterdam
Web site: metalab.unc.edu/wm/paint/auth/bruegel/

Mini-FAQ

Who all is working on Shadow Man?

Guy Miller, Creative Director at Iguana in the United Kingdom, is the main man behind the project, but he's obviously not the only person working on it. In fact, all of Iguana-U.K. is working on Shadow Man—that's roughly 60 people. It has been in development for just over two years.

What else has Guy Miller worked on?

Miller has been in the gaming industry for a long time. In fact, he worked on *Battle Toads* and *Wizards & Warriors* on the NES and many other old-school titles. More recently, Miller has worked on *Tomb Raider* when he was with

Core. Now with Iguana-U.K., he's the man behind Shadow Man.

What inspired the grim and horrific story behind Shadow Man?

There are several things. First and foremost, there's a painting by Peiter Breugel called The 'Little' Tower of Babel (see left). Miller thought the tower looked like somewhere serial killers go when they die. The Asylum in Shadow Man is based on this tower—a dark, disgusting and freaky place full of evil and death. Other inspirations include paintings by Francis Bacon and the movies *Seven* and *Jacob's Ladder*. Needless to say, the game is twisted

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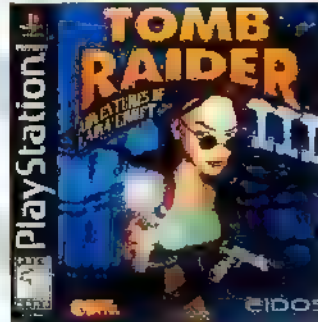
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Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts TREY ARCH	1-2 Sports	90	March 1999

Web Address: www.easports.com

Triple Play 2000

EA Takes A Swing At The N64

Once the ball is hit a handy directional arrow tracks it for you.



When EA released NBA Live 99 for the Nintendo 64 last fall it didn't look or play a whole lot different than Live 98 for the PlayStation. TP 2000 will not endure the same fate. Instead developers TREY ARCH and EA Sports are introducing a brand-new, unique baseball game for Nintendo's machine.

Compared to TP 98 (for the PS), the frame rate is much better. Remember how that game took heat for its choppy animation? That won't be a problem here. On the innovation side, a quick cut camera follows the action from up to 75 angles. For example, close plays at plate (or any base) are viewed from a side vantage point close to the tag. When balls are hit four or deep, a battalion of camera angles are enabled to give a quick-cut TV-style presentation.

Curiously, the batting view is in different locations depending on the game difficulty level. On Rookie, the view is well above the catcher's head. In Pro, it's slightly lower while the traditional "catcher-cam" is reserved for the hardest level. It seems this was done to promote the game's expanded sweet spot as well as the arcade-like gameplay in general. Getting a hit on Rookie is pretty darn

An example of some of that quick-cut camera work.



It's Triple Play's Nintendo 64 debut. The kids are expecting a lot out of this one.

easy, so there's no need to have the cam in the traditional spot when an angle with a greater field of view can be used.

With all the bells and whistles in place including MLB and MLBPA licenses, season, playoff, home run derby and of course two-player modes—the game is juiced. Having played this early version we can say it definitely has a unique and "different" feel. Now it's that a good or a bad thing? ●

Publisher/Developer	Players/Genre	% Done	Release
Konami KCE America	1-2 Sports	100	March 1999

Web Address: www.konami.com

Bottom of the 9th



Konami's semi-popular PlayStation baseball franchise is now making its way to the N64. That's right kids, Bottom of the 9th has arrived, and it's already complete—not bad for a game whose existence we weren't even sure of slightly over a month ago.

Bottom of the 9th is strikingly similar to the PS versions, only with slightly smoother graphics and

better control. As far as gameplay is concerned, it doesn't offer anything drastically new or different from other baseball games. It's got good, solid control, a decent (though slowly becoming dated) batter/pitcher interface and average graphics. The Scenario Mode is easily the coolest feature of the game, allowing you to take part in 20 different key scenarios that took place last season. On the downside, there's no Create-A-Player feature, and—get this—there's still no official MLB team license (the PlayStation versions don't have it either). It's too bad, because that "minor" omission is going to cost Konami a whole lotta sales. "Real" baseball fans want "real" teams. If crap like Mike Piazza's StrikeZone can pull in a team license, there's no reason why Bottom of the 9th shouldn't be able to.

If you can get past these faults, you may want to give Bottom of the 9th a try. All things considered, it's still a surprisingly playable game. If all goes well, it should be on sale by Opening Day.

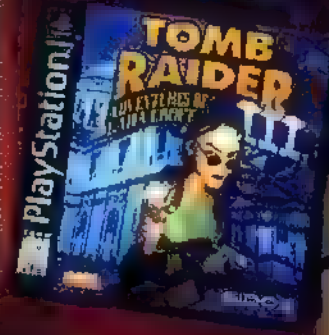
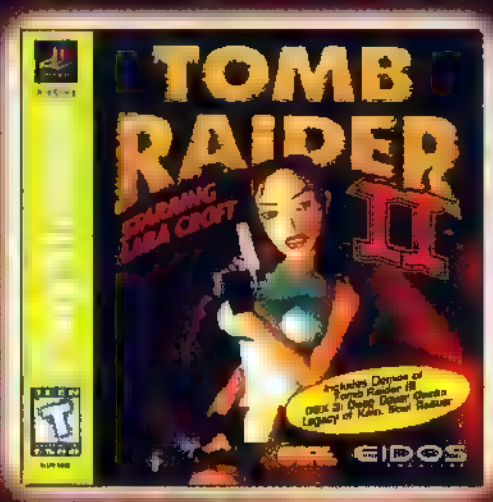
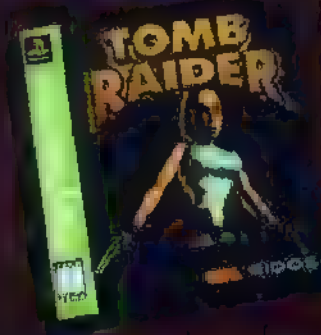


The Training Mode allows you to sharpen your skills in either batting, pitching or fielding.

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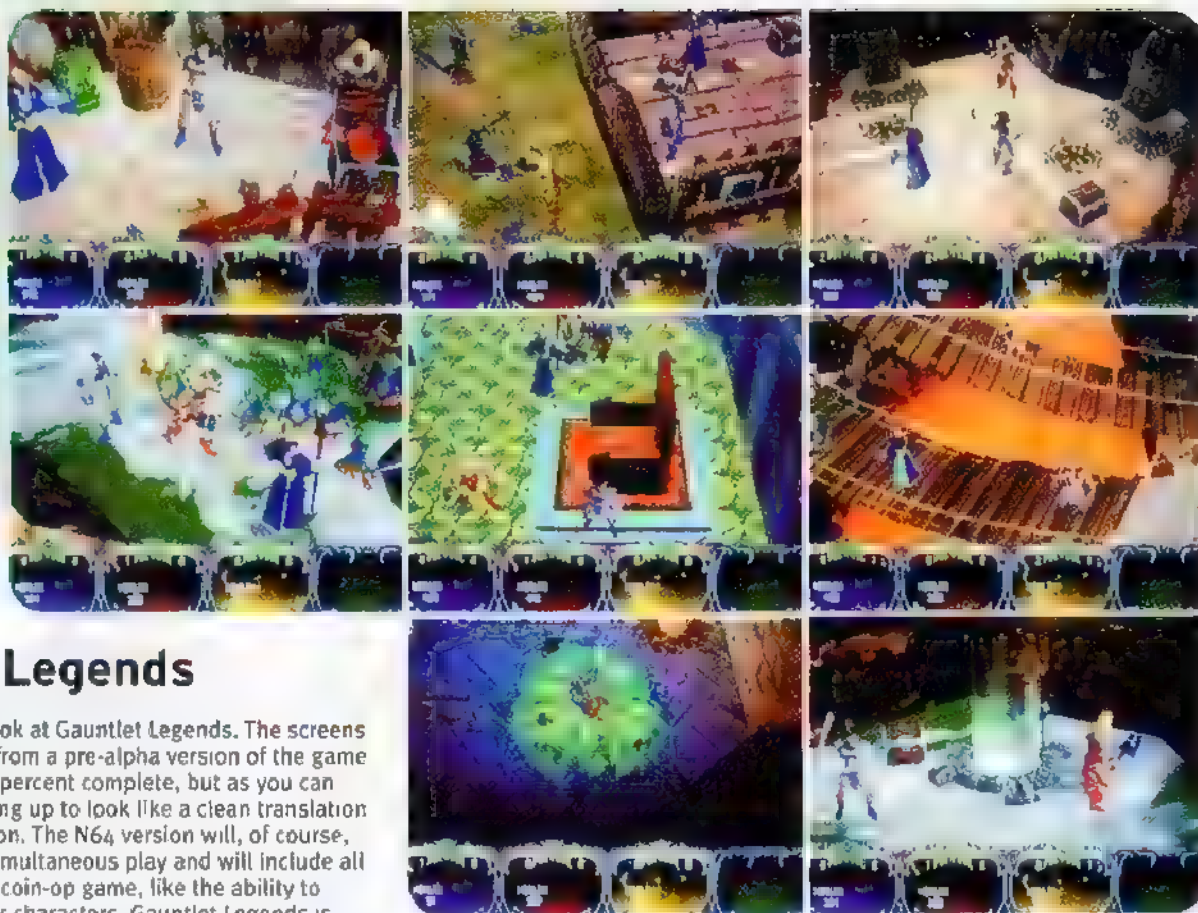


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Gauntlet Legends

Here is a very early look at Gauntlet Legends. The screens you're looking at are from a pre-alpha version of the game which is less than 40 percent complete, but as you can tell, it's already shaping up to look like a clean translation from the arcade version. The N64 version will, of course, support four-player simultaneous play and will include all the features from the coin-op game, like the ability to level up and save your characters. Gauntlet Legends is due out in May from Midway and Atari Games.



WWF Attitude

Iguana is slowly leaking out information on their next wrasslin' game, WWF Attitude. As you can see here, we don't have much to show you other than these early menu screens. Besides the obvious and obligatory roster updates over WWF War Zone, Attitude is supposed to feature much more in the Create-A-Wrestler department. The biggest improvement Iguana is looking to implement is fully customizable fighters, meaning you can pick individual moves for each situation (off the top turnbuckle, opponent on the mat, etc.) instead of picking an existing character's set of moves. Acclaim will be giving you Attitude in May. Check videogames.com and the next issue of EGM for more Attitude coverage until then.

Monster Truck Madness

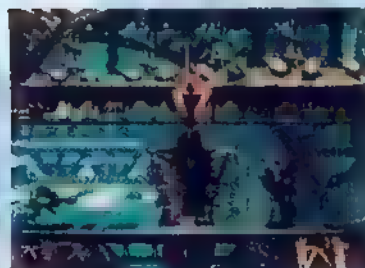
Rockstar (a new publishing label under Take 2 Interactive) will be bringing out Monster Truck Madness for the Nintendo 64 later this year. This off-road racer is based on Microsoft's PC game of the same name but will have new exclusive features. As of press time, we weren't sure what exactly these features are (all we were told was, "The N64 version will have a lot of new s***."), but we do know the cart will have new cars and tracks.



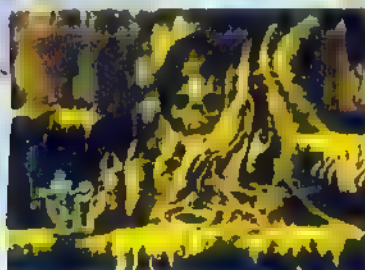
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- Official PlayStation Magazine

"...combines stunning graphics and engrossing gameplay."

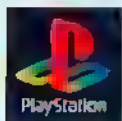
(★★★★ out of four)

- USA TODAY



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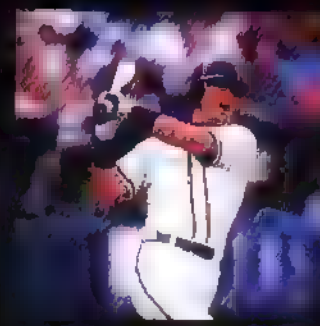
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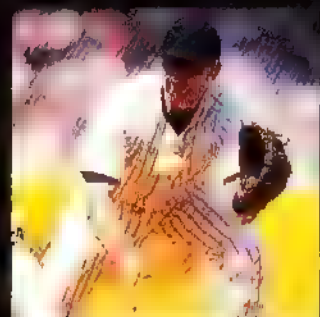
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"If you love baseball...
this is the only
game in town."

- *GamerzEdge*



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"Top-notch arcade play; the best baseball game AI" - PC Gamer

TruPlay™ AI guarantees true-to-life base running, fielding, and managing.

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Blazing fast gameplay and all the action of a highlight reel.

Pro-style interface that brings you into the game.

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New 1999 MLBPA player rosters and 1999 career stats.

Career Mode includes a realistic aging curve, player retirement, and new rookie prospects.

Make blockbuster deals with Multi-player trades and Manage-only mode to control key aspects of gameplay.

PC version only



"This is the best baseball game, satisfaction guaranteed!"

- Trip Hawkins, President, 3DO



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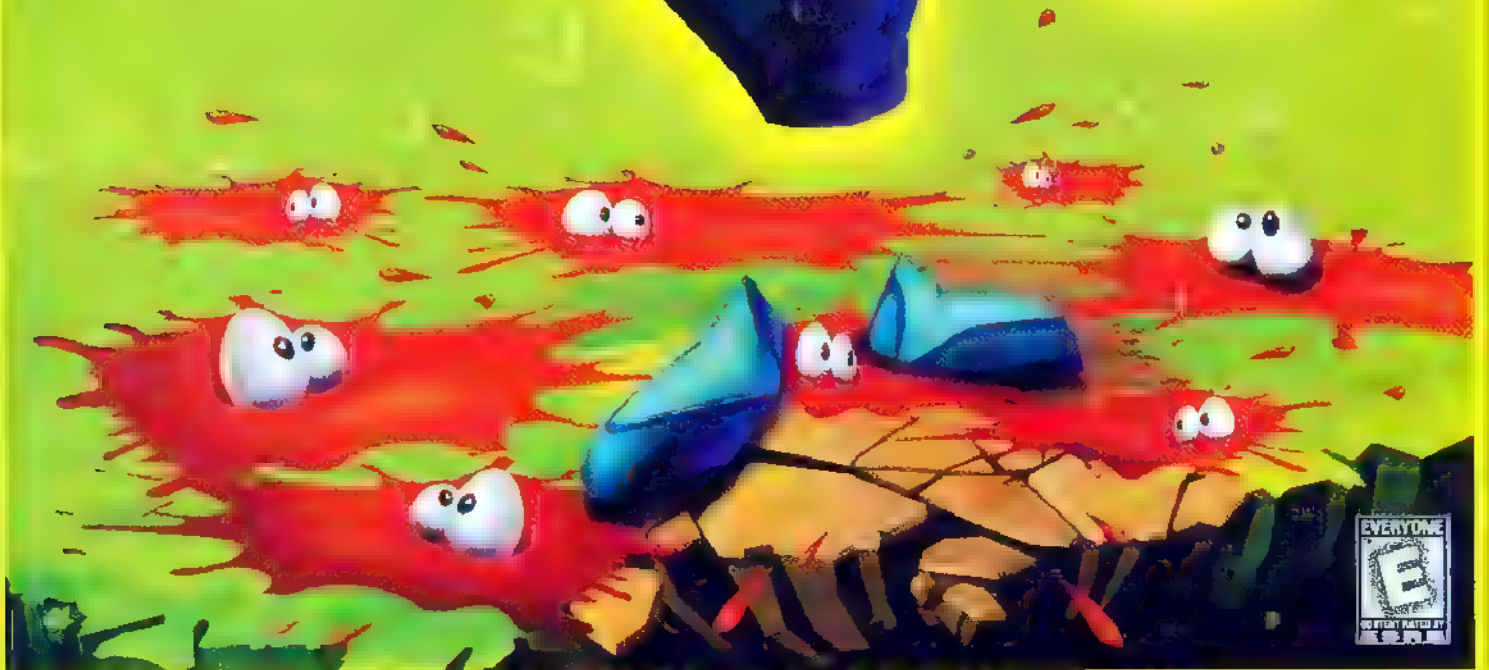
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When All The Trouble
Is All Your Fault,



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PlayStation

PREVIEWS

Ehrgeiz

Ehrgeiz!
Gesund
Heit!

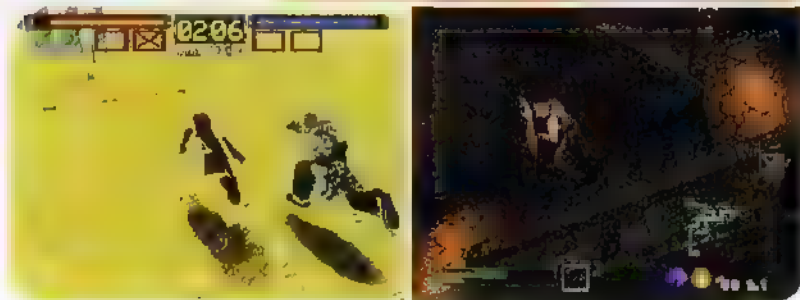
Tekken it to
the Limit

Dream Factory, the masterminds behind *Tobal No.1*, *Tobal 2*, and now, *Ehrgeiz*, is comprised of industry veterans whose credits include both the *Tekken* and *Virtua Fighter* series. Although the fighting engines have remained remarkably similar throughout the three Square games, the Quest Mode has gotten more ambitious with each installment.

Yoko decides to take the high road as Han (currently solo) unleashes an attack of environmentally hazardous proportions.

Were you among the millions of troubled souls who hankered after Square/Dream Factory's quasi-legendary fighter *Tobal 2*, only to cry out in agony as news filtered out that they did not "have the resources" to translate the game? Were you among the faithful who erroneously hoped Square would somehow find it in their hearts to surprise us anyway, or that the newly formed EA/Square faction would eventually release this import-only masterpiece? Well, if you were, you waited in vain, as *Tobal 2* will forevermore remain "one of those that got away."

However, if it's any consolation, Square EA will be releasing Dream Factory's arcade fighter, *Ehrgeiz*, to the masses sometime this May. Dubbed by many fans the "Final Fantasy Fighter," *Ehrgeiz* was originally released in arcades last fall. The result of a partnership between Square (publishers), Namco (System 12 hardware, arcade distribution) and Dream Factory (the developers), *Ehrgeiz* builds on the free-roaming 3D fighting engine that made *Tobal* such a critically successful endeavor. Taking it a step further than *Tobal 2*, *Ehrgeiz* attempts to enrich the concept by adding multitiered backgrounds, destructible objects and individualized projectile attacks. While there is a story line centering around the "legendary"



Last one to the finish line buys the beer!

Like the *Tobal* series, *Ehrgeiz* also features a Quest Mode with beautiful graphics and some neat light-sourcing.

Publisher/Developer	Players/Genre	% Done	Release
Square EA Dream Factory	1-2 Fighting	75	May 1999
Web Address: www.squaresoft.com			



This guy's lucky he's only getting his ass kicked. If "Prince Naseem" were up to it, he could crack him over the head with that crate!

sword *Ehrgeiz*, we all know it's just a big ol' excuse to kick some butt!

As can be expected of the creators of the *Tobal* series, the home conversion of *Ehrgeiz* incorporates a Quest Mode called "Godless, the Dungeon." In this mode you take control of one of two new characters exclusive to the game, and attempt to guide them through the rigors of a multileveled dungeon. Unlike the Quest Mode in the *Tobal* series, you can pick up weapons and armor in *Ehrgeiz*, and actually see your character wearing whatever it is you've found. If that weren't enough, there's also a small handful of mini-games for anyone wanting to take the *Ehrgeiz* folk and make them race across a beach or play a huge game of Othello, among other things.

In any case, for the many who felt burned at the loss of *Tobal 2*, now's your chance to make peace with the past. Due to arrive in the States this May, the arrival of *Ehrgeiz* might make more than a few gamers say "Toba. who?"



RIDERS IN THE SKI

RULE THE SLOPES IN THE INTENSE NEW SIZES OF FREESTYLE BOARDING '99

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FROM THE GREAT BOARDERS OF THE 1970S TO THE GREAT BOARDERS OF THE 1990S, THE GREAT BOARDERS ARE ALL HERE TOGETHER IN THIS GREAT BOARDING GAME.



THE GREAT BOARDERS OF THE 1970S TO THE GREAT BOARDERS OF THE 1990S, THE GREAT BOARDERS ARE ALL HERE TOGETHER IN THIS GREAT BOARDING GAME.



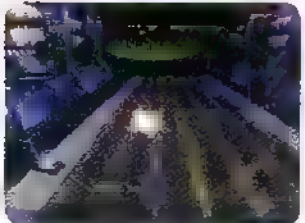
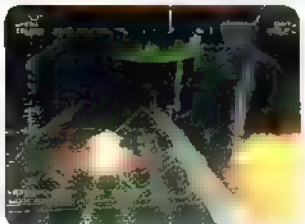
THE GREAT BOARDERS OF THE 1970S TO THE GREAT BOARDERS OF THE 1990S, THE GREAT BOARDERS ARE ALL HERE TOGETHER IN THIS GREAT BOARDING GAME.



Publisher/Developer	Players/Genre	% Done	Release
Psygnosis Psygnosis-Stroud	1 Action	60	May 1999
Web Address: www.psygnosis.com			

G-Police Weapons of Justice

Return Of The
O.G.Police....



Among 1997's crop of Psygnosis games, two stood out from the pack, due to their unique futuristic design and intriguing gameplay: Colony Wars and G-Police. Now that Psygnosis has already released a much-improved sequel to Colony Wars, many have been wondering what the G-Police sequel (which we first broke the news on in *EGM* #112) would be like. Well, the suspense is over now that Psygnosis has given us a beta of G-Police Weapons of Justice to play.

While the previous installment of high-flying helicopter action had been a critical success, there were still a few, substantial criticisms leveled at it, most notably the extremely problematic draw-in. Buildings and enemies would pop up only a few feet in front of you, causing much confusion. This famous draw-in problem has been met with a clever solution. Each craft now has something called an "eco-location" system. What this means is buildings and ships far off in the distance will be rendered in wire-frames until they're revealed in full 3D models (if you've played *Krazy Ivan* for the Saturn, you know how this works).

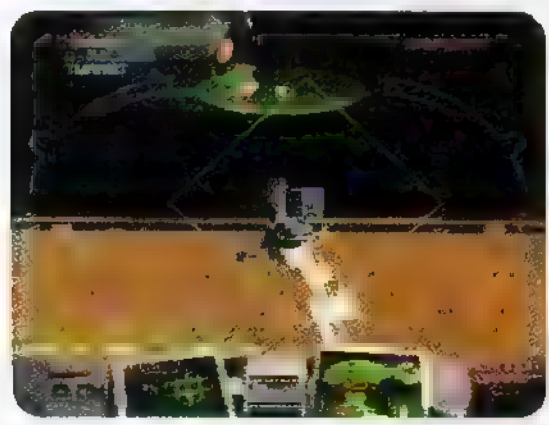
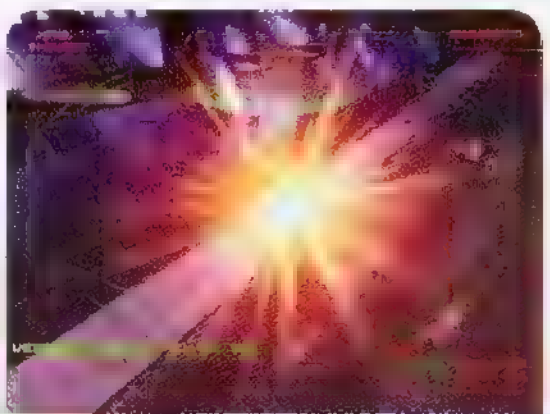
Numerous other features have been implemented to improve the overall playing experience. To begin with, in addition to the original helicopters, three new vehicles have been added to the game. These are the Raptor (a two-legged ground attack craft), the Corsair space craft, and a ground-based police car. While the original control scheme is still intact, an additional "arcade" setup is included to give the game an easier learning curve. In addition, weapon variety has been increased from 14 to 25 different weapons, each mission will have multiple objectives, enemy AI has been enhanced and mission briefings will be clearer and enhanced with audio cues. To top it off, even the HUD has been cleaned up for easier reading. In Weapons of Justice, you also have ground forces that will aid your progress and help take over hostile installations.

Keeping the G-Police story line moving smoothly is the



Looks very Colony Wars-ish, doesn't it?

addition of in-game cutscenes rendered with the game engine, as well as CG FMV's at the beginning and the end of the game. Due to arrive in stores this May, G-Police Weapons of Justice looks like it may put to rest all of the problems the first incarnation had, while adding more than enough to warrant the sequel. Aiming for the feel of the old while adding an exciting new chapter to the series, fans of the original have a lot to look forward to this spring.



You'll get to pilot more than just a helicopter this time around.

It's always really, really dark in this universe. Hey, don't the G-Police ever work during the day?

It's your parents when they say,
"Why couldn't you be more like your brother?"

It's anyone who starts a sentence,
"When I was your age..."

It's the cop who gave you the jaywalking ticket.

It's all the girls who ever
gave you a fake phone number.

FROM THE
COMPANY THAT
BROUGHT YOU
COLONY WARS

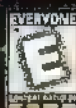
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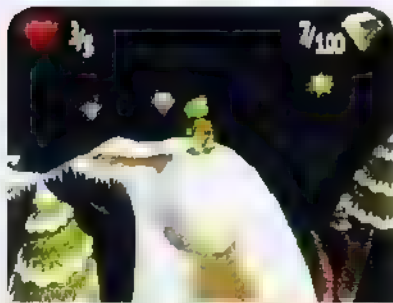
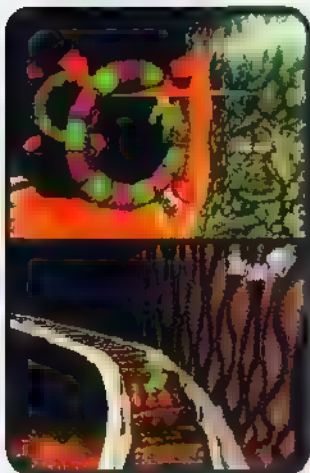
Publisher/Developer	Players/Genre	% Done	Release
Fox Interactive Argonaut	1 Adventure	80	2nd Qtr. 1999
Web Address: www.foxinteractive.com			

Croc 2

Lose And You're Luggage...

Planes, Trains and Automobiles

All-new vehicles break up the monotony while introducing new challenges.



Fox Interactive's diminutive, green-skinned hero returns to battle the evil Baron Dante once again in Croc 2, the sequel to Fox's million-selling 3D adventure game.

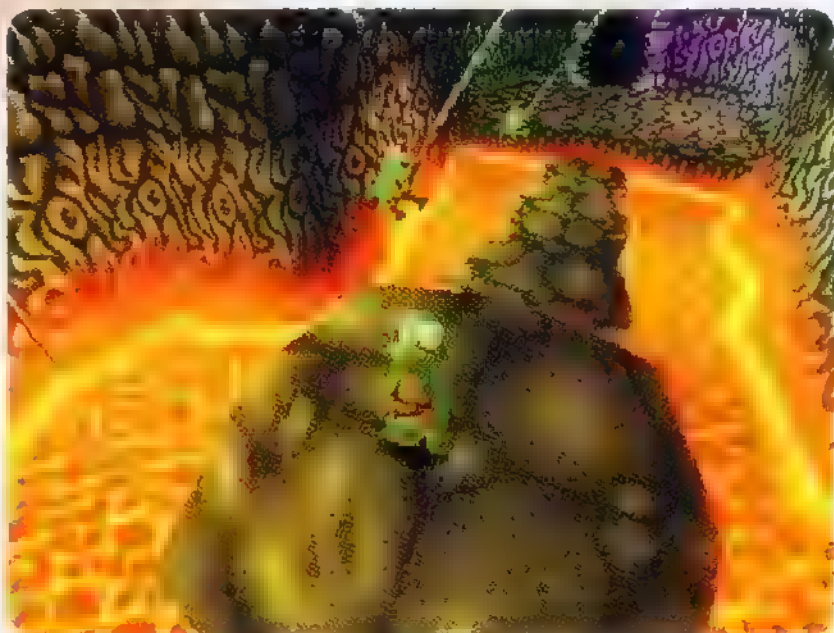
After defeating Baron Dante at the end of the last game, Croc leaves his adoptive island home in search of his long-lost parents. Unbeknownst to our hero, the Baron is far from finished and is plotting revenge against Croc and his furry Gobbo pals.

Utilizing a modified version of the original Croc engine, Croc 2 runs in high res at 30 frames-per-second, blowing away its visually impressive predecessor. The levels are less linear, too, with more of an emphasis on exploration and puzzle solving.

As for Croc himself, he's learned a few new tricks since his first adventure, such as a new boost jump, achieved by rapidly pressing then holding and releasing the Jump button. The new jump allows Croc to jump higher than before to reach previously unattainable platforms. In addition to his traditional tail whips and butt bounces, Croc now has the ability to pick up and throw certain objects at enemies.

Croc also has a number of new vehicles at his disposal, including a mine cart, a raft, a hot-air balloon and a hang-glider, which you must navigate Pilot Wings-style through a number of opening and closing rings. There's also a giant rolling snowball, which Croc must run atop to avoid being crushed. Fox also promises to include "much-improved swimming and ice-slides, too." Even more exciting, Croc 2 is said to contain some mini-racing games, such as a Mario Kart-style auto race, guaranteeing plenty of gameplay variety.

As for Croc's furry friends, they've undergone a few changes, as well; they now have the ability to talk in a limited, me-Gobbo-you-Croc sort of way, allowing them to drop the occasional hint. Their appearance also changes from level to level; the Inca level, for



Utilizing a modified Croc engine, Croc 2 runs in high res at 30 frames per second with zero texture warp or pop-up.

instance, is populated by tribe. Gobbos in ornate outfits, while Wild West Gobbos are dressed as cowboys and Indians. While this is mainly just eye-candy, it does allow you to find and identify specific Gobbos you may be looking for.

Rather than progressing through the game by hopping from island to island, as was the case in the original, Croc 2 is divided into four hubs. All of the available levels are linked to the hub by doors, many of which must be unlocked first by finding keys or solving puzzles.

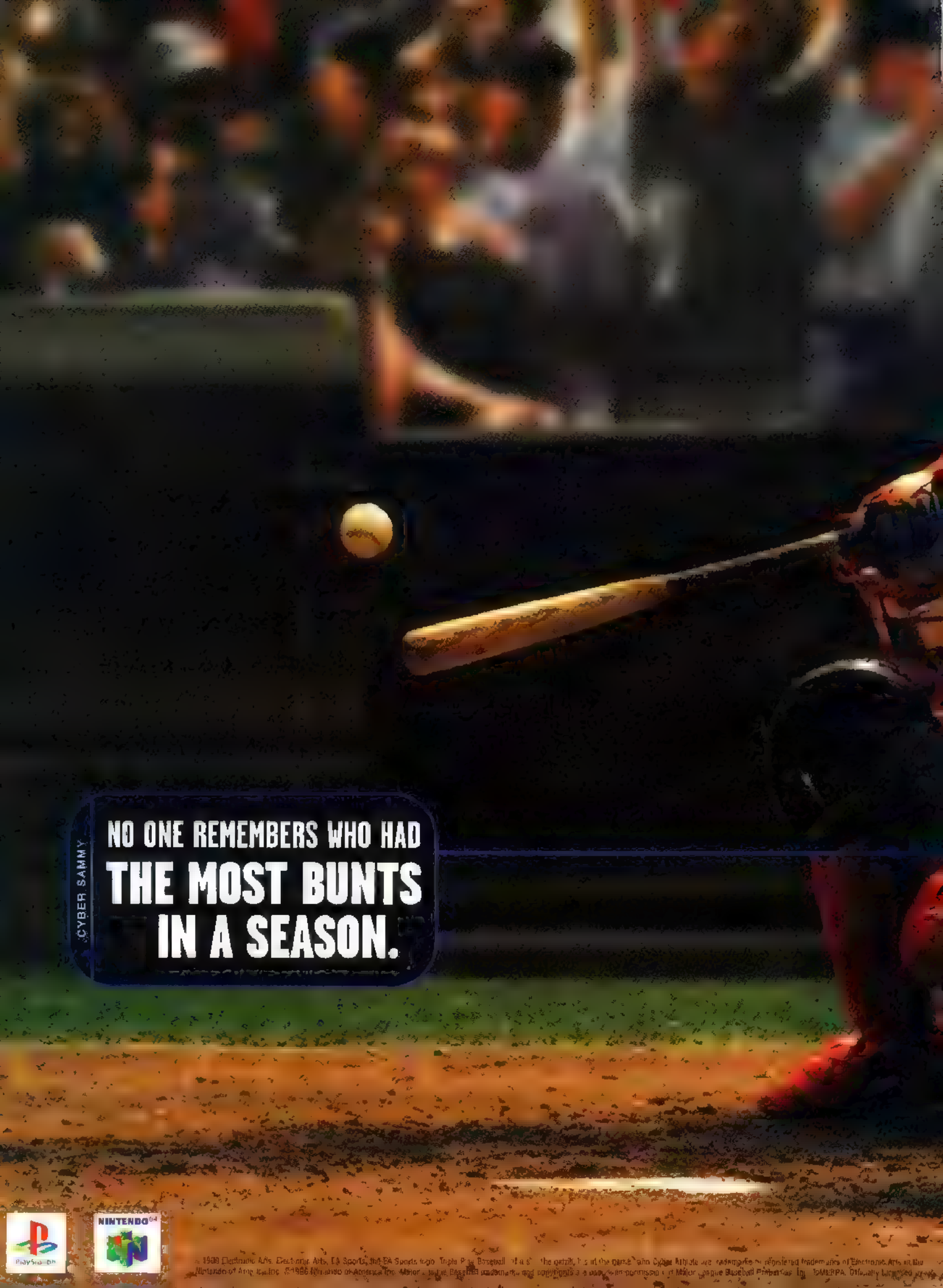
As fans of the original will be happy to learn, Croc 2 is populated by plenty of challenging, off-beat Bosses. With names like Lava Lamp Larry and Venus Fly Von Trappe, you know they've got to be weird.

All in all, Croc 2 looks like it's going to surpass its celebrated predecessor in every conceivable way, promising to achieve the same PlayStation-Greatest-Hit status ●



Pick on somebody your own size! Croc once again faces plenty of screen-filling baddies.

Rather than allowing you to exit a level, gongs now serve as checkpoints.



PLAYSTATION 2
CYBER SAMMY

NO ONE REMEMBERS WHO HAD
THE MOST BUNTS
IN A SEASON.



Publisher/Developer	Players/Genre	% Done	Release
Namco	1-2 Light Gun	95	March 1999
Web Address: www.namco.com			

Point Blank 2

Just Say No To "Point"-less Video Game Violence

The sequel to Namco's lighthearted light gun game Point Blank is on its way and promises to deliver more of the addictive multiplayer action that made the original a cult favorite. Like its arcade cousin, Point Blank is a collection of deceptively simple gun games starring a pair of bumbling explorers. Although Point Blank's graphics were intentionally cartoonish, the action was surprisingly intense, particularly when joined by a friend.

Following the axiom "if it ain't broke, don't fix it," Namco serves up a piping hot pack of new minigames—along with plenty of your old favorites—for Point Blank 2.

Among other tasks, you'll be required to save the Earth from UFOs, keep a tin can airborne for 10 seconds, shoot the correct answer to simple math problems, and mow down an entire clan of cardboard ninjas. For you retro fans, there's even a game that requires you to shoot 20 insectoid "ga.gas," which fly in formations straight out of the arcade classic.

Like the previous PlayStation version, Point Blank 2 also has a Story Mode, which has you searching for a lost princess in a comic theme park.

The real fun, however, can be found



Look for escapees from other Namco titles in Point Blank 2.

once again in Point Blank 2's addictive Party Modes Tournament, Team Battle and Turf War—which allow up to eight opponents to shoot it out, two at a time.

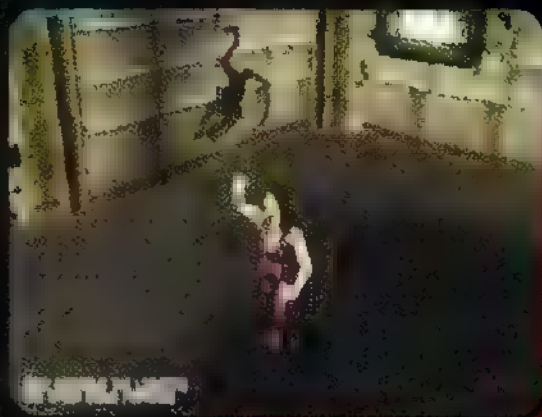
One word of caution: Point Blank 2 only works with Namco's own GunCon light gun; however, given Namco's increasing library of great shooting games, including Time Crisis and the Point Blank series, the GunCon is rapidly becoming one of PlayStation's must-own peripherals.



The object of this game is to shoot off the knight's armor—without hitting any exposed body parts. Ouch, indeed.

Publisher/Developer	Players/Genre	% Done	Release
Faz Interactive Argonaut Software	1 Action	50	June 1999
Web Address: www.fazinteractive.com			

Alien Resurrection



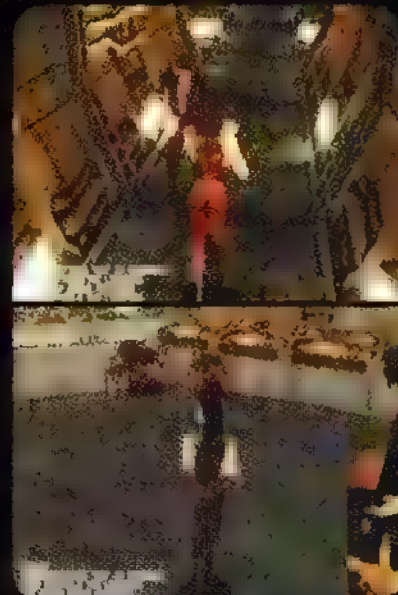
You know you're f---ed when aliens start dropping out of the sky.

Alien Resurrection is based on the fourth movie in the Alien series and is being developed by Argonaut, the creators of Croc and the original Star Fox. You can play as one of five different characters from the film: Ripley 8, Call (the

ship's mechanic, played by Winona Ryder), Johner (that huge guy from *The City of Lost Children*), Christle (the dreadlocked sharpshooter) and DiStephano (the soldier from the *Auriga*). Each character is designed for specific levels, so you won't be able to pick one at will.

Alien Resurrection will feature "highly destructible environments," a huge arsenal of weapons and mission-based objectives within the game's 13 levels. The game's top-down 3D perspective is similar to Pitfall 3D's, but the shooting elements and interaction with the environments make this a decidedly darker, tenser action game. The frame-rate and action seem rather sluggish, but this game is far from complete. The final version should run smoother and will also have sharpened AI (so aliens will work as a team and pop from walls and ceilings and such).

Right now the game is slated for a June release.



STOP it before
it multiplies.

[the plague.]

[not the praise.]

["Stunning spell effects" —EGM]

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

["Beautifully rendered" —Next Generation]

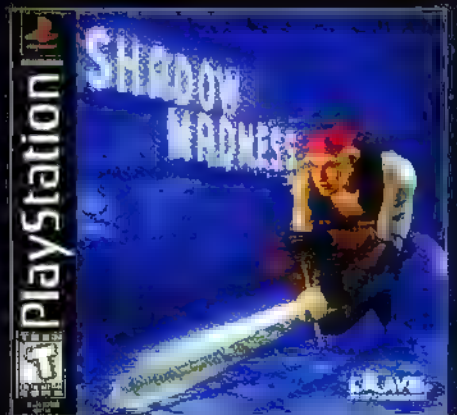
["Loaded with exquisite music." —Gamer's Republic]

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

["A highly interactive world." —PSExtreme]

[www.shadowmadness.com]

GRAVE
ENTERTAINMENT



Publisher/Developer	Players/Genre	% Done	Release
Interplay Interplay Sports	1-2 Sports	80	March 1999
Web Address: www.interplaysports.com			

Baseball 2000

Interplay Sports' Baseball Debut

The game's interface has been cleaned up and made more user-friendly.

Last year, VR Baseball '99 arrived late, but it turned out to be an extremely solid baseball sim, held back only by a few amateurish problems and some outdated graphics. Recently, we received an early version of newly renamed Interplay Sports' sequel to VR '99, Baseball 2000. Here's what we think so far. Baseball 2000 sports a host of improvements over its predecessor, the most notable of which are the Create-A-Player feature, play-by-play commentary by Minor League announcer Sean McCa, a Tournament Mode with fantasy draft, and analog control with Dual Shock support. The graphics are very noticeably improved as well, though at this point in time (80%), the frame-rate in the field is a bit choppy. Hopefully this will be cleaned up for the final release.



Baseball 2000's batter/pitcher interface looks much better than it did in last year's VR Baseball '99.

Gameplay-wise, Baseball 2000 is just as well-rounded as it was last year, with smart AI, realistic play and a host of stats and options. The attention to detail as far as realism is concerned is obvious — "true" baseball fans will definitely appreciate it. The only potential problem lies in the frame-rate. If the developers can iron out that small but important problem, Baseball 2000 will be well worth checking out when it hits stores in March.



Monaco Grand Prix



No licensed drivers, teams or tracks (except for Monaco). But the authentic feel is definitely there.

We've told you about the ultra-sim, Monaco Grand Prix for the N64 (February issue). Now comes the slightly less detailed but very promising PlayStation version.

Before you roll your eyes at "just another F1 game" you may want to pay attention. At just 50 percent completion it's already apparent a sound foundation is in place. The frame-rate is very smooth and fast even when traffic gets heavy

(up to 22 cars at once). And while the graphics are nothing special (similar to Psygnosis' Formula One 98), it's of small consequence given the competent racing gameplay.

Car control is accurate and responsive, especially when using the analog control. Weaving in and out of traffic and maneuvering the "s" curves is a lot of fun. On the other side, the analog speed control offers decent acceleration and braking.

Arcade Mode provides sloppy but entertaining racing. It's possible to bump other cars and do a fair amount of lawn driving. Championship Mode offers all the traditional physics of a real contest. A ton of adjustments can be made prior to and during qualifying. You can even adjust ground clearance and individual gear ratios. For the most part the sim physics hit the mark: The challenge lies in making a turn at higher speeds and not drifting too high, breaking hard before corners, etc.

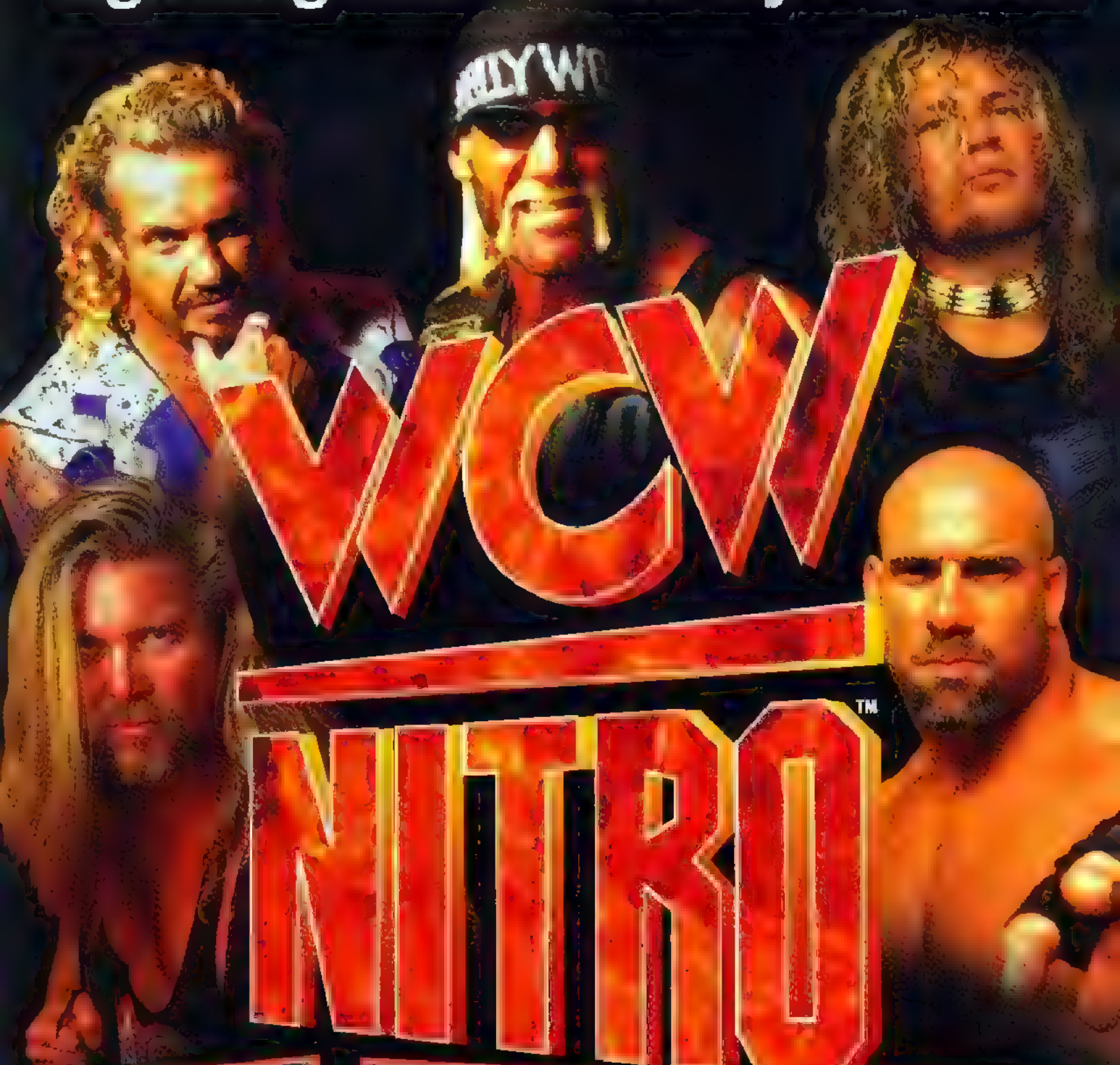
No doubt the finished game will have all the bells and whistles we've come to expect in a Formula One game including two-player split and four-player link play. But, it appears Monaco Grand Prix will offset itself by featuring good racing gameplay rather than options galore (even though the game will have plenty).



Pop-up and draw-in are minimal and there's no distraction while racing.

Publisher/Developer	Players/Genre	% Done	Release
Ubisoft Ubisoft	1-4 (Hot) Racing	50	April 1999
Web Address: www.ubisoft.com			

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The fastest wrestling game available!



Over 60 of the top WCW and NWO superstars!



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

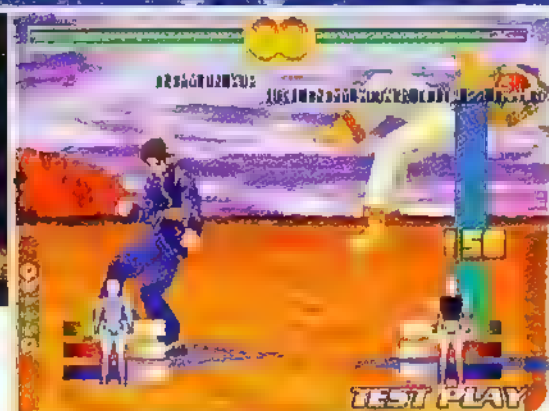
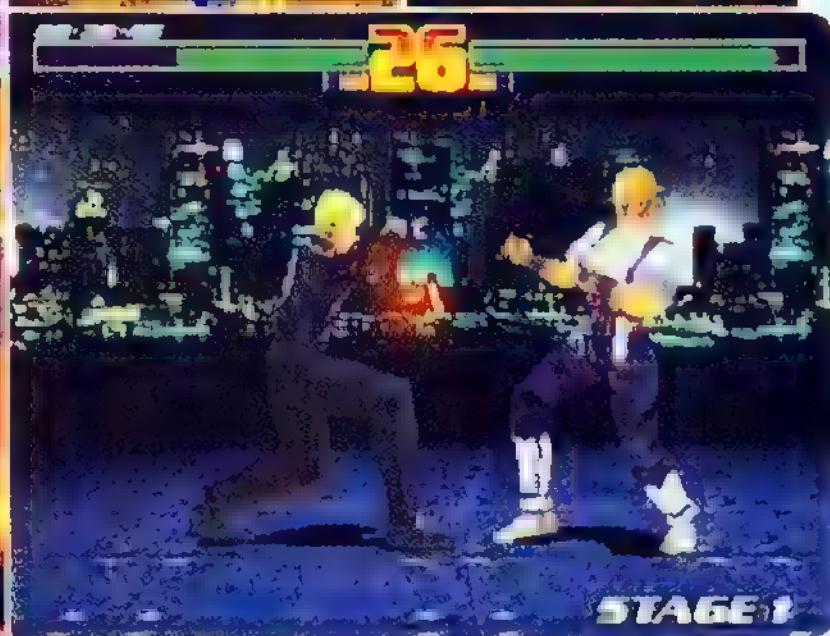
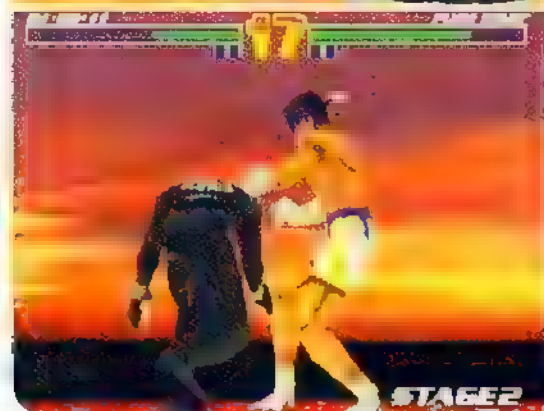


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Fighter Maker

Now here's some good news. Fighter Maker is making its way to the States! If you ever thought you could make a better fighter than Namco or Capcom, now you can try. In Agetec's (formerly Ascii) Fighter Maker, you can customize everything from walking and blocking animations to special moves and grabs. When we say customize, we mean down to individual limbs, which can be manipulated any way you want. You can also set the frame speed for each move and how the attack will affect the enemy, like whether you want to knock the body down or have it launched into the air for easy juggle combos. Ever wanted your fighter to do the Macarena? You can do that too (Agetec demonstrated for us a fighter doing a "Macarena" death blow...you had to hit the fighter before he finished the dance, otherwise you met with instant death). It's all very cool. Fighter Maker's release is set for late May or June. We'll have more info on this game next month.



If you can't beat 'em, Bomb 'em!



- 15 crazy power ups to get ahead of the pack!
- Intense 2 player split screen racing!
- Dual Shock™ analog controller compatible.
(vibration mode only)



- Discover secret short cuts to blow the competition away.
- Clean out your friend's piggy bank with the unique wagering system.



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RP
CONTENT RATED BY
ESRB

CD-ROM

True Story: the Grand Prix...
...pour le plaisir...
...c'est le jeu de la semaine.



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MONACO

JUST WHEN

YOU THINK

YOU'RE

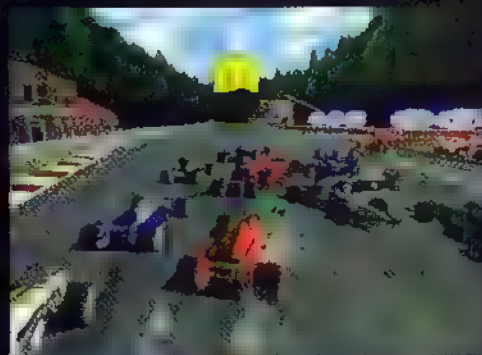
GOD'S GIFT

TO RACING,

IT ALL

BLOWS UP

IN YOUR FACE.



You want to play with fire? Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Pentium® II, tuned for the PlayStation® game console and the Nintendo® 64, and approved by the masters of the Automobile Club de Monaco. Feel the burn.



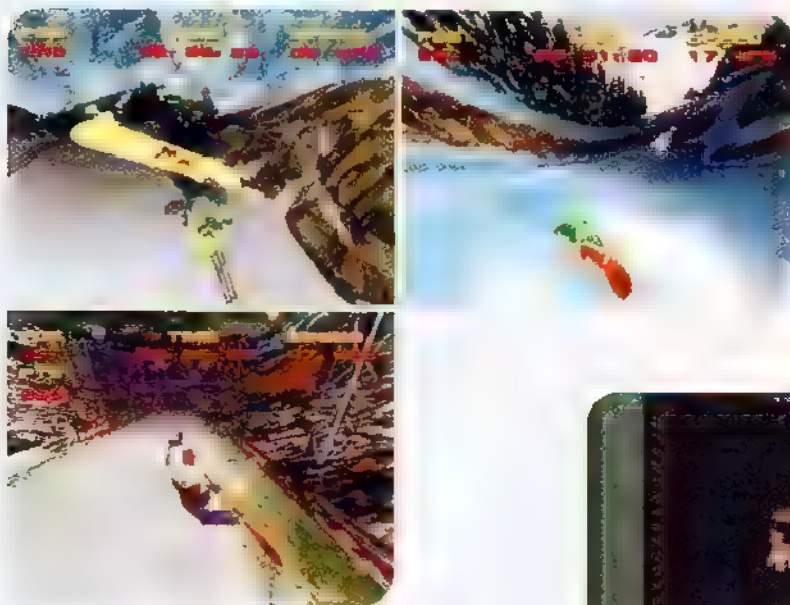
GRAND PRIX

Ubi Soft
ENTERTAINMENT



Jade Cocoon: Story of the Tamamayu

Developed by Genki in Japan and published here by Crave Entertainment, Jade Cocoon is a cinematic RPG expected to hit this summer. The game has you following in your father's footsteps to be the cocoon master of your village, a job that has you using magic cocoons to train monsters that join your party. Katsuya Kondoh—the conceptual artist for Japan's highest-grossing film, *Princess Mononoke*—is crafting the game's unique visuals.



Grand Theft Auto: Mission Pack #1, London 1969

Rockstar (a new publishing label under Take 2 Interactive) is bringing out the first-ever add-on disc for the PlayStation. Grand Theft Auto: Mission Pack #1, London 1969 is not only a mouthful of a title, but it's a set of new missions that makes fun of British TV and films of the 1960s and '70s. So how is an add-on disc for the PlayStation supposed to work, you ask? Upon loading of the Mission Pack, the game will prompt you to place the original Grand Theft Auto in your system. After it loads up the necessary game engine data, you replace the Mission Pack, which will then load up your new London-based stages. GTA: MP#1, L1969 should be out in stores this summer.

Big Air

Since there's an extreme shortage of snowboarding video games on the market right now (wink wink), Accolade is giving us Big Air. Developed by Pitbull Syndicate, Big Air is a licensing monster. The game features 80 real snowboards (from nine licensed companies), 10 musical bands (including our friend Diesel Boy), seven clothing manufacturers, five real-life professional snowboarders and one partridge in a pear tree. Big Air is due out in March.





JUDGMENT HAS ARRIVED!



THE HOUR IS COMING, OF THE VILE...

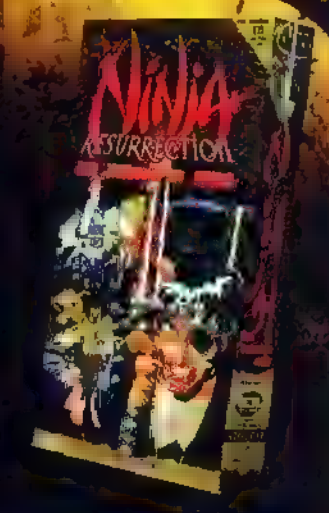
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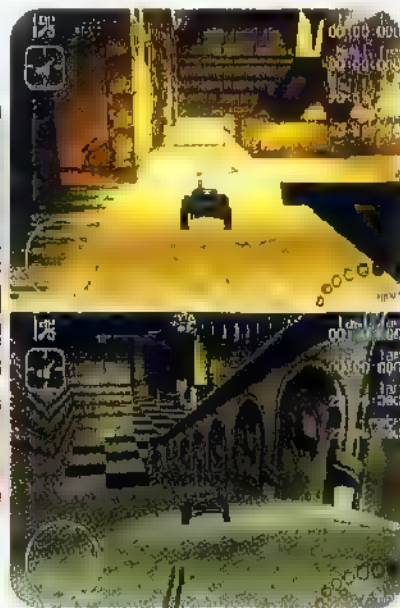
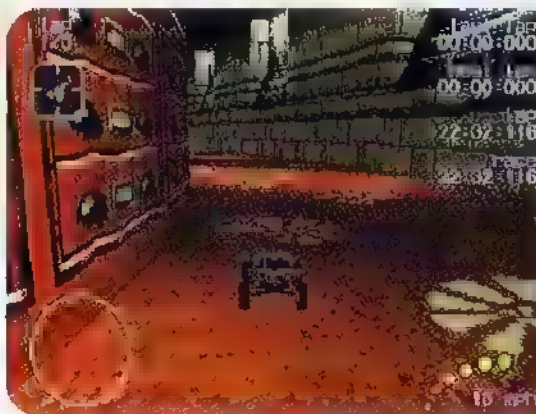
High Heat 2000

3DO is taking a stab at the baseball genre with this Team '366 title, due out in June. Beyond the MLBPA license, mo-cap polygon players and stats galore, something called TruPlay AI is used. This feature enables "true-to-life" base running, fielding and managing (so they say). In addition, the game boasts nine different pitching types for infinite pitch locations. Play-by-play is done by announcer Ted Robinson.



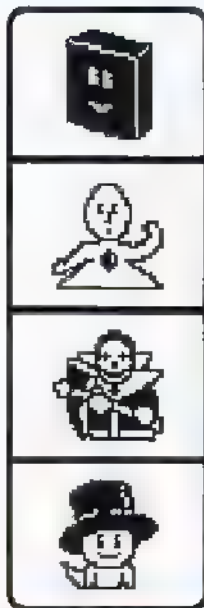
R/C Re-Volt

Probe is developing a new radio-controlled racing game, R/C Re-Volt. But instead of traditional dirt race tracks, you'll be racing in a variety of stages not normally suited for RC racing, like the museum shown in these screenshots. You'll also get to use a variety of power-ups and weapons such as bottle rockets to help ensure victory. Acclaim will be bringing R/C Re-Volt out in July.



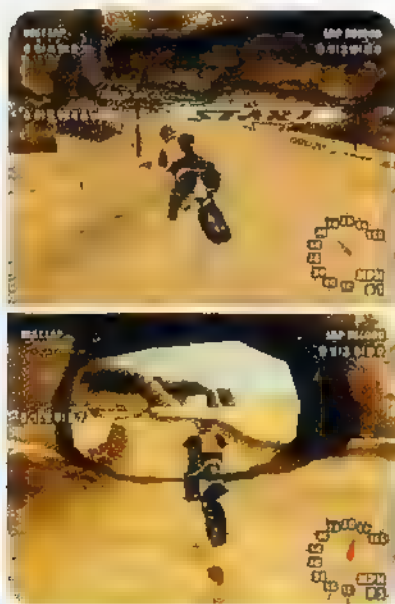
Monster Farm 2

Monster Farm 2, the sequel to Tecmo's monster-raising RPG (released as Monster Rancher in the U.S.), should be out in Japan by the time you read this. The premise is simple: You create monsters by using music CDs and battle them to climb the ladder to become the world's best trainer. There are over 300 total, both "good" and "evil," and you can train them by making them run, swim or meditate, or earn money by playing minigames via the PocketStation. Tecmo is planning a nationwide tournament and animated series for Japan.

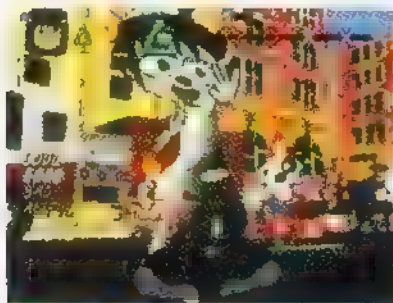


D.I.R.T.

What's this, Moto-Racer 3? No! It's a moto sim with no publisher (yet) by FunCom. Realism is top priority. D.I.R.T. has 12 tracks comprised of five motocross, four supercross and three enduro. Good animation, variable weather plus 125 and 500cc non-licensed bikes are included. Release date unknown.

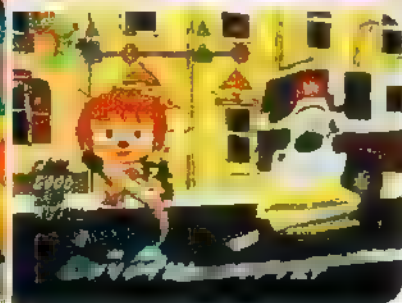
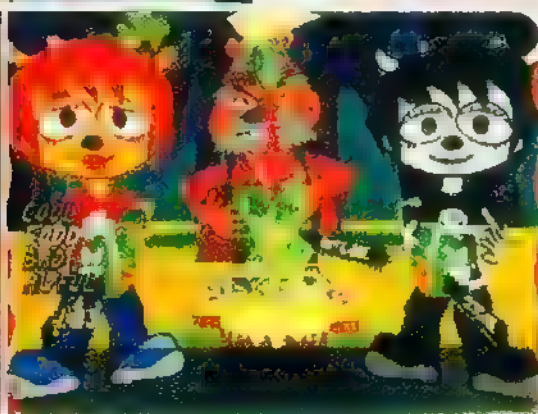


Warning: This is a preview of a Japanese title that may or may not be available in the U.S. It is designed to run on a Japanese system. Import at your own risk.



UmJammer Lammy

UmJammer Lammy, the sequel to the irresistible PaRappa the Rapper, will be released in Japan this March. The game centers around rock 'n' roll this time around, as Lammy and friends Katy Kat and Man-san (members of the band Milk Can) try to achieve superstardom. Sony has included a two-player mode in the sequel. You'll also see a few familiar faces throughout UmJammer Lammy. And remember, "You gotta believe!"



Final Fantasy VIII

Sony's PocketStation portable game machine/memory card has been hard to find in Japan ever since it was released in late January, and here's a big reason why—Final Fantasy VIII has its own PocketStation minigame, named "Odekake Chocobo" or "Go Chocobo!" where players can help everyone's favorite little feathered friend fight enemies or collect items. Check back next issue for more FFXIII coverage.

Persona 2: Tsumi

Atlus recently released the first screens and info on their upcoming sequel to their hit RPG Revelations: Persona, called Persona 2: Tsumi (Tsumi means "Sin"). The game takes place a few years after the first Persona. The story centers around a high school that's supposedly cursed—apparently, anyone who wears the school's insignia gets stuck with the curse. Sounds pretty cool. The game will sport multiple paths throughout play, as well as an enhanced battle system. Hopefully, the clueless Sony evaluators who decided that Atlus' Soul Hackers wasn't good enough for the U.S. won't pass up this gem as well.

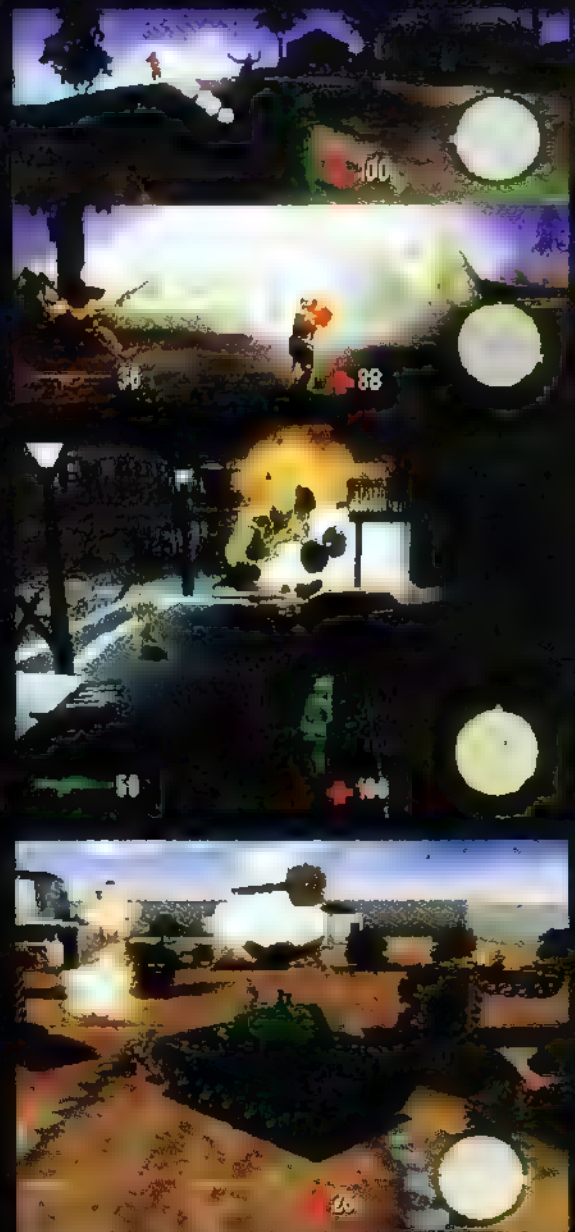
**BY COOKING
YOU SEAL IN**



**ARMY
MEN 30**

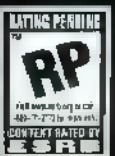
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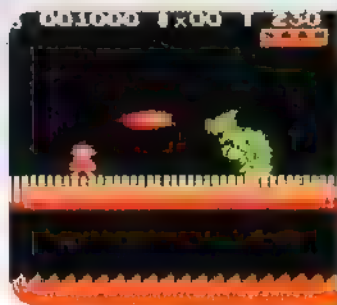


Game Boy Color

PREVIEWS

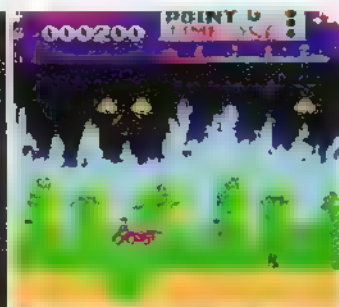
Super Mario Bros.

Woo-hoo! Nintendo recently announced plans to bring the original NES classic, Super Mario Bros., to the Game Boy Color this May. The GBC version will be an exact port of the original, though the screen will scroll up a bit to make up for lost space (the GBC's screen dimensions don't match up properly with the old NES). Hopefully this is only the first of many NES ports to come...



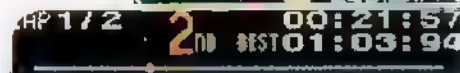
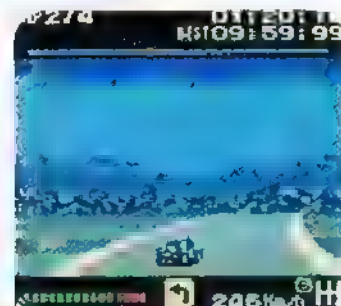
Midway Presents Arcade Hits

Midway is actually presenting two compilations here: Joust (which will support two-player link) and Defender on one cartridge, Moon Patrol and Spy Hunter on another. Digital Eclipse is handling all the development duties for the color portable rereleases of these arcade classics. Both carts are due out sometime in March.



Top Gear Pocket

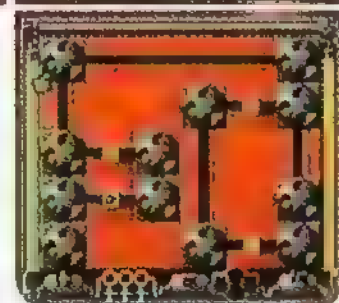
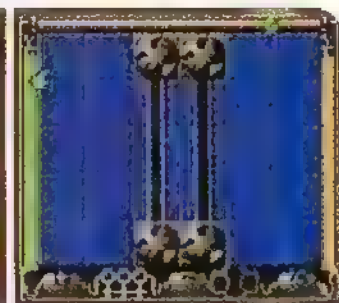
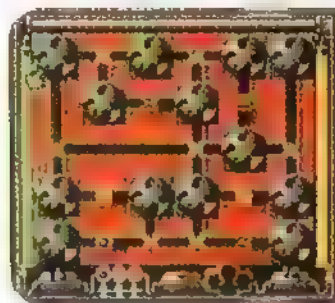
Kemco will be publishing Vision Works' Top Gear Pocket, the first American Rumble Game Pak for the Game Boy Color. Yup, that means exactly what you think it means—the game will shake and jiggle while you play. Top Gear Pocket will also support two-player link play. Just imagine what you can do with two simultaneously vibrating GBCs! Top Gear Pocket is scheduled for April.



Logical

Sunsoft's Logical is one of those puzzle games. You know the type—easy to learn, difficult to master. In the game, you must rotate and slide around gears until they each capture four marbles of the same color. Logical has 99 stages of increasing difficulty, some of which have obstacles like Teleporters or Color Changers that will impede your progress.

Logical is due out this spring.



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- Lara Croft collectable watch.

3rd Prize: (5 winners)

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ENTRY IS Easy: Send a postcard with your name, and address to:
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651 Brannan Street, 4th Fl. San Francisco, CA 94107
Or online at: www.gamespot.com/promos/e3trip

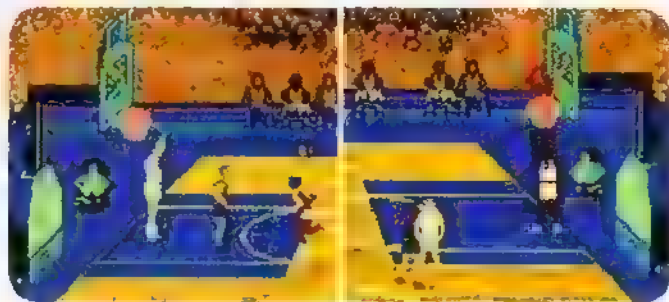
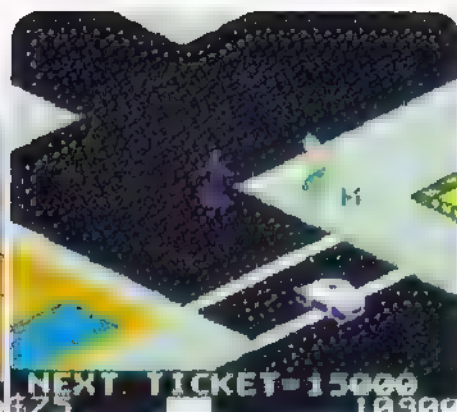
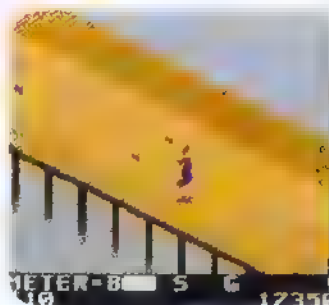
Sweepstakes Rules:

1. No Purchase Necessary: You must be 18 years or older to enter this Sweepstakes. This Sweepstakes may appear in several creative presentations and you may enter in any of the following ways: (A) log on to: <http://www.gamespot.com/promos/E3trip> or (B) mail a postcard containing your name, age, address and phone number to "Win A Trip to E3", Eidos Interactive, 651 Brannan Street, San Francisco, CA 94107. No purchase or payment of any money is necessary to enter. One entry per household without regard to the number of creative presentations in which the Sweepstakes may appear. All postal entries must be handwritten. Mechanically reproduced postal entries will not be accepted. Entries must be received by April 28, 1999. All entries become exclusive property of Eidos and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due, misdirected email or postal mail entries by air phone, electrical, network, computer, hardware or software program malfunctions, failures or difficulties. 2. Prizes: 1 Grand Prize: 1 Grand Prize winner will receive a trip for one person to the Electronic Entertainment Expo (E3) in Los Angeles from the nearest gateway city including air transportation, ground transportation to/from the hotel, hotel accommodations for 2 nights as selected by Sponsor, vouchers for two meals per day, and a pass to E3 and the Eidos party. Travel is currently expected to be May 12-14, but is subject to change. If winner is unable to travel during the dates scheduled, winner will forfeit the Grand Prize and an alternate winner may be selected. Grand prize has an approximate retail value of \$4146. 3 Second Prize: 3 Second Prize winners will receive an Eidos Game Pack for the PC or PlayStation and a Lara Croft Collectable watch. PC and PlayStation Packs include three copies of Eidos Interactive games. Second Prize has an approximate value of \$178. 3 Third Prizes: 5 Third Prize winners will receive a PlayStation or PC copy of Tomb Raider III. Third prize has an approximate value of \$60. Winners will be determined by a random drawing from all valid entries by Sponsor whose decisions are final. Drawing to be held on or about April 27, 1999. All prizes will be awarded. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prize(s) become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Sweepstakes open to residents of the United States 18 years of age and older. Void in Hawaii, Alaska and Puerto Rico. Non-compliance with the time parameters contained herein or return of any prize/prize notification as unfavorable will result in disqualification and an alternate winner will be selected. Winner must provide proof of age and shall sign and return an affidavit of eligibility/waiver of liability/prize acceptance within 2 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promoting without further compensation, unless prohibited by law. Employees of Eidos Interactive, ZD Inc., and their respective affiliates are not-eligible. Neither ZD Inc., Eidos Interactive nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., Eidos Interactive and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "E3 Getaway Sweepstakes Winners List" Eidos Interactive, 651 Brannan Street, San Francisco, CA 94107. Requests for winners lists must be received by May 15, 1999. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsors: This Sweepstakes is sponsored by Eidos Interactive and ZD Inc. (1999 ZD Inc. All rights reserved.

Game Boy Color

720°

Who says skateboarding is dead? In this port of the classic arcade game, you get to do all the stuff real skaters do: dodge traffic on your way to skate parks (four parks total), avoid swarms of angry bees and go for all of the gold medals. Right. Just like real life. The different parks from the original are back: Downhill, Slalom, Ramp and Half-pipe. 720° is coming from Digital Eclipse Software and Midway in March. All we have to say is this game should be radical...dude.

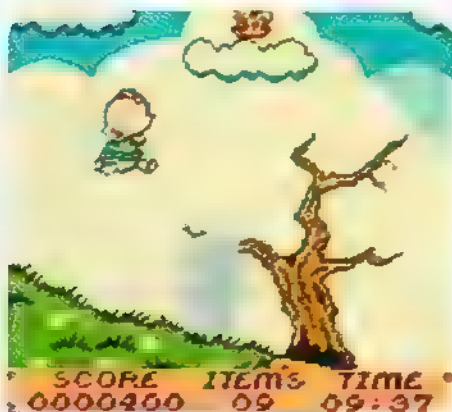
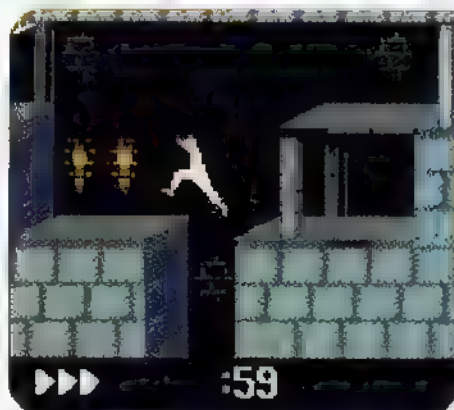


NBA Jam 99

Unlike its N64 big brother, the GBC version of NBA Jam 99 is like the old-school versions of the game, featuring little or no realism and being proud of it. With its two-on-two gameplay (with two-player link support), crazy slams and jams and a choice of 29 authentic NBA squads (four stars from each team), it might be a nice addition to the system's growing library. Look for it from Taurus Games and Acclaim in February.

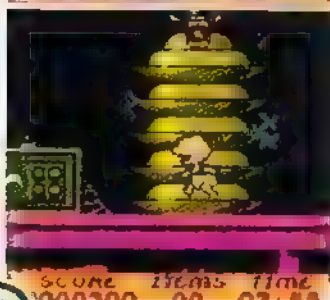
Prince of Persia

Ed Magnin & Associates and Mindscape Entertainment are bringing the classic side-scrolling action/adventure to the Game Boy Color in April. This one features all-new levels (13 levels in all) and new enemies. Expect many of the token baddies, traps and mazes from the original while on your way to saving the beautiful princess. In case you care, PoP supports five different languages.



NHL Blades of Steel '99

Konami-developed and published Blades of Steel '99 features the teams of the Western and Eastern conference and real NHL players. Game modes include: Practice, Exhibition, Season and Playoffs. Adding greatly to the Season Mode are team stats plus the ability to trade players. On the ice the characters move surprisingly fast with an emphasis on body-checking and fastbreaks. Two-player link is also available. Look for it in March.



The Rugrats Movie

Using the storyline from the Rugrats movie, the Game Boy Color game features 10 levels of platform and racing action. You can control Tommy, Dil, Chuckie and the Reptar wagon in stages ranging from the Pickles' home to the woods, in addition to exclusive bonus areas. This one is coming from Software Creations and THQ in March.

COLOR WITH THE GO

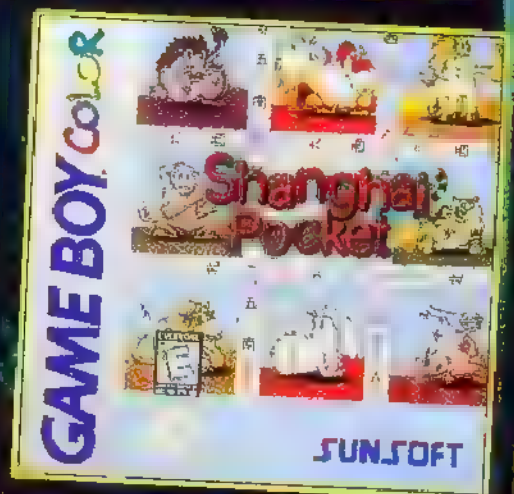


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YOU'LL NEED A LOT OF BALLS TO PLAY THIS ONE! MAR-BALLS THAT IS!! COMING IN MARCH!



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AVAILABLE NOW!



QUEST FANTASY CHALLENGE WILL TAKE YOU ON THE BIGGEST ADVENTURE YOU CAN FIT IN THE PALM OF YOUR HAND!

COMING IN MARCH!



TAKE BUGS BUNNY ON AN AIRPLANE, PORKY PIG TO SCHOOL, DAFY DUCK FOR A DRIVE. YES YOU CAN, WITH LOONEY TUNES FOR GAME BOY COLOR!

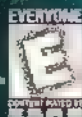
COMING SOON!



GUESS WHO'S COMING TO PLAY?

SUNSOFT

GAME BOY COLOR



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Power Stone

3D
Fighting
Mayhem

Power Stone features characters from the 19th century battling in 3D arenas filled with objects that can

be hurled at the opponent. There are eight characters to choose from with a possibility of more being unlocked or at least added when the game comes home to the Dreamcast. The fighters include Fokker (a boxing English nobleman), Ryoma (a samurai warrior), Gun Rock (a Brazilian coal miner), Rouge (a flame-wielding Arabian fortune teller), Jack (a knife-toting criminal), Wang Jang (a fast Chinese martial artist), Galuda (a Native American wrestler) and finally Ayame (a deadly ninja).

The controls are simple. You use the joystick to freely maneuver around the 3D environment, while three buttons are used to punch, kick and jump. You'll need to jump, not only for jumping attacks but also for hopping up onto objects or up onto the platforms of varying heights. One of the big attractions of Power Stone is the level of interaction you have with the 3D environments. You can grab tables, chairs and just about anything you can think of to use as a weapon.

Traditional weapons like flamethrowers, bazookas and guns can be found in little golden chests (a key strategy when playing is to head for one of these chests right away to get yourself a weapon). The environments are smaller, which seems to keep the action going since the two fighters never get very far apart.

Graphically, the game is beautiful, with a distinct 3D cartoon look. The characters and other 3D objects within the environments all look incredibly



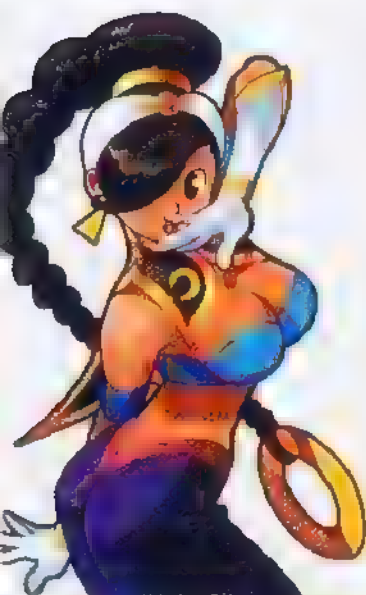
detailed, the fighters move with nearly flawless animation, and great lighting effects complement it nicely. Let's hope for a quick and smooth home conversion for the Dreamcast. ☺

Behind The Screens

Power Stone isn't just another fighting game for Capcom...oh no. The company is giving the title the full nine yards—not only will Power Stone be one of Capcom's first Dreamcast titles, but it will become a full-fledged anime as well.

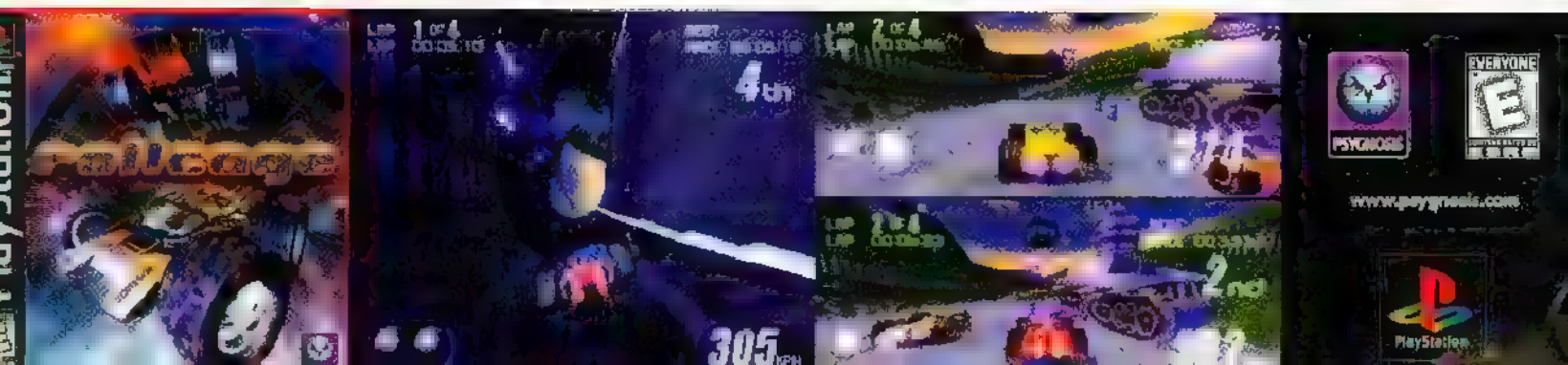


Looks a little like a certain Square Soft fighting game, doesn't it?



A flamethrower or bazooka can always come in handy in a one on one...Look in the chests for these special weapons.

Driving on the ground is so 90's.





rollage

Break every law. Including gravity.

Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

Blast away at the scenery with 8 innovative weapons to slow down your opponents.

Race through 20 different tracks spread over 4 distinct environments.

2-player split-screen, head-to-head racing action with 4 specially designed tracks.

Winner: Big Iron DJ soundtrack, featuring songs from Kenny Doo, DJ Babron, Aphelicia and more!





All Robots Courtesy of Rocket U.S.A.
www.rocketusa.com



funny thing about awards: We still give a damn about 'em,

even though they're typically predictable. After all, we know which weepy flick will gobble Oscars and which catchy tune will dominate the Grammys, but awards shows and articles are still fascinating, probably because we like to see good things get their due.

Video games are no different. And if anything sums up this year's Editors' and Readers' Choice Awards, it's the following comment Colby Carter, an EGM reader from Moraga, Calif., wrote on his ballot: "Zelda should win all awards, including best PlayStation and Saturn game. Heck, just give Zelda best everything."

And, yes, *The Legend of Zelda: Ocarina of Time* does dominate this year's awards, as—to a lesser extent—does the cinematic PlayStation masterpiece *Metal Gear Solid*. You can probably guess correctly at a lot of other awards, too. But what else can you expect from a year that saw the best driving game ever, the greatest fighter and the most atmospheric RPG we've ever played? But we weren't the only gamers to lock ourselves in a room and pick the year's winners. Once again, we invited you, the readers, to submit your votes via mail or our online poll on Videogames.com. We've burrowed through the mountain of ballots and tallied your votes, which differed from ours in more than a few categories. This year also marks the trial run of our new Editors' Choice Award trophy—the retro robot you see marching across the page. We sent one of these little guys to each of the game publishers who won an award. Where did the coveted robots end up? Turn the page and see ...

1998 Gamers' Choice awards

The awards presentation is about to begin...

The Eight Biggest News Stories of 1998

Here's a look at last year's top headlines. (For the record, VM Labs' NUON came in at number nine.)



1. Dreamcast

Not only is Sega's superconsole big because it's a new system, but Dreamcast brings several new components to video games—online gaming and its small LCD Visual Memory Unit. While many of its launch titles weren't impressive to western tastes, we're happy to see Sega back in the game with solid hits like *Virtua Fighter 3tb*, *Sonic Adventure* and *Sega Rally 2*.

2. Zelda

It was a long time in coming, but it was worth the wait. Shigeru Miyamoto's latest chapter in the epic *Legend of Zelda* series gave the Nintendo 64 the push it needed into the holiday season.

3. Game Boy Color

With each new version of Game Boy—from the original to Pocket to Color—the system has gotten better. It proves that you really can have a simple video-game system that's a hit for more than the traditional five-year cycle.

4. Pokémon

Can a Japanese phenomenon be brought to the U.S. and start something that isn't just a passing fad? If you're talking about Tamagotchi, no. But if you're talking about Pokémon, then the answer is a resounding yes. In September Nintendo released *Pokémon Red* and *Blue* and had the fastest-selling Game Boy game ever on their hands. The TV show continues to be popular, with more toys (and games) on the way this year.

5. PocketStation

Known initially as the Sony PDA, this latest PlayStation add-on isn't designed to be a system by itself but an extension of the PlayStation hardware that plays Tamagotchi-style minigames. It even has speech.



6. Final Fantasy VIII

Just as Dreamcast was being announced, Square pulled the wrapping off *Final Fantasy VIII*, its latest entry into the company's signature RPG saga. Starting off only with a teaser, Square began to build the hype early by offering a demo of the game in Japan followed by a release here (with *Brave Fencer Musashi*). *Final Fantasy VIII* will be big in '99 too, as the U.S. version gets closer.



7. Square EA

One is known for making killer RPGs; the other is known for sports titles. Whoda think they'd be teaming up on both sides of the Pacific? But that's exactly what happened when Square and EA joined forces to form Square EA in the U.S. and Electronic Arts Square in Japan, good for both companies' products both here and in Japan.

8. Thrill Kill...Dead

Virgin and Paradox's ultraviolent four-player fighting game, despite being a finished product, never saw the light of day. After Electronic Arts bought Westwood Studios (it was previously part of Virgin Interactive), *Thrill Kill* went on the chopping block...literally. Perhaps it was for the best—imagine if the senators had gotten their hands on THIS!

We say the Nintendo 64 Game of the Year is:

The Legend of Zelda: Ocarina of Time

Runner-up: *Nothing* (Unanimous Vote)

You say the Nintendo 64 Game of the Year is:

The Legend of Zelda: Ocarina of Time

Runner-up: *Turok 2*

OK, so the chances of *The Legend of Zelda: Ocarina of Time* not winning this award are about as likely as *Star Wars: The Phantom Menace* tanking at the box office, but the straight scoop is nothing on the system comes close to matching the game's story, scope or execution. No runner-up here; our vote was unanimous (as was yours, nearly—a few of you favored *Turok 2*).



We say the Action RPG of the Year is:

The Legend of Zelda: Ocarina of Time

Runner-up: *Nothing* (Unanimous Vote)

You say the Action RPG of the Year is:

The Legend of Zelda: Ocarina of Time

Runner-up: *Brave Fencer Musashi*

Last year saw so many excellent action-RPGs—from *Alundra* to *Brave Fencer Musashi*—that we had to break the genre away from traditional RPGs and create a new award. *Zelda*, with its clever puzzles and innovations, is the obvious winner.

We say the Saturn Game of the Year is:

Panzer Dragoon Saga



Runner-up: Shining Force III

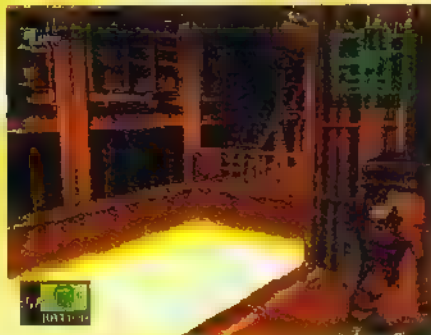
You say the Saturn Game of the Year is:

Panzer Dragoon Saga
Runner-up: Shining Force III

So what if there weren't many Saturn titles to choose from last year—Sega's Panzer Dragoon Saga stands up as the best game for that system from any year. Its innovative battle system, epic story and rich atmosphere showed just how different a traditional RPG could be. Now let's hope we see a Panzer game for the Dreamcast.

We say the PlayStation Game of the Year is:

Metal Gear Solid



Runner-up: Gran Turismo

You say the PlayStation Game of the year is:

Metal Gear Solid
Runner-up: Resident Evil 2

Although some of you griped that Metal Gear Solid was just too short to warrant anything but a rental (yeah, whatever), the vast majority of readers agreed with us that nothing could beat Konami's Metal Gear Solid as the PlayStation's greatest game of '98. Only the excellent Gran Turismo and Resident Evil 2 were in the same league.

We say the Action Game of the Year is:

Banjo-Kazooie



Runner-up: Tomba!

You say the Action Game of the Year is:

Turok 2
Runner-up: Crash Bandicoot: WARPED

Banjo and Kazooie are a little too cute for their own good, but you can't deny that their game pushed the action genre to new heights of gameplay excellence. Like GoldenEye, Banjo-Kazooie proves Rare can accomplish amazing things on the N64. Readers preferred the more visceral Turok 2. You can't go wrong with either.

We say the Adventure Game of the Year is:

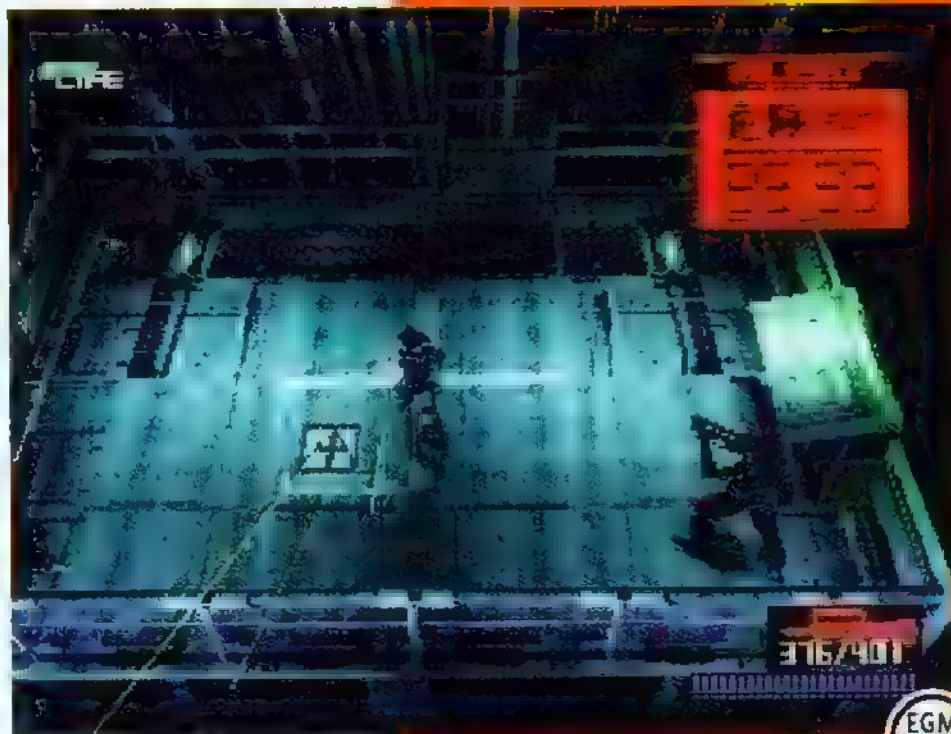
Metal Gear Solid

Runner-up: Resident Evil 2

You say the Adventure Game of the Year is:

Metal Gear Solid
Runner-up: Resident Evil 2

Resident Evil 2 crept us out, but only Metal Gear Solid made us think, weep and leap in our seats. Four years in the making, Hideo Kojima's masterpiece brought a cinematic feel to the adventure-game genre while managing to redefine the tired concept of the "interactive movie." Better still, it wasn't a kid's game.





1998: The Golden Year

If you thought '98 was a good year to play games, you can bet the game companies were pretty happy, too. Retail sales reached an all-time high of \$6.3 billion last year, according to the NPD group and its TRSTS sales data. That's a 22 percent increase in sales over 1997. The record year was attributed to the continued strength of the Nintendo 64 and PlayStation—as well as the Game Boy—not to mention the enormous selection of software and lower-than-average retail pricing. NPD expects an even bigger year in '99, thanks to the launch of the Dreamcast this fall. Overall sales could conceivably hit the \$7 billion mark.

Now here's the surprising bit: The best-selling game of the year was actually released in '97. Gamers bought 2.1 million copies of GoldenEye: 007 in '98, just slightly more than Zelda 64, which also sold 2.1 million copies. We can only imagine how fast Perfect Dark will fly off the shelves.

Here—in all their glory—are the 10 top-selling games of 1998, courtesy of NPD's TRSTS data. Note that GoldenEye isn't the only big seller from '97.

1. GoldenEye 007, Nintendo 64
2. The Legend of Zelda: Ocarina of Time, Nintendo 64
3. Gran Turismo, PlayStation
4. Banjo-Kazooie, Nintendo 64
5. Super Mario 64, Nintendo 64
6. Resident Evil 2, PlayStation
7. WCW/nWO Revenge, Nintendo 64
8. WWF Warzone, PlayStation
9. Crash Bandicoot 2, PlayStation
10. Madden 99, PlayStation

We say the RPG of the Year is:

Panzer Dragoon Saga



Runner-up: Xenogears

You say the RPG of the Year is:

Xenogears

Runner-up: Parasite Eve

Ain't no way we can fault you for picking Square's Xenogears as the traditional RPG of the year. The game's story line is fascinating—not to mention it's one of the longest RPGs we've played in a while. Sega's Panzer Dragoon Saga, on the other hand, may be much briefer, but no other RPG oozed as much atmosphere as this amazing epic.

We say the Shooter of the Year is:

G.Darius



Runner-up: Einhänder

You say the Shooter of the Year is:

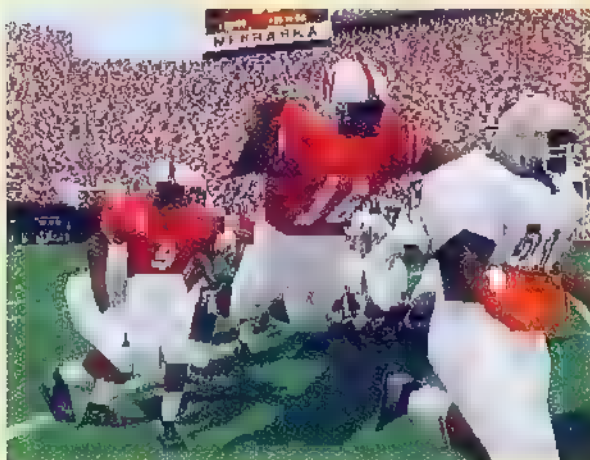
Einhänder

Runner-up: G.Darius

Einhänder's great (you, a.I. certainly thought so), but we feel the THQ-published G.Darius can't be matched. It packs nearly limitless power-ups (every enemy can be used as a weapon), the massive bosses take forever to topple, you get tons of levels and the tug-of-war super shot is way cool. Plus, two players can battle together.

We say the Sports Game of the Year is:

NCAA Football 99



Runner-up: NBA Live 99

You say the Sports Game of the Year is:

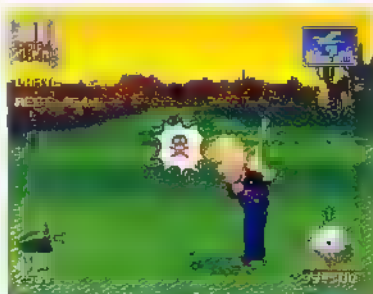
NFL Blitz N64

Runner-up: Hot Shots Golf

While Madden and GameDay have gotten comfortable as the usual winners, EA's NCAA Football 99 for the PlayStation has quietly stolen the crown. Imagine the depth and quality of Madden 99 only with better running and passing. Add loads of teams, great polygonal graphics and special moves Barry Sanders would be proud of. Blitz is fun, but for the sports purists, nothing beats the overall package of NCAA Football 99.

We're Hot for Hot Shots

Picking the best of the best is never easy, but would you believe inter-office controversy during our awards-pickin' process reached a fever pitch over a golf game? Here's the deal: Die-hard sports nuts among us felt that EA Sports' NCAA Co. ege Football 99 clearly distinguished itself as



'98's greatest sports game, but the more casual sports enthusiasts here believed Sony's Hot Shots Golf was really the office favorite. After all, the game's collection of zany characters and cool courses makes it the title we turn to when we're ready for the after-deadline unwind. And can you believe such an addict'ng go.f game was developed by Camelot, a team better known for 'ts RPGs? (Rumor has it Camelot is developing Mario Golf for Nintendo.)

Cream of the Crap



Let's face it—we really took the bad with the good last year. And while we sat through the usual barrage of mediocre games, publishers dumped an unusually large amount of pure stinkers on our poor reviewers. Sure, a few games were just way out of whack with our expectations (Yoshi's Story and Ninja, to name two disappointments), but there's a roster of entirely intolerable titles in just about every genre.

RPG fans had to trudge through **Quest 64**, whose blah story and generic gameplay in no way tided anyone over until Link's launch in November. Sports fans faced not one but two boring roundball games with **NBA In the Zone '98** and **Fox Sports College Hoops 99**, both for the Nintendo 64. Not even the most die-hard puzzle-game fanatics among us could tolerate the overly oddball PlayStation puzzler **Eggs of Steel**, which was way too trippy for our tastes. The repetitive and cheap gameplay of Psygnosis' **Psybadek** had racing gamers hanging their heads in frustration. Speaking of disappointments from Psygnosis, what was the deal with **Roscoe McQueen Firefighter Extreme?** (And we're not even gonna drag

up any bad memories from **Spice World**.)

But what was the worst of the worst? Well, it's a split decision. Although the lowest review scores went to the N64 fighter **Deadly Arts** (so awful it nearly made **Duel Heroes** look like **Dead or Alive**) we feel Activision's **The Fifth Element** for the PlayStation was in the same bad neighborhood. Not even Milla Jovovich's polygonal tush could save this movie-licensed mess.



We say the Strategy Game of the Year is:

Final Fantasy Tactics

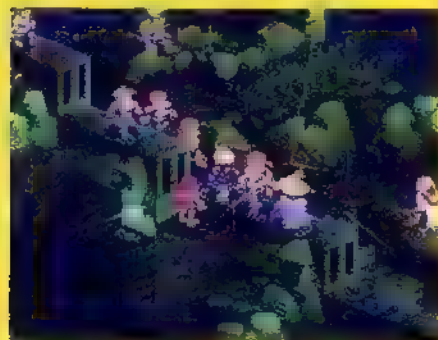
Runner-up: C&C Red Alert: Retaliation

You say the Strategy Game of the Year is:

Final Fantasy Tactics

Runner-up: C&C Red Alert: Retaliation

Square's Final Fantasy Tactics set a new standard for the growing genre of strategy/RPGs in the U.S. Taking the best elements of previous efforts like Tactics Ogre and Shining Force, and melding in an amazingly intricate story line and an awesomely complex battle system, FFT left us begging for more. Now if only Square would get cranking on a sequel!



We heard the Best Music in:

Final Fantasy Tactics

Runner-up: Rogue Squadron

You heard the best music in:

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

The N64 finally got some decent tunes (Rogue Squadron, Zelda, etc.) in '98, and the PS continued its musical dominance. But topping them all is the score from Final Fantasy Tactics. Ranging from dramatic symphonies to booming war beats, FFT's music stood tall above the rest. Track down a copy of the import soundtrack if you can.

We say the Fighting Game of the Year is:

Tekken 3



Runner-up: Rival Schools: United By Fate

You say the Fighting Game of the Year is:

Tekken 3

Runner-up: Rival Schools: United By Fate

We can't imagine a better home version of Tekken 3. Control is perfect. The visuals are dazzling. The thumping remixed tunes get the heart pumping. Even the FMV endings are endearing, in their weird (in the case of Mokujin, really weird) kinda way.

Peripheral of the Year: The DexDrive



Runner-up: Sony's Dual Shock

We're going to call InterAct's DexDrive an essential device. It gives you unlimited PS saved-game storage on your PC's hard drive. Plus you can download saves via the Net from friends, game companies and other sources. Never buy a memory card again.

We say the Puzzle Game of the Year is:

Devil Dice

Runner-up: Tetris DX

You say the Puzzle Game of the Year is:

Tetris DX

Runner-up: Bust-A-Move 4

Like any great puzzle game, THQ's Devil Dice takes about a minute to learn, a week to master and a few years to overcome its addiction. Toss in some cute characters, a five-player mode and techno thump, and you have all the makings of a classic. Speaking of which, you all certainly took the classic route with your choice, Tetris DX.



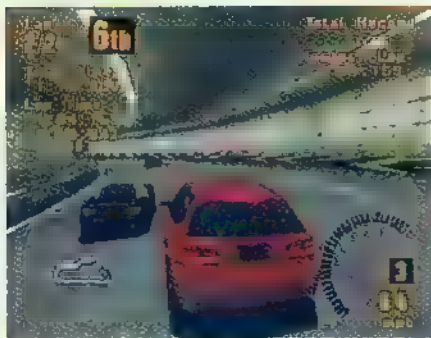
Multiplayer Game of the Year: Devil Dice

Runner-up: Turok 2

You already know THQ's Devil Dice for the PlayStation is the most addicting puzzle game of last year. Now try playing it with five players. With your multi-tap in place and five little devils tearing around the screen, Devil Dice easily beats out the year's other multiplayer contenders. You don't need four friends, either. Devil Dice is fun to play cooperatively with a second player (who says you always have to battle your friends?). And here's the amazing part: All this fun comes from a game that started as a Net Yaroze project.

We say the Racing Game of the Year is:

Gran Turismo



Runner-up: F-Zero: X

You say the Racing Game of the Year is:

Gran Turismo

Runner-up: F-Zero: X

This hands-down winner astounded us with its depth. A game with more than 160 cars is novel enough, but toss in excellent racing physics and copious upgrade options and you've got a masterpiece on your hands. Oh, it sure looked purty, too.

We heard the Best Sound Effects in:

Metal Gear Solid

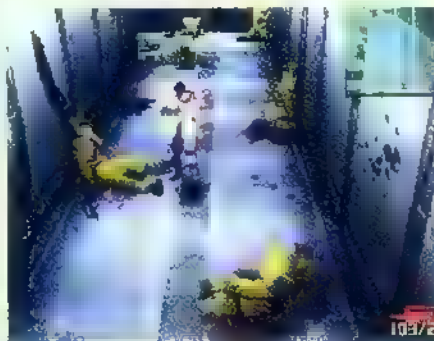
Runner-up: Oddworld: Abe's Exoddus

You heard the best Sound Effects in:

Metal Gear Solid

Runner-up: The Legend of Zelda: Ocarina of Time

Remember the part when Snake was rappelling down the comm tower and the Hind's Gatling gun was going buhda-buhda-buhda? That was awesome. And remember how realistic all the gunshots sound? And remember how Metal Gear Solid packed the coolest sound effects of '98? That was really cool.



We saw the Best Graphics in:

Metal Gear Solid

Runner-up: Banjo-Kazooie

You saw the Best Graphics in:

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

Zelda 64, Crash Bandicoot: WARPED, Banjo Kazooie—all looked amazing. But there's something about the gritty visuals

of MGS that pushes the envelope of gaming realism. It's all the result of producer Hideo Kojima's attention to detail. (He examined bases, tanks and other bang-bang hardware, then turned all this data over to the game's artists.)

Good Year...Bad Year...

Despite record software sales and a pile of best-ever games, 1998 still had its share of downs for die-hard gamers. Fortunately, the good outweighed the bad, as you'll see from this brief recount of 1998's highlights and lowlights.

It was a good year for...

...Nintendo—The Big N needed a blockbuster to pull its image, and fortune, from the fire, and it found one with the 2.1-million-selling *The Legend of Zelda: Ocarina of Time*.

...Sequels—*Metal Gear Solid*, *Tekken 3*, *Resident Evil 2*, *The Legend of Zelda: Ocarina of Time*—need we say more?

...RPGs—Once a cult genre, role-playing games burst from their niche last year, which saw the release of more than a dozen



...Gaming action figures—Companies such as McFarlane Toys, Playmates, Toy Biz and ReSource released ultra-detailed action figures based on everything from *Zelda* to *MGS*.

...Portable Gaming—Nintendo's *Invisible Game Boy* became even more immortal with the addition of color and a pocket-size phenomenon called *Pokémon*.

...Games crossing over into other media—Listen to the *Gran Turismo* music CD while watching the *Pokémon*

...Developer recognition—Game makers are uniting and crawling from the shadow of the more massive publishing companies.

It was a bad year for...

...Saturn owners—The Saturn wheezed its last breath in '98.

...Psygnosis—Once, this publisher could do no wrong, but poor Psygnosis had so many bad titles forced on it last year that its reputation has tarnished.

WipeOut 3 and *G-Police 2* should turn things around.

...Rushed products—Games like *Tomb Raider III*, *Turok 2* and *Sonic Adventure* all shipped with bugs, making us think they were rushed for the holiday deadlines.



...Taking chances—Game developers pretty much played it safe in '98, cranking out sequels and very few innovative titles. Heck, we woulda loved to see someone bring over risky but cool titles like *RPG Maker*.

...Shiny—*Wild 9* was hardly a blockbuster, and we still haven't seen *Messiah*.



We say the Game of the Year for All Systems is: The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

You say the Game of the Year for all Systems is:

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

Surprise, surprise—The Legend of Zelda: Ocarina of Time nabs the Game of the Year Award. (What did you expect would win? Apocalypse?) Snigeru Miyamoto's defining masterpiece won the hearts of editors and readers alike, with only Metal Gear Solid presenting any serious competition. (For the record, Zelda beat out MGS nearly 4 to 1 in our reader vote.)

So why did Zelda win so handily? Where do we begin? Its save-the-princess story ain't all that original, sure, but the plot still contains so many twists and heartstring-tugging moments that we're sucked into this game from its beginning to its spectacular—and we mean spectacular!—finale. The gameplay is packed with innovations, while remaining intuitive and evolving to fit any in-game situation. The visuals and music go beyond being merely candy for the eyes and ears; they help build a world that just demands to be explored. Then there's the cunning dungeon design; all the miniquests and objectives; the oddball gameplay twists (such as the stealth elements in Gerudo's Fortress); and who can forget Link's cool rideable pal, Epona the horse.

We'll admit it: We're in love with this game. Just turning it on and watching the intro sequence with Link riding Epona gives us chills. The Legend of Zelda: Ocarina of Time is a game we'll no doubt return to again and again throughout the years, long after we've forgotten about nearly everything else that came out in 1998.

And then there was that other big game of 1998. Had it not been for



Zelda, Metal Gear Solid would have cinched the Game of the Year Award. Not only did MGS use the PlayStation, Dual Shock and even the memory card in ways no developer has ever thought of, it also delivered a mature story that was a refreshing change of pace from all the kid stuff. Heck, one of the game's female characters even gives you a massage!

A few of you complained that MGS was too short. We didn't think so. Like a great movie, MGS packs so much suspense and excitement that we just want to play it again and again.



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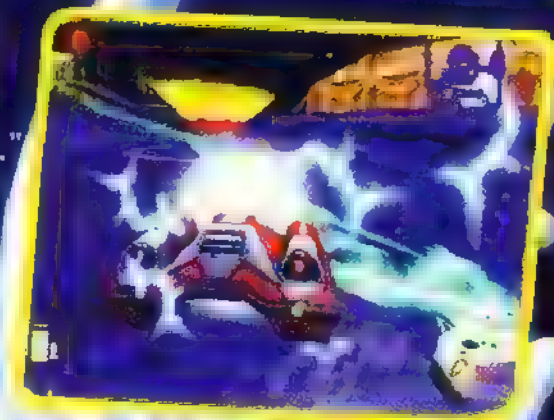
"The character design in this game is fabulous."
GameFan Online
July 1998

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

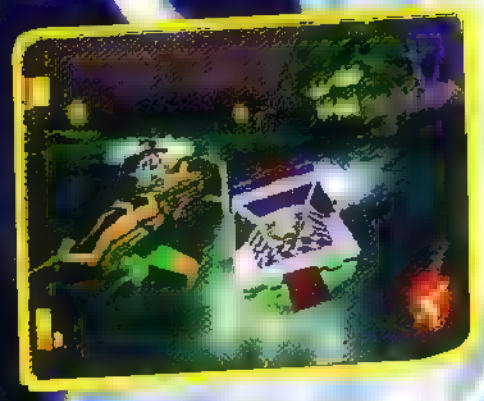
"Explosions are quite wonderful."
Official U.S. PlayStation Magazine
August 1998

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

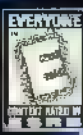
"Where the game really kicks though,
is in its battle mode."
PSM
August 1998



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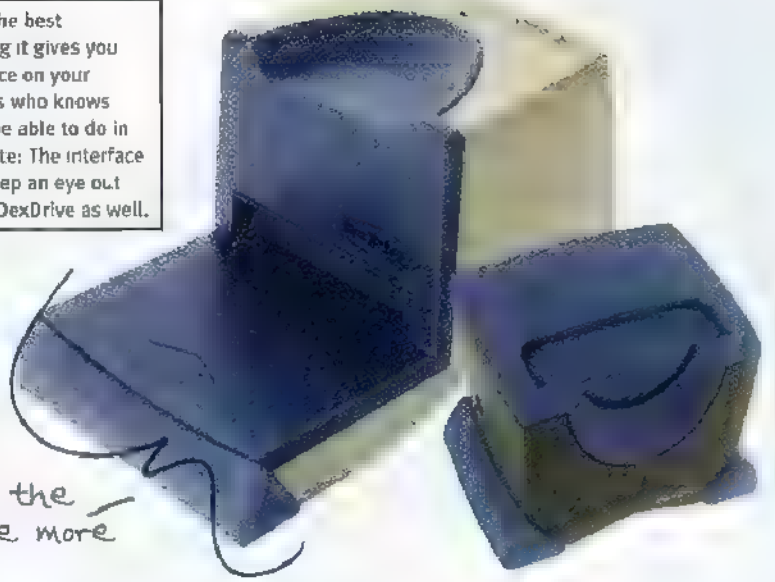
DexDrive

by: InterAct
for: PlayStation/N64
price: \$39.99

9.5

The DexDrive is arguably the best peripheral ever, considering it gives you unlimited saved-game space on your computer's hard drive. Plus who knows what cool things it might be able to do in the future. One thing to note: The interface software is a bit clunky. Keep an eye out for the N64 version of the DexDrive as well.

www.interact-acc.com
www.dexchange.net



A sweet-looking design makes the DexDrive all the more impressive.

TOOLS

Peripheral Reviews

Leather Controller Gloves

by: Boneyard Access.
for: PlayStation/N64
price: \$14.95/\$21.95

5.0

Hey, you wrap your cell phone in leather why not your controller? Well, the picture speaks for itself. The price is right, we just don't know how much protection/style a controller needs. It does add a certain level of comfort but the buttons don't always stay lined up

www.boneyardaccessories.com



You have to adjust the gloves every now and then to make sure they line up correctly with the buttons.

These pedals are just too light. They won't stay put when using them!

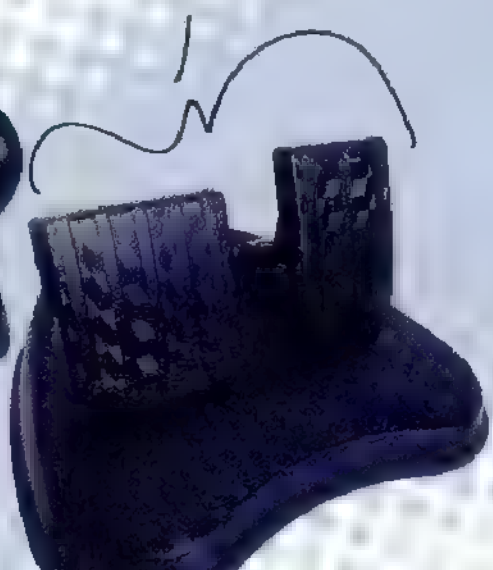
NASCAR RacePro

by: Thrustmaster
for: PlayStation/N64
price: \$79.95

6.5

The dual PS/N64 use is a nice feature, and the steering wheel itself feels great with most racers. The fact that it sits on your lap is cool, too. But the pedals are so light they slip around when you're using them. It gets to be annoying really fast.

www.thrustmaster.com



True Steer 64

by: InventTech
for: N64
price: \$11.99

7.5

This is one of the more innovative additions we've seen. It's a foam steering puck thingy that snaps onto your pad, and has a notch in it for the analog stick. Problem is, getting to the Z trigger is near impossible. In addition, it's a bit sensitive when used with arcade-type racers—it works better with racing sims. For the price though, it's pretty darned cool.

www.truesteer.com



snaps on nice and tight without damaging your N64 pad in any way.

Sports Cards

by: MadCatz
for: PlayStation
price: \$29.99 (2/pk.)

4.5

Similar to the Lara Croft cards from InterAct, these sports cards are standard memory cards with items attached. In this case, it's a sports theme. They work, but they're kind of goofy. They're probably more appealing to sports fans, if anyone. Look for N64 memory/rumble paks also available for \$19.99.

www.madcatz.com



Aftershock Wheel

by: ASCIIWARE
for: PlayStation
price: \$49.95

7.0

This Dual Shock wheel feels incredible. And more important, the pedals are substantial enough in size so they won't slip around. We're just not sure how many people have a table to set this thing on while playing games.

www.asciient.com



some of that rubber grippy stuff on the wheel would've been nice.



GameShortz

by: MadPropz
for: PlayStation/N64
price: \$41.99

7.5

OK, so it's the strangest peripheral we've ever come across—but the thing actually works really well. Plug it in, strap it tight and jack it up—now you're ready for action. Yeah, the GameShortz add-on is a bit perverse but if the shoe fits, wear it...and this thing fits like a glove. Plus, since it works on multiple platforms it's very reasonable in price.

www.madpropz.com



Review Crew

EXCELLENT

10

9
8
7
6

AVERAGE

5

4
3
2

CRAP

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 8.5 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

Silent Hill
Mario Party
Legend of Legaia
Micro Machines 64 Turbo

Favorite Genres:
RPGs, Action

Crispin Boyer



Cris figured it'd be a good idea this month to play through Silent Hill alone, at night, on our lounge's giant TV. We found h'im the next morning cowering beneath his desk, whimpering for Mama. (Turns out Shoe had a similar frght night—see his b.o.) The only thing that lured Cris from hiding was the promise of working on next month's cover story, which is best summed up by two words: Episode One.



John Davison

As you read this, John and Crispin are beavering away on the biggest feature EGM has ever produced for what is sure to be the best issue of the magazine ever. Yes indeed...next month is Star Wars month here at EGM. If they can contain themselves without exploding from 22 years of pent-up excitement, expect to read about not one, but two entirely new Star Wars: Episode One games next month.

Current Favorites:
Beetle Adventure Racing
Silent Hill
Vigilante 8
Micro Machines 64 Turbo

Favorite Genres:
Action, Adventure

Current Favorites

Beetle Adventure Racing
K-1 Revenge
Fisherman's Bait
Monaco Grand Prix (PS)

Favorite Genres:
Sports, Racing

Dean Hager



As the Dreamcast release looms closer, Dean keeps talking about how the N64 is in for a real ass-whoopin'. Finally he can stop looking forward to the great sports title that never was. Hopefully the DC will do a better job with the genre and introduce some awesome sports and racing games. In the meantime, Dean has taken a strange liking to niche games like Fisherman's Bait, Wheel of Fortune and K-1.



Dan Hsu

Payback's a bitch. Remember when Dan "Shoe" teased Ricciardi because he got scared while playing Resident Evil 2? Well, John got revenge by waiting for Shoe to get a few hours into Silent Hill (he was playing it in our dark and quiet media room), then creeping up behind him and scaring the crap out of him. Shoe must've jumped five feet in the air. Don't expect Shoe to take this lying down though...

Current Favorites:
Mario Party
Beetle Adventure Racing
Silent Hill
Marvel vs. Capcom (DC)

Favorite Genres:
Strategy, Puzzle

Current Favorites

Silent Hill
Legend of Legaia
Sega Rally 2
Beetle Adventure Racing

Favorite Genres:
RPGs, Action

John Ricciardi



After playing Sega Rally 2 for nearly half of this month's deadline cycle (don't think we didn't notice Ricciardi), John seems pretty much convinced the Dreamcast is going to kick butt. By the time the system hits America, there'll be plenty of top-notch Japanese games ready to go, and the networking stuff has loads of potential. Better make sure you pack in that modem, Sega...



Shawn Smith

Newsflash: Shawn is about one month from securing his Professional Chimp Wrestling license. It has been a long and treacherous road (he lost three ribs, an eyebrow and a nice pair of pants), but things are looking up. When asked whatever came of his Masta Cheata training, Shawn said, "Man, I'm a Masta Cheata playa hayla." From now on he wants to be called Primor: Man of Affluent Chimp Descent.

Current Favorites:
Mario Party
Vigilante 8
Invasion From Beyond
Beetle Adventure Racing

Favorite Genres:
Action, Adventure

Current Favorites

Legend of Legaia
Street Fighter Alpha 3
Virtua Fighter 3th
Power Stone

Favorite Genres:
Fighting, RPGs

Sushi-X



Sushi's head is spinning with all the incredible Dreamcast-related fighting game news lately. Power Stone, Marvel vs. Capcom, King of Fighters 98 and now SF Alpha 3 are coming! What could be better? Sushi is now chanting day and night in hopes of DC versions of Soul Calibur, Samurai Shodown and Fighting Vipers 2. Will his prayers be answered? The Sushi spies say at least two of the three are coming...

BEETLE ADVENTURE RACING



Game of the Month

Publisher: Electronic Arts

Developer: Paradigm/EA Canada

Featured In: EGM #116

Number Of Players: 1-4

Best Feature: Awesome Course Designs

Worst Feature: Not Enough Tracks

www.ea.com

OK, raise your hand if this thought crossed your mind: "Hot new car license? The game's bound to be a crappy, half-assed racer." That's exactly what I expected, but EA and Paradigm went balls out here, creating what's probably the N64's best racing game (excluding the likes of Mario Kart 64 and Diddy Kong Racing). As soon as I played the first stage, I fell in love. Everywhere I looked, shortcuts, alternate paths, secret routes, etc. Even alternate paths can have alternate paths within them! You could spend a lot of time (and have a lot of fun) exploring each of six HUGE race courses. The fantastic level designs a one could sel. Beetle Racng (more tracks would've been nice though...). If you're the type who loves breaking a game down and finding every little secret it has to offer, you're gonna love this title even more. Trying to find all the "flower" and bonus point crates in Beetle Racng's akin to opening up all the secrets in GoldenEye. It's addicting and you'll obsess over it until you get every last damn one of them. Finally, the multiplayer Beetle Battle Mode caps off an already fine dish. While it's a bit more limited in play than the aforementioned kart games' battle modes, this combat mode is still a blast for four. Overall, this is a surprisingly fun game with long-lasting replay value.

Dan

BAR may very well be my favorite N64 racer to date. The track designs are brilliant; not only do they look amazing, but they're HUGE, and they're packed with shortcuts and hidden routes. Trying to find all of the Bonus Points on each stage makes for some serious challenge, too. Multiplayer play is fun (especially Beetle Battle), but it's lame that you have to "unlock" extra battle tracks. They should've been accessible from the get-go.

John R

In y'know, this is good! BAR's gameplay is outstanding. It's highly competitive and very playable, with the best track designs I've seen on an N64 racer. Local'ing shortcuts and seeking out bonus points is awesome, and it adds mega replay to the game. I can't get over the great mix of gameplay, track design and overall challenge. It all fits together very nicely. 2P and Beetle Battle are both excellent as well. The best N64 racer yet.

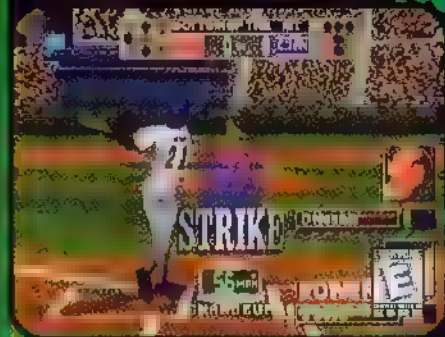
Dean

There's so much I want to say about BAR. The looks and sounds are incredible, the controls are absolute spot-on (they feel real without being too realistic) and the tracks are brilliantly designed and full of secrets and bonus items. It's probably the best racing game on the N64 by far and the fact that it allows you to play in so many different ways ensures that you'll keep playing for a long time. I nearly gave it a 10.

John D

VISUALS 9 SOUND 8 INGENUITY 9 REPLAY 9

BOTTOM OF THE 9TH



Publisher: Konami

Developer: KCE America

Featured In: EGM #117

Number Of Players: 1-4

Best Feature: Scenario Mode

Worst Feature: No MLB License

www.konami.com

The first finished N64 baseball game of '99 to arrive in our offices is actually a lot better than expected to be. Bottom of the 9th does have a few problems, but on the whole it's a very solid baseball game that does a good job of catering to true baseball enthusiasts with its realistic gameplay, while at the same time passing them off with its annoying shortcomings (no MLB license, no 1999 season schedule, no player creation, etc.). It's really too bad, because if the game had these missing features, I'd be pretty happy with it. The graphics aren't very good at all, but the game plays very smoothly, which is definitely an OK trade-off in my book. The controls are intuitive and the games don't drag on (you can usually finish a game in about a half hour, which is nice). The Scenario Mode in particular is very cool, though I wish some of the goals were a little more specific. For example, one of them allows you to finish off David Wells' perfect game...but in truth, all you have to do to win the scenario is win the ballgame—perfect game or not. What fun is that? Anyway, I'm nitpicking now. My only other complaints are that there are way too many errors, and there are no on-screen pitch menus (o'ph). Ultimately, if you don't mind the missing details, you should enjoy Bottom of the 9th. Me? "I wait for ASB."

John R

Like the PS edition, BotN has no MLB license. So what? I don't care! It has very good game play, it's fast (games in under a half hour), and it's fun. Unless you're a sim purist, you'd appreciate a baseball game that's easy to learn and play, yet challenging and competitive at the same time. Perks include a useful training mode, TV-style cutscene cameras and fluid animation. The batting interface and play-by-play are really good as well.

Dean

I'm not a big fan of baseball, but I still enjoyed Bottom of the 9th, which manages to be both realistic and fun. The gameplay mechanics are highly intuitive. You can get through a game pretty quickly without fussing with a lot of options. Graphics are adequate, without a lot of extraneous animation to slow the game. I especially like the built-in scenarios—most of which are about as fun to play as an entire regular game.

Crispin

Bottom of the 9th plays well on a most all counts, despite its lackluster graphics and the fact that it's missing the all-important MLB team license. By default, it's going to appeal more to fans of arcade-style play (not having the real teams pretty much alienates "true" M.B. fans), which is too bad because the gameplay is solid. It may take you a while to get used to fiddling on the Manual setting, though (the only way to play).

Sushi

VISUALS 5 SOUND 7 INGENUITY 6 REPLAY 7

CALIFORNIA SPEED



Publisher: Midway

Developer: Atari Games

Featured In: EGM #115

Number Of Players: 1-2

Best Feature: Silly Arcade Feel

Worst Feature: An Overall Sloppy Game

www.midway.com

This game can be pretty silly at times—or maybe should call it off centered or gina. ty. Whatever it is, that's what I like about California Speed. It's quick, fun and the control is tight. Wait a sec...that was a couple of hours ago. CS is quick and easy to get into, but it's just as easy to lose interest in since it does have its share of problems—problems that outweigh its superficial good points. First, there are some weird graphical glitches here and there. For example, there's traffic on the courses. If you hit any of the non-opponent traffic, it shoots up into the air. Kind of cool except that it suddenly appears out of nowhere in the same spot it just launched from! This is just one of several annoyances. In addition, the courses are a bit short and the shortcuts within some of the tracks really don't act as shortcuts...they're more like same cuts—they don't gain you any ground. Next, the AI is ridiculously difficult. The CPU cars seem to be able to take corners without braking at all, while you still have to. Plus, they blow past you a lot, even if your speed is maxed out, and you're not hitting any wall or obstacles. Apparently, they're perfect. Finally, the frame rate gets choppy in the 2P mode. Overall it turns out to be a sloppy game, with a single-player mode that fails to keep your attention for long.

Shawn

Except for its unique tracks (you wind along a roller coaster, through a mall, etc.), California Speed is unremarkable in nearly every way. Graphics are so-so. Control is OK, although some speed-sepping bumps against track walls seem unavowable. You get a few interesting vehicles—all of which perform about the same (even the golf cart). Above all, California Speed plays like a chummed-out port of a simplistic arcade game.

Crispin

Cal Speed has "quick arcade port" spray painted all over it. The game engine is very poor and primitive, meaning little kids might like this game. If you're any type of experienced gamer, however, you won't get any enjoyment out of Cal Speed. It's no thrills, no thrills, no skills-needed racer that only has cool level designs to brag about. This game needs a hook, like having to look for secret soda cans or something similar.

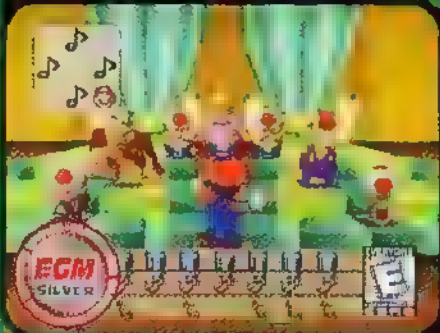
Dan

Of Midway's archaically simple racers, Rush 2 is the best. Cal Speed doesn't come close. It uses the Rush engine, so it's fairly fast and smooth. The cars are nimbler than those in Rush and there are more of them. Yet, the lack of turbos and useful shortcuts hurts. The overly long and mundane tracks will lull you to sleep. Plus it's too hard! The CPU cars are too dominant. Cruisin' fans might like it, but I'll stick to Beetle Adventure Racing.

Dean

VISUALS 5 SOUND 5 INGENUITY 4 REPLAY 5

MARIO PARTY



Publisher: Nintendo

Developer: Hudson

Featured In: EGM #116

Now here's a rare concept—a console game designed mainly with multi-player in mind. And it's a long-overdue idea that really, really works. Not to sound trite, but Mario Party really is the ultimate party game. It packs more than enough gameplay quirks to keep competition tight right up until the end of each game—which can last up to three hours. The seven game boards available at the outset offer plenty of variety—as well as bits of Mario World charm. But it's the 50 min' games that really keep players screaming and leaning in their seats. At first, I was worried that these simple skill games—many of which involve Track 'n' Field-style tap, tap, tapping—would wear thin. Not a problem. The games come in such a whopping variety that the more you play 'em and the better you get, the more you want to kick other players' butts. Mario Party also rewards frequent multi-player play by letting you save coins for goodies that mix up the game a bit (including a power-up that switches players' positions on the board). Oh, you'll stumble across a few secrets, too. As a one-player game, Mario Party is only so-so. Playing the solo mode opens a few secrets but is really only good for practicing minigames. **Play Mario Party with three friends and you'll never want to play it alone again.** **Crispin**

As a self-confessed GEEK, I feel secure saying a four-player Mario Party can be more fun than a night out in Chicago. This cart is loaded with well-designed mini-games that are fun and easy to pick up. Their simplicity means, 1) Anyone, from a video game-shy old nag to a hardcore gaming freak, can enjoy this cart and, 2) You may get bored playing the same games over and over. **Great for the occasional get-together with the gang.** **Dan**

Mario Party is an extremely well-designed party game that packs hours upon hours of alarmingly fun gameplay in its more than 50 mini-games. **There's just one catch: You'd better have friends.** As a one-player game it's fun, but playing against the often-predictable CPU opposition gets stale quickly. Multiplayer play, on the other hand, never seems to get old. All the little extras they throw in just add to the experience. Fun, fun game! **John R**

I don't want to play regular, old board games anymore—they just can't compare to the fun and interactivity of the incredible must-buy Mario Party. Now, if you don't have a lot of friends who come over to play games maybe this one isn't your best choice. But if you're a fan of multiplayer mayhem, then look no further. A couple of times we had to play the same minigame twice in one game, but you know, it was still a blast. **Shawn**

Number Of Players: 1-4

Best Feature: It's The Ultimate Party Game

Worst Feature: Not So Great For Solo Play

www.nintendo.com

VISUALS 8 SOUND 8 INGENUITY 10 REPLAY 10

MICRO MACHINES 64 TURBO



Publisher: Midway

Developer: Codemasters

Featured In: EGM #115

I don't understand how some people (cough cough Dean cough...) can play this game and not have a great time. I can understand not being too wild about the single-player game. Although it's chock-full of options and modes, the one-player experience is nowhere near as addicting and fun as the multiplayer game. You see, when you get a few other humans on the racetracks, it can lead to lots of mayhem and hilarious situations. For some odd reason, missing crucial jumps or flying off the playing fields is much funnier when it happens to people rather than the computer AI. But as fun as the standard multiplayer game is, the team game (teams of two) is even more fun. **And if you can get eight people playing at once, you'll find Micro Machines is one of the best party games for the system** (an eight-player game, by the way, is played by two people sharing one controller—as long as you don't mind being that close to your teammate, it's really not as inconvenient as it sounds). Bottom line: Like with Mario Party, if you have the opportunity to play games with other people a lot, you won't want to miss out on Micro Machines. It's really a lot of fun to play, and you'll have a lot of laughs. Even if you're more the solitary gaming type, you may still want to check it out; it's definitely a decent 1P game. **Dan**

I've loved the Micro Machines games since the early Genesis versions, and the latest release on the N64 is a more than competent translation of the PS game released last year. Above all else this is a **highly playable game that is best enjoyed multiplayer.** Four-player games are the most fun, but you really have to check out the eight-player joystick sharing thing, just to see how it's done. A simple, fun and addicting game. **Love it.** **John D**

MM64 Turbo is more or less the same game as the PS version. Graphically it looks good. The gameplay is nice and the controls are tops as well (it's quite fast). But I really can't stand the top-down viewpoint. Memorizing the tracks is the only way to get around the awkward viewing angles. The multiplayer stuff is fun but then there's still that annoying view. If you can stomach it, you'll probably like MM as much as Shae does. **Dean**

Mario Party may be the ultimate party experience this month, but **Micro Machines 64 ain't a bad game to bust out at brouhahas, either.** Be warned, though: Rookies may not be keen on the game. Its gameplay is mega fast and most tracks are tricky until you learn their layout. Just suck with it. Like the PlayStation version, this thing is loaded with play modes, including the crazy eight-player, share-a-controller party game. **Crispin**

Number Of Players: 1-8

Best Feature: Awesome Eight-Player Game

Worst Feature: Having To Sit So Close To Your Friends

www.midway.com

VISUALS 8 SOUND 7 INGENUITY 7 REPLAY 6

NBA IN THE ZONE '99



Publisher: Konami

Developer: KCE Osaka

Featured In: EGM #115

NBA In The Zone '99 is greatly improved over last year's disastrous effort. The graphics are sharp (unlike NBA '98) and they're nicely shaded and realistic. ITZ rivals Live '99 (N64) and Courtside for looks—it might even be a little nicer (Ricciardi disagrees). Yet the combination of hyper-active, ill-shifting camera movements and semi-erratic animation puts the title firmly in third place. Also dragging it down a bit are the way players bunch up on screen. It makes it tough to see the action. As for AI, calling offensive plays on the fly seems like a good idea but it doesn't translate well. You can see your players move into position, but actually executing a play is tough. Still, other play elements are very good. **The CPU's defensive AI is quite tough.** It forces you to use all the tricks and maneuvers at your disposal to find the open shot. The fake shot, cross-over dribble and speed burst work well. Slowly backing in and busting a quick 360 into a jumper is great. The difficulty levels are a little wacky though. Normal mode seems a bit tough—I actually preferred playing on the Easy level. 2P games are decent fair: The shot ratio is realistic, and games are low-scoring due in part to the good defensive AI. Overall, ITZ '99 is an enjoyable game but it could've benefited from a little more work. At this rate next year's game could be great. **Dean**

If you play ITZ '99 and then go back and read my ITZ '98 review you'll notice that Konami addressed every one of my complaints when they created this year's game. The result is a **much better looking, playing and feeling b-ball game** that's actually fun to play. The graphics still need work, but they're way better than last year's, and the AI is improved, too. The rosters are a little outdated, but otherwise this is a **real solid effort.** **John R**

I'm still waiting for an NBA Courtside killer, but alas, ITZ '99 won't be the one. This game has its ups—**best is the defensive game engine that stops dunk-happy play without resorting to the cheapness that Courtside uses.** But this game also has its downs. It is really hard to follow the action when the players are crowded around under the hoop, and the computer AI is really tough, even on the easier difficulty settings. **Dan**

I can appreciate how much work Konami did to improve In The Zone '99, but **the bottom line is that I'd still rather play Courtside.** ITZ '99 features improvements in nearly every area of play, but the AI is still a little off (even the Hard mode isn't all that difficult), and the graphics are still too muddy for my tastes. On the other hand, if next year's game improves as much as this year's did, ITZ could end up being my round ball game of choice. **Sushi**

Number Of Players: 1-4

Best Feature: Much-Improved AI

Worst Feature: Sub-Par Graphics, Animation

www.konami.com

VISUALS 6 SOUND 6 INGENUITY 5 REPLAY 6

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NHL BLADES OF STEEL '99



Developer: KCE Osaka
 Featured In: EGM #116

Number Of Players: 1-4

Best Feature: Good Commentary

Worst Feature: Bad Control

www.konami.com

At first glance, Konami's NHL Blades of Steel '99 doesn't seem all that bad, especially considering this is their first "next generation" hockey effort. The graphics are more than adequate, the atmosphere is pretty good and the gameplay and AI, while hardly perfect, are solid. Unfortunately, all of this amounts to absolutely nothing, thanks to one major problem: **The control is awful.** Hockey is a fast-paced sport that requires precision control. If you press left on the analog stick, I want my guy to move left immediately—don't want him to spin around in place for a second, get stuck on the boards because of shoddy programming, and then go where directed him two seconds later. Sadly, frustrating stuff like this happens all the time in BoS '99, and there's nothing you can do about it. The game is lacking in other areas, too. For one, none of the camera angles are all that comfortable. Why not have a standard overhead vertical view? There's a reason why every other game has one, you know. Also, the checking game is weak—the refs call way too many penalties, which pretty much forces you to check less or turn off penalties. Lame. No Create-A-Player is disappointing, too. On the good side, the commentary is nice, and the game saves lots of stats during season play. Still, the control kills it all.

John R

Today's Blades of Steel doesn't capture the same magic the NES version did, mainly because we're used to better...MUCH better. **Blades '99 has ulcer-inducing controls** (i.e., frustrating)—one-timers don't work consistently, and the players move like they're skating in ice arenas 20 degrees too warm (on slush, ya see...). Any good things to say about this game? Well, the commentary work is nice...better stick with NHL 99.

Dan

BoS '99 is not as tight as NHL 99, but it's still decent. **The game suffers from suspect control and, at times, contrived animation.** The motion physics don't seem to be represented too well. Players will suddenly change directions while skating straight ahead. A collision glitch will hang players up on the walls occasionally. The good news? Two-player play is fun. Checking works well and helps keep the games competitive and exciting.

Dean

Blades of Steel '99's control is thick and unresponsive, which is really its only problem. Fortunately, when you turn up the game speed, things get a bit better. Still, with any sports game, control is key. On the good side, Blades of Steel has some incredible sounds and voice-overs. In addition, the graphics are above-average. Still, what it comes down to is control—and here, BoS '99 just doesn't stack up to other N64 hockey games.

Shawn

VIGILANTE 8



Publisher: Activision
 Developer: Luxoflux
 Featured In: EGM #115

Number Of Players: 1-4

Best Feature: Co-op Quest Mode

Worst Feature: Music Is Pretty Non-Descript

www.activision.com

Big guns, big levels, loads of cool cars and secret characters...what more could you want from a car combat game? Those of you familiar with the original VB on the PlayStation will be pleased to hear the N64 version has a number of additions that make it more than worthy of checking out. For starters, the whole thing has been cleaned up significantly in the graphics department...especially if you run it in high resolution with the RAM Pak. Second, there's a bunch of new multiplayer modes that instantly raise the bar for this kind of game. Not only is there the standard deathmatch-style combat for up to four players, but now there are team battles on offer as well, as an excellent co-op mode that allows two of you to tackle the Story Mode. Add a unique "cartoon" level and a completely new bonus Quest Mode, and it **definitely makes up for being released so long after the PS version.** As far as the guts of the game go, it's a faithful translation. You can still satiate your destructive side and annihilate virtually all the scenery, and combat is still best performed "just" style: Pick your opponent, drive toward him, open fire, hand brake turn and repeat until there's a big bang. The handling is excellent and each car behaves differently without ever threatening to employ jawny "realistic physics."

John D

All I have to say is: Sweet. Finally, we get to **blow up a bunch of cars on the N64.** It's about time. Vigilante 8 is everything the PlayStation version is and much more. The added solo and multiplayer modes and secrets make this game even more fun than usual. The frame-rate drops a bit in the hi-res mode but it still looks decent. Thankfully, the frame-rate doesn't drop much at all when playing 2P games (in low-res).

Shawn

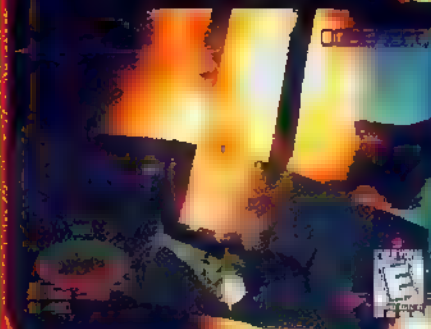
What a good month for multi-player N64 games! Unlike Mario Party, Vigilante 8 packs a particularly fun one-player mode, too. The graphics are amazing, even in low-res (I actually prefer playing in low-res, since hi-res is a little choppy.) The cars control just fine. Even the new secret arena is pretty cool. **But the real draw here is multiplayer** (despite some choppiness in four-player). Two-on-two team mode is the best way to play.

Crispin

Someone could've easily rushed a lame Twisted Metal clone to the N64, but luckily, **Vigilante 8 is what we get instead.** This is a fine game with a solid engine, a wide variety of levels, fun multiplayer modes and a few extras the PS version doesn't have. The weapons could've been designed better—some lock-on too easily, meaning you can shoot and hit anyone, even when you're driving away like a skill-less coward.

Dan

BLAST RADIUS



Publisher: Psygnosis
 Developer: Camden Development Studio
 Featured In: EGM #114

Number Of Players: 1-2

Best Feature: Sick Visuals

Worst Feature: Flawed Save System

www.psygnosis.com

With Blast Radius, developer Camden set out to design a low-calorie Colony Wars that emphasizes high scores, power-ups and twitch gameplay over a cinema-rich, space-opera-style story line. Trouble is, this simple formula just ain't all that fun. The game's 40 missions are repetitive, varying between annoying escort sorties, bland search and destroy outings and strikes on capital ships and bases. Enemy AI is dim; buddies either cruise straight at you, guns blazing, or career away in lazy, predictable zigzags. Targeting enemies is a chore, since you have to cycle through a list of friendlies before you can lock-on a bad guy. And the story and mission briefings are so lackluster you could care less about beating the game. Even worse—similar to Colony Wars, you can only save after every few missions. Few things are more frustrating than having to play missions over and over just because you didn't make it to the next save. Blast Radius' graphics are certainly pretty enough, as you'd expect, with lots of blurring effects and hyper-detailed ships. The game also delivers what could have been a killer multiplayer option: You can link two PlayStations and play missions cooperatively (or dogfight). Unfortunately, this mode doesn't save your progress, making it a useless novelty.

Crispin

Remember Atari's game Star Raiders? Blast Radius is basically a '90s update of this...but without enough new bits to keep it from getting boring. Sure, the 3D blasting has been updated with Colony Wars-style graphics, but it's so frickin' dull. Also, if you want to play a 2P game, you have to link up (no split screen), which sucks. Psygnosis claim it's a "pick up and play" shooter, but that's just an excuse for having little substance.

John D

Does this make sense to you? You make it through three missions. Finally, you're able to save. Then you fight an end level against a space station or something, and continue on to the next three missions. Now, if you die in any of these next three missions, you have to go back and fight the end level from before. How ridiculous is that?! This save problem existed in Colony Wars and to a lesser extent in CW2. It drains all the fun.

Shawn

Blast Radius has fairly good graphics and is just as challenging, if not more so than Colony Wars (though not for the same reasons). **Having to pick up fuel and power-ups is very annoying,** adding to the difficulty. The worst offender of all is the save system which makes progress extremely tough. If you must have another space shooter in addition to two CW games, you might want to check this out. Otherwise, you should pass.

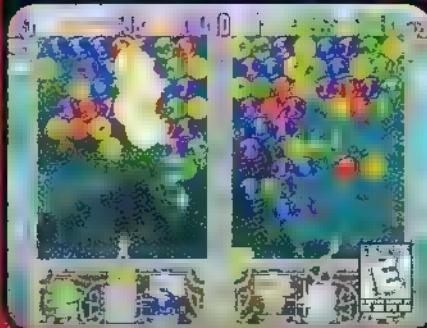
Sushi

VISUALS: 6 SOUND: 7 NGENUITY: 5 REPLAY: 7

VISUALS: 8 SOUND: 7 NGENUITY: 7 REPLAY: 8

VISUALS: 8 SOUND: 6 NGENUITY: 4 REPLAY: 4

BUST-A-MOVE '99



Publisher: Acclaim

Developer: Taito

Featured In: N/A

Should you buy Bust-A-Move '99 for the PlayStation? Yes. Definitely. Without a doubt. That is, if you fall into each and every one of these categories: You don't own Bust-A-Move 3 AND you don't own Bust-A-Move 4 AND you are a die-hard crazy psychopath Bust-A-Move fool AND you can't find a copy of Bust-A-Move 4 anywhere (and you've looked every where) AND you feel you'll never, ever EVER find a copy of Bust-A-Move 4. Get the point yet? You see, BAM '99 is a repackaged BAM 3 with a couple of very trivial additions, like extra puzzle stages. I know Acclaim isn't the type to milk older titles or licenses, but Money talks, suppose. Anyway, this is not a good deal at all—Bust-A-Move 4 (the one I think you should be getting instead, in case you couldn't tell, by my inferences) has everything BAM '99 has and more. BAM '99 is missing the puzzle action, the vibration and the better graphics. None of those features are mind-blowing, mind you, but why settle for an inferior chapter of a series that is already very similar from installment to installment? Basically, I can't come up with a single reason to recommend this title (although it's "value priced" at under \$30). At least the N64 BAM '99 offers a four-player mode, but this version offers next to nothing. Spring for BAM 4 instead.

Dan

It's tough to criticize any of the Bust-A-Move games, as they're all so damn playable. BAM 2 is still a classic, and if you're happy with that (or BAM 4), you can probably stick with it. But if you're an absolute maniac who wants more, BAM '99 has plenty of new stuff to offer. It's a shame there's no multitaap support to duplicate the N64's four-player mode, but there are plenty of new puzzles and special bubbles to liven things up.

John D

Unless you're a Bust-A-Move nut bent on collecting every game in this repetitive series, there's no reason to buy BAM '99. Yes, it is priced less than Nintendo-published BAM 4, but it's also a big step backward, feature-wise. BAM 4 offers better graphics and some cool twists on the series' formula, while BAM '99 looks and plays like the same old, same old. If you crave new puzzles and have \$30 to burn, BAM '99 is for you.

Crispin

What's up with the barrage of BAM games lately? BAM is pretty fun and all, but do we need like 50 of them in a span of six months? OK, so maybe I'm exaggerating. Still, BAM '99 isn't much different from the other versions in the series. In fact, it doesn't even have the cool four-player mode that's in the N64 version. The PS does have this thing called a multitap, you know. If you own other BAMs, don't bother with this one.

Shawn

GUARDIAN'S CRUSADE



Publisher: Acclaim

Developer: Tarnsoft

Featured In: EGM #75

If you like your RPGs gritty and grown up along the lines of Xenogears and Panzer Dragoon Saga, then you'll wanna keep on walking past Guardian's Crusade. It's a cutesy, traditional RPG with a simple story and goofy ball humor. But if you crave something different from your RPGs, well, you might want to steer clear anyway. The game offers some cool new twists—namely, a Tamagotchi-like dragon pal and an army of "Living Toy" helpers—but these turn out to be gimmicky rather than the strategic battle partners I'd hoped for. Your dragon helper often acts unpredictably in battle, no matter how much you spoil it with snacks of cheeseburgers and bugs (and you the game was goofy). And despite being able to collect more than 70 Living Toys, only a handful are useful; the rest are wimpy novelties (only a few of the final Boss battles require major strategic use of the toys). GC's graphics are sparsely detailed, like the look at first, but the simple textures give every building, tree, and rock a sameness that makes getting lost easy. Storywise, GC drags until you get near the end of the roughly 20-hour quest. Here it unfolds a few unexpected plot twists before wrapping up in a pretty good ending. Bottom line: GC is RPG lite. Fun for what it is, but it could have been so much more.

Crispin

I have no problem with simple graphics and overly pastel environments in an RPG (heck, one of my favorite RPGs ever was Paladin's Quest for the SNES). What bothers me about Guardian's Crusade is that the gameplay is too simplistic. The battle system is extremely generic—most of the Living Toys aren't necessary at all, and the whole game is a bit too cheesy for my tastes. It's not a total waste, though—I think kids will dig it.

John R

I have mixed emotions about Guardian's Crusade. On one hand I like its colorful and extremely detailed 3D graphics (they almost look hand-drawn in some cases). In addition, GC has a really unique fighting system with the whole "Living Toy" thing. Still, it's not an RPG for serious fans of the genre. Granted, most RPGs can be silly at times, but GC is just too lighthearted in general. Overall, it's not a bad RPG—just more for beginners.

Shawn

Final, for RPGs that do something different, but Guardian's Crusade just doesn't deliver on its promised innovations. Too many of the Living Toy helpers are too weak in battle. Your baby-dragon sidekick's often more annoying than helpful. At the same time, the game's story is a bit dull and hard to follow, while the graphics are too cutesy for my tastes. At least there's an option to speed up battles so you can get through the game faster.

Sushi

INVASION FROM BEYOND



Publisher: GT Interactive

Developer: King of the Jungle

Featured In: EGM #72

Any good game gives you tons of stuff to do. That way, when you finish the game, you feel as if you've accomplished something. Well, Invasion from Beyond will certainly give you this feeling...ten fold. But beware: This game is so amazingly hard at first you'll go crazy trying to figure out how to finish each level. In addition to having to kill hundreds upon hundreds of alien crafts, you must fulfill a variety of mission objectives on each level. And these objectives are no walk in the park—many of them require several steps to complete. Screw one up and you fail that level. But the objectives are great since a game of this type could've easily been just about action. Still, King of the Jungle could've created a more gradual ramp with the game's difficulty. The training areas just don't prepare you enough for what real missions are like. With repeated plays—and yes, I did want to go back even though I was frustrated as all hell—you'll get the hang of how FB works, and have a great time doing it. On top of the gameplay, the graphics and frame-rate are mind-blowing. I can't believe they kept the frame rate this high with everything that's going on on-screen. In addition, the game's 1990s-cheesy sci-fi motifs are extremely entertaining. Overall, FB is a good title that'll definitely give you your money's worth.

Shawn

Right from the get-go, lemme say this is an amazing-looking game, with an ultra-smooth frame-rate and crisp details. Better news? There's a darn good game under the snazzy visuals. Most missions pack a surprising number of objectives, and your ability to snag scientists and power-ups to build new ships and weapons adds more depth than you'd expect from a shooter. It's a tough game, though, so prepare for frustration.

Crispin

A though it's very tough, IFB is a campy, sci-fi action/adventure game in the vein of Mars Attacks or Independence Day. Initially it seems like a mindless blast-fest, but it's soon evident there's much more depth. The real backbone is the multiple mission objectives on each stage and the classic "save the earth" plot. At times it seems chaotic and overwhelming, but overall IFB provides a challenging and rewarding experience.

Dean

What's this? I hadn't even heard of this game before it landed on my desk a couple of days ago (great marketing, guys!) Invasion from Beyond is definitely a unique little shooter, but after only a few missions, I began to rapidly lose interest. The quirky mission objectives get repetitive, and the weaponry is a bit lacking. Still, it's a great game to rent, especially if you're one of those sci-fi/alien freaks. Real nice graphics, too.

John R

Number Of Players: 1-2

Best Feature: There Isn't Any

Worst Feature: Huge Step Backward From BAM 4

www.acclaim.net

Number Of Players: 1

Best Feature: Packs A Few Cool Innovations

Worst Feature: Too Many Useless Toy Helpers

www.activision.com

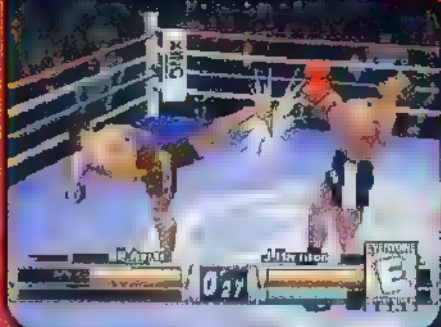
Number Of Players: 1

Best Feature: Very Nice Graphics, Frame-Rate

Worst Feature: Difficulty Isn't Balanced

www.gtgames.com

K-1 REVENGE



Publisher: Jaleco

Developer: King Entertainment

Featured In: EGM #12

Fighting fans introduced us to the stars of kickboxing last year. K-1 Revenge features about twice as many characters, several more moves, and a healthy graphic improvement. Unlike Knockout Kings, these characters look more like their real-life counterparts. While we're on the subject of KK, I'll say that the fistcuffs in K-1 are more convincing as well. A small graphical burst and a whopping thud lets you know when you've landed a blow. A translucent trail left by swinging arms and legs creates a cool slow-mo effect. For a "real-life" fighter, K-1 isn't bad. Each character is unique and has interesting signature moves. Learning a, the regular maneuvers and special moves is key. Once that's done, you'll realize the game is fairly deep with strategy and replay value. A variable AI setting also helps keep it competitive. Bad stuff: While the characters move very quickly, the floating camera jerks around too much, making the fluidity of the fighters. The music is classic, first-generation heavy metal fair that will surely get on your nerves. But on the whole, K-1 is as entertaining as Knockout Kings if not more so, and the game plays more polished. Two-players is the best way to play by far. It's kind of a slow-starting sleeper, and while it's hardly awe-inspiring, I still had a lot of fun playing K-1 Revenge.

Dean

I started playing K-1 Revenge like it was a fighting game, maybe due to instinct. Well, it got really annoying really fast. But then I realized what was wrong: K-1 is not a fighting game like Tekken or Street Fighter—it's much more involved than either of those games. Strategy plays a major role in K-1. And after playing it with this in mind, it was much more fun. Still, the game does get repetitive, and it doesn't have long-lasting appeal.

Shawn

K-1 Revenge does a great job of attempting to be a "realistic" fighter, but consequently, that's the main reason why it doesn't excite me all that much. The moves aren't varied enough, and the controls aren't as responsive as I'd have liked. It's not a bad game by any means—it's just not for everyone. Hard-core K-1 fans will appreciate the game's attention to detail, but everyone else will probably be more than satisfied with a rental.

John R

There are very few fighting games that emphasize realistic combat, so it's nice to see something like K-1 Revenge. It doesn't really play like most fighting games out there, which is both a plus and a minus. It would've been nice to have better control over moves, but the action does have a grittier feel that many fighting games try to emulate. The play balance is good, and the fighters have many more moves this time around.

Sushi

Number Of Players: 1-2

Best Feature: Convincing Realism

Worst Feature: Jerky Camera

www.jaleco.com

LEGEND OF LEGAIA



Publisher: Sony Computer Entertainment

Developer: Contrail

Featured In: EGM #16

While Guardian's Crusade turned out to be more of a cutesy, "beginner's" RPG, Legend of Legaia is the exact opposite. This game is definitely geared more toward hardcore fans of the genre. You know, the kind of people (like me) who don't mind getting into battles every two minutes, and spending nearly as much time building up their characters and spells as they do developing the plot and progressing through the game. And believe me, there's plenty of game here—enough to keep you occupied for at least 40 hours if you're thorough. Story-wise, Legaia doesn't break any new ground (it's far better than Wild ARMs' sleep-inducing story, though), and the game sports some very nice graphics and sounds. Still, Legaia's main draw is its innovative battle system. Once you learn a decent amount of Arts for each character, putting them to use in battle becomes quite fun, especially when you start linking up your attacks. On the downside, the battles are long and drawn out (not having an option to skip battle animations really sucks), and with so many fights, you'll find yourself switching to auto-battle more often than not as you progress. Still, on the whole, I really enjoyed Legaia. If you're an RPG fan you'd be a fool to pass it up—it'll hold you over nicely until Sony's next big RPG hits the shelves.

John R

If you can't wait until FFVII comes along, Legaia might just be your thing. While significantly better than Wild ARMs, there are still things that bother me. The story is fairly cool, and it unfolds in typically near fashion, but do find that the battles come too frequently for my taste. Also, like Square's Xenogears, the combo attack system (while pretty cool) soon becomes tired and you find yourself opting for the auto-battle option.

John D

Although it's nothing revolutionary, Legend of Legaia is still an around solid RPG. You get a cool, lengthy story. The music, heavy with percussion and very Panzer Dragoonish, is quite nice. I really like the magic and battle systems—to an extent. Battles pop up too frequently (I'm really getting tired of random combat). In the end, I just auto-battled through most of the fights. Fans of traditional, old-school RPGs will like it.

Crispin

Legaia really surprised me in a very good way. The battle, fighting system is very cool and gets my vote as the best interactive battle system yet. I especially like that the characters have facial expressions in battle which adds to the experience. There's also lots of inside jokes related to Anime and other RPGs which is great for those in the know. The music is the only weak spot. Now I want a sequel for Wild ARMs AND Legaia!

Sushi

Number Of Players: 1

Best Feature: Long Quest, Cool Battle System

Worst Feature: Battles Tend To Drag On A Bit

www.playstation.com

PRO 18: WORLD TOUR GOLF



Publisher: Playmates

Developer: Intelligent Games

Featured In: EGM #15

Let's get the good stuff out of the way first. Pro 18 has some of the best digitized golfers I've seen on a home system and they have good animation. There is a nice selection of play modes including Practice, Shoot Out and 5kns. That's about it for the good stuff. The biggest culprit in Pro 18 is the horrible camera control (or lack thereof), which severely limits your control of the game. The courses are rendered in photorealistic backdrops which you navigate like still pictures. Every time you adjust your angle, the screen goes blank until it finds what you should be looking at, making for a disorienting experience. It's just impossible to play a game of golf without being able to determine where the hole is. The amount of pro golfers to choose from is limited, as are your options for creating a new golfer. The pro golfers who are included are questionable, which gives me a distinct feeling that they were selected not for their relative talent, but because they were more affordable compared to the higher margin players. That's just sat on the wound though, because even slapping in Tiger Woods or Michael Jordan couldn't have saved this stinker. Don't let the nice graphics fool you—Pro 18 is a dud. While it's possible to make your way through the game, what you're playing just isn't good golf.

Sushi

Fans of PC-style golf should like the look of Pro 18. Seamless FMV on good fairway backdrops makes for a decent, realistic picture. The physics and play are competent, but mastering the snap swing meter is a bit frustrating (practice is definitely essential). A few more courses and a floating cam would've been nice. Otherwise Pro 18 is surprisingly good. Oh yeah—the cheeky English commentators are jolly good as well.

Dean

Graphically, Pro 18: WTG is beautiful—the FMV characters mesh flawlessly with the background, and the courses are above-average (although some of the sprite objects are a little awkward-looking). As far as characters and courses go though, the game's a bit slim. And the same goes for Pro 18's Create-a-player Mode. Luckily, there are enough play modes to keep things interesting, and a variety of holes to try your luck on.

Shawn

Whoopee, another sleep-inducing golf game for the PlayStation. Pro 18 has a fairly clean interface, and it's certainly not the worst golf game I've played, but there's nothing here you haven't seen before. There are only three courses, a brief selection of no-name golfers and some really weak course viewing options that are pretty much worthless. I'll say it yet again—if you want a good PS golf game, go with Hot Shots Golf.

John R

Number Of Players: 1-8

Best Feature: Decent Graphics

Worst Feature: Crappy Interface

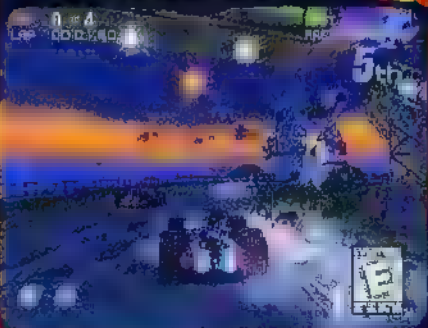
www.playmates.com

VISUALS 6 SOUND 5 INGENUITY 6 CONTROL 7

VISUALS 8 SOUND 7 INGENUITY 7 CONTROL 5

VISUALS 6 SOUND 6 INGENUITY 5 CONTROL 6

ROLLCAGE



Developer: ATD
Featured In: EGM #14

Number Of Players: 1-2

Best Feature: Speedy Frame-Rate

Worst Feature: Frustrating Vehicle Physics

www.psychosis.com

RollCage has certainly held my attention longer than S.C.A.R.S. did. The similarities are there—racing, combat, unique vehicles, pretty environments, etc. However, RollCage has a deeper slant toward racing. It's easier to hold the road and concentrate on the actual race. On top of that, the weapon, shield and turbo icons are far less prevalent (that's a good thing). It's safe to say this game is on a higher level than S.C.A.R.S. or Team Lost RC Racer, but when compared to current PS racing kings—NFS1, Gran Turismo and Test Drive 5—it just doesn't hold up. The reason? The flip-over cars are interesting but in the end they don't help you win races. More often than not, the unforgiving wheel physics and big tires end up creating wild wrecks. Occasionally going high on a banked turn is amusing but not enough to warrant the odd controlling vehicles. But, if taken for what it is—70 percent racer, 30 percent combat—RollCage is kind of fun. The frame-rate is fast and the tracks and backgrounds are speedy as well as good-looking. Two player's a little slow, but it's fun, although it'd be nice if A cars also raced. Overall, the trick is getting accustomed to the behavior of the cars. Once that's done it gets very competitive and fairly engaging. As a unique combat racer RollCage is decent, but I'd suggest renting first. **Dean**

RollCage is such a blazing, topsy-turvy experience that it's sure to churn your guts. Heck, playing in first-person view can even induce spewing. Trouble is, the intense speed makes the game thrilling one second and frustrating the next. Once you lose control—which is easy on the later courses—you're screwed until you can get your bearings. Multiplayer's more fun, since the bounce-all-over gameplay will confuse both players equally. **Crispin**

The whole "big wheels so you can whiz up the ways and across the ceiling" thing in RC is a nice idea, but it seems very much like a tacked-on afterthought, and one that isn't very useful as a gameplay tactic. Every time you crash, the cars have a bizarre tendency to pull in a certain direction so you end up facing the wrong way. Sure, RollCage is fast and it looks a bit like Wipeout, but it's a lot more infuriating than it should be. **John D**

RollCage would have scored much higher had the control not been flawed. This game's tons of fun, and the graphics are simply incredible, but one too many times I fumbled around all screwy (facing the wrong way) when barely nudged up against an obstacle. No first place for me. To blame it on the loose analog control, and cars that burn rubber way too much for no good reason. RC does have decent multi-player modes though. **Shawn**

VISUALS	SOUND	INTEGRITY	ENTERTAINMENT
8	7	6	6

SILENT HILL



Developer: KCE Tokyo
Featured In: EGM #15

Number Of Players: 1

Best Feature: Spooky Story

Worst Feature: Dodgy English Translation

www.konami.com

Those of you who moaned endlessly about the length of Metal Gear Solid will no doubt have more to whine about with Silent Hill. You can work your way through the whole game in about 11 hours...but, like Konami's previous epic, those hours are filled with something special. Probably the most genuinely disturbing "survival horror" game around, the story plays on psychological nastiness both in terms of the events that take place and the graphical content. The game seems to go out of its way throughout to make you feel uncomfortable—the 3D engine shifts the camera into some bizarre positions, while at the same time only giving you a very limited field of view. It's claustrophobic, dark and disturbing. It wasn't for the stiff voice acting and bad translation ("the end is ne gh" anybody?), this would be a classic example of a game mimicking a movie like *Jacob's Ladder*. There are a few niggles with the gameplay; the collision detection for picking up objects is dodgy in places, and the few genuine puzzles (there are only really four or five major ones) are all explained by fairly obvious clues located in pretty much the same location. That said though, it's an enjoyable experience and there's some replay value thanks to its multiple endings. You'll love the cool twist at the end too. **John D**

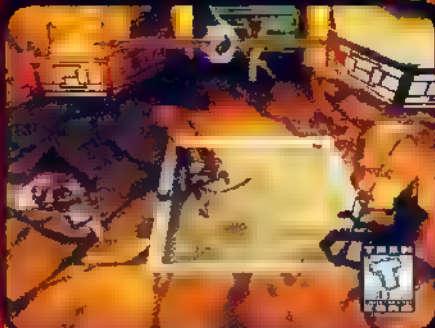
The first must-own PS game of 1999, is here Silent Hill is an awesome horror adventure that no fan of the RE series should miss. It's not perfect—controls could be tighter and the writing/voice acting is a little weak, but the disturbing, truly frightening gameplay experience more than makes up for these minor flaws. Great story, too! Be sure to play it with a Dual Shock (trust me), and if you've got kids, keep 'em far away. **John R**

Resident Evil is to Night of the Living Dead as Silent Hill is to Hellraiser. Talk about a creepy game! It starts off slow, but once you get an hour into it, things can get really tense although you'll run into odd, drawn-out periods of uneventfulness. Speaking of RE, you can see the influences everywhere (and I mean everywhere), so if you're an RE fan, do not miss out on this gem! By the way, do not let your children see this game. **Dan**

Even more so than the Resident Evil games, this thing pushes all your fear buttons. Its Jim visuals, discordant music, jarring sound effects and twisted story are disturbing on so many levels. It all makes for an experience that's as immersive and frightening as anything else on the consoles. You'll need to fiddle with options before the game becomes playable, and I had gripes with the camera and control throughout the game. **Crispin**

VISUALS	SOUND	INTEGRITY	ENTERTAINMENT
9	9	7	7

T'AI FU



Developer: Dreamworks Interactive
Featured In: EGM #11

Number Of Players: 1

Best Feature: Simple, Old-school Gameplay

Worst Feature: Flaky Camera Sometimes

www.activation.com

I have to admit the prospect of spending a number of hours with T'ai Fu filled me with dread. Having seen the game a number of times throughout its development, most of the adjectives I would have previously used to describe it would all have had something to do with lethargy. Imagine my surprise then, as I sat down with the thing and realized after a good two or three hours that I was actually having a pretty good time. Sure, it's a simple 3D take on age-old games like Double Dragon, Final Fight and other such side-scrolling/fighting fare, but it ain't half bad. It's not going to win any awards, but consider that A) the main character looks like a Thundercat and B) the character offers enough challenge to keep you amused, and you'll come to the same conclusion I did: that this is probably the finest example of a game suitable for rental you'll ever come across. You could probably work your way through the whole thing in three or four decent-length sessions, and when you get to the later levels you'll dig the whole ability-earning thing and the way it alters the gameplay as you progress. You'll be a bit frustrated by the camera system, forcing occasional "leaps of faith" to be made, but you'll be pleasantly surprised by the voice acting. Not bad. Not great...but not bad. **John D**

Square, square, square, triangle. Square, square, square, triangle! Be prepared for a lot of the game button-mashing combos in this wild ride take on the 3D Ninja/Fighting Force games. T'ai Fu's jittery engine sucks away all the fun though. It's hard to see where you're going, and it's hard to move around in some areas (especially when jumping's required). Neat idea, great graphics, awesome soundtrack...flawed game engine. **Dan**

T'ai Fu is another 3D action game that almost makes it to the arena of greatness. It's a beautiful-looking game with well-designed eyes, decent control and great sound, music and voice work. But T'ai Fu isn't without its problems—you're bound to find weird graphical glitches and sticky polygons in nearly every level. In addition, T'ai Fu is a little on the easy side...even on normal difficulty (and there's no hard setting to choose). **Shawn**

Fony the Tiger...MC Escher-like levels, beatin' up snakes? Just some random first thoughts about T'ai Fu. Seriously, linear roaming while battling easy-to-kill enemies every 10 seconds gets repetitive. The levels are adequate but there's not enough interactive stuff to mess with. The fighting engine is simplistic as well. You can get quite far by using just a few combos over and over. T'ai Fu is an average brawler that could've been better. **Dean**

VISUALS	SOUND	INTEGRITY	ENTERTAINMENT
7	7	5	4

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
BattleTanx	3DO	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
Castlevania	Konami	Kick-Ass Game Design, Music	Frustrating Platform Gameplay, Camera	9.0 9.0 8.0 9.0	116
Cruis'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 3.0 1.0	115
Extreme-G 2	Acclaim	Really, Really Fast Gameplay	Occasionally Choppy Frame-Rate	6.0 7.5 5.5 7.5	114
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	No Multiplayer Poker	8.5 6.0 8.0 6.0	115
The Legend of Zelda: Ocarina of Time	Nintendo	Absolutely Incredible Dungeons	Where's The Classic Zelda Music?!	10 10 10 10	115
Magical Tetris 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	115
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 Fools 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
Snowboard Kids 2	Atlus	Cool Courses	Annoying Characters	7.0 8.0 7.5 7.5	116
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
Turok 2: Seeds of Evil	Acclaim	Hi-Res Graphics (w/RAM Pak)	Too Few Save Points	8.5 8.5 8.5 8.0	115
Virtual Pool 64	Crave Entertainment	Plenty Of Play Modes	Some Questionable Physics	6.0 6.0 6.5 8.0	115
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
Activision Classics	Activision	30 Games for \$30	Only A Couple Are Any Good Now	4.5 5.5 3.0 3.0	113
Akuji the Heartless	Eidos	Original Concept	Not Particularly Difficult	7.5 8.0 7.0 6.0	116
Animaniacs Ten Pin Alley	ASC Games	Good Bowling Physics	May Be Too Cartoony 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
Asteroids	Activision	Addictive Gameplay	Two-Player Mode	8.0 7.5 6.0 8.0	114
Backstreet Billiards	Ascii	Two-Player Mode	Annoyingly Good CPU AI	6.0 7.0 6.0 6.5	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	Matsume	Series Should Be Nearing 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
Civilization II	Activision	Epic Gameplay	Unbearably Long AI "Thinking" Times	9.0 9.0 8.5 9.0	116
Contender	Sony Computer Entertainment	Easy To Get Into	Repetitious Gameplay	5.5 7.0 7.0 5.0	116
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 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



	GT Interactive	Level Designs	Control
Duke Nukem: Time To Kill	Atlus	Wacky And Funny As Hell	4.0 8.5 7.5 6.5 113
Eggs of Steel	Electronic Arts	Best Soccer AI Around	4.5 6.0 6.0 6.5 114
FIFA 99	Activision	FMV Taken From The Movie	9.5 7.5 9.0 8.5 115
The Fifth Element	Konami	Two-Player Mode	1.0 2.0 2.5 3.0 113
Fisherman's Bait	Psygnosis	Slick Driver AI	7.5 7.0 6.0 7.0 116
Formula 1 98	Capcom	Number Of Courses	6.5 6.5 6.5 6.5 114
Freestyle Boardin' '99	Hasbro Interactive	Colorful Graphics	4.0 3.0 5.0 4.0 116
The Game of Life	Atlus	Lots Of Action On Screen	3.5 4.0 5.0 4.0 115
Guilty Gear	Jaleco	Strangely Addressing...	7.5 7.0 6.0 6.5 113
Irritating Stick	Hasbro Interactive	Thousands Of Answers...	5.0 2.0 4.5 1.0 115
Jeopardy!	Konami	Nice Combos	7.0 3.5 7.5 8.0 115
Kensei: Sacred Fist	Electronic Arts	Great Selection Of Boxers	3.0 8.0 6.5 7.5 115
Knockout Kings	Psygnosis	TONS Of Levels	8.0 7.0 5.0 8.5 114
Lemmings & Oh No! More Lemmings!	Electronic Arts	Realistic Animation	8.0 8.0 7.5 6.0 114
March Madness 99	Capcom	Much Better Port Than XMsSF	6.5 7.0 6.5 7.0 116
Marvel Super Heroes vs. SF	Sony Computer Entertainment	Solid Gameplay	7.0 7.5 8.0 7.5 116
MediEvil	Konami	Incredible Story	8.5 7.0 8.5 7.5 113
Metal Gear Solid	Take 2	Well, It's A Lot Like Zelda	10 10 10 10 113
Monkey Hero	Acclaim	Stage Environments	4.0 4.0 4.0 4.0 116
Mr. Domino	Electronic Arts	Improved AI	7.0 8.5 7.0 7.5 114
NBA Live 99	989 Studios	Hard-Hitting Gameplay	9.5 9.0 9.0 8.5 114
NCAA GameBreaker 99	Jaleco	Easy To Learn, Hard To Master	8.5 8.0 8.5 7.5 114
Nectaris: Military Madness	989 Studios	Great Player Moves	8.0 7.0 8.0 7.5 115
NCAA Final Four 99	Electronic Arts	Great Atmosphere, AI	7.0 7.0 7.0 7.5 116
NHL 99	989 Studios	Fast Gameplay	8.5 8.5 7.0 7.0 113
NHL Face Off 99	Eidos	Some OK Special Effects	7.5 7.5 7.0 7.5 113
Ninja	GT Interactive	QuickSave Feature	3.5 3.5 3.5 3.5 114
Oddworld: Abe's Exoddus	Activision	Realism	9.0 9.5 9.0 9.5 113
Pool Hustler	Psygnosis	Yans License	7.0 5.0 7.0 6.0 113
Psybadek	Ascii	Classic R-Type Gameplay	2.0 3.0 3.0 2.0 114
R-Types	989 Studios	Racing Gameplay	7.0 7.5 8.0 6.0 116
Rally Cross 2	THQ	Lots Of Minigames	8.5 9.0 7.0 8.0 114
Rugrats: Search for Reptar	GT Interactive	Surprisingly Fast	4.5 8.0 6.5 7.0 115
Streak	Capcom	Classic Street Fighter Action	5.0 7.5 7.5 8.0 113
Street Fighter Collection 2	989 Studios	Lots Of Cool, Original Stuff	8.5 8.0 7.5 7.5 114
Syphon Filter	Accolade	Fast Frame-Rate	8.0 6.5 8.0 8.0 116
Test Drive 5	Accolade	Lots Of Big Trucks	7.5 7.0 7.0 6.5 113
Test Drive Off-Road 2	Electronic Arts	Big Drives	6.0 5.5 6.5 6.5 114
Tiger Woods 99: PGA Tour Golf	MGM Interactive	Interesting Levels	7.0 6.0 4.0 7.5 115
Tiny Tank: Up Your Arsenal	Eidos	Enormous Environments	5.5 7.0 6.5 4.0 115
Tomb Raider III	989 Studios	Smooth Visuals	7.0 7.5 5.5 7.5 115
Twisted Metal III	3DO	Lots Of Action	6.0 5.0 5.0 5.5 114
Uprising X	Square EA	Great Story	3.0 7.0 5.0 7.0 115
Xenogears	THQ	Lots Of Moves To Learn	9.0 9.0 9.0 8.5 113
WCW/nWo Thunder	Hasbro Interactive	Playing With Friends	6.5 5.0 7.0 5.5 115
Wheel of Fortune	Working Designs	Beautiful 2D Graphics	8.0 7.5 7.0 8.0 116
Magic Knight Rayearth	Nintendo	Highly Addictive	7.0 7.0 7.5 7.0 114
Game & Watch Gallery 2	Nintendo	Classic Zelda Gameplay	8.0 5.0 6.5 5.5 115
Legend of Zelda: Link's Awakening DX	Nintendo	Solid Gameplay	9.5 9.0 9.5 9.0 116
Pocket Bomberman	Nintendo	Incredibly Addictive Play	6.5 6.5 4.0 8.0 115
Pokémon	Nintendo	Two-Player Link-Up Play	9.0 8.0 8.0 9.0 113
Tetris DX	Nintendo		New Music Kinda Sucks




Intro to Syphon Filter

For those of you who are hoping that this game will be a breather, think again. Syphon Filter is easily one of the toughest games you can expect to put in about 20 to 25 hours

Without the right gear, a situation like this can go sour very quickly.


Weapons and Items

Throughout your 20-level journey in Syphon Filter, knowledge of your gear is very important. Below is a comprehensive list for every weapon item in the game. More often than not, most of the better weapons actually appear in some of the earlier levels, just to give you a taste of what's to come later on, so be on the lookout.

MK-5 Sub

 Location: Level 6
 Rate of fire: ****
 Power: ***
 Cup Size: Max Rounds: 32/192

Shotgun

 Location: Level 1
 Rate of fire: **
 Power: ***
 Max Rounds: 25

C. Shotgun

 Location: Level 6
 Rate of fire: **
 Power: ***
 Max Rounds: 30

PK-102


 Location: Level 6
 Rate of fire: ****
 Power: **
 Cup Size: Max Rounds: 30/180

M-16A2

 Location: Level 1
 Rate of fire: ****
 Power: **
 Cup Size: Max Rounds: 30/180


M3G4


 Location: Level 7
 Rate of fire: ****
 Power: ****
 Cup Size: Max Rounds: 20/120

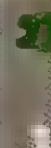
Silenced 9mm

 Location: Default weapon
 Rate of fire: ***
 Power: **
 Cup Size: Max Rounds: 15/90

.45 Handgun

 Location: Level 4
 Rate of fire: **
 Power: ***
 Cup Size: Max Rounds: 10/60


G-18 Pistol

 Location: Level 4
 Rate of fire: ****
 Power: **
 Cup Size: Max Rounds: 33/198

BIZ-2 Sub

 Location: Level 15
 Rate of fire: ****
 Power: **
 Cup Size: Max Rounds: 33/198

Default Weapon

 Location: Default
 Rate of fire: N/A
 Power: N/A
 Cup Size: Max Rounds: 10/30

Level 4

 Location: Level 4
 Rate of fire: N/A
 Power: N/A
 Max Rounds: 1

Level 17

 Location: Level 17
 Rate of fire: N/A
 Purpose: Used to find the Viral Camerans at Pharos

Level 6

 Location: Default Item
 Rate of fire: N/A
 Purpose: Use to light up dark areas, Leves, etc

Level 1

 Location: Several
 Rate of fire: N/A
 Purpose: Gain access to security areas.

Level 17

 Location: Level 17
 Rate of fire: N/A
 Purpose: Clear test subjects of the Syphon Filter Virus

Ammo Pack

Grabbing the most coveted tactic in the game, the ammo pack is your key to success in Syphon Filter. By holding **A**, you can lock onto the nearest enemy with your current weapon. (This works for all weapons in the game). Once locked, you can strafe, reload, aim, and away you go. enemy as you fire off rounds. There are a few key things to note: **Be Careful** by reloading, you considerably raise your accuracy. **Headshot your shot.** Remember that if you're shooting at an enemy who's more than 50 meters away.

Shooting Angles: When you lock onto someone and run all around them, you'll notice that you can't hit them from behind. You could easily spend twice the ammo necessary to kill one enemy by doing this, so try to avoid it!

Magic Guard

One of the most frustrating things in a game where sneaking around is your best tactic, is the fact that guards have the ability to "magically teleport" anywhere on the map. It happens spontaneously, and usually where you'll least expect it. The only strategy to deal with these guys is to go full-out with your A.I.M. (Aim) gun. You can't shoot them, but you can kill them.

Not So Magic Radar

Going hand in hand with the above tip, I think you should know not to trust your radar. Quite often, enemies will not be detected by your radar until it's too late, defeating the purpose of the radar. The only way to use something that's not reliable.

Flak Jacket Enemies

Whenever you target an enemy and see the flak jacket, remember that a head shot, you'll end up spending way too much ammo if you don't kill them. The flak jacket is a shield that can be shot off with a headshot.

Weapon/Item Management

Use your taser when ammo's getting tight, and always use your wimpy weapons up first. Missions for certain guards often require a lot of heavy firepower to defeat. Always make sure to use the ammo that your enemies are armed with.

The Important Head Shot

As gruesome as it sounds, killing enemies with a head shot is the best way to go. In later levels, almost all the enemies will have flak jackets, making it your immediate to successively kill anyone with a commando rush. Sniping with the manual aim is key, even without the Sniper Rifle. I actually prefer to use guns like the BIZ-2 or the PK-202. This technique is not as fast as the other sniping techniques, but you'll likely have to invest many hours before feeling confident enough to storm in a room and kill a bunch of baddies with head shots.

Manual Aim

When you're in a room with a bunch of enemies, you'll notice that you can't shoot wherever you wish. This mode is useful with the Sniper Rifle, but for most of the other guns, it's pretty useless.

Strategies To Get You Started On The Hottest Games

JUMP START

See **Expert Gamer** issue #57 for the complete walk-through!



Level 1: Georgia Street

DIFFICULTY: EASY

1 Clear out the Bank

After you're dropped into the freight, turn directly around and run through the red alleyway. There will be gunmen shooting at you from the rooftops, but just focus on running to the bank as quickly as you can. Get to the bank entrance, and kill all the thugs there. Don't miss the **Grenades** in the back room.

2 Eliminate Kravitch/Destroy Comms Equipment

Work your way to the back of the bar, and you'll see Kravitch behind the cabinets. You'll waste too much ammo from long range, and it's very hard to get a clear shot with the **Sniper Rifle**. The best strategy is to rush in with your **M16** and burst out a few clips at point-blank range. His **Flak Jacket** absorbs about 15 shots before he dies. Take out the **Comms equipment** right next to Kravitch to complete the objective.

3 Flip the Power Switch

On the way out of the bar, jump out the window (Ⓜ button) and get to the end of the alley. Flip the switch there, and ride the elevator down. Equip your flashlight with the quick select (hold Select and use Ⓜ) to move through your inventory, and hit the power switch on the wall. This will unlock the subway access and allow you to go to the next map.

4 Enter the Subway

Enter through the ramp, then proceed through the barred doors.

5 Tag the Virus Bomb

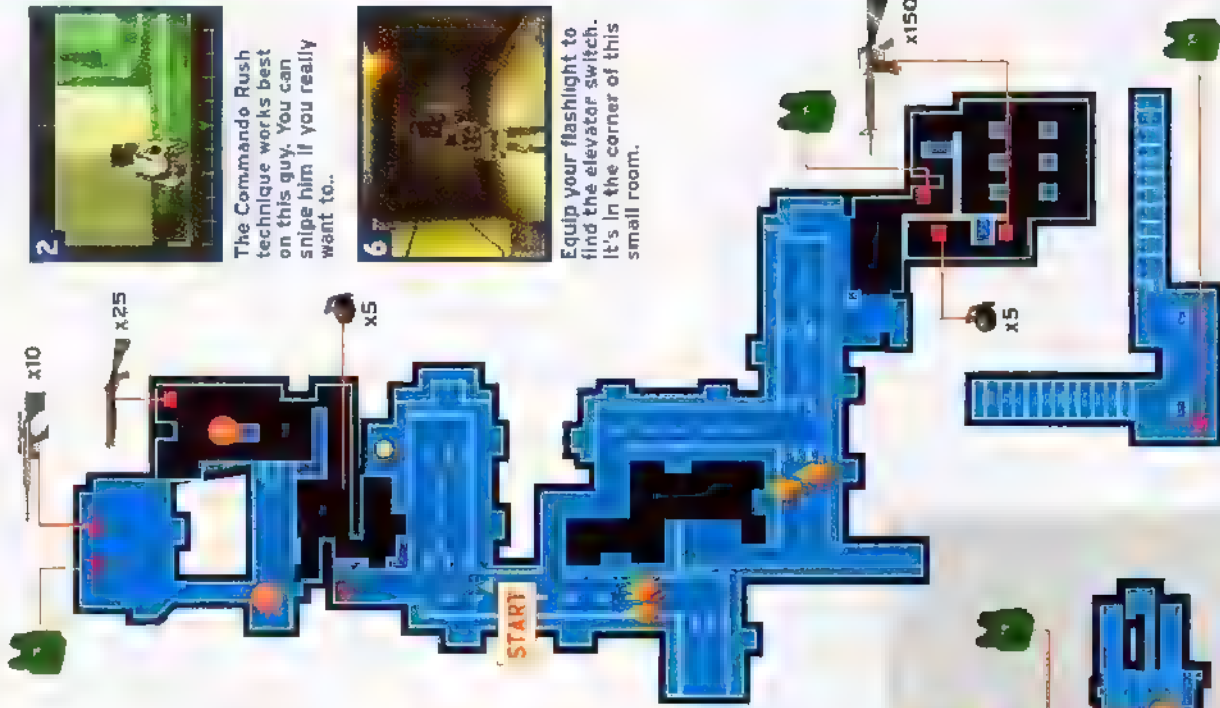
Once you've entered the Upper terminal, run for the Virus Bomb that is on the left wall near the tracks. Tag it (Ⓜ button), and you've completed the objective.

6 Head Down the Elevator

Enter the side door, and flip the switch on the wall to bring up the elevator (you might need to equip your flashlight to find it). Head down to the lower level of the subway.

7 Tag the Last Bomb

The final objective of the level is completed when you tag the last virus bomb at the end of the hall, if only it were a Virus Bomb...



Parameters/Objectives

It helps to differentiate the fine line between parameters and objectives, so here's the scoop. Parameters are often enforced on a level as guidelines, things you shouldn't wear away from. An example is on the first level, where you can't kill any CDBC Agents without failing the mission. Objectives are things that you must complete, while still abiding by the parameters. To use the same example, you should complete level one by eliminating all of the bad guys, while still allowing any CDBC Agents.

Checkpoints

The checkpoints are your saving grace in this game. Basically, a mission objective is successfully completed, a mini save point is created within that level. You will learn to appreciate these as you progress further into the game.

Manual Reload

For novice players, manual reloading saves you from running dry in a fire fight. The goal is to point where it's almost empty (notice: Every time I reload a battle log is small). I take small "reloads" because in reality, you don't suffer from a huge reload delay, incur unwanted damage, and probably end up letting your target get away.

Quick Weapon Select

For a lot of us, an inevitable tip from a friend tells us that we should use the quick select (hold Select) to quickly select from your entire group of weapons by holding Select and pressing Ⓜ. While this is true, if you don't want to page through all your weapons.

180 Degree Spin

Here's another little tip that can make all the difference if used correctly. To do a 180-degree spin (usually when the enemy is behind you), tap down once real quickly.

Danger Meter

At first, a commentor here gave me a tip that was the stupidest I ever heard of: "Hey, I think I'm in danger because a guy is shooting at me. How about I wait until he actually turned out to be one of the most useful extras I have ever used. Keep your eyes tuned to the danger meter, and you'll often see that you are in danger before you even see anything around. As the meter climbs higher, the percentage that you can be hit by enemy fire increases. If it ever hits the top, this means you are "in the sights" of your opponent and you better start moving, just in case he has a better idea of what he's doing than you do. Start looking for shelter.

Mysterious Action Button

In the very early levels of the game, you'll often be frustrated by what seem like dead ends or impossible rooms. All you really need to know is the Action Button (Ⓜ), and where to stand to make something happen. A good example is the window that you need to open (though in Level 1: Georgia Streets, you can blow the glass out, and easily pass it without as much as a second glance. Then you realize all you had to do was stand by the window and press Ⓜ to climb right up. Another type of situation comes up, or even if you think there might be a slight chance, always use the Action button.

power-up. Select that power-up and press both "A" and "B" simultaneously. A special weapon effect will occur that varies from weapon to weapon.



Body Harvest

Health Code

For the following cheat to work, enter your name as "ICHEAT" and begin a new game. In the middle of play, speak DURABLE with the controller (Down, Up, Right, A, B, Left, Right-C). This will restore your health, and if you are in a vehicle, it will restore the vehicle's fuel and shield.



WCW/nWo Thunder

Many Cool Codes

All Wrestlers:
At the Title Screen, press R1(4), L1(4), R2(4), L2(4). Select to unlock all 128 wrestlers.

Big Heads:
At the Title Screen, press R1(7), R2. Select.

Big Head, Hands, Feet and Weapons:
At the Title Screen, press R2(7), R1. Select.

Might Meter:
At the Title Screen, press L2(4), R2(4), L1(4), R1(4). Select. Then, the offensive and defensive attributes of each wrestler may now be adjusted.

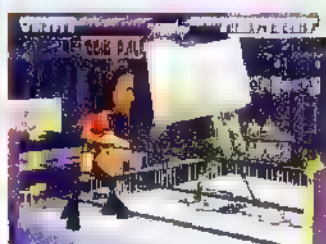
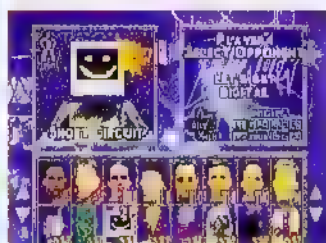
View FMV Sequences:
At the Options Menu, press R1(4), L1(4). Select. Press Left+X to advance through the sequences, Right+X to move back, or Start(2) to exit.

Cage Ring in Any Type of Match:
Enter the Options Menu, highlight the "Random" ring selection, then press R1, R2, R1, R2. Select. If you entered the code correctly, the word "Cage" will be spoken. Since the Cage ring is not enabled with the "Ring select" code, this is the only way to obtain it.

Ring Select:
At the Options Menu, press R1, R2, R1, R2. Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 followed by Select.

Dancing Wrestlers:
Enable the "Ring Select" code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or L2 for a small dance move.

Roderick Lucky
York, AL



Knockout Kings

Multiple Codes
These codes are a bit tricky to enter. You must be very accurate to make them work. Make sure you hear a bell sound each time you

enter a command (for the bear and big head code). If you don't hear a bell, start the trick over again from the beginning. Once you enter the code correctly, you'll hear a "whoosh" sound.

Box as a Bear:
At the Main Menu, press Right+Square, Right+Triangle, Right+Circle, Right+X. If you entered the code correctly, you will hear a sound. Then select any boxer to play as a bear.

Big Head Mode:
At the Main Menu, press Left+Circle, Left+Triangle, Left+Square, Left+X. If you entered the code correctly, you will hear a sound.

Regain Energy:
When given a choice to hit the heavy or speed bag between fights, hold L1+L2+R1+R2 to regain two to eight points of energy, depending on how long the buttons are held.



Moto Racer 2

Cool Cycle Codes
Faster Bikes:
Press Up(3), Right, Left, Triangle, X at the Main Menu.

Higher Jumps:
Press Left(2), Up(2), Right(2), Down(2), Square, Triangle, X at the Main Menu.

Other Racers Limited to 50 km/h:
Press Circle, Square, Right, Left, L1,

Top Five tricks

1 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, Marlo, 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!

2 Star Wars: Rogue Squadron

Many Cheats
Infinite Lives Cheat: At the Passcodes Screen enter IGVIVEUP.
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.

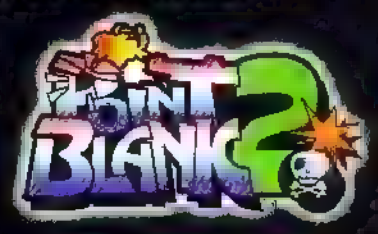
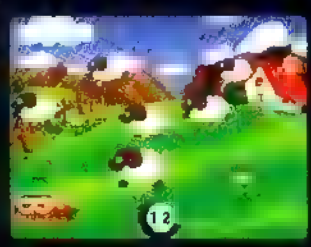
3 Crash Bandicoot: WARPED

Free Apples
When you are playing a level that has the rock-throwing monkeys, after you have destroyed the vases that they occupy you can jump on the monkeys and get free apples.



Wild game, baby.

Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.



namco

www.namco.com



Guncon for use with software that displays the Guncon icon.
Point Blank™ 2 sold with Guncon, and without.

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Toys

Gadgets

Electronics

Accessories

New Media

Get Some!

Cool stuff you could probably live without, but shouldn't

Ride Around Town On My Lowrider Bicycle

OK, so maybe this isn't the tricked-out bike the Beastie Boys had in mind when they wrote this lyric, but it's certainly closer than most fancy 100-speed mountain bikes out there—and a hell of a lot cooler! This classic **Orange Krato** from Schwinn is just one of many reproductions they have on the way. These phat-looking wheels were originally released in the late '60s—now's your chance to snag a piece of pop-culture history fairly cheap.

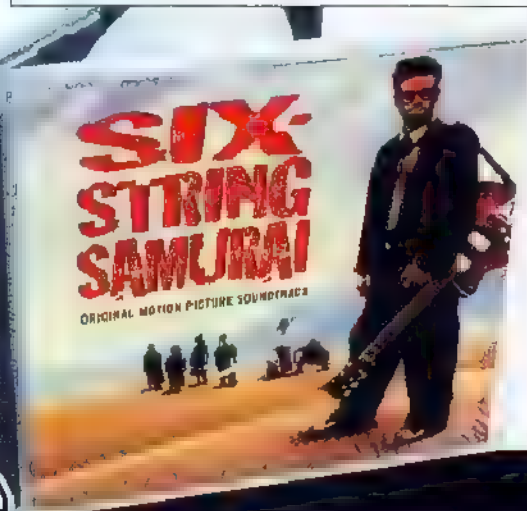
Price: Around \$460
www.schwinn.com



Buddy Holly Meets Mad Max Meets...

In addition to the soundtrack below, *Six-String Samurai* from Palm Pictures is now available on VHS and DVD. This "post-apocalyptic desert spectacle of swords, adventure and rock 'n' roll" is delightfully trippy...and that's a good thing. In short, in 1957 the bomb goes off and the Russians take over. Elvis becomes King of what's left of America. Forty years later, he dies. A LOT of strange people try to claim his throne. Enter: Buddy (the guy below). Action ensues.

Price: Around \$16 (soundtrack), \$20 (VHS), \$30 (DVD)
www.sixstringsamurai.com



Shock It!

Sure, these watches might seem a little intimidating at first sight, but after close inspection these **G-Shock watches** from Casio really kick some ass. They look like they're from the future for crying out loud! Casio offers a slew of different G-Shock watches with various abilities, but the functions of those pictured include an alarm, a stopwatch and luminescent light.

Price: Around \$100 each (left: DW004BX-2V, right: DWX100S-1AV)
www.gshock.com

DVD Release List as of 02/08/99

March

12 Monkeys (DTS)
A Fish Called Wanda
Apollo 13 (DTS)
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Volcano

Waterboy

April

Armageddon: Special Edition
Dawn Of The Dead: Director's Cut
Monty Python: Life Of Brian
Time Bandits

Totally Tweaked Tin Toys!

Seems like everything that goes around, comes around. Look at retro video games and how they've made a comeback. Well, it's the same way in the world of toys to a certain degree. Many of you may not remember these toys from the '50s and '60s, but that's OK since these highly collectible, limited edition reissues from

still hold their own even now. What's more, unlike some tin toys on the market today, Rocket USA's various reissues are of the highest quality since they're designed and manufactured in Japan by the same company who made the originals way back when. In addition, the original, award-winning box art for each of the toys is downright beautiful. Visit the Web site below to see a... of the types of toys Rocket USA has to offer. If you're into pop culture, this may be a dream come true.

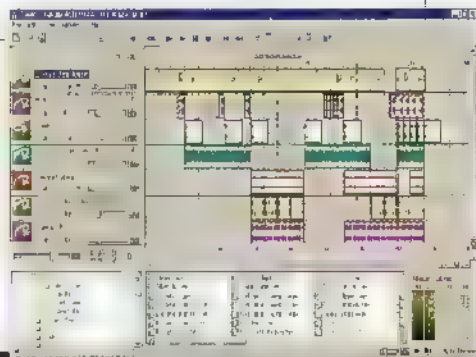
Price: \$50 (rocket), \$30 (saucer), \$17 (robots)
www.rocketusa.com



It's Like ACID Without The Flashbacks

It's not often that we cover PC software in *EGM*, but Sonic Foundry's *ACID* is just too incredible not to cover. This powerful Windows program allows you to load up standard audio files and loop them for some sweet hip-hop, drum 'n' bass and/or electronic music action. It's as simple as dragging and dropping files and extending them for as long as you want. In addition, there are a load of loop libraries to purchase, available in a variety of musical genres.

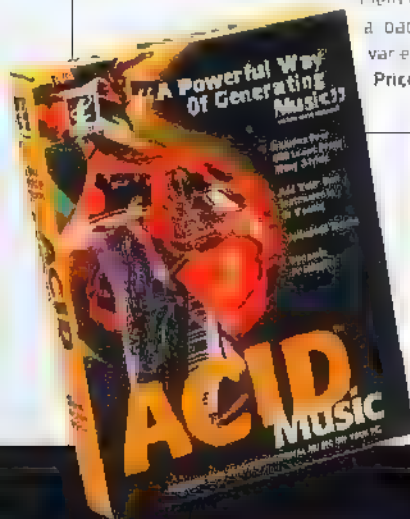
Price: Around \$80 www.sonicfoundry.com



Tickle The Ivories

Besides looking damned cool with a metallic finish and a bunch of knobs, the Yamaha D3X keyboard is truly a powerful piece of equipment. Not only does the keyboard allow you to play all kinds of funky preset instruments, loops and sounds, its digital sampling functions let you create some original bad-ass riffs.

Price: Around \$300
www.yamaha.com



by Shawn Smith
shawn_smith@zd.com

The Final Word



Emulation Is No Cause For Celebration

I am a true believer in the separation of church and state when it comes to gaming on a computer and gaming on a console system. And it's no different in the case of PlayStation emulation. Emulating vintage console systems and rare arcade machines is one thing, since you can't walk on over to your favorite video game retailer and buy games for your Atari or Colecovision or play about in your neighborhood arcade (perhaps a licensing fee of some sort should be in order for these shareware type emulators) But to emulate a living and extremely popular video game system and then sell it on store shelves just doesn't seem right—legal or not.

To offer what's essentially a PlayStation for \$50 when you already own a computer, making it all the more easy for pirates to post and grab games from illegal warez sites on the Net,

could potentially kill the video game industry. It's a scary thought and it's quite probable in the long term.

It's like a domino effect: If these PlayStation emulators hit the market and do well, what's next? A Dreamcast emulator? And who knows what beyond that (Nintendo 64 and Game Boy emulators don't apply since games for those systems are on cartridge, making retail emulators illegal from the get-go—you'd have to use pirated ROM images). So now when new systems are released, computer emulators are on the market soon after? Yeah, that sounds like it'll be good for our industry.

Since computer technology is advancing so quickly and console systems are more and more like home computers, the turn-around time on these emulators is getting shorter and shorter. At the same time, pirates continue to find ways to distribute illegal software. These emulators make it that much easier to play pirated games on a computer. No, this is not what

Connectix (with its VGS on a G3-equipped Macintosh) had in mind, but it'll happen—it's not a perfect world. I think computer gamers who don't own a PlayStation should spring the \$130 for one—Lord knows they can afford it if they're shelving out a few thousand for a new PC or Mac.

When it comes to technology, people often get so excited about finding out whether or not they can do something that they forget to

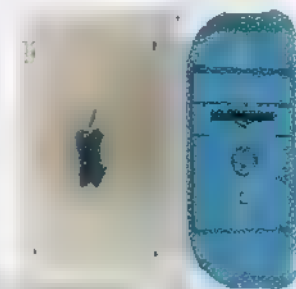
ask themselves whether they should. Now, I'm not suggesting Connectix is making its emulator to purposely harm the video game industry in any way, but perhaps they haven't thought of the consequences.

It reminds me of that part in *Jurassic Park*

when Jeff Goldblum's character is talking about the ethics of science and messing around with dino DNA when scientists probably shouldn't. He compares the situation to a kid who gets excited when he finds his dad's gun without realizing the consequences of his actions. It's the same thing in this case.

Yeah, emulating a powerful machine like the PlayStation on a computer is a cool idea. The programmers who are making these emulators must be very talented to come up with the code without the help of Sony gurus. But can't they just be happy with the accomplishment of actually pulling it off in the first place without having to sell it to the mass market? Apparently not. Think of the consequences.

If we lived in an ideal world where pirating was a myth, then maybe these emulators wouldn't hurt anybody. But we don't, so people are going to download PlayStation games or copy them. I hope Connectix does well on the Mac side of things—hopefully not because of these PlayStation emulators.



Emulation is a cool idea—but it's not so cool when it could kill the gaming industry.

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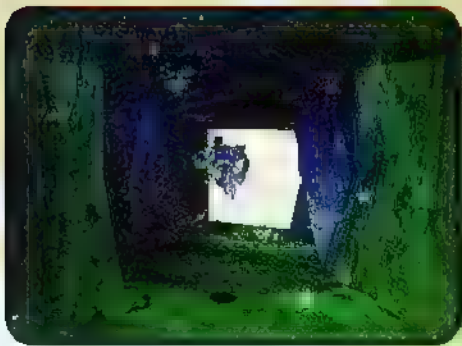
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Expert Gamer makes it easier to defeat the dead in the *Soul Reaver* guide.



A mist that causes people to go insane and deadly monsters... you'll need the *Legia* guide!



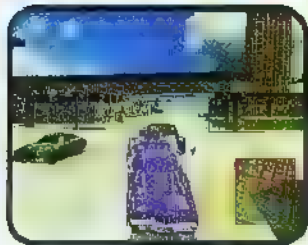
Learn how to use all the new extras for the Nintendo 64 version of *Vigilante 8*.

It's no joke...the April issue of *Expert Gamer* will have the best strategy guides on the hottest games. First, see how *Vigilante 8* for the Nintendo 64 compares with the PlayStation version, plus find out about the added "extras" like the four-player mode.

Next, *XG* finally has the strategy

on *Soul Reaver*. The guide will pinpoint trouble spots as well as give helpful hints on how to conquer this game.

And in the *Legend of Legia* strategy, *XG* aids you in your quest to stop the weird mist with detailed maps and advice on monsters and Bosses!



The same development team that brought you *Destruction Derby* is hard at work on their latest title—*Driver* (left). If you're used to driving upside down, on walls and in ditches (you're crazy), you'll love Psygnosis' *Rollcage* (right).

There's tons of RPGs hitting the PlayStation these days, that's why we're putting together a special RPG bigout with coverage of *Final Fantasy VIII*, *Shadow Madness*, *Lunar: Silver Star Story*, *Legend of Legia* and more!

We'll also preview *3Xtreme*, *NBA Shoot Out '99*, *Need for Speed: High Stakes*, *MLB 2000* and

Soul of the Samurai as well as *Driver*, the race-chase game created by the same developers that created *Destruction Derby*.

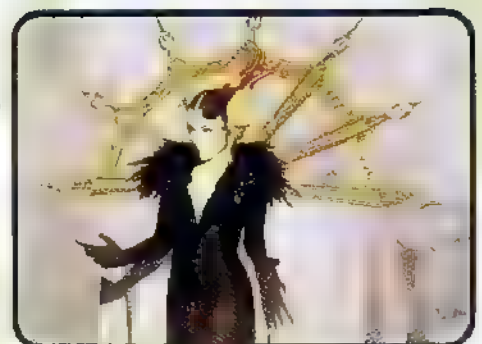
But we're not just about previews and features, we'll have reviews of Psygnosis' *Rollcage*, *Pro 18 World Tour Golf*, *Point Blank 2*, *Army Men 3D*, *Bust-A-Move '99*, *RushDown* and *Bomberman Fantasy Race*.

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With *Final Fantasy VIII* on the way, *Shadow Madness*, *Legend of Legia* and *Lunar Silver Star Story*, RPGs are in full force on the PS.



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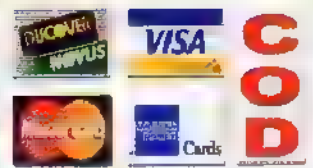
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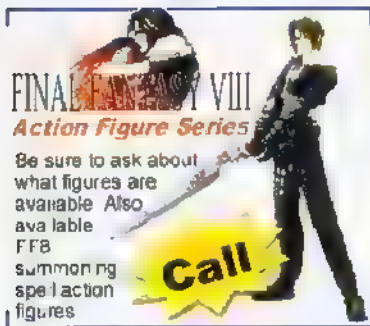
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