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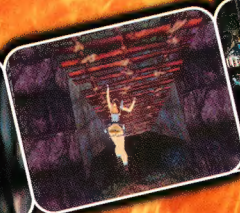
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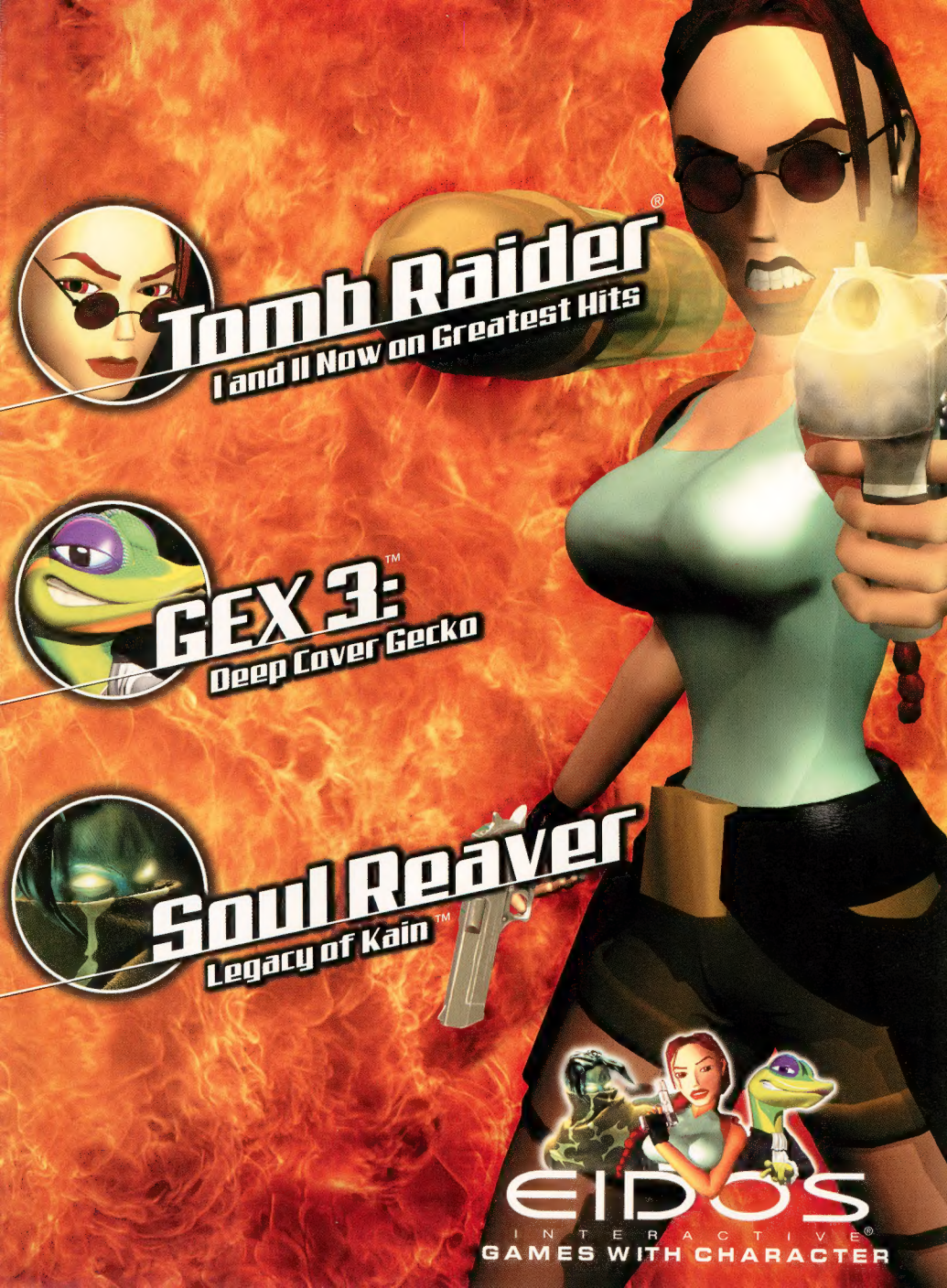
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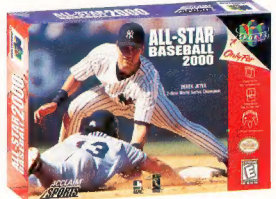
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The biggest year yet? And it's EGM's 10th

By John Davison • john_davison@zd.com



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You'll notice the preview section is somewhat larger than usual this month, with a particular emphasis on really early shots in our galleries. While we're nearing what is traditionally a bit of a dead patch, it's refreshing to see there are more games than ever on the horizon. Early May (just before *Star Wars*) will see the entire EGM staff packing its bags and spending a week in L.A.

to dash excitedly around the biggest video game event of the year, the Electronic Entertainment Expo—E3. This vast display of corporate whoring is everyone's big chance to show what they have coming up before the Christmas period while trying desperately to snatch some of the limelight. Most of the games we have for you this month are very early shots of some of the games we'll be seeing then.

What's most exciting is the fact that developers seem to be taking to the Dreamcast with increased vigor. While many people seem to remain skeptical as to whether Sega will pull off the biggest turn-around of its life (see our news story this month), developers appear to be jumping on the Sega bandwagon with considerable enthusiasm. Without software, a system doesn't stand a chance, no matter how powerful it is. Dreamcast seems to be blessed with a trouser-arousing array of games, including the most impressive launch lineup we've ever seen. Chuck in the fact that

“While we’re nearing what is traditionally a bit of a dead patch, it’s refreshing to see there are more games than ever on the horizon.”

it's a fighting game fan's naughty dream...multiple Capcom fighters, a Namco fighter, Virtua Fighter 3tb and Mortal Kombat Gold—and it's increasingly likely that Dreamcast will have a very strong first year. Everyone has an opinion on this though, and after Shoe's little sermon last month, our boy Ricciardi has a thing or two to say this month in our Final Word column. Never before has a system caused such furious debate.

While Sega battles for respectability, the PlayStation seems unstoppable, and this year will see a number of extremely high-profile games to satisfy the 50 million+ owners who are now out there. This month's cover-game is the latest in the continuing deluge of high-profile franchise games. The original Gran Turismo was the biggest-selling PlayStation game of 1998 by a considerable margin, and it's virtually guaranteed its sequel will follow suit. We've got exclusive screens and an interview with the man behind the game.

On a more self-centered note for a moment, EGM will be celebrating its 10th anniversary next issue and as a way to signify this momentous occasion we'll be sprucing things up a bit. Expect something of a new look for us as we move into what is already turning out to be one of the most exciting years in gaming.

Oh yeah...and there might be some wrestlers on the cover. Apparently they're quite popular these days.



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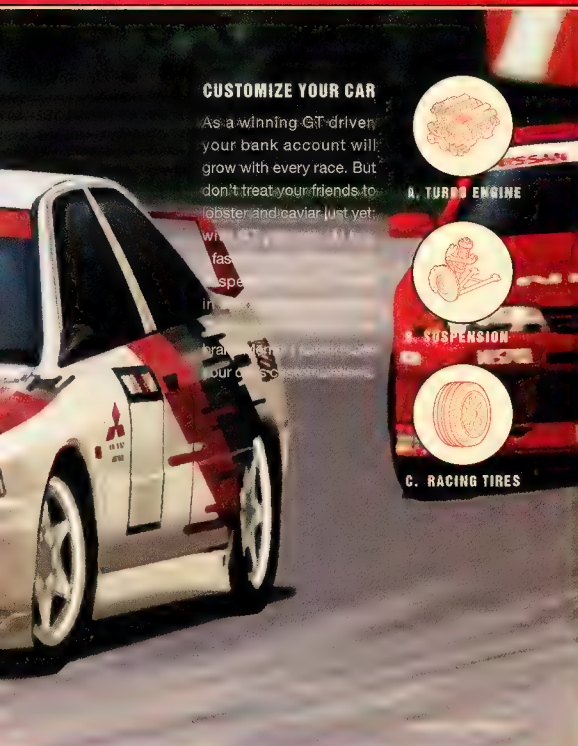
Inside the turn, (A) take a late apex and use your exit speed to pass on the inside. To protect a lead, (B) is a defensive line that keeps your opponent in the mirrorview mirror.



Fig. A



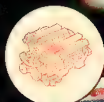
Fig. B



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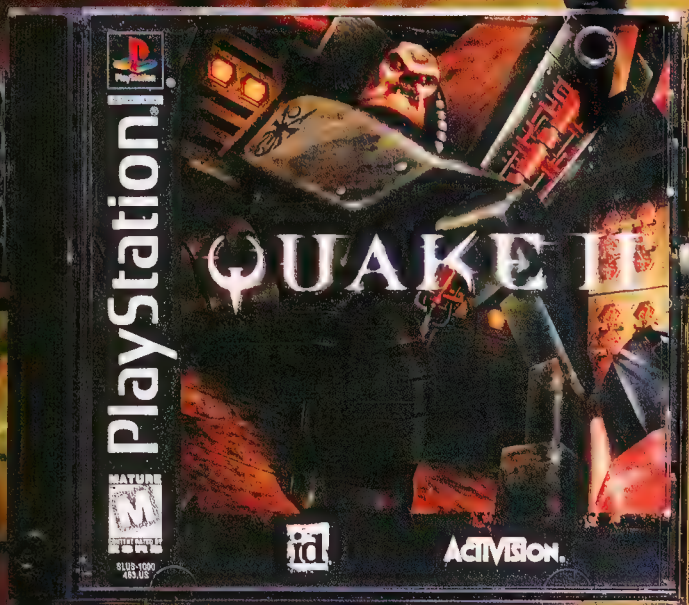
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Letter of the Month

A Competitive Attitude

I think you hit it on the nail when you wrote about what Sega needs to do to make sure the Dreamcast is a success [editor's note: *Final Word, EGM #118*]. I certainly agree we need more than just Sony as a real power in the business. If all we had was the PlayStation 2, there certainly wouldn't be as many great games to play. Having Nintendo and Sega in the industry forces Sony to produce good games. Many gamers don't really understand this. For example, I have a friend who only cares about the

PlayStation, and he only talks crap about the other systems. The thing he doesn't understand is the PlayStation wouldn't be nearly as great if it weren't for the other two making great games and forcing Sony to have top quality software.

Being a fan of Sega as well as the others, I truly want all three to succeed in the industry. I can't wait for the next-gen system wars—it only assures us we will be seeing some damn good games on all the platforms.

Jared Fisher
frankjaeger@juno.com

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case? Granted, he's from England and he probably doesn't know the difference between an infleld fly and a Spanish fly, but this still shouldn't keep him from giving us his opinion on a Madden or a Griffey.

It's not like the American members of the Review Crew don't review soccer games (I recall that a few years ago, they reviewed a rugby game). And how many of those futuristic-death sport games have they reviewed? Certainly you don't have to be a big fan of the sport in order to review a video game of it. The next baseball game that is reviewed in EGM, I'd like to see John among the four scoring it. In fact, give him the large review section (even though that smart-ass Brit will probably just give it a 1.0).

mr_integrity@yahoo.com

You can see below why we don't let John Davison review American sports games. Here's what the man wrote for MLB 2000:

MLB 2000

The American penchant for identical-looking games continues. **Every baseball game looks the same!** Some guy stands there in his pjamas, sticking his arse out, while holding a big stick—and then some other guy, in a different colored pair of pjamas throws a ball at him. Random jettings of the joypad buttons result in the ball getting hit, and then everyone runs around in a circle until it all starts again. How f****g boring is that?

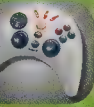
John D

MSHALE: ? COL: 1 INCOM: ? SUB: 0

And just what the hell are "pjamas," anyway?

It's astounding to read opinions from gamers who aren't even loyal to one platform. For response to the weekly Question of the Month, we had a lot of readers just wishing Sega would leave the business alone. I would like your friend to realize that a lot of businesses don't get away when they have a monopoly on the business. Do you think Sony Computer Entertainment

would do such a poor job of reviewing a new console of hardware and software games if they didn't have to compete with Nintendo and Sega? Probably not. I'd expect the magazine to be more open-minded about other consoles and hardware. They aren't even reviewing the Sega Dreamcast yet.



will continue to dominate the console market for some time. There is something that says that the Sega Dreamcast is a big step forward for the console market.

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The Final Final Word

I have a couple more things to add to the list of advice to Sega to insure the Dreamcast is a success (continuing from the Final Word article in the May EGM):

8.) Whatever you do, please take your time and make quality games. In the past Sega has [had] a bad habit of rushing games out (especially before Christmas), using them as a stop gap, or thinking, "As long as we are putting games out, the public should be happy." With this type of hardware (Dreamcast), they should take full advantage of its capabilities, "cause let me tell ya, Sony is most definitely going to maximize theirs.

9.) While trying to attract third parties to develop software for the system, make an effort to land EXCLUSIVE titles for the system (or at least a six month lock-out).

In the past, this strategy has proven to be very effective for the success of gaming systems (Street Fighter II for SNES, Tomb Raider for PS, Resident Evil for PS, etc).

These strategies should ensure success for Sega in the years to come.

Terrance Powell
St. Louis, MO

Good ones. Check out the Question of the Month for more advice (both good and bad) from our readers to Sega.

Bloody Yankee Sports

I've noticed John Davison has never reviewed a game based on an American sport (his review of a NASCAR game doesn't count. I'm talking baseball, football or basketball). I was wondering why this is the

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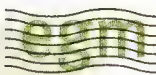


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I am a big fan of Capcom's "versus" series, and I heard a rumor that there is a Capcom vs. SNK game for the NEO-GEO Pocket. Are there any plans to release a port of this game for the PlayStation or Dreamcast?

Matthew McCoy
BioniCmindX@aol.com

SNK is handling the Pocket version while Capcom is rumored to be doing the game on Dreamcast. Personally, I'd love to see each company do their version of the title on the Dreamcast and let the fans decide which is best.

Whatever happened to GameTek's Robotek? EGM was following the game and all of sudden, I don't hear a thing about it. Did it get cancelled?

ISLAS76@aol.com

The game was canned when people realized it was total crud. Thank God.

I love Capcom fighting games, but their 2D titles for the PlayStation have been crappy. I was wondering if you could give me your opinion on SF Alpha 3 before I buy it.

LuvInPlats@aol.com

Alpha 3 is their best 2D effort to date on the PlayStation and amazingly close to the arcade version. Check out my review in this issue for the full details.

Does Namco have any plans to release a new Splatterhouse game?

cwebb@apcc.com

I wish, but my sources say no. Maybe a new Rolling Thunder though.

PS2: The Real Phantom Menace

Which do you think is the safest purchase: Dreamcast or PlayStation 2?
dreamcastboy@hotmail.com

Well, seeing how we've played actual games for one system and have only seen tech demos for the other...we'd have to go with the Dreamcast. Duh.

How are we supposed to recommend a system that isn't even in production yet? To do so would be hyping up a lot of nothing. So for all of you who are asking us whether we think you should buy a PlayStation 2...relax for a while. We have to play some real PS2 games first!



Above: Goemon friends Yae and Ebisumaru show us Konami is all about gameplay.

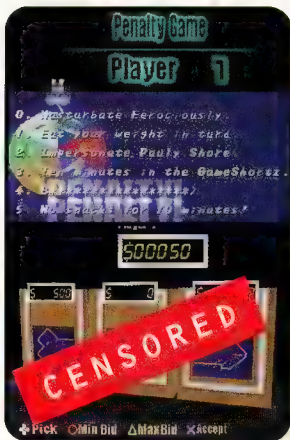
Below: Two other GFTIMs (Games For The Immature Man): Irritating Stick and Jeopardy!

Goemon's Great Sexcapades

I was reading issue #118 when I saw a picture on the Goemon's Great Adventure preview (page 64)—the bottom-right picture of the guy and girl (sorry, can't remember the names). I mean seriously, it seems like Konami and KCE Osaka [editor's note: KCE=Konami Computer Entertainment] are taking their time to add realism into this game. We've all been in those accidental embarrassing moments, haven't we? This is just simply a girl tripping and falling face first into the guy's lap, right? Right. However, my friends are pointing toward other things. Can you clear this up please? Thanks (oh yes, there is just a hint of sarcasm. =) geewhizz6@hotmail.com

Now, Occams Razor says that the "Goemon's Great Adventure" pic on the bottom corner of page 64 of EGM #118 is probably just one of those annoying stomach "flurberits" (or whatever the hell couples are calling those stupid belly bloat things). But that sure does look like oral pleasure to me! (Of course, I'll find something sexual in anything.) zaktron@hotmail.com

Actually, Occams Razor should've told you two that when you give a bunch of immature editors a chance to goof off in a video game (say, in a two-player game of Goemon's Great Adventure where you can make one character crawl around on the floor while the other sits down because of his waiting animation)...they will.



Bloody Fast

I'd just like to point out the original Bloody Roar runs at a high 60 frames per second at all times (contrary to what you wrote in the March issue).

dagenais@cyberventes.qc.ca

Oops. You're right. Thanks for pointing that out.

Question of the Moment

What does Sega need to do to compete with the PlayStation 2?

They need to get good RPGs.
Meowth1684@aol.com

Sega can't compete with PlayStation 2 period. =)
Justin.Lasky@wellpoint.com

Pray...
tatsu@home.com

If Sega can get internet play mainstreamed for the DC, they have a chance. Can you imagine a game like 007 in a huge arena with 20 other people? Also, focusing on co-op internet play would work to their advantage.

midwayj@hotmail.com

...make the Dreamcast backward-compatible with PlayStation games. Hal
JeffFrazz3@aol.com

Sega CANNOT come out with ridiculous add-ons to the system.
Drowdeath@aol.com

Sega has to take some lessons from Nintendo and revive many of its classics...how about a 3D Golden Axe or Shinobi?
rhossan@juno.com

They need GAMESHORTZ!!!
pilotb@msn.com

Next Month's Question of the Moment: What does Sony need to do to make sure they stay #1?

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

MUD, SWEAT AND YOUR WORST FEARS.



MONSTER TRUCK MADNESS 64

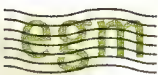


JULY 1999



Microsoft





Anti-Final Fantasy VII

I just want to say some things to all the Final Fantasy VII fans out there: I'M SICK OF IT! I mean all the constant worshipping of Final Fantasy I see with these people...isn't that game just a little old now? I see too many people taking names from the game as their own, making crappy FFVII worship Web pages...it's getting out of hand. It's like a cult and I'm just not going to sit by and watch these people waste their lives.

I've made the world's first anti-FFVII page which has helped many people kick the bad habit. People who visit learn how to become part of the solution and not part of the problem. Please realize that FFVII is old if nothing else.

Send complaints to <http://w3.to/ssh6625/wigglepalm@yahoo.com>

Ah...nothing like a little controversy to start this page off right. Please note: We do not support or condemn this site. We're just all about the free speech, baby!

Do It Right Or Else...

Let's not pass judgement on Konami of America's development of Castlevania Dreamcast just yet. If they screw it up even the slightest, however, break out the guillotines. 'Cause if they mess up my favorite gaming series, they'll deserve to die! Die! Die!

Name and address withheld

And we wonder why mainstream media likes to blame violent, irrational behavior on video games...

Keep Away

I have a friend who always likes to come in my house to play PlayStation games. She is getting on my nerves. How can I keep this creature away from my PlayStation?

Joshua Williams
Groton, CT

Have Mr. Castlevania Dreamcast from the previous letter hang out around the house.

Saturn Troubles

Once upon a time, you had a good magazine. Now all you have is an over-biased mag. (Just how much did Sony pay you maggins [sic] to destroy the 3DO and the Saturn?) And don't even attempt to give me any of that crap about lack of software; the Saturn alone has over 250 games available (not including imports). Because of your bias, stores in my area hardly carry Saturn games anymore (they've completely stopped selling 3DO games). Thanks for nothing. May you and your families all burn in hell!

Rollin Croskey
Montgomery, AL

Wow. And we thought the Saturn's early demise had something to do

with poor third-party support leading to poor sales leading to poor third-party support leading to poor sales...

We apologize to our unfortunate families in advance...we had no idea our writing would condemn you all to eternal suffering. Sorry about that.

I'm glad to know you people at EGM still appreciate great games like Capcom's Tower of Doom and Shadow Over Mystara. I was utterly surprised and delighted to see that you stuck a Saturn preview in for D&D Collection (which I promptly ordered and received within days of its release!) despite the fact that the Saturn is unfortunately dead, at least on our side of the world.

Mieu Sedai
mieu@ix.netcom.com

Sorry to break the bad news to you, but the Sega Saturn is dead on the other side of the world as well. It looks like a lot of Japanese game journalists and their families will be roasting in the afterlife for dropping the ball on that one...

Ooooo...lookee what we got!!



OK all you gaymers. You asked for it—you got it. Here is a screenshot of the homoerotic shooter, Chonikik: Great Brother. One of our editors, who wished to remain nameless (hint: his name rhymes with "gay"), just happened to have found this game lying around somewhere. Yeah, right. Anyway, here's a teaser screenshot...next month, we'll do a tiny preview of this old PS game, just because y'all asked so nicely.

Letter Art

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

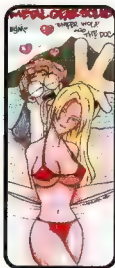
WINNER

Jeff Nevine
San Francisco, CA

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



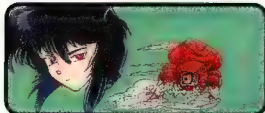
Close, but no controller



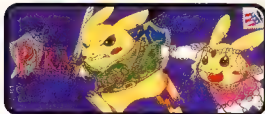
Andy Madolara
Wahiawa, HI



Tony Mendez
N. Hollywood, CA



Willy Britton—Muncie, IN



Corime Aiello—Sarasota, FL

The ASCII Control Pad

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



EGM Letter Art
P.O. Box 3338
Oak Brook, IL 60522-3338

(All entries become the property of 2D Inc. and will not be returned)

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

PREPARE.



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190 mph.*



05...04...03...02...01



"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)."

- Official PlayStation Magazine, December 1998

"The first great racer of 1999 could be a *Gran Turismo Killer*."

- Official PlayStation Magazine, February 1999



It's how the French fry the competition. Its classic design and vacuum-like handling are legendary on the Grand Prix - not to mention its très nasty custom-designed aluminum engine. It is the Dirigeant - just one of the automotive marvels that tear up the streets in R4. With over 300 new cars, 45 fantastic models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. Au revoir, mon ami.

R4
RIDGE RACER TYPE 4

Think fast. Drive faster.



namco

www.namco.com

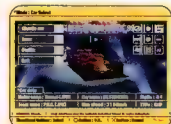
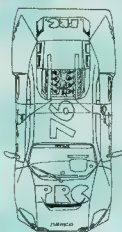
- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode
- Watch your race with all-new motion-blur effects



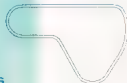
- Battle head-to-head in split-screen vs. mode



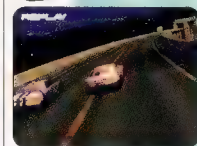
- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy
- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscape, countryside and race-track courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes Ridge Racer Turbo Mode bonus disc with 60 FPS tracks



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"This game should find its way from the shelf, to the register, to your computer." *Game Center*

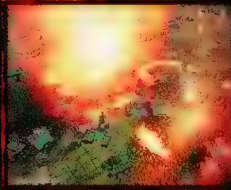
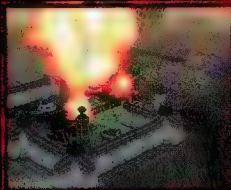
"A battle field worth fighting on." *Game Pro*

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"Warzone 2100's numerous innovations and sharp 3D graphics may change a few minds." *EGM*



WARZONE 2100

Strategy By Design

Play the DEMO

Press Start

The hottest gaming news on the planet

Hi-Tech Tug of War

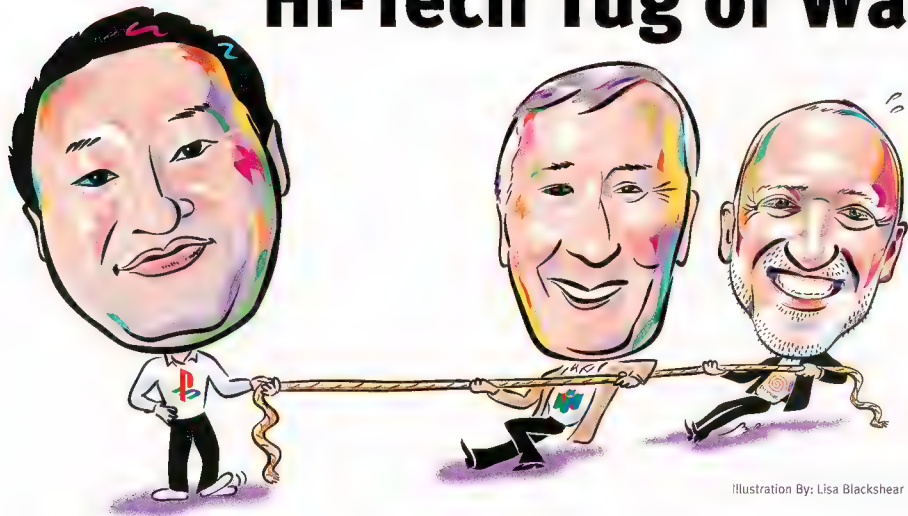


Illustration By: Lisa Blackshear

Since the Nintendo Entertainment System and Sega Master System first squared off, there has been a competition in every generation of hardware to be number one. The number of people who own a video game system has grown since then, making electronic entertainment a mass-market consumer business, instead of a small aspect of the toy industry. Today, many video games like *Zelda*, *Final Fantasy*, *Mario*, *Sonic*, etc. have generated

enough sales to make them compete with big-budget Hollywood movies for your money.

As the players in this new generation of hardware gear up to make a play for your gaming dollars, *EGM* talked to a few of the industry's top developers and analysts to give you a feel on how things might shake out.

As the first system out of the gate, Dreamcast has become vulnerable to be beaten technologically by systems from Sony or Nintendo later on. As Naughty Dog's Jason Rubin told us, "It used to be with the PlayStation and Saturn, at least Sega had the right medium and their system was a *little* weaker. Now they find themselves in a situation where the system is *incredibly* weak, and on top of that, they're not even on the right medium, because they're not DVD." Though Sega has said that Dreamcast will be expandable, expansions will likely only divide the Dreamcast market between those who have the upgrades, and those who don't.

James Lin, vice president of research for Webbush Morgan Securities thinks that "Sega really needs to redefine how they're going to position the Dreamcast. If they make it too much like the PlayStation 2, they're screwed. Because any-

thing Dreamcast can offer, PS2 will offer."

In mid-April (on Tax Day), Sega of America announced Dreamcast will be released on Sept. 9, for a retail price of \$199.99. The Japanese version's 33.6k modem will be replaced by a faster 56k modem. Sega says 10-12 titles will accompany the launch, including Sega's stable of A-list Japanese titles—*Sonic*, *Virtua Fighter 3tb*, *House of the Dead 2* and *Sega Rally 2*. So far, it's shaping up to be one of the best hardware launches in the U.S. ever. Gary Gabelhouse of Fairfield Research, a firm which conducts market studies for the video game industry, thinks the most important thing Sega can do for launch is "insure that it has one or two rock-solid, GoldenEye-caliber games developed for it." Looks like they're doing it.

But beware Sony's phantom menace—a system we know the specs on, have seen a few eye-popping demos, but has just recently landed in the hands of developers. Final hardware and additional details aren't expected to be announced until this summer or fall, hitting Dreamcast at its launch point. Sony's March 2 announcement of PlayStation 2, or PS2 as it's now sometimes referred to as, proved the company is serious about video games. Building upon the success of its current system, PlayStation 2's graphics surpass even those of high-end PC hardware and includes DVD and



As one of the creators of the original *Crash Bandicoot*, Jason Rubin of Naughty Dog will soon be developing for PlayStation 2.

THE SUSHI-X FILES

COMMENTS? THE SUSHI-X FILES • P.O. BOX 3338 • OAK BROOK, IL 60522-3338 • E-MAIL: SHAWN_SNIETH@2D.COM

EGM Celebrates 450,000

We recently received official word back from the independent organization who counts how many issues of EGM we sell each month. The numbers came back at a staggering 450,000 on average! Needless to say, we dropped everything and went to our local drinking and billiards establishment to celebrate—in this case, the place was Dave & Buster's. Too bad we all had to work the next day (except for Dean Hager who had a really bad headache the next morning for some reason, and didn't make it in). These circulation numbers are projected to go even higher in coming months. Woo-hoo!



"Guten Tag und hallo! Mein name ist Dean Hager. I'll be your substitute teacher while Mrs. Parker is away."

photo credit: Che Chou and his Kodak DC-220 digital camera

Editors' Music and Movie Picks

- Music:**
- Beck: Mutations
 - Six String Samurai Sndtrk.
 - V.A.S.T.: Visual Audio Sensory Theater
 - Fat Boy Slim: You've Come A Long Way, Baby
 - Grateful Dead: Reckoning
 - Bob Dylan: Blood On The Tracks
 - Jay-Z: Vol. 2 Hard Knock Life

- Movies:**
- Star Wars Episode One
 - Scarface Spec. Ed. (DVD)
 - True Romance
 - EdTV
 - The Corruptor
 - Tokyo Drifter (DVD)
 - Branded to Kill (DVD)
 - Jacob's Ladder
 - Pleasantville (DVD)
 - Aliens

SPECIAL ANNOUNCEMENT

Newsman Chris Johnston makes the move to EGM

As some of you may know, Chris Johnston has been tracking down and writing the news for EGM for quite some time—the whole while also writing some of the news for Videogames.com. Recently, things changed. Chris is now going to be the main newsguy for EGM only, and will also become part of the EGM Review Crew. We couldn't be happier about Chris officially joining the team—even though he has actually been part of the team for quite a while now. His credentials speak for themselves—he has been

with EGM on and off for roughly five years, and is truly a freak when it comes to gaming. Congrats, Chris, and welcome aboard...again! Oh, and by the way—readers should note: His nickname is Secret Turtle. Please don't ask where it came from.



Chicago native Chris Johnston is most famous for saying the phrase "what the" in a surprisingly funny way.

Editor Profile: Che Chou



We said it was Shoe's turn this time around, but since he's out of town we thought it'd be a good opportunity to introduce you to a new member of the EGM staff, Che Chou. Look below to get acquainted with our new friend and co-worker. Next month, it's Shoe's turn.

Real Name: Che "The Revolutionary" Chou

Alias: JSpaceMan

Occupation: The New Guy

Hobbies: Video games (duh), turntablism, impulse buying, collecting vintage assault rifles, playing bass, movies with subtitles, anything '70s giant robot related.

Musical Interests: Music that repeats one note or chord for the entirety of the song. SpaceMen 3, Spiritualized, drum & bass, e-music, Tortoise and their 20 other projects, Velvet Underground, Brian Wilson, the Beatles and the Stones, Miles Davis and soundtracks for imaginary movies.

When I'm not at work I am: Working graveyard shifts at the liquor store on the corner of Humboldt and North in Chicago. It doesn't pay so well, but I enjoy interacting with customers behind bullet-proof glass.

If I could be a video game character I'd like to be: Solid Snake. The guy's code name is SOLID-SNAKE... need I say more?

Most bizarre job ever held: Spent the good part of 1995 working as a telemarketer. Yes, I was one of those guys...hell, I probably called your house one night as you were about to eat dinner. For fun, I used to talk my customers out of a purchase just as I had them hooked.

If I wasn't working for EGM, I'd be: Well, I haven't been here very long, have I? What did I use to do anyway? Oh yeah, playing video games, and keeping my small collection of firearms shiny and lubed.

WEB SITES

AS COOL AS ICE

Thank you to all who continue to send us sites. We love checking them out more than we love new system announcements. This time around we have all kinds of sites for you: Weird, gaming-related, funny, cool, stupid and so on and so forth. Because a site is a site is a site...

- www.joecartoon.com
- espresso.hampshire.edu/~bat96/chair/
- www.angelfire.com/md/toonout/
- www.geocities.com/Athens/Delphi/9103/
- www.cusd.claremont.edu/~mrosenbl/spamfaq.html
- www.stickdeath.com (UPDATED!!!)
- www.calfertilizer.org
- www.horseballs.com
- www.giantrobot.com
- boingboing.net
- www.rvg.simplenet.com
- www.airtoons.com
- www.digitpress.com/seanbaby/w20-1.htm

* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the site(s) before allowing their children to venture forth. Believe it or not!

HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. Kick it old-school one more time.

- House of Dead 2 DC
- Palm V style
- X-Wing: Alliance
- Carbo shakes
- Blasting yer quads
- Intel Celeron chips
- Overclockability
- New PCs with TNT cards
- Dance Dance Revolution
- Two-player Hydro Thunder
- Multicolored Game Boys
- "Ahoj"
- PlayStation 2
- Gran Turismo 2
- Beatmania GB
- Crazy Taxi
- Che's digital camera
- EGM's 10th anniversary next month...woo-hoo
- Visual effects in The Matrix
- Trigger on DC gun
- Palm V price
- Smelly train rides
- Wing Commander the Movie
- The camera, voiceacting and music in Blue Stinger
- Waiting in line for Episode One tickets
- Waiting for Episode Two
- Playing pool with a bridge
- Hitting a pool ball and then falling over
- Hangovers
- Analog phone lines
- Misprints in Asus motherboard manuals that drive Crispin insane...more than usual
- 56K modems when compared to cable modems
- Not having money

DID YOU KNOW...

the members of the Review Crew actually read some of their own reviews on EGM's 1-900-PRE-VIEW phone line. Yes, we do sound like regular, old dorks.

Crispin and Shawn each recently bought a slew of computer components and built two new PCs. Yep, that's roughly \$1,000 shelled out pretty much for PC gaming.

champagne corks are capable of breaking light fixtures—thus leaving shards of glass all over a cake and pretty much ruining a celebration involving nearly 50 co-workers.

next month marks the 10th anniversary of EGM. Can you believe it? Look for a number of new additions and changes to the mag, including some things in the Sushi-X Files.

ATTENTION READERS

As some of you may know, we're in the process of changing the name of the Sushi-X Files. In addition though, we're thinking of changing the information presented. We know you all love the Web sites, but what else do you want? This month's edition of the Sushi-X Files is a good example of the direction we'd like to go, but certainly we're open to suggestion. After all, this is YOUR special subscriber page. So let us know what you think of the Sushi-X Files this and every month. Also let us know what you'd like to see added. Simply send an e-mail to the address below:

shawn_smith@zd.com

EGM's Random Quote of the Month

"Don't touch that monkey—it has opposable limbs!"

- Shawn Smith, consumer hardware editor for EGM in reference to a monkey...with opposable limbs.

The Players

Dreamcast

Release Date: September 9, 1999
Launch Titles: First party - Sonic Adventure, House of the Dead 2, Virtua Fighter 3tb, Sega Rally 2, Geist Force, NFL Football, NBA Basketball and Superspeed CART Racing. Third party - Mortal Kombat Gold (Midway), Ready 2 Rumble Boxing (Midway), MDK 2 (Interplay), Soul Calibur (Namco), Power Stone (Capcom) and Castlevania (Konami).

What we say: Dreamcast will be the enthusiast's choice of system and will be an oasis for developers who can't foot the bill for development on PlayStation 2 titles. If Sega plays its cards right, they have a very viable system. It will be an uphill battle for Sega to compete with Sony, but players have some great games to look forward to.

Nintendo 2000

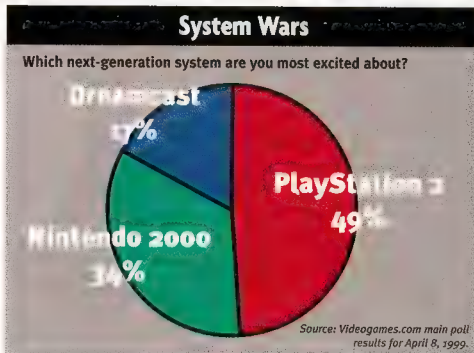
Estimated Release: Xmas 2001
Launch Titles: ???
What we say: Nintendo is playing it smart, continuing to support N64 while watching how Sega and Sony play out. Nintendo's next machine will likely be a step above that of Sony's PlayStation 2. The company's ability to assemble developers and encourage development of innovative games insures there will be gamers ready to play when they are.

PlayStation 2

Release Date: Winter 1999 (before March 2000) in Japan, and Fall 2000 (U.S./Europe)
Launch Titles: Gran Turismo 3, Tekken 4, Ridge Racer (projected titles, not announced)
What we say: PlayStation 2 is such a leap over everything else that if Sony delivers at a mass-market price point (and by all indications, they will), it wouldn't be surprising to see Sony in the video game business for a long time to come.

backward compatibility (see EGM #118 for a full report). Sony has the least to worry about of the three major hardware manufacturers this time around. Having announced a system technologically superior to anything in the consumer market for the foreseeable future, they've not only impressed potential consumers but also insured their current PlayStation libraries won't be made instantly obsolete. Rubin told us, "On the PlayStation, if you did a half-assed job on something it looked half-assed. On the PlayStation 2 if you do a half-assed job of something, it's going to look damn good." The drawback, however, is as Square president Tomoyuki Takechi said, "No more than five software companies can develop games that take full advantage of the PlayStation 2's capabilities." That may divide publishers between those that can afford to develop for PS2 and those that can't.

By the time Dreamcast releases, we should be seeing screenshots of the PS2 first titles, along with what the system will look like. Price will be a big consideration for consumers, according to a recent study by Fairfield Research. Gabelhouse said, "We saw there to be a significant (50%) drop in purchase intent if those systems were over \$250."



dios have already signed up with Nintendo to be members of the next Dream Team. Nintendo's duo of Rare and Shigeru Miyamoto will join Retro Studios (formed by ex-Iguana staff) and Left Field Productions (whose credits include Kobe Bryant's NBA Courtside on N64) to be some of the first to get their feet wet on the new machine.

Miyamoto spoke with EGM about his concerns with the next generation of machines at the recent Game Developer's Conference. "I'm wondering if with these advanced

Nintendo remains dedicated to supporting the Nintendo 64, and will continue to do so well into the life of its next machine. J Moon of Retro Studios told us, "I don't think Nintendo's worried about their position in the market. If history repeats itself like last time—Sega came out and showed their hand, Sony came out and made something better, and then as usual, Nintendo came as the follow-up. I think it looks like it's happening like that again."

Lin thinks Nintendo will stay very competitive with Sony in the race with its new system as supporters of Nintendo's past systems remain loyal. "I really think there needs to be three players. One dominant, one number two, and one to keep the other two honest."

"This market is much larger than it was for Saturn, PlayStation and N64," Gabelhouse said. "Being number 2 is quite comfortable. To be third place in this big of a market is still pretty good."

Which one is the best? Who will ultimately win? It's too early in the game to tell. Some still only exist on paper. What matters most for these systems is software. Without software, it doesn't matter how good the specs are—people don't buy systems on how powerful it is.

"...anything Dreamcast can offer, PS2 will offer."

General consensus in the industry says that Sony is likely to take a hit on the hardware in order to get it out there and make it the difference-selling software.

According to some in the industry, when PlayStation 2 was announced, it sent Nintendo back to the drawing board on their new hardware. But don't expect Nintendo to pack things up—Nintendo 2000 is coming. It won't be cartridge, the chipset is being developed by ArtX (an offshoot of Silicon Graphics), and several stu-

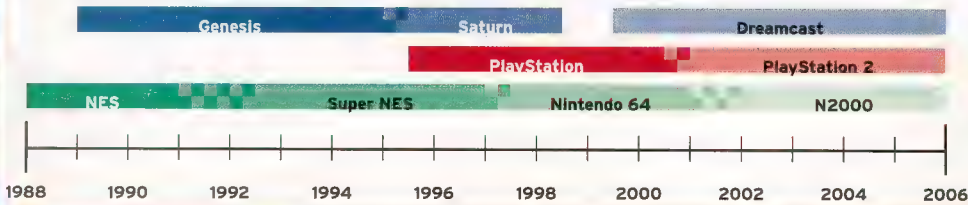
systems whether or not it will really mean we can make better quality software," he said. "If a new system is introduced with improved specs, you have to process much more data in order to make use of the power, yet somehow keep the basic heart of games, the game-play, the 'fun' element. I would like there to be a balance between making better content which makes use of these higher specifications."

The system's specifications are expected to be released sometime before the end of this year, but

The Timeline of the Big Three

Competitors like 3DO and Atari have come and gone, but Sega and Nintendo remain. Sony may be relatively new, entering the console business more than 20 years after it first began, but it has proven

PlayStation as a worthy competitor. This graph represents the system lifespans since the day the NES ruled the market, with overlaps between each of the main platforms.



International Tidbits

Capcom's Next DC Title

In a recent interview, Capcom's Yoshiaki Okamoto revealed the name of a brand-new game Capcom is prepping for the Dreamcast. It's called *Eru no Monshou* (Emblem of Eru). While he didn't reveal anything specific about the game, he said the company is expecting to release it this year.

Spawn vs. Street Fighter

Current rumors in Japan point to a new team-up game from Capcom called *Spawn vs. Street Fighter*. More interesting are the reports that this game will appear on NAOMI, making a Dreamcast version in the future a sure thing.

Capcom Plans Revolution

Capcom is reportedly working on a sequel to its *Rival Schools* PlayStation game, not in the form of a new game, but a new disc called *Revolution*. The original disc (called *Evolution*) had several extra features, including character customization and several minigames.

Metal Gear Director's Cut

Konami will release an "enhanced" version of *Metal Gear Solid* in Japan this summer, called *Metal Gear Solid Integral*. The game itself is much the same as the version released last year, with numerous enhancements to the overall package. English voices replace the original Japanese voice acting, with selectable subtitles in Japanese or English. It will also come with a third disc that includes 300 (!) Training Mode stages. Completing them will unlock new missions for *Solid Snake* to complete. You will also be able to move or attack from the first-person viewpoint. Lastly, the game will include PocketStation compatibility. Whether this will be a mini-game or something else is unknown. *Metal Gear Solid Integral* for the PlayStation will be released on July 1 for 4,900 yen (about \$40) in Japan.

At the Arcades

How often do you visit an arcade?

Hardly ever 30%

Frequently 28%

Once or twice a year 27%

Never 10%

Every day 2%

Sources: Vidogames.com/mario-poll
www.ign.com/news/arcade/000119a.html



Miyamoto on Nintendo's Future

We sat down with the general manager of Nintendo's Entertainment Analysis and Development Department, Shigeru Miyamoto, at this year's Game Developer's Conference to discuss Nintendo's future plans and what's next for Mario's creator.

EGM: Of all your projects—Mario RPG 64, DD Zelda, etc.—what are you concentrating on most now?

Shigeru Miyamoto: I'm doing a variety of things, including trying to cultivate and train the younger game directors to be independent so they can work without my support. So I'm doing supervisory things, not to be involved directly in each game, so each director is now assigned to make his or her own games by himself or by herself. I'm also now going back to the basics and asking myself what kind of strategy would be unique and will appeal to the audiences, especially now that Nintendo is combining the Game Boy with N64 and other combinations. I'm asking myself what makes games appealing? But as for more concrete projects, I am working on the Mario Artist series. More specifically, *Talent Maker* of that series.

EGM: What's the status of the DD version of Legend of Zelda 64?

SM: We are working on a variety of things, and

not limiting it to one software format, including DD, DD plus cartridge, or even cartridge alone. I think we'll be able to make some announcements about the next *Zelda* later this spring. It's actually a very interesting project. Whenever we finish one game software, we start from scratch for the next game system. But when it comes to *Zelda*, the new *Zelda* game is now being programmed as if the game has not been finished with the *Ocarina of Time*. So it is quite a new experience for us.

EGM: Speaking of new experiences, the Game Boy looks like it's becoming a PDA of sorts for the Nintendo 64. How will the Game Boy interface with the system?

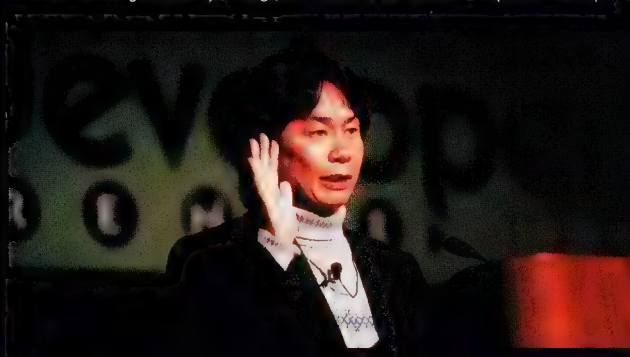
SM: I think Nintendo in Japan will soon make some announcements about this. There is a very popular horseracing game called *Derby Stallion*, whose creator is working on a Game Boy version of *Derby Stallion*. The derby horses can be trained, then that data can be transmitted to the N64 so game players can put their different horse into the horse racing for the N64 version of *Derby Stallion*. That's just one idea. And at the Entertainment Analysis and Development Department at Nintendo, we're working on projects so the Game Boy can be used as a controller. Also soon we're going to make *Pokémon Stadium 2*. With it, 151 *Pokémon* are now available on the Nintendo 64 format.

EGM: Are you working on Nintendo's next generation system?

SM: Yes, I'm involved in the next-generation system, and because of that I want to keep the comment of no comment. But I will say we have the policy that we've got to support the current system for at least five years from the launch, so when it comes to the N64, we have still so many years to support it. I for one can tell you I am involved in making the controller for the new system. That's partially because I'm very concerned with the fun aspect of the next-generation system.

EGM: We have to ask: Will you make a sequel to Mario 64 for the Nintendo 64?

SM: Yes, I think I have to. Every three or four years, Mario's sequel appears, utilizing the new form of digital entertainment. I think I would be wishing to make some new Mario game making use of new digital technology. Yet it is going to the N64, but I cannot guarantee if it will be called a sequel to Mario 64.



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Getting Your Feet Wet With Hydro Thunder

Hydro Thunder, Midway's high-energy boat racing game has just landed in arcades across the country. *EGM* sat down with Steve Ranck, project lead on the game, to go behind the scenes on the making of the game.

Q: What game in the arcade or for home have you worked on in the past?

A: Hydro Thunder's my first arcade game. Before that, my first job at Midway was working on *Cruis'n 64*.

Q: When did work first begin on Hydro Thunder?

A: We pitched the idea in November of 1996. It was approved the same day, which I'm told is very unusual. But we actually began work February of 1997, so the project lasted one month shy of two years.

Q: Where did the idea for the game originally come from?

A: I was actually on vacation at Lake Powell, which is in Utah. Lake Powell's pretty unique, it's like the Grand Canyon filled with water—these huge rock walls are on both sides of you with very narrow canyons. I was there with some friends, and this superboat was there. I don't know what this guy was doing in Lake Powell with a superboat because you really can't go very fast. But I remember seeing it and just feeling it—feeling my chest vibrate, and thinking, I would give anything to drive that thing. That was the thing—driving one of these superboats anywhere you wanted to.

Q: Where did the inspiration come for the tracks, aside from Lake Powell?

A: Eric Browning (the lead artist) and I are really into movies, these really cheesy sci-fi and classic movies. Maybe ordinary people wouldn't like them, but we do. So we incorporated some of our favorite movie scenarios into track ideas. That's where the Ship Graveyard came from, just taking everything from every old naval movie we've ever seen and combining that with a bunch of decrepit ships and put a track throughout it. For a lot of the tracks it was just, 'OK, we want to come up with 11 tracks to race, well, where can you race? The Arctic is one place, the ocean,' etc.

Q: What kind of hardware does Hydro Thunder run on?

A: The original hardware the game was supposed to run on was proprietary Midway hardware, but it ended up being pretty late for our project. In the meantime, we were developing the game on the PC. It didn't make sense to sit around and wait for the hardware. But we really liked what the Intel processor was doing for us,

so I put together a system that would later be our production system for Hydro Thunder. We ended up calling it Diego. Diego employs an Intel processor and a 3Dfx Voodoo 2, network card and some proprietary hardware by Midway that we put in there too—the whole system including an embedded operating system is all called Diego. The next game we do will be on the next generation of that hardware which is called Diego 2.

Q: What do you think of the state of the arcade industry?

A: It's no news that the arcade industry is down right now. It would be a very sad day to see them go extinct and I hope that doesn't happen. Companies like Midway, Sega, Namco, Konami—we're all in a good position to turn things around and to get people back in the arcades. Question is, how do we do that? I think with Dreamcast, PlayStation 2 and even PlayStation and some of the older consoles, they've taken a huge chunk out of the arcade industry. You have your real gamers splitting their time between going to the arcade and staying home. I think games like Hydro give them something they can't experience at home. The whole arcade community needs to survive, and we all need to do it together.

Q: Will there be a Hydro Thunder 2?

A: We've been tossing around the idea, but haven't committed to anything. There are some things I couldn't put in the game that I really wanted to because we ran out of time.

Q: What are some of those things that you couldn't put in?

A: One thing, that I actually had working at one point but removed because with multiplayer, all the systems, collision and water effects going on pushing the limits of the CPU were real 3D wakes. So when the boat was shooting off in the distance I would actually distort the water in the shape of a wake. You could follow the wake and kind of fly through the center where it's nice and smooth and jump the wake from left to right. Another thing I wanted to do was have giant rooster tails where you can use your rooster tail to mess with the guy behind you and he'd get a screenful of spray and make it hard to drive, etc., but that used a lot of polygons. So maybe on the next-generation hardware, Diego 2.

Team Hydro Thunder - Top row from left: Gary Carbonel, Steve Ranck, Scott Goffman, Mike Starich, and Andy Wilson. Bottom row from left: Orpheus Hanley, Dale Henderscheid, Brian Silva, and Eric Browning. Not shown: Scott Patterson, Steve Kramer, and John Stookley.

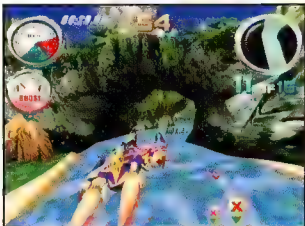


Hydro Tournament

Start your engines! Midway is sponsoring a Hydro Thunder tournament this summer from June 4-Aug. 8, 1999. Anyone outside of Midway, arcade owners and employees can participate by going to their local arcade and playing Hydro Thunder. Best times will be recorded and on Aug. 28, the best of the best will be flown to Chicago for a Championship race-off. The winner gets a trophy, a Hydro Thunder arcade machine, and a listing in the *Twin Galaxies' Book of World Records*. Second place gets \$750, third gets \$500, and fourth is \$250 cash. Good luck!

Wet Dreams

The screens below are from the Dreamcast version of Hydro Thunder, coming this fall. It will include three new tracks—one of which was originally to be included in the arcade game, but the designers didn't have time to finish it before the game went into production. New modes in the Dreamcast version include a Ghost Mode (where you go up against a ghost image of your fastest run on any one track), Time Attack and possibly a Practice Mode where you can get a feel for each of the ships. As far as multiplayer options go, two players will be able to race head-to-head via a split-screen. Now all we need is an optional rumble seat, Dreamcast force-feedback steering wheel and throttle controller.



Big 3 Dominate GDC

More than 9,000 game designers and their ilk flocked to San Jose in mid-March to the 13th annual Game Developers Conference, where Sony wowed 'em, Sega tried to recruit 'em and Nintendo's Shigeru Miyamoto made 'em stand up and cheer.

While the GDC was hardly the epicenter of any earth-shattering news, tidbits popped up throughout developers' seminars.

Sega hosted several seminars that showed the ropes of working with the Dreamcast hardware. Above all, they challenged developers to come up with ideas for the powerful new console aside from game ideas. "We're working with third parties to come up with peripherals that'll take advantage of the high-bandwidth of our controller ports," Neal Robison, Sega's director of developer support, told us. "We want to see some true force-feedback controllers, and the second VMU slot, for instance, can be used for a sound-input device for speech recognition." In fact, Sega is saying that Dreamcast will be able to be expanded in the future not only to include DVD, but has the ability to upgrade its main processor.

Sony swooped in on the GDC for two reasons: to wow developers with a packed-house presentation of the PlayStation 2 in action (running the same tech demos already seen in Japan), and attract middleware providers. The idea is for these middleware companies to license their physics, animation, audio and other in-game engines to developers who then can concentrate on building solid gameplay. "It takes 10 minutes for our technology to create accurate physics that would take most developers years to render from scratch," Alan Milosevic, president of Sony middleware partner MathEngine, said. In short, middleware companies will make the PlayStation 2 more developer-friendly.

Tekken Tags In

Speculation about the next Tekken game can finally be put to rest—Namco recently announced Tekken Tag Tournament, a follow-up to their flagship title, Tekken 3. Tekken Tag Tournament brings together the cast from Tekken 2 and Tekken 3 for a battle royale. There will be an initial roster of 20 playable characters, including fondly remembered favorites like Jun Kazama, Michelle Chang, Baek Doo San, Ganryu and more. Returning fighters from Tekken 2 will receive a significant amount of new moves and animation, while each of the Tekken 3 characters will also gain a few extra attacks for their arsenal. Backgrounds from Tekken 3 will join all-new environments.

At the heart of Tekken Tag Tournament's engine is the tag-team system. A new "tag" button allows players to swap between two characters (a la Capcom's Vs. series) which can then be used to further the devastation of a chain combo. The new tag system will open the flood gates to a whole new level of strategy. Like previous installments, Tekken Tag Tournament will feature Namco's trademark time-release countdown, which releases one new character at preset intervals. EGM's man-on-the-inside was unable to comment about the number of hidden characters but you can be sure to see some interesting developments as the game makes its stint in arcades everywhere in June.

It is unknown whether Tekken Tag Tournament will make an appearance on the PlayStation. Tekken Tag Tournament runs on the same System 12 board as Tekken 3, but the new Tag Tournament requires much more RAM to hold the fighters' motion data—RAM which the PlayStation cannot provide. More likely is a PlayStation 2 version, although current speculation has Tekken 4 coming for that system. The game is set for a nationwide arcade blitz in June, and EGM will have full hands-on details and screenshots next issue so stay tuned!

Wrestling Gaming

If you haven't heard yet, licenses for the WWF and WCW have flip-flopped. THQ has gained the WWF license (in a 10-year deal with Titan Sports), while the WCW license goes to Electronic Arts. Acclaim's WWF Attitude title is unaffected by this change, but it is the last Acclaim WWF titles.

Shown here are concept models for EA's WCW Mayhem game, for N64 and PlayStation. It will include more than 60 wrestlers, including favorites like "Hollywood" Hulk Hogan, Goldberg and Bam Bam Bigelow. One to four players can duke it out, with 600+ moves in all, a running story line to the game, the ability to wrestle outside of the ring—backstage, in dressing rooms, hallways, etc.



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"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)."
 - Official PlayStation Magazine, December 1998

"The first great racer of 1999 could be a *Gran Turismo Killer*."

- Official PlayStation Magazine, February 1999



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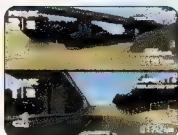
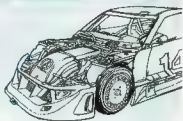
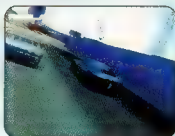


• Sensational graphics and lighting effects give every race a cinematic feel

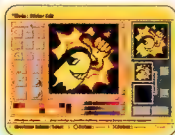
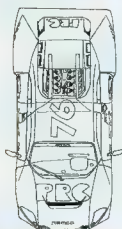
• Race at all times of day and night, even during dramatic sunsets

• Relive your greatest moments through the dynamic-camera replay mode

• Watch your race with all-new motion-blur effects



• Battle head-to-head in split-screen vs. mode



• Speed-tuned physics keep the arcade-style action fast-paced

• Championship performances unlock secret hidden supercars

• Don't be afraid to bump the other car, it's all part of a winning strategy

• Join one of four international race teams - each with individual strengths and weaknesses

• Design original logos to customize your car



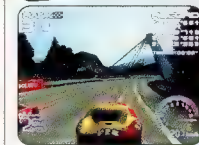
• Race on gorgeous cityscape, countryside and racetrack courses



• Money can't buy victory. You've got to earn new cars with your race performance

• Experience all the ups and downs of a full racing season in the Grand Prix mode

• Includes a Ridge Racer Turbo Mode bonus disc with 16 60 FPS tracks



Developer Profile



REFLECTIONS
INTERACTIVE

Location: Newcastle, UK
Web Site: Working on it!

of employees: 40

Gameography: Quite a few over 15 years. The most well known are Ballistix, Shadow of the Beast 1, 2 and 3, A.W.E.S.O.M.E., Destruction Derby 1 and 2.

Most challenging aspect of making a driving game is: Getting the balance right between accurate car physics and playability, AI in an open city environment, and storing a city with 150,000 buildings and objects, especially in a PlayStation. The final challenge was making this all work at a reasonable speed on the PlayStation's processor.

The idea for Driver came from:

Watching too many car chases on TV. Actually from playing around at the crossroads in Destruction Derby and thinking it would be great to have real junctions with real traffic lights. **If there was one thing we could change about this industry, it would be:** Deadlines.

During breaks from late-night programming sessions, we: Believe it or not, most just play games. We also have an area of the office clear of tables and a football. There have been quite a few smashed fluorescent light tubes.

Our favorite game to play in the office (not by us) is: Quake, Half Life and Worms.

Favorite snack food(s): We have a cupboard full of very unhealthy rubbish.

Music that inspires us around the office: We have employees from U.K., Australia, Antigua, Sweden, Spain, Ireland, France and Germany, so you can imagine the weird mix as you move about the office.

Story behind our name: I set the company up about 15 years ago and had drawn a picture of the word Reflections sat on top of a mirrored silicon chip. This was floating in space, and became our logo for many years.

Team motto: As a company Reflections strives for maximum possible realism, especially in the area of dynamics and natural effects.

Tidbits

Game.com Changes Color

Tiger Electronics' Pocketpro handheld will get five new system colors and a lower price point for this year's E3. Beginning in June, the system will be available in your choice of purple, teal, orange, green and pink in addition to the original metallic gray for \$29.99.

Games coming later this year for the system include Frogger in April, Monopoly and NBA Live in May, Scrabble and Giga Pets Deluxe in June, Madden Football, Centipede and Holyfield



Boxing (with force-feedback built into the pack) in July. Other titles planned for release include Metal Gear Solid, WCW Whiplash, NASCAR, Deer Hunter, Command & Conquer Red Alert, Castlevania and Furbyland. Games range from \$9.99 to \$24.99.

Lunar Demo on the Way

A demo of Working Designs' Lunar Silver Star Story Complete will be given to pre-purchasers at Electronics Boutique, Babbage's/Software Etc., or from Working Designs directly. The demo includes the first six hours of gameplay, and you can save your game then use it with the final edition of the game.

Bleem One, SCEA Nothing

Los Angeles, Calif.-based Bleem, LLC, were able to fend off a temporary restraining order filed by Sony Computer Entertainment America in mid-April. Bleem is a start-up company which makes a PC-based PlayStation emulator that utilizes 3D graphics accelerators to enhance game graphics. The program will run you about \$50. You can find more information about bleem! at www.bleem.com.



Pokémon Movie Comes to U.S.

According to a *Variety* report, Warner Bros. is currently trying to acquire the theatrical rights to the first Pokémon movie, *Mewtwo Strikes Back*. If the studio can nab the rights, the movie could hit theaters just as the fall season begins, promoting the show's move to Kids WB. A new Pokémon movie will debut this summer in Japan.

EGM Wants You...

...to help out with our special 10th anniversary celebratory super-issue, which is a mere month away. Head to our Web site, www.vidgame.com and take part in our 10th anniversary survey. Then check our July issue for the results, as well as our teary-eyed look back at the past decade of gaming craziness.

SNK's Color Contender

SNK's NeoGeo Pocket Color is coming to the U.S. sooner than expected. After its Japanese launch on March 19, SNK decided to make the system available to U.S. consumers direct through the company's Web site at www.snkusa.com, beginning by the time you read this. Customers who want to purchase a system but don't have Internet access can call SNK direct at (408)292-4550.

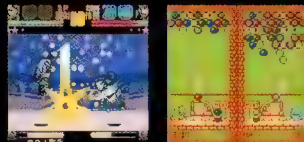
The system will be available in your choice of Platinum Silver, Platinum Blue or Anthracite (black) for \$79.99. About 10 titles will be available at the same time—King of Fighter R2, Puzzle Bobble Mini (Bust A Move), Samurai Shodown, Baseball Stars Pocket, Pocket Tennis, Neo Cherry Master, Neo Dragon's Wild, Neo Mystery Bonus, Crush Roller Pocket and NeoGeo Cup '98. Games will retail for about




\$24.99-29.99.


NeoGeo Pocket Color isn't scheduled to hit store shelves until this fall. The 16-Bit handheld features a 45x48mm color LCD screen capable of displaying 146 colors simultaneously (out of a 4,096 color palette). With two AA batteries, the system can last for about 40 hours of continuous play, according to SNK. While nothing has been confirmed yet, it is expected that the company will also bring its Dreamcast titles over, and include the planned "link" between Dreamcast and NeoGeo Pocket versions of software.

At left are Samurai Shodown and Puzzle Bobble Mini (Bust A Move) for the NG Pocket Color.



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International News



The main attraction at Sega's booth (left) was Yu Suzuki's Shenmue, while Square's booth beckoned RPG fans with Legend of Mana (top).

Few Surprises, Big Crowds at Spring TGS

We may have E3 as our yearly showcase of all that's new and hot in electronic entertainment, but in Japan, there's no beating the Tokyo Game Show (TGS). TGS Spring '99 was held at Makuhari Messe in Chiba, Japan March 19-21, the sixth show since the Computer Entertainment Software Association (CESA) began hosting them in 1996.

This was Sega's first TGS after the release of the Dreamcast, and left the biggest amount of showcase space to Shen Mue, Yu Suzuki's latest. Japanese gamers will have to wait though—the game won't be out until Aug. 5, and the company has decided to split the original game up into two releases, the second of which will come out later this year. The first disc will be set in Yokosuka, while the second will take place in Hong Kong. Sega's other big draws included Soul Calibur, King of Fighters '99 and Maken X.

After its PS2 announcements just weeks prior to TGS, Sony's booth was an average showing, with only three games as part of its booth. Omega Boost, Polyphony Digital's (Gran Turismo) newest title, with UmJammer Lammy taking up the main stage of Sony's booth even though it was released the day before the show began in Japan. The Japanese release of Spyro the Dragon, which includes PocketStation compatibility, rounded out Sony's booth. Sony had signs posted in both Japanese and English that stated they had nothing to show on PlayStation 2 (darn).

WonderSwan, Bandai's handheld, is doing well in Japan. We couldn't find a store that had systems in stock anywhere when wandering the shops of Akihabara (famed electronics district) and Shinjuku in Tokyo. Capcom had a playable version of Pocket Fighter for the pocket-sized machine, Namco's Klonoa and Tekken Card Battle games were shown and Konami had yet

another version of Beatmania for it.

Licensee-wise, there weren't many surprises at the show. Capcom had Dino Crisis (PS) and Bio Hazard: Code Veronica (DC) on videotape, but also had Tron and Kobun (a PS sequel to Mega Man Legends), Street Fighter Alpha 3 (DC/Saturn) and Gaia Master (a board game/RPG for four players).

Konami had a full lineup of games, but the big draw were its music games like Dance Dance Revolution and the latest Beatmania Append disc. Half of their booth was dedicated to it! Namco's booth had Soul Calibur, Dragon Valor and Ace Combat 3 Electrosphere. Square showed up with a hefty lineup, which included Seiken Denetsu: Legend of Mana, Front Mission Third, SaGa Frontier 2, Racing Lagoon, Cyberorg and Chocobo Racing.

One of the surprises on the public days of the show was the announcement of SNK Vs. Capcom for the Neo•Geo Pocket Color. A sheet announcing the team-up was handed out in the aisles of the show surrounding SNK's booth. SNK Vs. Capcom will be split into two different games, a card battle game to be released this summer, and a fighting game (as one would expect) this winter. So far this is only for the Neo•Geo Pocket Color, but it's been rumored a home version of this team-up could also be a result. SNK's handheld will not only benefit from SNK Vs. Capcom, but also other titles from Capcom, one of which will be a new Rockman (Mega Man) game specifically for the Neo•Geo Pocket Color.

There were several games inexplicably absent from the show that we expected to see in some form or another. Namco's Star Ixiom (PS), Sega's Dynamite Deka 2 (DC), its first Model 2 conversion, and Sony's Arc the Lad III were all expected, but weren't shown on the floor.



Sony left it to Lammy, giving the sequel to PaRappa more than half its booth space.



A Mega Man exercise video? Capcom's blue hero shows players how to blast those quads.

Import Calendar

SCORE 00012885
LEVEL 8



Import Pick of the Month

Omega Boost - Polyphony Digital's PlayStation space shooter tops our list this month as Import Pick of the Month. If you're a fan of mecha-based anime like Robotech, Macross, Gundam, etc., you'll dig Omega Boost. As Polyphony did with Gran Turismo, Omega Boost brings spectacular graphic effects to the genre of space shooters.

PlayStation:

- 4/22 Omega Boost, SCEI (Shooter)
- 4/22 Cyberorg, Square (Action RPG)
- 4/28 Cotton Original, Success (Shooter)
- 5/4 Pocket Dungeon, SCEI (PocketStation)
- 5/13 Konami '80s Arcade Gallery, Konami (Misc.)
- 5/27 Lunar 2 Eternal Blue, Game Arts (RPG)
- 5/27 Beatmania Append GOTTA MIX, Konami (Music)
- 5/27 Racing Lagoon, Square (Racing)
- 5/27 Ace Combat 3 Electrosphere, Namco (Flying)
- 5/27 Asuka 120% Final Burning Fest, FamilySoft (Fighting)
- 6/3 Gungage, Konami (Action)
- 6/24 Grandia, Game Arts (RPG)

Dreamcast

- 4/29 Redline Racer, Imagineer (Racing)
- 5/27 Elemental Gimmick Gear (E.G.G.), Hudson (Action RPG)
- 5/27 Shutokou Battle, Genki (Racing)
- 5/27 Dynamite Deka 2, Sega (Action)
- 6/10 Climax Landers, Climax (RPG)
- 6/10 The King of Fighters Dream Match 1999, SNK (Fighting)
- 6/17 Giant Gram All Japan Pro Wrestling 2, Sega (Sports)
- 6/24 Sea Man, Vivarium (Virtual Pet)
- 6/24 Boy Kanipan, Sega (Creative RPG)
- June Let's Make a Pro Baseball Team, Sega (Sports)
- June Gundam, Bandai (3D Action)

Nintendo 64

- 4/30 Pokémon Stadium 2, Nintendo (Action)
- 6/8 Mario Golf 64, Nintendo (Sports)

Game Boy

- June Pokémon Gold, Nintendo (Adventure)
- June Pokémon Silver, Nintendo (Adventure)

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

V-Mem™ Word Find



Find

- 1) BINDING
- 2) KIDNEY
- 3) JAWE
- 4) WITTY
- 5) THE
- 6) PASTRY
- 7) SAP
- 8) TIME
- 9) WIL
- 10) WATERBURY
- 11) MEMORY
- 12) MOUNTAIN
- 13) WE
- 14) PASTOR
- 15) MATH
- 16) IT
- 17) WALK
- 18) ID
- 19) WALK
- 20) IT
- 21) **SAVING**
- 22) IS
- 23) **NOT**
- 24) A
- 25) **GAME**

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in-line skates, BMX bikes and skateboards, but you can also throw punches and jabs. Which brings new meaning to the phrase, "beat the competition." So pick it up, and remember. If you're looking for a little friendly competition, play badminton.



Top 20

The Top-20 Best-Selling Games of February, 1999

Rank	Game Title	Platform	Last Month
1	Mario Party	Nintendo	NEW
2	WCW/nWo Thunder	THQ	1
3	Legend of Zelda: Ocarina of Time	Nintendo	2
4	Pokémon (Blue Version)	Nintendo	8
5	Frogger	Hasbro Interactive	7
6	Syphon Filter	989 Studios	---
7	Pokémon (Red Version)	Nintendo	12
8	GoldenEye 007	Nintendo	3
9	Castlevania	Konami	---
10	Gran Turismo	SCEA	11
11	Crash Bandicoot 2: Cortex Strikes Back	SCEA	10
12	Rogue Squadron	Nintendo	6
13	Rugrats: Search for Reptar	THQ	15
14	Metal Gear Solid	Konami	5
15	NBA Live 99	Electronic Arts	---
16	WCW Nitro	THQ	---
17	Crash Bandicoot: WARPED	SCEA	9
18	South Park	Acclaim	4
19	Spyro the Dragon	SCEA	14
20	Namco Museum Vol. 1	Namco	---

Mario Party

1

Mario's back—in board game form. Filled with more than 50 minigames, Mario's latest adventure, developed by Hudson, has become an instant hit. Best with a group of people, playing this game for prolonged periods of time can lead to callouses.

8.5 | 8.5 | 8.5 | 9.0
Crispin | Dan | John R | Shawn



2



WCW/nWo Thunder

THQ's grapple hold on the wrestling game market continues with Thunder, which may not be as good as WCW/nWo Revenge, but it's still a hit with the fans.

6.5 | 5.0
Dan | Dean

3



Zelda: Ocarina of Time

Shigeru Miyamoto's latest N64 masterpiece stays on the charts after a very successful holiday season. It's replaced the long run of GoldenEye in the top five.

10 | 10
John R | Crispin

10 | 10
Dan | John D

4



Pokémon (Blue Version)

Gotta catch 'em all! Nintendo's supremely addictive monster catchin', tradin' and battlin' RPG is a bona-fide hit. It won't be too long before the sequel hits...

9.0 | 8.0
John R | Crispin

8.0 | 9.0
John D | Sushi

5



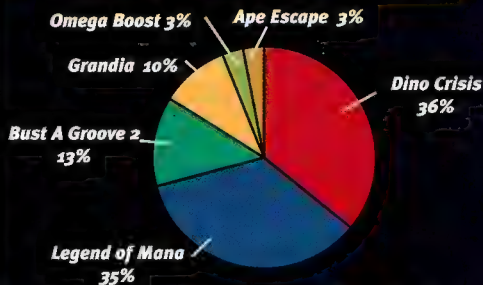
Frogger

Hasbro Interactive's Frogger re-enters the chart as it hits Greatest Hits status. It combines the addictiveness of the classic arcade game with a 3D twist.

7.0 | 8.0
Kelly | Shawn

4.0 | 6.5
Kraig | HG

Which of the following games shown at TGS are you most interested in?



Source: Videogames.com main poll results for March 31, 1999.

Source: NPD TRKTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

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Top 10 Editors' Picks

1	Street Fighter Alpha 3 Capcom		
2	Super Smash Bros. Nintendo		
3	Silent Hill Konami		
4	R4: Ridge Racer Type 4 Namco		
5	Beetle Adventure Racing Electronic Arts		
6	Need For Speed High Stakes Electronic Arts		
7	Point Blank 2 Namco		
8	Triple Play 2000 Electronic Arts		
9	MLB 2000 989 Studios		
10	Mario Party Publisher Name		

Top 10 Japan week ending March 28

Courtesy of Famitsu Magazine

1	Jikkou Powerful Pro Baseball 6 Konami	
2	Pokemon Snap Nintendo	
3	The House of the Dead 2 Sega	
4	To Heart Aqua Plus	
5	UmJammer Lammy SECI	
6	Sound Novel Evolution 1 Chun Soft	
7	Marvel Vs. Capcom Capcom	
8	Blue Stinger Sega	
9	Chocobo Racing Square	
10	The King of Fighters '98 SNK	

Top 10 U.K. as of April '99

Courtesy of Chart Track

1	Metal Gear Solid Konami	
2	FIFA 99 Electronic Arts	
3	Rugrats THQ	
4	A Bug's Life SCEE/Disney	
5	South Park Accclaim	
6	Tomb Raider 2 Eidos	
7	Premier Manager 99 Gremlin	
8	Rogue Squadron LucasArts	
9	Brian Lara Cricket Codemasters	
10	Grand Theft Auto Take 2	

Quartermann Video Game Gossip & Speculation

It's always fun hunting down rumors once you've got through the month of April...there are always one or two little nuggets that sound like they're for real, but end up smelling of boy-cow doo doo. Fortunately, the Q's network of spies, an extraordinarily clever bunch of people, is able to cleave through the crap and seek out the legitimate rumors.

The Rumor - There's another Turok game coming out this year.

The Truth - Yup. Turok: Bloodlust is a multiplayer adaptation of Turok 2 which follows a remarkably similar design idea to ID's forthcoming Quake III: Arena. The game is entirely multiplayer and has been designed around all the cool deathmatch ideas the Iguana team weren't able to get into T2. Apparently there will be a single-player game, but (again like QIII) this will be an arena-style game where you just fight AI bots. Sounds cool...and a bit unusual for an N64 title.

The Rumor - That PlayStation 2 demo shown on March 2 is a good indication of what Tekken 4 will look like when it's released late next year.

The Truth - Our sources deep within the bowels of Namco have hinted that the PS2 demo was a "rough sketch" for Tekken 4. Some things we do know—the arcade machine will be on all-new hardware, there won't be a PlayStation version, and there definitely won't be a Dreamcast version. Expect T4 as a potential PlayStation 2 launch game though, but it might not be called Tekken 4.

The Rumor - Sega and Nintendo are going to join forces to take on Sony.

The Truth - Sheyah, right. This is one of the crazier ideas that has been flitting about for the past month or so, and to be honest, the Q has been forced to put on his bullshit deflectors for fear of getting

completely swamped in the stuff. It has to be said there is some weight to the logic behind this, but that's not to say it's at all practical. Games industry analysts have been commenting for years that only two major video gaming "forces" can be sustained in this market. At present Sony is dominant, and neither Nintendo nor Sega has the resources to topple the king. By joining forces, theoretically, there could be one huge "entertainment" company with development, hardware and arcade strengths that could feasibly compete with Sony.

The Rumor - There's a PlayStation emulator for the Dreamcast. And a Saturn emulator on the cards from Sega itself.

The Truth - This one really is crap. U.K. games magazine, *Edge*, suggested that due to Dreamcast WinCE operating system, writing a PC-style emulator was feasible and that unknown Japanese codeshop "SpuriSoft" had created such a program. The emulator, called Spuri OS (geddit...Spuri-ous) was alleged to be 100 percent PlayStation compatible. Congratulations to all at *Edge* for a worthy April Fools' gag. Those rumors kicking around of a Saturn emulator are all false too...but, again, anything's feasible thanks to the Dreamcast's superior processing power. Who knows? Sega may actually end up doing this one, especially in light of PS2's backward compatibility.

The Rumor - The majority of Naomi games are definitely headed for Dreamcast.

The Truth - It would appear that way. But it gets better. Of the projects the Q-spy network has come across, pretty much all of them are said to be enhanced for the home system. Crazy Taxi is rumored to offer online play as well as a host of additional features, and we've heard that other titles, such as Zombie Revenge, will be greatly enhanced with additional play modes and levels.

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**"I HIT 'EM OUT AT THE BALLPARK,
AND I HIT 'EM OUT IN THE GAME."**

**- SAMMY SOSA
CHICAGO CUBS**

EA SPORTS recently added another superstar to its growing list of Cyber Athletes, as Sammy Sosa joined the EA SPORTS TEAM with the launch of Triple Play 2000. EGM was there to cover the event, as Sammy and



Andy Knecht/EA SPORTS

Sammy Sosa watches as Cyber Sammy is introduced to the media.



Vicent Latorre/AllSport

EA SPORTS TRIPLE PLAY 2000



PRO TOURNAMENT

other pros gathered during spring training to test their skills in the EA SPORTS Triple Play 2000 Home Run Challenge tourney. A slew of baseball's best players were on hand to take on elite gamers in a showdown of "Power" baseball. It was "go deep or go home," as participants competed for \$1,000 and four tickets to the 1999 MLB All-Star Game at Fenway Park.



Andy Knecht/EA SPORTS

Ben Grieve (far left), 1998 A.L. Rookie-of-the-Year, displayed his sweet swing during the EA SPORTS Home Run Challenge.



Tom Henscheid/Sport

**SAMMI ESTES
SAN FRANCISCO GIANTS**
"When I'm playing the EA SPORTS games, I take whatever teams and players are the best."



Tom Henscheid/Sport

**BEN GRIEVE
OAKLAND ATHLETICS**
"EA SPORTS has made the games so realistic. I play a lot, and so do some of the other guys on the team, but they can't really compete."



Andy Kuno/EA SPORTS

Rich Aurilia
(left) and
Robb Nen
take their
cuts in Triple
Play 2000.



Andy Kuno/EA SPORTS



Got power? Prove it in
EA SPORTS' Triple Play
2000. San Francisco
Giants slugger Jeff Kent
(left) celebrates another
tape-measure shot in
the early rounds of the
Home Run Challenge.
Kent eventually lost this
battle, but not before
going to extra innings.

Tom Hearn/Wisport



JEFF KENT
SAN FRANCISCO GIANTS
"You've gotta talk
some trash when you're
playing. It helps put the
pressure on."

Andy Kuno/EA SPORTS



Jim Edmonds
(right) concentrates
during the EA SPORTS
Home Run Challenge.



Tom Hearn/Wisport



JIM EDMONDS
ANAHEIM ANGELS
"You see so many
guys now who play.
It's definitely big on
the road."



Vincent Iannelli/Wisport

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**- CHARLIE HAYES
SAN FRANCISCO GIANTS**

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Dreamcast

PREVIEWS

Does
This Look
Familiar?
Star Fox On
Dreamcast?

Geist Force

When Sega showed off the Dreamcast for the first time in the U.S. last May, one of the only demonstrations of the power of the system was a brief glimpse of a pretty impressive-looking shooter. Shown at a press conference at E3 in Atlanta, the few seconds of footage assured the throng of cynical journalists this Dreamcast thing was actually going to be pretty cool. With such a history behind it, now that the system launch is only months away, the project has an awful lot to live up to.

Just recently, EGM was lucky enough to visit Sega's new HQ in San Francisco to see where the early demo has led. Billed as a potential launch game for the system in September, this is one of the first U.S.

developed titles that we've managed to get some hands-on time with.

According to Mark Subotnick, Sega of America's producer of internal development, "The early demo at E3 was a prototype of the game that we produced using 3D Studio and then actually ran on an early Dreamcast hardware unit." The demo wasn't in any way indicative of a complete project (it's only sitting at 30 percent now) but it gave an idea of what the Dreamcast could do.

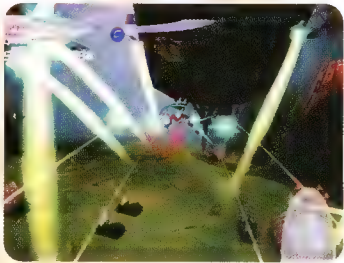
Everything you see in the screenshots is generated using some beautifully textured polygons, but the player is forced down a route until a boss is reached when a limited amount of freedom is offered. Sound familiar? "We've designed it to be somewhat more 'mature' than Star Fox," offers Subotnick, "there's a lot more character interaction as the story develops and it's more than just happy little creatures making noises at each other."

Further investigation reveals the game was designed from day one as a "grown-up Star Fox-style shooter, and it has to be said the Geist team has borrowed very heavily from the Nintendo classic. The majority of the action is practically on rails, but unlike Star Fox, there is a lot more peripheral action with buildings blowing up and things scuttling around the landscape.

Like many shooters, Geist Force has been designed as much as a system showcase as it has a quality gaming experience. Having been in development for 15 months, the team was in on the Dreamcast development scene as early as anyone. "We've used about 60 percent of the system's graphical power," offers Lead Programmer Nimai C. Malle.

The game is a real effect-o-rama and should prove to be a great showcase for the system.

Manufacturer/Developer	Players/Genre	% Done	Release
Sega Sega of America	1 Shooter	30	September 1999
Web Address: www.sega.com			



The majority of the game is very Star Fox-like—camera angle, gameplay style, the works.

"There's a bunch of Power VR2 specific functions that we've not made use of, but we'll be able to do that in future games." ☺

Smoke, Splashes and Sparks

Something that sets Geist Force apart from many early DC titles is the new particle effects engine used. This system, called "Alchemy," allows the team to create realistic effects like plumes of smoke, sparks or even splashes of water. While the process behind producing effects like this has been around for a long time (and has recently become very visible thanks to both the PlayStation 2 demo and latest generation PC shooters like Quake III) it isn't something the Dreamcast has been publicized as being capable of. Needless to say it's a very impressive effect that screenshots really can't do justice to.



Stacks: %90



Shields: %90



Shields: %70



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



Publisher/Developer Players/Genre % Done Release

Capcom 1-4 100 Now
 Capcom Fighting Japan

Web Address: www.capcom.co.jp

Marvel vs. Capcom

The King Of
Fighters...

Cross-Over Mode

Not one to rest on their laurels, Capcom has made judicious use of the DC's four-player capabilities by adding something called the "Cross-Over Mode" to *Marvel vs. Capcom*. Basically what this does is let four players try to kick the crap out of each other, all at the same time. Up until this point, no other console has had the power or RAM necessary to attempt such a bold, maniacal move, but with the power of the DC, better than arcade-perfect gaming "omph" has been brought into your living room.

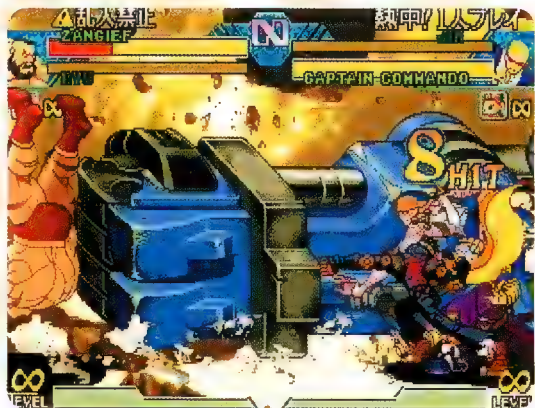
Until now, unless you owned a Saturn that was modified to play Capcom's import-only 2D fighting games, you were pretty much screwed if you were looking for arcade-perfect conversions of games like *Vampire Savior*, *X-Men vs. Street Fighter* and *Marvel Super Heroes vs. Street Fighter*. In fact, you're still screwed, at least until the Dreamcast makes its domestic debut, despite the decent conversion of *Street Fighter Alpha 3* for PlayStation. For those willing to wait, however, you should know things are shaping up nicely on the other side of the "pond," with the recent release of Capcom's uber-fighter, *Marvel vs. Capcom*.

By bringing all the super-insane versus fighting (that Capcom has been producing as of late) to Sega's flagship system, any worries as to the Dreamcast's 2D abilities should immediately be put to rest. No RAM carts or funky converters needed here, fighting fans. Instead, what you get, right out of the box, is a flawless conversion that brings the arcade right into your living room. While the usual suspects (Ryu, Chun-Li, Spider-Man, The Incredible Hulk, etc.) all make an appearance, the addition of stalwart Capcom alumni (Strider, Captain Commando, Rockman), as well as other Marvel favorites (Venom, War Machine), makes for a complete fighting package that almost anyone could love. In addition to the added characters is a "Special Partner," which essentially brings in a third member to your party for a limited amount of special-attacks. Characters like Thor, Magneto, Arthur (from *Ghosts 'N Goblins*), Anita (from *Darkstalkers*) and one of the soldiers from *Forgotten Worlds* are among the selection on offer.

The graphics are flawless, while loading times are almost non-existent. Compatibility with Sega's Puru-Puru

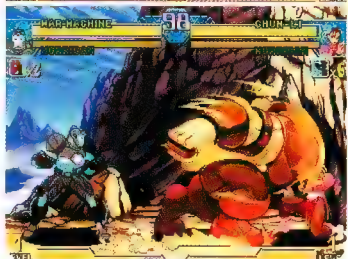
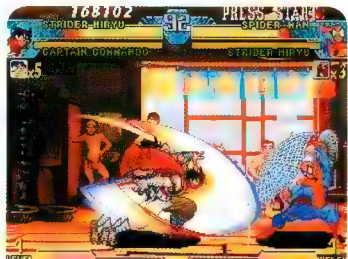
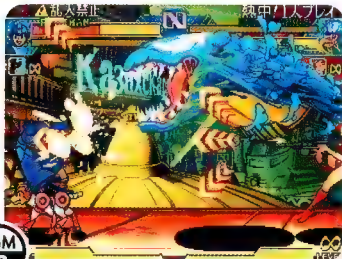
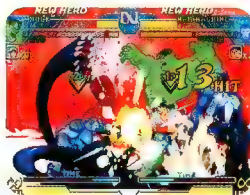
vibration pack is welcome and adds to the intense feel of the game, while VGA Box support lets you hook up the game to your PC monitor for true arcade resolutions. Lastly, should you have three other friends who want to join in on the fun, the Cross-Over

In *Marvel vs. Capcom*, it's really a three-on-three fight. You can call in a third, special partner for a quick attack.



This is one of the most chaotic fighting games you'll ever see or play. Special attacks fill the screen with large and colorful sprites, with absolutely no slowdown whatsoever.

Mode lets four gamers slug it out for possibly the most chaotic 2D fighting action yet seen on a home console. Due to be released in the U.S. soon after the Dreamcast's launch, *Marvel vs. Capcom* is the pinnacle of Capcom's burgeoning library.



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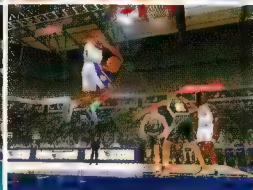
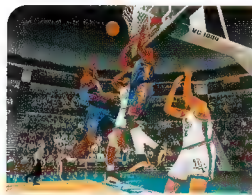
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Soul Calibur

Ahh, yes. Soul Calibur. Announced literally hours after our last issue went to press, and shown in playable form at the Tokyo Game Show in March, Namco's Soul Calibur for the Dreamcast is shaping up to be something spectacular. Featuring graphics and animation that are even better than the arcade game, not to mention silky-smooth 60 fps gameplay and a host of DC-exclusive game modes (Survival, Team Battle, Time Attack and more), Soul Calibur is set to rock the Dreamcast when it releases in Japan this summer. Even better, a U.S. release has been confirmed by Namco, and the game is scheduled to be available at or around DC launch in September.



NBA 2000

Sega and Visual Concepts' second major DC sports title is coming along nicely. NBA 2000 (tentative title) features 60 fps gameplay with incredibly realistic graphics and animation. It's so detailed, you can see the sweat on a player's face or watch his jersey get untucked as the game goes on. Add to this four-player support, a polygonal crowd and supremely detailed arenas, and you've got one exciting b-ball prospect.

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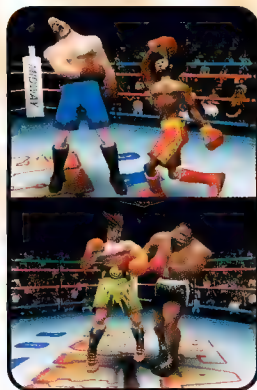
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Ready 2 Rumble Boxing

Here are some more shots of the Dreamcast version of Midway's upcoming arcade-style boxing game, Ready 2 Rumble Boxing. The DC version will feature network play, something that will (obviously) be missing from the PS and N64 versions of the game. Expect to see R2R Boxing on store shelves around the time of the DC launch, if not shortly thereafter.



Dreamcast Football

Last month, we showed you the first screens of Sega's football title for DC...here are some more to tantalize you until we get our hands on a beta. Check out the details on the player models, like the holes in the jerseys! Sega still hasn't assigned a name to the game, so we'll just call it Dreamcast Football for the time being.



Maken X



Developer Atlus, purveyor of less mainstream RPGs (Persona, Soul Hackers) will debut on the Dreamcast with Maken X, a bizarre 3D action adventure. As a Maken spirit, players must "possess" different host creatures to complete the game. Maken X will also feature 3D positional sound as well as 60 fps gameplay.



Web Mystery

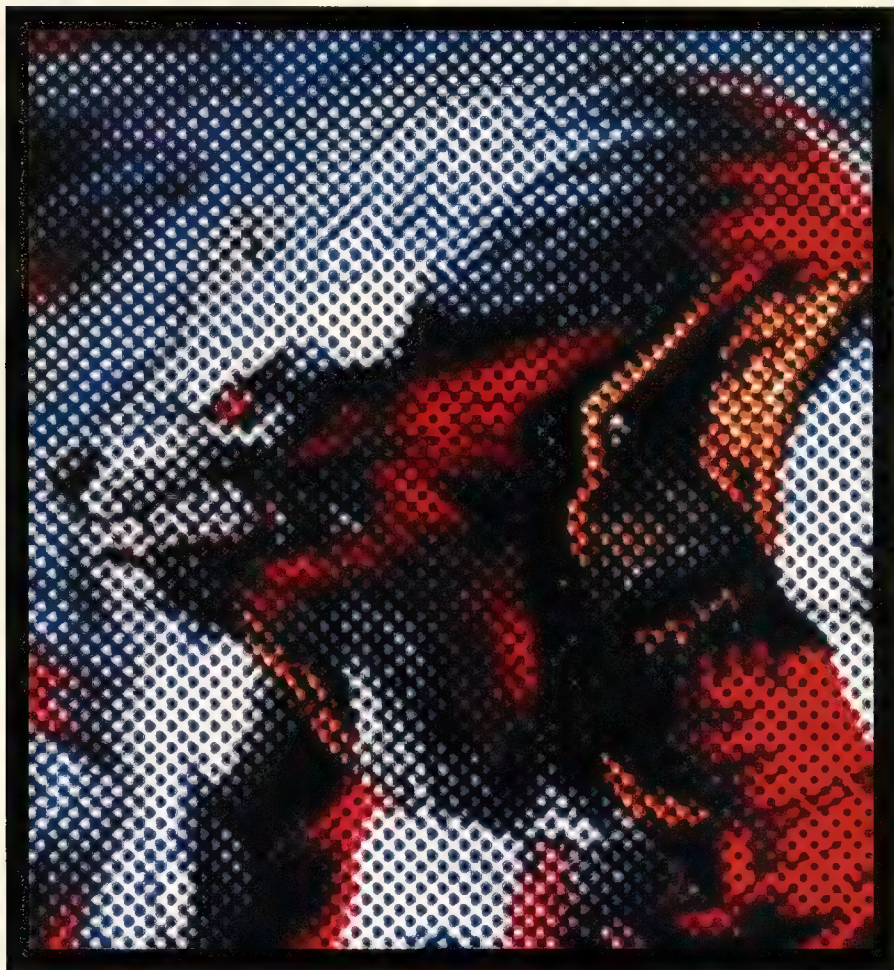


Panasonic Wondertainment, unable to develop games for the M2, is now working on an internet-based murder-mystery title for the Japanese DC. This adventure game is made up of 70 percent full-motion video and 20 percent still photos. The remaining 10 percent has players browsing the Internet with the Dreamcast looking for clues. Web Mystery players will be directed to a mysterious Web site which will reveal a little bit about the murder case.



Psychological Test #7— Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



Yes, I see the ballerina. I also happen to wear my pants too tight.

No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. BloodyRoar™II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.



Fig. (a)



Fig. (b)



Fig. (c)

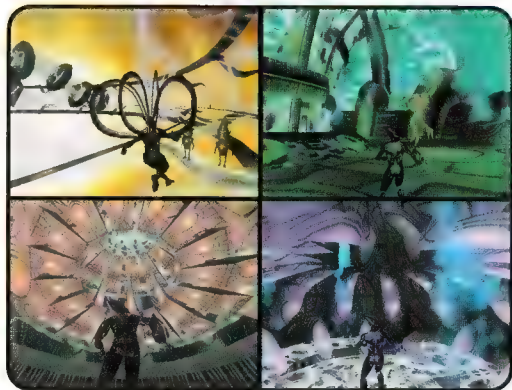


www.playstation.com



Blue Stinger

Recently released in Japan and developed by Climax Graphics, *Blue Stinger* plays like a colorful *Resident Evil* in real time. You can switch between three characters and wield everything from bazookas to a T-shirt that grants kung-fu abilities. *Blue Stinger*'s superb graphics pack high production values. Robert Short, the Oscar-winning special effects guru behind *E.T.* and *Beetlejuice*, designed the creatures, while Pete Von Sholly (whose credits include *Mars Attacks!* and *James and the Giant Peach*) created storyboards for the cinemas. Unfortunately, *Blue Stinger* suffers from annoying camera problems, but hopefully they'll be fixed for the game's U.S. release this fall.

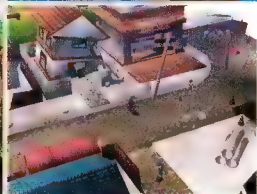
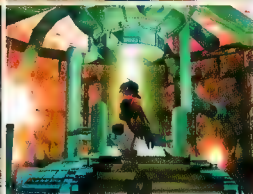
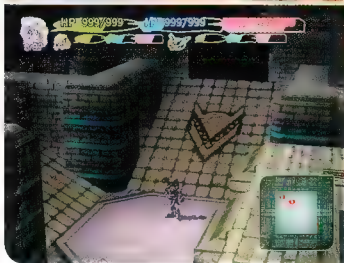
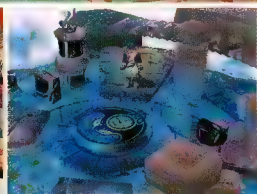
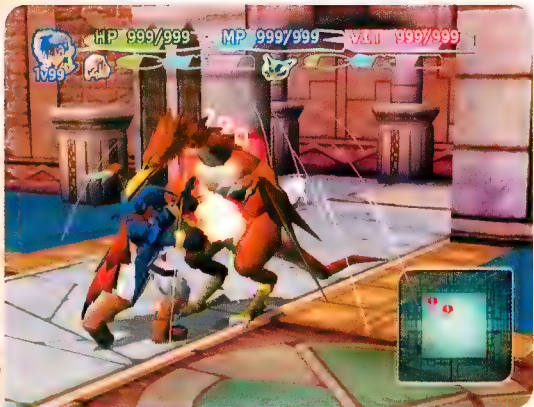


MDK 2

What can we say? It's not being developed by Shiny, but by Bioware (the team behind the top-selling PC RPG *Baldur's Gate*, and the seriously crappy mech game, *Shattered Steel*), and early indications appear that this is going to be a case of it being the same...but different. Obviously the graphics are going to look more impressive, but the gameplay mechanics, from what we've learned so far, seem to be the same as the not-so-hot-selling original. It's still got silly weapons, daft characters and quirky humor, and there are still items that we're all supposed to think are hilarious. "The World's Most Interesting Bomb"...ho-ho. Sniper Mode has been enhanced to allow limited movement, and we understand that there are a lot more "outdoor" environments this time. Interplay will be releasing *MDK 2* this fall.

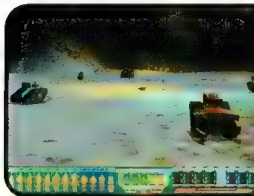
Climax Landers

Climax Landers is coming to the U.S. as Sega of America's first Dreamcast RPG. Developed by Climax, the wizards behind LandStalker, Shining Force and Dark Savior, among others, Climax Landers takes place in a huge 3D world that spans not only the globe, but space and time as well. (One of the game's numerous environments takes place in the 1980s!) As you can see here, the game's graphics are simply beautiful, and the polygonal characters have that same design characteristic as many of Climax's previous games. Perhaps the most interesting aspect of CL is that its dungeons are all randomly generated. There are several minigames for use with the VMU, as well. Watch for it this fall.



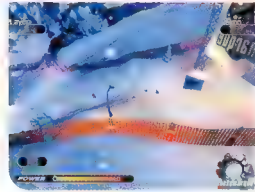
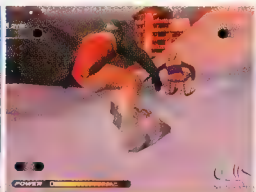
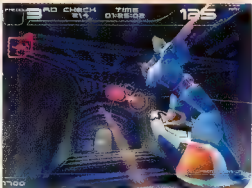
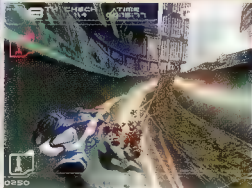
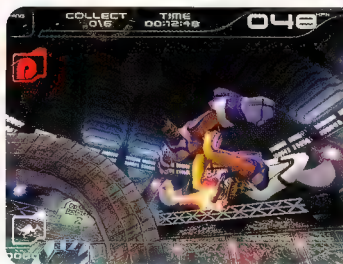
Wild Metal Country

Wild Metal Country from DMA Design and Rockstar is a sci-fi tank combat game. The game's engine will feature a touted physics system that realistically models gravity, shot trajectory, traction and inertia. Fight your way through mountains, valleys and deserts with a wide variety of hi-tech armament against smart enemy AI.



Project Velocity

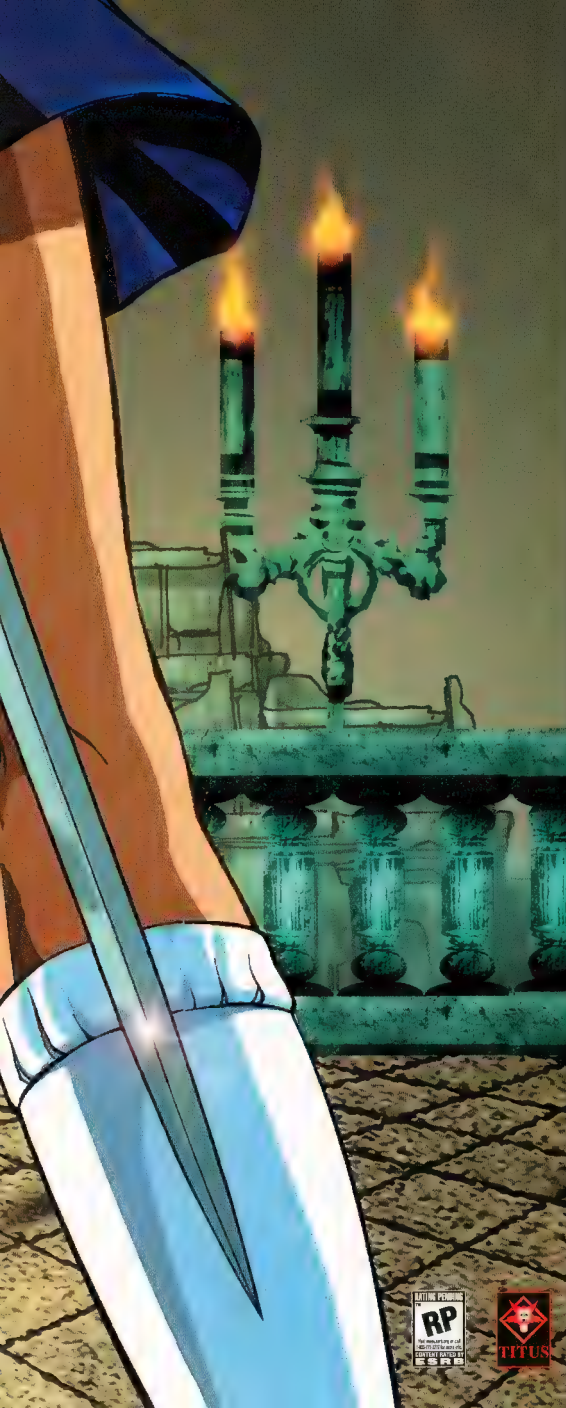
The video gaming fascination with board-based racing titles makes its way to the Dreamcast in the shape of this futuristic sports title from Acclaim, developed by Criterion Studios. As we go to press, a number of details have yet to be confirmed. First, the name of the game, which we will no doubt be able to reveal next month. Second, both Acclaim and Criterion have yet to announce multiplayer plans for the product. The engine is apparently capable of supporting 16 players online, but final details will be dictated by Sega's server capacity. These screenshots are from the PC version, but the producers assure us the DC game will look identical, right down to the last pixel.



Supreme Snowboarding

Finland-based developer Housemarque is creating Supreme Snowboarding for the Dreamcast and PC simultaneously, which creates one interesting distinction between this game and Cool Boarders DC. In Supreme Snowboarding, owners of the Dreamcast and PC versions will actually be able to play against each other online; up to eight players can play, regardless of their platform. (The game also supports two-player via split screen.) Another notable feature opens on the game's most difficult courses, which are set at night, when you only have a head-mounted spotlight to guide you down the slopes and through the darkness. The game packs nine courses and six different characters. Infogrames is publishing Supreme Snowboarding and releasing it this fall.





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pleated skirt
fool you!*

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Virtua Fighter 3tb

While Sega of Japan has told us the "overseas versions" of Virtua Fighter 3tb would be slightly enhanced over the original Japanese version, we haven't received any confirmation yet from SoA as to what exactly will be different. A better training mode and perhaps a separate vs. mode would be a good start...VF3tb will be ready for launch in September.



Sonic Adventure

Sega of America continues to assert that the U.S. release of Sonic Adventure will include all the much-needed bug fixes made apparent by the Japanese version. We've yet to see final U.S. code, but we understand the camera problems have already been resolved by Sonic Team. SA will be available when the DC launches.



Superspeed CART Racing

Sega's CART racing title, which was recently released in Japan as Superspeed Racing, is coming to the U.S. later this year as Superspeed CART Racing (still a tentative title). SSCR features 27 official CART drivers from 17 different teams, 19 different race courses and a two-player split-screen mode. We've played the import, and we're definitely impressed.



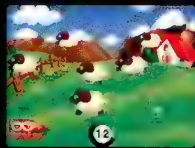
Monaco Grand Prix

OK, so it's a port of last year's Monaco Grand Prix for the PC. And it doesn't have a license either. Even so, the presently available Japanese version looks and plays pretty decent on the Dreamcast. Nice graphic detail, more than 20 vehicles, 17 tracks and an awesome Retro Mode all come together very well. Ubi Soft will be releasing a U.S. version in the fall.



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

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



Get Bass

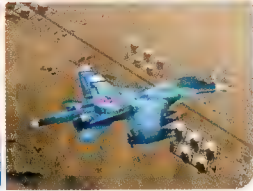
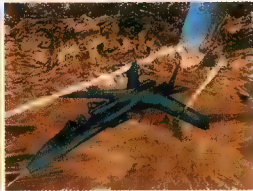
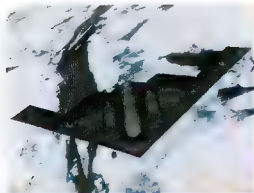


The first major DC arcade port that's NOT scheduled for U.S. release is Get Bass, the arcade fishing game that comes bundled with Ascii's Tsuricon (a fishing controller with vibration feedback and motion sensors). For this, we say to SoA: WAKE UP! Yeah, it may be a fishing game, but it's damn fun! If you want the DC to succeed, you've gotta have variety! Get Bass features the Arcade version of the game, a Practice Mode and a new Consumer Mode that's exclusive to the home version. Let's hope for a U.S. release.



Metropolis Street Racer

These pre-alpha pics from Bizarre Creations' new U.K. Dreamcast title, Metropolis, reveal a very promising racer. The game is billed as a city-based racing game designed to appeal to arcade and sim-heads alike. The highly detailed environments and cars will showcase the power of the DC in a big way. With Bizarre Creations' track record (Formula 1 and Formula 1: CE for the PS), we don't doubt it'll be something special. No word yet on a U.S. release, but hopefully SoA will pick it up.



Air Force Delta



If you've ever wondered what Namco's Ace Combat might look like on the Dreamcast, wonder no more. Konami's new flight combat game, Air Force Delta (tentative title), draws obvious inspiration from Namco's high-flying shooter, but features truly amazing graphics and full-on 60 fps gameplay. Just like Ace Combat, Air Force Delta features mission-based gameplay with a variety of planes, jets and other craft to choose from. As you can see, the graphics are amazing. From what we played at TGS, the gameplay seems solid, but so far there's nothing truly revolutionary to report on. We'll have more on this one after the E3 show, where Konami will be showing an early build of the U.S. version of the game (which should be available in stores before the end of the year).

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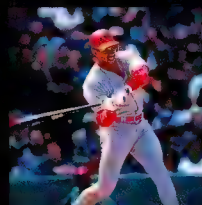


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Broadcast-style camera angles and VCR features allow you to replay the action from any angle*

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*PC version only



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guaranteed."

Trip Hawkins, President, 3DO



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Nintendo 64

Game Directory

- WWF Attitude
- World Driver Championship
- Shadowgate III: The Temple at the Four Towers
- Ken Griffey Jr.'s Slugger
- Monster Truck Madness V-Rally Edition '99

PREVIEWS

WWF Attitude

It's Very Popular

There are two distinct types of people in this world...actually it's more like this country. There are those who really don't get wrestling, and then there are people who do. Somehow, by a freak mutation of the gene pool or something, the latter group is getting larger and larger with each passing day. Maybe it's indoctrination from birth, but wrestling is bigger than ever. Ignore the fact that it has some homo-erotic qualities. Ignore the fact that it requires very little intelligence to comprehend (big people hitting each other). And ignore the fact that it's not a sport (the current buzzword is "sports entertainment"). Regardless of whether or not you can stand the sight of a muscled psycho screaming his head off looking straight into the camera on TV, I defy anyone not to have at least a little bit of fun with some of the more recent wrestling games.

WWF Attitude is actually the last official licensed wrestling product Acclaim will be producing before handing the torch on to THQ later this year. Picking up where WWF War Zone left off, the new game offers a host of features that will be of varying significance depending on which of the above social groups you fit into.

OK...news for wrestle-heads first. There are 40 wrestlers this time, including the obvious; Stone Cold Steve Austin, The Undertaker and The Rock (I won't take the list further at the risk of offending fans of anyone in particular) as well as some of the better-known female fighters. Next, we have the arenas which have swollen in rank to include House Show, RAW and Pay-Per-View...which I'm sure means a lot more to some people than others. Commentary comes from a two-man team this time, featuring Shane McMahon and Jerry "The King" Lawler and, while we're still on the subject of sound, all the wrestlers now have their proper theme song as they make their big entrance.

Of more general interest is the fact that the create a wrestler option has been enhanced dramatically since War Zone and now allows you to tweak facial features as well as clothing, tattoos and even body hair. We reckon it's actually possible to create a passable model of just about anyone—which should prove to be a real laugh all on its own, even without the fighting. Add to this the fact that you can create a custom move list to go with your monster, and you have the makings of a potentially genre-topping game.

The Pay-Per-View creation feature is one of the most interesting Attitude offers. This allows you to build a full event with eight matches, title belts, specialty matches and special events. You can even plug your own wrestlers

The new-and-improved Create-a-Wrestler lets you choose facial features as well as clothing and moves.



Publisher/Developer Players/Genre % Done Release

Acclaim Iguana South 1-4 Action 70 June 1999

Web Address: www.acclaim.net



Big men in silly costumes throwing each other around. Several squillion people think this is "a good thing."

into these events by simply dumping everything out to a memory pak.

We're assured by Acclaim that there are more than 400 moves (including signature moves for each wrestler) implemented which incorporate all manner of taunts, finishing moves and other general WWF silliness to go along with the possibilities posed by a number of weapons; TVs, baseball bats, shovels and even Vince McMahon's bedpan.

Good, wholesome family fun. ●

A big chick hits a little dude in silly pants (standing on a table) with a chair. Quite hard.



Publisher/Developer Players/Genre % Done Release

Midway 1-2 95 June
Boss Game Studios Racing 1999

Web Address: www.midway.com

World Driver: Championship

A Gran Turismo-like Offering For The N64

Midway passed on the car licensing. See if you can guess what each is modeled after anyway. Here's a few hints: Corvette, Mercedes, Viper, Porsche.



It's no secret Midway is marketing this Boss Studios title as the N64's answer to Gran Turismo. With 120 track combinations, more than 33 cars (plus two secret) and a healthy dose of realistic gameplay, it's certainly not out of the question.

Boss Studios is also responsible for Top Gear Rally as well as Top Gear Overdrive but compared to WDC, they seem like tawdry arcade fair. After all, one can only take Top Gear's helmet-car so seriously.

For better or worse, no helmet-cars are available in this one. Instead an impressive load of GT1 and 2 cars (among others) grace the roads. And while not licensed, they look and behave similar to their real-life counterparts. Each class of vehicle comes pre-tuned for the tracks it races. While omitting modifications is gutsy, the developers feel the challenge lies in mastering each car and not endless tweaking. For example, the Porsche 911 handles differently than the Mustang. The Mustang handles nothing like the McLaren and so on.

In Story Mode, you compete in a series of simple races hoping team owners take notice of you. Win a few events and you'll have multiple offers. Accepting gives you more money, harder tracks and faster vehicles. In total there are 15 different teams you may join and build your career around. For the restless lad, Arcade Mode enables the quick race while Time Attack Mode serves up ghost car action.

Ten worldwide tracks offer variable paths (similar to Rage Racer), Mirror and Reverse Modes. In all, some 120 variations are possible. While not as long as those in Beetle Adventure Racing, the tracks are decent in length. On top of that, they're quite detailed and pack a lot of cool lighting effects. An optional high-res mode squeezes the screen down a bit but reveals an impressive graphical improvement over the standard resolution. All this without the aid of an

Two-player features a new team race option. You and friend cooperatively take on other teams.

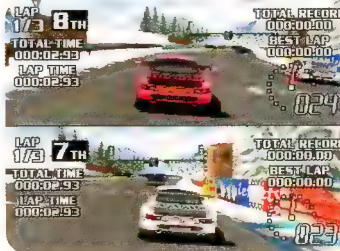


They don't call it "World" Driver: Championship for nothing. Check out the coliseum ruins in the background.

Expansion Pak!

There's no question the table is set for World Driver Championship to become the N64's new darling. It'll be tough to knock off Beetle Adventure Racing but stranger things have happened.

The obligatory snow track complete with wispy pines and slippery roadways.



Publisher/Developer Players/Genre % Done Release

Kemco 1
 Infinite Ventures/TNS Adventure 90 June 1999

Web Address: www.top-gear.com, www.shadowgate.com

Shadowgate 64: The Trials of the Four Towers

A Thinking-Man's Turok

Long ago, powerful 8-Bit machines, 4-Megabit cartridges and inadequate arcade conversions ruled the land. It was during this time Kemco unleashed Shadowgate upon an unsuspecting populace. Shadowgate, being a first-person graphic adventure, was the first of its kind on the NES and soon catapulted to new heights of popularity. Ten years later, Kemco and developers Infinite Ventures revive the spirit of the original title with Shadowgate 64, set to release in June.



The Gates of Time

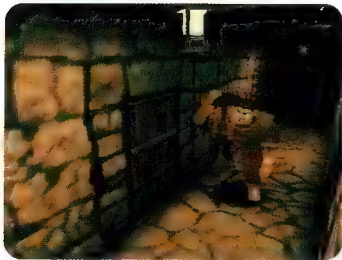
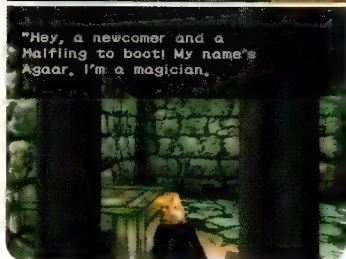
Development for the original Shadowgate actually began back in 1984 when ICOM Simulations needed a follow-up to their hit graphic adventure *Deja Vu: A Nightmare Comes True*. Shadowgate was eventually picked, published by Mindscape and became a huge success, spawning ports to PC, Commodore 64, Amiga, Atari ST, NES and most recently, the Game Boy Color. In an ambitious attempt to revive the franchise, Infinite Ventures acquired ICOM's original titles and has set out to rebuild a world based on the original Shadowgate milieu.

It's been a hundred years since Jair defeated the sinister Warlock Lord and cast him into the exiled castle of Shadowgate. Meanwhile, the countless raids by thieves and adventurers in search of treasures and secrets have taken their toll on the once sublime fortress. By an unfortunate twist of fate, a young Halfling named Del Cottonwood is thrown into the dank underbelly of Shadowgate. Through the eyes of Del, you'll need to navigate the deadly halls of Shadowgate castle while solving puzzles, avoiding an untimely death, and of course, unraveling the greater threat brewing within Laknir's four towers.

Shadowgate's transition to the N64 has all the requisite frosting to whet the appetite of gamers today: real-time 3D environments and characters, more than 30 visual effects to establish ambience, 113 map locations, 30 unique NPC characters, and more than 100 objects for some truly grueling puzzle combinations. Numbers are nice when you need to grasp the scope of a game, but the most significant update to Shadowgate 64 has to be its painstakingly detailed 3D environments. Each darkened chamber is meticulously adorned with appropriate furniture, wall engravings, wooden support beams and much more. Even though Shadowgate 64 will reside on a 128-Megabit cartridge, there are slight loading times to tolerate when Del goes from area to area.

Shadowgate 64's first-person perspective will naturally bring to mind games like *GoldenEye* or *Turok*, but the resemblance ends with the 3D engine. Most of the story will unfold via books or journals you find during your quest—and fortunately, the writing is compelling and in-depth enough to keep you glued to the matter at hand. There are even little

touches of humor that alleviate some of the underlying tension which crescendos along with the soundtrack. It's questionable just how much Shadowgate 64 will remind veterans of the original graphic adventure. Nostalgic or not, Shadowgate 64 is a most welcome addition to the N64 library. ●



There will be various encounters with NPCs during your stay in Shadowgate.

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1159 Northlake Mall	Atlanta	GA	July 17, 18
Stratford Square	Bloomington	IL	July 24, 25
Oakridge Mall	San Jose	CA	August 1
Sierra Vista	Clovis	CA	August 8

ELECTRONICS BOUTIQUE

MALL	CITY	STATE	DATE
Manhattan Mall	New York	NY	July 10, 11
Gwinnett Place	Duluth	GA	July 17, 18
Ford City	Chicago	IL	July 24, 25
Stonestown Galleria	San Francisco	CA	July 31
The Block at Orange	Orange	CA	August 7

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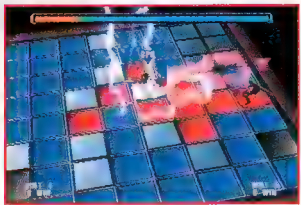


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Publisher/Developer	Players/Genre	% Done	Release
Nintendo Angel Studios	1-2 Sports	95	May 1999
Web Address: www.nintendo.com			

Ken Griffey Jr.'s Slugfest

Is Slugfest
Strong
Enough To
Handle The
Competition?

Working to climb out of the shadow of Acclaim's All-Star Baseball has been a tough task for Nintendo and Angel Studios. Even though last year's Griffey Baseball played (and sold) quite well, it couldn't touch ASB for its graphic splendor or sim prowess. It seems mean ol' ASB stole much of Griffey's thunder. Could the same thing happen this year? The guys at Angel Studios are feverishly working to make sure it doesn't.

A first-hand demonstration here at EGM headquarters reveals some key new features in Slugfest. First off, high-res graphics are possible with the use of the 4-Meg Expansion Pak. While not quite as impressive-looking as ASB 2000, the game looks very nice now.

Second on the list of changes is the debut of create-a-player. Like every other baseball game out there, you'll be able to create a player and take him through the ranks of the big leagues. Unfortunately it won't involve spring training, but we'll take what we can get.

Beyond these welcome additions, the title is tweaked in several key areas. New models have the players looking and moving more realistically. Granted it's still an arcade-based game, but they look good enough to probably satisfy most sim purists. More important than the cosmetic changes, the game engine is improved. Hitting and pitching is more precise with greater control to direct the ball. To

coincide with this, a new view puts a cam just behind the pitcher. It's possible to watch your masterful pitching in a whole new way.

It goes without saying, the game is fully MLBPA and MLB licensed with all 30 teams and stadiums. Commentary is done by the Mariners' announcer Dave Niehaus. The game is also Rumble Pak-friendly and supports up to four players in Home Run Derby Mode. Regular play can support up to two players.

It's unfortunate Griffey baseball will forever be compared to All-Star Baseball. With a release date that falls a few months after All-Star's, Griffey seems just a few clicks behind by no fault of its own. But when it comes right down to it there's definitely room for two great N64 baseball games. After all, Griffey was and is a quick-paced and fun arcade offering, while ASB remains a hard-core sim. It looks like Slugfest will continue the arcade-style baseball tradition in high style when it's released this May. ●



A lot of work has been done to improve the animation and overall appearance of the players.

Check out this view of the pitcher's ass. Actually you're supposed to look at the batter.



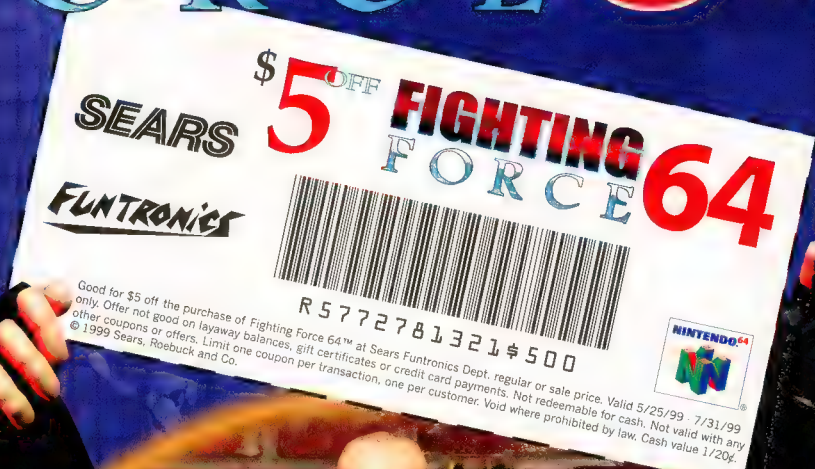
Look for a lot of new cutscenes and quick camera work in the game.

Those who own an Expansion Pak will enjoy the game in high resolution.



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NINTENDO 64

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Beers, Steers & Monster Trucks

It's as if monster trucks were enjoying some sort of healthy revival by riding the coat tails of the now unstoppable wrestling phenomenon. On the forefront of this refined spectacle of skill and grace, is Edge of Reality (developers of the Turok engine) with their latest project Monster Truck Madness. MTM will feature five different gameplay modes, most of which emphasize the game's biggest asset—four-player split-screen action.

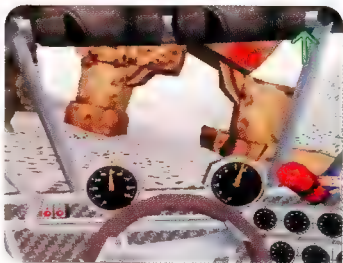
Aside from the more traditional racing modes, MTM will also have a Chase Mode where up to four players engage in a game of cops and robbers. And since the N64 is fast becoming "the party machine" of choice among social gamers, MTM's Rumble Match will provide hours of expletive fun by pitching four players in a king-of-the-hill-style grudge match. The icing on this mound of mud includes 20 licensed trucks, and yes, even the NWO wrestling trucks make an appearance in hog heaven. There will be seven tracks to choose from under four different weather conditions, during day, dusk or night. So straighten out that mullet and get ready to T-bone, because this Sunday Sunday Sunday, it's time to rummmble!



Publisher/Developer	Players/Genre	% Done	Release
Rockstar Edge of Reality	1-4 Racing	60	July 1999

Web Address: www.rockstargames.com

Monster Truck Madness



In Soccer Mode, players push a huge soccer ball to score goals.



Publisher/Developer	Players/Genre	% Done	Release
Infogrames Infogrames-Eden Studios	1-2 Racing	90	May 1999

Web Address: www.infogrames.net

V-Rally Edition '99



Select from 11 official world rally cars plus four additional hidden vehicles.

Does this game look familiar? It should. It's from the same guys who made EA's Need for Speed V-Rally, the title that scored big in Europe (2 million copies) but tanked here in the states due to its rigid, unforgiving gameplay (our opinion).

V-Rally Edition '99 for the N64 will feature softer, more forgiving gameplay appealing to arcade and rally sim fans alike. Swiping a guard

rail or embankment at high speeds won't send your car into fatal acrobatic flips. Neither will a little bump or scrape with opponents.

Yet don't be misled. While the handling is watered down a little from the original V-Rally, it's still a decent challenge. It feels somewhat like Top Gear Overdrive minus the power-sliding and jumps. The challenge lies in anticipating corners then hitting them with just the right amount of braking to retain high speeds.

Fifty tracks in several locales including: England, Spain, Sweden, New Zealand and others provide a variety of racing terrains. From asphalt to gravel to hard-packed dirt, each one requires keen driving sense and the proper vehicle setup—especially for snow and heavy rain. An advice window will reveal ideal setups prior to each race. Adjustable are the gear ratio, suspension and transmission as well as general control (oversteer, understeer).

It's clear V-Rally Edition '99 is packed with a lot of depth and realism, as well as the obligatory two-player mode and Rumble Pak capabilities. The gameplay is solid as well. The only thing holding it back, at this point, is its chunky graphics. Hopefully by the time it's released things will be sharpened up a bit.



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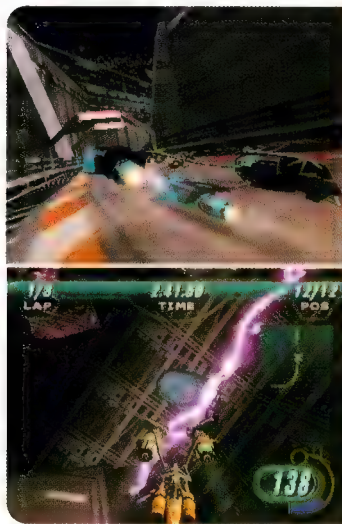


Resident Evil 2

This fall, Nintendo 64 owners will be able to get their first taste of Survival Horror when Capcom releases the N64 version of Resident Evil 2. We played an early version of the game, and—believe it or not—it looks even better than the PlayStation version! More surprising is the fact that Capcom says the entire game—which filled two CDs and had tons of CG sequences on the PS—will fit on one cartridge. How they plan to do this is beyond us, but if they pull it off, we'll be mighty impressed. The N64 version will feature hi-res graphics, no load times (obviously), new costumes and a customization feature that allows users to adjust the level of graphic content in the game. Capcom has assured us that at max level, nothing will be censored from the PS version. In addition, you'll be able to collect special items that reveal parts of the RE back story, which you can keep in a scrapbook in the game. Finally, RE2 will feature analog control, and when you beat the game, items will be relocated randomly. Exciting stuff!

Star Wars: Episode I Racer

Previewed extensively in last month's cover story, Racer is a super-speed (we're talkin' 600 mph-plus) racing game that lets you kick the tires, and light the fires of *Episode I's* jet-propelled podracers. With 23 pods in all, the game not only packs more vehicles than the film's podrace sequence—it also gives you a better glimpse of what these vehicles look like in action. "In the movie there are 18 pods you see," Brett Tosti, Racer's products manager, told us. "Primarily you see six fairly close-up. The rest are really just blurs. People who see the movie and then the game will say, 'Wow—I saw that one in the film for about a second!'"



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"The simple genius of the DexDrive never ceases to amaze me." Gamecenter

"This device is such a great idea, it's hard to believe no one has produced one before." Next Generation



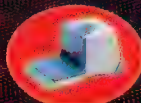
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Nintendo 64



PlayStation



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Hydro Thunder

If you haven't had the pleasure of playing Hydro Thunder in an arcade, then stop reading this and go find one to play. Back? Good. It was a blast, eh? In case you still don't know what Hydro Thunder is, it's one of the best arcade racing games we've ever played. The track design is unlike anything you've seen, and the sensation of speed is overwhelming. Now if this N64 version coming from Eurocom and Midway later this year is anything like the arcade version, we console gamers should be very happy. Hydro Thunder is also slated for a Dreamcast and PlayStation release.



The New Tetris

Not to be outdone by "The Next Tetris" by Bulletproof Software for the PlayStation, Nintendo will put out The New Tetris (tentative title) in July. It's still the Tetris we all know and love, but new additions like being able to store pieces until you need to use them, or building 4x4 squares called "multi-squares" bring new elements of strategy to the long-standing classic. And because it's on the N64, there will also be a four-player mode. Can you say, Tetris party?



Command & Conquer

The N64 may be the last system to hop on the real-time strategy (RTS) game bandwagon, but hey...better late than never. This June, N64 owners will be treated to Command & Conquer, one of the world's most successful RTS franchises. This version is based on the original PC hit (yes, the one that came out ages ago). But the good news is, the N64 C&C will be all 3D: 3D units, 3D buildings and 3D height-mapped terrains. This cart will also have new, exclusive missions for the GDI and NOD (the good and bad guys, respectively) on top of the original PC ones. Unfortunately, C&C won't be multiplayer (you'd see everything your opponent's doing on a split screen), but it does support the Expansion and Rumble Paks. Westwood Studios is doing the development on this Nintendo-published title.

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Be afraid of what it's hiding.



Use your brain. Use your brawn. And
find your lost daughter, before you
also lose your mind.



Friend or fiend? Is anything
what it seems in this town?



SILENT HILL





Vigilante 8: Second Offense

Second Offense from Luxoflux and Activision is coming this fall. This sequel gives you a bunch of new modes, vehicles and arenas, like the bayous of the deep south. A number of the cars from the original are back, as are the multiplayer modes. The Quest Mode is back as well and promises larger, more complex objectives.

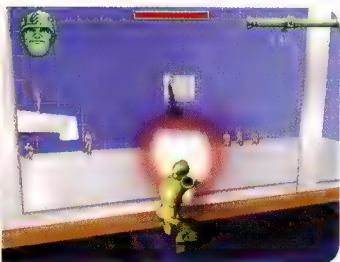
Madden NFL 2000

Here are the first shots of EA's third-generation N64 Madden title, Madden NFL 2000. Celebrating the Madden series' 10th anniversary (can you believe it's been 10 years already?), Madden NFL 2000 will feature an All-Madden Millennium team, not to mention all the other features and options you've come to expect from the series. Once again, the game sports hi-res graphics, and the player models will be more detailed than ever before (just look at the pics!). EA is planning on including an over-the-top arcade mode, most likely in response to the recent popularity of Midway's bone-crunching NFL Blitz games. Madden NFL 2000 will be available this fall, right in time for the start of the new season.



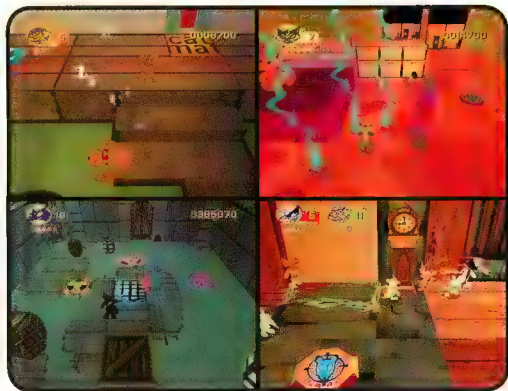
F-1 World Grand Prix II

Get ready for another dose of ultra-realistic F-1 racing this July. Nintendo will release this fortified sequel featuring 22 drivers, 11 teams and 17 authentic F-1 courses. Game modes will include the '98 season playable in both Exhibition and Grand Prix Modes. F-1 II is a one- or two-player game.



Army Men: Sarge's Heroes

The little plastic army men that provide so many of us with great childhood memories are now the stars of their very own somewhat wacky N64 game. In Sarge's Heroes, you play as the Green army men team as you work your way through various missions. Eventually, you must destroy the Tan team with weapons like M-80s and magnifying glasses at your disposal.

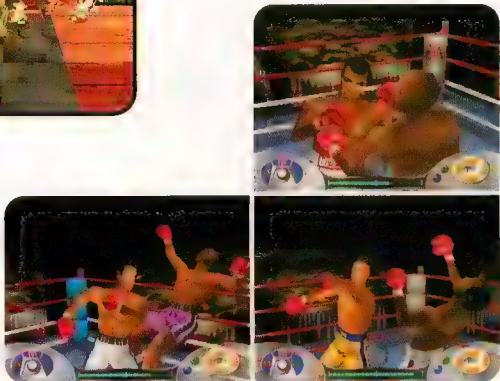


Rat Attack!

This freakish 3D title pits you, a feline, against hordes of multiplying rats. Kill 'em with lawnmowers, blenders or vacuums (to name a few). Power-ups, seven breeds of devious rodents, four-player multiplayer and a wacky story line all factor in. Mindscape and developer PURE Entertainment plan to release this unique "rat-killin'" game in October '99.

Knockout Kings 2000

EA's popular PlayStation boxing sim, Knockout Kings, is making its way to the N64 this year in the form of a more action-heavy, arcade-style contest. Knockout Kings 2000 for the N64 features more than 25 real boxers and a new Great Fights Mode where you can re-enact classic battles such as Ali vs. Frazier. KK2000 also features a boxer creation mode, so you can create and customize your own fighter and take him to the top. Knockout Kings 2000 will be available for the N64 this fall.



EchoNight

The adventure begins this summer...



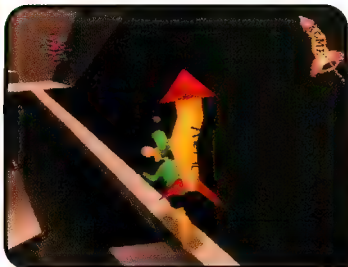
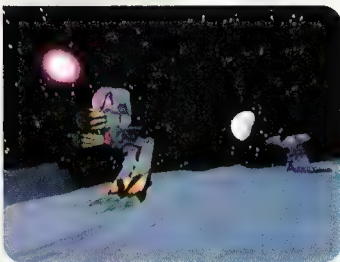
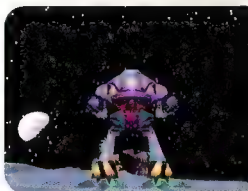
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Nintendo 64

Battlezone 64

Crave will be releasing Battlezone 64 (developed by Climax) later this year. The game will contain an all-action mode on top of the original action-strategy mode from the critically acclaimed PC version. You'll also be able to play multiplayer, with possible team play. These shots are from an extremely early version of the game.

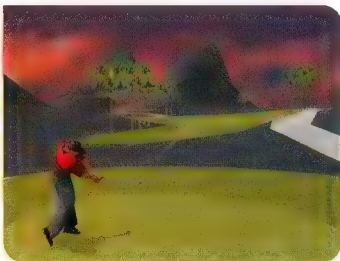


Duck Dodgers

The future of the earth hangs in the balance and only Daffy Duck can save the day. Duck Dodgers is a 3D adventure title from Infogrames (the second in their Looney Tunes series) that pits Daffy and Porky against Marvin the Martian. Stymie Marvin's diabolical plans across seven planets and 42 levels. Due out this winter.

Tiger Woods 2000

EA is bringing their golf franchise to the N64 in the form of Tiger Woods 2000 PGA Tour Golf. In a break from the norm, TW2000 will focus on arcade-style over-the-top gameplay, with fantasy courses, surprise power-ups, 300+ yard monster drives and both real and fantasy golfers. With Nintendo bringing Camelot's Mario Golf 64 to the N64 later this year, EA certainly has their work cut out for them. Look for Tiger Woods 2000 this fall.

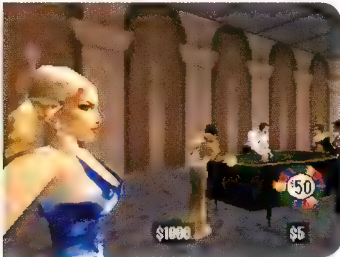
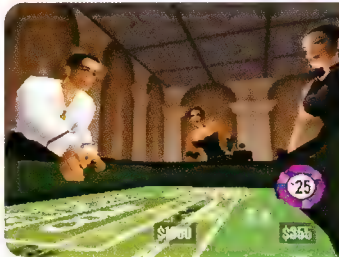


Taz Express

Warner Bros.' most likeable character stars in his own platform adventure. You control the kinetic Tasmanian Devil, who's been hired by ACME to deliver a wooden crate. Expect lots of wacky antics as other WB notables try to keep you from doing this one simple task. Infogrames will release Taz Express this fall.

Caesar's Palace

Lobotomy and Crave Entertainment are bringing us Caesar's Palace for the N64 in July. It's a casino game based around Caesar's Palace in Las Vegas. Game specifics are not yet known.



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BLOWS UP

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PlayStation

Game Directory

- Ape Escape
- Thousand Arms
- Jade Cocoon: Story of the Tamamayu
- Tony Hawk's Pro Skater

- NFL Xtreme 2
- High Heat Baseball 2000
- Castrol Honda Superbike Racing
- Final Fantasy Collection

PREVIEWS

Ape Escape

You Sick Little Monkey!

Super-intelligent monkeys have journeyed back through time to seize control of the world, and it's up to you to corral them!

Developed by SCEI, Ape Escape is the first PlayStation game conceived to take full advantage of the Dual Shock Analog Controller—in fact, a dual-analog is required to play this game. Players must use both joysticks and nearly every button to maneuver through the

cartoonish 3D landscape and to activate their arsenal of wacky gadgets.

Initially armed with only a stun stick and a magic net, you must capture your quota of monkeys in each world to advance to the next. This is best accomplished by sneaking up on them, socking them with your stun stick, then netting them. Should they see you coming, however, the flashing light on their intelligence-enhancing hardhats (yes, you read that right) will change from blue to red, and it's off to the races.

While many of the wayward chimps practically catch themselves, others require a bit of ingenuity, such as the fellow in the Jurassic level who likes to ride on the tail of a towering T-Rex. To capture this clever monkey, you must trick his scaly friend into knocking himself silly by playing a dangerous game of chicken. Another chimp in the same level must be plucked from the nest of a watchful pterodactyl.

To make it past the opening levels, you must master Ape Escape's complex yet intuitive controls. The left stick makes your character, an intrepid lad named Spike,



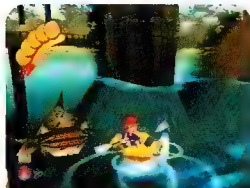
Red light a flashin', this naughty monkey hurls slippery banana peels at his spiky-haired pursuer.

walk or run. Pushing directly down on the joystick makes Spike crawl for greater stealth. The right stick swings your Stun Club or Time Net, while Square, Triangle, Circle and X toggle between gadgets. The Shoulder buttons are used to reposition the camera should it become fixed in an awkward position (which happens surprisingly infrequently) and to jump.

The controls change a bit when utilizing a vehicle. While swimming with the aid of your self-propelled mini sub, pushing down on the left stick makes you submerge, while L1 gives you an added burst of speed. Pushing the right stick will fire your energy net at any skinny-dipping chimp.

Ape Escape's 25 levels span eight worlds, including the aforementioned Jurassic world, an expansive island and a mechanized future world. Gadgets include an energy propeller, a slingshot, a super hula hoop, a remote control and a monkey locator, among others. You'll even get to pilot an inflatable raft and a tank. There are also a number of challenging minigames which unfold throughout the game.

While next-generation super systems like Dreamcast and Sony's recently announced 128-Bit PlayStation follow-up seem to be grabbing all the headlines as of late, a handful of truly innovative titles like Ape Escape demonstrate that thoughtful level design, innovative play mechanics and inspired control still go a helluva long way. ●



Publisher/Developer	Players/Genre	% Done	Release
Atlus Red Company	1 RPG	50	August 1999

Web Address: www.atlus.com

Thousand Arms

What Do You
Get For A
Man With A
Thousand Arms?

12

For all you anime fans out there, **Thousand Arms** features more than 12 hours' worth of voice-acting specifically re-recorded for the U.S. version.

Emerging as one of the leading publishers in RPGs with *Persona*, *Tactics Ogre* and *Kartia* to its credit, Irvine, Calif.-based publisher Atlus is knee-deep in the localization process of preparing *Thousand Arms* for U.S. release this summer. Developed by Red, more famously known for *Bonk's Adventure* and the seminal Saturn RPG, *Sakura Wars*, *Thousand Arms* puts you in the role of Meis Triumph, a blacksmith by trade and the youngest of his generation. Like *Sakura Wars*, *Thousand Arms* puts you through the usual RPG paces, while allowing you to court some of the most beautiful women in the land. Not bad for a hammer-banger.

Spanning two discs, *Thousand Arms* employs a unique graphical approach. While the characters are simple 2D sprites, the backgrounds are fully polygonal. Although this may sound similar to other recent RPGs, the execution here is different. Instead of the usual user-controlled cameras, the camera rotates depending on where you move. Should you move closer to a building facing away from you, the camera will pivot until you are facing it. Simply put, the towns and interiors look great, offering a lush visual style similar in quality to *Final Fantasy Tactics*,



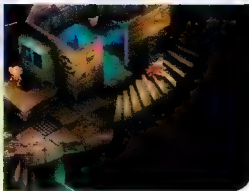
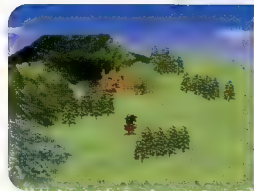
Battles switch to a side-scrolling 2D perspective, although the backgrounds are smooth-scaling 3D.

but in full 3D. Battles switch to a different perspective, this time a side-scrolling view, with highly detailed anime character drawings reminiscent of *Guardian Heroes*.

Thousand Arms also incorporates innovative new gameplay elements to increase the immersion factor. For starters, you can assign various elemental traits to your weapons, i.e., fire, water, wind, fire, etc. Also, being the blacksmith that you are, you can forge powerful weapons for you and your allies to use. If that weren't enough, you can also gain powers and spells with every successful date or encounter!

Currently scheduled for release this summer, Atlus is even going the extra length of rerecording all 12-plus hours of the voice-acting in the game. If you've been enjoying Atlus' recent surge of RPG offerings, this is another high-quality acquisition to keep in mind. Combining traditional RPG adventure with dating-sim features, and an engaging new weapons-creation system, *Thousand Arms* could be Atlus' next big thing.

Clearly in a situation like this, "B" is the most appropriate answer.



Play your cards right and you'll be able to smack this guy right in his smarmy face and take his chick too!

Publisher/Developer Players/Genre % Done Release

Crave Genki 1 RPG 70 July 1999

Web Address: www.cravegames.com

Jade Cocoon: Story of the Tamamayu

Welcome To The Jungle, Baby!

150

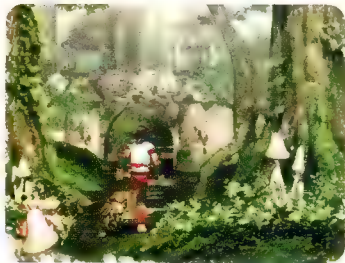
In grand Monster Rancher fashion, Jade Cocoon offers more than 150 monsters to hunt and capture. Since each of these can be combined and re-combined over and over again, the amount of different creatures you can make in this game are virtually limitless.

One of the most surprising developments of the year has to be Crave Entertainment's acquisition of Tamamayu Monogatari, or in the U.S. version's case: Jade Cocoon: Story of the Tamamayu. The result of the combined efforts of both Katsuya Kondoh (who with Studio Ghibli has produced the animation classics *My Neighbor Totoro*, *Kiki's Delivery Service* and *Princess Mononoke*) and developers Genki, Jade Cocoon is one of the most visually stunning RPGs ever made. In regards to how exactly these diverse participants came together on this unique project, assistant scriptwriter Shinya Kozaki offered this insight: "First and foremost, we really wanted to make a fantasy game with a pronounced Asian taste, so we decided to approach Mr. Kondoh to oversee our design. Mr. Kondoh is most famous for his art direction on anime like *Kiki's Delivery Service*. He also participated in wonderful projects like the anime *Like the Clouds*, *Like the Winds*, which was staged in an ancient Chinese-looking universe."

Assuming the role of Levant, a young man burdened with the responsibility of saving the world (and you thought high school was tough!) you must battle multitudes of monsters in your travels, and eventually capture them as well. Captive monsters can be combined and recombined with others to create almost limitless amounts of new creatures. More than 150 monsters, with different elemental attributes, are waiting to be found. Once caught, combined and maximized, you can summon your monsters in battle for use against whatever foes you encounter.

When asked whether or not Genki was trying to outdo *Monster Rancher* or simply create a new breed of RPG, director Gaku Tamura replied, "We had two goals. One was to create an immersive story world, and the other was to provide compelling monster-raising gameplay. In this way, the game would be both stylistically and technically unlike anything else on the market. You could almost say we have created a new genre."

Monster-breeding aside, the most obvious feature of the game has got to be the graphics. Think *Resident Evil* set in a fantastically lush forest setting, minus the zombies, and you'll be close. With more than 600 prerendered backgrounds and highly

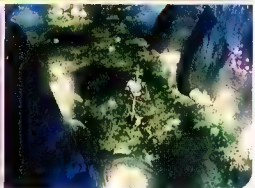


detailed polygonal characters, Jade Cocoon is probably the only RPG that can go toe-to-visual-toe with something like *Final Fantasy VIII*. With a gorgeous animated intro and in-game cutscenes that use the game engine, Jade Cocoon is easily one of the best-looking games of the year. Adding to the wonderful visual approach is the added replay value of the game. Even after they complete the 40-plus-hour adventure, gamers will be able to continue enjoying Jade Cocoon via the Arena Mode and the Hunting Mode. Arena Mode allows friends to battle using the monsters they've saved to memory card, while Hunting Mode lets players continue to search for monsters that weren't available during the regular quest.

Due to arrive sometime this July, Jade Cocoon will most likely prove to be a hit with the RPG crowd while dazzling others not familiar with the genre. ●



Below on this screen you can examine the monsters you've captured.



DIRECTOR'S CUT

GRAND THEFT AUTO + GTA: LONDON 1969*

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Sounds like a great vacation.



THE DIRECTOR'S CUT

Grand Theft Auto + GTA: London 1969



* GTA: London 1969 is an add-on disc for Grand Theft Auto.

"Makes Boyz N the Hood seem like an After School Disney Special" -CNN

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Publisher/Developer	Players/Genre	% Done	Release
Activision Neversoft Ent.	1-2 Action	45	September 1999
Web Address: www.activision.com			

Tony Hawk's Pro Skater

No Posers Here

The downtown area in Pro Skater presents dozens of places to pull off some bone-breaking tricks.



If you've always fancied yourself the boardin' type but broke far too many legs, collar bones, arms and/or ribs in the process, maybe it's time to dial it down a notch and sit on the couch while you tear up the asphalt. That's where Tony Hawk's Pro Skater comes into play. This game is to Street Sk8er what Knockout Kings is to Contender—a more realistic and technical approach to a sport, while still maintaining the fun factor.

Tony Hawk not only stars in this skateboarding extravaganza, he's working closely with Activision and Neversoft Entertainment to ensure the game's as close to reality as possible.

This could account at least in part for the game's intense trick system, which allows hundreds of tricks to be linked to one another in whatever way you want. Thankfully, levels are totally non-linear, with dozens upon dozens of opportunities to perform tricks—not just a few set areas like most games in the genre. In addition, these levels are set in the real world—you'll skate around in school yards, malls and a downtown area. Of course, there are set stages like a skate park and downhill courses as well. On top of the two-player split-screen battles, there's a one-player Quest Mode where you can move up the ranks. There are seven other pro skaters in the game, each with their true-to-life signature moves as well.



If the graphics look like Apocalypse's, that's because Neversoft Entertainment is the developer behind Pro Skater.

Like Neversoft's previous game Apocalypse, the graphics in Pro Skater are top-notch, with realistic animation, detailed polygonal models and vibrant textures. In the audio arena, Activision is working to get a slew of bands for the soundtrack. Although there is talk of Primus and other such big-name bands making appearances, nothing has been confirmed. ●

Publisher/Developer	Players/Genre	% Done	Release
989 Studios 989 Studios	1-2 Sports	60	July 1999
Web Address: www.989.com			

NFL Xtreme 2

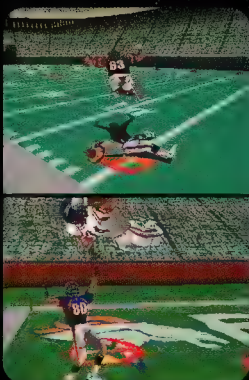


There's something special about knocking someone clear across the field that words can't express.

Back for a try in the no-rules football genre is 989's NFL Xtreme. One of the biggest complaints about last year's version was that it just didn't pack as much punch as Midway's NFL Blitz both in gameplay and visceral appeal. 989 has set out to put all that

aside and so far, there's promise. The way the ball interacts with players when catching and throwing is no longer awkward and has a natural feel to it as does the overall collision detection of all the objects in the game. Many of the trash-talking phrases repeated too frequently, so this year they have gone and recorded so many that it's likely you won't hear the same phrase twice in a game. Other new additions this year include a huge amount of player animations and a streamlined front-end menu system. After plays, you'll have time to knock around your opponent in ways you've never seen before...at least not on the football field. There's also a special mode where you'll have a limited number of plays to make a touchdown, eliminating first downs. To offset this added difficulty, you can pass from anywhere on the field including past the line of scrimmage.

This title still has a ways to go, but it's already better than last year's edition.



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Publisher/Developer	Players/Genre	% Done	Release
3DO Team .366	1-2 Sports	70	May 1999

Web Address: www.3do.com

High Heat Baseball 2000

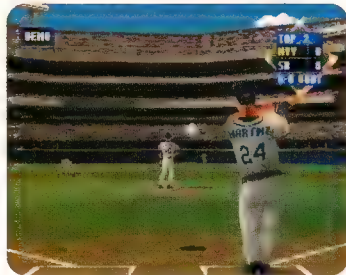
Created By
Developers Who
"Only Do Baseball"

While it may seem a little late in the game to launch a new baseball franchise for the PlayStation, The 3DO Company appears to be undeterred; the company is putting the finishing touches on its new High Heat Baseball 2000, which 3DO founder Trip Hawkins guarantees to be the "most enjoyable baseball experience ever created for gamers." (It should be noted, however, that Mr. Hawkins' enviable business acumen is rivaled only by his gift for hyperbole.)

The game is being developed by Team .366 (named after Major League Baseball's highest lifetime career batting average), a development team created to make baseball games and nothing else.

While unremarkable from a visual standpoint, High Heat Baseball has a refreshingly uncluttered yet deep pitcher/batter interface at its heart. Nine different pitching types allow virtually infinite pitch locations, while an innovative "Guess Pitch" option will force you to think just like a big-league batter.

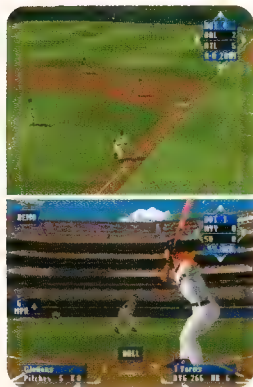
The game, with its wide angles and restrained camera, also forgoes the popular yet tiresome television-style approach in favor of a more subdued stadium-experience presentation. On the down side, the play-by-play commentary



Talk about a lack of confidence—the pitcher turns to watch balls sail before they even pass him.

provided by Giants announcer Ted Robinson sounds canned and annoyingly sing-song (a bit too much inflection in his voice, if you know what we mean).

Although they are certain to face stiff competition from such pennant contenders as EA Sports' Triple Play 2000 and 989 Sports' MLB 2000, 3DO and Team .366 seem to have their, ahem, bases covered with High Heat Baseball 2000. ●



Publisher/Developer	Players/Genre	% Done	Release
Electronic Arts Interactive Ent.	1-2 Racing	90	May 1999

Web Address: www.ea.com

Castrol Honda Superbike Racing



Castrol Honda is far more of a bike simulation than previous motorcycle efforts on the PlayStation.

A sport that until recently has been grossly under-represented on the PlayStation (or any system for that matter, outside of the PC) motorcycle racing is making a strong showing thanks to EA. Eschewing the approach of earlier titles, Castrol Honda Superbike Racing is very much a simulation rather than a Super Hang On-style arcade game.

Based around a Honda license deal, the

focus of the game is the Honda RC45 "superbike," a monster of Japanese engineering that can propel its rider from 0-60 in a Streehawk-esque 3.1 seconds. The specs for the Castrol Honda racing bike have been faithfully (according to developers Interactive Entertainment) reproduced, and in keeping with the sim theme of the whole product you can tweak the brakes and gearbox until the thing behaves exactly as you want it...or until it becomes completely unrideable.

Featuring 14 tracks from around the world, the game follows a thematic loc based on famous tracks like Castle Donington in the U.K. rather than using the real tracks themselves. This isn't a particularly big deal—but considering EA's protestations that this is a "serious" biking game, we're surprised the real things aren't included.

Much like PC-based racing sims, the difficulty settings for the game are to be based around how much help it provides you through driving aids. In Loser Mode the thing changes gear, brakes and even shows which line to take while motorbiking. Ninja Mode lets you fight yet another of the realistic physics engine employed by the game.



While it's nothing spectacular graphically, the game does give a good sense of speed.

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



Publisher/Developer Players/Genre % Done Release

Square Soft 1 RPG 100 Now Japan

Web Address: www.square.co.jp

Final Fantasy Collection

Happy Anniversary

Final Fantasy Collection is a three-disc set of 16-Bit classics that will round up nearly a decade of Final Fantasy.

Now at the height of its popularity, countless gamers have collectively witnessed the growth and evolution of Square's influential RPG series. For starters, this collection reflects the reverence of its fans by adorning each disc with original artwork by Yoshitaka Amano, the series' most prominent character designer (Final Fantasy I through VI).

Final Fantasy Collection brings to light the often ill-timed history of the series here in the States. Although Square brought over Final Fantasy I for the NES, the adventure for many longtime fans really began with Final Fantasy IV. Dubbed Final Fantasy II stateside, the fourth Final Fantasy was the first of the series to appear on the SNES and was seminal for introducing the Active Time Battle System. Final Fantasy IV also gave us a taste of Square's penchant for dramatization and character development. Unfortunately, fans would not see another installment of the series until part VI, later titled Final Fantasy III for an American audience. While there were various attempts to release Final Fantasy V, Final Fantasy Anthology for the U.S., will see its debut at last. Part V



The quality of the new CG cutscenes lives up to the flowing style of Yoshitaka Amano's original design.

was significant for its introduction of the "job system" which later became an integral part of Final Fantasy Tactics, Square's stunning foray into the genre of strategy RPGs.

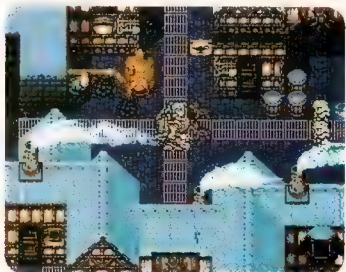
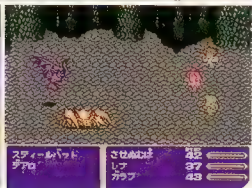
Thankfully, Square's attempt to "modernize" its own classics remains unobtrusive and faithful. For the transition to 32-Bit, Square has sprinkled CG-rendered FMV throughout each of the games. Everything else remains happily unchanged. We should also note that each of the titles in this collection is also available separately in Japan. After much pleading from fans of the series, Square plans to package parts V and VI for a release stateside when they release Final Fantasy Anthology later this year. While Square's decision to omit part IV of the collection seems arbitrary, the U.S. anthology will include a third disc comprised of music from Final Fantasy V and VI.

There's no question Final Fantasy has changed the face of console RPGs by breaking the rules of the genre and emphasizing an experience that is both cerebral as well as emotional. Final Fantasy Collection is a fascinating, if not educational, display of a series in constant flux and growth. ●

The History of Final Fantasy

For a comprehensive look at Final Fantasy, check out RPG guru Andrew Vestal's comprehensive overview simply titled, "The History of Final Fantasy" on videogames.com. Andrew revisits each of the classics and offers plenty of tidbits and facts. The History of Final Fantasy can be found here: www.videogames.com/features/universal/final_fantasy_hs.

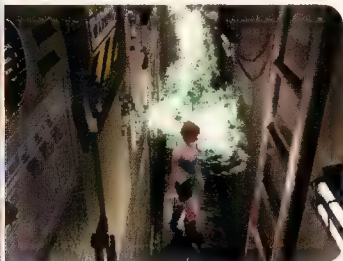
The special Anniversary Package will feature a special CD case, different disc artwork and a cool desk clock.





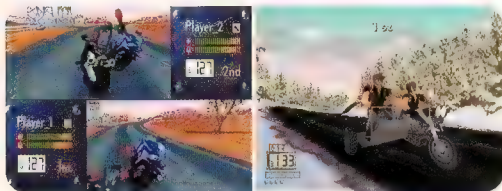
Resident Evil Nemesis

Yes! Here they are, folks: the very first screens of the third installment of the Resident Evil series on the PlayStation—Resident Evil: Nemesis. Due out this November, RE: Nemesis stars Jill Valentine (from RE1), and takes place in two parts—24 hours before RE2, and 24 hours after RE2. The game, which features the same style of graphics as RE2 (2D prerendered backgrounds and 3D polygonal characters) is said to take place mostly outdoors, and has several enhancements to RE2's game engine. There are more objects to interact with (for example, you can shoot a barrel, causing it to explode and take out whatever might be lurking nearby), there are weather effects (in one scene we saw, it was raining outside), and the graphics on the whole are really, really nice. Capcom is once again aiming for a simultaneous release with the Japanese version (which is currently called Biohazard: Last Escape). Watch for a huge Resident Evil feature in the August issue of EGM, and be sure to check out this month's issue of Official U.S. PlayStation Magazine for more details on this highly anticipated sequel.



Road Rash 2000

Beyond improved graphics and a faster frame-rate, EA's RR 2000 supports two-player! In addition, a cool Sidecar Mode allows you and a friend to team up against computer opponents. (The guy in the sidecar lays out combo hits and super punches to quiet the competition.) Also, a "5-0" Mode lets you play as a cop. This title is a winter '99 release.



Warpath: Jurassic Park

Hearing "Dreamworks Interactive is making a Jurassic Park fighting game that will attempt to play like Tekken 3" doesn't exactly fill you with hope, confidence or glee, does it? The developers are attempting to make a serious 3D fighter with 14 real-life dinos (including the recently unearthed Mega Raptor). Each lizard will have 50-70 moves and some combos. Even more exciting, you can eat the seemingly blind and deaf (or retarded) humans who are found running around the arenas in between the giant and deadly combatants. Warpath is due out this fall, under the Electronic Arts label.

PlayStation

Star Wars: Episode I The Phantom Menace

Last month we told you absolutely everything about this PlayStation scene-for-scene interactive re-creation of the movie that's gonna be more than just awesome—it's gonna be "Sofa King" awesome. This month we bring you our first PlayStation screens. In case you missed our cover story, *The Phantom Menace* is an adventure game heavy on action and framed with 4,000 lines of speech. You switch between four characters from the film—Obi-Wan, Qui-Gon Jinn, Captain Panaka and Queen Amidala—as you solve puzzles, take on the occasional tank or STAP flier. Developed by Big Ape and published by LucasArts, *The Phantom Menace* will hit stores on May 24.

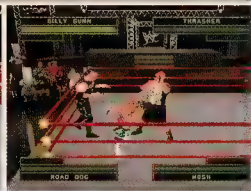


Madden NFL 2000

Madden NFL 2000 is headed our way for the PlayStation, and the early screens we've received look sharp. New features this year include the All-Madden Millennium team (in honor of Madden's 10th anniversary), not to mention the "expansion" Cleveland Browns. Of course, once again the game will feature fully polygonal players and the same trademark gameplay Madden fans have grown to love. Madden NFL 2000 is due out in August.

WWF Attitude

We've previewed the N64 version of Acclaim's Attitude more thoroughly this month, as its development is further along than the PlayStation. Both versions are fundamentally the same though. Considerably more impressive than its predecessor, WWF War Zone, the new game boasts many more features: enhanced create-a-wrestler (change body, face, hair, even move list), create a Pay-Per-View event, men and women wrestlers, 400 moves, new weapons and new arenas.



GameDay 2000

Judging from these screenshots, 989 Sports' polygonal pioneer is looking pretty good. Fully NFL licensed and more sim-like than before, Madden 2000 could be in for a real fight. Let's hope they keep the frame-rate high and the animation fluid. As always, pretty graphics are only half the battle for this third-quarter release title.

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



Seiken Densetsu: Legend of Mana

The fourth installment of Square's hugely successful Secret of Mana series has been announced in Japan, and it looks hot. Seiken Densetsu: Legend of Mana is due out this summer in Japan and features the same 2D free-roaming gameplay that made its predecessors so popular. This one is playable by one or two players, and features a new "Landmake" system, which involves collecting special objects known as "Artifacts," and then using them to literally create the world around you in the game. As you can see, the graphics are all hand-drawn 2D, and the battle system is reminiscent of earlier Mana games. No word yet on a U.S. release, but it's likely. Square EA would have to be pretty stupid to pass up releasing this one over here.



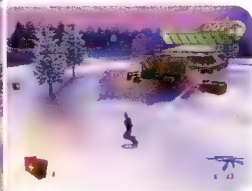
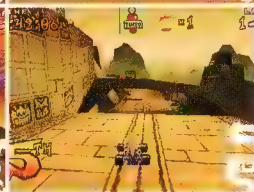
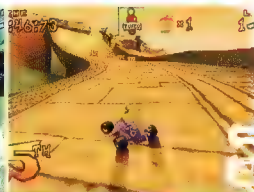
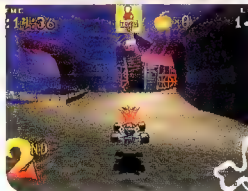
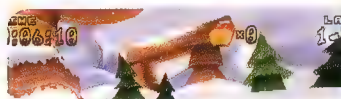
Sled Storm

EA is breaking into the latest winter sports craze—snowmobiling—with their upcoming racing title, Sled Storm. Featuring more than a dozen courses, upgradable sleds and lots of cool maneuvers and tricks, not to mention crisp 30 fps gameplay and a four-player split-screen mode, Sled Storm is brimming with potential. We gave this one a test run, and we came away extremely impressed. Sled Storm is due out toward the end of the summer.



CTR: Crash Team Racing

Naughty Dog said the next Crash game wouldn't be a 3D action game, and they were right. Stated for the holiday season of '99 this SCEA-published racer features Crash and his pals racing against a new insane foe, Nitrous Oxide, to save the world. The game features a variety of play modes, 20 different tracks filled with different goodies and most importantly, a four-player split-screen mode with the help of the multi-tap. You'll also be able to tune-up your vehicle by collecting power-ups. Like other Crash Bandicoot games, you can expect a load of secrets to pop up after finishing the game—although this has not yet been confirmed.



Tomorrow Never Dies

Tomorrow Never Dies from MGM Interactive is a third-person action adventure based on elements from the most recent Bond movie. Although the game may look Syphon Filter-ish from the screenshots, MGM promises different game modes such as skiing and driving. The game is set for release in late summer under EA's publishing label.

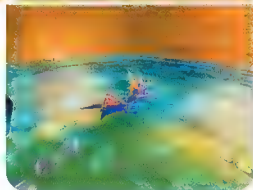
Medal of Honor

PlayStation owners who've wanted something like GoldenEye for the past two years...this might finally be it. Set during WW2, Dreamworks' 3D shooter borrows ideas from the Bond classic as well as the ancient favorite, Wolfenstein. Battle with Nazis in a variety of "real" locations, including the infamous Castle Alcatraz as you run missions rescuing comrades and stealing secret plans.



Spyro 2

Whether you liked it or not, the original Spyro the Dragon sold incredibly well over the Christmas period. Although not matching giddy heights achieved by Crash Bandicoot, it was sufficiently successful to spawn a sequel. And here it is. Spyro himself is still nauseatingly cute, but we're assured that he's "a bit older this time" so as not to alienate older gamers so much. The graphics still look top-notch, and there are a bunch of new effects this time including the groovy ripply water that you can see in the screenshot here on the right.



WipeOut 3

Ewww. Those screens look a bit crappy don't they? Fear not...WipeOut 3 is so early in development that much of the work hasn't been done on the visuals yet. Although super-early, it's clear the team at Psygnosis is intending to produce a more "urban" environment with far more claustrophobic areas to scream through at ludicrous speeds. Very few details are available as we go to press, but hopefully this, along with G-Police Weapons of Justice and the forthcoming Colony Wars 3, will signify a much-needed return to form for Psygnosis. Expect Dual Shock support, multiplayer a-go-go and some cool music.



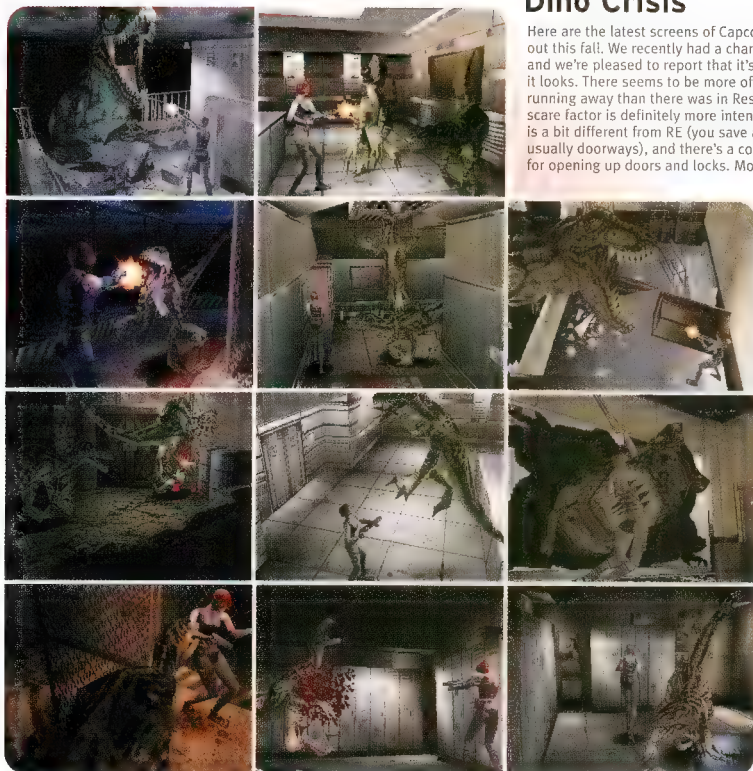
Grandia

Yes! RPG fans have a heck of a lot to be thankful for. Game Arts' incredible Saturn RPG from last year, Grandia, is coming to the U.S. —for the PlayStation! SCEA is bringing the game over, which will feature improved spell effects, shorter load times, a more intuitive menu system and best of all, PocketStation support! For those of you who may have missed the boat on this one, Grandia was widely considered to be the Saturn's equivalent of Final Fantasy VII when it was released in Japan last year (in fact, many thought it was even better than FfVII). Sadly, because of the Saturn's demise, it never made it to the U.S. RPG fans, expect this one sometime in the fall.



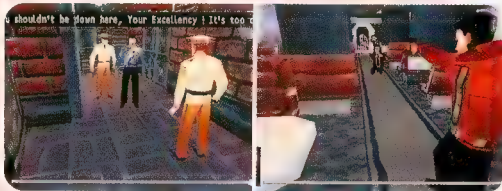
Dino Crisis

Here are the latest screens of Capcom's *Dino Crisis*, due out this fall. We recently had a chance to play the game, and we're pleased to report that it's every bit as cool as it looks. There seems to be more of an emphasis on running away than there was in *Resident Evil*, and the scare factor is definitely more intense. The save system is a bit different from *RE* (you save at preset spots—usually doorways), and there's a cool encryption system for opening up doors and locks. More to come...



Mission: Impossible

Ethan "Hawk" Hunt is finally making his way to the PlayStation this fall, thanks to X-ample and Infogrames. If you haven't played the N64 version, *M:I* is loosely based on the movie, and involves missions with multiple objectives, lots of weapons, stealth and a variety of disguises. It's like a *Metal Gear Solid*/*Syphon Filter*-type of game.



UmJammer Lammy

Sony's sequel to *PaRappa* stars Lammy, the cute lamb guitarist of the all-gal band called Milk Can. Lammy must strum her way through some pretty f-ed up adventures (yes, even more bizarre than *PaRappa's* story). If you do well, you will get to play the game as *PaRappa*, complete with his own separate story line. *UmJammer*, due out this August, has several new gameplay elements like two-player co-op or competitive play (one player can even play as Lammy while the other plays as *PaRappa*).



Shao Lin

We just landed these exclusive screens that show Shao Lin's eight-player simultaneous mode (that's right...*eight*), a first for a fighting game. Forget about Thrill Kill...now, with two multi-taps and a butt-load of controllers, eight people can fight at the same time in one giant chaotic melee.

Although the character models are all the same in an eight-player game (due to memory constraints—see the eight colorful Mokujin rip-offs in the screenshots?), each player can choose his or her own fighting style. THQ promises the frame-rate will stay a healthy 30 fps during an eight-player match...a nice feat if Polygon Magic (the developers) can pull it off. Oh yeah, there's a screenshot of the one-player Quest Mode below as well. In this one-player adventure, you must raise a fighter from childhood. All your decisions will affect how your character evolves a Tamagotchi meets Tobal-type of thing). THQ plans to have Shao Lin out this fall.



NCAA Football 2000

EGM's favorite college pigskin game is coming back for another run. EA's NCAA Football 2000 will have more teams, more plays, "deeper" features (says EA), and all the usual stuff we've come to love, like the awesome Dynasty Mode. The play creator is more in-depth, and the game engine has been tweaked. Look for it this fall.

Hot Wheels

Stormfront Studios is producing *Hot Wheels* for EA. This one- or two-player racing game has a cast of 30 years' worth of *Hot Wheels*—more than 40 cars in all (each handles and performs very differently). You can do stunts and race on a variety of wild tracks (designed with the different cars in mind—for example, you may find an off-road shortcut that's more suitable for 4x4's rather than a hot rod). *Hot Wheels* is due out this fall.



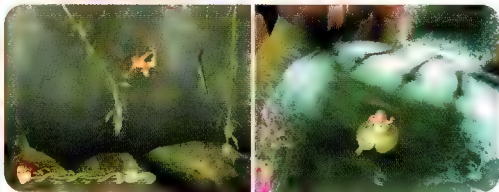
Wu Tang

Fans of the Wu-Tang Clan should get ready to control their favorite hip-hop stars in a 3D fighter from Activision. Members of Wu are actually taking part in the creation process since they're all fans of gaming. Features include 10 arenas, a Story Mode, a two- to four-person multiplayer mode and three exclusive Wu-Tang music tracks.



Tarzan

Developing games at Disney Interactive means you'll never run out of licenses to adopt. Disney's upcoming feature *Tarzan* gets its game sake on the PlayStation and it looks promising. *Tarzan* will utilize multiple gameplay scenarios strung together through 14 stages. Both game (published by SCEA) and movie will be released this summer.



Kingsley

Kingsley is a humor-filled tale of a loveable fox-cub of the same name. This colorful action adventure from Psygnosis will feature a gorgeous 3D world packed with special effects across five castles, four dungeons and two islands. *Kingsley* will be ready for young gamers everywhere sometime in Q3 1999.



Shadow Tower

Shadow Tower is a first-person action adventure that brings to mind the glory days of *King's Field*. The player descends into a 3D dungeon while fighting atrocities and collecting treasure. Monsters that have been defeated can be used in a two-player fighting game. *ST* is due out Q3 '99 from AGETEC.



Vigilante 8: Second Offense

Second Offense from Luxoflux and Activision is coming this fall. Look for a slew of new arenas, new weapon-packed vehicles, modes and refined graphical effects. A number of the cars from the original are back, as are the multiplayer modes. The Quest Mode will have larger, more complex objectives as well.



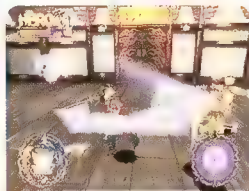
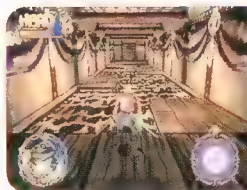
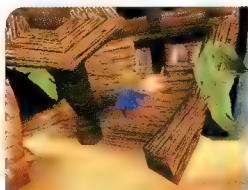
Test Drive Off-Road 3

Test Drive Off-Road 3 sporting a whole new look? We were just getting used to last year's. Anyway, an all-new physics model should make the mud-eatin' quite interesting. In addition, more than 40 licensed vehicles will provide loads of variety. This Accolade title is due out sometime this holiday season.



40 Winks

GT Interactive's free-roaming 3D adventure will detail the adventures of Ruff and his twin sister Rumble in the land of dreams. Players can expect an innocuous yet psychedelic world within the game's seven massive levels. Pick up different costumes (robot, ninja, superhero, etc.) and gain various powers. Set to release in November.



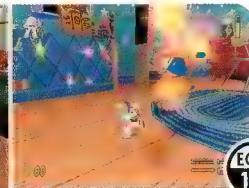
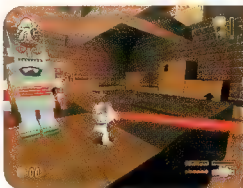
Rising Zan: The Samurai Gunman

This September, get ready to laugh. AGETEC will release this offbeat 3D action adventure stateside, and oh how wonderfully bizarre it will be. You play Zan, a self-proclaimed superhero packing a six-gun and a sword. While the premise may be tongue-in-cheek, the action does out some serious fun. Draw, partner!



Toy Story 2

Activision and Disney Interactive has been working closely with the folks at Pixar to bring us the sequel to Toy Story on the PlayStation. Gameplay will be aided by a 3D third-person perspective engine which will allow players to freely roam seven action-packed worlds. Both the game and movie will be out in time for the holidays.



X-Men

Not coming until the spring of 2000, X-Men from Activision and Syrox features the popular X-gene-having superheroes fighting against the evil Apocalypse. This 3D fighter allows you to control all of the crew, including dark versions of the X-Men (like Dark Beast featured below). Each character will have his/her own signature attacks, which will be accompanied by special effects.



NHL 2000

These early shots should give you an idea of where EA is going with NHL 2000. EA promises a faster frame-rate than last year's sluggish game, as well as several new features including a Dynasty Mode. As always, the AI is expected to be top-notch, and the atmosphere will surely be right up there with last year's game. NHL 2000 is coming this fall.



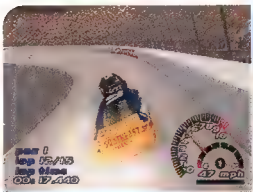
Trick'N Snow Boarder

Another snowboarding game from Capcom? Wait! Don't run away just yet—this one's actually pretty good. Trick'N Snow Boarder features cool tricks, a great camera system and, best of all, hidden Resident Evil characters! Trick'N Snow Boarder (silly name, eh?) is coming this fall.



NASCAR 2000

Here's what's new about EA's NASCAR 2000: updated teams (including Dale Earnhardt Jr.), new paint schemes, interactive pit stops, a two-player Season Mode and a long-awaited create-a-driver feature. The game, due out this fall, will also have 17 licensed NASCAR tracks as well as several fantasy courses.



Test Drive 6

How does one improve the Test Drive series? First, take seamless-flowing graphics, all-new environments featuring loads of breakable stuff, shortcuts and unpredictable road obstacles. Then, toss in a bunch of exotic cars enhanced with completely new physics and boom!—you have Accolade's TD6. The game is slated for release sometime this holiday season.



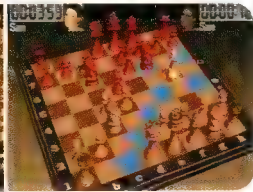
All Star Tennis '99

Coming in May from Ubi Soft and Smart Dog, this impressive-looking tennis game features a variety of players and modes (like tournaments, singles and doubles), along with a wacky Bomb Mode where a bomb appears whenever the tennis ball hits the ground. Weird. Note: Bomberman does NOT make a cameo in the game.



Chessmaster Millennium

If you're into chess, or always wanted to be, look for Chessmaster Millennium from Starsphere Interactive and Mindscape in June. Different 3D chess sets, board types and nearly 100 AI opponents of varying difficulty levels await you. In addition, novices can learn the ins and outs of chess thanks to an in-game training mode.



Space Invaders

A true classic among classics. Like Taito's 1989 update to Space Invaders on the PC Engine, this version will have more of everything: 3D graphics, special effects, diverse weapons, cutscenes, etc. If Activision can rekindle the love among a younger generation of gamers, then this may be a new classic. Coming out this fall.



Driver

Driver (due out in July from GT Interactive) will include a very cool Movie Mode, where you can replay your law-breaking missions from several camera angles (inside your car, the cop's view, the street corner, etc.) and piece together a short Hollywood-style stunt-action movie, which you can save on a memory card. Very cool indeed. Shown here is the Edit Mode during a rainy, gloomy mission.



Rainbow Six

Redstorm Entertainment is getting ready for its multiplatform assault as it heads to the PlayStation this September in the U.K. The game will feature a first-person perspective in 12 unique real-world environments, 12 authentic firearms, an unfolding story line and the now-infamous one-shot-one-kill element which heightens the tension. A U.S. version should be approved shortly.



Game Boy Color

PREVIEWS

Resident Evil

Nope, you're not seeing things. The original "survival horror" classic from the PlayStation—Resident Evil—is coming to the Game Boy Color this fall from Capcom. According to Capcom, the monstrous 32-Megabit cart will feature everything the PS version did, not to mention a few new enemies and a new Pause-Save feature similar to the Interrupt Save feature found in Wario Land II. RE will work on older GB systems, too.



Ghosts 'N Goblins

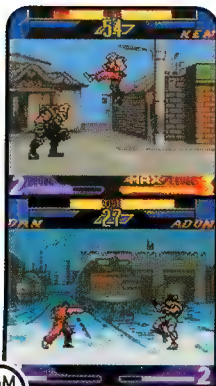
Finally, the NES ports are starting to roll in! Capcom's 1986 NES classic, Ghosts 'N Goblins, is headed to the Game Boy Color this fall with some new features that weren't in the NES original. GnG for the GBC

features all seven levels from the original game, not to mention new bonus levels, a password system (for saving your progress), three levels of difficulty (Novice, Normal and Hard) and Game Boy Printer support (for printing out passwords and/or high scores). GnG offers two-player alternating gameplay and is compatible with both the original Game Boy and the Game Boy Color. Way to go, Capcom—keep the NES ports coming!



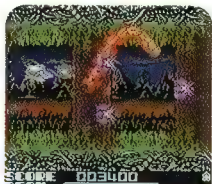
R-Type DX

It's time to lay the smack down on the Bydo Empire yet again, this time on the Game Boy Color. R-Type DX from Nintendo features both color and b&w versions of R-Type I and II, as well as a special enhanced combo of the two games called R-Type DX which will only work on the GB Color (the other two games work on any GB). Bydo-Au-Go-Go begins this June.



Street Fighter Alpha

Street Fighter Alpha features 10 fighters, fluid animation, smooth scrolling, detailed graphics, training modes and all the music from the original SFA. What's more, all the moves, super combos and Alpha Counters have been retained. We can only hope it captures the excellence of the original. Capcom will release SFA this fall for GBC.



Rainbow Six

Is there anything the GBC can't do? Red Storm Entertainment will release their squad-level tactics shooter this November. *Rainbow Six* will try to capture the feel of the original PC game by featuring all 16 PC missions, the pre-mission planning stage, all the weapons, as well as a first-person mode which kicks in when the action intensifies. We love it when a plan comes together.



Ken Griffey Jr.'s Slugfest

This GBC-specific cart developed by Software Creations will display hundreds of colors via a new display method. Also noteworthy are: a Home Run Derby, a manage-only mode, two-player link play, a new fielding view and spiffy cinematic replays. A battery back-up will save all season progress along with lots of stats. Nintendo will be releasing *Slugfest* in May.



1942

Yet another NES port from Capcom is on its way to Game Boy Color this fall. *1942*, the classic overhead shooter, features all 32 stages from the arcade and NES originals, not to mention new bonus levels and a password system. Like *Ghosts 'N Goblins*, *1942* will feature three difficulty levels (Novice, Normal and Hard), as well as Game Boy Printer support and two-player alternating play. *1942* will work on both older Game Boy systems and the GB Color.

Alexi Lalas International Soccer

Take 2 Interactive and Tarantula have put together a tasty little soccer game with the almighty Alexi Lalas license. This particular title will feature a color palette optimized for the GBC, the ability to manage your team's strategy and fully customizable playing formations.

Pokémon Gold & Silver

After numerous delays over the last two years, the "true" sequels to *Pokémon*—the Gold and Silver versions—are finally on the way. Scheduled to hit Japan in June, *Pokémon Gold* and *Silver* feature more than 250 *Pokémon* (including dozens of new monsters), as well as full GB Color support and compatibility with the older versions of *Pokémon* (you'll be able to bring your old *Pokémon* into the new versions, where they can continue to evolve and grow, among other things). In addition, it's rumored there will now be both male and female versions of the different monsters. Hopefully a U.S. release will follow soon.



The Thrill Of The Chase

Thrill of the Kill

In Thrill Drive, the objective is to try to not run into innocent pedestrians. But, if by some chance it's unavoidable, you'll hear their blood-curdling screams of pain and be treated to a graphic of their terror-stricken faces before you're set back down on the track without a scratch. Hit too many people, and your rating at the end of the course (if you have time to finish) will suffer.



Thrill Drive

Most arcade driving games take place on a closed track where you race lap after lap without having to react to many environment changes. It's not often in Daytona you'll have to dodge oncoming traffic or slide through an intersection without being broadsided. Konami's Thrill Drive takes racing to the streets, where you never know when pedestrians might walk in front of you, or when oncoming traffic will hit you head-on.

You pick from seven cars (and one hidden one to make eight), spread between compact, standard and pro classifications. Among them are a hatchback, sedan, convertible, station wagon, coupe, bus and truck—not the vehicles you find in normal racing games. Each has its own strengths and weaknesses, as you'll find out the first time you try to turn too sharply (by the way, the use of powersliding in this game is key to making it around some of the 90-degree turns in narrow streets).

Tracks include realistic backdrops in Japan, Europe and the U.S. Like Sega's Outrun game, the environments in each of the courses can change as you move from highways to city streets with shops and houses and onto country roads. In the U.S. tracks you'll also see semi-familiar shop names, like Burger Kong, Dendy's and Sunway. Sounds appetizing, doesn't it? The goal is to finish each of the three courses in the time allotted and with the fewest amount of casualties along the way. Don't think it will be an easy ride. Police cars will try to stop you along the way, and the only way to shake them is to weave in and out of traffic. At the end, your skills will be evaluated, so it pays to have as few accidents as possible and be as daring (yet safe) as can be. Races are evaluated on your reflexes, desire, style, courage, manners and I.Q.

Note: These screenshots are from the Japanese version of the game. All the funny-looking Japanese words will be changed for the U.S. release.

Publisher/Developer	Players/Genre	% Done	Release
Konami Konami AMD	1-4 (link) Driving	100	April 1999
Web Address: www.konami.com			



Not only do you have to worry about obstacles ahead of you but opponents in your rear-view window.

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



Guitar Freaks

Ever wish you could just pick up a guitar, without any prior schooling, and jam with the greats? Konami's Guitar Freaks, the latest in its Bemani series, lets you do just that. Hitting arcades stateside in April, Guitar Freaks lets you (and a friend, if you choose) jam out like the pros. The controllers are miniature guitars,

each with three buttons (red, green and blue) on the neck. As the notes on screen reach the top, you have to hold down the buttons and strum a bar where the strings would normally be. At special times, when a guitar icon appears in the fourth column, you can tip the guitar vertical to get whammy bar-ish effects.



Dance Dance Revolution 2nd Mix

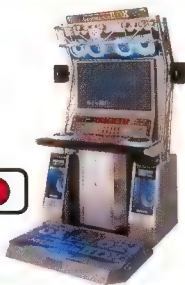


Saturday Night Fever made into a video game—that's what Konami's Dance Dance Revolution 2nd Mix is all about. In this "sequel" of sorts to the first, you pick from more than 30 possible songs and follow the on-screen commands, stepping on floor panels marked in four directions—up, down, left and right. The new revision has a mode where two players each record his/her own steps to a song, then have to compete performing each other's steps. There's also a PlayStation memory card slot so you can use pre-recorded steps in the arcade.



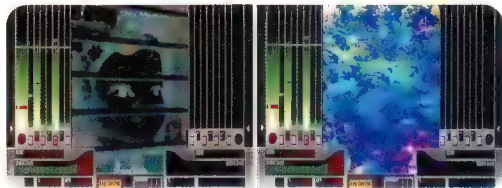
Drum Mania

After making a guitar-based music game, the only logical step is to move to drums. That's the idea behind Drum Mania, the newest of Konami's Bemani games. In it, you literally have to play a simulated drum kit—complete with foot pedal—trying to match the on-screen commands. The cabinet shown here is a concept drawing from Konami, as the game is still a few



Beat Mania II DX

Beat Mania II DX is a much-improved sequel to Beat Mania, using a different arcade cabinet and a large, flat-panel screen. Instead of five keys, II DX has seven (four white, three black) in addition to the turntable. The graphics are also much improved over the previous Beat Mania games. Instead of static, poorly animated graphics, this has video clips which play in the center of the screen.





GT2 **GRAN TURISMO**

Gran Turismo was the single biggest-selling PlayStation game in 1998, outperforming all other titles by a considerable margin. The more ambitious sequel has been in development for the past year and promises a lot of new stuff.

Story by John Davison and Crispin Boyer



Kazunori Yamauchi

Kazunori Yamauchi, president of Polyphony Digital Inc. and producer of *Gran Turismo*, looks very, very tired. He also looks like he needs a cigarette as he pats his pockets urgently searching for a smoke. As he sparks up, he explains why the rest of the *Gran Turismo 2* team isn't around for our meeting at Sony Computer Entertainment's Tokyo office. "The team was working for five days without any sleep to meet the PlayStation 2 deadline," he reveals, blowing smoke into the air. We are meeting with Yamauchi on March 3, the day after the biggest announcement in video-gaming history and the day after Polyphony showed what it could make *Gran Turismo* look like on the new Sony hardware.

We've known that a sequel to the best-selling PlayStation game of 1998 has been in the cards for some time, but it's only now that we've been lucky enough to get to the bottom of what the team is really hoping to achieve. When the original game was released, Namco's *Ridge Racer* was well established as the racing

series on the system—and convincing the world that something better was on the horizon was something of a struggle. Now though, over a year later, and still six months away from the game's release in November, *Gran Turismo 2* doesn't need to be justified by a flashy headline the length of *War and Peace*.

Yamauchi begins by explaining his vision for the new game. It was widely publicized that the original GT squeezed nearly every drop of power out of the PlayStation, and many observers had speculated that we wouldn't see a sequel until PlayStation 2. How can something better be produced at this stage? "GT used almost all of the console's capability—but there is a little extra left," Yamauchi says. "We're trying to use this power to make the game look a bit better. The physics engine in the original was close to perfect, but we've changed things slightly for the new game to make everything as realistic as we can."

Of course, one of the big draws of the original GT was its sheer number of real-world autos, and that's one area where the sequel

The Gran Turismo 2 Driving Test

(Answers on page 129)



All vehicles are required to stop within how many feet of the nearest rail of a railroad crossing when a train is approaching?

- A) Between 15 and 50 feet
- B) Between 5 and 10 feet
- C) 10 feet
- D) Stop?



Why Isn't My Favorite Car in GT2?

Probably because it never got on the list. At the vast car list for Gran Turismo 2 and Gran Turismo Sport, you're bound to find just about every car, even if the manufacturer is represented. The fun part is to see how good. We asked Yamauchi and Takano about the cars that didn't make it and the reasons why. One of our favorite cars didn't make it because "of the license," explains Masaki. "I have done extensive research into the issue to inform manufacturers, and I am confident of the understanding of the situation and the decision, but it is simply because the manufacturer's consent is not willing to license it."

That's not always the case, but the game is an "awareness" opportunity. Aston Martin's new V12 is a thrilling piece of product such as GT was good for their image. It also happens that the car may be too common. "Unfortunately, the license of the original I licensed most of the manufacturers to not that way."

There are also licensing opportunities more cooperative than others. "The U.S. manufacturer's consent is not," explains Masaki, with a comment that may well have been made in the past in American courts: "if the law says in early '90s."

"Fast is a success in GT2, and they seem to be as excited as we are."

Why the decision to include minis as well as the more traditional GT cars? Will we see other classes of cars—like the original Beetle? "Since I first started working on the concept for Gran Turismo," Yamauchi explains, "it has always been my desire to include as many cars as possible in my game, so it's a natural thing to include cars from various categories. As far as the original Beetle, it's a licensing problem, unfortunately you can't have it in GT2."

could really expand. But everything from the number of tracks to the styles of racing has been expanded for GT2, too. "We are planning to have as many cars as possible," Yamauchi explains, "with as many American and European cars as we possibly can. We are also planning to have at least 20 tracks in there too, including dirt tracks. The long-term plan is to make GT more than just a game, I want it to become an encyclopedia of cars—not just for everyday cars, but also for motorsport vehicles. We are moving toward this goal, and GT2 is well on the way to achieving this. The system for GT2 works like this: There are multiple types of races—road, rally or hill climb. You can choose what kind of race you want to enter, and you go to a parts shop and equip your car so that it can run in the style of race you want. Once you've done this, you'll just keep the cars in your garage like in the original game."

As this issue goes to press in early April, the car list is still to be confirmed, but Yamauchi is able to fill us in on some of the

American licenses he is intending to include this time. "We have nine cars from Chevrolet, about 11 from Dodge, seven from Ford and Mercury, six from Plymouth, five from Shelby and one from Vector," he says. "This isn't set in stone yet, but it's what we're working from at the moment." That seems to be considerably

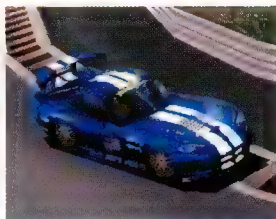
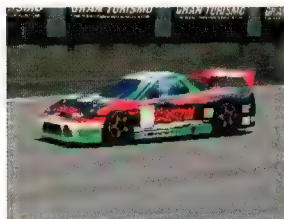
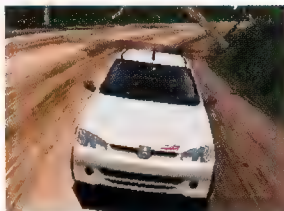
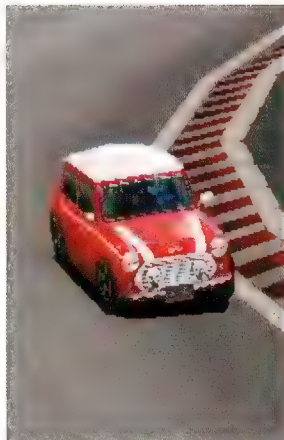
"The long-term plan is to make GT more than just a game. I want it to become an encyclopedia of cars."

more comprehensive than last time, but aside from something like the Prowler, we can't imagine there being anything too exciting from Plymouth. Maybe a mini van? "Although my eventual goal is to achieve the encyclopedia," he continues, "our major focus for the time being is sports models, and right now we have about as many American sports cars as we can. Plus, we



Speed should be reduced below the posted speed limit for which of the following reasons?

- A) Driver is driving in unfavorable weather conditions
- B) Driver is approaching and crossing an intersection
- C) Both of the above
- D) Driver has just crossed the finish line



have muscle cars—because we heard from American users that this is what they want.” It has to be said, driving some of the real classics does sound pretty cool. “After finishing GT, and seeing how popular it became,” he explains, “I wanted American and European users to feel closer to the sequel. The original was originally made for Japanese players. We had no idea it would be as successful as it was.”

Both the original Gran Turismo and the sequel involved a tremendous amount of research. With the enormous number of cars in the new game (nudging 400 if all the licensing work pays off) it must have been a car lover's dream. “Maybe the reason I make Gran Turismo is because I want to personally see lots of cars and drive as many as possible,” he enthuses. “I personally drove the Corvette, the Viper GTS and a number of others. I was very surprised by how comfortable the Viper GTS was to drive. I was expecting it to feel more dangerous and I felt very safe going around the track. The suspension is very good. I also took a ride

in the Ford GT40 and that was a real thrill because it's one of my dream cars. The owner brought his own driver to the track because he didn't want any of us to crash it!”

So what's more fun to drive then? Japanese supercars with hi-tech engines or good old-fashioned American muscle cars? “Being Japanese, I think of muscle cars as one of the symbols of the good old America I saw in the movies. I like the atmosphere, but I can't imagine myself sitting in and driving one of these. I like both the NSX and muscle cars, but if I was to choose the one I would personally drive, then it would be the NSX.”

As we discuss the further intricacies of GT2, we're lucky enough to see some early footage of the game in action. From the graphical style alone, you can tell this is a new Gran Turismo game, but what is most striking is the way the cars seem to interact with the surface of the road, and how they behave so realistically. The handling of each of the cars in GT2 is clearly a subject close to Yamauchi's heart. His responses are enthusiastic



- A) Come to a full stop and yield the right-of-way before entering the intersection
- B) If the intersection is clear, the driver does not need to stop
- C) Slow to below 5 MPH and proceed through the intersection
- D) Live fast, die young and leave a beautiful corpse

For the Record...

When it came time to capture the look and sound of GT2's fleet of cars, the developers busted out their cameras and recording devices and began the same exhaustive capturing process they followed for the original game. "For the U.S. cars we actually collected together about 70 cars and took them to Laguna Seca and Sears Point," Yamauchi tells us, "where we photographed them and also recorded the engine sounds. For the European cars we did the same thing at Donington Park with 60 or 70 European cars, and then we did the rest of the work in Japan. The photography was simple so we could get the textures as realistic as possible, but the sound recording was more complex. Engine sampling is done from the idling RPM to the max that a car can go (up to the 'red zone') by every 1000 rpm. Of course, when we worked on the Japanese cars that use the VTEC system, the VTEC sound is there too. We actually did this last time, though—if you take a listen to the Integra sound in Gran Turismo, you'll notice the engine sound is different from around 6000 rpm."



and the real car-geek stuff. If you really don't have a clue about the intricacies of physics and how they apply to that thing in your driveway, you might want to skip the next couple of paragraphs. They get a bit heavy.

"The physical absolute values that we use as the basis of the performance must be obtained from each of the car manufacturers," begins Yamauchi. "Taking the acceleration performance for example, if we have the car weight, gear ratios, a graph representing the engine torque value against the engine rotation value, drive resistance values for the entire drive train, and tire traction performance, we are able to reproduce the performance extremely accurately—so accurately in fact that the model in the game should behave just like the real car. Also, if we have the car weight, a value for the weight balance between the front half and the back half of the car, tread width of the front and back tires, the length of the wheel base and overhang, and we know the characteristics of the tire's ground contact, we are able

to reproduce the uniqueness of the handling for each car, not as precisely as we can for the acceleration performance, but pretty close to the real thing. The most difficult thing in accurately reproducing the handling lies in the fact that it's impossible to have the entire compound and structure of the tires that a car is equipped with as standard and the car's complicated suspension geometry as accurate parameters. Most of the behavior, say about 85 percent, of each car can be reproduced by using the above parameters, but if I wanted to reproduce the handling 100 percent accurately, I would need to bring up the simulation complexity by about several hundred times."

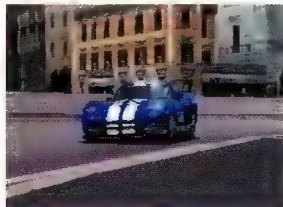
Bottom line: OK, so GT2's cars aren't 100 percent in-game duplicates of the real wheels, but they're the closest thing you can find without assembling your own fleet of American, European and Japanese supercars.

The most notable addition to GT2 is its rally-style dirt races, and we wondered if the new road surfaces forced the developers



When must a driver slow down for a school zone?

- A) School days between 7 a.m. and 4 p.m. when children are present
- B) Weekends
- C) Only during recess
- D) Don't worry—kids are quick



to retool the physics engine. Turns out the new race styles presented no problems at all. "Putting it a very simple way," Yamauchi explains, "the only difference between the races you've already seen in Gran Turismo and the newly added rally races is the surface of the tracks. Asphalt or dirt. The difference of the asphalt and dirt tracks can be represented by the difference of

"Something that disappointed me in the original was the AI for the rival cars."

the coefficient of friction and the characteristics of the tires that a car is equipped with." Since these parameters were already in the original Gran Turismo, all the programmers had to do was alter them slightly for the varying road surfaces in the sequel.

With this depth of simulation going on behind the scenes, a

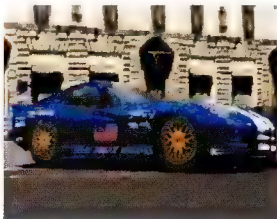
standard PlayStation joystick really isn't enough to make the most of the handling characteristics. Fortunately, Yamauchi and his team realize this, too. "We'll support the regular and analog controllers as well as the NegCon and JogCon controllers," he explains. "We'd like to challenge the force-feedback facility the JogCon offers, but after playing Ridge Racer Type 4 I was expecting a lot more and was very disappointed. It just didn't meet my expectations. That was after playing R4 though. I'd like to see how we can make GT2 challenge it."

So far we've only really covered the more "serious" elements of the new game. And while it's all very well and good the way GT2 simulates the way rubber meets asphalt in minute mathematical details, the game's still gonna be just plain ol' fun to play, right? "One of the major points of feedback from the first game was that going through the licenses and getting the cars was pretty good fun," explains Yamauchi. (We neglect at this point to interject that we thought it got a bit fricking annoying and allow

**SPEED
LIMIT**
55

This sign means you must:

- A) Reduce or increase speed to posted limit
- B) Go no faster than 10 mph above the indicated speed
- C) Yield to faster traffic
- D) Laugh uncontrollably



him to continue.) "Obviously we'll be bringing the tests forward into GT2, but this time there will be around 60 as opposed to the 24 in the original. There are some people who just won't be able to get through all of these tests—we're currently planning some kind of help."

How about multiplayer features? Gran Turismo featured one of the best head-to-head modes around. Any chance of this expanding to meet the challenge set by R4, allowing four players to compete on two linked PlayStations? "I'd love to try to put in a link mode," he reveals. (We know there's a "but" coming.) "But [ah, there it is] I'll probably have to give it up. The link cable really hasn't sold very well. If you want to make use of the link facility you end up investing a lot into the development procedure and end up not really seeing much return on this. Also, if you want to link PlayStations, it ends up eating a lot of hardware performance. If we wanted to implement it into GT2 we'd have to take a hit on graphical quality, and it may even end

up not looking as good as the original Gran Turismo."

Yamauchi has a solution to remedy the lack of more than one human opponent, though. "Something that disappointed me in the original was the AI for the rival cars, so this time we've improved this a lot. Our aim is to make you feel that you are racing against another player rather than against a predictable computer AI."

As we said at the beginning, GT2 is still six months away. It's currently tracking for a November release to give the team enough time to pursue all of the licensed cars for inclusion as well as introduce new features. Should the PocketStation ever





What should drivers do when approaching a construction area?

- A) Increase their speed to get out of the way quickly
- B) Slow down and yield the right of way
- C) Honk their horns several times to alert individuals working in the area of their presence
- D) Look for a 2'-by-10' on a sawhorse and try to get up on two wheels, like in the movies



An Idiot's Guide to Car Stuff

More than any game before, *Gran Turismo 2* brings muscle-car gearheads and auto-import aficionados together in nitro-burning harmony. You say you wanna hang with this crowd but the closest you ever got to a revving supercar was the last time you slapped the start button on the original *Gran Turismo*? Fear not, faithful poseur. Spout these terms around town and you'll be hangin' with the car gang in no time.

- **Holeshot**—The driver who gets his or her car off the line first at the start of a race.
- **Slammed**—Term for cars that have been lowered to such ridiculous extremes that cresting speed bumps results in showers of sparks.
- **Moving the Load**—Fiddling with the weight of the car so it handles better in turns.
- **Laying a Posi/Laying a Patch**—The process of spinning your tires and leaving a trail of melted rubber on the road. (Note: Posi is an abbreviation for Posi-Traction, a system General Motors developed in the early '60s to make both wheels spin under extreme force).
- **Neutral Drop**—This inadvisable technique involves revving your car to high RPMs while in neutral, then dropping it into drive, thus achieving an explosive launch from a stand-still position.
- **Power Shifting**—The act of changing gears without using the clutch, instead relying on the sound of the engine to shift when it "sounds right."
- **VTEC**—Honda-designed engine type with an extra, bigger cam that engages at high RPMs and boosts performance. Other car manufacturers are adopting similar engine designs.
- **Juice**—Nitrous oxide, a gas that grants a speed boost when pumped into the engine. Juicing is frowned upon by some racing fanatics, who'd rather race "all throttle, no bottle."

Here's a bonus anecdote (the bonus being it sounds dirty) ■ get you started: Even after I slammed, moved the load and laid a patch, I still didn't get the holeshot ■ front of the Dairy Queen yesterday, Linda.



come out in the U.S., Yamauchi-san did reveal there will also be support for the elusive handheld. "It will be used simply to exchange data," he reveals. "We're thinking of letting players save out score and time data just to show off. Also, if a player has bought or earned a rare car, they can use PocketStation to trade it."

Regardless of whether the PocketStation support makes it or not, *Gran Turismo 2* is a very significant game for this year. It has a heady history to live up to, and it could well be the technological swan song of the PlayStation before the system gets overshadowed by its successor next year. ☺

Spinout at Laguna Seca

"We didn't crash anything this time," admits Yamauchi, "although during the testing at Laguna Seca, I did spin out. And one of the other team members ran into a sand trap at Donington in the U.K. Fortunately nothing was damaged."



Review Crew

EXCELLENT

10

9

8

7

AVERAGE

5

4

3

2

CRAP

1

Current Favorites

Point Blank 2
Ehrgeiz
Tekken Tag Tournament
Star Ocean: ISS

Favorite Genres:
RPGs, Action

Crispin Boyer



Once again, Crispin had to deal with the disappointment of not seeing his favorite car—the '74 Dodge Dart, the first car he owned—in Gran Turismo 2. Sure, the Dart isn't exactly a performance automobile. And, sure, it would look a little outta place next to the game's shiny imports and classic muscle cars. And, OK, it isn't really even his favorite car. Cris just wanted it in for sentimental reasons.



John Davison

Johnny England has decided to head off the anticipated *Star Wars* fervor next month by declaring May 19 as an official holiday. After denying so many national holidays for the past year, it's ironic that of all things, a movie forces him to give us all the day off. His justification? "It'll save anyone, including me, from having to come up with crappy excuses for not being here." Next day off: Episode Two, 2001.

Current Favorites

R4: Ridge Racer Type 4
Power Stone
Hydro Thunder (Arcade)
The House of the Dead 2

Favorite Genres:
Action, Adventure

Current Favorites

NFS: High Stakes
Monaco Grand Prix (PS)
Triple Play 2000 (PS)
Beetle Adventure Racing

Favorite Genres:
Sports, Racing

Dean Hager



With E3 just around the corner, it's time for Dean to put down NFS: High Stakes and Triple Play 2000, and start thinking about the huge amount of games he's about to see. Dean's especially interested in Dreamcast sports titles Ready 2 Rumble Boxing and NFL 2000. Also on his list are: Madden 2000, NCAA Football 2000, Gran Turismo 2 and GameDay 2000. Now if we could only get him to clean his cube.



Dan Hsu

You may have to forgive Shoe's writing this month...his mind's not on his work—it's on fighting games. In his DC: Marvel vs. Capcom. PS: Street Fighter Alpha 3. N64: Super Smash Bros. It also doesn't help that he has Soul Calibur (DC) and Tekken Tag Tournament (Arcade) on the brain. Command & Conquer (N64) better come out soon...we don't need another fighting game dork in the house.

Current Favorites

Marvel vs. Capcom
Street Fighter Alpha 3
Super Smash Bros.
Hydro Thunder (Arcade)

Favorite Genres:
Strategy, Puzzle

Current Favorites

The House of the Dead 2
Street Fighter Alpha 3
Super Smash Bros.
Tekken Tag Tournament

Favorite Genres:
RPGs, Action

John Ricciardi



Lately, John's been trying to spend less time at work so he can regain the life he swears he once had. Unfortunately, with all the big games that have been arriving recently (like House of the Dead 2, Marvel vs. Capcom, etc.), he's been having a hard time getting away from the office. Now with Tekken Tag Tournament on the way, he may as well just give up his hopes of ever leaving this place again.



Shawn Smith

There are so many kick-ass previews and news stories packed in the pages of *EGM* this month (thanks to E3 being around the corner), Shawn can't believe it. Unfortunately, none of the games talked about are close to being finished—therefore they can't be reviewed for at least another five or six months. So Shawn's stuck playing mostly crap games—like some of the titles in this here review section.

Current Favorites

Super Smash Bros.
Point Blank 2
Fighter Maker
Hydro Thunder (Arcade)

Favorite Genres:
Action, Adventure

Current Favorites

Street Fighter Alpha 3
SPLiTs Third Strike
Soul Calibur
Tekken Tag Tournament

Favorite Genres:
Fighting, RPGs

Sushi-X



After a long drought, Sushi finally has a number of fighting games to sink his teeth into for just about every system, including arcade. The upcoming Dreamcast port of Soul Calibur has Sushi especially excited since just months ago it was on his wish list of console conversions. What else is on his list? SFIII of course...and his sources say a DC version is guaranteed by the end of the year in Japan.

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



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



Games that average at least an 8.0 receive Silver Awards.

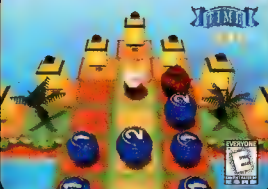


OUR PHILOSOPHY

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. 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?

CHARLIE BLAST'S TERRITORY



Publisher: Kemco
Developer: Realtime Associates
Featured In: *EGM #11*

Number Of Players: 1-4

Best Feature: Multiplayer Territory Mode

Worst Feature: Touchy Control

www.tropgear.com

Usually, when you play a puzzle game it's exciting to complete a level and see what's next. With *Charlie's Blast Territory* though, there isn't much of this sort of thing. Finishing a level gives more of a "blah" feeling than one of accomplishment. Granted the levels become increasingly more difficult, but if the game's not all that fun in the first place, what's the point? **A big part of the problem is the control—it's way too touchy.** Take for instance moving various objects around and hopping over other objects—which is basically what you do throughout the entire game. It's far too easy to accidentally push an object into an unrecoverable spot when all you meant to do was jump over it—which means it's time to restart, or undo (if you're lucky enough to catch your error right away). This makes for some serious annoyance and plenty of unnecessary restarts. I advise using the D-pad instead of the analog stick to alleviate some of the control pains. Yeah, puzzle games may be inherently tedious, but they're also usually fun to play—the tedious doesn't come from poor control. All in all, the multi-player is the main thing that stands out about this game—it's actually quite addictive and fun. Overall, CBT is an average puzzle game that's nothing to write home about—I'd suggest renting it, but that's about it.

Shawn

Charlie Blast's is an above-average puzzle game with some wild difficulty curves that make Dolly Parton look like Mokujin in comparison. Even though some of the puzzles got me frustrated beyond belief, I still wanted to play. It's not that the game is great...I simply welcomed the difficult challenge. **This game was either created by some real geniuses or some sadistic a-holes,** and it's definitely not for the young, impatient or dim-witted...

Dan

I've always been a big fan of puzzle games, and I really like the whole spatial reasoning thing that *Charlie Blast's Territory* has going. What stopped me from wanting to really stick with it to the end was the obstructive nature of the control system. You can stare at a level for hours trying to work out how to do it...and having to start again because the stupid controls made you push an important item too far is just pathetic.

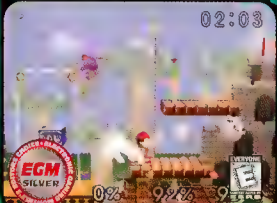
John D

Charlie Blast's Territory delivers two things: déjà vu (I know I've played iterations of this puzzle before) and plenty of frustration. Crap control is one culprit. It's too easy to accidentally nudge a bomb the wrong way when you mosey by (the developers seemed aware of this problem; the game offers an undo feature—which I used a lot). **Later levels are frustratingly tough.** Multiplayer's fun, but this ain't the next Bomberman.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
5	4	7	6

SUPER SMASH BROS.



Publisher: Nintendo
Developer: Hal Laboratories
Featured In: *EGM #18*

Number Of Players: 1-4

Best Feature: Simple Fun Gameplay

Worst Feature: Lots Of Cheap Attacks

www.nintendo.com

Only one company can get away with tossing a bunch of old characters in a fighting game with old sound effects, old music and stages based on old games: Nintendo. This is quite all right by my book...like Mario Party or Mario Kart 64, **Super Smash Bros. is a great party game whose Nintendo-heavy themes work well** (unless, of course, you're sick of Yoshi in all his glorious cuteness). Each of the characters has different moves and powers, giving this title quite a bit of variety...a lot more than one would expect from just glossing over the game's surface. The stages also add a lot—each one has specific quirks that can change the way you play (although more levels would have been nice). Those nice features aside, *Smash Bros.*' novel concept alone makes this game worth checking out. This isn't your typical kill-the-other-guy-until-he-has-no-health-left fighting game. Having to weaken your opponent until you can throw him off the stage leads to some pretty funny and frantic situations, which is why it's such a great four-player game. If you're a lone gamer, however, *Smash Bros.* may not be worth the cash. While this cart has secrets to open (four fighters and one stage), it'll only take 15 minutes to play through a one-player game, and the last boss is a pushover. Fun for four players. OK for one.

Dan

Nintendo's got this party game thing down pat. **Super Smash Bros. is one of the most unique, entertaining fighting games I've ever played.** The one-player game is amusing (the minigames help out a bit), but it doesn't come close to replicating the chaos that ensues when four people get together and go at it. The stages are great, the music rules, and the action is nonstop. Just be sure you have three friends to play with.

John R

Thanks to repetitive gameplay and mostly unintelligent AI, *Smash Bros.*' one-player mode isn't that impressive. It's good but not great. **The multiplayer and team modes are what make this game so much fun** and give it its staying power. Sure, *SSB* may seem frustrating at first, but if you master your player's fighting techniques and learn how to avoid failing to your doom, it will surely provide loads of multiplayer fun.

Shawn

I had reservations about *Super Smash Bros.*, but by the time the Review Crew and I emerged from our *SSB* marathon (two days after it began), I was a firm believer. The game is unpretentious about the fact that it's more a party game than a serious fighting game. Hence, **it's deceptively simple to pick up, but there are plenty of techniques to learn.** My only complaint is the controls can seem a bit sluggish at times.

Sushi

VISUALS	SOUND	INGENUITY	REPLAY
8	9	9	9

3XTREME



Publisher: 989 Studios
Developer: 989 Studios
Featured In: *EGM #18*

Number Of Players: 1-2

Best Feature: Two-Player Mode

Worst Feature: Lack Of Analog Control

www.989studios.com

989 Sports purposely modeled *3XTREME* after the first Xtreme Games. The problem is, the original scored big because it was a new concept. Well, it's not anymore and *3XTREME* suffers for banking on a reshaped theme. For one, the control should be more precise. The frame-rate is faster now, and the digital pad just doesn't cut it anymore, especially for sharp turns. Too many buttons, too much finger contorting. Analog would be so much better—it seems like a natural for this type of game. Too bad. The graphics are not good either. It's definitely not on par with most third-generation PlayStation games. **While it's obvious 3XTREME is saturated with "same 'ol, same 'ol" elements, it's not without its good points.** The simplified trick system is OK. It lets you perform impressive stunts very easily. It's good on faster courses where huge ramps allow massive hang time. The combat is amusing as well, especially in head-to-head. Two-player is the most tolerable way to go, although it still leaves a lot to be desired. It controls better than single-player and moves quite fast at times. The bottom line: among other things, *3XTREME* loses big points for lack of analog support but gains a few for its two-player action. If you loved the first edition, *3XTREME* will bring back some memories. Otherwise don't expect much.

Dean

3XTREME looks like it should've come out in 1996 rather than 1999. The graphics and frame-rate are below-average and the character animation is reminiscent of lame sprite-based games from the 16-Bit days. In addition, there's some slowdown when you're near a group of competitors, and the control is very loose. The most striking feature of the game is its music—and that ain't much. Overall, I'd steer clear of this one.

Shawn

Another example of derivative, copycat, cash-in, sequel crap on the PlayStation. Avoid it at all costs. **It's not fun.** It controls like a dog (and no analog support...duh?), it's best bit—the two-player game—is dull as dishwater, and to top it all off, the graphics are jerky, slow and badly drawn. In places it's so bad that your "dude" crashes straight through the scenery. So bad, it's verging on being retro. It's almost insulting.

John D

This game is worthless on so many levels I won't even have room to cover it all. I'll just make a list: no analog control, over-flogging of the "extreme sports" carcass, horrible graphics, slowdown galore, unresponsive controls, tedious tracks, constant stream of corporate advertising (snap into a Slim Jim!), characters nobody can relate to, much less want to play as...um, you get the point. **Look, just stay away from this awful mess.**

Sushi

VISUALS	SOUND	INGENUITY	REPLAY
3	4	3	3

ARMY MEN 3D



Publisher: 3DO

Developer: 3DO

Featured In: EGM #114

This is one of those games that could have been considerably better. The premise is pretty cool—toy soldiers in a WWI-inspired environment—but it is plagued with a number of careless problems that make it less entertaining. I'm not sure if I'm into the whole "one soldier" thing. Things are actually more fun when you feel like you're in the middle of a war—but this doesn't happen often. On a purely cosmetic note, the fact that the soldiers are toys seems to be more of an excuse for crappy sprites and sloppy animation than for anything else. Aside from this though, the graphics engine really isn't too bad, although it does have a bizarre tendency to do some oddball stuff with the frame-rate. When there's not much going on, it cranks up super high and almost makes things look like they're moving too fast. The music's weird as well. Half the time it's too quiet and it's almost as if there's something wrong with it, which really screws up the atmosphere (which is otherwise fairly convincing). As for gameplay mechanics, it has to be said the control system SUCKS. The analog support is way too sensitive, there's no side-strafe and the numerous vehicles are near-impossible to control. There also aren't any continue points, which in the big missions is REALLY infuriating. Very average.

John D

A lot of things about this game don't make sense. Aside from the inexplicable premise, (toy soldiers battlin' in a regular-size world?), the controls are awkward, and the lack of checkpoints makes life frustrating on harder levels. The two-player mode is this game's saving grace. Although it suffers from the same problems, this capture-the-flag bonanza demands more strategy and delivers more thrills than the one-player game.

Crispin

Surprisingly, AM3D doesn't take place in the real world where toy army men do battle. Instead, we're taken to an imaginary world where these toys apparently live. Maybe the game would've been more fun if the gameplay was funnier. The levels have interesting objectives, but that's not enough. Where are the checkpoints? And why do the vehicles control so poorly? Luckily, AM3D has an awesome two-player Deathmatch Mode.

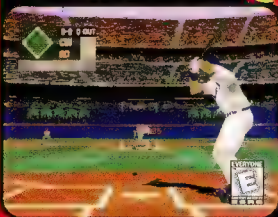
Shawn

For the most part Army Men is a fun, 3D "search-and-destroy" action game. But it could've been so much better with some simple tweaks. It needs: save checkpoints, better war ambience, easier-to-read maps, a strafe move and better-controlling vehicles. On the plus side it has decent sniper action, cool weapons (especially the flame thrower) and most importantly, a really fun two-player mode. Check it out just for that.

Dean

VISUALS 6 SOUND 6 INGENUITY 5 REPLAY 6

BASEBALL 2000



Publisher: Interplay

Developer: Interplay Sports

Featured In: EGM #114

Last year, Interplay's VR Baseball '99 found its niche by being the most realistic-playing of the big three PlayStation baseball games, while also being rather fun to play. This time around, the AI is still real tight, but the game itself isn't nearly as entertaining to play as MLB 2000 or Triple Play 2000. Good AI can only take you so far—at some point, you need to actually have fun playing the game, and that just doesn't happen with Baseball 2000. For one, the game controls are extremely sluggish. Trying to control after-throw with the analog pad is nearly impossible (you really need some kind of cursor, which we pointed out last year), yet at the same time, if you field with anything but the analog pad, you're screwed because the controls are so horrid. As if that wasn't enough, the game has a few really odd bugs and glitches (the worst of which is the game's tendency to lock up, which is inexcusable), and the MLB season schedules are screwed up (home and away games are inexplicably reversed). If you're a serious sim fan, you'll definitely appreciate the attention to detail in Baseball 2000's AI, but if you're looking for a game that re-creates the action and excitement of baseball, or one that's fun to play with 2P, this isn't it. Slap a good engine on this one, and it could really soar.

John R

This series has suffered some setbacks. Four things stick out: its ultra-sensitive pitch control, slow game pace, slightly choppy frame rate and buggy tendencies. More than once my fielder got stuck inside an outfield wall. Worse yet, the game can lock up on occasion. Beyond that it's OK. Two-player matches are competitive, at least. But overall the game seems a bit primitive and flawed. It's obvious BzK was rushed out the door.

Dean

As a casual fan of console baseball games, I was hoping for something a bit more fun from Baseball 2000. This is NOT an arcade-style sports game. It's heavy on stats, and the smart AI isn't forgiving on newbies. Control is straightforward and easy to master, but the game never really gets exciting. The numerous graphical glitches don't help either. Maybe die-hard baseball fans will dig it, but I want less sim and more fun.

Crispin

I can see where the producers were trying to take Baseball 2000, but the end result is a game that looks a lot better than it plays. You'll find yourself constantly one step behind the action because of the game's sluggish fielding controls. What you end up with are silly errors and a lot of irrational hatred. Turn off the goofy play-by-play and the game is too quiet. With superior baseball games on the shelves, why settle?

Sushi

VISUALS 5 SOUND 5 INGENUITY 5 REPLAY 5

BLOODY ROAR II



Publisher: Sony Computer Entertainment

Developer: Hudson/Razing

Featured In: EGM #118

Like so many fighting games these days, Bloody Roar II suffers from being extremely flashy, but ultimately lacking in depth and gameplay. Graphically it's hard to fault. The hi-res visuals are all beautifully drawn, and are animated convincingly. Also, there are probably more special effects used here than in anything else, save maybe Metal Gear Solid. In fact, the presentation is top-notch throughout, although I could live without the Marty Friedman-styled guitar-wank soundtrack. The game itself is what you'd expect though. If it weren't for all the characters transforming into big ugly monsters with some really nasty moves it would be "just another" 3D fighter. The real digs I have with this are a) it's a bit too easy, b) you don't get the sense of impact from the fights, and c) the characters just don't have the appeal the likes of Tekken and Virtua Fighter have. As with Ehrgeiz, what saves BRII from mediocrity is all of the extra stuff. The Story Mode unfolds with a lot more class than most bolted-on fighting game plots, and every character has his/her own little tale that develops—a bit like in Soul Blade. Other extra stuff is just fluff, but it's a bonus...although the Watch Mode that lets you see the computer play with itself seems a bit pointless. Rent it, don't buy it...it's not the best thing ever.

John D

Bloody Roar II is one of the spazziest fighters since Toshinden 3. It's a decent game...that is, if you don't mind a lot of tap-tap combos combined with frantic, almost mindless gameplay. With BRII, more often than not button mashing will win more games than actual strategy. The game sure does look nice though. It's almost worth checking out for the eye candy alone, just don't expect a Tekken or Street Fighter-like hardcore fighter.

Dan

As a sequel, BRII is successful. The story line, while cheesy as ever, continues the bizarre Zoantheor saga nicely. Seven new characters pump up the action as well. The fighting engine is simple, and at times the special moves are downright obnoxious (so to the music), yet I still like this game. The graphics are seamless, the characters are original, and the custom options are fun. Don't be fooled though—this is still kid's fare.

Dean

Bloody Roar II is basically the first Bloody Roar times so. There's just more of everything in this sequel: 60 fps, hi-res graphics, tons more special effects, lots more combos and gratuitous amounts of panty shots (with Jenny the Bat). And like Bloody Roar, the game is mindlessly fun. There's quite a bit of button-mashing to be done here and the results are often spectacular. Also, gone are the ugly characters from the first BR. **Sushi**

VISUALS 8 SOUND 6 INGENUITY 6 REPLAY 6

Number Of Players: 1-2

Best Feature: World War II Atmosphere

Worst Feature: Capppy Controls, Analog Is Too Sensitive

www.3do.com

Number Of Players: 1-2

Best Feature: Realistic Gameplay, AI

Worst Feature: Sluggish Controls, Sloppy Graphics

www.interplaysports.com

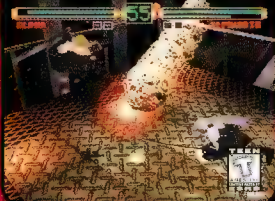
Number Of Players: 1-2

Best Feature: Effects-Ridden Presentation

Worst Feature: Too Easy

www.playstation.com

EHRGEIZ



Publisher: Square EA
Developer: Square/Dream Factory
Featured In: EGM #117

OK, bear with me on this one. Even though the basic fighting game here ain't so hot, Ehrgeiz is still a stellar package. How so? It's the extras that make this thing a must-buy. Specifically, Dream Factory has outdone itself with Ehrgeiz's Quest Mode—which is more fun and rewarding than the quests of Tobal No. 1 and 2. You find loads of cool weapons and armor (so much stuff, in fact, that this mode reminds me of Diablo). The level-up system, which has you managing your character's diet, is ingenious. I never got tired of exploring the dungeons. Heck, there's even a sweet minigame in which you gamble on the wine industry (I'm not kidding!). The Quest Mode is just plain addicting, and most of Ehrgeiz's other extra minigames don't disappoint, either. Aside from the standard Survival Mode, you get a funky Track and Field-style racer and another extra that's best described as Othello meets Battle Chess. But what about the main game? Despite its roster of Final Fantasy characters and ample supply of secrets, Ehrgeiz never did anything for me in the arcade or on the PlayStation. I despise its awkward blocking system. Opponent AI is just plain dumb. The grapple-based gameplay I loved in Tobal is absent here. And the run-anywhere arenas, well...newer games like Power Stone just do that better.

Crispin

As a straight fighting game, forget it. Some really cheap gameplay and crappy AI spoil an otherwise innovative idea. Opponents seem to get stuck in the 3D scenery and end up fighting the walls. What saves the day is all the extra stuff. The minigames are a welcome distraction, but it's the Diablo-like Quest Mode that excels. It's a huge, but simple action adventure that makes the whole package worth considering.

John D

Ehrgeiz is one of the most visually impressive fighters I've seen on the PS. Unfortunately, it's as mindless and shallow as it is pretty. Why they decided to release this in the U.S. instead of Tobal 2 (which has far more depth and technique than Ehrgeiz) is beyond me. The game's saving grace is its Quest Mode, which is surprisingly fun and interesting. The battles are simple, but the exploration and item management is really cool.

John R

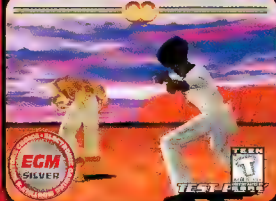
Although similar to the legendary Tobal series, Ehrgeiz's fighting system just doesn't click for me. FVII characters definitely add value, and it's nice to see the extras piled a mile high, but the main game play is just weak. The Quest Mode, on the other hand, is awesome. The graphics are fantastic and I really like the way nutrition plays a part in your character's development. Forget the main game—get this for the extras.

Sushi

VISUALS SOUND INGENUITY REPLAY

8 7 7 7

FIGHTER MAKER



Publisher: Agetec
Developer: Ascii
Featured In: EGM #117

It needs to be said right off the bat that Fighter Maker is a very average fighting game. If what you want is another brawler for your PlayStation, you should look elsewhere. The fighters featured are very generic, and some are downright ugly. Fortunately, the point of the game is to create your own fighters, so the verdict in that regard is that it does a fantastic job. Agetec has taken a potentially complicated process and boiled it down to its most accessible elements without compromising their powerful creation engine. I haven't thought of a move yet the game can't handle, although there are limitations. While it's possible to make the preset moves look better than before with cooler effects and animation, you'll never squeeze anything close to Tekken-like quality out of Fighter Maker. With technology like the Dex Drive, your fighters can live on for a long time to come, making time invested in original moves all the more rewarding. The one glaring omission is the ability to customize the look of your character like in WWF War Zone, leaving you stuck with the underachieving FM cast. With some tweaks in the game engine and a graphics editor, Fighter Maker would be perfect, perhaps in a sequel on a new console. As it is, it's still highly enjoyable and there's nothing like it on any U.S. console.

Sushi

Fighter Maker is definitely not the next Tekken—but then, it's not supposed to be. In fact, it's much more involved than any fighting game I've ever played, including Tekken. It'll take you a long time to get the hang of FM, but it's well worth it. Really, this game's as good as you make it. So for those of you who have always wanted to make your own fighting game, you MUST look into Fighter Maker. It'll bring you months of fun.

Shawn

This amazing piece of software is truly impressive. I was blown away from just creating a simple block animation! If you have any type of imagination (and the patience to make it come to fruition), you HAVE to check out Fighter Maker. The things you can do with this game are amazing. Be prepared to spend hours (and a lot of dough on Memory Cards) with this one. Warning: Creating fighters is a lot more fun than fighting with them.

Dan

Don't be fooled into thinking this is just a more elaborate version of what you'd find in WWF War Zone, because it's actually much more complicated. It takes a long time to build a fighter, but you actually have to take into battle, and even then you have to keep tweaking to make it a killer. Being an rental helps. While the interface could be friendlier, you have to admire the flexibility. Let's hope it starts a trend.

John D

VISUALS SOUND INGENUITY REPLAY

6 6 10 9

MLB 2000



Publisher: 989 Studios
Developer: 989 Studios
Featured In: EGM #118

No one can deny MLB's domination of the baseball genre (on the PS, anyway). But this year instead of pushing the envelope, 989 Sports has done little more than touch up MLB 99 and tack a "2000" on the name. The good news is, it's still a great game. But in light of Triple Play's amazing overhaul, it could be a stretchy year for MLB 2000. Notable changes include the rosters and maybe a slight graphic improvement. It's tough to tell though—it looks very similar to MLB 99. Beyond that, a few more frames of animation (the jury's still out on that too) and an extended Spring Training Mode rounds out the changes. Surprisingly, analog control is still not an option—no good. For the most part, MLB 2000 falls back on its assets—a fast and fluid frame-rate, good AI (aside from some bugs) and a great Spring Training Mode. Taking your player through pre-season is really fun. Timing your swing remains the cornerstone of the batting interface. Infield files are questionable, though—the computer will tend to let them drop or make them impossible to get to in time. It's a buggy problem that plagued the game last year as well. On the whole, I'm much more impressed with Triple Play 2000, but that doesn't mean MLB 2000 isn't satisfying. Just be ready for a déjà vu experience.

Dean

989 must be getting lazy. MLB 2000 is more or less the EXACT same game as last year's MLB 99, save for a few very minor tweaks. The CPU still hits way too many HRs, the fielding is still very much hit-or-miss, and the game is still more suited to fans of arcade-style play. If it's realism you're after, you're better off with TP2000. If not, you probably don't care about updated rosters...so you may as well just stick with MLB 99.

John R

This one works for me. MLB 2000 is easy enough to get into, has perfect voice-overs, and nice-looking graphics and animation—it's all around solid like me. Besides, what else is there for a guy like me to say about a baseball game? You can swing the bat, hit the ball and keep happy. That's all I want, really. Also, the two-player mode is a favorite here at EGM—right now, Che, Sushi and I are battling for Champion of the World.

Shawn

Folks who played MLB 99 last year will easily feel at home with the latest MLB because it plays exactly the same. However, there are a handful of minor additions to the series: The GM options are now more robust; there are more player animations; and they added a new two-man commentary team. Sadly, MLB 2000 is plagued by poor fielding control and collision quirks. These interfere with an otherwise great baseball game.

Sushi

VISUALS SOUND INGENUITY REPLAY

8 8 6 8

Number Of Players: 1-2

Best Feature: Quest Mode

Worst Feature: Blocking System

www.squaresoft.com

Number Of Players: 1-2

Best Feature: Duh—Making Your Own Fighters

Worst Feature: Fighting Engine Lacks Polish

www.squaresoft.com

Number Of Players: 1-2

Best Feature: Competitive Two-Player Games

Worst Feature: Almost Exactly The Same As Last Year

www.989studios.com

MONSTER SEED



Publisher: Sunsoft
Developer: NK Systems
Featured In: EGM #118

The best thing I can say about Monster Seed is that it rips ideas from some damn good games. For the most part, this thing is Pokémon for the PlayStation. Instead of a monster "trainer," you play a monster "ruler." Instead of Pokéballs, you hunt down eggs—more than 50. You stick these eggs in an incubator, then add various solutions and adjust the temperature to hatch a unique monster (you're supposedly able to hatch 97 different types). Trouble is, this whole hatching process seems random. The different solutions seldom produce the desired effect. The game's manual doesn't offer any specific hints, either (in fact, the badly translated manual fails to explain many elements of this game). When it comes time to hit the dungeons and sick your lil' pals on the bad guys, the game adopts a grid-based Final Fantasy Tactics-style Combat Mode. (You can also pit your monsters against a friend's on his or her Memory Card.) As in Pokémon, your goal is to unleash a mix of monsters who can whittle down the enemies' defense and hit points. Again, trouble: Picking the proper monster for the job is overly difficult, thanks to an abundance of confusing battle stats. On top of all that, **Monster Seed's dialogue is atrocious**—sometimes goofy, sometimes nonsensical but nearly always annoying.

Crispin

First we had Monster Rancher, which was pretty original. Then Dragon Seeds came along which wasn't. Next, Pokémon was released and reinvented the idea of monster-rearing and battling. **Now Monster Seed is here and it really doesn't do anything for me.** It's not very original at all, the story is poorly translated and the monster hatchings aren't very interesting. The battles are the most confusing part of the game.

Shawn

This game reminds me of Monster Rancher and Pokémon, only without the excitement and gameplay. **I truly got bored executing the commands and exploring the environments of this oddball game.** The dialogue is really mundane and silly as well—too much repetitive interaction. It's a cool premise but overall the game is way too complicated and tends to repeat scenarios. My interest faded quickly as the saga wore on and on...

Dean

Breed a small troupe of monsters and take on other monster breeders in tactical grid-based combat. Wee. You spend most of your time in combat, and unfortunately, that's also the game's biggest weakness. **While you can summon a wide variety of monsters, you don't have full control of their actions.** You can give them a general strategy and then watch as the AI blunders your well-laid plans. Good premise, mediocre execution.

Sushi

Number Of Players: 1-2

Best Feature: Large Variety Of Monsters

Worst Feature: Atrocious Dialog

www.sunsoft-games.com

POINT BLANK 2



Publisher: Namco
Developer: Namco
Featured In: EGM #117

If you're into good PS light-gun games—you know, all three of them—then you should definitely get all up into Point Blank 2. It'll keep you busy for hours, and give you barrels full of entertainment when friends are over. The first Point Blank still rocks, since it too offers dozens of different types of shooting games in one neat package. **But the sequel has even more imaginative games to work your way through,** and even more play modes—basically more bang for the buck—pun intended. Of course, the GunCon still plain rocks, and makes PB2 all the more easy to play. Its accuracy still amazes me, and since PB2 is all about being accurate, the GunCon is the only way to play such games (besides the fact Namco makes both the game and the gun). If you've ever played the first PB, then you know graphics aren't this title's strong suit. But it holds its own—and certainly maintains its cartoony, almost cheesy style—throughout the entire game. The music...well, it fits the game about as good as it can but it's still pretty annoying. With an insanely challenging one-player Theme Park mode (almost too difficult in some cases), and two- to four-player party modes that make the replay value skyrocket, you really can't go wrong with PB2. Now all you need is a couple of GunCons.

Shawn

Point Blank 2 is a very worthy sequel to my favorite light-gun game of all time. Even though not all of its stages are completely original, PB2 has enough new ideas to make it worthwhile for fans of the 1st to check out. **If you weren't that hot on the original, however, nothing here will really change your mind**—it's really the same game at heart. I'd have to say the one-player game is less entertaining this time around though...

Dan

It doesn't matter if you're a fan of the first Point Blank—**just go pick up this sequel immediately.** Like the original, it packs wildly imaginative levels and lots of 'em. You get even more play modes this time around. The new Theme Park is a fun one-player diversion, but the real draw here is the multiplayer stuff. Point Blank 2's Party Mode has been cranked up several notches. You'll definitely want two Guncons for this thing.

Crispin

The original Point Blank is one of my favorite light-gun shooters of all time, and this PS-exclusive sequel (for now, anyway) is even better. **If you've never played a PB, you MUST give this game a try—it's a total blast.** Two-player play is, of course, the best way to play, but even the solo stuff (especially the Theme Park Mode) is a lot of fun. Just be warned—if you already own Point Blank, there isn't all that much new here.

John R

Number Of Players: 1-X

Best Feature: Tons Of Variety

Worst Feature: Quite Similar To The First Point Blank

www.namco.com

POPULOUS: THE BEGINNING



Publisher: Electronic Arts
Developer: Bullfrog
Featured In: EGM #116

Being a big fan of the original Populous, I was excited to see this sequel coming to the PlayStation. Unfortunately, it doesn't live up to my fond memories of the old one. And while it does capture some of the interesting concepts of the original, most of the levels don't draw you in the same way the old one used to—basically because this sequel is a different type of game. Instead of being a shaman who in turn controls her villagers, Sounds cool, but from an aesthetic point of view, the game is very sluggish and clunky. The graphics look like they're from a first-gen PS title, the frame-rate chinks along slowly and the control—even using the analog to move the cursor around—is annoying and touchy. Maybe mouse support would've helped. But then, how many people actually own a PlayStation mouse? This awkward control makes handling your villagers a real pain in the booty. For example, when a battle erupts, hordes of people pile onto each other. Picking out your shaman and followers from the crowd can be downright impossible. More of your people get killed than necessary. And what's up with the saving and loading times? It takes WAY too long. Overall, Populous: The Beginning seems like a rushed port of its PC cousin. It's too bad really.

Shawn

Now here's a game that should have stayed on the PC. Populous: The Beginning's graphics are too clunky on the PlayStation, making it hard to distinguish troop types. The interface is even more clunky. Dual Shock controllers will have an easier time, but you still have to step through too many menus in the heat of battle. A fan of the first two Populous games, I'm not too keen on the series' shift to full-on real-time strategy, either.

Crispin

Despite knowing this Populous strayed from the successful formula of the original that I so adored, I was still looking forward to it. Unfortunately, I was fairly disappointed. **This game plays and feels like a rushed PC port.** The interface is cumbersome, making it difficult to manage your followers. The grainy graphics don't help either. P:TB has some great ideas, but it's nowhere near as addictive or fun as the original.

Dan

I remember when Populous was good. So imagine my surprise upon popping in Populous: The Beginning. The limited amount of control you have over your situation (selecting men, jumping back and forth between locations, etc.) makes this game a healthy exercise in frustration. The graphics are horrible. They remind me of Magic Carpet, only much, much worse. **An unworthy port of an already average-at-best PC game.**

Sushi

Number Of Players: 1

Best Feature: Controlling Primitive People

Worst Feature: Clunkiness And Load Time

www.ea.com

VISUALS 5 SOUND 4 INGENUITY 4 REPLAY 3

VISUALS 5 SOUND 7 INGENUITY 7 REPLAY 9

VISUALS 3 SOUND 4 INGENUITY 6 REPLAY 4

R4: RIDGE RACER TYPE 4



Publisher: Namco
Developer: Namco
Featured In: EGM #113

Namco's latest racer takes the heart of its flagship driving game and wraps an assortment of impressive and stylish graphics around a familiar physics model. Like Ridge Racer, you gain cars by winning races. However, unlike Ridge Racer, you can't buy cars anymore as each of the 321 cars will require unlocking through winning the Grand Prix (or trading via PocketStation). R4's presentation is sweet to the point of excess. The menus exude mucho style, and everything is accompanied by upbeat house music. Remember when you thought graphics couldn't get any better than Gran Turismo? Well think again. I don't know how Namco does it, but R4 looks freaking nice. The frame-rate never dips below a solid 30, and at a glance the replays look high-photorealistic. For multiplayer, Namco's not only included split-screen play, but also Link Cable compatibility for up to 4P races. To top it off, R4 comes packaged with a bonus 60 fps Ridge Racer with two tracks, mirror modes and a new hidden car. The only issue die-hard fans will have with R4 is that drifting is now easier to perform. Plus, because the tracks are a bit wider and more forgiving, hardcore RR fans may blow through the game rather quickly. Still, even for the most discriminating racer, R4 has plenty to get rev'd up about.

Sushi

R4 is the best Ridge Racer game yet, hands down. The controls are amazing, the graphics are gorgeous and the gameplay is extremely solid—though a tad bit on the easy side. The JoGCon isn't nearly as good as the NegCon or the Dual Shock pad (yes, the U.S. version has analog control), but at least you don't have to buy it. The bonus 60 fps Ridge Racer disc smokes, and rounds out an already awesome package. A must-buy for RR fans.

John R

I'd forgotten how anally competitive the RR games make you. R4 is just as ludicrously addictive, but what sets it apart from its predecessors is that there's so much more to it. The controls are just about perfect—finally, Namco has sorted out the power slicing, and it's now a joy. The underlying "story" of the game, while a bit camp, gives it a far more complete feel than ever before. And it just love the tracks. Wow. Nearly perfect.

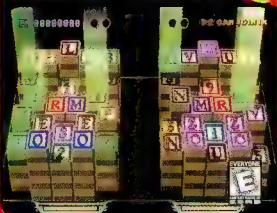
John D

R4 does a great job of carrying forth the personality of the former Ridge Racer games. The drifting technique is easier than ever—floating around corners in the perfect slide is awesome! Barely touching the walls doesn't slow you to a halt like it used to. They fixed the two things I used to hate about the game, and now I'm loving it. The story stuff is kind of cool as well. R4 is right up there with GT and NFS: High Stakes. Buy it.

Dean

VISUALS 9 SOUND 8 INGENUITY 7 REPLAY 8

SHANGHAI: TRUE VALOR



Publisher: Sunsoft
Developer: Sunsoft
Featured In: EGM #118

The Shanghai games have always been fairly similar from installment to installment. The basic gameplay stays the same with only new modes and tile sets to differentiate them. True Valor is certainly no exception. The two new modes, Rolling and Battle, are rather cool (although Rolling Shanghai is more gimmicky than anything). Battle Shanghai is a lot of fun for two. Instead of working on one board like traditional two-player Shanghai (although you can play two-player cooperative games on one game board in Classic and Rolling Shanghai), you each get a mistake of tiles to work off of. The action gets exciting ("action" and "exciting" being foreign concepts to Shanghai games, mind you) when the players are racing to match Power Tiles, which can launch special attacks that'll mess up your opponent. Although these attacks can swing the favor too much in the attacker's favor, this still adds some interesting spice to this age-old puzzle game. This could've been a better package had Sunsoft included more tile sets (it only has three) and a wider variety of tile layouts (although True Valor has 25 different setups, most of them look identical...and where's the original, "classic" layout?). Still, this is a solid game that can provide the quick puzzle game fix we all need every once in a while.

Dan

The new play modes—Arcade, Battle and Rolling Shanghai—add a healthy dose of variety to this classic puzzle experience. Rolling Shanghai is the best addition. It's like a Rubik's Cube, dominoes and solitaire all mixed together. Battle Mode also rocks, mostly because you can steal your opponent's pieces. Fun! Women are going to love this game for its classic Tetris-like ordering. If it comes out at \$50 though, rent first.

Dean

Having never played any of the Shanghai games, I really wasn't sure what to expect, I must say I am moderately pleased. This game is by no means exciting, but it certainly provides some exercise for your brain—and that's a good thing to get considering a good portion of the games on the market today consist of senseless violence and/or ridiculous humor. If you can find Shanghai really cheap, consider picking it up.

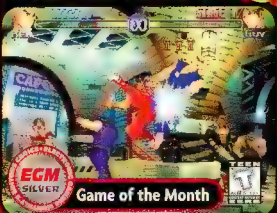
Shawn

I never thought the old 8-Bit versions of Shanghai, so True Valor is really my first exposure to this Chinese take on dominos. And you know what? I like it. It's a simple, addictive game that in many ways is as fun as computer solitaire. The two-player modes add welcome competition to the mix—not to mention a little flash in the form of magical attacks. It ain't Devil Dice, but Shanghai's still a relaxing time waster.

Crispin

VISUALS 5 SOUND 5 INGENUITY 6 REPLAY 8

STREET FIGHTER ALPHA 3



Publisher: Capcom
Developer: Capcom
Featured In: EGM #116

With Alpha 3, Capcom has thrown in everything including the kitchen sink to satisfy almost every Street Fighter nut. The largest cast of fighters ever, combined with a huge amount of play options and modes makes this Capcom's best arcade port yet. Capcom's 2D fighter conversions on the PlayStation have been inching up in quality over time, and they've finally hit the jackpot with Alpha 3. Very few animations have been cut, and the loading time between matches is significantly better than previous installments. It's not perfect (this is the PlayStation we're talking about), but it's close. Still, the best part about this awesome conversion is the new World Tour Mode, which tacks RPG elements onto a tournament-style battle that takes place throughout the entire world. If you're like me, the main thing you'll care about is trying to find the right combination of characters and ISMs that will keep you on top of the crowd. My current favorites are "A" Mode Guy and (don't hate me) "V" Mode Akuma. The PocketStation minigames are cool too, though they're pretty well-hidden in the U.S. version (they're immediately selectable in the import). I may be a bit biased toward the series, but in my opinion, Street Fighter Alpha 3 is the best fighting game on the PS, period. I can't wait for the DC version...

Sushi

I couldn't be happier with this port...it's practically dead-on. Just about everything is intact, right on down to the silly little animation quirks. As amazing a translation as this game is, I'm even more impressed with the healthy dose of one-player goodness Capcom has provided. The World Tour Mode is the best one-player treatment of a fighting game I've seen, short of an Ehrgeiz-type adventure. This is the pinnacle of the SF series.

Dan

There's so much to like about SFA 3 for the PS. I don't know where to begin. The graphics and animation are better than any 2D PS fighter to date. The music and sound effects are awesome, and really get the adrenaline pumping. Most importantly, the gameplay is extremely tight. The use of ISMs allows for a ton of variety in play, and the numerous extra modes (like World Tour) add lots and lots of playability. Best of all, Guile's back!

John R

Capcom saves the best for last? Street Fighter Alpha 3 is probably the best SF game to come along in a long time, and as far as PlayStation incarnations go, it's definitely the one to go with. Graphically it's pretty much perfect, bar some dropped frames of animation. As for the gameplay, well...it's the old faithful isn't it? It's always worked. If I have any problem, it's with the damn load times, which really slow down the pace.

John D

VISUALS 8 SOUND 8 INGENUITY 7 REPLAY 9

Number Of Players: 1-4

Best Feature: Graphics, Overall Design

Worst Feature: Not Incredibly Challenging

www.namco.com

Number Of Players: 1-2

Best Feature: Two-Player Battle Mode

Worst Feature: All The Tile Layouts Are Fairly Similar

www.sunsoft-games.com

Number Of Players: 1-2

Best Feature: World Tour Mode

Worst Feature: Slight Animation Loss From Arcade

www.capcom.com

Review Crew Archive

From EGM #114 - 118
EGM's Last 100 Reviews

Platinum
Gold
Silver
N64
Saturn
PlayStation
Game Boy

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
● All-Star Baseball '2000	Acclaim	Amazing Depth, Great Graphics	So-So Commentary	9.0 9.0 8.5	118
● BattleTanx	3DO	Big Guns, Big Bangs	Average in Every Department	5.0 6.5 6.0 6.0	115
● Beetle Adventure Racing	Electronic Arts	Awesome Course Designs	Not Enough Tracks	9.0 8.5 9.5 9.5	117
● Bottom of the 9th	Konami	Scenario Mode	No MLB License	6.0 8.0 7.0 6.0	117
● Bust-A-Move 99	Acclaim	Four-Player Mode	Windows Too Small During Four-Player	8.0 7.0 6.5 7.0	115
● California Speed	Midway	Silly Arcade Feel	An Overall Sloppy Game	4.5 4.0 4.0 4.5	117
● Castlevania	Konami	Kick-Ass Game Design, Music	Frustrating Platform Gameplay, Camera	9.0 9.0 8.0 9.0	116
● Nameless Twist 2	Sunsoft	Nice Graphics	Mindless Gameplay	3.0 4.0 4.5 3.5	118
● Dual Heroes	Electro Brain	Motion-Captured Moves	Weak Gameplay	4.5 3.0 3.0 1.0	115
● FIFA 99	Electronic Arts	Realistic Gameplay	Frame-Rate...Again	8.5 9.0 8.5 9.0	115
● Fighting Force 64	Crave Entertainment	It Doesn't Have One	The Fact That It Exists	1.0 4.0 4.0 4.0	118
● Goemon's Great Adventure	Konami	Two-Player Co-op Mode	Cheap Instant Deaths	7.5 8.5 7.0 8.0	118
● 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
● Lode Runner, 3-D	Infogrames	Extremely Clever Puzzle Designs	Graphics	8.5 8.5 7.5 8.0	118
● Magical Tetris Challenge	Capcom	New Garbage Blocks	getting Hit By Those New Garbage Blocks	7.5 7.5 7.0 8.0	115
● Mario Party	Nintendo	It's The Ultimate Party Game	Not So Great For Solo Play	8.5 8.5 8.5 9.0	117
● Micro Machines 64 Turbo	Midway	Awesome Eight-Player Game	Having To Sit So Close To Your Friends	8.5 9.0 7.0 8.5	117
● Milo's Astro Lanes	Crave Entertainment	The Sound Of The Falling Pins	Wacky Space Premise	3.0 3.5 6.5 4.5	115
● NBA in the Zone '99	Konami	Much-improved AI	Sub-Par Graphics, Animation	7.0 6.5 6.5 6.0	117
● NBA-Jam 99	Acclaim	Bill Walton	Bill Walton's Repetitive Commentary	8.5 6.0 5.5 5.5	115
● NHL Blades of Steel '99	Konami	Good Commentary	Bad Control	4.5 3.5 6.5 6.0	117
● NHL Breakaway 99	Acclaim	You Don't Have To Buy It	Some Poor Fools Will	4.0 4.0 4.5 4.0	115
● Penny Racers	THQ	Trading Car Accessories	Not Enough Tracks in Circuit Mode	6.5 6.5 7.0 6.5	115
● Rampage 2: Universal Tour	Midway	Saving The Original Characters	Gets Mindless After A While	6.0 1.0 4.5 5.0	118
● 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 4.5 7.0	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
● Triple Play 2000	Electronic Arts	Lots of Options, Features	Touchy Controls, Awkward Cameras	5.0 5.0 5.5 5.0	118
● Turk 2: Seeds of Evil	Acclaim	Hi-Res Graphics (w/VRAM Pak)	Too Few Save Points	8.5 9.0 8.5 8.0	115
● Vigilante 8	Activision	Co-op Quest Mode	Music Is Pretty Non-Descript	8.5 8.5 8.0 8.5	117
● Virtual Pool 64	Crave Entertainment	Plenty of Play Modes	Some Questionable Physics	6.0 6.0 6.5 8.0	115
● WCW Nitro	THQ	Lots Of Moves	Mediocre Game Engine	6.0 3.5 5.0 3.0	118
● Akagi 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
● Big Air	Accolade	Big Air Mode	Choppy Two-Player Mode	4.5 4.0 3.5 6.0	118
● Blast Radius	Psygnosis	Slick Visuals	Flawed Save System	4.5 4.0 5.5 4.0	117
● Bomberman Fantasy Race	Atlus	Racing Requires Some Strategy	Poor Two-Player Mode	7.0 5.5 5.0 7.5	118
● Brave Fencer Musashi	Square EA	Variety Of Gameplay Styles	Story Targeted Toward Young Audience	8.5 8.5 8.0 8.0	114
● Bust A Groove	989 Studios	Great Music (Mostly)	Stupid Lyrics On Some Songs	8.0 3.0 8.0 8.0	115
● Bust-A-Move 4	Natsume	Series Should Be Nearing Retirement	Missing That Easy Shot	6.0 8.0 6.0 8.5	115
● Bust-A-Move '99	Acclaim	There Isn't Any	Huge Step Backward From BAM 4	1.0 7.0 3.0 6.0	117
● Civilization II	Activision	Eric 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
● 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



Destreza	Koei	Intense 3D Fights	Cheesy Voice Acting	8.0	7.5	7.0	8.5	115
Eliminator	Psychosis	Wah-Wah Guitar Soundtrack	Frustrating Aiming Controls	4.5	3.5	4.0	4.0	118
○ FIFA 99	Electronic Arts	Best Soccer AI Around	Some Animations Repeat Too Often	9.5	7.5	9.0	8.5	115
Fisherman's Bait	Konami	Two-Player Mode	Voice Commentary	7.5	7.0	6.0	7.0	116
Freestyle Boardin' '99	Capcom	Number Of Courses	Another Average Snowboarding Game	4.0	3.0	5.0	4.0	116
The Game of Life	Hasbro Interactive	Colorful Graphics	Kinda Boring	3.5	4.0	5.0	4.0	115
GeX 3: Enter the Gecko	Eidos	Tons Of Secrets And Objectives	Camera Still A Pain	7.5	7.5	7.5	8.0	118
Guardian's Crusade	Activision	Packs A Few Cool Innovations	Too Many Useless Toy Helpers	5.0	6.0	6.5	4.5	117
Invasion From Beyond	GT Interactive	Very Nice Graphics, Frame-Rate	Difficulty Isn't Balanced	8.5	8.0	7.5	5.0	117
Irritating Stick	Jaleco	Strangely Addicting...	...Yet Also Quite Irritating	5.0	2.0	4.5	1.0	115
Jeopardy!	Hasbro Interactive	Thousands Of Answers...	But Still The Occasional Repeat...	7.0	3.5	7.5	8.0	115
K-1 Revenge	Jaleco	Convincing Realism	Jerky Camera	8.0	6.0	6.0	6.0	117
Kenset: Sacred Fist	Konami	Nice Combo	Sluggish Controls	3.0	8.0	6.5	7.5	115
Knockout Kings	Electronic Arts	Great Selection Of Boxers	One-Player Play Kinda Boring	3.0	8.0	5.0	8.5	114
Legend of Legaia	Sony Computer Entertainment	Long Quest, Cool Battle System	Battles Tend To Drag On A Bit	8.0	7.5	7.5	8.5	117
Marvel Super Heroes vs. SF	Capcom	Realistic Animation	Sluggish Frame-Rate	6.5	7.0	6.5	7.0	116
Monkey Hero	Take 2	Much Better Port Than XMenSF	Still Missing "True" Tag-Team Play	7.0	7.5	8.0	7.5	116
Mr. Domino	Acclaim	Well, It's A Lot Like Zelda	Horrible Graphics And Animation	4.0	4.0	4.0	4.0	116
NBA Live '99	Konami	Great Animation	Strict Gameplay	7.0	8.5	7.0	7.5	114
○ NBA Live 99	Electronic Arts	Improved AI	Stippy AI	7.0	8.0	8.5	7.5	118
Necaris: Military Madness	Jaleco	Easy To Learn, Hard To Master	Not Enough Cheerleader FMVs!!	9.5	9.0	9.0	8.5	114
○ Need For Speed: High Stakes	Electronic Arts	Hot Pursuit Mode	Steep Difficulty Curve	8.0	7.0	8.0	7.5	115
NCAA Final Four 99	989 Studios	Great Player Moves	Confusing Level Progression	8.5	9.0	8.5	8.5	118
Pro 18: World Tour Golf	Psychosis	Decent Graphics	Too Many Easy Shots	7.0	7.0	7.5	116	
R-Types	Capcom	Classic R-Type Gameplay	Crappy Interface	2.0	7.5	6.0	4.0	117
○ Rally Cross 2	989 Studios	Racing Gameplay	No Super R-Type, R-Type III Or R-Type Leo	7.0	7.5	8.0	6.0	116
Rampage 2: Universal Tour	Midway	Hard To Say, Really	Annoying Music	8.5	9.0	7.0	8.0	114
RollCage	Psychosis	Speedy Frame-Rate	Pretty Much Everything	1.0	6.0	5.0	4.5	118
Rugrats: Search for Reptar	THQ	Lots Of Mini-games	Frustrating Vehicle Physics	6.5	6.5	6.0	7.5	117
Rusidown	Electronic Arts	Sensation Of Speed	Poor Controls And Camera Work	4.5	8.0	6.5	7.0	115
Shadow Madness	Crave Entertainment	Interesting Story	Two-Player Mode	7.0	6.5	7.5	8.0	118
○ Silent Hill	Konami	Spooky Story	Disappointing Gameplay	4.0	5.0	5.0	5.0	118
Sports Car GT	Electronic Arts	Decent Gameplay	Dodgy English Translation	8.5	9.0	8.5	8.5	117
Street Fighter Collection 2	Capcom	Classic Street Fighter Action	Somewhat Cartoonish Graphics	6.5	6.5	5.0	4.5	118
Street Sk8er	Electronic Arts	Simple But Fun Gameplay	Using The PS Controller-Buy A Stick!!	8.5	8.0	7.5	7.5	114
Syphon Filter	989 Studios	Lots Of Cool, Original Stuff	Trick System Is Too Simple	7.5	6.0	6.5	6.5	118
T.R.A.G.: Mission of Mercy	Sunsoft	Separating Team Members	Small Glitches That Add Up	8.0	6.5	8.0	8.0	116
TaiFu	Activision	Simple, Old-School Gameplay	Controls	3.5	5.0	4.0	3.5	118
Tiger Woods 99: PGA Tour Golf	Electronic Arts	Big Drives	Flaky Camera Sometimes	6.0	4.0	6.5	5.5	117
Tiny Tank: Up Your Arsenal	MGM Interactive	Interesting Levels	Clippy Animation, Tiger's "Froggy" Voice	7.0	6.0	4.0	7.5	115
Tomb Raider III	Eidos	Enormous Environments	Stippy AI	5.5	7.0	6.5	4.0	115
Triple Play 2000	Electronic Arts	Improved Frame-Rate	The First Few Levels	7.0	7.5	5.5	7.5	115
Twisted Metal III	989 Studios	Smooth Visuals	Cheesy "Trail" That Follows Ball	8.5	9.0	8.5	8.5	118
Uprising X	3DO	Lots Of Action	Lame Arenas	6.0	5.0	5.0	5.5	114
WCW/nWo Thunder	THQ	Lots Of Moves To Learn	Very Repetitive	3.0	7.0	5.0	7.0	115
Wheel of Fortune	Hasbro Interactive	Playing With Friends	Poor Controls	6.5	5.0	7.0	5.5	115
Magic Knight Rayearth	Working Designs	Beautiful 2D Graphics	Not Pat Sajak	8.0	7.5	7.0	8.0	116
Game & Watch Gallery 2	Nintendo	Highly Addictive	Lame Voice Acting	7.0	7.0	7.5	7.0	114
Legend of Zelda: Link's Awakening DX	Nintendo	Classic Zelda	May Be Too Simplistic For Some	8.0	5.0	5.5	5.5	115
○ Pocket Bomberman	Nintendo	Solid Gameplay	New Dungeon Is Kinda Lame	9.5	9.0	9.5	9.0	116
○ Tetris DX	Nintendo	Two-Player Link-Up Play	Jump Mode Is Pretty Lame	6.5	6.5	4.0	8.0	115
			New Music Kinda Sucks	9.0	9.0	8.0	8.5	115





JTB77CFD1LRMGW - unlock everything

Contender

Unlock Jackal

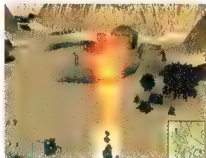
This trick is for Contender, but in order to get it you will need the code "Main Event Characters in Two-player mode" in issue 118 on page 149: (Start a new boxer in



the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer start a two-player match. At the Character Select Screen, press the Square button to pick any of the other boxers from your memory card). Now you will need to highlight Alexa Andersen, push "Square," and it will take you back to the page where you get to pick your characters. Once you are on the page in which you pick your characters, go to "Load" and click on it. It will then take you to the screen that has the characters that were put there from the "Main Event Characters in Two-player mode." You will then have Jackal: the guy with a black eyepatch.

Army Men 3-D

Invincibility and All Weapons
After you have started the mission, press the Start button to bring up the Pause Screen. These codes must be put in within about two seconds to work:



Make Sarge Invincible:
Square, Circle, L1, L1+L2 (Simultaneously)

All the weapons:
Square, Circle, R1, L1, R1+R2 (Simultaneously)

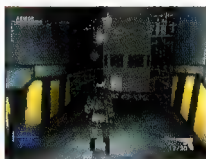
Jordan Poole
St. Charles, IL

Syphon Filter

Level Select

Pause the game, go into the Options menu. Highlight the Select Mission option, then press and hold Left + L1 + R1 + Select + Square + X.

All Weapons and Unlimited Ammunition

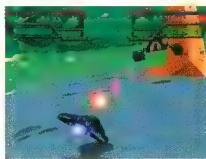


Pause gameplay and highlight the "Weapons" option. Hold Right + L2 + R2 + Circle + Square + X (in order). Note: Only the weapons normally available during the current level will become selectable.

Eliminator

Various Cheats

Enter these cheats from within the ID Selection Screen in the menu.



Secret Level - Cheat word
"WAKYLEVL." When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.

Invulnerability - Cheat word
"CLEVALAD." When Invulnerability is flagged the player will not take any damage. (Do not have the shield



effect on when using this cheat.)

Max Primary Weapons - Cheat word
"GUNCRAZY." When the Maximum Primary Weapons cheat is activated, all primary weapons will be at full strength.

Max Secondary Weapons - Cheat word
"MAXMEOUT." When the Maximum Secondary Weapons cheat is activated, all secondary weapons should have an ammo limit of 99.

Cadillac Car - Cheat word
"NEWWEELS." When the cheat car is flagged, an extra car is added to the in-game "Ship Select" Screen. The player can now choose Caddi, which will be set up with the best setting a ship can have.

Max Out Time - Cheat word
"WAITABIT." On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show.

Invasion From Beyond

Various Cheats

Level Select:
At the "Press Start!" Screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square(2), Circle, X, Triangle. Go to

Top Ten tricks

1 WCW/nWo Thunder

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.

2 The Legend of Zelda: Ocarina of Time

Multiple Bottles Trick

Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and in mid-swing press Start. On the Select Item Screen, choose any weapon or item (except the ice, fire or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow the bow will still work with the special arrows. When you collect ammo for the item it will go back. Warning: If you cover a needed weapon, you may not get it back!

3 GoldenEye 007

Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Energy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Top Ten tricks

Continued

4 South Park

All Characters in Multiplayer Mode

From the Main Menu Screen, choose the Enter Cheat Option. On the Secret Decoder Screen, enter DMGTKKYB as your code, and then press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the Character Select Option and you will see that all the characters are open! Now you can play as the extra characters from the show such as Big Gay Al and Starvin Marvin!

Ultimate Cheat and More To activate the ultimate cheat (all the cheats in the game) enter:

BOBBYBIRD
For Level Select enter:

THEEARTHMOVED
For Skinny Characters enter:

VEGGIEHEAVEN
For Big Headed Characters enter:

MEGGANOGGIN
For Credit Cheat (No game is without it!) enter: SCREWYOUGUS
For Infinite ammo, enter the password: FATTERKNACKER.
For All Weapons, enter the password: FATKNACKER.
For Invincibility, enter the password: ASSMAN.
For Pen and Ink Mode, enter the password: PLANEARIUM.

5 Metal Gear Solid

Snake's Tuxedo

To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

6 Star Wars: Rogue Squadron

Many Cheats

Infinite Lives Cheat: At the Passcodes Screen enter IGIVEUP.

Fly the Millennium Falcon: At the Passcodes Screen enter FARMBOY

Fly the Tie Interceptor: At the Passcodes Screen enter TIEDUP.

the Main Menu Screen to select any level in the game.

All Ships, Weapons and Upgrades: At the "Press Start" Screen, enter L1, R1, L2, R2, Up, Down, Right, Left(2), Right, Down, Up for all ships, weapons and upgrades.

Dan Johnson
Bisbee, AZ

T'ai Fu: Wrath of the Tiger

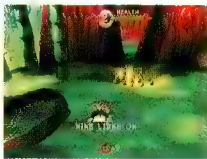
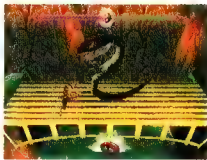
(Note: This trick works on the pre-production version of the game and is subject to change.)

Debug Mode

Start a game and finish any level to access the Map Screen. While there, press Select+L1+L2+R1+R2 to open the debug mode. Now you can choose any starting level in the game!

Many Cheats

The following cheats are to be entered quickly at any time during gameplay (don't pause the game):



Enable Cheats - This code enables all of the following gameplay cheats - R2, Triangle, R2, Triangle, Circle, X, Square.

Full Chi Cheat - This code fills your chi bar - R2, Triangle, R2, Left, Right, Square.

Invulnerable Cheat - This code will make the player invincible to

enemies - R2, Triangle, R2, Left, Right, R2.

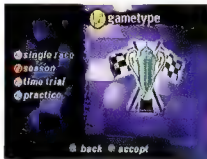
Double Size Enemies Cheat - This code will make all enemies appear twice their normal size - R2, Triangle, R2, Left, Right, Up.

Half Size Enemies Cheat - This code will make all enemies appear half their normal size - R2, Triangle, R2, Left, Right, Down.

Nine Lives Cheat - No matter how many times you are killed, you will always have 9 lives - R2, Triangle, R2, Left, Right, X.

All Styles Cheat - This code will give you all fighting styles - R2, Triangle, R2, Left, Right, Triangle.

Full Health Cheat - This code will give you full health at any time in the game - R2, Triangle, R2, Left, Right, Circle.



Rally Cross 2

Various Cheats

Start a new Season and enter the following as your name to unlock the various cheats as shown:

MOOBMOOB - All cars
PREVET - Veteran level tracks and cars
PREPRO - Pro level tracks and cars
PREALL - All tracks and cars - This will not automatically unlock the Vapor or Radia cars. This cheat also allows the game to start at the last race of the pro season with a large lead.

SISA0 - Oasis track
ELGNUJ - Jungle track
FOSTER - Little Woods track
NIVEK - Frozen Trail track
MIT - Dusty Road track
KCIN - Rock Creek track
CIRE - Dry Humps track
BSIRHC - Hillside track
AIRFILLED - Low gravity

LEADSHOT - Original Rally Cross game physics
MOONEY - Restore Rally Cross 2 game physics
INCORPOREAL - Disable collision detection

Marvel Super Heroes vs. Street Fighter



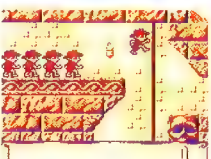
Hidden EX Option

On the Main Menu Screen, highlight Options and quickly press R1, Circle, Left, Triangle, Triangle. If you do it fast enough, you will reveal the hidden EX option which will allow you to choose a full Hyper Combo Gauge, fast Vitality Recovery Speed and Human- or Computer-controlled VS. mode.

Montezuma's Return

Cool Codes

Unlimited Lives:
For unlimited lives, enter the code: ELEPHANT.



Pass Through Doors:

To pass through doors without unlocking them, enter the code: SUNSHINE.

Men In Black



Many Cool Codes

Levitate Code

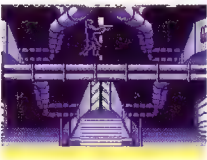
From the Command Center, highlight and enter the Access Codes Option. Now put in the password: 0601. The screen will say "ERROR." Press Start and you'll go back to the Command Center. Begin your game and while you're standing, press and hold Select+Up to float into the air. While in the air press LEFT or RIGHT to move.



Acquire the Noisy Cricket Gun After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that'll knock you back if you stand still!

Skip Stages

Put in the password: 2409 and then begin a new game. To skip to the next level, press Start to pause and then press Select.



GameShark Codes

PlayStation:

Civilization 2

Infinite Money Americans, Chinese, Perstans

801191ec7530

Infinite Money Aztecs, Egyptians, Spanish

80118c747530

Infinite Money Babylonians, Japanese, Zulus

801181847530

Infinite Money Carthaginians, Greeks, English

801197647530

Infinite Money Celts, Romans, Russians

80117c0c7530

Drestrega

Full Magic P2
800c9b220708
Infinite Health P2
800c9b2000c8
Infinite Health P1
800c994400c8
No Health P1
800c99440000
No Health P2
800c9b200000

Marvel Super Heroes vs.

Street Fighter

Infinite Health P1
800707b20090
80070da40090
Infinite Health P2
800707b60090
800711640090
No Health P1
800707b20000
80070da40000
No Health P2
800707b60000
800711640000

R-Types

R-Type 1 - Have Missiles
P1 & P2
301355c10001
R-Type 11 - Have Missiles
P1 & P2
300f84450001
R-Type 1 - Infinite Lives P1
80138520003
300fbc4b0003



RR-Type 1 - Infinite Lives P2
801385280003
300fbc530003
R-Type 1 - Max FORCE
Sidekick P1 & P2
301355ca0003
300f844e0003
R-Type 1 - Weapon Power Up
P1 & P2
801355c88000
800f8452010c

Silent Hill

0:00:00 Timer
800bcc840000
800bcc860000
Always First Save
800bcada0000
Press [Select] Health Restore
d00bc76c0001
300ba0b0d0040
d00bc76c0001
800ba0be0006

Top Ten tricks

Continued

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 (6), the analog stick. The camera will pan around to the Tie Interceptor!

All Power-Ups:

At the Passcodes Screen enter TOUGHGUY.

Luke Gets A New Head Code: At the Passcodes Screen enter HARDROCK. Then go back to the Main Screen and wait until the demo begins. Once it starts, press A to go back to the Main Screen. A man with a beard will be pasted on top of Luke's head!

7 Frogger

Special Cheat Screen

All Zones Open - Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.
Infinite Lives - Pause the game during play and press Right, Square, Triangle, Square, Triangle, X. Once you do either of these tricks, you will see the text results at the bottom of the screen.

8 Pokémon

Find Codes

Find codes for this game and send them in.

9 Crash Bandicoot: WARPED

Free Apples

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

10 Crash Bandicoot 2: Cortex Strikes Back

Extra Lives

Inside the second warp room, move up to the bear that's barking and jump on top of him constantly. This way, you will gain 10 extra lives. (Note: This can only be done one time.)

GameShark Codes

Nintendo 64:

Magical Tetris

Always Get Magical Tetris Pieces
81d267ed20
Always Get Straight Pieces
801d25f40000
Quick Score Gain
81d26a6ffff

Rogue Squadron

99 Kills
80130b850063
99 Saves
80130b860063
All Levels/Ships
80130b4d007e
Extra Shields
8137e7c4316

Rush 2

Heavy Gravity
800e7d220002
Invincible
801196340001
Invisible Cars
8010c1700001
Invisible Trucks
8010c1780001
Jovian Gravity
800e7d220003
Killer Rats On
8010c17c0001
Large Frame
8010c43c0003
Levitation
8010c2540001
Light Gravity
800e7d220000



Massive Mass

8010c1790002
New York Cabs
800d9e890001
Resurrect In Place
8010c2100001
Stunts All Trucks
8010c2000001
Super Speed
80119500001
Super Tires
8010d3a60002
Tire Scaling On
8010c3d40001
Upside Down Mode
800d01710001

South Park
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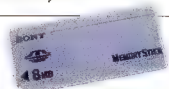
Take charge of your robust home theater set-up—and basically anything else with an infra-red receptor—with the powerful **Pronto Intelligent Remote Control** from Philips. You can create macros to perform detailed functions, download channel icons via your PC and much, much more.

Price: Around \$400
www.mmhometheater.com

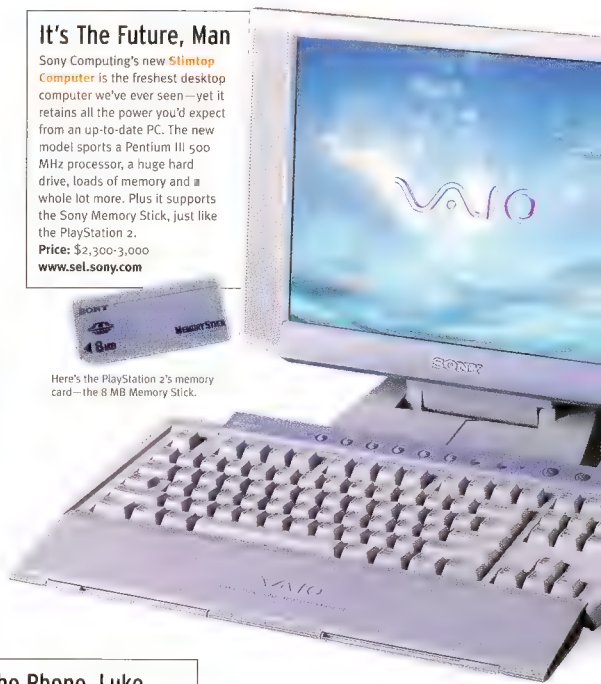
It's The Future, Man

Sony Computing's new **Slimtop Computer** is the freshest desktop computer we've ever seen—yet it retains all the power you'd expect from an up-to-date PC. The new model sports a Pentium III 500 MHz processor, a huge hard drive, loads of memory and a whole lot more. Plus it supports the Sony Memory Stick, just like the PlayStation 2.

Price: \$2,300-3,000
www.sel.sony.com



Here's the PlayStation 2's memory card—the 8 MB Memory Stick.



Use The Phone, Luke

Calling your friends will give you newfound pleasure when you're using this **Darth Vader Phone** from Telemania. After all,

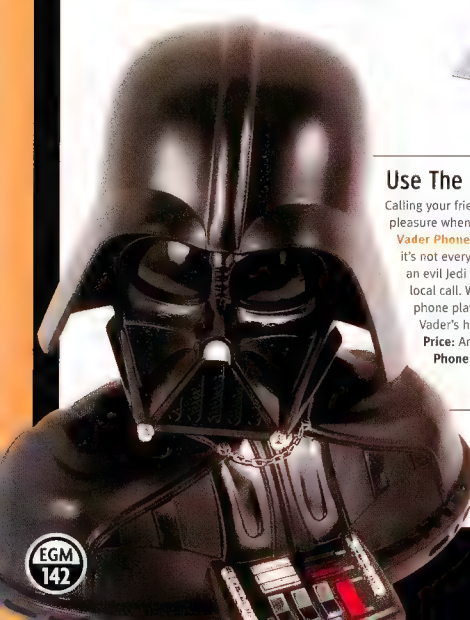
it's not every day you can use a piece of an evil Jedi master's head to make a local call. When you get a call, the phone plays the Imperial march while Vader's head swivels.

Price: Around \$100
Phone: (516)981-1600

E-mail On The Go

If you want the luxury of e-mail, without having to pay thousands for a desktop PC or Mac, consider the **HC-Exoo Portable E-mail Device** from JVC. This little unit can send and receive e-mail by simply holding it up to any phone, and connecting through an 800 number—no modem needed.

Price: Around \$130 + \$10/month for the service
www.jvc.com



DVD Release List as of 04/12/99

May

Babe: Pig In The City
Out of Sight
Primary Colors
Vampyros Lesbos
X-Files: The Movie
Alaska: IMAX
Dragon Ball Z #2

Dragon Ball Z #3
Dragon's Lair 2: Time Warp (ROM)
Star Trek: Insurrection
White Man's Burden
Action Jackson
Caddyshack 2
Hudsucker Proxy
Kingpin: Special Ed.
Mighty Aphrodite
Pokémon #4

Pokémon #5
Travel The World By Train
Very Bad Things
Wrath of the Ninja
Gleaming the Cube
Jewel of the Nile
Phantom
Romancing the Stone
Romeo + Juliet
True Lies

Your Friends & Neighbors

June

20,000 Leagues Under the Sea
Alien Legacy (boxed set)
Alien: Special Edition
Aliens: Special Edition
Alien 3
Alien Resurrection
Dragon Ball Z #4



Living In A State of Yo

Yo-yos might not be quite as hip as the latest PlayStation or N64 game—but you have to admit, there's something special about them. So consider a **High Performance Yo-Yo** from Yomega.

They look sweet like candy, work like a dream and come in a variety of styles/colors.

Price: Between \$30-30 each
www.yomega.com

Toys, Baby...Yeah!

These **Austin Powers 2 Figures** from McFarlane Toys are so damned lifelike it's creepy. Look for Dr. Evil, Austin and Felicity...schwimg! Er, wait...wrong movie.

Price: Around \$30 ea.
www.spawn.com

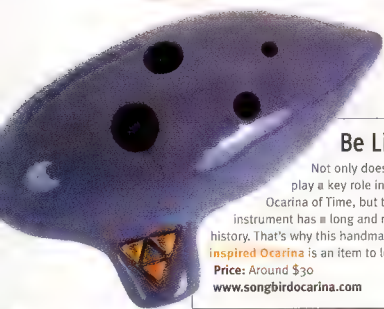


Be Like Link

Not only does the ocarina play a key role in *Zelda*:

Ocarina of Time, but the flute-like instrument has a long and multicultural history. That's why this handmade *Zelda*-inspired **Ocarina** is an item to look into.

Price: Around \$30
www.songbirdocarina.com



The Final Word



Surprise! More Ramblings about Sega's Dreamcast

Dreamcast. It's the hot topic these days, not only in print mags, but online as well. Tons of DC-devoted fansites have sprung up all over the Net. Usenet is brimming with talk of Sega's new console. And as you'd expect, there are already tons of Sega fans ("fanatics" might be a better term) taking aim at the media for what they say will be the fall of the Dreamcast when it reaches America. I find it all rather amusing.

Despite the fact that the media was none too kind to Sega when the Saturn launched (which is a shame, really—too many irresponsible editors fell for the Sony hype machine), I still contend that it was ultimately Sega's fault the Saturn failed. They had just come off the 32X, which was a complete disaster (in theory it was a decent idea, but with Saturn looming, it made no sense at all to release the thing), and then they went and launched the Saturn four months early with hardly any software support. Simply brilliant.

What pains me the most is the Saturn really could've held its own for the first two years of its life. After the "big three" were released at the end of 1995 (Virtua Fighter 2, Sega Rally and Virtua Cop), the Saturn was set to soar. It was very obviously the enthusiasts' machine of choice (the PlayStation wasn't nearly as hot then as it is now), and the future looked bright. Of course, when it did flop, many gamers pointed their fingers at the press, neglecting the fact that Sega's marketing efforts were laughably bad.

Yeah, I guess it was our fault. Now, fast-forward to 1999. Sega's getting set to re-enter the market with Dreamcast. They're doing what they can to erase the sorry image they brought upon themselves over the last six years or so. If all goes according to plan, they're going to have the best launch lineup of any system to date. Not only will they have a good set of quality arcade ports, but they'll have good third-party support (including the likes of Capcom, Konami and Namco), Sonic Adventure (he's not as big as he used to be, but he's still Sonic) and most important of all—sports games. Sports games have always been key

in defining a system's early potential for success, and nobody's ever had this many ready at or around launch. It'll be very interesting to see how this affects DC's early sales.

So as you can see, from a games standpoint, Sega is in good shape. Even better is the fact that the next-generation PS and Nintendo systems are still at least a year away, which gives Sega plenty of time to get back into the market and re-establish themselves as a force to be reckoned with.

As an enthusiast magazine, it's our job to report on things that we're pretty sure you want to know about. As you might have noticed by now, we've covered nearly every DC game in some form since the system launched in Japan in November. If you haven't noticed, we're all very excited about the machine. Yet still, we're already receiving accusations of bias toward Sega, and several angst-ridden Sega freaks on the Net have been accusing us and other mags (and Web sites) of dooming the DC to failure, "just like we did with the Saturn." To you all, I say: Get over it. If the DC fails, it's not going to be anyone's fault but Sega's.

Personally, I really hope the DC succeeds. I've always been a fan of Sega's games (both arcade and consumer), and I'd like to see them do well for a change. Still, it's hard not to be a bit skeptical at this point. Lately, Sega execs have been leaving the company left and right. They've barely begun to market the system to mainstream consumers. On a press conference call they did back in March in retaliation to Sony's PlayStation 2 announcement (which was so poorly handled, it was almost embarrassing to listen to), they fumbled through the same statements they've been making for the last year—about how retailers are excited, about how they've got great hardware, blah blah blah—without giving the press any time to ask questions. This does not instill a whole lot of confidence in me, and frankly—that's exactly what they should've been aiming to do. So it makes me wonder...do they really know what they're doing, or is it all hot air? I certainly hope it's the former. We'll find out soon enough, as E3 is right around the corner.



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Next Month



WWF Attitude is just one of many wrestling games we are spotlighting in our comprehensive wrestling feature.



If you haven't heard yet, *EGM* turns to next month—and we're celebrating our birthday in a big way! Beyond the debut of our new look, we're producing three collector's edition wrestling covers. We're going to crack open the wrestling phenomenon and see what makes it tick. We can't tell you who the featured characters are but their names

rhyme with—Mable, Lone Toad Heave Crossin' and The Blunder Maker. Hmmmm...
Look to us for the first printed news and announcements from this year's E3 expo. Oh yeah, you might want to know what we think about Star Wars Episode 1 Racer, Driver and Monaco Grand Prix. YOU MUST BUY THIS ISSUE OF EGM!

ELECTRONIC GAMING MONTHLY

July 1999

Possibly the most previewed title in *EGM* history finally goes under the microscope. Find out if it was worth the coverage.



On sale June 8

As our incredible devotion to all things Star Wars continues, we review *Star Wars Episode 1 Racer*. We don't like to make predictions but there's a good chance this game will impress you.

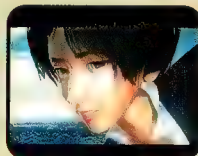
EXPERT GAMER



June 1999

On sale May 25

Inexperienced racers don't need to fret, because *XG's Racer* guide will have you driving like a pro in no time!



Expert Gamer gives you something to look at when we provide info on *Ridge Racer Type 4's* 320-plus cars.



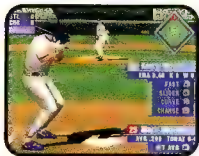
Our *MLB 2000* strategy will give you some tips that'll soon have you playing like the big leaguers.

You've seen the movie, now learn how to race the pod in *Racer*, one of the first games based on the latest *Star Wars* movie. In June's issue *Expert Gamer* whips you into Jedi shape with pod and track information on this awesome game.

With baseball season in full swing, fans of the sport will want

to get their hands on the *XG MLB 2000* guide. It'll contain pitching and hitting tactics proven to make your team number one!

Don't forget to check out the *R4* guide. *XG* gives the pros and cons on all 320+ cars and track tips. Plus, it wouldn't be a complete guide without a ton of secrets!



Official U.S. PlayStation Magazine

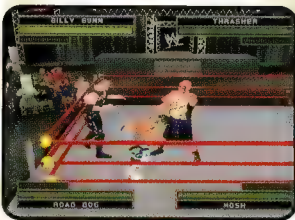
For your sportin' pleasure we'll take apart *Monaco Grand Prix* and *MLB 2000*. We think you'll be surprised at what has (or hasn't happened) to this high-profile baseball game. *Monaco Grand Prix* results could surprise you as well.

In the next issue of *Official U.S. PlayStation Magazine*, we'll preview *Ape Escape*, *Tomorrow Never Dies*, *Spyro the Dragon 2*, *CTR: Crash Team Racing*, *WWF Attitude* and *Vigilante 8: Second Offense*. Also check out our review of the latest in the *Street Fighter* series, *Street Fighter Alpha 3*. Other notable reviews include:

Rampage Universal Tour, *Baseball 2000*, *MLB 2000*, *Ehrgeiz* and *Monaco Grand Prix*. If that weren't enough, look for our special features on *Resident Evil 3* and *Ape Escape*. Also, a *Gex 3: Deep Cover Gecko* complete walk-through and strategy. Our demo disc will feature playable *R4*; *Ridge Racer Type 4* as well as other humdingers.

June 1999

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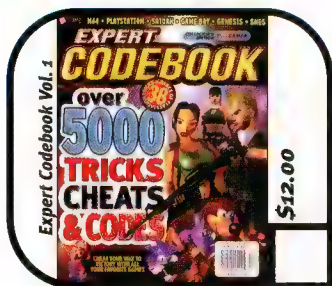
It's one of the most anticipated sequels of the year. And we have all the details. Don't miss our preview of *Acclaim's WWF Attitude*.

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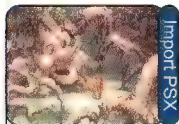
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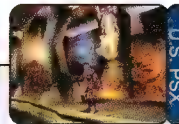
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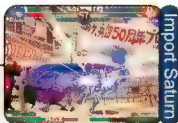
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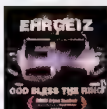
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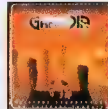
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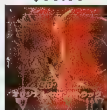
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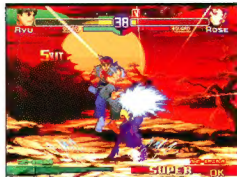
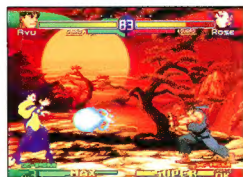


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