"Look both ways before crossing the street!"
"THEY USUALLY ATTACK IN PAIRS."

- Hawk Manson

You wanna fight? Take it outside. Because this battle is too big for some skinny ass arena. 4 killer characters. Dozens of brutal weapons. Tons of crushing moves. And vicious 3D action that goes so fast, there's only time to remember half the golden rule.

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Grand Tour Racing™ ’98 knows no boundaries.
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EGM evolves again...  
The past revisited...  
Ed takes new position...

For this month's editorial, I think it is a good time to reminisce about how EGM has evolved over the past nine years and how it is going to have to continue to change to remain the leading authority in video game magazines.

Back in the spring of '88 while I was writing a video game column for the Milwaukee Journal, I met up with a young game designer (Steve Harris) who had a dream of starting the first magazine about video games. We talked at the summer CES and, sure enough, a couple of months later the first issue of EGM rolled off the presses. Even though it was mostly text with black-and-white pictures, it was still the first magazine devoted entirely to games, and it sold well enough to spawn a second issue.

Why did it work? Being the first certainly helped, but the main goal was to present a fair review of games that were soon to be out in stores. The idea worked, but to us it just wasn't enough. We as gamers and editors wanted more. We added news and previews, and for the first time--game players could see what games would be coming out in the next few months. Sales took off.

As in any hot market, it didn't take long before other magazines started to appear on the newsstand. We knew we had to evolve--to stay one step ahead of the competition. This was accomplished by getting even earlier news and previews straight from Japan. That was my job--to visit the trade shows and bring back pictures of games that wouldn't be out in the U.S. for six to nine months.

Soon EGM was "the" magazine to buy, if you wanted the latest information about any game. It was fun. My trips to Japan, Hong Kong, England and France really kept me busy, and--combined with the special features, interviews and news stories that I wrote--the job was a journalist's dream. Also in that time, I was promoted to editor in chief and a lot of administrative responsibilities were added to my schedule. As the magazine's sales improved, the company also grew, and it became harder to get away from my desk. The foreign trade shows still added needed excitement, but there just wasn't enough time to do game reviews, insightful news stories or any investigative reporting.

Ed previews Capcom's Marvel Super Heroes at the Tokyo Game Show

Last year Senda was acquired by Ziff-Davis, and early this year they asked me if I wanted to become their full-time on-staff correspondent for all of their video gaming vehicles. It sounded intriguing.

As everybody knows, the Internet and all its video game-related sites are growing at a phenomenal rate. Access to game information that is literally minutes old is now the norm. Print media can't compete, and while EGM still leads the pack in getting news first, the information is already available on Internet standards. Our unique stories (see Star Wars: Masters of Teras Kasi last month) continue to keep EGM on top, but now our competitors' online staff can--and have--just nab an early copy of our magazine, scan the images, rework the text, put it online and then call it their own work--all before our magazine hits the newsstand (but that's a whole other story).

It is now time for EGM to evolve again. Not only will there be changes as to what and how much game information will be up online, but the magazine itself will be redesigned to focus on areas which will make it unique and vibrant again. That's where I come in. I have decided to take the chief correspondent position since I will be able to write for all our publications, our Web sites and even ZDM. This position will allow me to pursue hard-driving stories, cover trade shows and pen the types of features that a journalist really gets into.

What will happen to EGM? Probably won't change overnight. One thing I've learned is that there is no one person who makes or breaks a publication. When Steve left, the magazine didn't die. The editor in chief, while important, gives direction and focus to the magazine, but it is the entire staff who works for him that should get the credit for a job well done. It has been fun guiding the magazine, and now I am looking forward to guiding the Net, TV and other new Ziff-Davis ventures.
"Quarterback Club has the best graphics of any console football game to date" - Next Generation On-Line

"This will be the game to watch this Fall" - Computer and Net Player

"If the final version comes close to the version we previewed, it's just possible they might create a video game football dynasty" - VideoGameSpot

"...It could very well end up being one of the best console football games ever released" - EGM Players Guide

"I've seen the future in hockey games. NHL Breakaway '98 should get a standing ovation from all of you" - GameFan

"This game's “total team management” system stands out from the crowd" - GamePro

"Anything you could possibly want is in this one" - Computer and Net Player

"Already among the best looking PlayStation games around" - Ultra Game Players

"This may be one of the best sports games of the year... a definite must in your sports game collection..." - PSX Power
I started kicking inside my momma. And I haven't stopped since. Right now, the only thing between me and a world title is 8 yards and a goalkeeper. And my foot only listens to you. Bury it.
This spring, **EGM** & **EGM'** have three very special mags available for a limited time only on the newsstands!

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Tired of helplessly watching the other team make all the big plays? Want to know which sports games you should even bother playing? **EGM's** guide will satisfy all of your sports gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the hottest sports games.

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and steal their powers for any hope of survival.

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OR COOPERATIVE MODE ON PLAYSTATION™
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- PSExtreme

“Hold on for two-fisted action in a wild new PlayStation shooter!”
- Next Generation Online

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THE ULTIMATE COMBAT CHALLENGE: you must first waste the enemy—then take over their bodies and use their powers to crush even deadlier opponents.

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Swing for the fences at Bank One Ballpark™ and Tropicana Field™. World Series Baseball™ ’98 includes expansion ballparks all rendered in the 3-D texture-mapping that made the game famous.

Add in current team rosters, interleague play, complete statistics from the 1996 season, enhanced CD quality sound and play-by-play for a complete baseball experience that will make everything else seem strictly bush league.
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WIN BIG!

STAR FOX 64

YOU WANT THE GOODS?
Don't miss your chance to ENTER THIS GREAT CONTEST! Win a complete
Nintendo 64 system, a STAR FOX 64 video game, a Rumble Pak plus A
WHOLE LOT MORE! Look on page 107 for more info!
THIS MONTH

UNCLE SAM WAGES WAR ON THE HOME CONSOLES
A lot of the hardware that we’re used to playing games on was once (and still is) used by the government for training purposes. EGM explores the technology that binds video games, NASA and the Defense Department together. Coverage begins on page 66.

“You can follow a road of evolving technology from the Apollo astronauts’ docking trainer to Sega’s Model 3 board.”

SHE’S NOT JUST ANOTHER PRETTY FACE
Gamers might know her as the rough Indiana Jones-type who enjoys blowing away her foes. But do gamers really know Lara Croft? EGM went behind the scenes to search out the “sensitive side” of our favorite heroine. Some of the secrets we reveal might just surprise you too! Lara’s profile starts on page 86.

“Actually, there is a real-life Lara Croft!”

THE GLITZ AND GLAMOUR OF VIDEO GAME SHOWS
From the smoke-filled booths with extraordinary sound systems to the new upcoming hardware and software, video game shows are more like a mixture of a rock concert and a fun fair than just a hard-working environment. In this issue, we highlight some of the shows that will occur this year. Page 92 has the story.

“It’s these shows where blockbuster titles make their appearances.”

NEXT WAVE
94 D&D COLLECTION (SS)
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101 POY POY (PS)
102 RESIDENT EVIL: DC (PS)
103 SSF2 COLLECTION (PS)
104 LETHAL ENFORCERS 1&2 (PS)
106 ONE (PS)
takes to conquer Metal Deacons. And no, the ultimate goal of your quest is not to save the princess. It’s to save the planet. Good luck. You’re gonna need it.

LAND, YOU'RE GOING DOWN WHETHER YOU'RE READY OR NOT
LET'S CALL THE WHOLE THING OFF
Sega/Bandai merger gets cancelled

Two of the largest Japanese entertainment powerhouses, Sega Enterprises Ltd. and Bandai Co. Ltd., announced recently that they were canceling plans to merge. Bandai called off the merger between the two companies, stating that there were cultural differences between them and that the benefits of the merger were unclear. At the same time, they said that instead of merging, they plan to work with Sega in the future. However, no details of that business alliance have been released at this time. "Although we can't merge, we'd like to maintain the spirit and purpose of our agreement," Sega President Hayao Nakayama reportedly said, adding that the cancellation wouldn't change the company's long-term plans. Reports in the Japanese press point to mid-level management at Bandai being opposed to the merger, and employees at the toy maker becoming nervous about the environment after the two companies become one. Both companies reportedly have seen lower earnings and profits in the last year.

Speculation among the Japanese business community believed that even if the merger went through, profitability would be long in coming. On the U.S. side of things, not much changes. Bandai America and Sega of America would've had separate operations even under the merger plan. Dan Stevens, SoA's manager of corporate communications, commented, "It's still a good deal to work together to utilize each company's strengths. We stay happy, they stay happy, and we still get to work together." Bandai has experienced great success with its Tamagotchi, a product which has taken hold not only in Japan (where it is a full-blown craze), but in the U.S. as well. On the other hand, Sega has experienced a downturn in its share of the home video game market due to less than brisk sales of the Saturn. When asked whether this would obstruct the future of the two companies working together, Nakayama reportedly said, "I'll make it easier for us, since they feel a little guilty."

Other Bandai Happenings

In addition to the news of the canned merger, Bandai's president, Makoto Yamashina has officially stepped down. Mr. Yamashina has said, "I feel responsible for the troubles related to the merger." Six Bandai directors and two auditors will also step down from their posts. An interesting sidenote to all the merger talks was that during the talks themselves, Bandai had effectively canceled production of the Pippin. The Pippin was Bandai's ill-fated effort into a Super Mac/Internet console machine. Sales have been sluggish to say the least, but shortly after the news of the called-off merger, Bandai has been quietly rethinking their Pippin strategy. Recent rumblings are indicating that Bandai will go for the emerging market of Web television and focus the Pippin in that direction. Sega meanwhile also seems to be making a more aggressive move with their Netlink attachment (see next page) and has also released upgraded browser software. Of the two, Sega has a bit more going for it since their package includes the option to play hot Saturn games over the Net.

Bandai will no doubt have their hands full with the virtual pet madness that their Tamagotchi toy has unleashed in the States as well as the continued high demand in Japan.
SEG A ANNOUNCES PR ICE CUTS

The question was never if Sega will lower their prices on the Saturn, but when.
Two weeks before E3, the announcement came through that declared the Saturn system will be lowered to $149.99 (core system) to match the current price of the Nintendo 64 and the Sony PlayStation. There will be a game pack-in version which will retail for $189.99 as well.
And even more good news is that Sega didn’t stop there; the reduction also affects the majority of their current software library which now falls between the $19.99 to $39.99 range. Furthermore, no new titles will be priced higher than $50 which mimics Sony’s retail ceiling. The N64 will also be lowered to $99.99 and the Saturn pack-in system will now retail for $249.99 which makes it a whopping $100 and $200 price reduction respectively.
Rounding out the news is the venerable Genesis which is available for $79.99 with various pack-in options to entice budget gamers.

N64 DREAM

Certainly known as Dream, Rare’s top-secret Nintendo 64 title has been kept hush-hush by Nintendo. The only reported sighting of the game thus far was at a site needing for a top U.S. gaming retailer. According to Nintendo’s Web site, the mystery character from its press postcard is none other than the main character of Dream, Banjo and his sidekick Kazooie. The final title of the game is not known—Rare has been referring to the game as Dream while it is in development, but at E3 a final name for the game may be unveiled.

GHOST IN THE DVD

For the past year now, “Ghost in the Shell” has been blazing all kinds of trails by further pushing the anime genre into the mainstream.
Not content with setting home video records, Manga Entertainment has announced that the “Ghost in the Shell” anime movie will be making its appearance on the new DVD format.
It will have multiple language tracks including English and Japanese as well as subtitles in both languages. This is a digitally remastered version of the movie and will also have a 30-minute bonus program on the making of “Ghost in the Shell.”
T*HQ will be bringing out a Ghost in the Shell video game on the PlayStation later this year. The game version has the same dark feel of the movie, but concentrates the action mainly on mech-battling play.
“Ghost in the Shell” will be available mid-July ($29.99) with a video tape version of the special edition ($24.95 dubbed, $34.95 subtitled) released at the end of the month. Both have a 120-minute running time.

SQUARE HAS BEEN GETTING INTO ANY AND EVERY GENRE AND GAME STYLE. THE ANNOUNCEMENT OF THEIR LATEST TITLE CONTINUES THAT TREND AND WE COULDN’T BE HAPPIER. PARASITE EVE IS SQUARE’S FIRST FORAY INTO THE RESIDENT EVIL-SHLESTY OF PLAY, BUT INTEGRATES MANY OF ITS OWN PATENTED RPG ELEMENTS. THE STORY TAKES PLACE IN NEW YORK AND IS BASED ON A POPULAR JAPANESE NOVEL. IT IS NOT YET KNOWN WHETHER IT WILL FOLLOW THE STORY OF THE BOOK CLOSER.
ANNOUNCEMENTS

SINGLETRAC JOINS “DREAM TEAM”

Sony developers lured away by Nintendo

Salt Lake City-based SingleTrac announced it has signed an agreement with Nintendo to develop games for the Nintendo 64. This significantly expands SingleTrac’s development horizon: once PlayStation-exclusive, SingleTrac will now become a true multiplatform development house. “We are thrilled to be creating titles for the N64,” said Todd Kelly, SingleTrac’s executive vice president of sales and marketing in a statement. “This agreement allows SingleTrac to extend its heritage in realtime 3-D, high-action gameplay and bring it to an even higher level.” Past SingleTrac work includes best-selling PlayStation titles like Twisted Metal, Twisted Metal 2, Warhawk and Jet Moto—all of which were produced for Sony Computer Entertainment America. Those titles will not be ported to the Nintendo 64, because under SingleTrac’s deal with Sony, Sony maintains ownership of those titles. In the EGM offices, Warhawk is a game that still evokes passionate memories and one can only drool with greedy anticipation of an indirect sequel on the Nintendo machine. The ability to see further into the horizon will be one of the more obvious benefits of doing a rev of that game on the N64. Specific game titles or projects have not yet been announced, but the developer hopes to better the quality of its current PlayStation offerings by using the N64 hardware to the fullest. “We are excited to have SingleTrac as part of the N64 team,” said Nintendo of America chairman Howard Lincoln in a statement. “We’re confident their proven realtime 3-D technical capabilities will fully exploit the potential of the N64 system.” EGM sees this as a very positive step toward remedying the lack of quality in the majority of third-party software available for the Nintendo system. The downside to this news is that it will be a while until we see the fruits of this collaboration.

SingleTrac can, however, make a game similar to Warhawk, but under a different name.

64DD-LAYED

The bulky drive won’t hit till March ’98

According to Reuters, a company spokesman for Nintendo said that the postponing comes as a result of delays in the development of the disks and the drive itself. The first games to appear on this system, Zelda 64 and Mother 3 (known as EarthBound 64 in the U.S.), will have to wait until at least March to be released. Zelda 64 was scheduled for release on both the cartridge and the DD peripheral earlier this year.
POWER and PERFORMANCE

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First aid for fainting

- Act quickly to prevent the victim from falling.
- If possible, have them put their head down or lie on the floor.
- Loosen the victim’s clothing and wipe their head with cool water.
- Do not try to revive the victim by throwing water on their face, shaking or slapping.
- If the victim vomits, quickly put them in the recovery position.
As the victim revives, offer reassurance. Remind them that even the best gamers end up sucking face with the cement sooner or later. So whether it’s Deathtrap Dungeon, Tomb Raider 2 or Fighting Force, be prepared for the inevitable. And never administer any first-aid to the victim without first saving their game.

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Tobal 2 Gets Canned

U.S. gamers are denied Square's sequel

EGM has recently been informed by Square representatives that the U.S. will not be getting a translation of Tobal 2, the company's second fighting game with character designs by Akira Toriyama. The game debuted in Japan last month. The decision stems from the fact that Square is currently busy finishing the U.S. translations of Bushido Blade and the long-awaited Final Fantasy VII. Due to the heavy Japanese text in the menu system and the Quest Mode of Tobal 2, the company feels that they don't have the resources or time required to bring the game here. Another likely factor in the decision is lackluster sales of the previously released Tobal No. 1 which was the unfortunate victim of the mega-successful Tekken 2 sell-a-thon. Plus, Square's publishing deal with Sony requires that Square does the translations of their own games, and that Sony releases them. Therefore, it seems unlikely that a third-party company could pick up the game—at least for now.

Earthworm Jim Forever

If any game could find a way around Shiny Entertainment's "no more sequels" rule, it'd have to be Earthworm Jim, the quirky platform game that won the hearts of 16-Bit gamers everywhere. And apparently, that's what's happening. Interplay representatives have informed EGM that Earthworm Jim 3 (a 3-D take on the series) is currently in production. The title is aimed for release in the second quarter of 1998 on PlayStation, Nintendo 64 and PC platforms. How does this jive with Shiny's rule? Easy. They're not doing it. Development is being done by Scottish team Vis instead. And while it's still not entirely clear how much Doug TenNapel (Jim's original creator) and Dave Perry (Shiny's leader) will be involved with the game, it is known they've already met with Vis to discuss the title.
They have been born of fire — hopefully they won't melt.

Coming in August

"...more variety than any other N64 game to date."
-Nintendo Power

CLAY FIGHTER 63½™
Recently, a number of Japanese hardware and software makers released sales and profit figures for the fiscal year ending March 31, 1997. The following figures show Konami to be ahead of the pack. It reported a 136 percent increase in profits on sales that increased 28 percent. Square was the surprise laggard with its report of an almost 75 percent drop in profits compared with last year. All figures, as reported by Asahi Newspaper, are in U.S. currency. Sega reported parent company sales of $3.1 billion, a 4 percent increase over the previous year, and a parent company profit of $59 million, a 5.2 percent increase over the previous year. Bandai reported sales of $585 million, a 44 percent increase from the previous year, and a profit of $74 million, a 15.4 percent decrease from the previous year. Nintendo reported sales of $2.9 billion, a 15 percent increase over the previous year, and a profit of $689.7 million, a 13.7 percent decrease from the previous year. Nanco reported sales of $869.7 million the previous year, and a profit of $91.4 million, a 32.5 percent increase over the year before. Konami reported sales of $475 million, a 28 percent increase over the previous year, and a profit of $96.4 million, a 139.9 percent increase over the previous year before. Enix reported sales of $195 million, a 37 percent decrease from the previous year, and a profit of $50 million, down 42.2 percent from the year before. Square reported sales of $119.5 million, a 25 percent decrease from the previous year, and a profit of $12.2 million, a whopping 74.8 percent decrease from the year before. And KoRI reported sales of $85.5 million, a 9.7 percent decrease from the previous year, and a profit of $27.5 million, a 20.5 percent decrease from the year before.

EGM loves racing and that's exactly what we got to do when Interact invited members of the press to the unveiling of their newest accessory. The V3 Racing Wheel was showcased alongside the company's promotional racing event held at the Laguna Seca Raceway in Monterey, Calif. Editors Nelson Tarac (EGM), Dave Malec (PSX) and Dan Hsu (EGM) put the steering wheel through its paces and came away impressed. The wheel has a good feel to it and the sensitivity can be adjusted on-the-fly. It is one of the only steering wheels to have a full 360-degree range of motion. The wheel can be adjusted in numerous ways including height, tilting it back and forth, etc. The wheel is designed to be used while sitting in a chair and performing its job. The area in which there were minor complaints involved the foot pedals which had an overly wide range of motion. This wouldn't be a problem if the pedals were analog, but they're digital which makes tapping the brakes a hit-and-miss chore. It's understandable that the N64 version of the wheel has digital foot pedals, but the PlayStation has the mGcon channel which supports analog pedals so this omission is puzzling.

To prepare for the power of the V3 wheel, the editors put their lives on the line and get behind the wheel of a real stock racer. Mario Kart was the game used for the N64 demo while Rage Racer was the race game of choice for the PlayStation. The N64 version has a slot for a memory pack, but does not support the Rumble Pak since it would rest in the general area of a player's crotch! Dan was especially disheartened while the others seemed unaffected.

I n an interview with Japanese gaming magazine Dongekai Nintendo 64, Capcom's Yoshiki Okamoto said that the company is looking into getting Resident Evil onto a 128 Megabit cartridge—the largest cart format currently used for Nintendo 64 games. This doesn't mean that Capcom is actually porting the game to the N64, but rather points to evidence the company has looked into it. Additionally, Okamoto says that he has ideas for a "ninja" version of Resident Evil. The game would employ a similar interface, but would take place within a trap-filled ninja house. The translation of the interview appears on Unofficial N64 Headquarters Web site. When contacted, Capcom Entertainment would not confirm or deny the reports for RE.

Resident Evil Still
Haunts N64

Capcom will not make any official comments about the horror adventure game.

GADGETS

NANO BABIES GO UP AGAINST TAMAGOTCHI AND GIGI PETS

To compete with the virtual pet craze spawned by Bandai's Tamagotchi and Tiger's Giga Pets, Playmates Toys will bring out its own version in late June. Called Nano's, they can grow from an infant to a child, kitten to cat, or puppy to dog. The toys will sell for a retail price of $14.99 to $19.99, about the same price as Bandai's Tamagotchi. Neglecting or mistreating your Nano will make the game end by having your pet run away.

To prepare for the power of the V3 wheel, the editors put their lives on the line and get behind the wheel of a real stock racer. Mario Kart was the game used for the N64 demo while Rage Racer was the race game of choice for the PlayStation. The N64 version has a slot for a memory pack, but does not support the Rumble Pak since it would rest in the general area of a player's crotch! Dan was especially disheartened while the others seemed unaffected.

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Resident Evil Still
Haunts N64

Resident Evil Still
Haunts N64

Capcom will not make any official comments about the horror adventure game.
INTRODUCING
A COLLECTION OF GAMES
THAT LAUGHS IN THE FACE OF
TECHNOLOGY.

ALAS, VIDEO GAMING TECHNOLOGY.
IT_keepsgetting updated and
outdated faster and faster.
WHO'LL_STOP_THIS_MADNESS? NAMCO —
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FIVE STATE-OF-THE-ART (WELL, MAYBE TEN YEARS
AGO) GAMES BASED ON THE PRINCIPLE THAT FUN NEVER GOES OUT
OF STYLE. PAC-LAND — A WILD AND CRAZY PAC-MAN ADVENTURE. ASSAULT
THE TANK WARFARE CLASSIC. ORDYNE — AN INTENSE, RAPID FIRE
SHOOTER FROM THE ARCades. PLUS, THE RETURN OF
ISHTAR, AND THE GENJI AND THE HEIKE CLANS. EACH
ONE AN ABSOLUTE BLAST. GO AHEAD AND PLAY IT FOR
YOURSELF. JUST DON'T BE SURPRISED IF YOU'RE SOON
LAUGHING IN THE FACE OF TECHNOLOGY, TOO.

{GREAT GAMES HAVE NEVER HAD TO BE HIGH-TECH TO BE HIGH-FUN.}
## TOP 10 PICKS OF THE MONTH

### August 1997

#### HOW TO READ THE TOP 10 CHART

- **Name of Game**: Rating
- **Publisher's Name**: Name
- **Editors' Choice Award**: (if applicable)
- **# Consecutive Months On The Chart**: Rank Number

#### OVERALL

<table>
<thead>
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<th>Rank</th>
<th>Game</th>
<th>Platform</th>
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<tbody>
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<td>Air Combat 2</td>
<td>PlayStation/Namco</td>
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<td>2</td>
<td>Star Fox™</td>
<td>N64/Nintendo</td>
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<td>3</td>
<td>RayStorm</td>
<td>PlayStation/Spaz Games</td>
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<td>6</td>
<td>Blast Corps</td>
<td>N64/Nintendo</td>
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<tr>
<td>7</td>
<td>Wild Arms</td>
<td>PlayStation/SCEA</td>
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<td>8</td>
<td>Mario Kart™</td>
<td>N64/Nintendo</td>
</tr>
<tr>
<td>9</td>
<td>Shining The Holy Ark</td>
<td>Saturn/Sega</td>
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<tr>
<td>10</td>
<td>Tetris Attack</td>
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#### PLAYSTATION

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<tr>
<td>1</td>
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<td>RayStorm</td>
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<td>Machine Hunter</td>
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<td>Goal Storm</td>
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<td>7</td>
<td>Dynasty Warriors</td>
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<td>Tekken 2</td>
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<td>Wave Race™</td>
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#### SATURN

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<td>Command &amp; Conquer</td>
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<td>Die Hard Arcade</td>
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<td>Virtua Cop 2</td>
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Star Fox™ maintains its top spot this month with little competition.

Air Combat 2 steals the limelight this month for both Overall and PlayStation.

Shining The Holy Ark sets the pace this month for the rest of the Saturn releases.
# Coming Soon

**Electronic Gaming Monthly's Guide to Games in Development**

## PlayStation

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<tr>
<th>Game Title</th>
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<th>Format</th>
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<tbody>
<tr>
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<td>Shooter</td>
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<td>Atari Greatest Hits Midway Col. 2</td>
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<td>Castlevania: SOT</td>
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<td>Sales Curve</td>
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<td>Jimmy Johnson's USA Football</td>
<td>Interplay</td>
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<td>NCAA Basketball '98</td>
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<td>Thousand Years Pale</td>
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<td>Wreckin' Crew</td>
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## Saturn

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<tr>
<th>Game Title</th>
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<td>Duke Nukem 3D</td>
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<td>Lunar: Silver Star Story</td>
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## Nintendo 64

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<td>WKK Mythologies: Sub-Zero</td>
<td>Midway</td>
<td>Oct.</td>
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</table>

## Additional Notes

- The Sega Saturn gets a taste of CROC-justice this October.
- Skull Monkeys will brighten your fall PlayStation days.
- This October, take down the bad guys in G-Police for PlayStation!
- Race for the gold trophy in Lamborghini 64 in September!
There's only one thing more torturous than playing Deathtrap Dungeon.

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell.
Not playing it.

www.deathtrapdungeon.com

on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.

PC CD

EIDOS

INTERACTIVE

You've been warned.
Sega's New 64-Bit Console
- NEC Sets Sights On Industry
- Force-Feedback Not Included
- Sony's Four Hot Titles
- Namco's System 33 Board
- $ Drop of N64 Titles in America

Hello Quarterfans. It is L.Q. Mann, the world's greatest video game gossipmeister. Faster than a speeding ticket, slicker than a sweaty summer sausage and the person whose rumor-absorbing abilities are no pleasant happenstance, but are the result of great effort and coordination. This month, the Q-crew are up to their usual rumor-collecting antics and have collected all the gaming gossip and industry news you, the hardcore gamer, demand...Now on with the show...

Our news this month starts off with Dural, Sega's new 64-Bit console. As reported in last month's Q-Mann, the Dural is Sega's latest bid in the video game console wars. Here's a quick reminder: Dural features a 12-speed CD-ROM drive, a 200 MHz Hitachi CPU, anywhere from 8 to 16 Megabytes of EDO RAM, and uses a Microsoft Operating System. All these specifications, while still preliminary, are very much set in stone, as far as we know. However, the design specifics of the graphic sub-system (which is, arguably, the heart of Dural) are a little more hazy...Here's the deal: It seems that Sega approached several different 3-D graphic accelerator vendors to design the Dural's graphic chip and narrowed the field down to two finalists: 3Dx, who proposed a solution based on their popular Voodoo Graphics chipset and NEC/VideoLogic, who felt their Power VR chipset would do the trick. Although 3Dx was thought to be the sure-fire pick to design Dural's graphic chip (and is heavily supported by Sega of America), Sega of Japan is having some second thoughts on the whole matter. Now, although 3Dx is currently dominating the U.S. 3-D PC graphic accelerator race, Sega is way up high to the idea of engaging a cozy relationship with VideoLogic's Japanese partner in crime, NEC. You see, NEC—unlike 3Dx—has already proven that they can manufacture high-tech semiconductors in mega-quantities and still maintain a relatively low defect-rate (NEC manufactures all the major chips in the N64 and has already shipped over 6 million units so far with around 12 million more units due to ship this year), a feat which is much more impressive than it sounds. Furthermore, NEC is a Japanese company and a big one at that, which to Sega (a Japanese company) is all the reason they need to take the plunge... and although Sega has made a major commitment to the American start-up, Sega just could ditch its new 3Dx bride and run off with the sexy Japanese mistress faster than you can say, "Bandai who?"...Meanwhile, NEC (having already seduced Nintendo and now possibly Sega) is setting their sights on another major video game hardware company...who could that be? Well, let's just say the name rhymes with Sony and leave it at that for now...more details next month...

In Sony news, we hear that the dual-analog controller will, in fact, be available in time for Christmas, albeit without the buzzing force-feedback feature included in the Japanese pad. According to Terry Aki (EGM's Japanese first-run draft pick), Sony is experiencing technical difficulties with the Japanese dual-analog pads. It seems that the pad's vibrations were causing premature malfunctions, so Sony was forced (no pun intended) to take the force-feedback feature out of the U.S. pad, which may do the same thing in Japan before long. Currently, a fix is in the works, but the redesigned pad may not be ready until next year...Bad vibes to the max...

On the software tip, the PlayStation already has a lineup of killer titles for 1998. Most of the buzz centers around four new titles. The first game in question is Exodus, Published by Sony Computer Entertainment of America and developed by NeverSoft (of Skeleton Wars and MDK fame). Exodus is a free-roaming 3-D polygon action/shooter using giant mech robots. The game is due for release in the first quarter of 1998 and will be dual-analog compatible. Next up on the list is a game by Shiny Entertainment called Messiah. Messiah's claim to fame will be the use of a revolutionary new way of displaying 3-D graphics. Shiny has been working on this 3-D technique for quite a while. This game is said to be Shiny's "next big thing" (after MDK and Wild 9s: that is), and is due out Christmas of 1998. Game #3 comes from MGM Interactive. Due out for the PlayStation and PC next year, this new 3-D action title is based on the book, but all the James Bond flicks. From what we understand, gamers will be able to fly the Rocketpack from Thunderball, drive the trick Aston Martin DB3 from Goldfinger, dive underwater in the Lotus Esprit sub from The Spy Who Loved Me and much more. The game is reportedly cool to the max, but almost never made it to the PS at all. It seems that MGM Interactive (whose motion-picture division owns all the rights to James Bond) had to buy back their own license from Nintendo who owned the exclusive console rights to GoldenEye. Last but not least, we have a secret game that comes from Tommy Tallarico Studios. Due out for the PlayStation Christmas of '98, this hot game is in a genre that has yet to be done on the PS. Tommy Tallarico, one of the gaming industry's hottest musicians, will be the executive producer of the game and will use the title to launch his new game division...stay tuned...

In arcade news, Namco is putting the finishing touches on their new System 33 arcade board. Rumored to be more powerful than Sega's Model 3 but not quite as potent as Konami's new Cobra coin-op board, System 33 will be home to several new Namco titles. Due to be shown at the upcoming JAMMA arcade show in Japan, Namco will debut the board with three new games; a new Rude Racer update, an all-new fighting game and a third, unidentified game. Look for more information soon...Our Japanese sources inform us that Capcom might also use the JAMMA show to showcase their first internally designed 3-D arcade architecture. Reportedly based on a dual-chip configured 32x board, Capcom will display working prototypes at the JAMMA show to gauge public reaction. Capcom is wary of the shift of their coin-op games from 2-D over to 3-D, and may use info at the show to make a final decision on their arcade future. Believe it or not, one of the first games due out for the board is Street Fighter IV with figure...Williams is releasing a new version of the classic arcade game, Rampage for the Nintendo 64. Rampage is due for release sometime in 1998...hey, it's an N64 game...whaddya expect? Exact release dates? Dream on...

Seguing on to Nintendo, Terry Aki reports NCL is considering dropping the price of N84 games in America. Exact details like when the price drop will be in effect and how much of a price drop is not known at the moment, but from what we understand, it'll be soon and severe. Well, that just about wraps it up for this month, Q-kiddies. Tune in next month's episode of Q-Mann where I'll reveal just who Sony has partnered with to design the PlayStation 64. Unfortunately, I can't say the name just yet, but its initials are NEC...Peace!
The Odds are against you.

He's skinny. He wears a loincloth. He has no weapons.
(He's the guy that you play.)
Walk. Talk. Feel. Hide. Think. And take on the ugliest bunch of carnivorous crustaceans this side of a baboon's butt in a new kind of game and a brave new world of interaction.

From slave-laborer at Rupture Farms to Liberator of the Mudokon. It can all be yours. That is, if you can make it through the most inexplicably challenging gameplay in the known universe.

Communicate with real characters. But, not in some cardboard RPG. Blow away your enemies. But not in some
Meet the Odds.

one-dimensional shooter. Solve wicked situations and wicked enemies. But, not in some wallpaper puzzle game. ODDWORLD: ABE’S ODDYSEE takes every game genre you’ve ever seen and blends them into one seamless, surreal, sensory overload of pure gaming. So take your loinclothed butt and claim your destiny. Savior. Or salami.

ODDWORLD: ABE’S ODDYSEE

IN ODD WE TRUST

SEPTEMBER 1997
Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.

**AEROFIGHTER ASSAULT**

Known as Sonic Wings Assault in Japan, Aerofighter Assault is an intense flight sim/action game for the N64. It features on-screen modern HUD (Heads Up Display) as well as radar functions and ranged weapons. Your ammunition stores are boldly displayed in graphic clarity in the lower-left corner of the screen to keep the alert pilot aware of his/her supplies while venturing through many country/cityscapes. These areas range from uninhabited deserts to mass urban metropolises and even the chance to launch a few missiles at some ball players. Games like this is what the analog controller was created for. Players can probably hear the missile-lock sound ringing in their ears from anticipation.

**SYSTEM**

<table>
<thead>
<tr>
<th>NINTENDO 64</th>
<th>August</th>
</tr>
</thead>
</table>

**THEME**

<table>
<thead>
<tr>
<th>Flight Sim</th>
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**PUBLISHER**

<table>
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**SIZE**

<table>
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**PLAYERS**

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**% COMPLETE**

<table>
<thead>
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</thead>
</table>

**MK MYTHOLOGIES: SUB-ZERO**

Midway sure is letting this one out in slow increments. MK Mythologies features the exploits of everyone's favorite ninja of the cold, Sub-Zero, in an adventure-based title where fighting isn't primary on the manifest. Players will find plenty of back story to outline the appearance of other popular Mortal Kombat characters such as Raiden and Liu Kang. New characters are expected to also make some guest appearances in the form of Bosses, sub-Bosses and possibly even friendly characters. Who knows, maybe the new fighters will make guest appearances in MK4?
As PlayStation owners get the chance to play the director's cut of Resident Evil, Saturn owners finally get the chance to play the first Resident Evil/ Biohazard. However, the wait may be worth it with some of the features included in this title. Included in this version is much of the uncut footage similar to the PlayStation director's cut. Players can expect new, previously unseen gore that includes severed and partially eaten heads. There are supposed to be slight level and story changes in this release also. Graphically, the Saturn release seems to be on par with the others. Gameplay and control also seem to be quite useable, but many gamers may feel that these new additions may not be worth the excessive wait.

**Resident Evil**

<table>
<thead>
<tr>
<th>Publisher</th>
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<th>Theme</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capcom</td>
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<td>Adventure</td>
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**Release Date**: September 1

<table>
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<tr>
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<tr>
<td>SegaSaturn</td>
<td>4th Qtr. '97</td>
<td>Simulation</td>
<td>CD-ROM</td>
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</tbody>
</table>

**Publisher**: BMG Interactive

**System**: SegaSaturn

**Release Date**: 4th Qtr. '97

**Theme**: Simulation

**Players**: 1

**% Complete**: N/A

Anyone who's been to a major city knows the brazen/sitivity bicycle couriers exhibit every day. BMG Interactive has given players the chance to try to earn an honest buck while in the saddle of their latest cycling title, Courier Crisis. Players can expect all the same excitement real delivery people face in the 250 different missions in CC. There are over 160 roadside objects/obstacles as well as 70 unique pedestrians to face with only the help of your imagination and your trusty bike. If you are expecting just a boring version of the old title, Paperboy, you are sadly mistaken. There are aerial acrobatics you can pull off through the help of well-placed jumps. You can also converse with automobiles to tell them that they have made an error in their driving decisions. This conversation comes in the form of hand gestures as in the picture in the lower-right. The ability to risk your life and earn money, what does anyone want in a new title?
WHEN YOU DRIVE A TRUCK THIS FRIGGIN' BIG, YOU DON'T RUN FROM TROUBLE. YOU RUN OVER IT.

THUNDER TRUCK Rally

A gear-grinding joyride from the makers of Destruction Derby 1 & 2.

Strap yourself in pal, because Thunder Truck Rally is putting you in the driver's seat of destruction. When you get behind the wheel of a two-ton, nitro-burning, sedan-eating, four-story 4x4 steel beast, the result is high-octane excitement. Pound asphalt, dirt and the competition into submission in several monster vehicles. And with life-like 4WD suspension, 360° range of motion and killer 3D landscapes, kicking-ass will look kick-ass. Ravage roads. Trample trouble. Send family wagons to meet their maker. Get Thunder Truck Rally, and get ready to shred.

www.psygnosis.com
The popularity of Dragonball pushes far past the boundaries of Japan. Here in the U.S., enthusiasts have been-passed up every time a Dragonball video game has dared to hit the drawing board. Hopefully, sometime later this year, Bandai will allow their latest Dragonball title, Dragonball GT to hit the States. There are One- and Two-player Modes that allow selection of any of the 12 popular Dragonball characters such as Vegeta, Piccolo and Son Goku. Dragonball GT features multiple levels of flying combat as well as on-the-ground warfare. Players who had the chance to try other Dragonball titles (such as the three for Super Famicom) will remember the charging and highly devastating moves that destroyed your opponent's power bar. These have also been included in the U.S. release.

**DRAGONBALL GT**

Scientists beware! Cloning is not only against the law, when you try it, you'll end up breeding weird-looking evil mutants. At least that's what happens in Youngblood for the PlayStation. Based on the popular comic book, Youngblood uses the power of the PlayStation to give gamers a title that looks similar to Crusader: No Remorse. Dr. Levisic (along with his evil teammate, Giger) decide to start cloning mutants from a DNA sourcebook to take over the world. But they don't mind if they look weird. Control one of the main characters from Youngblood in an isometric view. The game is set in different locations including deserts, volcanoes and science complexes. Pick one character to control or form a group of two to four. Also, the game should have the same style of graphics as the comic book.
Terror gripped the hearts of the mixed party of ten as they finally reached the unholy walls of the Barrow's family mansion in England. No one could have imagined the unspeakable horrors that lay behind the infamous Scissorman case when the malevolent butchers had begun. Now, the dreadful search for the answers had culminated into a lynch party that brought them all here, to the very doorstep of hell itself. Would they finally find the key to send this twisted soul back to the nether regions of death that had so maliciously spied him into their lives? Only TIME will tell.

A TIME TO KILL

A series of brutal murders have signaled the return of one of the most terrifying killers in the history of Romsdalen, Norway — Scissorman. Clock Tower starts out with an introduction of the supposed demise of the Scissorman ten years ago and then enters into the player-controlled prologue where we are introduced to the characters. The new aspect of "the old monster in a spooky place" are added by the inclusion of several imprints of actual horror stories - including interlude daytime scenes of detective work between nights of cold, brutal killings, as well as the full possibility of a story ending abruptly or in any number of ways. The possibility of up to ten different endings is definitely an aspect that will allow for great replay value.

With heightened graphics, sound, control, and storyline as the main areas of concentration, it is apparent that ASCII Entertainment had the player foremost in mind when developing this game.

THE HORROR OF SILENCE

The chilling sound of the Banshee's scream itself couldn't have been more dreadful than the sound of the sheering scrape of sharpened steel blades sliding past each other — not to mention the wonderful effect of pure silence in some of the most chillingly tense scenes of the game. There's something terribly dreadful in the sound of your own two feet echoing through some of the most profoundly evil halls ever wrought, and I couldn't agree more with the programmers when they spoke of the "Terror of Sound" which they worked so hard on this game.

ASCII Entertainment's purpose in the sound scheme of this game is fairly easy to understand... with sounds that aren't there when they should be, sounds in impossible places, the chilling music of the chase, and the haunting scrape of the Scissorman himself as he stalks you with inhuman determination... they want to scare you out of your skin! Of course, the voice-overs and sound effects of the surrounding environments are a beautiful addition to the already impressive audio display. The tightly knit union of background noise, voices, sound of movement, music, and silence create a living auditory atmosphere that will draw you into the world of terror on the screen right before you.
RUN FOR YOUR LIFE...

In a game where one false move could easily mean the difference between escape and grizzly death, control is of paramount importance. This is another area where Clock Tower excels!

The ease with which the player can move around the screens and interact with objects (in a myriad of different ways) is easily accomplished with the use of surprisingly few different types of on-screen indicators. Each tells the character what types of actions are possible. This gives an intuitive control that is necessary when your life hangs on a split second decision. Additionally, using the item menu for accessing the items which you've collected is only a button press away!

From fleeing down dark corridors and hiding in shower stalls, to hurling chairs and brawling with your would-be assailants, the full range of movements offered by Clock Tower will leave you breathless with the fight or flight instinct as you navigate the beautifully wrought 3-D environment.

Very seldom does a game come out that achieves true excellence in every area of gameplay. With stunning visual effects, outstanding depth of characters and storyline, precision control, perfection of the "Terror of Sound," as well as the replay value of ten endings, ASCII Entertainment must be congratulated for a work of art. Clock Tower is a masterpiece of Horror!

SPECIAL FEATURES!

In addition to the normal features of present day video games, like being able to save and load games, ASCII Entertainment has also included several "Special Features."

As you will quickly notice when playing the game, you'll have the opportunity to play as four different characters. You can end the game with all four characters, and each one has several different endings depending on how well you do in the game. Once you've seen an ending, you can check on the special menu "Ending List" to see whether you got an A, B, C, D, or E ending. You can review the ending cinematic by selecting one of the endings you have completed (There is no cinematic for the D endings). In this way, you'll know when you've completed all ten endings. — Once you've completed an "A" ending, you can go to the "??" in the pamphlet menu option for a secret EXTRA MODE menu! Also, when you've completed all ten endings, you have the power to go back and start the game over — There will be another new option called BUY- O8UBYO. (I won't give away what this does, but believe me, it's cool!)
TIPS ON STAYING ALIVE...
As you may have noticed, you can't actually expect to solve the case of the Scissorman if you're kicking up daisies with a large scissor hole in your chest. If you find this alarming, you may find that the following information may help you to get in a few good licks before spilling your guts at Scissorman's feet. Scope out a room before you're in danger. If there seems to be a large something that you could run around (like a table or a couch), it could buy you some time to think when Scissorman chases you around and around. Also, look for items that you could possibly throw at Scissorman. There is one room with a chair that you can throw at him. In another room, there's a bike, and in yet another room. you can find a mop to hurl at your attacker. There are several items in each scenario that can be used to slow down the Scissorman, but be cautious with the items you throw, you can only throw them at him once. Also, try to avoid hiding in the same place too many times in a row. Scissorman has a limited IQ, but he's not that stupid! As a last resort, you can use the panic button to engage Scissorman in hand to hand combat. If you press the panic button fast enough, you live. If not, you're history! Be aware that you can only use this method a couple of times before your status arrow goes red — then you'll have to try running away instead of fighting...at least until your status goes back to yellow or white. Also remember to check every nook and cranny for items that you may be able to use later. With a little help, you might just live to see tomorrow.

DEATH OF A TIRED GENRE
With one of the first true horror stories to come to the PlayStation™ game console, ASCII Entertainment is staying at the forefront of ground breaking technology and new genre ideas with this latest game. This isn't just another of the tired "battle against the typical bad guy" formula game where you go into a scary house, look around, kick butt, and leave. Clock Tower brings a totally new villain concept to the screen. Scissorman appears in a mystical and beautiful land seldom thought of when conceiving a new game (Romsdaaren, Norway), and when he gets there, all hell breaks loose — it's your job to clean it all up and try to put a stop to it. The beauty is that the random appearance of the villain makes the game totally unpredictable from start to finish, giving a tired old preconception of games (that a character should be at a certain place at a certain time) a new life in what's sure to be a new genre of true horror games for the PlayStation game console. Enjoy!
As a guardian named Bob, players must battle the destructive forces of the robotic villain known as Megabyte within the confines of a computer. Bob can maneuver through the mainframe with his zipboard (flying skateboard) while battling flying tanks, hurricanes, liquid energy and menacing robots. But the most important task Bob has to complete is to mend the tears Megabyte causes which allow viruses to enter into the system. There are over 21 3-D levels that take place in seven different sectors in ReBoot: Countdown to Chaos. Eight Bosses exist as well as more than 30 different enemies to set your sights on. Other features include non-linear character control, rendered cinematic sequences and multiple weapons and gadgets for protection.

Clock Tower claims to have the most terrifying story ever incorporated in a video game. Now this is no minor claim! It is especially for horror buffs out there looking to be scared out of their wits with controller in hand. There are five different levels accessed by finding particular items and talking to specific characters during the preceding levels. One cool feature players will find enjoyable are the 10 different endings that range from good to not so good depending how you do in the title for the ultimate in replay value.

Felony 11-79 pushes players into new realms of racing with selfish reasons. At the start of the game, four cars are available. But with various actions, over 22 different cars can be activated and used by the player. These range from an F-1 car to a Street Sweeper and a tank. Game basis revolves around the theft of artifacts that contenders appear to be in battle in order to acquire. Felony 11-79 looks to be a very original take on a racing title. Racing for a reason besides trophies? It could be something that catches on.
Definitely more than meets the eye. *Beast Wars* is a first-person mech title based on the current *Transformers* cartoon. The cartoon features completely rendered action with outstanding visual effects. The game is no different; all the characters and enemies are rendered in shockingly bright colors and fit tightly with their animated counterparts. *Beast Wars* features eye-catching explosions and visual effects as well as roaming camera vantage points from which the player gets a feel for the height of his/her mech against others in the vicinity. Multiple character-based weapons and special abilities are all in line for the player. Watch for more complete information on this sought after title in an upcoming issue of EGM.

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**BEAST WARS**

**DEATHTRAP DUNGEON**

Based on the multimillion-selling *Fighting Fantasy* books by Ian Livingstone, *Deathtrap Dungeon* pushes 3-D action/combat games to their limit. This title features over 16 torturous levels of fast and furious combat, modeled in full 3-D environment. Players are armed with swords, missiles, muskets and magic spells to fight off the more than 55 highly detailed enemies. These hardcore foes include fire-spitting dragons, orcs, zombies, giant spiders and hordes of other weapon-wielding monsters. The levels in *Deathtrap Dungeon* are extremely detailed and drawn in vivid color. Although the backgrounds look dark, this only brings out more of the foreground and the enemies there that the player should be focusing on. Look for more on *Deathtrap Dungeon* in an upcoming issue.
RAYSTORM

WIN $10,000
CONTEST DETAILS INSIDE PACKAGE

Eye-Popping Hyper-3D!
Two Player Simultaneous Action!
Arcade Perfect!

PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB

Twitch Games Nothing Else!

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**Violent Seed**

Unlike normal titles where your job is to save the world, in Violent Seed your job as an alien race is to take over the world. Violent Seed is a top-down shooter based on a 3-D environment. The title features choose-your-own-paths, secret/hidden areas and gameplay at different flight levels and speeds. The backgrounds also contain interactive 3-D elements that allow the players to pick up items such as cars and use them as weapons in all the stages. Some of the futuristic landmark locales players will have the chance to destroy are: New York, Washington, D.C., London and Paris among other places. With over 13 locations and more than 40 different enemy types, Violent Seed is bound to open many players’ eyes with excitement.

**Freakin’ Fast**

Freakin’ Fast is Universal Interactive’s latest racing title with a strange twist. There are no vehicles. Instead, players find themselves controlling one of six imaginative characters each with special abilities and talents to help them win a race. The game runs at a smooth 60 fps in One-player Mode and 30 fps in Two-player Split-Screen Mode. Included in the title are six stages filled with fun power-ups. These bonuses range from “Big” (the giantism bonus), “Turbo” and “Fly” among others. Tracks also contain multiple paths and secret “shortcuts” for the searching player.

**Ghost in the Shell**

Based on last year’s chart-storming release by artist Masamune Shirow, Ghost in the Shell allows players a first-person view of a realtime 3-D world where enemies lurk around every corner. Although it is primarily an action title, there are plenty of adventure elements as well as cool weapons and radar to keep track of those invading enemies. Look for more on GIS in upcoming issues.

**Bravo Air Race**

Racing has taken on a new meaning in THQ’s Bravo Air Race. Players take to the skies in various aircraft and race through levels with realistic graphics that include valleys and mountains as well as rivers and arctic ice worlds. If you think you’re fast enough to beat the clock, you may have what it takes to beat Bravo Air Race.
In A World Borne Of Enchantment,
There Exist Only One Rule:
Expect The Impossible.
E's has turned Shawn into a zombie! That's OK though, since he once ate bits of human flesh when he was younger. At first, the other Review Crew members chuckled as Shawn walked by and mumbled things in a distant, "zombie-speak," but then his body parts started falling off and the office began to smell funny. He's OK now though.

**SHAWN**

Shoe finally found time to get away from the office to play Street Fighter III. He got a sweated head when he beat Sushi-X a couple of times, but then Shoe retold that situation by stomping him to the ground with Ryu, about 20 games in a row. Now Shoe's seriously playing SFIII in his spare time...but then again, so is Sushi-X.

**DAN**

This month's shooters tore the muscles in Crispin's hands. The weekly staff soccer games killed his legs and feet, and E has warned us what was left of his grey matter. Now Crispin is a broken man. All he wants to do anymore is leave work, eat a bowl of soup and watch his afternoon "stories." Crispin, you gotta snap out of it, man!

**CRISPIN**

Sushi's been training Hsu and Ken (EGM's old-school managing editor) for the SFIII competitions at E, and so far, the results look promising. He even let Dan win a couple of games to boost his confidence. Sushi won't compete since it's unfair to everyone else. Since E will be over by the time you read this, we'll tell you who won next month.

**SUSHI-X**

It's one of Air Combat 2's later missions that's proof enough of what a way-cool shooter/sim we have here. The mission has you flying through enemy-infested skies to a remote island where you must land and destroy the bunker. The only way to nuke the bunker is to swoop down a ramped ventilation shaft—which stays open for only 90 seconds—and destroy the structures from the outside in, all while dodging missiles from bogies on your six. Now that's what I call fun! Like the first game, part two isn't a direct arcade conversion, not even close. It's a mix of SFIII-like air-to-air and air-to-ground missions (as well as a few confined to narrow canyons) that pay big bucks when accomplished. You use this cash to build your own air force of fighters, including an F-16, A-10 and the mighty A-10 (perfect for strikes against ground targets). And you get even more often during missions when you beat the game, so you can rely on old missions with new, off-the-wall aircraft. Your game becomes a major flux in the original—you now get more missions. Everything better, missions come in a wide variety. Some have you downing a few bombers, while most have you taking out both air-craft and SAM sites or other structures scattered. You then attempt a couple of carrier and runway landings. But don't just blow through the missions as fast as you can, dig more into each one you destroy in each sortie (i.e., the more secondary ground targets and aircraft you obliterate), the higher you'll go up in rank. And the higher you rank, the more missions you'll get to fly during the course of the game. The mission list also branches at certain points and lets you choose which sortie to fly. It all adds up to higher replay value, something missing from the original. AC2's graphics are the best of any flight game ever (yes, even PilotWings 64). Terrain is rendered much farther into the distance than in other sim titles, and pop-up of the world is gradual. AC2 is fast, but not too fast. AC2's graphics are some of the best I've seen in an analog game (I prefer the dual-analog stick, which seems made for AC2). Now if only there was a two-player Dogfight Mode...

**CRISPIN**

Like Bogey Dead 8 a while back, a well-done flight game can be a lot of fun. Air Combat 2 (which I think is much better than Bogey, by the way) is definitely one of those flight games. The whole thing is done very well from start to finish—graphics, sound, control, etc. The beginning missions are too easy, but they get harder in later levels, so there's a nice balance.

**SHAWN**

I wasn't a big fan of flight combat games, up until now. AC2 is the cream of the crop. Why? One simple word: variety. AC2 has several planes that all behave differently and plenty of non-linear missions that are long and challenging (you can even choose from different missions some times). The missions are all different and the occasional option mission gives some interesting new mission types. I'm far from being a fly-by (like Crispin's "Rudder Control") Boyer is, and the arcade feel of AC2 is perfect. The graphics are incredible (the city level where you have to take out the overpass proves this). Leave it to Namco to make another awesome game—in yet another genre. An amazing stick for the feel of AC2 and a lot of fun, too.

**DAN**

I'm really picky when it comes to flight sim games, so I'll either love it or hate it. That said, Air Combat 2 is a game I can really get into. The city levels are nicely detailed, and I couldn't get the game to slow down or drop out noticeably, even at top speeds. The missions are all fairly straightforward, but the good mixture of planes adds a little variety and difficulty. Sometimes, however, the enemy planes take an awfully long time to get in your sights, creating extremely long missions that should be edited out. One of my favorite aspects of Air Combat 2 is the feeling of flying in a very realistic environment. Namco's done a great job of making the game just a little more enjoyable.

**SUSHI-X**

Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards.
<table>
<thead>
<tr>
<th>SYSTEM: SATURN</th>
<th>SHINING THE HOLY ARK</th>
<th>PUBLISHER: SEGA</th>
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<tr>
<td>CATEGORY: RPG</td>
<td>BACKUP: SYSTEM MEMORY</td>
<td>BEST FEATURE: STORY LINE</td>
</tr>
<tr>
<td>WORST FEATURE: TOO DRAWN OUT</td>
<td>ALSO TRY: BLAZING HEROES</td>
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There's no question that this game packs some of the best animation ever seen in an RPG. The prerendered monsters strut around and practically leap off the screen when they attack. But there's the rub: The animation often gets in the way of the adventure, slowing it to a crawl. When you battle, for instance, their screeching, ultrasonic strikes take way too long to hit every member of your party. Sure, the attack sequences look cool the first few times you see 'em, but by the 10th time, you'll wanna yell, "Just hit me already! I don't care what your attacks look like anymore." That gripe aside, SHAA is a solid RPG that plays much like the original Shining in the Darkness for the Genesis. It's a traditional, turn-based game, 90 percent of which is in maze-like dungeons, castles and forests (don't worry about getting lost—you get an automap). The first-person perspective (which moves in steps, like the dungeon sequences in the original Phantasy Star) is a refreshing change from all the top-down, action-oriented RPGs, especially since SHAA's scenery looks so damn good. But what's really cool is the tiny army of fairies you can summon and send into battle. Using these little guys takes quick reflexes, but they're essential in this combat-heavy adventure.

-CRISPIN

<table>
<thead>
<tr>
<th>SYSTEM: PLAYSTATION</th>
<th>MACHINE HUNTER</th>
<th>PUBLISHER: MGM INTERACTIVE</th>
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<tr>
<td>CATEGORY: ACTION</td>
<td>BACKUP: PASSWORD</td>
<td>BEST FEATURE: GRAPHICS</td>
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<tr>
<td>WORST FEATURE: REPEITIVE</td>
<td>ALSO TRY: LOADED</td>
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My first impression of Machine Hunter was, "not another Loaded clone!" Luckily, the machine suit varieties and techniques add a whole new level of shooting-shooter fun. The graphics are very smooth and nicely detailed except when large enemies invade your view. One noticeable difference between Machine Hunter and Re-Loaded is the inability to shoot in the opposite direction your human form is running, like in Robotron. While some may complain about this awkward control, it actually lends a sense of realism. Once you've mastered the move, you can then destroy any direction you wish, no matter which way you face. Also regarding the control, it is obvious that to really gain full enjoyment you'll need a dual joystick controller. Why? It's nearly impossible to shoot diagonally with a normal pad. Pressing two buttons at the same time isn't consistent enough to be effective. What is effective, however, is the level design. The intricate details of each level, the hidden secrets and the trail of blood tracks you leave when you roll over your latest victim really supply us hardcore gamers with the eye-candy any good title deserves. So after all those kudos, why only 8? Well, the repetitive nature of Machine Hunter gets a little old after a while. Boredom hurts.

-SUSHI-X

<table>
<thead>
<tr>
<th>SYSTEM: PLAYSTATION</th>
<th>LETHAL ENFORCERS 1 &amp; 2</th>
<th>PUBLISHER: KONAMI</th>
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<tr>
<td>CATEGORY: SHOOTING</td>
<td>BACKUP: NONE</td>
<td>BEST FEATURE: TWO IN ONE</td>
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<tr>
<td>WORST FEATURE: GETS OLD QUICK</td>
<td>ALSO TRY: CRYPT KILLER</td>
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I used to love the Lethal Enforcers games. They were the best two-player light-gun games around in the arcades at the time. Who can forget the bright pink and blue guns used to shoot the cabinets with heavy chains? Barrin' a few negligible details, these are clean translations. All of the graphics and levels are dead-on. Combine that with minimal load times, and you have a near-perfect arcade experience. (I recommend using the Naki Lunar Gun with Laser Sight or the Nyko Cobra Light Gun to spice things up a bit.) But having picture-perfect translations of dated games doesn't make them necessarily good. Re-releasing old games works for retro classics, as Namco and Williams have demonstrated perfectly, but I wouldn't classify the Lethal Enforcers games with the likes of Pac-Man and Joust. When we are used to playing great polygonal shooting games (like Virtua Cop 1 and 2 or Time Crisis, or Lethal Enforcers 1 & 2), it just doesn't cut it. The sprite-based digitized characters look very silly. The (mostly) static backgrounds and environments remind me of an older, gentler day of gaming. So Lethal Enforcers is a great translation, but I'd only recommend it if it doesn't cost you too much. They're average titles that were decent when they first came out...years ago.

-DAN

Although Shining the Holy Ark was a decent RPG, I just couldn't get into it. Probably because the game played so darn slow. It seemed like the first enemy types were a cinch, but then they got harder way too fast. The graphics, though colorful, appeared blocky at times. It's a good one to play through, but check the price tag first. Maybe for $39 or $40.

-SHAWN

This is the best Saturn RPG I have played yet. I love the 3-D perspective, as opposed to the top-down view of traditional RPGs. The story line is long and involved, but it tends to drag on sometimes. I wish I could fix a few minor details (especially with the interface—it really needed an improvement). The graphics and music are excellent. Highly recommended.

-DAN

This game draws inevitable comparisons to Loaded (which I feel is one of the most overrated games in history), but it is leagues better. The game gets very repetitive. I wouldn't have liked to have seen true Robotron-style controls (with shooting completely independent of movement). The different droids and various missions help boost the score a bit.

-DAN

This game looks—and plays—like a deluxe version of Loaded. It has the same explore-mazes-and-kill-flocks-of-monsters gameplay, except with more levels, flashier visuals, and a bit more control over defeated foes. But the graphics are often garish (the swamp levels look more psychedelic than real), and enemies get away with way too many cheap hits.

-CRISPIN

This game is a little King's Field mixed with stock RPG battles and a great storyline. The entire game is 3-5, with excellent rendered characters as friends or foes. The one feature that impressed me the most was the seamless tie-in of cinemas and actual gameplay. Only the command interface hurts, as you wade through tons of screens to heal yourself.

-SUSHI-X

This game features inevitable comparisons to Loaded (which I feel is one of the most overrated games in history), but it is leagues better. The game gets very repetitive. I wouldn't have liked to have seen true Robotron-style controls (with shooting completely independent of movement). The different droids and various missions help boost the score a bit.

-DAN

The graphics are really nice with plenty of cool visual effects. Some of the bigger enemies get a little blocky though. Thankfully, the game has missions—and good ones at that. I'd like all the different droids you can become as well, but I do have to say the lighting on their weapons are a little much. Overall, it was kind of repetitious and I got bored at times.

-SUSHI-X

This game plays like a Deluxe version of Loaded. It has the same explore-mazes-and-kill-flocks-of-monsters gameplay, except with more levels, flashier visuals, and the ability to control defeated foes. But the graphics are often garish (the swamp levels look more psychedelic than real), and enemies get away with way too many cheap hits.

-CRISPIN

LE1 & 2 are identical to the arcade originals. In other words, their graphics and animation look feeble when compared to modern shooters. But the gameplay (or maybe gunplay?) is also just as true to the arcade, making this dual fun to play through at least once. And since you get a ton of credits, you should have little trouble beating each on your first try.

-SUSHI-X

This game is a pretty good light gun game, albeit a simple one. The difficulty relies more on finding a good light gun than the game itself. Don't attempt to play either version of this game with a control pad. It's a sad thing to see, trust me. Otherwise, the graphics are good, even if they don't animate as much as some "new" games.

-SUSHI-X
SYSTEM: PLAYSTATION

XEVIOUS 3D
PUBLISHER: NAMCO

CATEGORY: SHOOTER
BEST FEATURE: CLASSIC GAMEPLAY
WORST FEATURE: FEW WEAPONS
ALSO TRY: RAYSTORM

This one has sure come a long way. We all remember when Xevious was still a regular, old shooter. Now it’s all fancy and 3-D. It’s a bit of a drag considering that’s why the old bombing method was cool—it required more skill. As mentioned before, the graphics are superb, and it’s nice to see the slowdown is virtually eliminated (unlike the Japanese version that had considerable slowdown). More variety of weapons wouldn’t have hurt, but the ones they give are nice-looking as well as effective. The laser “feeder” weapon is a personal favorite of mine, especially when it gets powered up. The Bosses are huge (which is always a good thing), and the levels have plenty of different enemies to blow up. Namco didn’t go overboard though—there are just enough enemies on the screen at once to make the game hectic, but few enough where it doesn’t get annoying. On top of this goodness, the disc has the original Xevious (along with an arranged version) complete with a new soundtrack.

—SHAWN

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SYSTEM: PLAYSTATION

RAYSTORM
PUBLISHER: SPAZ GAMES

CATEGORY: SHOOTER
BEST FEATURE: MEMORY CARD
WORST FEATURE: FEW WEAPONS
ALSO TRY: RAIDEN PROJECT

Playing RayStorm is like dating a gorgeous girl (or guy, for those of you in the “other half!”) with zero brains but looks good. It’s a lot of fun for a short while, but you’ll soon realize that you’ll be wanting more out of it. RayStorm is one of the best-looking shooters I have ever seen. Period. You’ll keep running through stage after stage with your eyes wide open in amazement. The enemies are incredibly detailed and the special effects are explosive. In fact, RayStorm looks so fine, that it makes up for a lot of its shortcomings. So what’s bad about this game? First, every shooter out there has a large variety of power-ups and weapons, but not RayStorm. Although you can pick from two different ships (each with its own set of weapons), you can only upgrade existing armaments; you can’t find new weapons to find here. Second, the lock-on weapon is the only real attack you’ll use. So instead of shooting everybody you’ll find yourself passing the lock-on target over all the enemies instead. It’s OK, it’s just taken away from some of the challenge. Nevertheless, give RayStorm a try. The different enemies with their never-before-seen attacks give this game a great challenge level that will keep you coming back for more. It is a fun game, and it will impress you.

—DAN

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SYSTEM: PLAYSTATION

POY POY
PUBLISHER: KONAMI

CATEGORY: ACTION
BEST FEATURE: MEMORY CARD
WORST FEATURE: SIMPLEST
ALSO TRY: BLAST CHAMBER

This is the type of game I’ve wanted to see in a long time. A swingin’ multiplayer title that’s easy to control, looks good and has long-lasting, one-player features to boot. Sure, it might be a little easy to play through, but there are enough secrets to bring you back for more. For example, after beating the game, all the Bosses become selectable (depending on what class you beat). The graphics are good, but are a bit primitive. Then again, it’s a fun action game with some puzzle elements—it’s not supposed to have the best graphics. The music fits the game well, but sound tracks, however, that’s far from being a problem. I loved the large number of offensive and defensive upgrades—and there’s a load of different ones you can buy. What’s weird is that after winning a cup and getting the winnings (like a million most of the time), you’d think that would last long, but those new, powerful weapons cost a pretty penny. All this makes Poy Poy a lot of fun. And I ask you, in what other game can you pick up giant blocks of ice or a log and toss them at your friends? Seriously, don’t forget about the lasting power of Poy Poy. Any good multiplayer game can be dragged out at any given time when your friends stop by with their controllers. I’m buying this one hands-down.

—SHAWN

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SUSHIX

6
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But not Stirred.

It’s a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you’re James Bond. In the new GoldenEye for N64, you’ve got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.
READERS' HELP IS NEEDED FOR TRICKMANN TERRY!

Introducing Trickman Terry the herniet! Yes, we've rarely seen Terry socializing with his colleagues for anyone that way lately. He's been such a gloomy guy, and we're not even sure if he leaves the office at night. Seeing him in the same clothes for three days straight kind of tipped us off to that! His diet of canned ravioli and Dr. Pepper is not doing him any good either. Since the summer is generally a slow time for game releases, the trick mail has also been lacking. The Trickmaster is in a slump and only his loyal trick-fans can do something to help him out of it. Send some cheerful letters with awesome tricks inside! Note the change in the e-mail address! Write a small mail or e-mail to the Trickman via these addresses:

Tricks of the Trade
1920 Highland Avenue #222
Lombard, IL 60148
or send e-mail to:
tricks@2d.com

WIN GAMES AND ACCESSORIES FOR YOUR TRICKS!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at Interact. If you are given credit for submitting a trick this month, you will win a free game. Gaze at the tiny text below, so you can get all the details on the free stuff.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

2BUSTERS BROTHERS COLLECTION

Use this method to get the Stage Select and Expert Mode.

On the Title Screen, press Start and you'll get to choose between three games. Choose "Buddies," then pick "Games Start" on the next screen. After the Buddy Brothers Title Screen appears, choose one or two-player game. On the Select Game Screen press Normal and hold Down on the pad. Then press X. After choosing your character, a Stage Select Screen will appear. You can choose any set of levels; even the end level which is 501! To get the expert levels, get to the Select Game Screen again and move to the Normal game. Using controller

POWER TRIP

PEAK PERFORMANCE

From the Primary Selection Screen, choose IP Race. On the next screen, highlight and choose the "Car Select" Option. On the Garage Select Screen, highlight Garage A and hold button L1 and press Circle. Next, highlight Garage B, hold L1 and press the Circle button. Then highlight Garage C, hold L1+R1 and press Circle. This makes you go back to the Car Select Option. Go back into the Garage Select and you will see a

HIDDEN CARS

Also, in the Special lot in the back, there are even more vehicles!

TRICKS OF THE TRADE

This incredible code is the mother of all cheats for this game! Many people have been wondering how to access warps easily. Well, there's your answer! Access the "Enter Cheat" from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows:

NTGTMDBGCDRTDRK

Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight and automatic warps to the Bosses of the game!

Mingo Navarrete
Palos Park, IL

System: Nintendo 64 Publisher: Acclaim

After choosing your character, a Stage Select Screen will appear! one and two, press and hold the X button on both controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds!

System: PlayStation Publisher: Capcom

56 EGM
TRIPLE PLAY 98

VARIous CHEATS

EA Dream Team—On the Exhibition Screen, press L2, R2, L2, R2, Circle. You'll hear a click. Move left with the pad until you reach the 33rd team which is the Dream Team.

Cheat Stadiums—At the Select Stadium Screen, press L1, R1, L1, R1, Square. Move to the right of the screen and you'll see three new stadiums to choose from.

The rest of these codes are done while holding the L1+R1 +L2+R2 buttons simultaneously while in the middle of a game:

Cheat Strikeout—X, Down, Circle, Square, Right, Left, Triangle, Up. This forces the next pitch to be a strikeout.

Cheat Homerun—Up, Triangle, Left, Right, Square, Circle, Down, X. Force next hit to be a home run.

Cheat Crowd—Square, Circle, Square. Announcers talk about the stadium and crowd.

Cheat Weather—Circle, X, Circle. Announcers talk about the weather.

System: PlayStation Publisher: EA Sports

BUG TOO!

INCREDIBLE CHEATS

Just pause anywhere within your game. Then enter the codes to receive various results. The D-pad acts as a compass. For example: South—Down, West—Left, etc.

For Cheat Screen enter: (LAZY WEASEL) or L, A, Z, Y, Left, Right, A, Down, Right, L.

For Invincibility enter: (REAL EASY) or R, Right, A, L, Right, A, Down, Y.

For the Fly Cheat enter: (LAZINESS) or L, A, Left, L, Right, Down, Down. After entering this code, use the Y button and the D-pad to move your character across the screen. Just be careful!

System: Saturn Publisher: Sega

WING COMMANDER IV

LEVEL SELECT AND CHEAT KILL

This trick will give you a level select with a "Cheat Kill" Option. To access this Cheat Mode, enter the code: Up, Down, Down, Up, R2 at the Wing Commander Copyright Screen. If done correctly, you will be taken to the Level Select Screen. Choose your level using your throttle buttons. Then begin your game. To use the "Cheat Kill" and destroy enemy ships in a battle with one shot, press: L1, L2 and Square simultaneously. Use caution with this cheat and do not use this on friendly ships or you might mess up your game.

System: PlayStation Publisher: Origin
WAR GODS

FREE PLAY AND PLAY AS THE BOSSES

Wait until the War Gods logo appears on the screen and use the directional pad and the buttons (not the analog joystick) to enter this code very quickly: Left-C, Left-C, Right, A, B, Up-C, Right-C. You'll hear "All Too Easy." Now go into the Options and you can move the continues to say Freeplay. To play as Grox, go to the Character Select Screen and quickly press Down, Right, Left.

On the Character Select Screen, quickly press the correct buttons.
Up, Down, Right, Up, Left, Left. Then choose the highlighted character to play as him. For Exor, go to the Character Select Screen and press Controller 1 and Controller 2.

System: Nintendo 64 Publisher: Midway

EASY GAME

To make this game a little less difficult, put in this trick for the "Easy Game." Go to the Title Screen with the "Press Start Button" flashing. At this screen, hold Up-Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Now begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you will have more time to complete the level, and the enemies will be more powerful and will be on the level.

System: PlayStation Publisher: Jaleco

BRAHMA FORCE

At this screen, hold Up-Right+X+Square. Then press Start to continue.

After destroying enemies, you'll usually get more powerful items. This will make the game less challenging, but it will give you the advantage to win it a little more ease than before.

System: PlayStation Publisher: Jaleco

WAR GODS

FREE PLAY, INVINCIBLE, PLAYABLE BOSSES, ETC.

From the Title Screen, go into the Options and move down to the "Cheat Code" Option. Using the Square, X, Circle and Triangle buttons, change the numbers of the four-digit password to match one of the codes as shown below:

Free Play: 0705—Enables no limit on continues on the Options Screen.
Player 1 Invincible: 2356—Invisibility for player one.
Player 2 Invincible: 1224—Invisibility for player two.
Player 1 Extra Damage: 7879—First player causes more damage.
Player 2 Extra Damage: 3961—Second player causes more damage.
Quick Finish Game: 4258—Finish the game after killing only one CPU player.
Easy Fatalities: 0322—Pressing High Punch+Low Kick triggers a fatality (Fatalities must be on).
Grox: 8698—Enables player one to play as Grox.
Exor will be a playable character after entering the code: 2791.
Level 3 Select: 5552—Always play on Level 3.
Level 4 Select: 5553—Always play on Level 4.
Level 5 Select: 5554—Always play on Level 5.

System: PlayStation Publisher: Midway

TRICKS OF THE TRADE

Norse by Norsewest
—by Interplay for PlayStation

Here are the passwords through level 31 so you can complete this game. Access the Password Option and enter the codes as shown. (Be sure to account for the numbers mixed in with the letters):
Level 01: NSTF 
Level 03: 22ES 
Level 04: TRSH 
Level 05: SWIM 
Level 06: WOLF 
Level 07: BRAT 
Level 08: KARN 
Level 09: BMFB 
Level 10: WZRD 
Level 11: BKLK 
Level 12: TLPT 
Level 13: CVSR 
Level 14: RESV 
Level 15: RSTD 
Level 16: DRNK 
Level 17: YOVR 
Level 18: OWIL 
Level 19: 1133 
Level 20: DARK 
Level 21: HAYD 
Level 22: HROR 
Level 23: ROIT 
Level 24: OBYD 
Level 25: HOM3 
Level 26: SHCK 
Level 27: TNNL 
Level 28: H3LL 
Level 29: ARGH 
Level 30: 84DD 
Level 31: DADV

System: PlayStation Publisher: Midway

Blast Corps

—by Nintendo for Nintendo 64

Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "Doh!" Continue to hold button Z, until the object blows up!

System: PlayStation Publisher: Midway

Disruptor

—by Universal Interactive for PlayStation

Here is an essential code that you should find helpful: Invincibility! Just go to Map Screen, when within a level, turn "Real Time" off. Then press: Circle, Square, Circle, Triangle, X, X, Circle. Then continue your game and take on your enemies without worries.

System: PlayStation Publisher: Midway
**Descent Maximum**

**Awesome Cheat Codes**

Go into the game and while you're playing, enter these cheats with the controller for various results, but don't pause the game before you enter them:

- **MEGA WOW** (Weapons, Energy and Shields)—Square, Triangle, Circle, Square, Triangle, Square, X, Square, Circle, Triangle, Square, Square, X, Square, X, Circle, Triangle, Circle.
- **ALL KEYS**—Square, Triangle, X, Triangle, Circle, Triangle, X, Triangle, Square, X, Triangle, X, Triangle, Square, X, Triangle, Triangle, Circle.
- **INVULNERABILITY**—Triangle, X, Square, Triangle, Circle, Triangle, X, Circle, Square, X, Triangle, X, Circle, Triangle, X, Circle.
- **CLOAK**—Triangle, Circle, Circle, Square, Circle, Triangle, Square, X, X, Triangle, X, Circle, Triangle, Square, X, Circle.
- **FULL SHIELD**—Triangle, Circle, Square, X, Circle, Square, Circle, Square, X, Triangle, Circle, Circle, Square, X, Circle.
- **GO WINGNUT**—Triangle, Square, Circle, Circle, Square, X, Triangle, Square, X, Square, Triangle, Circle.
- **TURBO**—Triangle, Square, Circle, X, Circle, Square, Circle, Circle, Triangle, Circle, X.

Pump up your number of lives with one of the codes:

- X, Square, X

**EXTRA LIFE**—Triangle, X, Square, Circle, Triangle, X, Square, X, Circle, X, Triangle, Circle.

**ROBOTS FAST, FIRE SLOW**—Triangle, X, Square, Square, Triangle, Circle, Circle, Circle, Circle, Square, Circle.

**NEGATIVE COLORS**—Triangle, X, Circle, Triangle, Square, Circle, Circle, X, Triangle, Circle, Circle, Circle.

**ACID COLORS**—Square, Triangle, Square, Circle, Square, Triangle, Circle, Circle, Circle, Circle.

**MEGA WOWIE ZOWIE**—Triangle, Square, Circle, X, Triangle, X, Circle, Circle, Circle.

Doing the Mega-Wow code will increase your power.

If you're low on shield, charge with the shield code:

- Triangle, Square, X, Circle, Triangle, Circle, Circle, Square, X, Triangle, Circle, Circle, Square, X, Circle.

**INDEPENDENCE DAY**

**Cheater Menu**

You may have seen all the codes to enter for the PlayStation version of this game in the last issue of EGM. Well here's just one code that will get all the goodies for you Saturn owners. To access this Cheat Menu, enter your name as "DAB DAB" at the Name Entry Screen. Then go to the Game/Options Screen and enter the code: Left, Right, Up, Down, X, Y, Z. If done correctly, you should be taken right to the Cheater Menu.

**Doom**

**Invincibility Cheat**

If you happen to own this game for your Saturn, you will definitely want to try this code out. To access the invincibility cheat, just follow this simple procedure. Anywhere within a level, using controller one, hit the Start button to pause and enter: Down, Y, X, R shift button, Right, L shift button, Left and B. If the trick was entered correctly, the phrase “All Powerful Mode On” will appear and your eyes will begin to glow. Then continue on with your game and see just how much damage and chaos you will be able to create while using this helpful cheat.

**System:** PlayStation, **Publisher:** Interplay

**System:** Saturn, **Publisher:** Fox Interactive

**System:** Saturn, **Publisher:** GT Interactive

**Jersey Devil**

A diabolical product from malofilm interactive
Mega Man 8

—by Capcom for PlayStation/Saturn

Willy's Fortress:
You will jet board into Willy's Fortress. Next you will have to use the Thunder Claw to progress until you fight the first Willy Boss. To defeat Willy Boss #1, you must use the Mega Ball. To defeat Willy Boss #2, you will be flying on rush, so you can use the Mega Buster or your weapons of choice. Willy Boss #3 is Bass and Treble. To defeat Bass, you must avoid his attacks and hit him with the Mega Buster. Willy Boss #4 is a Jelly Robot. To destroy it, you must force the jelly back by shooting your Mega Buster at the robot's eye. Once the jelly gets pushed back, you can hit the eye with the Thunder Claw. After you defeat all four Willy Beesles, you should go to Dr. Light's lab to power-up with special items then go back to the Fortress. At this point, you will have to fight all four of the Robots that Dr. Willy has made. Here is a helpful chart.

1. To defeat Grenade Man use the Thunder Claw.
2. To defeat Frost Man use the Flash Bomb.
3. To defeat Tengu Man use the Ice Wave.
4. To defeat Clown Man use the Tornado Hold.
5. To defeat Aqua Man use the Astro Crush.
6. To defeat Sword Man use the Water Curtain.
7. To defeat Search Man use the Flame Sword.
8. To defeat Astro Man use the Homing Sniper.

Willy's Fortress:
To destroy Dr. Willy in the final conflict, you must not only fight hard, but you also have to use your items wisely. Your items are the things that you get during the game at certain points. When Willy's main gun is charging, you must shoot it so that it has no chance to fire. Try to avoid the spinning wheel as much as possible. Willy's machine is only vulnerable when Willy sits, so shoot there with the Mega Buster Blast. Once you destroy the machine, the battle is not over. Willy will now attack with his escape pod. Before he has a chance to attack, you must use your item that will give you your energy back. It looks like a first-aid kit and is located on the item screen. At this point you must watch Willy's pattern and fight. This is the part that is up to you!
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It's a grim world where voodoo tainted civilizations tap the spiritual energy of the freshly killed. Welcome to Akuji the Heartless™—an epic tale from the demented publishers of Blood Omen: Legacy of Kain. Enter the world of Stratos and experience the power of casting voodoo spells as you wander through a vast 3D action adventure laced with sacrifice, warring cultures and the living dead.

Akuji the Heartless™ possesses the PlayStation™ Game Console, March 1998
Before The Fun And Games, These Developers Worked For Uncle Sam

by Crispin Boyer

It was the Apollo astronauts who played the great, great grandaddy of Virtua Fighter 3, back when arcade games relied on pinballs instead of polygons. These rocket jockeys trained the old-fashioned way, on a hulking simulator built by General Electric Aerospace. The room-size machine used cameras, television screens, a tiny model of the lunar module and a mock-up of the command module's cockpit to put pilots through the paces of their mission's trickiest maneuver—an orbital docking procedure.

Flash forward 30 years, after G.E. Aerospace was bought by Martin Marietta in 1993, which merged with aerospace giant Lockheed in 1995. Today, Lockheed Martin is one of NASA's and the Defense Department's biggest contractors. (Ever heard of the stealth fighter? It was Lockheed's handiwork.) And it also happens to be the company that put the polygon-crunching punch into Sega's Model 2 and, more recently, Model 3 arcade hardware—the same gear that makes VF3 look so spectacular.

And that's just one example of a relatively recent trend in the video game industry. More and more hardware companies and developers—from huge, multidivisioned defense contractors to the individual code hackers themselves—are making the switch from government work to fun and games. It's a trend fueled by money, of course, since the interactive-entertainment market can be pretty darn lucrative for a company that knows what it's doing. But, according to the programmers who made the switch, it's also a trend fueled by fun.

From Stealth Fighters to Virtua Fighters

You can follow a road of evolving technology from the Apollo astronauts' docking trainer to Sega's Model 3 board. After G.E. Aerospace's Simulation and Control Systems division built the trainer in the late '80s, its engineers wanted to create something a little more flexible, a little less reliant on hundreds of moving parts. So they developed the world's first real-time image generator. "That thing did something like 10 polygons per second," said John Lenyo, director of marketing for Real 3D. Lockheed's modern incarnation of the Simulation and Control Systems division. "It was pretty crude. It was all built on custom electronics and it was huge, the size of a room."

Over the next 20 years, as polygon-generating algorithms and technology improved, G.E. continued to develop high-end, real-time image generators for military and space simulation. Fighter and bomber pilots throughout the world trained in these custom-built simulators, and considering that these machines sold for anywhere between $3 million and $13 million, G.E. as a military contractor certainly wasn't going broke.

So why the move into game hardware? Sega opened the door. "If you go back to 1991 (back before Martin Marietta bought G.E.), 99 percent of the arcade systems that were out were based on sprites," Lenyo said, "and Sega had come out with their very first polygon-based game, called Virtus Racer, but it had big, chunky polygons and everything in it was pretty blocky."

G.E. took one look at Virtus Racer and saw both a technology that could easily be improved and the potential for a relationship with..."
a company that reigned over 48 percent of the arcade market. "When we started talking to Sega in 1981, our high-end image generators sold for an average of $3 million," Lenyo said. "We looked at Sega, and here were these guys trying to do some advanced graphics in an arcade game that sold on average for $17,000. So the question was: How could we put our technology into this kind of a product and at the same time, help us get into commercial markets?"

The answer was simple enough. G.E. added texture mapping (which its engineers invented and perfected in the mid-'80s, by the way) to Sega's existing arcade polygon engine. The result was the Model 2 board, which powers some of Sega's most successful arcade games, from Daytona USA to Virtua Fighter 2. Sega was so impressed with the results that they had Lockheed design the entire graphics system for the next arcade board, Model 3, the 1-million-polygons-per-second powerhouse that is only now beginning to face competition in the arcades.

Today, Lockheed still stands as one of the world's largest developers of high-end military sims, and their Real 3D subsidiary is also heavy into designing chipsets for graphics workstations and a 3-D card for PCs. Still, they have yet to have a hand in any of Sega's home systems, and so far it looks unlikely that Real 3D will be involved in the design of Sega's 64-Bit system, the Dural.

"I think that some of the things we do in Twisted Metal 2...are even beyond what the simulation community is doing," —SingleTrac VP Todd Kelly"

Paradigm's Shift

Probably the most famous example of a military contractor expanding into the entertainment realm is Dallas, Texas-based Paradigm Simulations, the "Dream Team" developer behind last year's Nintendo 64 launch title PilotWings 64. Formed in 1980 with a little hardware help from Silicon Graphics Inc. (SGI), Paradigm has designed simulation graphics and application software for the Army, Navy, Air Force, Boeing and numerous others. In doing so, they have earned a reputation for harnessing the full power of SGI's workstations. "We really became SGI's experts at pushing their hardware," said Gary Bandy, Paradigm's manager for new business development and one of the artists for PilotWings 64. "We were routinely invited out to their porting palace, their technology-exploitation center. We were kept out there on the leading edge."

It wasn't long before Nintendo, whose 64-Bit
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SPECIAL FEATURE

system incorporates SGI hardware, took notice of Paradigm's potential as a game developer. "When Nintendo approached SGI about doing the hardware for the N64, SGI said, 'Well, check out this little company in Texas,' said Bandy, who himself negotiated the deal with Nintendo. The rest is gaming history. Today Paradigm's newly formed entertainment division, Paradigm Entertainment Inc., is working on no less than four N64 titles, one for Nintendo (still top-secret, but a sequel to PilotWings is a safe guess), and three for Japanese Developer VideoSystem, including the arcade shooter Aero Fighters Assault. Paradigm has also built a tools package for the N64—called Fusion64—which combines third-party applications, Paradigm's own Vega UltraVision environment software and N64 emulation hardware. The package serves as a one-stop hardware and software kit for developers eager to hop on the N64 bandwagon. Paradigm has had mixed results with the package so far.

Yet Paradigm dipped their feet into the entertainment industry before ever meeting Nintendo. Their first game, Vampire, developed in 1993, was a futuristic air combat game that pitted up to 18 players against each other at Magic Edge, a location-based entertainment center in Mountain View, Calif. And for Disney's EPCOT Center, Paradigm developed Egghead Shred, a sort of virtual-reality game that has you guiding a mohawk-coifed egg down 10 different snowboard trails.

So what made Paradigm shift from creating military sims to developing skiing-egg sims, N64 titles and other fun stuff? "It was just a logical extension," Bandy said. "Obviously, military markets are pretty tight. There are a lot of very strong and capable companies out there, and with the budget squeeze, you must deal with the ebb and flow of competition over the available defense budgets. It just made sense to delve into other markets."

SONGTRAC

Which screen is from SingleTrac's PlayStation top-seller Twisted Metal and which is from their previous work with image-generation giant Evans & Sutherland? Hmm...the evil ice-cream truck may give you a hint.

Now that SingleTrac VP Todd Kelly (right) is working on fun stuff like Critical Depth (left), he can talk frankly about the military big wigs he worked for back in his hardcore sim days. "They weren't the fun-loving, devil-may-care, let's-have-a-good-time kinda guys," Kelly said.

Sony's first idea for SingleTrac was a full-on Desert Storm combat sim. SingleTrac said no thanks and made Warhawk instead.
A lot of people have a problem with the violence in video games.
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PlayStation

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PSYGNOSIS

PlayStation

The PlayStation 

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So long, G-men

While some military-friendly hardware companies opted merely to expand their services into the gaming industry, more and more individual developers are deciding to bail out of hardcore sim work altogether and leap into interactive entertainment. Todd Kelly, vice president of SingleTrac, is one of them. Before he helped form the development company responsible for such PlayStation hits as Warhawk, the Twisted Metal games and Jet Moto, Kelly worked as a program manager for Evans & Sutherland (E&S), a 30-year-old, Salt Lake City-based firm that rivals Lockheed in the development of real-time simulators for the military.

"There were literally times on sensitive projects when you'd get a call from some general threatening to shut down everything until his problem was fixed."

—n-Space President Erick Dyke

For six years, Kelly managed contracts for Navy F-14 and A-6 simulators, a submarine conning-tower simulator, custom sims for Japanese customers and other big-money projects. But E&S emphasis on hardware development discouraged him. "I told them, 'Look, there's no way we can compete, at the size we are, in the hardware business.'" Kelly said. "The way to do this is in software, but that wasn't really their focus, so we started SingleTrac."

Three years later, SingleTrac has swelled to more than 70 people, about 25 of whom came from E&S. And luring those programmers—who were experts in developing software rather than hardware—was easy. "What we offered was an opportunity for them to be first-class citizens and for a lot more than just a handful of pilots to see their work," Kelly said. "And that's exactly what we did."

Kelly said his company's background in creating highly detailed 3-D worlds gave them an edge when it came to writing games for Sony—who, after all, has always been keen on 3-D rather than 2-D titles. "We pride ourselves on creating 3-D games that aren't on-rail shooters and don't have a predetermined path," he said. "And that's hard, because you've got to keep the entire database in memory so that at any point in time you can turn around and go back, forwards or wherever the hell you want. If you turn around and the database isn't there, it's not exactly a fun experience."

Of course, the move from multimillion-dollar sim to the—at the time—$500 PlayStation meant a huge drop in technology, right? According to Kelly, not quite. "The simms had pretty graphics, but their dynamics sucked," he said. "Quite frankly, I think that some of the things we do in Twisted Metal 2 and games like that are even beyond what the simulation community is doing. And in the simulations there isn't even any sound!"

SingleTrac's next big thing for the PlayStation and PC is Critical Depth, a waterlogged take on the Twisted Metal formula. The company is also working on an unnamed N64 game and, for the first time, will begin publishing its own titles, with the help of Microsoft.

Just for the fun of it

With most development houses following a Silicon Valley-type business model, in which employees share in the profits of successful titles ("You're not going to get that in the military world," Kelly said), there's plenty of cash to be made by developers who know their stuff when it comes to games. Still, the game industry offers more than a comfortable living. Erick Dyke knows it can be pretty darn fun, too. He's the president of n-Space, the Orlando, Fla.-based developer behind the PC and PlayStation titles TigerShark and the forthcoming Bug Riders. Before he helped form the game company nearly three years ago, he and several n-Space colleagues were neck deep in sim work for Lockheed. They worked on full-motion tank simms, fighter simms, terrain databases that modeled the Kuwait desert for Desert Storm pilots and even the Model 2 arcade game Desert Tank for Sega.

And although he wasn't forced to wear a lab coat or anything so formal, Dyke said his work for Lockheed wasn't exactly a party. "When you're doing any military or government work, you're dealing with standards down to every single line of code," he said. "If anything goes wrong, you have to start over from scratch. There were literally times on sensitive projects when you'd get a call from some general threatening to shut down everything until his problem was fixed, and they have the authority to do that."

Sure, the video game industry can be fairly strict, too, Dyke said, with the deadlines and guidelines imposed on developers by their publishers. But he explained that he and his team's prior involvement with Lockheed gave them a sense of discipline that other developers might lack, as well as an understanding that no matter what you do in the game industry, it'll always be more fun than government work. "A couple of our artists came from some simulation shops in town that were doing animations of how to take apart a military engine and put it back together," Dyke said. "Now we have them working on Bug Riders, doing huge animations of knights in shining armor flying on giant bugs. You gotta know they like that a whole lot better."

N-SPACE

With TigerShark (far left) in stores, n-Space is concentrating on the fantasy racing title Bug Riders. "We're made up of a lot of frustrated gamers from the sim industry, where they learned code discipline," said n-Space President Erick Dyke.

Before they formed n-Space, several of the company's artists and programmers worked for G.E. Aerospace, where they developed M1 tank simulators (left) and—with the help of Sega's arcade mastermind Yu Suzuki—the Model 2-based Desert Tank (right).
SPECIAL FEATURE

STAR WARS MASTERS OF TERÄS KÄSI

CAN LUCASARTS MAKE STREET FIGHTERS OUT OF LUKE, LEIA AND CO.?
by Crispin Boyer

For most gamers, a Star Wars fighting game is reason enough to get excited. For others...well, it's also reason enough to get skeptical. After all, Star Wars: Masters of Teräs Käsi—a PlayStation-exclusive fighter due this fall—is LucasArts' first fighting title. And considering that it pits the most recognizable characters in movie history (Luke, Han, Vader, etc.) against each other, the game will probably be a hit even if its gameplay makes War Gods seem like a national treasure. So, LucasArts, you have some explaining to do.

"We're not designing this as a showcase game just to show off Luke and Leia," said Robert Blackadder, lead programmer. "We're designing it as a fighting game first and foremost. And by opening it up for a lot more input from testers, we're hoping to get plenty of feedback on the moves and Force powers, so we'll get everything we need to balance this game out." Sounds like a promising plan. Outside of Nintendo and its much-vaulted Treehouse, LucasArts employs one of the largest, most critical game-testing departments in the industry. The testing area takes up most of the basement floor of the company's San Rafael, Calif.-based offices, and most of the testers are fighting-game fanatics.

But even more promising is the attitude of the developers themselves. Although only one has worked on a fighting game before (Blackadder wrote a 3DO fighter that was never released), all of the team's members admit to being big fans of the genre. Back when they began the project in late 1995, the artists and coders tore into every 3-D fighter they could get their hands on—from Battle Arena Toshinden to Virtual Fighter 2—until they found a gameplay model they liked. "Tekken was the game we kept playing," said Tony Hsieh, Masters' project leader, "so we wanted to model (Masters) after that."

Sure enough, the game plays similarly to Tekken, with each joystick button controlling a different limb.

MODEL JEDI

Although LucasArts' artists toyed with the idea of digitizing the fighters' faces from the Star Wars films, they opted instead to create facial textures from scratch (it just looked better that way, they said). Fortunately, when George Lucas created his Trilogy, he took hundreds of photos of his actors—from every conceivable angle—and stored them in the Lucasfilm archives. So the artists had plenty of source material when it came time to model the Teräs Käsi masters.

Masters' warriors are larger and have a higher polygon count than characters in other fighting games, and their combos were motion-captured.
But the developers are quick to assert that Masters is anything but Tekken refresh. For starters, it packs two modes of combat: hand-to-hand or with weapons. Players can switch between these modes on the fly, and the joystick layout changes accordingly. Combinations will be of the tap-tap-tap variety, but the results won’t seem as random as Tekken’s limbs-akimbo linkers, which seldom seem tied to the buttons used to imitate them. “Our combo system will make more sense than a sequence of buttons that don’t really relate to hands or feet,” Blackadder said. “We want to make it so when you hit the left button, you’ll really hit with your left arm in a combo.”

Masters’ developers also promise the game will look better than its competition. Each Star Wars warrior is made up of at least 1,200 polygons (compare that to the roughly 600-polygons-per-model characters in KoF’s Dynasty Warriors, a bad-looking game itself). And the fighters are much larger on-screen than the combatants of other fighting games, thanks to the high polygon count—they never appear blokey. Masters is also packed with way-cool lighting effects, such as the way Luke’s lightsaber bathes his surroundings in green light. LucasArts even enlisted the help of sister company Industrial Light and Magic, using their motion-capture facilities and software to grab animation for the game’s combos. “We were actually ILM’s test bed for other projects, like the Spawn movie,” said Craig Rundels, lead artist.

The size of the game’s characters did present one problem. “Other fighting games have the luxury of having everyone as tall as Kazuya or someone like that,” Hsieh said. “We don’t have that luxury. Some characters are bigger than others. We can’t have Chewie as tall as Leia, after all.” So the team had to be especially careful when they developed Master’s collision system. Every portion of each character’s model is wrapped in a small, collision-detecting bubble, and characters will react differently depending on which bubble gets bumped. The result: When towering characters such as Chewie or Vader throw low punches at the pint-sized Leia, she’ll take the hit squarely in the neck and react accordingly, rather than follow some generic collision system that has her buckling over as if she were nailing by a low, below-the-belt punch.

Considering all of Masters’ perks and polish, LucasArts seems determined to make the game more than just another me-too 3-D fighter. Even better, they realize it’ll take more than the Star Wars name to impress fighting-game fans, who already have more than enough 3-D fighters to play. “If the game’s no good, then all the Star Wars stuff you put in won’t help at all,” Hsieh said. “But having Star Wars on top of it is just icing on the cake.”

OK, so the game’s title—Masters of Teräs Käsi—may be a mouthful (keep-riper, man—it even has umlauts), but it’s not like LucasArts pulled the name of this Force-fueled martial art out of their you-know-what. Teräs Käsi is a bona-fide bit of the Star Wars universe that the game’s developers nabbed from West End Games’ Shadows of the Empire Sourcebook.

According to the book, teräs käsi is a form of hand-to-hand combat taught in Pacanth Reach, a remote star cluster stuck way out in the Outer Rim Territories. Students of this somewhat mystical martial art practice it for years on the planet Bunduki, where they also study history, philosophy, and various assundry metaphysical subjects under the tutelage of mysterious hermits called the Followers of Palawa.

In the game, teräs käsi draws some of its chopsocky power from the Force, but those who practice the martial art don’t necessarily have to be Force-sensitive (that explains why Han Solo, who after all once labeled the Force a “hokkey religion,” can kick butt teräs käsi-style). Arden Lyn, the game’s super-sucky, slightly bionic star villain, is the galaxy’s foremost master of teräs käsi, and Darth Vader has hired her to track down Rebel big wigs and whup them in one-on-one combat. Luke Skywalker, wise to the plot, begins torturing his pals in teräs käsi, readying them for their potentially fatal confrontation with Lyn and her henchmen.

Oh, and here’s an odd bit of linguistic trivia. According to the source book, teräs käsi translates into “steel hands,” which seems oddly similar to the English translation of the word “Tekken” into “Iron Fist.” But before you start screaming fercry, LucasArts assures that the similarity in meanings is purely coincidental.
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Psynosis' biggest project for this year, and the one they expect to occupy the number-one slot this Christmas is G-Police, an awesome first-person hi-tech helicopter-sim/arcade shooter set on Callisto, one of Jupiter's moons. Ross Thody, the game's producer, ran us through the details. The intro story is told in a narrative form and motion-captured FMV clips, as are your briefings at the start of each of the 35 missions which take place in 50 of Callisto's massive cities. Inside the cities are complex Blade Runner-style environments with graphics like in the movie. Your missions begin initially with routine police work investigating robberies and murders, but as the campaigns progress, you pick up clues as to why there's so much gang warfare in the city and just what the big corporations are up to. The cities of Callisto are linked by transport tunnels which allow you to access them without leaving the domes. Inside, there are Soviet Strike-style rearming points where you can pick up ammo, but because of the way the game's AI is structured, your enemies can also take these over.

In-game, the flight module is very responsive, and it'll take players some time to get used to it without smacking into buildings, although Ross tells us that this won't do your 'copter any harm. As if that wasn't enough, there are numerous enemies you must destroy while feeding off ground forces, ranging from marauding gangs to out-of-control mining droids. Luckily, the G-Police have back-up in the air and on the ground. Your wingman can be assigned to take out enemies while you concentrate on the bigger targets, and firing off a flare at something will send your ground troops into the action. You only get one Wingman per mission, though.

Unlike a lot of games, when you take no part in the action, the story keeps unfolding in realtime. Graphic-wise, G-Police is way ahead of recent PlayStation releases. With halos around missiles and even shock waves lying out from explosions when you drop bombs, the game is truly one of a kind. Best of all, G-Police runs at over 30 frames per second. To combat pop-up which does happen in games of this type, Psynosis is considering pushing the in-game logging back to give players a greater sense of depth. But the graphics haven't just been wasted on buildings. AI-controlled cars and droids hustle about on the streets below, and all of them can be taken out with your machine guns or rockets. With its mix of strategic gameplay and frantic shooting, G-Police will be a huge hit.
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**Colony Wars**

Colony Wars maintains the futuristic space theme at Psygnosis, and should give the Wing Commander series a real run for its money. The game is played out in 18 “acts” comprising 70 missions in total. Reach the finish and you’ll be rewarded.

With one of six endings. When you begin, the missions are basic, like escorting transports and general dogfights, but as you progress, you’re given more responsibility and fly recon and spy missions, chasing down enemy scouts and flying into major battles with specific targets to take out.

Your main screen features a very slick 3-D space map and targeting system which looks onto the nearest enemy ship, making life a lot easier. You have a “rear-view mirror” view to check who’s on your tail.

Graphically, Colony Wars is exceptional. The space backdrop is amazing, with beautiful, texture-mapped planets and suns, excellent light sourcing and lens flare and highly detailed enemy craft. The game runs at 30 frames per second and is hi-res (512x240 resolution), which really makes a difference. The weapons are truly awesome; you’ve got six primary weapons to select, plus missiles, torpedoes and defensive light mines. There’s even a grappling beam which allows you to stun other ships and keep them at a distance!

Be warned that this is an immense game, and one of the best we’ve seen in the genre.

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**Formula 1 ’99**

Last year, Psygnosis’ F1 was hailed as being one of the best racers ever conceived on a console. So how do you top that? Rather than just do the usual yearly update, Psygnosis decided to create the ultimate racing experience. And that they did. They’ve rewritten the AI to make the opposing drivers much more competitive, the driving dynamics have been tweaked, the tracks and cars have been remodeled and detailed and the cars now have twice as many polygons as before. Best of all it now runs in the hi-res Full Screen Mode at 30 fps.

Matt Birch, the game’s lead programmer, took us through the changes. The main news is that the two-player head-to-head race is now in, and can be viewed either vertically or horizontally. The arcade game is now a lot wider, with sharper graphics and a much improved AI on the opposing cars.

But it’s the Grand Prix Mode which will attract the most interest. New for ’97 are: collision damage, on-track debris, mechanical failures, Training Mode including in-car telemetry, dynamic weather conditions and tire compound selection.

There’s also a new in-car cockpit view for 1997 to really give you a feel for the action. The graphics look awesome, and well ahead of Andretti & Nemo For Speed 2. The bugs have been worked out from last year’s game and with that said, this is easily going to be the most realistic racing sim, bar none, this year.

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**Overboard**

Overboard is a bizarre little game that’ll remind players of the good old Super NES days, where gameplay and decent graphics went hand in hand. But Overboard is like nothing you’ve ever seen before, guaranteed! It’s kind of a cross between Gauntlet and Magic Machines, with a top-down, isometric view and a fully 3-D landscape for you to roam around.

You control a galleon full of pirates, sailing through five zones earning booty. Each zone is broken up into four levels, and there are old-fashioned Bosses for you to face, too. It’s retro gaming on the PlayStation, where the aim is simply to rack up as much money as you can.

Throw in the maze/puzzle theme, enemy pirate ships, hidden health and weapon power-ups, and you get an enjoyable, fun game.

Your ship is armed with various types of weapons, from standard cannons to mines you can drop in the path of other ships, rockets which fly upward to take out enemies and that all-important electric gun, just like the one in Quake!

A large Map Screen, done in ‘ye olde-fashioned’ style, charts your progress through the levels, and areas of the map are revealed whenever you find a bottle.

While aimed at the younger player, Psygnosis just may have found a new niche.

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Younger players will be interested in this new PS lighthearted action adventure game.
Psybadek

Psygnosis’ other quirky game is a free-roaming, 3-D adventure called PSYBADERK. In the game you fly around on a futuristic hover board (like the ones in the movie Back To The Future II). The game takes place in over 32 levels, and has a Boss at the end of every fourth level, with mid-level Bosses cropping up to test you. Although you’re not armed, you can pick up weapons from drop boxes scattered on the levels and throw them behind you until you need them. There’s even a smart bomb which, when released, will chase the Bosses! To keep things interesting, the bosses in Psybadek all have hit points, so you can gradually break them down. At the end of every eight levels, you’ll free one of your friends. They’ll then give you their hover board which allows you to do more complex jumps on the next level.

The dynamics of the hover boards are amazing and could have been lifted straight out of one of the WipeOut titles.

While Psybadek isn’t for everybody, the target audience is the mid- to late teenager who is into fast snowboarding games.

Rascal

Psygnosis’ most secret title so far is RASCAL, another free-roaming, realtime 3-D platform adventure in the Mario mold. The skeptics said that Mario couldn’t be done on the PlayStation, but Travellers Tales, the team responsible for classic Sega titles like Sonic Blast, Toy Story and then 32-Bit titles like Mickey Mania, have done it. You play the “Rascal” of the title, a kid whose father invents a time machine.

The game takes place over the three time periods of the past, present and future and seven themed worlds including a medieval castle, Atlantis, a pirate ship, the Wild West, prehistoric and the tunnels of time. Each of these areas is different in each period. You play the game from behind your in-game character, rather like a game featuring a certain Italian plumber whose name we forget!

Getting rid of enemies is simple—you’re armed with a “time gun” which will zap enemies into the tunnels of time at the end of the game. Pick-ups include time ammo for your gun, but by far the most important are the six pieces of a time puzzle. Collecting these allows entrance to the next time zone.

Graphically, Rascal is out of this world. Unbelievably, the game runs at 60 frames per second and loading times have been eliminated. This is the sleeper game to watch and try out.

Shadow Master

SHADOW MASTER is a frenzied 3-D arcade shooter with graphics that’ll make your jaw hit the deck. The game’s a first-person perspective blast-ution with visual and gameplay elements of Quake, Tunnel B1 and Blunt Machinhead, with a nice mix of strategy and all-out firepower.

The game takes place across 16 missions on seven worlds. Destroy an enemy and they release power crystals. Collecting these allows you to do a number of things. Essentially, they’re like tune-ups in a racing game. The crystals sit in a reservoir which you can use to allocate to your health, or your engines or shields. How you allocate them makes the difference between winning and losing.

Your display is very detailed and thorough—something necessary in a “switch” shooter. The cockpit view contains a crosshair, shield and ammo display, a radar and tilt/angle finder and a databank which identifies whichever enemy you lock onto.

The 3-D game engine is amazingly quick, and everything moves at 30 frames per second, even when there are six to eight enemies on screen. Not bad, considering most of the enemies contain 200-300 polygons. This is one game that will really test your hand/eye coordination to the max.
99 bullet-riddled bodies on the wall,
99 bullet-riddled bodies,
take one down, pass it around,
98 bullet-riddled bodies on the wall.
98 bullet-riddled bodies...

Ah, the smell of napalm. The thrill of tearing across 10 different treacherous 3D battlegrounds. The exhilaration of climbing over enemy targets. Not to mention the beautiful sound of your arsenal blowing away tanks and downing helicopters in head-to-head
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-Ed Semrad

“(Toby Gard) wanted to create a heroine who would be more than just a boy toy but rather a rough and tough female Indiana Jones-type character...with a figure to die for...which just makes her more unobtainable...”

---

he’s sexy, she’s smart and she’s strong. She’s Lara Croft, the fantasy of millions of teenage boys. And she’s a pot of gold for Eidos Interactive. Of course, it helps to have one of the best-selling games of 1996 to back up their buxom model, but nevertheless, game girls are hot and Lara is at the top of the list. But why?

Toby Gard is the graphic artist who originally came up with Lara. He admits that she was his personal fantasy. He wanted to create a game heroine who would be more than just a boy toy but rather a rough and tough female Indiana Jones-type character. Granted she has a figure to die for, but this, he believes, just makes Lara that much more independent and unobtainable. To balance her out, Toby gave her skills, techniques and guns to help get her out of any type of situation she may encounter in her journeys.

No matter how she is viewed, Lara, is riding high and Eidos plans to keep her that way as rumor has it that Lara just might have bigger things (if they can get any larger) in store for her. Could it be the silver screen, TV, comics or a book? A Lara movie? Who would play her?

Actually there is a real-life Lara Croft! Her name is Rhona Mitra, and while we haven’t seen whether she is exactly like Lara, she reportedly can sing. Rhona will be working with Dave Stuart on a record, and supposedly Rhona will be at the E3 game show in Atlanta, so we should be able to give you a hands-on report next issue.

While Eidos won’t confirm any of the rumors about the future real-life plans for Lara, it doesn’t really matter as the game sequel is just a couple of months away and from what we’ve seen of Tomb Raider 2, Eidos has another sure-fire hit on their hands. In the meantime, enjoy the new rendered pictures of Lara and the specs we were able to uncover about her.

Little is known about Lara Croft’s early life. She was born on Feb. 14, 1968. Her parents were quite wealthy as her father was a British lord named Henchingly Croft. Unfortunately, there is no information or photos of her mother or of her family (if any). Being of noble blood, Lara was raised to be an aristocrat from birth. She attended the best of schools, and at the age of 21, she

---

**Stacked Stats**

**BIRTHDATE:** Feb. 14, 1968  
**AGE:** 29  
**MARITAL STATUS:** Single  
**HEIGHT:** 5' 8”  
**WEIGHT:** 119 lbs.  
**MEASUREMENTS:**  
BUST: 34D  
WAIST: 24  
HIPs: 34

**ALIAS:** Laura Cruise
graduated from finishing school and then began to live the life of luxury... Until that fateful day when on the way home from an exotic skiing trip, her private chartered plane crashed deep in the desolate heart of the Himalayas. Miraculously, she survived the crash but she was all alone in the frigid mountains. Somehow she survived the life-threatening ordeal, and two weeks later, she walked into the village of Tokakenby where she was nursed back to health. She returned home, but the experience never left her memory. Time passed, and after a while, Lara came to the realization that living the life of an upper-class aristocrat was not her calling. The near-death Himalayan experience nagged at her, and she realized that she was only truly alive when she was travelling alone on a dangerous journey.

Over the next eight years, Lara travelled the world acquiring an intimate knowledge of many different types of ancient civilizations all across the globe. Her father, displeased that Lara did not want to share the good life with him and his friends, soon disowned Lara, and without the financial backing of her rich father, Lara had to find another source of income to fund her need for adventure. She turned to what she did best and started writing travel books. In time, Lara became well-known internationally for discovering several ancient sites of profound archeological interest, and her name became famous near and far as an expert on ancient civilizations.

So far she has documented two of her most important exploits. Last year's adventure was made into a video game called Tomb Raider. It puts Lara on a quest to recover a mysterious artifact from the tomb of Quapulco in Peru. After investigating the stories behind the artifact, Lara sets out to find one of the three pieces of the ancient Atlantean scion, a talisman of incredible power. She finds it, but discovers another mystery and the reason why the Atlantean civilization was destroyed. The journey takes Lara through Peru—to a civilization that flourished for hundreds of years; to Greece—where she explores the ruins of the Golden Age of Rome; to Egypt where she travels through the buried pyramids and a hidden sphinx and finally the pyramids of Atlantis where the mystery unfolds and the quest ends.

Not to rest on her laurels, Lara has just set off on her next adventure—to recover another ancient artifact: the sacred Chinese dagger of Xian. Again, the quest spans the globe as Lara must find pieces of the puzzle which are located in China, Venice, Tibet and reportedly could end on a sunken ship somewhere in the middle of the ocean. But knowing Lara, she may not be telling us all of the details. We'll just have to wait until next month for the full story.
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2. Selections: Winners will be selected at random on or about 9/15/97 by a judging organization. Entrants agree to be bound by these rules. Sweepstakes materials void if incomplete, not legible, or if they contain errors. Potential winners will be notified by mail and may be required to sign an affidavit of eligibility and a prize release. No responsibility is assumed for lost, stolen, redirected or late mail. No purchase necessary. Odds of winning by mail are approximately 1 in 210,000.

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THE YEAR OF THE SHOW

It's a strange phenomenon, the way the different video game shows are supposed to be for a bunch of "geeky gamers," but they are usually filled with so much glitz and glamour we have to wonder if we're not attending the Oscars. These shows are about video games, right?

Instead of names like Schwarzenegger, Pitt and Bullock, though, we hear names like Mario, Crash and Sonic, among many others—and for good reason.

The big video game shows are the companies' chance to show us (and plenty of others in this industry) why their game is the best. Some shows take us to Japan and England, while others—one we don't frequent—take place in unlikely locales like Russia.

The Electronic Entertainment Expo (E3), of course, is the biggest show for video games in the United States, and it just ended a couple of weeks ago.

Although there are a lot of shows, the same basic rules apply: lots of fun, lots of freebies and most importantly, a lot of new games for our (and eventually your) viewing pleasure.

It's these big shows where blockbuster titles like Crash Bandicoot, Mario 64, Shadows of the Empire and NIGTHS battle each other for the spotlight. Also, games we may have never heard of pop up and end up taking the entire populace by storm.

But that's what's so cool. Some smaller companies show a game that ends up being a diamond in the rough, which we then unearth and give its proper treatment.

For the console gaming shows, things tend to get pretty crazy as far as the booths go. In some instances, 20-foot-high screens with gigantic speakers preview upcoming releases while smoke billows out and techno blasts. Yes, it's for effect, but it certainly does work—at least for a few minutes anyway.

Besides having playable versions of upcoming games, companies will often have big news at the shows. At E3 last year, the big announcements were about the Sony and Sega price drops.

With all of these shows, it's amazing that we can keep up, but that's the nature of this industry. If we don't, who will? Seeing the shows that matter takes up a lot of time and involves an amazing amount of hard work (not counting the flight, taxis and a bunch of other annoying details). But we shouldn't complain considering we travel to see video games.

Japan to IDG and IDSA: "Go Home Yankees!"

It's fairly obvious that E3 is the biggest show around—at least in the States. IDSA (Interactive Digital Software Association) and IDG, the companies responsible for putting E3 together, pretty much took over the console shows.

In Japan, there were separate shows for each of the big systems (PlayStation, Saturn, Nintendo 64, etc.). Because of their success here, The creators of E3 thought it was time to start a show in Japan to consolidate the many shows there.

But the heads of some big gaming companies in Japan didn't like the idea of a U.S. company coming in and taking over their show market, so they banded together and told IDSA and IDG to take their show elsewhere.

So they did, and now E3 takes place in Singapore as well as in the States (and other places around the world).
The Coolest Part of The Shows...From A Freebie Point of View.

A feature on shows wouldn't be complete without mentioning the next-o freebies that companies give away. Sometimes it's as simple as a sticker or keychain, but other times certain companies will have contests where participants can win money, an arcade machine or even vacations. Who knows, maybe with all the freebies we get, we'll be able to pass a couple along to our readers some day in our very own contest...no promises, though.
Dungeons & Dragons Collection
Elves, Dwarves, Clerics And Knights

Fans of Capcom titles often forget that the company also developed two Dungeons & Dragons titles for a TSR license—Tower of Doom and its sequel Storm Over Mystara. Their latest Saturn release appropriately named The Dungeons & Dragons Collection features both of these classics bundled into one giant adventure.

These titles feature side-scrolling levels with a Final Fight-style engine and multiple player-selected paths. Players also have the opportunity to have a friend help them out with Two-player Simultaneous Cooperative Mode.

These titles allow selection of four different characters: fighter, dwarf, cleric, and the only female character—an elf. Each character has his/her own special abilities that include the use of magic true to the D&D RPG world, such as the clerics refusal to even touch a weapon with a sharp edge. Ranged-projectile weapons common to all characters also exist in the game; these include daggers, hammers, arrows and flaming flasks of oil. These items can be found in the levels or bought from various dealers who appear to your character after each stage. Also important to your character’s survival are healing potions that restore some of your life bar in combat. To purchase these needed items, you use treasure found in the levels. These bonuses come in many forms and can be picked up off the ground.

Game’s Edge

Shop Items
As mentioned earlier, after each stage there are shops where you can use the money you found in the level on new items to help you through the next part of the adventure. Daggers and arrows have a level trajectory and cross the whole screen quickly.

Throwing hammers are upward and only reach out a short distance, but they can hit multiple enemies. Flaming flask oil has a short range, but fire damage really socks it to your enemies. The last item you can purchase is the healing potion that can be used in combat to relieve the damage your character has taken during battle.

Some alternate paths give free treasure to gather and horde.

Move quickly, because these trits’ like throwing flaming sacks at you.

Use chests as a weapon, or drop them to avoid the concealed traps.

True to the game, clerics can’t use edged weapons, like this dagger.

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<th>Publisher</th>
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<tr>
<td>Developer</td>
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<td>Also On</td>
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Sky Target certainly doesn’t cruise into unfamiliar territory for long-time Sega fans. The game—which has been ported from the Model 2-based arcade standup—combines gameplay elements from some of Sega’s greatest hits, including After Burner II, Panzer Dragoon—heck, even the Virtua Cop games.

Of course, After Burner II’s inspiration is clear enough from the screen shots. The game hurls wave after wave of enemy fighters—as well as plenty of ground targets—at you in 12 levels. As in After Burner II, your fighter flies along a predetermined path over and through cities, canyons, deserts, clouds, mountains, and other types of terrain. The only difference now is that everything is made of texture-mapped polygons. The game does throw a few new tricks into the After Burner II mix, such as one level that has you flying straight toward the ground in a dive-bombing raid on enemy jets.

But what your fighter lacks in fancy aerobatic abilities is made up for by its missile-launching muscle. Besides your machine guns, you get an unlimited amount of missiles, which lock on when you sweep your crosshairs over oncoming targets (the lock-on symbology is awfully similar to that of the Virtua Cop games, by the way). Like in Panzer Dragoon, you can lock onto a dozen enemies, then unleash 12 missiles and watch them knock the doomed bad guys from the sky. Sky Target’s end-of-level bosses, too, are reminiscent of those in Panzer Dragoon. These enemies lumber onto the screen, bristling with gun turrets and missile launchers. You have to bring them down quick, though—the bosses will take your abuse for a limited time before they fly away.

Control is tight but simple, even for an arcade port. You can’t perform barrel rolls or punch on After Burner II. All you worry about is lining up targets in your sights and evading enemy fire. When you start a new game, you get four fighters to choose from, the F-14, F-15, F-16 and the French Rafale superfighter. Each plane controls differently (the agile F-16 can fly circles around the sluggish Rafale). Each has its own intro cinema.

While the game controls just fine with the standard Saturn pad, you’re best off plugging in Sega’s 3D Pad or—even better—the mission stick. The analog control may feel a little sluggish at first, but once you get used to it Sky Target plays even better than the arcade version.

**PUBLISHER** Sega

**DEVELOPER** Sega of Japan

**THEME** Shooter

**PLAYERS** 1

**% DONE** 60%

**RELEASE DATE** September

**ALSO ON** None

Fly in a straight line too long and you’ll buy the farm in a hurry.

One level has you plummeting earthward. But what goes down...

...must go up. The second half has you chasing a missile into orbit.

Enemies approach in waves, like in After Burner II. Lock on to 'em quick.
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MDK
What The Heck Does It Stand For, Anyway?

Let's get one thing straight from the get-go: Despite the game's ultra-high body count, MDK does not stand for Murder Death Kill. It's an abbreviation for Max, Dr. Fluke Hawkins and Kurt Hectic, the game's three protagonists. Sounds a little silly, right? But then what would you expect of a game that was originally developed for the PC by Shiny Entertainment, the cow-dropping masterminds behind surreal side-scroller Earthworm Jim?

MDK’s backstory is a rambling epic that's half pop sci-fi, half sitcom. Invading aliens are driving their miles-long rolling fortresses toward Earth's major cities, thus setting humanity up for some serious property damage (not to mention the loss of a few billion lives). Earth's only salvation lies on an orbiting research station, where the eccentric Dr. Hawkins has invented an indestructible suit, as well as an arsenal of zany power-ups. Kurt Hectic dons the suit and freefalls to Earth, where he takes each of the six rolling fortresses (with the help of Max, a six-armed dog who can be called upon for the occasional bombing raid).

So far, the PlayStation port of MDK looks like it'll pack all the goofiness and shooter/strategy finesse of the PC original. Players will guide Kurt through 60 levels, very few of which are alike. Some have him tearing through tunnels at Blurring speeds, perch on a snowboard-like sled. Others strap him into a gunship's bombardier seat and have him drop death onto the cuddled bad guys below.

But most levels are puzzle-oriented. You might have to take out a particular enemy using your sniper snout, for instance, or lob a mortar shell into a hole in the wall to blast open a new passage. Your ribbon chute—a reusable parachute that lets you glide short distances—often comes into play, too, since you'll use it, along with ground-based wind machines, to reach lofty level exits. Don't get us wrong—MDK is essentially a kill-everything-that-moves kinda game. Once it begins, you'll rarely find an excuse to take your finger off the Fire button.

MDK's collection of power-ups look to be straight out of a novelty catalog for survivalists. Besides

Geronimo! Use your ribbon chute to drop death from above.

Don't blast the monsters until you take out the boxy monster maker.

the standard grenades and health bonuses, you'll find such cheeky weapons as the World's Smallest Nuclear Explosion, an atomic bomb that's just the right size to open stubborn doors, and the World's Most Interesting Bomb, which looks so darn intriguing that monsters can't help but rush over and examine it—right before the thing goes nova in their ugly mugs. No-nonsense gamers may dislike the screwball spin these power-ups give to what is otherwise a dark, serious-looking game. But get over it! In a world where most 3-D shooters are all Doom and Tomb (Raider), we should welcome a little silliness.

Gamer's EDGE
Fighting Snipers

Kurt's rifle not only goes well with the hero's indestructible, fashionably black outfit—it attaches to it too! Hit the select button and Kurt will snap the pointy weapon onto his noggin, thus putting you into Sniper Mode. Now you can zoom in on distant targets and blast them with a variety of projectiles, including homing grenades and mortar shells.

Sniper Mode becomes especially handy when you battle the end-Boss of each fortress. You'll need to nail most of these enemies several times in the head to take them out. Make sure you switch out of Sniper Mode every once in a while to drop any other bad guys who might be sneaking up on you.

PUBLISHER: Playmates
DEVELOPER: Neversoft
THEME: Action
PLAYERS: 1
% DONE: 20%
RELEASE DATE: August
ALSO ON: None
MACHINE HUNTER

What’s In A Name Anyway?

It has been everything from H.O.S.T. to Suicide Run. Now the top-down, action-packed shooter is known as Machine Hunter. Sure, it’s a little confusing, but what’s in a name anyway?

Readers who have been following this game know it to be a top-down bloodfest like Loaded was but with more of a strategic edge. Machine Hunter plays like Robotron X in that by hitting the different buttons (like the A, O, Triangle and Square buttons) the main character will shoot in those directions. This way gamers won’t have to turn around to shoot. They can just keep charging forward, continuing toward their mission objective(s).

The graphics in the game are similar to Loaded but tend to be brighter. On top of this, look for some levels that go outside and in locations that resemble a swamp or bayou. Of course, there are the standard underground complex, mechanical levels as well.

Machine Hunter allows gamers to not only destroy hundreds of blood-squirting enemies but also become different robots to kill even more blood-squirting enemies. There are 10 classes to become—nine droids and one human (who you are in the beginning of the game).

The different robots that your character can don have their own type of attack. Some are also more powerful than others. Keep an eye out for some incredible graphic effects when some of these robots shoot. But don’t get too crazy with the effects because after awhile, the weapon’s power level will go down. By destroying another robot of the same type though, players can replenish their weapon’s power supply.

Gamers will need plenty of firepower in the game’s 15+ levels considering the number of enemies in each—counting the Bosses. In some levels, players will have to blast up a central core and then escape, while in other levels the mission is only to rescue a certain number of fellow humans and then find the exit.

The levels in Machine Hunter are very big, so finding your way around isn’t an easy task. That’s another reason Machine Hunter isn’t just about blood and guts but that can be a bonus of sorts.

Watch those tentacles. They could touch you in a very naughty way.

Ahhh, the sweet smell of burning flesh...let’s make some s’mores.

The big levels can get confusing, but the overhead map remedies that.

The game features a detailed wire frame map that can be accessed at any point during the game.

Along with these big levels are some huge Bosses to go up against. Some take up more than one screen and don’t mess around when it comes to taking you out of commission. But this is nothing a droid’s firepower and some fancy maneuvering can’t take care of.

This one’s been coming out for a while now, and a specific release date has yet to be decided.

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<tr>
<td>ALSO ON</td>
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After each round, a series of scores are given—some for luck, technique.

POY POY
One Part Bomberman, Two Parts Poy

Mode, allows gamers to play just for the sake of playing and polishing up their skills. This Exhibition Mode is perfect when friends come over and want to challenge you. Besides, Poy Poy is much easier to get into than a fist fight and causes fewer bruises and broken teeth. Gamers with the multtap will be happy to find out that Poy Poy allows for four-player gaming. Isn’t this reason enough to want this game?

The second mode of play is the Poy Poy Cup. In this mode (which is a One-player Mode), players can earn some cash in a game show-style setting—kind of like the movie The Running Man in a way. By playing in different arenas, each of which has its own theme, players will come across all different kinds of opponents. Some look similar to you, while others have a style all their own, be it robotic or like a ninja.

In the Poy Poy Cup there are three classes for gamers to compete in: Junior Class, Senior Class and Master Class. The Master Class is near impossible, but that’s where the weapon upgrades come into play. By defeating all of the enemies in the different classes, players will not only be awarded a trophy but also a large amount of cash. After winning, they can go back into the weapon shop and make some transactions. There are well over 30 to choose from—everything from blasts to bolts.

Poy Poy features a Save Mode, so keeping your record in tip-top shape will be easy with multiple plays—but they don’t have to be all in one sitting.

Gamer’s EDGE
Power-ups

In the Poy Poy Cup Mode, players can upgrade their “arm.” The arm is the weapon players use during a match. Additionally, these different arms can be upgraded after any of the classes. Some arms give your character a way to escape danger while other arms shot a huge blast at one (or more) opponent.

On top of the standard weaponry, players can also tune up their arms so they do even more than before. In most cases, though, this is a pricey endeavor. Some upgrades can cost $500,000. But then again, what’s $500,000 when you win a million or more in each class?

Also, look for plenty of secret weapons to get after defeating the game without continuing. And go for the black-market purchases for weapons that do the most damage—and are cool to look at as well. Whatever arm or upgrade you might have, the object of Poy Poy remains the same: Destroy all adversaries.

| PUBLISHER | Konami |
| DEVELOPER | Konami |
| THEME     | Action/Puzzle |
| PLAYERS   | 1-4 |
| % COMPLETE | 100% |
| RELEASE DATE | August |
| ALSO ON | None |
Resident Evil fans prepare yourselves. Capcom is bringing an enhanced version of its PlayStation hit Resident Evil to home screens in September...and guess what? It really does have a lot of additions and revisions.

Resident Evil Director’s Cut is a full-featured version of the game, complete with the original as it was first conceived, and it includes the violent, gory scenes cut from the original when it was translated for the “non-violent” U.S. market.

Specifically, look for more blood than you can shake a stick—at or at least wring out of a sponge—and drastically changed camera angles along with much harder gameplay than before. Keep an eye out for zombies that come in greater numbers, are harder to kill and were once part of the first S.T.A.R.S. team that was sent to check out the mansion. That’s right...friends that come back from the dead as flesh-eating zombies to eat you alive.

A spokesman at Capcom commented that since March, when the company stopped producing new copies of Resident Evil, the game has become harder and harder to find. Capcom says it decided to produce the Director’s Cut now to maintain strong consumer awareness of the title. Since the Director’s Cut has a suggested retail price of only $30, it’s the perfect title for a new PlayStation owner, or for any gamer who wanted to play the original game.

Capcom says that included on a second disc packaged with the Director’s Cut will be an interactive demo of Resident Evil 2, the much-anticipated title that is not scheduled to hit retail shelves until early next year. For some gamers, this may be reason enough to buy the new Resident Evil version.

Since the Director’s Cut is a PlayStation exclusive, the Saturn version of Resident Evil (which was released a while back) does not contain the Director’s Cut additions, just in case you were wondering.

Gamer’s EDGE
Dare to Compare

The game itself has the most changes, but the intro also has its fair share of additions. Now for some of the small details that make Resident Evil Director’s Cut different from the original:

- Instead of just talking about the strange murders that have been going on, we get to see a victim, complete with flesh torn from his face and a little bug crawling around by his eye.
- Look for the guy who finds the hand of the fallen S.T.A.R.S. member get eaten alive by one of the beasts.
- Also watch when the rest of the group starts firing on the Godzilla-looking dogs—they pop and ooze like some bad horror movie.
- Watch when the cast of the game is being shown for some more changes. Chris Mayfield lights up and takes a couple of tokes off a cigarette.

Game shots are above. These pics to the right are from the new intro.
Super SF2 Turbo: Introducing the "Super"-less, but powerful Akuma.

Like Zangief's, T.Hawk's Super is two 360-degree motions with any punch.

Forget about Charlie (or Nash). Here is the original Flash Kicker: Guile!

SUPER STREET FIGHTER 2 COLLECTION

Two Classics Plus One From Japan

Everyone knows that Capcom has some of the best 2-D fighting games around (and everyone knows that the good folks at Capcom are the masters of rehashing). Their latest 32-Bit project, Super Street Fighter 2 Collection, is a paradox. It's old and unoriginal, yet we can't help but play (and enjoy) it. This compilation for the PlayStation and Saturn contains the original versions of Super Street Fighter 2, Super Street Fighter 2 Turbo and Street Fighter Alpha 2 Gold, all excellent games in their own right.

Super Street Fighter 2:

This sequel to SF2 Turbo: Hyper Fighting (arcade) made one of the biggest changes to the series. For the first time, new characters were added to the SF2 cast. The new fighters were: Fei Long, Dee Jay, Cammy and T.Hawk. Although most of their moves were derivatives of the older characters' moves (i.e., charge back and kick, fireball, Dragon Punch, etc.), a few new moves spiced the game up a bit (like Dee Jay's Machine Gun Punch or T.Hawk's Power Dive).

Super SF2 also gave new moves to the existing fighters: Ryu received a (consistent) red fireball and Ken got a 3-hit Flaming Dragon Punch.

Finally, minor cosmetic changes completed the package. The artwork was all redrawn, and players had several colorful palettes to choose from for their characters.

Super Street Fighter 2 Turbo:

Super Street Fighter 2 Turbo added a few more new moves (like Ryu's lunging 2-hit punch) and more speed (players could now choose one of three speed settings). More significantly, this edition brought Super Combos to the series. Now players could build up their "Super" meters and execute a powerful multihit automatic combo for mega damage. And who can forget the blinding flash of light after finishing off an opponent with a Super?

We question Capcom's choice of putting in the collection SSF2 when SSF2 Turbo was also in. Since the two are practically identical—with Turbo being the improved version—why anyone play Super SSF2? We felt that Capcom should have included Championship Edition, Hyper Fighting or the original Street Fighter instead.

Street Fighter Alpha 2 Gold:

This anthology version of Street Fighter Alpha 2 actually has its roots in a game called Street Fighter Zero 2 Alpha. SF2A can be considered a Turbo or Championship Edition version of Street Fighter Zero 2 (or SF Alpha 2 to Americans...confused yet?). It was only released in Japan.

SF Zero 2 Alpha (the Japanese arcade game) had several improvements over SF Zero 2. One of them was new "Super" versions of previous fighters. You can find Super Akuma and Super Sakura here, with new moves and all. Practically everyone has something new they could now boast. For example, Sagat has a Super Taunt that makes Dan's Super Taunt look tame by comparison.

Although it's still a bit early, SF2A Gold (of the collection) should be exactly the same as SF2A, except without the tag-team feature that was reintroduced in that game.

Note: Assuming nothing else changes, Evil Ryu will be in SF2A Gold. Now PlayStation owners can play him as well.

Maximum Street Fighter 2: The New Championship Edition of Fighters Turbo

Just kidding. If you've read this far into this Street Fighter article, you thought that you'd be pretty much confused and disoriented by now. But the facts are these Street Fighter games are the best of their kind. And if you are looking to own a comprehensive collection of fighting games, Super Street Fighter 2 Collection might be right up your alley.

BEHIND THE SCREENS

The New...er, Old Fighters

It's been a long time. So long in fact that these veteran Street Fighters feel like brand new characters. If you've been spending the last couple of years playing the Street Fighter Alpha series like we have, here's the new (old) guys who have been missing from your PlayStation and Saturn...up to now.

EGM103
LETHAL ENFORCERS 1 & 2
Sling Some Lead In Two Time Periods

Think you’re a fast draw? Later this year, Konami will be giving you the chance to prove it on your PlayStation with the arcade shooting classics Lethal Enforcers 1 & 2. These shooting titles allow players to play the role of a street cop out to save the world in the first release or a gun-slinging, boot-wearing lawman in the sequel. Both titles give the player five stages to explore with strange Bosses in each level to attempt to conquer.

Many gamers feel the two most important elements in any shooting title are the stage interaction and the styles of available weapons. LETH & 2 has no shortage of available weapons. They range from your standard six-shooter up to rifles,.45s, UZIs, M-16s and even cannons. By using these upgraded weapons, the player’s shots are much faster and do considerably more damage. LETH & 2’s level interaction gives players a good amount of background objects to train their sights on. But these objects are just for fun, and beside the occasional power-up that falls from them, they don’t cause anything out of the ordinary to occur in your mission.

The items you break in the stages such as windows, bottles, cameras and car tires among others are just entertaining. But if you are not on a power-up search, you are better off not wasting the rounds. Even bullet holes in walls heal themselves after you start pumping too much lead in surrounding areas (usually from using a gun with auto-fire).

Even on the easy level, there are more than enough bad guys to keep players occupied. End Bosses are also included. Each requires a different way of killing it besides just repeatedly shooting your foe over and over. And as a warning to trigger-happy gunners, there’s also a mix of good guys and civilians—although a bit too stupid for their own good—don’t take kindly to a piece of hot lead in their backs, so watch who you’re shootin’.

If players remember to rate Lethal Enforcers 1 & 2 as a classic instead of a current release, it is bound to rank high in enjoyability.

| Publisher  | Konami |
| Developer  | Konami |
| Theme      | Shooter/Classic |
| Players    | 1 or 2 |
| % Done     | 100% |
| Release Date | June |
| Also On   | Saturn |

Gamer’s EDGE
Stages

Each of the two releases allows the player to select where he/she wants to go in the Street Mode as well as work through them all in the Arcade Mode.

Lethal Enforcers 1 stages:
Stage 1: The Bank Robbery
Stage 2: Chinatown Assault
Stage 3: The Hijacking
Stage 4: Drug Dealers
Stage 5: The Chemical Plant

Lethal Enforcers 2 stages:
Stage 1: The Bank Robbery
Stage 2: The Stage Holdup
Stage 3: Saloon Showdown
Stage 4: The Train Robbery
Stage 5: The Hideout

The nightvision goggles look useful but don’t help you out at all.
These Bosses are looking for a showdown. Shoot quick, or eat lead.
AT THE END OF YOUR ROPE?

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A quiet ride on the subway turned ugly when this commuter transformed into a hulking robo-beast and tried to kill you.

Despite All My Rage...

Despite all that rage, some people can't help but feel a little bad about the hate inside them. Others don't mind that feeling of anger at all. John Cain, the main character from ASC's upcoming PlayStation title, is one of those people. In fact, it helps him. ASC Games' One puts John Cain up against a world he is unfamiliar with. Besides waking up with a metal gun where his arm used to be, he has no memory of where he came from or why he has the powers he has. All he knows is rage—so he runs with it.

One doesn't really have standard power-ups like most other games. Instead of gaining health and shield power-ups, One lets players gain abilities by feeding their Rage. In fact, the only power-ups gamers will find are some weapons like a plasma cannon, flamethrower and missile launcher—look for about eight total.

Players start with a standard pea-shooter (kind of like Mega Man) which will always be there no matter what weapon is picked up. After picking up a weapon, though, players will have access to two forms of destruction.

The Rage meter will help gamers increase their health bar and become more effective in attacks. Players can perform standard punches and kicks when the game first starts, but after the Rage is built up, they'll be able to give enemies a flurry of attacks.

Look for huge Bosses in One. Some are as big as the entire screen—much bigger than your character anyway. The other enemies in the game range from human-size troops to mechs with gigantic cannons mounted on them.

Although there is a large amount of action in the game, it still has some strategy. In order to continue to new levels and possibly get to areas once inaccessible, players must constantly feed their Rage. By adding to their Rage meter, by way of killing enemies, players will be able to jump higher or do more damage when attacking larger Bosses.

One is definitely fast-paced—it seems to just get faster as each level passes. The fact that the standard type of transportation is running—players have to hold down a button for a "Walk" Mode—shows just how fast the game is.

Like action games from a while back, One features an alternating Two-player Mode. So when the action gets old from a one-player point of view, try to outdo your friends or at least make fun of them as they fall off of a cliff...in the game that is.

The game will take players all over the place. From incredible mountain passes with falling ledges and toppling rock pillars to underground monorail systems, One promises to be a huge game. While John Cain makes his way through dozens upon dozens of sections in One, look for him to do all kinds of crazy moves similar to that Lara Croft chick, including flips, rolls and swimming on the tops of skyscrapers. With all of these levels and moves, John Cain is hardly a rat in a cage.

Gamer's EDGE

Humongo Levels

One features five main levels, but those five levels are broken up into a huge number of sections. Although ASC has yet to give a rough idea of square footage, the mountain level, for example, is probably 100+ square miles—and that's just one level!

Granted players don't necessarily control John Cain on every inch or every level, but the point is the levels are huge. With these levels people may think there's going to be some serious load time to deal with. Wrong. ASC is using a technology coined "asynchronous loading" to allow the levels to be loaded one section at a time, as the game's being played. By loading while gamers are playing, there won't be a single second of annoying load time while going through the levels.

| PUBLISHER | ASC Games |
| DEVELOPER | Visual Concepts |
| THEME | Action |
| PLAYERS | 1 or 2 |
| % COMPLETE | 25% |
| RELEASE DATE | November |
| ALSO ON | None |

Look for lots of moves in the game—more than even Tomb Raider?
STAR FOX™ SWEETSTAKES
June 09, 1997

Sweeptakes Rules:
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3. THIRD PLACE PRIZES:
   1 Nintendo™ Color Controller
   1 Nintendo™ Rumble Pak

TO ENLIST:
Send a postcard with your name, age, address and telephone number to:
Star Fox™ Sweeptakes
1920 Highland Ave., Suite 222
Lombard, IL 60148
All entries must be received by September 1, 1997
Jersey Devil. Tasmanian Devil. Notice any similarities? JD has a useful, all-powerful spin attack, as well.

Cartoon Adventures In Full 3-D

Cute polygonal mascots are coming out of the woodwork. Super Mario 64 started a sensation, and now Croc, Gex and Jersey Devil are all trying for a piece of the action. Jersey Devil is an exclusive PlayStation game that gives you 100 percent freedom of movement to go anywhere you want, like the aforementioned titles. The graphics are of a bright and colorful nature, as you can tell from the screen shots on this page. The worlds are all done up in a cartoon fashion, making the game perfect for playing on a Saturday morning.

When you run around the 11 levels, you won't find anything particularly innovative in terms of gameplay. Collect icons/death enemies is the theme of the day here. But Jersey one-ups the competition with its level designs and puzzles. Most of the stages are not straightforward. You may have to search behind secret walls to find items that may allow you access to even more areas. Players trying to finish a world straight through will miss half the fun.

To make going through Jersey Devil even more challenging, the programmers have given all the enemies some extra attention. They have randomized movements to help keep repetitive and predictable motions to a minimum. The enemies all have different attack styles, so you know you're not playing against a generic opponent who is different from the others in appearance only.

Jersey Devil can run, glide, bounce, push objects around and drive (a variety of vehicles) and ride (an assortment of animals). You will call upon all of these actions at one point or another in order to complete the game. For example, on some stages, falling off a floating platform would normally end up meaning certain death. If the Jersey Devil falls off a cliff or platform, he can pop open his wings and float to another part of the stage, safe and sound.

Early looks of this new title seem promising. Three-dimensional action/platform gaming looks like the hot genre nowadays. We'll wait for the final version and see whether Jersey Devil ends up being another Super Mario 64 hit or a Diddy 3D flop.

The slow glide can be a lifesaver, or it can help you reach new areas.

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<th>PUBLISHER</th>
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<td>DEVELOPER</td>
<td>Megaton</td>
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<td>THEME</td>
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Behind the Screens

"It was about three feet and half high, with a head like a collie dog and a face like a horse. It had a long neck, wings about two feet long and its back legs were like those of a crane. And it had horse hooves. It walked on its back legs and held up two short front legs with paws on them."

—Mr. Nelson Evans of Gloucester, N.J. describing his encounter with the "real life" Jersey Devil at 2:30 a.m., Jan. 19, 1909.

In 1957, the Department of Conservation found a strange corpse in a burned-out area of the woods. It had feathers and hind legs of an unidentified creature believed by many to be the legendary Jersey Devil.

The Jersey Devil is actually a mythical creature that supposedly has been haunting New Jersey and the surrounding areas for the past 260 years. Over 2000 witnesses have claimed to have seen this creature, including Joseph Bonaparte, former King of Spain and brother of Napoleon (Joseph Bonaparte was hunting in the New Jersey area back in the early 1800s).

Some sightings have caused such a panic that entire schools and factories have shut down because students and workers have refused to leave their homes. Many people still believe parts of the East Coast are haunted by the Jersey Devil today.

Luckily for us, Megaton's Jersey Devil looks a bit easier to handle than the "real life" one. But if you are interested in learning more about the legends of the "real" Jersey Devil, check out: http://www.serve.com/shadows/jd.htm

Special thanks to Dave Juliano for supplying the illustration and the Jersey Devil research.
WANTED

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MADDEN NFL 98

An early look at the latest edition of the longest-running football game series ever

This game really needs no introduction. EA Sports' Madden football has been the mainstay of video football games since the early '90s when it dominated the 16-Bit generation of game consoles. Now the competition has substantially heated up and the stakes are higher (thanks to Sony's GameDay). That's good news for sports gamers, as EA Sports is hard at work making what they think is easily the best version of Madden ever.

One of the long-standing criticisms of the Madden franchise was the questionable computer intelligence. Not coincidentally, the Madden team at EA Sports proclaimed that improving the artificial intelligence (AI) and realism are the big emphasis in the development of Madden NFL 98. Loosely dubbed "Liquid AI" by its architects, Madden's new engine will play much smarter. Defensive players will cover zones realistically; offensive run blocking patterns will be completely realistic. Running backs will pick up blitzes if their intelligence rating is high enough; tight ends will "brush block" then go out for passes just as they do in the real game. To make sure the game followed the sport realistically, NFL players were brought in on a regular basis to sound off on the AI of each player position in addition to monthly input from John Madden himself.

All-new playbooks completely drawn up from scratch will be implemented in addition to a whole new play-calling system that is an enhanced offshoot of the systems found in the older Madden games (which showed three plays on-screen). Playbooks will be more realistic and more tailored toward their respective strengths. For example, the "1-Form" will feature a majority of running plays, while the "Pro-Form" will be more balanced. While this sounds completely elementary, many football games (including past Maddons) didn't exactly follow this. It should also be noted that for the first time, Madden will have an in-depth Special Teams playbook which allows the selection of different kickoff coverages and return setups.

Surprisingly, Madden 98 is still a sprite-based game—some traditions never die. EA opted to not make the plunge into polygons in order to ensure that the gameplay is fast and crisp. It should be mentioned that these 2-D sprites do look remarkably good at this stage. They are prerendered and embellished with light-sourcing and shadows, giving them a pseudo 3-D feel. As you can see from some of the screen shots provided, there are plenty of new player animations such as one-handed grabs and over-the-shoulder catches.

Madden NFL 98 promises to be chock-full of features and options.

At this stage of development, Madden NFL 98 looks very promising, maybe even groundbreaking if it delivers on all of EA's claims. Regardless, between this and NCAA Football 98, it looks like sports fans are in for a fantastic video football game season.

Talk about authenticity. Here you can see Riverfront Stadium with its dirt diamond left over from baseball season (right).
"9 out of 10"
— Digital Diner

"...VR Baseball '97 is the new king of baseball games."
— PS Extreme

"...a real contender for baseball game of the year — 92%.”
— P.S.X.

"Beautifully textured polygonal players move with life-like grace."
— Game Pro

"VR Baseball will make you eat, sleep and live baseball.”
— Game Informer

Try it!
It's new. It's different.
You may never go back to your old game again.

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Check out VR Baseball '97 at www.vrbaseball.com
MULTI RACING CHAMPIONSHIP

Ocean gears up to win the Nintendo 64 racing crown

It's a tough call, but if you wanted to compare Multi Racing Championship to a realistic racing event, it would most likely fit into the traditional European rally cross. Comparatively, the game looks similar to Sega Rally (right down to the flashing yellow road signs that appear when nearing turns). It, however, doesn't really play like Sega's signature racing game.

There hasn't been a revolutionary racing sim (or even many racers at all) made for the N64 yet. Most of the N64 racers I've tried sport unparalleled smoothness along with a limited amount of pop-up. MRC is the exception, not only for its smooth animation and frame rate, but in overall gameplay as well. There are no skips or slowdown when things get crowded on the screen (although you almost never see more than four cars at once). You also won't see the track generating itself just inches in front of your car, as is the case with many racing games on the market. MRC does its best to take advantage of the N64's processing power to give you a smooth and fast-paced racing experience formally found only in the arcades.

Aesthetical questions answered, MRC follows a standard format when it comes to track selection, skill level, the amount of tracks as well as the win-reward system of car acquisition and modification. Basically, there are three very long courses all with several shortcuts and alternate routes hidden within (they may be toggled off as well). It's up to you to find out which of the alternate paths will aid you in producing the best times as you make your way to the finish line. This is a relatively new and welcome feature in racing games and it goes a long way in boosting the complexity and replay value of MRC.

Because the tracks are so long, roadways with variable conditions will be encountered in each. Dirt, mud, asphalt and even cobblestone are a sampling of some of the surfaces drivers will have to endure. These different terrain types make car modification especially important when tackling these terrains. Most of the cars resemble the classic hatchback rally racer while others are a bit more interesting such as pick-up trucks and other similar vehicles. Unfortunately, there are no brand-name licenses to give this racing simulation a more realistic edge.

Each of the six cars (along with two hidden ones) boasts its own handling characteristics in addition to front, rear and four-wheel drive configurations. The unique handling becomes especially evident when cornering on the dirt or gravel roads. Some of the vehicles are more prone to fish-tailing and powerslides which, in the end, can prove quite bad for your final time. To remedy this, a number of options will let you fine-tune each vehicle's suspension, tires, gearbox, steering and more in your quest to create the best car for the course. In the end, your driving (not just your car tweaking) will change the outcome.

Other options include the ability to view a 3-D model of each track (much like Rage Racer) complete with bad weather indicators denoting the affected portions of the track.

Another important feature concerning the game's replay value is the ability to race in Mirror Mode, effectively bringing the total number of tracks to six. And, of course, the requisite two-player split-screen racing is also present in the game.

As their release dates draw near, it looks like it could be a neck-and-neck battle between Multi Racing Championship and Kemco's Top Gear Rally for the N64 racing crown. Both games share many of the same attributes and styles; it's just a matter of whose racer edges out the other.

To find out the winner, look for a comprehensive review of both of these N64 racing games in the upcoming months of Team EGM.
EA is betting that their all-new collegiate football game is a gamebreaker.
Virgin is on the verge of scoring big with their second Powerplay attempt.

Virgin made a great first step into the process of creating a sports franchise with the release of NHL Powerplay last year. While having a few problems and bugs, it was a good rookie effort. Almost finished and set for a September release (odd decision to release it between the end of one hockey season and the start of another) is NHL Powerplay 98, a title that is already looking much improved over the original.

As you can plainly see from the pictures, Powerplay 98 is an entirely 3-D game. It is remarkably fast, even though it is 3-D, which is definitely a good thing since it does re-create a sport that is known for moving at breakneck speeds (it is an unfortunate fact that many 3-D sports games have been a little sluggish).

The graphics that we sampled were quite satisfactory. In addition to rendered arenas, the hockey players are well-detailed and move much like their real counterparts. This is thanks in large part to some fancy motion-capturing that recorded most of the animation seen on-screen. The player's NHL uniforms are great renditions of the originals, right down to the correct names and numbers on the backs of their jerseys. There is a wide range of player animation at this stage of development. Hockey players skate, check and settle into various stances that look identical to what is commonly seen on the ice. Virgin stresses that an extra amount of emphasis was put into re-creating the dynamics and impact of a wide variety of body checks which are some of the most intense actions in the sport.

Powerplay 98 is a robust title that attempts to cater to both arcade players and die-hard hockey fans. If players want more than fast-paced arcade action, they can delve right into the in-depth coaching features that are integrated into the game. By choosing the "Coach Team" Option found on the in-game Pause Menu, players are offered an incredible amount of strategic options. For example, scroll down to "Guarding End" and pick your defense.

Highlight "Play Zone" or select "Intimidation Mode," my personal favorite. Change your team's aggression to suit the current game situation. For example, it might be smart to pick "Protect Lead" once you've established a scoring cushion. And that's just a fraction of what's available. When you're on the defensive side of a powerplay, you can implement three different styles of penalty-killing such as "Tight Zone," "Set Up Box" and "Attack Perimeter."

A variety of features and statistical databases complement the game. The Season Mode allows for four different lengthened seasons, complete with extensive statistical tracking. If you don't like the teams included, alter them by trading players or even creating them. In addition to the NHL teams, there are also international ones. Nothing like playing with the Detroit Red Wings versus the almighty Australian hockey team, right?

With just about every facet of this icy sport covered, Virgin's Powerplay is likely to be a strong contender in a crowded field of games. Look for a full review in the next issue of EGM.
**Current Favorites:**

**Kraig Kujawa - NCAA Football 98 • ISS Soccer 64**

**Dean Hager - NASCAR 98 • NCAA Football 98**

---

**NBA Hangtime • PlayStation • Midway**

NBA Hangtime is the latest incarnation of the famed NBA Jam series of action sports games. Although a great arcade game, the PlayStation version of Hangtime fails to capture the original's excitement. Long load times bog the game down, and rampant amounts of slowdown plague this fast-paced game—especially when you inbound the ball. The 2-D graphics are also a little more pixelated than they should be, although they are workable. If you really want to play NBA Hangtime, I recommend getting the N64 version or sticking to the arcade.

---

**Grand Slam • Saturn • Virgin**

As far as I can tell, this game is identical to the PlayStation version (which is an above-average game). Grand Slam is not a cutting-edge baseball game when it comes to graphics. The 2-D players won't blow you away, although the 3-D stadiums are good. If you give the gameplay a chance, however, it could very well sneak up on you as an entertaining game to play. The pitching and batting interfaces are very unique, giving this title something to hang its hat on. Although not in the same league as Sega's WS6, Grand Slam is a decent alternative.

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**Top Gear Rally**

Kemco prepares to roll out their N64 racing game

We at Team EGM have heard about this game forever, and we've finally gotten a chance to get our hands on a playable (if not complete) copy of Kemco's N64 racing game.

Top Gear Rally is one of the more interesting racing games I've played in a while. It integrates a lot of different elements from different popular racing games such as Sega Rally and Rage Racer and mixes them together into one package.

Top Gear Rally is loaded with vehicles, tracks and other variables. The courses can be quite long, and they have multiple branches (some hidden), allowing advanced players to improve their times. They can also be raced backward. Mud, water, ice and nighttime are hazardous conditions you may encounter. When it's dark or rainy, the vehicle's headlights shine the way, snow sticks to tires and mud flies up from behind your wheels.

Mastering the game seems like it could be quite a challenge. Powersliding is a big part of the game, but so is keeping control of your vehicle in adverse conditions. Making the wrong move in icy terrain could really ruin your chances of winning a race.

Surprisingly, there is a shortage of racing games on the N64. Nearing its final stage of completion, Kemco's Top Gear Rally could put an end to this long famine.

---

**System**

Release Date

**Publisher**

Racing

**Size**

N

**Players**

Kemco 64-Meg

**% Done**

1-4

85%

---

A snifty, Split-screen Two-player Mode is offered in Top Gear.
LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. EGM will discuss some of today’s top issues in the video game industry. You can reach EGM by writing to:

Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

or, you can e-mail:

EGM_Mail@zd.com

For e-mails, include a detailed subject heading that pertains to what your letter is about. If you don’t want your e-mail address printed, tell us. Please note: The above two addresses are for editorial correspondence only! Sending subscription inquiries to those addresses is futile. Please direct all subscription-related questions to:

Electronic Gaming Monthly
Subscription Department
P.O. Box 55722
Boulder, CO 80322-5722

or, contact the subscription department by visiting:
http://www1.zdnet.com/zdsubs/custsvc.html

Don’t forget, EGM reserves the right to edit any correspondence for space purposes.

THE LOST PORTABLE OF ATLANTIS

Dear EGM,
In issue #83’s Press Start, you said Project Atlantis, Nintendo’s 32-Bit color portable system, would be ready in the fall (it was June 1996 at the time). So, where is Atlantis? It’s winter Nintendo!

Dustin Rock
Cheshire, OR

Sorry we took so long to print your letter, Mr. Rock (his letter was sent to us in January of this year). We waited because Nintendo themselves didn’t know the status of Project Atlantis. But Perrin Kaplan, corporate affairs director for Nintendo of America, told us that NoA just recently talked the entire project. Why? Game Boy (in all its colorful reincarnations) still holds 80 percent of the handheld market. NoA does not want to release a new portable just yet, until the Game Boy’s fires burn out. So, will we ever see a 32-Bit color handheld system from Nintendo? Maybe, but it won’t be for quite a while. We’ll let you know if we get any updates.

A $932 PLAYSTATION

Dear EGM,
I would like to tell everyone about a huge scam. I don’t know about other rent-to-own centers, but the one here in Independence, Kan. (America’s Sales and Leasing) has one of the biggest rip-offs for the Sony PlayStation that I’ve ever seen. The deal is: for $11.95 per week for 78 weeks. Grand total: $932.10. Or, you may pay it off early and pay half, but that is still $466.05. This is a very greedy business practice! So if anyone is thinking about renting-to-own a PlayStation, forget it. Go to K mart and put it on lay-a-way. It will save you a fortune.

Chris Miller
Independence, KS

We called America’s Sales and Leasing (in disbelief) and found out that $932.10 is the eventual price you’d pay for a PS there. We asked the manager there why anyone in their right mind would want to pay $932.10 for a $149 machine. He told us that their business model is designed to entice customers who do not have the patience to save $149 to buy a system outright. Also, renting systems for $11.95 a week is much cheaper than renting them at most video rental stores, who may charge the same amount for about three days. So if renting is all you want to do, these rent-to-own shops are not such a bad deal after all. But if anyone is actually willing to pay over $900 to own a Sony PlayStation...well, we’d like to offer them a special EGM subscription rate: For a limited time, you can get 10 issues of EGM for only $39. That’s only 80 percent greater than the cover price! Get ’em while they’re hot!

WANNA PLAY JAPANESE SATURN GAMES?

Dear EGM,
I don’t know if you can answer this publicly, but I understand that there are certain things you can do to play Japanese Saturn games on an American Saturn. Do you know how to do this? Name and address withheld by request

OK, we’re gonna get a lot of flack from Sega for telling you this, but you can find an easy solution at your neighborhood game store. Get an InterAct GameShark (for the Saturn, of course). Plug it in, and select “Start Game” from the menu. Now at the next menu, while holding down your X, Y and Z buttons, select “Start Game” (making sure your Japanese Saturn CD is in the machine). Voila! Your American Saturn should now be loading up a previously inaccessible Japanese game. You can pick up a GameShark for anywhere from $30 to $50, depending on where you go. You can also rent-to-own GameSharks from EGM for only $10/week for 104 weeks. Man, these rent-to-own jokes never get old! Well...maybe they do.

A CAUTIONARY TALE:

Dear EGM,
I have two questions: 1) I can’t seem to find any info on a game based on the French film The City of Lost Children. Has it bitten the dust already? and 2) Will we ever get Final Fantasy VII here in the U.S.? P.S. I love you Dan Hsu and Sushi-X!

Beth Taylor
Saginaw, MI

OK, normally compliments won’t get your letter printed, but we made an exception this time (but we won’t do it again)! 1) We previewed City of Lost Children in issue #92, and reviewed it in issue #94. The PC and PlayStation versions are on store shelves now. Psygnosis has no plans for the game to hit any other platforms. 2) Yes, SCEA’s release date for FFVII: Sept. 7, this year. We can get you an advance copy, if you send us a mere $39.99 a week for...oh never mind.

Psygnosis’ City of Lost Children is based on the fantasy movie of the same name.
LETTER OF THE MONTH

BYE BYE NINTENDO 64, HELLO 64DD
Dear EGM,
Over the years, Nintendo has made many great moves with its games and systems (with the exception of the Virtual Boy), but I feel that the upcoming release of the 64 Disk Drive is a mistake. It seems that after many long months of delaying the N64, Nintendo is going to push this new add-on to the consumer before the N64 has even had enough time to build a substantial game library of its own. This is highly questionable, as Nintendo should really be concentrating all of its efforts on the N64. The 64DD can only lead to conflict when the serious N64 owners are eventually forced to upgrade when companies stop producing N64 cartridge titles in favor of the lower cost of making games on mini-disk. If Nintendo wanted to use a cheaper storage media than cartridges without losing memory transfer speed, they should have designed the N64 as a 4x or 6x speed CD-based unit in the first place. As to the question of players having writable memory access, technology would have allowed for an incorporation of a magnetic read-write storage area inside the compact disc itself. Of course, the N64 would have cost the consumer more money, but it would have generally been in the same price range as buying the N64 and upgrading to the 64 Disk Drive. I feel that with the amount of time Nintendo had in delaying the N64, the system should have been strong enough to last on its own in the first place. In conclusion, a word to the wise: If Nintendo wants to be on top when the inevitable 128-Bit system wars erupt, it would do well to utilize the potential of DVD technology. Because going to the next level without any true advancement won’t really be going to the next level at all.

Charles Shy
Cleveland Heights, OH

Words of wisdom from our “old” friend Mr. Shy! We had our disagreements in the past, but you make a good point regarding the 64DD. You will see more companies favoring this cheaper format and shifting away from Nintendo’s expensive ROM cartridges (which can cost up to three times more to produce than a 64DD disk). So why didn’t Nintendo make a writable CD-based console in the first place? First, writable CD drives are more expensive than you think. Currently, you can buy one for about $600 retail (for a 2X speed writer/6X read machine). These pricey gadgets weren’t really around when the N64 was in its blueprint stages, and if they were, they’d be a hell of a lot more expensive than that. It’ll be a while, maybe five to six years, before writable (or even non-writable) DVD becomes a viable platform for home gaming systems. Second, and more significant, Nintendo is one big control freak. They don’t want to use CD technology because they don’t own it. If Nintendo were to use CD (or DVD) mechanisms, they would have to pay licensing fees for the right to use them (maybe to Sony event). The way it’s set up now, everyone has to pay Nintendo licensing fees to make games for Nintendo hardware. Sweet deal, eh? Nintendo’s making all their own rules right now, and financially, it’s doing them plenty of good (they make almost three times more money per third-party game sold than Sony or Sega do with third-party CDs). But they probably know that their days of doing business like this are numbered. The high costs of developing for the “Big N” is scaring away a few game companies. The N64 is doing well now, but Nintendo will probably not get away with this technology-controlling attitude for their next big system. So Mr. Shy, you may have foreseen Nintendo’s future; perhaps they will forget about creating their own specialized hardware and make that 128-Bit DVD system.

JUNE FOOL’S JOKE
Dear EGM,
What’s with this post-April trick? In the June issue’s Interface, you printed a letter from W.A. Stokins saying he had found Sheng Long. C’mon guys! We’re not that stupid! Stokins is the same guy who sent in the Sheng Long trick for Street Fighter II five years ago! W.A. Stokins = waste tokens and Fuddigan, HA = fooled again, ha. Why would you print this letter up? Apparently, you want a lot of controversy on this topic.

Zachary Culver
Memphis, TN

Controversy? It’s all in fun! Fun, Mr. Culver, is not meant to be taken as seriously as you are taking it. I think we decided to have a bit of it after April. The nerve of us! We promise, we won’t do anything fun from now on until next April (yeah, right)!

READY TO GIVE UP AFTER TWO YEARS
Dear EGM,
In your January 1995 Tricks of the Trade, you ran the Most Wanted Trick for Donkey Kong Country to have the original Donkey Kong in it. Well, I have been working on it for over two years now and have come up with nothing. Zip. Zero. Did it end up only being a rumor?

Miserable in MO
Poplar Bluff, MO

Dear Miserable,
You may want to sit down before reading this...You should give up on that trick and move on with your life. It was just a trick that Trickman Terry would’ve liked to have seen. His Most Wanted. But it turned out to be a dead end. Sorry! Maybe you should get Donkey Kong for the Game Boy instead.

I@#$%^&*?$%#$$
Dear EGM,
I read that most likely, a fair (or unfair, depending on how you look at it) amount of the swearing, bloody deaths and strippers will be cut out of Duke Nukem 3D for the Saturn. I think that’s ridiculous. Why would anyone want to take out the gore which made the game so much fun? And by removing the swearing and strippers, they are removing half the fun. I realize that a lot of kids own the system, but a lot of adults own it as well. What I am saying to Sega is: Don’t be foolish; leave the game alone. Use the rating system—that’s why it’s there.

John Romano
ramhalf@juno.com

To the dismay of conservative mothers and uptight congressmen everywhere, Sega may be doing the “right thing.” Representatives
at Sega told us that the Duke will remain true to the original PC version—blood, profanity, sleazy women and all. But the strange thing is, when we asked whether Duke will say (as he did on the PC), "I'm gonna rip off your head and Spit down your neck!" Sega replied, "Oh, we didn't know about that." So as it stands, Sega's official word (that the game will remain unchanged) may change as the project nears completion. We do know that the flying guts and scantily-clad women are in.

**EYE CATCHING**

**Dear EGM,**

I know that advertisers need to sell their products, and I know that the best way to sell a product is with an eye-catching ad. However, I think that two of your advertisers—Virgin Interactive and InterAct—have gone entirely too far. Frankly, I don't know which ad offends me more: the Nanotek Warrior ad showing someone with his eyelids ripped off, or the butt-ugly, little dipwad with the disgustingly vacant expression and the shark teeth in the GameShark ad. Can't they do any better than this? These ads are tasteless, disgusting and incredibly offensive. In a word: YUCK!

Don Lewis
Fortuna, CA

You weren't the only one disturbed by these ads. When we saw them, we became queasy and frightened (and yet, strangely intrigued...). We showed your letter to Virgin and InterAct:

Simon Jeffery, vice president of marketing for Virgin Interactive responds, "Rather than opt for the route of glorifying death or exploiting profanity, we chose with Nanotek Warrior to simply utilize an eye-catching (no pun intended) comedic play on the video game cliché of 'blink and you'll miss it.' It is in no way intended to be offensive."

Virgin's Nanotek Warrior ad is enough to give you nightmares!

Jason Herskowitz, product marketing manager for InterAct Accessories, Inc. says, "To be quite honest, we are somewhat at a loss as to what is 'offensive' about InterAct's latest GameShark ad. This advertisement simply portrays, as this reader puts it, a "butts-ugly little dipwad... with a disgustingly vacant expression and the shark teeth."

What is even more confusing is that a response of this nature was elicited from a gamer who is, in most likelihood, regularly exposed to software titles in which the goal is to kill, maim and mutilate every creature and/or human in sight. In contrast, InterAct simply used a visually arresting image, devoid of gore and carnage, to communicate the advantages of GameShark. For everyone else's sake, I certainly hope that this reader is not as harsh and critical of the other orthodondically challenged people that roam the streets, and perhaps even HIS neighborhood."

InterAct's GameShark model has a bit of a problem. Orthodondically challenged, eh? Hope this kid isn't an anti-Dentist.

**PRELUDE TO MURDER**

**Dear EGM,**

I am SO mad at the local arcade owner! He says he's NOT going to get Mortal Kombat 4 when it comes out! Can you believe that? He thinks, "Mortal Kombat is dead no matter what they do to it." I think he's crazy! I mean, just imagine, 3-D fatalities! And oooohhhhh, Sonya Blade! I am the biggest MK fan in town, and if he doesn't get MK4, I'M GONNA KILL HIM!!!

Name and address withheld by request

So...arcade owners beware.

**CENSORED EVIL?**

**Dear EGM,**

I read that some parts of Resident Evil 2 are going to be censored. Is this true? I want to play it as it was written (after being debugged). Also, is Resident Evil 2 going to be for the regular PlayStation, Type C or PlayStation 2?

Alex Anderson
Yakima, WA

As of this writing, Capcom of America has no idea whether Resident Evil 2 will differ from Bio Hazard 2, the Japanese original. After all, Bio Hazard 2 is not even out yet. Capcom said it's doubtful that RE 2 will be playable on the PlayStation 2. But we think otherwise. The 64-Bit PS 2 should be backward-compatible and play any PlayStation game with the Type C code (which lets games be played on the Type C PlayStation, naturally). Since pretty much all normal PS games created from this point on will have this Type C code, all 32-Bit PlayStation games (Resident Evil 2

**TOP 10 SPORTS GAMES of ALL TIME**

As picked by the editors of EGM

10. Andretti Racing
   PlayStation/Saturn
   EA Sports

9. Triple Play '98
   PlayStation
   EA Sports

8. FIFA Int'l Soccer
   3DO
   EA Sports

7. NHL '94
   Sega Genesis
   EA Sports

6. Madden NFL '97
   PlayStation/Saturn
   EA Sports

5. Worldwide Soccer '97
   Saturn
   Sega Sports

4. World Series Baseball II
   Saturn
   Sega Sports

3. NBA Live '97
   PlayStation
   EA Sports

2. NFL GameDay '97
   PlayStation
   SCEA

1. Int'l SuperStar Soccer '94
   64
   Konami

Honorable Mentions: NHL 96 (Genesis), Super Tecmo Bowl (NES), Ice Hockey (NES), FIFA series (Genesis/Super NES), NCAA Gamebreaker (PS), NBA Shoot Out '87 (PS), Don Bradshaw (Sat), NCAA Football '97 (PS/Sat), NHL FaceOff '97 (PS), Goal Storm '97 (PS), Madden 92 and 95 (Genesis), NBA Jam (multi).
 included) created henceforth should theo-
retically be playable on the Type C and the
PlayStation 2. If this idealistic little theory
from utopian works like we think it should,
the PlayStation 2 will instantly have hun-
dreds of titles in its library at launch. To
make matters more confusing, what we are
calling the Type C PlayStation may actually
end up being the PlayStation 2 itself. But
that's a topic for another day (we'll let
Quartermann talk about that one).

ATTENTION BANDAI!
Dear EGM,
I would like to comment on Bandai's reluc-
tance in bringing out Dragon Ball Z games
to U.S. shores. What is their problem? Do
they not see the popularity of DBZ here in
the States? Some examples of Dragon
Ball's popularity are: 1.) Every month in
your Letter Art section, you usually see
some sort of great DBZ artwork. 2.)
Although somewhat butchered, there is a
DBZ cartoon on every Sunday morning in
my area. 3.) There are import stores every-
where selling the Super Famicon and
PlayStation Japanese DBZ games for rip-
off prices. 4.) There are dealers selling
DBZ movies and anime episodes for about
$50 a tape. 5.) There are thousands of
great DBZ Web pages on the Net. I am
really stunned that there are only nine
Dragon Ball games in Japan and none here!
Hopefully, Bandai will see this letter and
open their eyes instead of wasting money
making horrible Power Rangers episodes!
Ryan Brenkert
Farmingdale, NY

The good news: Dragon Ball GT is coming
out for the PlayStation here in the U.S.
Bandai is not stupid. They recognize
Dragon Ball's popularity in the States.
The (potentially) better news: More may be
on the way. When we asked Bandai about
possible future DB games, they told us
they couldn't comment on any projects
that are currently in negotiations. Most likely,
Bandai will wait to see how well Dragon
Ball GT is welcomed by the American audi-
ence before committing to future DB titles.

NUKE AFTERMATH
Dear EGM,
How come I can't go to the EGM-Nuke
Web site? Every time I go to Nuke,
VideoGameSpot.com is up.

Victor Brunei
e-mail address withheld by request

www.videogamespot.com is our site now.
Look for a new EGM-specific site soon.

EGM LETTER ART
Where Creativity, Your Favorite
Video Game and A Stamp Can
Make You Immortal!

WINNER!

Shu Zheng Li • New York, NY

Kevin Green
Decatur, IL

Joseph Porter
Homestead, FL

Tony Gonzalez
Arlington, TX

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

Shu Zheng Li • New York, NY

*Or at least get your name and work in the
magazine and win yourself a great
controller. (FIRST PRICE ONLY!)

The ASCII Control Pad
Put your creative skills to the test by
decking out a high-end ASCII
controller with your own unique touch.
Send your letter art to ASCII
Letter Art 1920 Highland Ave.
Suite 222
Lombard, IL 60148

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Working Designs

EGM119
Next Month

EGM²
Tips, Tricks and Strategies for Home and Arcade

August 1997

E³, the biggest gaming show of the year, took place in June and EGM was there. In the August issue, we will have the first hands-on coverage of what games were at the show, such as Castlevania, Guacamelee!, Zelda 64, Tomb Raider 2, Resident Evil 2 and a few surprises. If a game is coming to the PC and the home consoles, then we will be blowing it out. This issue we highlighted the action-packed MDK, and in the August issue, we continue our crossover coverage with Duke Nukem, Syndicate Wars and Warcraft II. Find out the differences (if any) you can expect when the game goes from PC to home consoles (and vice-versa) as well as if one version was better than the other.

EGM Sports is feverishly working on a huge soccer strategy blowout, topped by Konami's Goal Storm '97 and International Superstar Soccer 64. Other titles include NBA Hangtime for the PlayStation.

Warcraft II is just one of the PC-to-console crossovers we will be highlighting next issue.

Hands on E³

Konami leads the sports lineup with a pair of hot soccer games for the PlayStation and N64.

ELECTRONIC GAMING MONTHLY

September 1997

Lara Croft is finally coming back to EGM's offices, and after many long days of grueling E³ coverage, we're more than ready to expose her... err... or rather her new adventure game, Tomb Raider 2. Look for our feature story that'll provide extensive coverage of what is sure to be one of the PS' hottest games this fall.

Speaking of hot games, check out the next EGM for brand-new information on Nintendo's upcoming N64 titles: GoldenEye: 007 and Banjo-Kazooie (formerly code-named "Dream").

Curious about what's on the minds of the top executives making the decisions about the games you play? So is EGM, and we've decided to pick their brains. Find out what your favorite game companies are planning (and thinking) when we interview some of gaming's elite.

And finally, if you just can't get enough E³ news, we'll satisfy your insatiable craving for E³ coverage once and for all with our final E³ show wrap-up!
Send us your old games/systems
Receive a check back or purchase other titles of your choice

Strategy Guides

- StarFox 64 Survival Guide $12.95
- Final Fantasy VII Survival Guide $14.95
- N64 Survival Guide $14.95
- Sega Saturn Survival Guide $12.95
- PlayStation Player's Guide $14.95
- Mortal Kombat 3 Player's Guide $12.95

The above strategy guides are "HANDMADE" factory fresh.

No Boxes? No Instructions? No Problem!!
We are now buying Genesis, Super Nintendo, PlayStation and Saturn games without boxes or instructions. The following are prices for cartridge only:

<table>
<thead>
<tr>
<th>Game</th>
<th>Price</th>
</tr>
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<tbody>
<tr>
<td>Nintendo 64 cartridge only</td>
<td>$10.00</td>
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<tr>
<td>Game Boy cartridge only</td>
<td>$6.00</td>
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<td>Genesis cartridge only</td>
<td>$6.00</td>
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<tr>
<td>Sega Saturn cartridge only</td>
<td>$6.00</td>
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<tr>
<td>Saturn disc only</td>
<td>$5.00</td>
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<tr>
<td>PlayStation disc only</td>
<td>$5.00</td>
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</tbody>
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We can also purchase used games without boxes or instructions. The following are prices for complete games with original box, no inserts:

<table>
<thead>
<tr>
<th>Game</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Genesis game</td>
<td>$12.50</td>
</tr>
<tr>
<td>Super Nintendo game</td>
<td>$15.00</td>
</tr>
<tr>
<td>PlayStation game</td>
<td>$20.00</td>
</tr>
</tbody>
</table>

No sales outside of the U.S. Other restrictions apply. We are unable to purchase any of the following:

- Nintendo 64
- Sega Saturn
- Sega Dreamcast
- Microsoft Xbox

We can purchase all systems (including console, memory card, and controller) regardless of the condition.

YES! We honor our advertised prices. Prices in this ad are good through August 31, 1997.
WIN! The Ultimate Gaming Rig!!

Now everyone who plays wins a free six month magazine subscription!! You can't lose!

You have the POWER. In this contest you don't rely on the luck of the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 MHz MMX Pentium, 24 meg. RAM, 4 Giga HD, 8X CD-ROM, Windows 95 modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony PlayStation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 138 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 50% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

Enter Me Today, Here's My Entry Fee:
- ($3.00) Video Game Contest
- ($3.00) Media Rig Contest
- ($3.00) Computer Contest
- ($5.00) SPECIAL! Enter them all (SAVE $4.00)

Word List and Letter Code Chart

Yes! Enter Me Today, Here's My Entry Fee:
- ($3.00) Video Game Contest
- ($3.00) Media Rig Contest
- ($3.00) Computer Contest
- ($5.00) SPECIAL! Enter them all (SAVE $4.00)

SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

World Rulers Have It and In This Contest You Have It
IF BATTING THE CYCLOPS AND THE FOUR-HEADED HYDRA ISN'T FUN ENOUGH, YOU CAN ALWAYS GO TO HADES.
In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But, you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. GamePro says "Challenging bosses, humorous anecdotes, and gigantic landscapes - Herc's has it all." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.

http://www.lucasarts.com
MEGA MAN
MEGA MYTH
MEGA LEGEND
THE BLUE BOMBER'S BACK.

Mega Man 8
ANNIVERSARY COLLECTOR'S EDITION
brings you brand new Mega features and classic Mega moves. The whole cast has returned with devious new enemies, smooth animation, and endless customizing upgrades. Plus, the best Japanese anime battle intros available on any platform today! In honor of the Legend's 10th anniversary, we've also included a gift with every package. It's a full color collector's anthology booklet of Mega Man artwork previously unreleased in the U.S.

Welcome back, Mega Man!

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