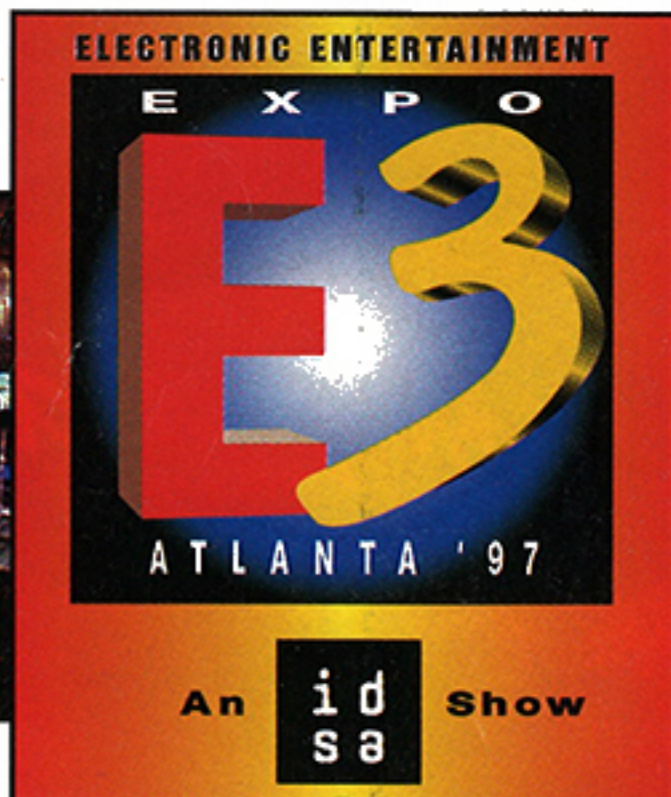


# EGM'S 1997 SHOW GUIDE TO



A NEWS SUPPLEMENT TO ELECTRONIC GAMING MONTHLY

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# CHRISTMAS SEASON LOOKS TO BE BEST YET

Kids everywhere should be rejoicing in the face of the upcoming Christmas season.

Every game parents can expect to hear about in the next few months were shown at this year's E3 in Atlanta, Georgia. Games



with such notoriety as Tomb Raider 2, starring everyone's favorite cyber-girl, Lara Croft, Banjo-Kazooie, Nintendo's latest brainstorm with Rare (which looks like it could have easily been

called Donkey Kong Country 64), to Street Fighter EX Plus Alpha from Capcom, which looks even better than the arcade were all available for testing, and boy, did we! The guide you hold in your hands, plus the follow-up next month, will help your Christmas shopping woes. Be prepared parents! This year sees a glut of



awesome games, far more than last year. So you should start saving now to keep your kids

(or yourself) happy.

Quick show stealers included Tomb Raider 2, Metal Gear Solid, Banjo-Kazooie, Street Fighter EX



Plus Alpha, Blasto, Spawn, Star Wars MoTK, MK Mythologies, Conker's Quest, Madden '98 and Batman & Robin, to name a mere fraction of the coolest.

So gear up, get those consoles fired up, and prepare for the best Christmas gaming has ever seen!

## TOURNAMENTS OF CHAMPIONS

One of the most exciting aspects of E3 each year is the various gaming competitions that take place amongst members of the press. This year the competition was hotter than ever.

First up was Nintendo's Star Fox 64 competition that took place on the first day of the show. Sixteen people from various game mags went head-to-head in Star Fox 64's four-player Battle Mode, with the winner coming away with a gold N64 controller signed by



Shawn Smith takes on his opponent in Tekken 3.

Mr. Miyamoto and Mr. Imamura (the game's Producer and Art Director). The winner then got to play against Miyamoto himself!

On day two, Capcom held a Street Fighter III arcade tournament with more than twenty participants fighting for a special trophy. The only catch? The winner has to bring the trophy back next year and defend it against a new set of challengers!

Finally, Namco held a special Tekken 3 arcade tournament with over forty eager participants. While only one man came away with the prize (a 27" Sony TV), everyone was a winner; all of the fighters walked away with Tekken 3 t-shirts and slick metallic-cased Tekken 3 personal organizers.

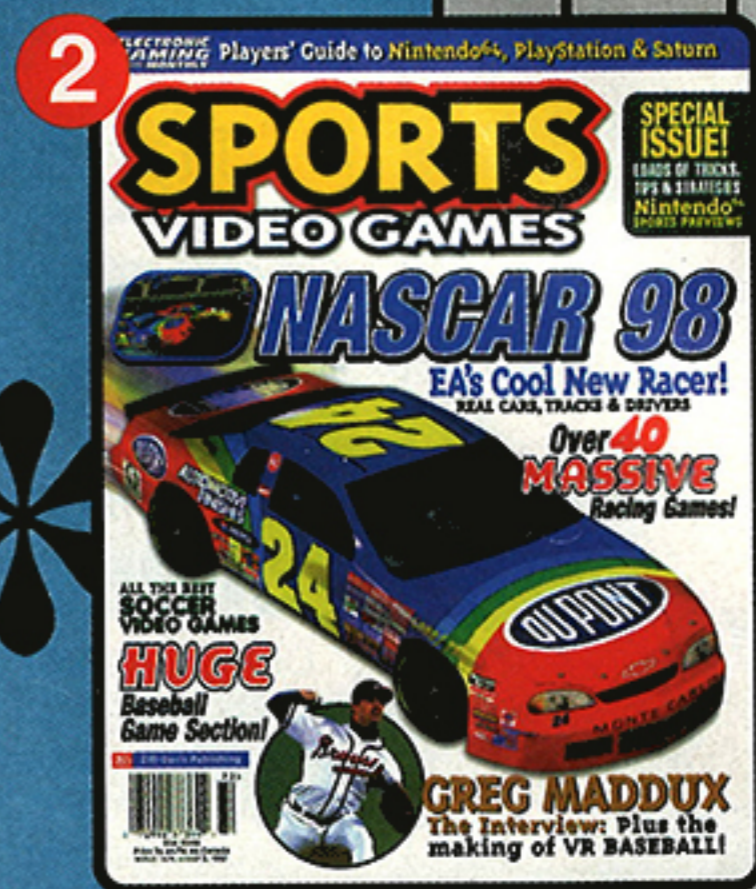
Check back next month for the list of winners.



This summer, **EGM** & **EGM<sup>2</sup>** have three *rifty mags* available for a limited time only on newsstands!

Welcome to the Future of **GAMING**

- 1 Get your hands on *EGM<sup>2</sup>*'s new book on the coolest fighting games released in the past year, including killer new titles like *Street Fighter III: New Generation*, *Tekken 3* and *Virtua Fighter 3*! You'll be the one dealing out the trash talk after you delve into our exclusive training sessions for your favorite fighters.
- 2 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.
- 3 Craving for more info on the hottest video game system ever released? If so, *EGM*'s new N64 guide is for you! Everything you've ever wanted to know about the N64 is right here, with reviews of every N64 game available, previews of over 20 hot new games, a huge tips and tricks section, and best of all—strategy guides for all of your favorite games, including the awesome *Star Fox 64*!



Don't delay, get yours today!



Magazines available at the following locations:  
K mart, Wal\*Mart, Electronics Boutique, Meijer, Waldenbooks, Borders, Crown Books, Barnes & Noble or visit your favorite magazine retailer



Sony's huge area at E<sup>3</sup> was almost like a giant rat maze.

## WHERE AM I?

Sony had a pretty impressive booth; it was easily one of the best looking ones at E<sup>3</sup>. But it was as easy to get around (and see everything) as it is to find a parking spot in downtown Manhattan.

We were constantly being asked to turn around and take another route, and we were never sure if we caught every game in the area. Hopefully, Sony will set up next year's area better. —Dan Hsu

## THIRD-PARTY PARTIES

Hardware companies (i.e. Nintendo, Sony, but not Sega this year) aren't the only ones to throw a good party. This year, GT Interactive, Eidos Interactive, T\*HQ, Activision and a few others threw huge jams to draw attention to themselves (and to their products, naturally).

Before E3 even started, GT Interactive threw a cocktail party to entertain their guests.

After the first day of E3 was over, Ziff Davis put together a humongous happy hour party, complete with several food stations and famous lounge singer (well, as famous as lounge singers can be) Bud E. Love. So many people in the gaming business crowded in ZD's party, that the EGM editors had to sit outside in order to have a quiet drink.

But the fun didn't stop there. Activision held a party/press conference at Planet Hollywood Atlanta. Bruce Willis and Poe, the two stars of *Apocalypse for the PlayStation*, took to the stage to show off their singing talents.

And for the late night crowd, Eidos Interactive wowed us all with a great party, complete with half-naked male and female models. But it was Luscious Jackson who stole the limelight when they came onto the stage and rocked the house.

Rounding out the third-party party scene was T\*HQ. They threw a happy hour party for us all. We ate and ate and ate and watched WCW (and those upstart NWO) wrestlers take to the squared circle in all of their grappling silliness. —Dan Hsu



With our naked eye we saw Luscious Jackson at Eidos' jam.



T\*HQ held an actual WCW event inside the CNN building.



## E<sup>3</sup> MADNESS!



## EVERYTHING MUST GO!

## EXHIBIT DIRECTORY

Here's a list of who was showing their stuff at E<sup>3</sup>!

3DO COMPANY, THE  
ACCLAIM ENTERTAINMENT  
ACCOLADE  
ACTIVISION  
APT  
ASC GAMES  
ASCII ENTERTAINMENT  
ATLUS SOFTWARE  
BANDAI  
BMG INTERACTIVE  
CAPCOM ENTERTAINMENT  
CRYSTAL DYNAMICS  
DISNEY INTERACTIVE  
DREAMWORKS INTERACTIVE  
EIDOS INTERACTIVE  
ELECTRONIC ARTS  
FOX INTERACTIVE  
GAMETEK  
GT INTERACTIVE  
HASBRO INTERACTIVE  
HUDSONSOFT  
INTERPLAY  
JALECO USA  
KEMCO  
KOEI CORPORATION  
KONAMI OF AMERICA  
LUCASARTS  
MALOFILM  
MC O'RIVER  
MGM INTERACTIVE  
MIDWAY ENTERTAINMENT  
MINDSCAPE  
NAMCO  
NINTENDO OF AMERICA  
OCEAN OF AMERICA  
PLAYMATES INTERACTIVE  
PSYGNOSIS  
SEGA OF AMERICA  
SINGLETRAC  
SIRTECH SOFTWARE  
SUNSOFT  
SONY (SCEA)  
TECMO  
THQ  
TITUS SOFTWARE  
UBI SOFT  
VIRGIN INTERACTIVE  
WORKING DESIGNS

## P.S.X. GETS OFFICIAL



One of the biggest E<sup>3</sup> announcements was the word from Sony that Ziff-Davis has been granted the rights to do the only official Sony PlayStation magazine in North America. The new magazine will not be a mouthpiece for Sony but will maintain an independent voice.

The official PlayStation magazine will be headed up by Wataru Maruyama who will be joined by the existing staff of Ziff-Davis published PSX magazine. An exclusive demo disk will be packed in every month for good boys and girls.

(Ziff-Davis is also the publisher of Electronic Gaming monthly.)



Sony lit their fireworks in celebration of E<sup>3</sup> at their party Friday night.

## IT'S PARTY TIME FOR BIG-NAME COMPANIES

Every year at E<sup>3</sup> the big-name companies like Nintendo, Sega and Sony throw thousands of dollars into putting together huge bashes with one common goal in mind: to woo over members of the press and entertain key first-, second- and third-party publishers and developers for their respective game systems.

This year the two main after-hour parties were held by Nintendo of America and Sony Computer Entertainment. Notably absent from the party scene was Sega of America, whose House of Blues bash last year was widely considered to be "the place to be." Why was Sega a no-show? No one knows, but it could be argued that the Saturn's recent slumping sales may have prompted the company to think twice before blowing tons of money on a party, pushing a system that's already on its way downhill.

Anyhow, Nintendo was the first to strike, with an upscale shindig at the Fernbank Museum of Natural History on Wednesday night (the night before the show).

The museum exhibits may have been off-limits, but even so, the entire museum was filled with great food, music by legendary jazz guitarist George Benson, and plenty of open bars. Needless to say, it was a great time for all, and a job well done by Nintendo.

Even still, with all the fun we had at Nintendo's gathering, the Sony party on Friday night was certainly the highlight of the weekend.

Taking place at a huge multi-tiered facility with a stage on the upper level, a tremendous fireworks display about an hour or so into the party, an underground bar (two words: sushi, baby!) and an awesome live performance by Soul Asylum, we can proudly say that if there were an EGM award for "Party of the Show," it would undoubtedly have gone to Sony.

Of course, not everyone was able to get



into these parties (the most common phrase at E<sup>3</sup>: "Got an extra invite?"), but those who did had a blast, and can't wait for next year's gala events. Now I've gotta

## SHOWSTOPPERS: THE GIRLS OF E<sup>3</sup>

Only two things can cause an EGM editor to take a pause in his diligent duties: a video game break and seeing one of the many scantily-clad promotional ladies strolling around E<sup>3</sup>. Twin sisters (the Gex girls) gave tired E<sup>3</sup> showgoers a massage at Crystal Dynamics' suite, while Sailor Moon cheerleaders loudly promoted MixxZine, the new translated-to-English manga.

Additionally, Sexy Bond girls drew attention to GoldenEye 007 for the N64 and Konami girls drew a crowd to their booth (but hey, who didn't want to catch a glimpse of the new Castlevania game anyway?). Our favorite was a very tall and mysterious alien-like model for Playmate's MDK who took a second to pose for our cameras, but she never said a single word to us... —Dan Hsu



# TOP 10 EXHIBITORS OF E<sup>3</sup>

**CAPCOM**  
Featuring Resident Evil Zombies and a great Street Fighter III tourney. Not to mention the Squishy Eyeball keychains!

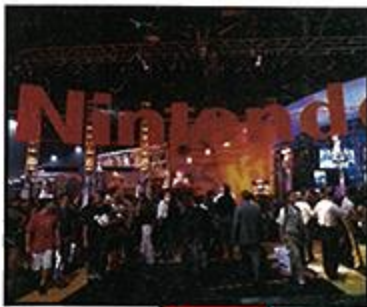


**WE PICKED THE BOOTHS THAT MADE US LAUGH, STARE AND CRY TEARS OF JOY. THIS IS WHERE YOU CAN LEARN WHO REALLY RULED AND WHY.**

**SEGA**  
Reports of their death may be a bit premature. The number three company actually had a very impressive showing.



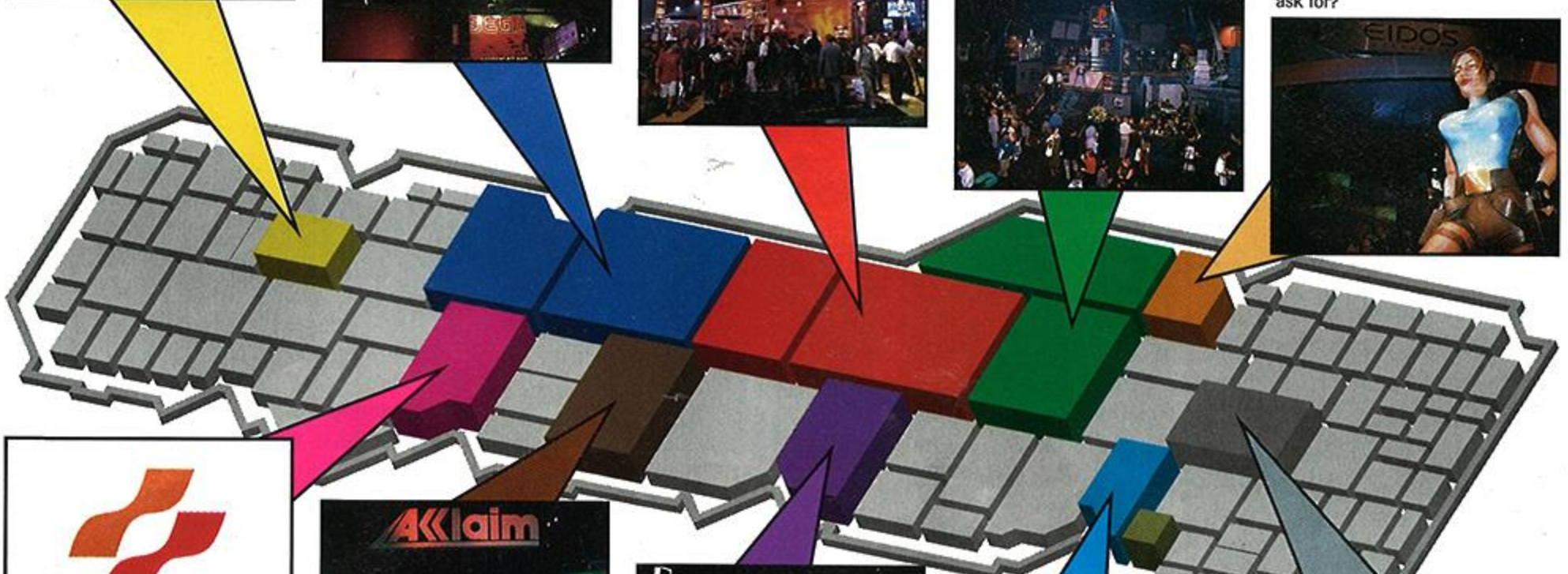
**NINTENDO**  
Really cool Mario and Wario animatronics. The Star Fox contest featured gold controllers for those lucky enough to win them.



**SONY**  
Flexing their muscle seemed an easy task. The Sports Bar was a welcome sight. So were all of the titles from Square Soft.



**EIDOS**  
Possibly the best showing of all. Tons of gorgeous women and Tomb Raider 2. What more could a guy ask for?



**KONAMI**  
Metal Gear looks to be a Solid hit as does Salamander. The laser show was an especially nice touch as well.



**ACCLAIM**  
One of the premiere video game companies is welcoming all of the new competition with great games like Batman & Robin.



**ELECTRONIC ARTS**  
Their most impressive titles are coming from EA Sports. The cross between the stretch limo and Humvee drew a lot of attention.



**NAMCO**  
Featuring tons of great games, but what was up with the old guys on the giant TV screens, anyway?



**GT INTERACTIVE**  
It looks like they have a sure hit with Abe's Odyssey and acquiring SingleTrac may be the biggest coup of the show.



## E<sup>3</sup> PLATFORM BREAKDOWN

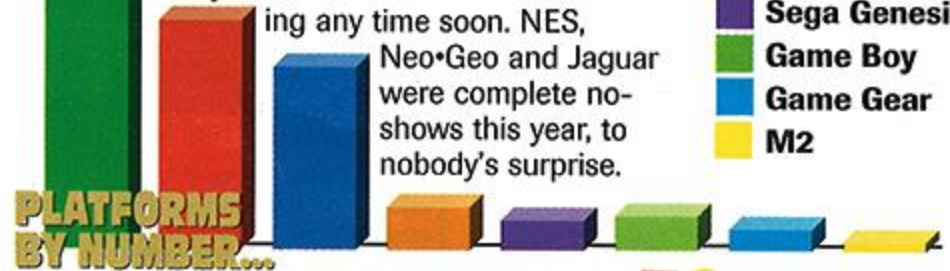
So how did the show get divided up? Well, PlayStation games stole the show, by not only having three times the number of Nintendo 64 or Saturn games present, but also by representing slightly over 50% of this year's exhibitions! Use these charts to get a feel for how saturated PlayStation titles were on the show floor. Judging by these numbers, don't expect to see the PlayStation lose its number one standing any time soon. NES, Neo-Geo and Jaguar were complete no-shows this year, to nobody's surprise.

### PLATFORMS BY PERCENTAGE...



- PlayStation
- Nintendo 64
- Sega Saturn
- Super Nintendo
- Sega Genesis
- Game Boy
- Game Gear
- M2

### PLATFORMS BY NUMBER...



# NINTENDO ADDRESSES SOFTWARE QUESTIONS

by Kraig Kujawa

In what has become a mainstay of E<sup>3</sup>, Nintendo of America president Howard Lincoln headed up Nintendo's E<sup>3</sup> press conference. The conference highlighted their future software line-up (that will come to fruition this holiday season) and Nintendo's successful partnership with developer Rare.

Announced for the first time was Rare's "Banjo and Kazooie" (which will be released on the week before Thanksgiving) and "Conker's Quest", two character-driven titles that feature 3-D gameplay reminiscent of Super Mario 64.

In a step made to ease high software costs, Nintendo announced that third-party software royalties will be lowered immediately. Specific amounts were not disclosed, but they were labeled as substantial. These cost-reductions should be passed onto consumers, bringing the

M.S.R.P.s of third-party games down to as low as \$69.99.

Closing the door to the 16-bit era was

Nintendo's admission that their 16-bit software development was nearly finished because the company would rather have their production teams focus on 64-bit software.

Peter Main, executive vice-president of sales and marketing at Nintendo, chimed in with rosy forecasts and news concerning the industry and Nintendo.

Overall, the 1997 U.S. video game industry showed a robust growth of 68 percent, and that Nintendo's sales were up 156 percent.

Also opening eyes was Nintendo's marketing budget, allotted at \$200 million.

News on the removable, mass-storage unit dubbed "64DD" was scarce. The device was not shown, as Lincoln stated that there wasn't enough quality software to demonstrate the unit's capabilities. Lincoln did, however, reaffirm



## NINTENDO 64



firm that the unit would be officially announced at

Nintendo's Famicom Space World show this Thanksgiving and it would begin selling in Japan in March 1998, and in the U.S. during Spring '98. Also confirmed (for the first time) was that the device would include an unspecified type of modem.

## BEAUTY & THE BLACKBELT



Mortal Kombat fans were practically peeing their pants at Midway's booth, where stars of the MK films and games signed autographs and posed for pics. Robin Shou, the chop-socky dynamo who plays Liu Kang in the MK flicks, was on hand to tell EGM what to expect from Mortal Kombat: Annihilation.

"Stunts!" Shou said. "Expect three times more of everything. It'll be intense." The movie demanded so many stunts of the actor, in fact, that he broke his collar bone during filming.

Also stalking the booth was Midway's most digitizable actress Keri Hoskins, best known for portraying Sonya Blade in the MK games. She looked as sexy as ever in her skin-tight garb, so we were especially surprised when she told us she's pregnant with twins. "I'm wearing a maternity-style assassin's outfit," Hoskins said. EGM suspects her twins will be identical palette swaps of each other.

—Crispin Boyer

**EXTREME G**

**ACCLAIM ENTERTAINMENT**  
A winding, sometimes vertical racer that's a little bit F-Zero, a little bit Road Blasters.

**NFL QUARTERBACK CLUB '98**

**ACCLAIM ENTERTAINMENT**  
The N64's first football game is nearing completion, and is looking quite good.

**SILICON VALLEY**

**BMG INTERACTIVE**  
A Mario type adventure in which you control a microchip with legs and an attitude.

**DUKE NUKEM 3D**

**GT INTERACTIVE**  
The N64 Duke Nukem 3-D has built-in four player death-match support.

**BOMBERMAN 64**

**HUDSONSOFT**  
You get new power-ups and a Mario 64-like story mode. Still, four-player is where it's at!

**DUAL HEROES**

**HUDSONSOFT**  
The man who designed the Power Rangers developed the look of this game's warriors.

**TOP GEAR RALLY**

**KEMCO**  
This all-terrain racer for the N64 is a cross between Rage Racer and Sega Rally.

**TWISTED EDGE SNOWBOARDING**

**KEMCO**  
Snowboarding fans have reason to rejoice as another game in the genre is arriving.

**CASTLEVANIA 64**

**KONAMI**  
The Belmonts go 3-D in an explosive action extravaganza coming early in '98.

**HYBRID HEAVEN**

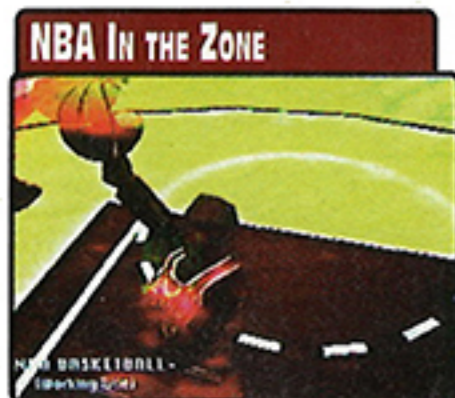
**KONAMI**  
Konami surprised everyone with this horror/adventure for the N64.

**LEGEND OF THE MYSTICAL NINJA**

**KONAMI**  
The SNES action-adventure title comes to the N64 in full 3-D form.

**METAL GEAR SOLID**

**KONAMI**  
Not seen since the the NES, this sequel should explode! (PlayStation screen shown.)



### NBA IN THE ZONE

**KONAMI**

This action roundball game will probably be the first 5-on-5 basketball game for the N64.



### NOGANO WINTER SPORTS

**KONAMI**

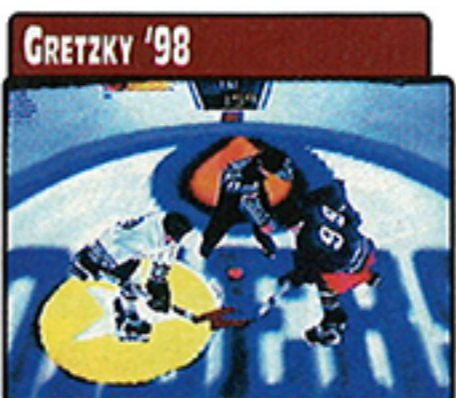
Journey to Nogano, and compete in the N64's rendition of the Winter Olympics.



### AEROFIGHTER ASSAULT

**Mc O'RIVER**

Paragim's 3-D flight sim based on the popular Japanese game Sonic Wings Assault.



### GREZKY '98

**MIDWAY**

Midway's fast-paced arcade hockey game is being readied to return to the N64.



### MACE

**MIDWAY**

Mace gives VF3 a run for its money as the best looking fighter game ever.



### MK MYTHOLOGIES

**MIDWAY**

Guide Sub Zero through this side story that's set before the MK series.



### QUAKE 64

**MIDWAY**

Like Doom before it, this PC hit should be at its very best on the Nintendo 64.



### SAN FRANCISCO RUSH

**MIDWAY**

It's based on the same physics model of Hard Drivin', except cranked up a few notches.



### BANJO-KAZOOIE

**NINTENDO**

One of the show's stars, this game unleashes Nintendo's two new franchise characters.



### BODY HARVEST

**NINTENDO**

DMA's futuristic 3-D action game pits you against really mean harvesting alien invaders.



### CONKER'S QUEST

**RARE/NINTENDO**

This Mario style 3-D adventure is to be the first title actually published by Rare.



### F-ZERO 64

**NINTENDO**

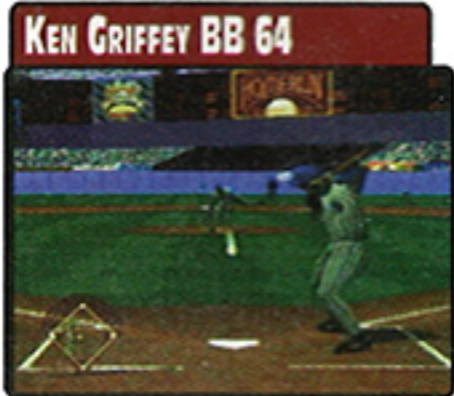
Another classic Super NES game gets the 64-Bit treatment. This sucker moves.



### GOLDEN EYE 007

**NINTENDO**

Bond is looking incredible in what possibly was the biggest pleasant surprise at the show.



### KEN GRIFFEY BB 64

**NINTENDO**

The N64's signature baseball is looking fantastic at this stage of completion.



### LEGEND OF ZELDA

**NINTENDO**

Shown on videotape, Zelda 64's 3-D facelift is looking simply fantastic.



### MISCHIEF MAKERS

**NINTENDO**

Nintendo picked up this great 2-D title from Enix of Japan to enhance their holiday catalog.



### TETRISPHERE

**NINTENDO**

Essentially Tetris wrapped around a ball, this could be the next big puzzle game.



### YOSHI'S ISLAND 64

**NINTENDO**

The sequel to the smash SNES game is almost complete and heading to the U.S. this fall.



### LAMBORGHINI 64

**TITUS**

Here's your chance to drive a car most only dream about in this impressive racing title.



### SUPERMAN

**TITUS**

The original good guy flies onto the N64 just in time to plug his new movie.



### QUEST 64

**T'HQ**

This may possibly be the first RPG released on the N64. And not a moment too soon!



### WCW NITRO

**T'HQ**

This will be the first wrestling game for the N64. Wrestling fans, hold your breath.



### F-1 POLE POSITION

**UBI SOFT**

A realistic 3-D racing game allowing the elaborate customization of vehicles.



### TONIC TROUBLE

**UBI SOFT**

A cute mascot adventure that features 3-D Marioesque gameplay and worlds.



# WILL SEGA'S 32-BIT SYSTEM SURVIVE?

by Ed Semrad

Sega has often been criticized for the non-appearance of Sonic the Hedgehog on the Saturn. At this year's E<sup>3</sup> show in Atlanta, all that changed. Sega showed not one, but two Sonic games for their 32-bit system. The first title was Sonic Jam, a compilation disc which



includes Sonic 1,2,3 and Sonic and Knuckles from the Genesis. Also on the CD is Sonic World, a free-roaming, 3-D sub-level. Through Sonic World, players can access 3D CG movies of Sonic, a Sonic theater and entrances to various bonus stages.

Sega also introduced Sonic R, an all-new 3D racing game where characters from the Sonic universe.

In addition, Sega unveiled their new "Five Star Games Policy". All future games on the Saturn must now be cleared through Sega's review panel before release. If

at any point in development a game doesn't meet the Five Star Games Policy criteria by falling below a score of 90, the game will not be released.



## SEGA SATURN



Capcom brings its smash hit Resident Evil to the Sega Saturn!

### NEXT-GEN CONSOLES MIA



One of the biggest disappointments of the show were the non-appearance of several rumored systems.

First on the list is Nintendo's 64DD. At a press conference before the show, Nintendo announced the 64DD would not be shown but would appear at the Famicom Space World in Japan this November.

Next, the rumored Sony Type-C upgrade is now said to make an appearance at the fall Tokyo Game Show.

As for the M2, Kenji Eno, President of Warp, said the development of D2 for the M2 has been put on "indefinite hold" until Matsushita reveals plans for their 64-bit system.

Last, but not least, we have Sega's 64-bit Dural.

Around the show floor, rumors were flying that Sega would show 3 games for the Dural, but maybe Sega felt the system should debut in Japan. Whatever happens, the fall TGS show should reveal more of this video game hardware saga.



**ACCLAIM ENTERTAINMENT**

A strategy game based on the worlds of Magic: the Gathering (not on the card game itself).



**ACCLAIM ENTERTAINMENT**

This is the sequel to the multi-platform best selling puzzle and adventure game, Myst.



**ASC**

A futuristic team sports game where you must drive around the rink in a spaceship.



**ASC**

Control three different tanks in this action title coming to the PlayStation.



**ASC**

The realistic yet goofy bowling game comes to the Saturn. A great party game.



**CAPCOM USA**

The latest Darkstalkers game gets four new characters and Dark Force powers.



**CAPCOM USA**

Guys in tights duking it out. For some reason these games keep coming.



**CAPCOM USA**

The Saturn is definitely getting this 2-D action game starring Mega Man and Zero.



**CAPCOM USA**

The Saturn finally gets this PS top selling horror/adventure game.



**CAPCOM USA**

Super SF2, Super SF2 Turbo, and SF Alpha Gold, together in perfect harmony.



**EIDOS**

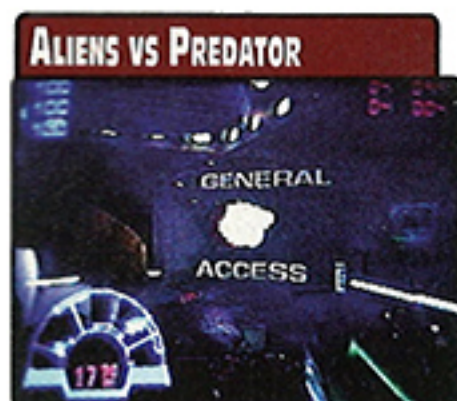
Hey, the kids love Ninjas, and you can control them here in a full 3-D environment.



**ELECTRONIC ARTS**

One of the best PC strategy games ever comes to the home console systems.





### ALIENS VS PREDATOR

**FOX INTERACTIVE**

From the same team who developed the Jaguar version, except with new levels.



### CROC

**FOX INTERACTIVE**

Fox tries to capture that magical mascot formula with this new and cute 3-D title.



### WILD 9'S

**INTERPLAY**

Rescue eight orphaned aliens and use their unique abilities in this well-animated title.



### MAGICAL DROP

**KOEI**

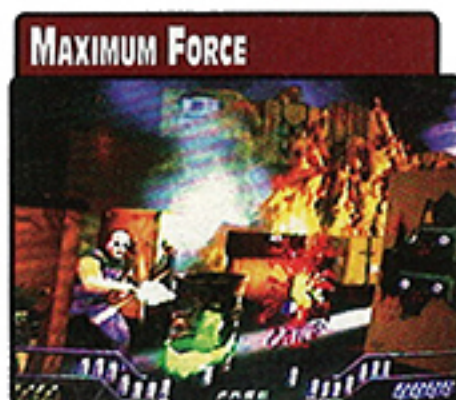
Puzzle games are becoming more popular. Can you say Super Puzzle Fighter II Turbo?



### HERC'S ADVENTURE

**LUCASARTS**

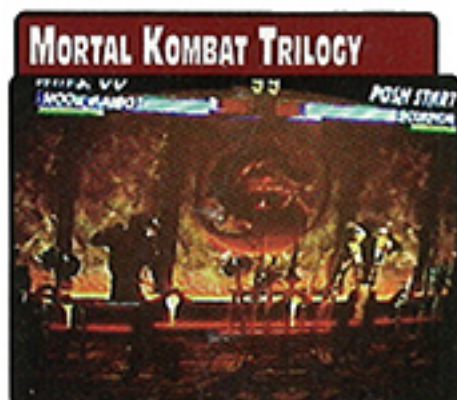
Okay, so it's not the Disney version. Do you think that Lucas would let you down?



### MAXIMUM FORCE

**MIDWAY**

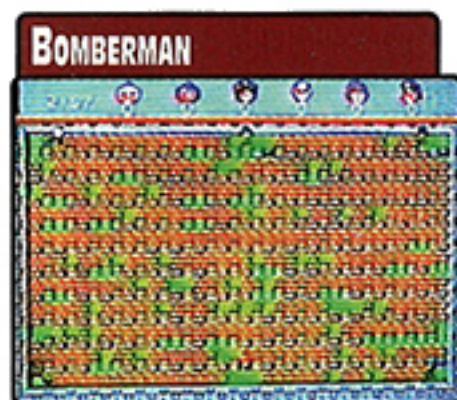
The sequel to Area 51, this one delivers more rendered FMV shooting action.



### MORTAL KOMBAT TRILOGY

**MIDWAY**

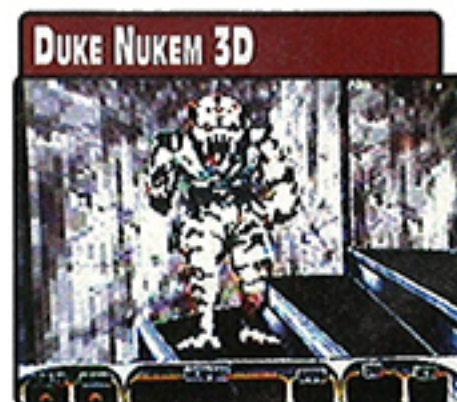
Why wait for MK4? All of the best moves are here, and so are all of the bosses!



### BOMBERMAN

**SEGA**

One of the most popular four-player games of all time is finally coming to the Saturn.



### DUKE NUKEM 3D

**SEGA**

He's all outta' bubblegum, so I guess it's time to kick some tail with the Saturn Duke.



### ENEMY ZERO

**SEGA**

Take "D" and put her into a sci-fi environment...now you have this adventure title.



### LAST BRONX

**SEGA**

Sega's Model 2 fighter is coming to the Saturn to cause gamers some serious pain.



### LOST WORLD: JP 2

**SEGA**

You control every dinosaur from the blockbuster flick. Oh yeah, you eat people, too.



### LUNACY

**SEGA**

A 3-D rendered horror game along the lines of "D" this game is sure to drive you crazy.



### MANX TT

**SEGA**

Once again, a popular Sega coin-op has been faithfully converted onto the Saturn!



### NBA ACTION '98

**SEGA**

Sega's newest NBA game is much improved with crisper graphics and faster speed.



### NHL HOCKEY '98

**SEGA**

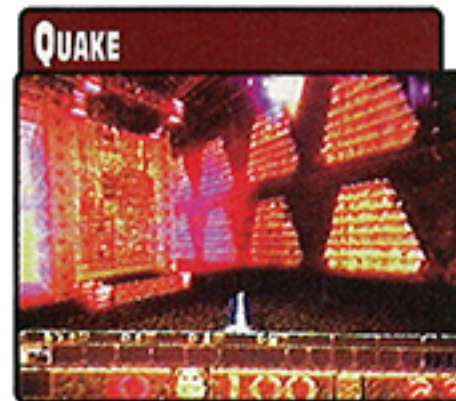
Using the NHL PowerPlay engine, Sega's new hockey game looks appetizing.



### PANZER SAGA

**SEGA**

The next installment in the Panzer Dragoon games, but this time expect RPG elements.



### QUAKE

**SEGA**

Developer Lobotomy is using Powerslave's engine to give Quake a high frame rate.



### SKY TARGET

**SEGA**

Enter Sega's latest flight sim/shooter in similar vein to the ever popular Afterburner.



### SONIC JAM

**SEGA**

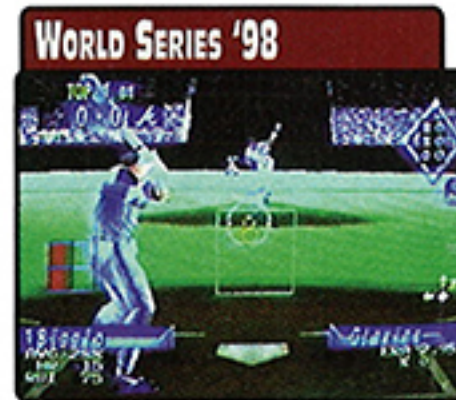
Play Sonics 1 through 3, or just cruise around in the Mario 64-esque 3-D museum.



### SONIC R

**SEGA**

Sega's answer to Mario Kart? It must be a rule that mascots have their own racing games.



### WORLD SERIES '98

**SEGA**

The best series of baseball video games gets a major 3-D facelift and more depth.



### DEAD OR ALIVE

**TECMO**

Tecmo relied on Sega's Model 2 technology for this fighter, so expect VF2-like graphics.



### NHL BREAKAWAY HOCKEY '98

**VIRGIN GAMES**

The sequel to Virgin's excellent hockey game is much faster and smarter than the original.



**HMMMM... OK.**



**WHOA! STAR WINGS!**



**YES, WE WERE THERE TOO.**



Here are the guys who put this guide together (in no particular order): Ken Williams, Mike Vallas, Dan Hsu, Sushi X, Crispin Boyer, Shawn Smith, John Riccardi, Wataru Maruyama, Kraig Kujawa, Kelly Rickards, Ed Semrad, Michael Stassus, Joe Funk and Marc Camron. And a special thanks to everyone at Ziff-Davis, Inc. (hi, Francesca!), Essential Networks (Ben Brandt) and RR Donnelley Printing who arranged for our equipment and made special provisions to make this happen on such a tight schedule.



# SONY'S SYSTEM THRIVES

by Crispin Boyer

OK, PlayStation gamers, you can really start getting excited now. We saw a tidal wave of new titles for your system at E<sup>3</sup>—so many, in fact, that it was nearly impossible to find a spot on the entire show floor where you couldn't see a PlayStation game lighting up display screens.

Let's look no farther than Sony's booth, which tied Nintendo for taking up the most square footage at the show. Their exhibit was a winding, confusing, smoke-filled mix of lounge areas, caves (which housed playable Crash 2 demos), and platforms. Here we saw the big-name first- and third-party titles, of course, such as Blasto, Star Wars: Masters of Teräs Käsi, Final Fantasy 7 and GameDay '98. But we also spied dozens of potential sleeper hits, too, including

Hasbro Interactive's polygonal revamping of the arcade classic Frogger, Psygnosis' smooth-as-silk space shooter Colony Wars and Sony's Japanese puzzle game Intelligent Qube. And let's not forget PaRappa the Rapper, arguably one of the show's most innovative titles.

Best of all, what we saw represented the third-generation of PlayStation titles. One look at games like the Crash Bandicoot and Tomb Raider sequels really shows how much developers have learned about the system—and how powerful the PlayStation really is.

All good news, right? But there

is one catch—you'll see more awesome PlayStation titles in the stores over the next six months than you could ever hope to play.

Poor babies.



## THAT'S ONE COLD ROCKET

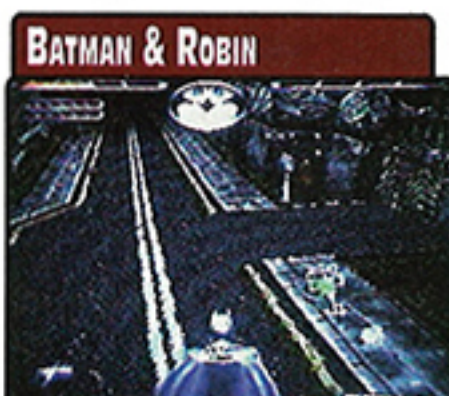


Remember the T-1000 in Terminator 2? Well on the first

day of the show at the Sony booth, any show-goer could relive that experience if he/she walked a little too close to the Blastro Rocket.

As the giant prop made a lot of noise and spewed out liquid nitrogen, things got a little crazy and it looked as if it was malfunctioning. This was confirmed when the frosty, dangerous liquid started leaking out of the bottom, spilling onto the display below. Anybody who walked by could've been splashed if they ventured too close while checking out a nearby game. On the second day however, Sony obviously fixed the display because there was next to no liquid to be seen and the smoke that once billowed, now only slowly puffed out.

- Shawn Smith



**BATMAN & ROBIN**

**ACCLAIM ENTERTAINMENT**

Batman goes 3-D (with 100% freedom of movement in this adventure of epic proportions.



**FANTASTIC FOUR**

**ACCLAIM ENTERTAINMENT**

Flame on! Follow the adventures of one of the longest running comic groups around.



**FORSAKEN**

**ACCLAIM ENTERTAINMENT**

This hi-res 3-D shooter will be just the ticket for Descent fans. Look for it soon.



**NFL QUARTERBACK CLUB '98**

**ACCLAIM ENTERTAINMENT**

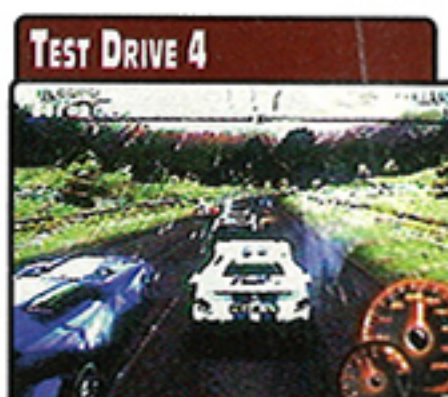
The N64's first football game is nearing completion, and is looking quite good.



**RIVEN**

**ACCLAIM ENTERTAINMENT**

This is the sequel to the multi-platform best selling puzzle and adventure game, Myst.



**TEST DRIVE 4**

**ACCOLADE**

Pick from modern sports cars or classic muscle cars of the 60's and 70's.



**APOCALYPSE**

**ACTIVISION**

Team up with the wise-cracking Bruce Willis in this futuristic 3-D action game.



**GRAND TOUR RACING '98**

**ACTIVISION**

Carved from the same rugged mold of Sega Rally, this 3-D racer is rough and wild.



**NIGHTMARE CREATURES**

**ACTIVISION**

Fast and creepy 3-D action that takes place in an other worldly Gothic/horror environment.



**PITFALL 3-D**

**ACTIVISION**

3-D obstacles and traps await you in this Indiana Jones-style adventure sequel to a classic.



**COLLIDERZ**

**ASC**

A futuristic team sports game where you must drive around the rink in a spaceship.



**MASS DESTRUCTION**

**ASC**

Control three different tanks in this action title coming to the Saturn.



**ONE**

**ASC**

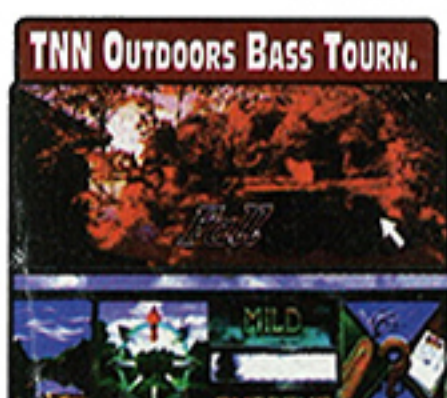
An innovative 3-D action game that will impress you with the special effects and level design.



**TNN: HARDCORE 2**

**ASC**

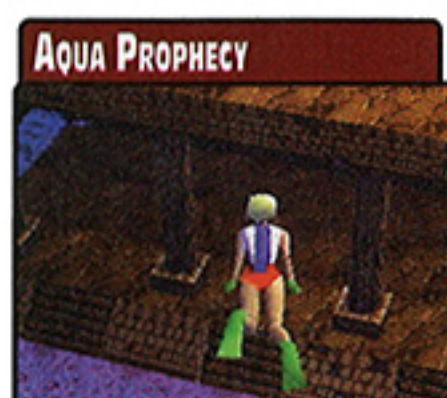
This much improved Hardcore 4X4 sequel brings rugged racing to life.



**TNN OUTDOORS BASS TOURN.**

**ASC**

If video game fishing is your sort of thing, ASC's fish catchin' sim is tailored for you.



**AQUA PROPHECY**

**ASCII**

Take Tomb Raider and put her underwater to get this action-exploration title.



### CAROM SHOT

**ASCII**

Pick up the cue and start sinking some balls in this billiard game from ASCII.



### CLOCK TOWER

**ASCII**

Scissors never hurt so much in this gory Resident Evil inspired action-adventure title.



### FELONY 11-79

**ASCII**

Drive around, destroy things and steal lots of stuff for cash in this one from ASCII.



### VIRTUAL SKIING

**ATLUS**

Either ski or snowboard down more than five winding mountain courses. Looks promising.



### DRAGON BALL GT

**BANDAI**

This popular anime makes it to the States in this great fighting game from Bandai.



### MONKEY HERO

**BMG INTERACTIVE**

A Zelda-like adventure that takes place in huge worlds and deep dungeons.



### BREATH OF FIRE 3

**CAPCOM USA**

Part three of the popular RPG series that boasts great storylines and special effects.



### DARKSTALKERS: VAMPIRE SAVIOR

**CAPCOM USA**

The latest Darkstalkers game gets four new characters and Dark Force powers.



### MARVEL SUPER HEROES

**CAPCOM**

Kick some butt with your favorite Super-Dudes, straight from the comics.



### MEGA MAN NEO

**CAPCOM USA**

This fully polygonal treatment of Capcom's Blue Bomber is a PlayStation-exclusive title.



### MEGA MAN X 4

**CAPCOM USA**

We saw the PS X4, but it is unclear whether Sony will let Capcom bring it out in the U.S.



### MOON

**CAPCOM**

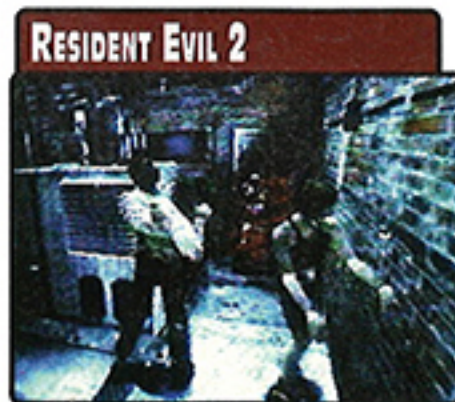
Not many details were released on this late announcement by Capcom.



### RESIDENT EVIL: DIRECTOR'S CUT

**CAPCOM USA**

See what the programmers hid from you in the full, uncut version of R.E.



### RESIDENT EVIL 2

**CAPCOM USA**

The sequel shows off greater graphics and a host of new zombie destroying weapons.



### SUPER STREET FIGHTER 2 COLLECTION

**CAPCOM USA**

Super SF2, Super SF2 Turbo, and SF Alpha Gold, together in perfect harmony.



### STREET FIGHTER EX PLUS ALPHA

**CAPCOM USA**

The PlayStation gets a version of SF EX that offers Dhalsim, Sakura and more.



### X-MEN VS STREET FIGHTER

**CAPCOM USA**

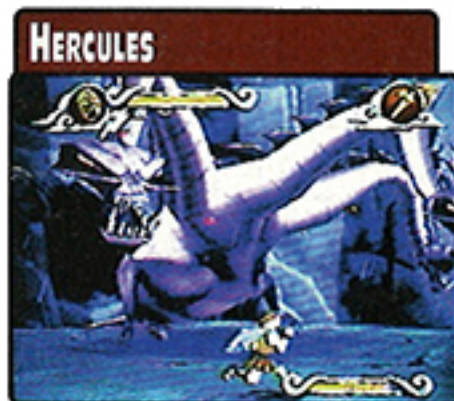
Capcom milks their top licenses by putting together this loud and sassy fighting game.



### GEX 2: ENTER THE GECKO

**CRYSTAL DYNAMICS**

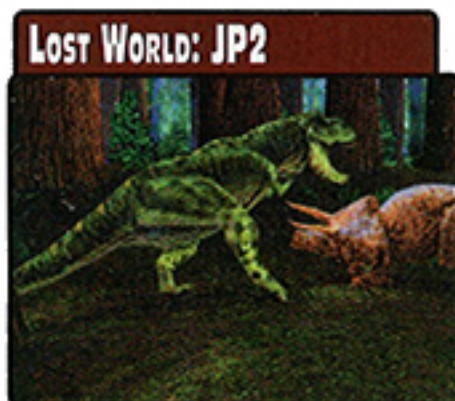
Gex must rescue cable TV by travelling to different themed worlds (like horror and sci-fi).



### HERCULES

**DISNEY INTERACTIVE**

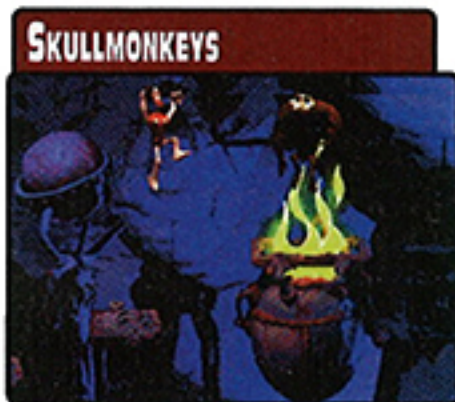
What could be this summer's biggest movie comes to life on your PlayStation.



### LOST WORLD: JP2

**DREAMWORKS**

Play as a dinosaur or a human in this action game with incredible graphics.



### SKULLMONKEYS

**DREAMWORKS**

The main character from the PC game Neverhood comes to this action title on the PS.



### CHILL

**EIDOS**

Winter sports just keep getting bigger and this game says it all. Just Chill!



### DEATHTRAP DUNGEON

**EIDOS**

Wander 3-D dungeons, collect treasure and kill monsters—all while solving a puzzle or two.



### FIGHTING FORCE

**EIDOS**

Imagine Final Fight, but in 3-D. You have 100% freedom to go anywhere in this fighting game.

## GT ACQUIRES SINGLETRAC



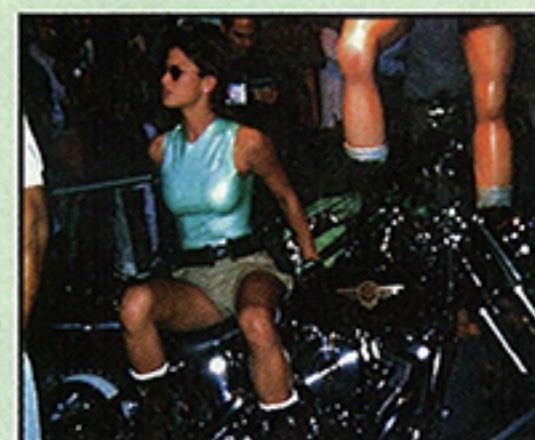
Major PlayStation news was unveiled at E<sup>3</sup> even before the show began, when GT Interactive announced during their pre-show party that they recently purchased one-time Sony second-party developer SingleTrac.

Earlier in the year, SingleTrac announced it was moving from beneath Sony's umbrella and becoming its own publisher. With that move, SingleTrac began showing interest in developing titles for other platforms, including the PC and—more recently—the Nintendo 64. GT's purchase, can only strengthen SingleTrac's financial muscle when it comes to developing for other, non-Sony platforms.

SingleTrac's first GT published title is Critical Depth.

—Crispin Boyer

## THE 'REAL' LARA CROFT



Not only did Eidos unveil a playable version of Tomb Raider 2, they also unleashed a flesh-and-blood version of the game's ultra-sexy star. Played to superfoxy perfection by British model Rhona Mitra, Eidos' real-life Lara strutted through the booth, perched atop the seat of a pale-blue Harley and signed autographs for her legion of fans.

And if the accompanying pic isn't enough to convince you that Mitra is the real deal, then trust us: She had the accent, the attitude and—best of all—the body of Eidos' angel.

—Crispin Boyer

## COMPANY MASCOTS IN FULL FORCE



Besides the biggies like Crash, Mario and Sonic, this year's E<sup>3</sup> gave us a look at plenty of other company mascots. For example, near the Sony booth, members of the press and other exhibitors who fancy themselves M.C.'s couldn't help but pick up a mic...well, at least a controller, and freestyle with Parappa the Rapper.

Another wandering mascot was Jersey Devil from his upcoming PlayStation title, except we caught a glimpse of him moving boxes around at the Mallofilm booth instead of entertaining floor-walkers.

Others included the Reptile beast from Rampage: World Tour, Lara Croft, some of the zombies from Resident Evil (festering gashes and all), and an MDK inspired babe, among others. It's nice to see all of this year's characters getting together to promote their respective products—is that part of their contract?

Next year, all of us at EGM want to see more chimps.

—Shawn Smith

## HEY, ITSA ME, CRASHIO...



Last year it was Wario whose wisecracks kept show-goers laughing (or feeling pretty damned annoyed). This year however, Sony followed suit with a realtime, digitized Crash complete with an Australian accent (Wario had an Italian one). He spoke about the game, but mostly gave jabs to passersby.

—Shawn Smith



### NINJA

**EIDOS**  
Hey, the kids love Ninjas, and you can control them here in a full 3-D environment.



### NBA LIVE '98

**ELECTRONIC ARTS**  
Using an improved 3-D engine, NBA Live '98 moves faster and looks better.



### SIDE POCKET 3

**ELECTRONIC ARTS**  
EA updates this classic pool sim. The first time on a next generation system.



### BUG RIDERS

**GT INTERACTIVE**  
Choose from several souped-up insects and race 'em through canyons and tunnels.



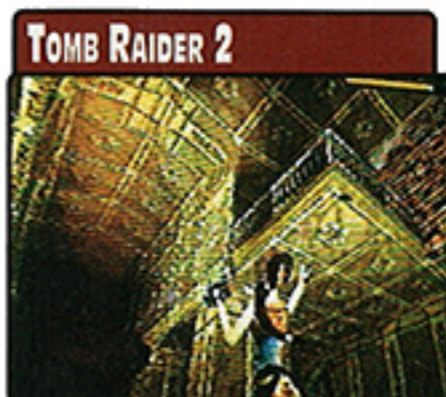
### ODD WORLD: ABE'S ODDYSEE

**GT INTERACTIVE**  
This very odd title is a thinking-man's sidescroller, with plenty of way-cool puzzles.



### MONOPOLY

**HASBRO**  
Steal money from the bank and try to get the blue properties on the PlayStation.



### TOMB RAIDER 2

**EIDOS**  
Lara Croft visits more exotic locales and picks up a few more moves and skills.



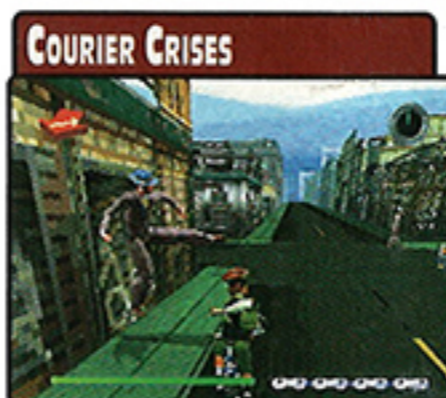
### NUCLEAR STRIKE

**ELECTRONIC ARTS**  
The newest game in EA's long running and popular line of "Strike" games goes nuclear.



### WAR CRAFT II

**ELECTRONIC ARTS**  
One of the best PC strategy games ever comes to the home console systems.



### COURIER CRISES

**GT INTERACTIVE**  
Ride a bike through city streets and make delivery pick-ups and drop-offs for cash.



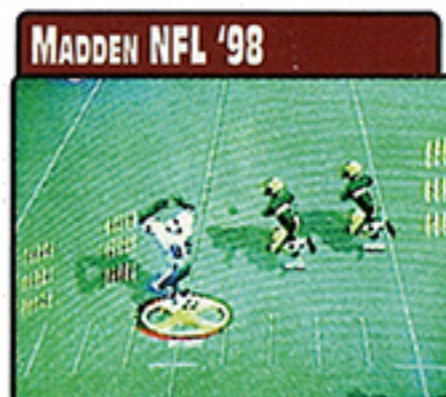
### YOUNGBLOOD

**GT INTERACTIVE**  
Based on the popular comic book, this isometric action game looks promising.



### RISK

**HASBRO**  
The classic war game comes to the PlayStation. Maybe this one won't take so long to play.



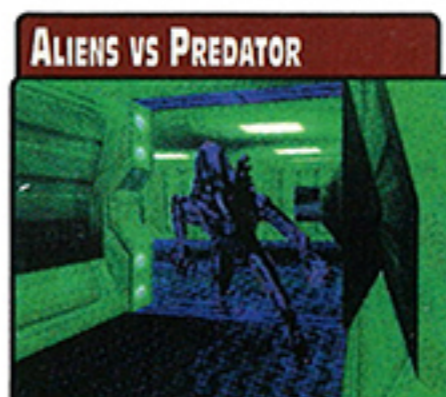
### MADDEN NFL '98

**ELECTRONIC ARTS**  
Oh, how we love that guy named Madden. He makes good football games.



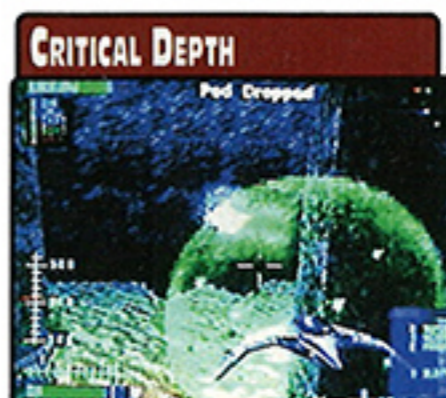
### POPULOUS 3

**ELECTRONIC ARTS**  
The newest sequel to the original "God game" Populous comes to the PlayStation.



### ALIENS VS PREDATOR

**FOX INTERACTIVE**  
From the same team who developed the Jaguar version, except with new levels.



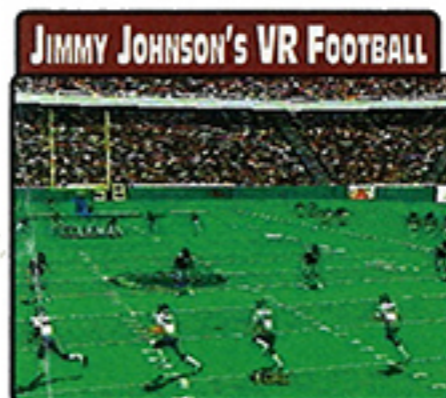
### CRITICAL DEPTH

**GT INTERACTIVE**  
SingleTrac is doing what they do best in this waterlogged take on Twisted Metal.



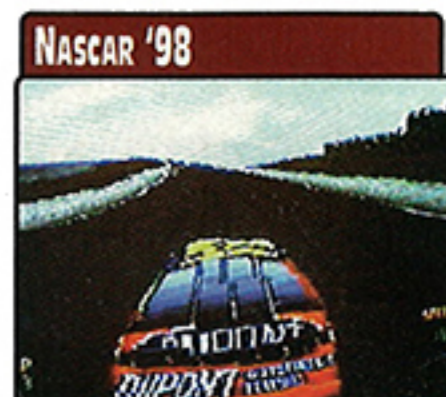
### BEAST WARS

**HASBRO**  
I used to play with those Transformers when I was a kid, and I'm gonna do it again.



### JIMMY JOHNSON'S VR FOOTBALL

**INTERPLAY**  
Interplay hopes this football game will feed from Jimmy Johnson's winning ways.



### NASCAR '98

**ELECTRONIC ARTS**  
This racing game is a pleasant surprise, with beautiful graphics and great realism.



### REBOOT

**ELECTRONIC ARTS**  
Based on the rendered cartoon series, Reboot takes place in an immersive 3-D world.



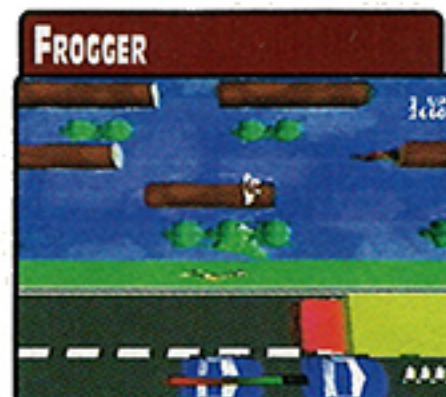
### CROC

**FOX INTERACTIVE**  
Fox tries to capture that magical mascot formula with this new and cute 3-D title.



### DUKE NUKEM 3D

**GT INTERACTIVE**  
One of the hottest first-person shooters around comes to the PlayStation.



### FROGGER

**HASBRO**  
The legendary amphibic classic finally returns, this time in grand, 3-D fashion.



### WILD 9'S

**INTERPLAY**  
The first game that lets you torture enemies before you kill 'em. It's well-animated, too.



### BOMBING ISLANDS

**JALECO**

An explosive puzzle game that shows what Bomber Men must do when they're alone.



### PROJECT GAIRAY

**JALECO**

A PlayStation mech game very similar to Sega's arcade game "Virtual On."



### KOUMEIDEN

**KOEI**

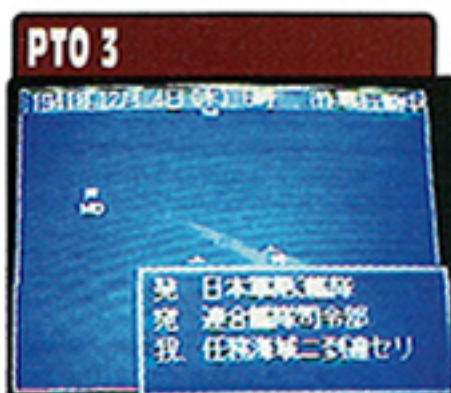
An RPG set in feudal Japan. You must be most honorable to conquer this game.



### MONSTER MAKER

**KOEI**

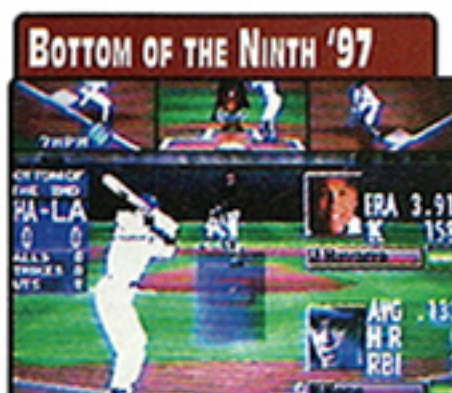
The name says it all. It looks like Dr. Frankenstein game are all the rage this year.



### PTO 3

**KOEI**

Once again Koei brings navel warfare alive in this sequel to their popular sim.



### BOTTOM OF THE NINTH '97

**KONAMI**

Konami's quirky baseball game is back with more MLB licenses and better graphics.



### GOAL STORM '97

**KONAMI**

Konami is quickly setting the standard for quality soccer simulations.



### IN THE ZONE '98

**KONAMI**

Konami's signature 3-D action basketball game drives to the hoop once again.



### METAL GEAR SOLID

**KONAMI**

A 32-Bit update to the original Metal Gear, it looks like a 3-D remake done right.



### OTHER LIFE AZURE DREAMS

**KONAMI**

The latest in Konami's RPG series, this title offers some fancy customizable options.



### SALAMANDER

**KONAMI**

Basically just like Life Force from the olden days of the NES but for the PlayStation.



### HERC'S ADVENTURE

**LUCASARTS**

Get mythological with this muscle man from Ancient Greece.



### STAR WARS: MASTERS OF TERÄS KÄSI

**LUCASARTS**

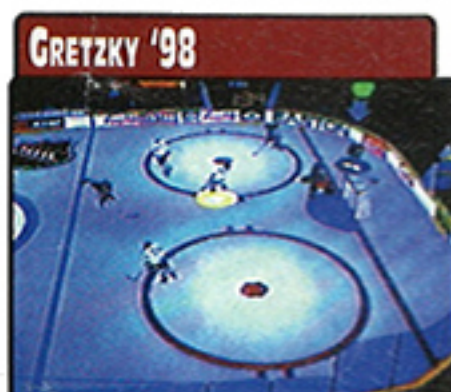
Your favorite Star Wars characters beat the crap out of each other in this hot fighter.



### RETURN FIRE 2

**MGM INTERACTIVE**

The sequel to the great multi-player war game is set to rumble onto the PlayStation.



### GRETZKY '98

**MIDWAY**

PlayStation owners will get an opportunity to try the hockey game so popular on the N64.



### HARDWOOD HEROES

**MIDWAY**

Midway has chosen to make another game to accompany NBA Hang Time. This is it.



### MACE

**MIDWAY**

Mace gives VF3 a run for its money as the best looking fighter game ever.



### MAXIMUM FORCE

**MIDWAY**

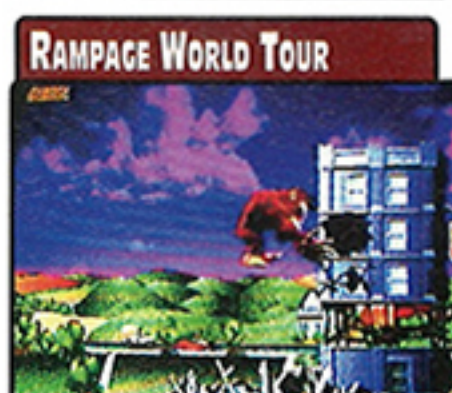
The sequel to Area 51, this one delivers more rendered FMV shooting action.



### MK MYTHOLOGIES

**MIDWAY**

Guide Sub Zero through this side story that's set before the MK series.



### RAMPAGE WORLD TOUR

**MIDWAY**

The soldier-eating monsters are back, this time with whole new cities to demolish.



### SAN FRANCISCO RUSH

**MIDWAY**

It's based on the same physics model of Hard Drivin', except cranked up a few notches.



### KOLONOA

**NAMCO**

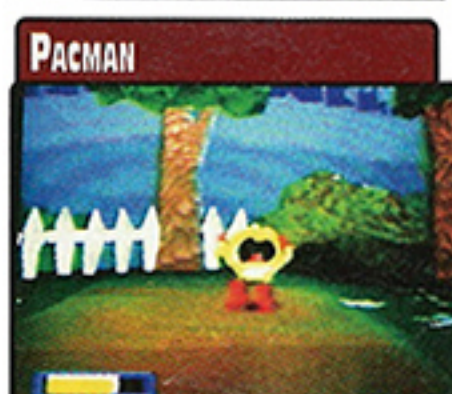
Rendered polygons meet side scrolling action in this fast paced game from Namco.



### MUSEUM VOL. 5

**NAMCO**

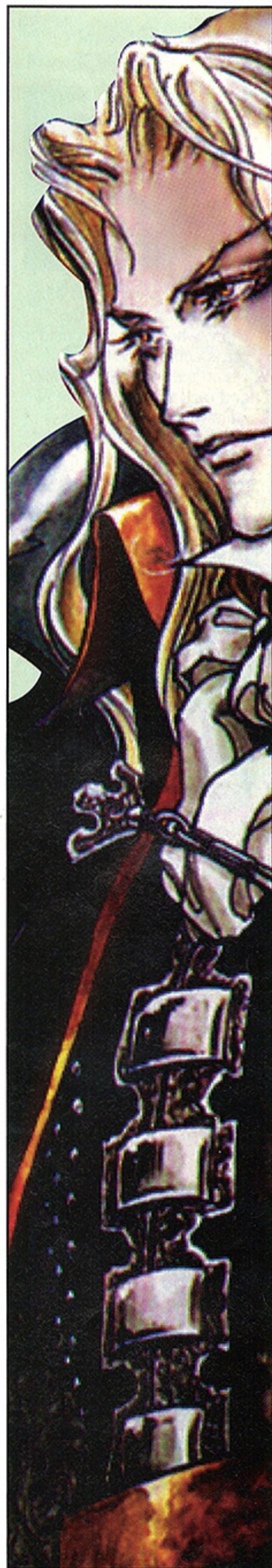
The latest of Namco Museum titles Features Pac Mania, Dragon Spirit, and more.



### PACMAN

**NAMCO**

The return of the original game mascot! And this time he is fully 3-D!



## THEY CALL HIM BRUCE



E<sup>3</sup> went Hollywood in a big way the first night of the show, when Activision held a press conference featuring action megastar Bruce Willis and rock singer Poe. The two stars will appear—courtesy of cyberscanning and motion-capturing—in Activision's shooter *Apocalypse*, due this fall. Willis plays your virtual partner, while Poe plays the sexy villain Pkague. Here's some of Willis and Poe's more notable responses to the press' questions:

### Press: Why did you do the game?

**Bruce Willis:** Well, for a lot of reasons. I'm a game freak. I do play a lot of computer games and PlayStation games. I got involved in this game because it involves a lot of brand new, cutting edge technology that actually didn't exist until a year and a half ago.

### Press: How (did this experience) compare to acting? Was it more challenging than acting?

**BW:** No, not really. I mean acting isn't really that difficult. It's really just lying well, and I've been practicing that most of my adult life. Thanks for pointing that out (grins).

### Press: What do you think of multimedia as a future stage for acting?

**BW:** Well, I think it's probably going to replace real actors. Eventually, they're going to have the technology to capture the young actors at about the age of 25 and when that actor becomes 80 years old, he can still play someone 25 years old. And I hope I get on the cutting edge of that technology as well, before I get too (expletive deleted) old! (audience laughs.)

### How does (*Apocalypse*) compare to *Die Hard Trilogy*?

**BW:** I think the body count's a little higher in this one than in *Die Hard Trilogy*.



#### POINT BLANK

**NAMCO**

Trust us—this light-gun title may look primitive, but it's one of the best games ever!



#### VMX RACING

**PLAYMATES**

Not since *Excitebike* has motocross racing been this much fun!



#### OVERBOARD

**PSYGNOSIS**

The name says it all in this action-puzzle title from the sea-goers at Psygnosis.



#### BEASTORIZEN

**SONY COMP ENT**

Flashy moves and animalistic characters make this 3-D fighter look really promising.



#### CRASH BANDICOOT 2

**SONY COMP ENT**

It packs the same gameplay as the original, except with much better graphics—even a jetpack.



#### MLB '98

**SONY COMP ENT**

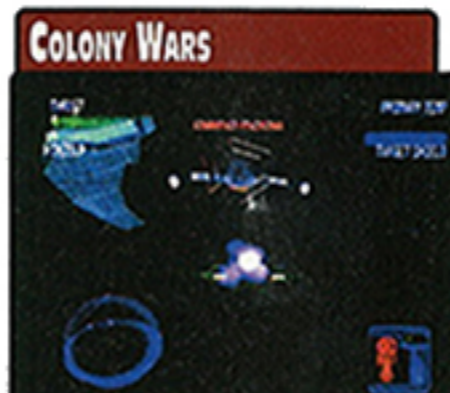
The sequel to *MLB Pennant Race* blows away its predecessor with a new 3-D look.



#### TIME CRISIS

**NAMCO**

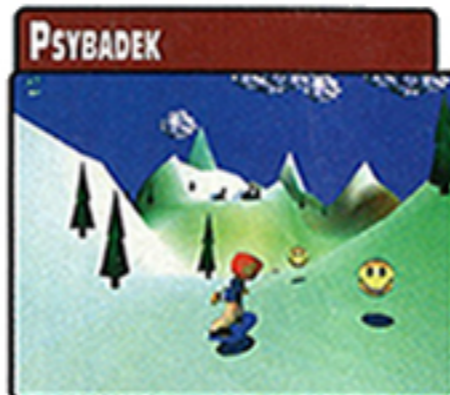
You need Namco's special gun to play this arcade-perfect shooter, but it's worth it.



#### COLONY WARS

**PSYGNOSIS**

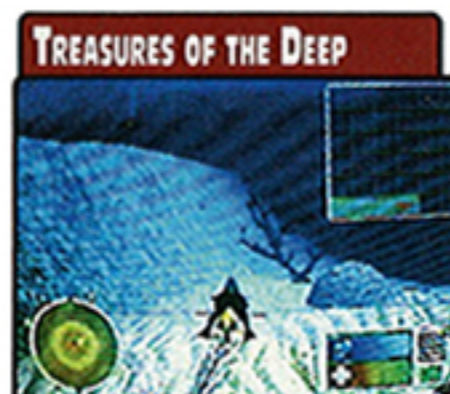
With the resurgence of *Star Wars*, we expect to see a lot of these space battle games.



#### PSYBADEK

**PSYGNOSIS**

A hard-edged, snow-boardin' character awaits in this new Psygnosis action title.



#### TREASURES OF THE DEEP

**NAMCO**

No, this isn't a Jacques Cousteau video. You'll see interesting fish and divers—then kill 'em.



#### FORMULA 1 '97

**PSYGNOSIS**

Jump into a Formula 1 racer and speed around a bunch of different tracks.



#### SHADOWMASTER

**PSYGNOSIS**

A crazy intense 3-D shooter with the same eerie lighting Psygnosis is known for.



#### COVERT W.A.R.S.

**PLAYMATES**

Take control of the "last resort" squad in this 3-D action-adventure title.



#### G-POLICE

**PSYGNOSIS**

A shooter with plenty of anime style, *G-Police* is a first-person, helicopter shooter.



#### ARMORED CORE

**SONY COMP ENT**

Sony's new mech game which features loads of lovely 3-D action. Kids like that.



#### CARDINAL SYN

**SONY COMP ENT**

A 3-D medieval fighting game featuring loads of characters and weapons.



#### COOL BOARDERS 2

**SONY COMP ENT**

It's sequel madness. Try your best moves one more time in this winter favorite.



#### BLASTO

**SONY COMP ENT**

Sony's featured 3-D platform game featuring the voice of Phil Hartman.



#### FINAL FANTASY 7

**SONY COMP ENT**

You've been looking at screenshots for months, but at least the launch date's gettin' closer.



#### JET MOTO 2

**SONY COMP ENT**

Sony's follow up to last year's surprise racing hit. More tracks and vehicles to choose from.



#### MEDIEVAL

**SONY COMP ENT**

Monsters, monsters everywhere in this new 3-D action slashfest.



#### NFL GAMEDAY '98

**SONY COMP ENT**

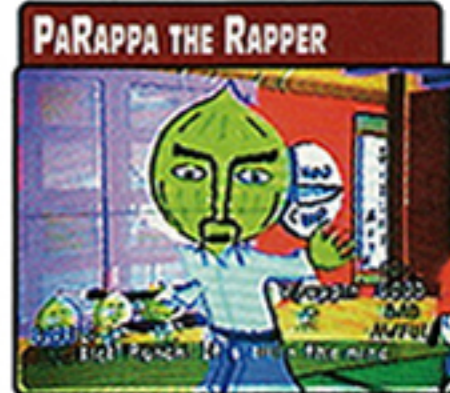
Perhaps revolutionary, Sony's has created the first successful 3-D football game.



#### NHL FACEOFF '98

**SONY COMP ENT**

Also making the 3-D plunge is Sony's hockey game whose graphics are very sharp.



#### PARAPPA THE RAPPER

**SONY COMP ENT**

One of the show's best titles, *PaRappa's* raps will stick in your head for weeks.

**STEEL REIGN**



**SONY COMP ENT**

A 3-D tank game featuring different environments, multiple weapons, and bad men.

**PARIAH**



**STUDIO E**

Still in early development, this action/adventure game looks sure to pack a wallop!

**ZULU**



**STUDIO E**

From the developers of VMX racing comes an action game with a new twist.

**DEAD OR ALIVE**



**TECMO**

Tecmo relied on Sega's Model 2 technology for this fighter, so expect VF2-like graphics.

**MONSTER RANCHER**



**TECMO**

Raise monsters, discipline and send them into battle. It's like a bad-ass Tamagotchi.

**TECMO STACKERS**



**TECMO**

Here comes a puzzle game worthy of the Tecmo name. And it has it!

**BRAVO AIR RACE**



**T'HQ**

Race a variety of planes through twisting courses. This one could be a sleeper hit.

**GHOST IN THE SHELL**



**T'HQ**

From the creators of Jumping Flash! comes this anime-inspired, first-person shooter.

**SPEED TRIBES**



**T'HQ**

A 3-D action game featuring futuristic human and cyborg combatants.


**Vs.**



**T'HQ**

T'HQ's debut entry into the fighting game genre is a 3-D one--surprise.

**WCW NITRO**



**T'HQ**

The sequel to WCW vs the World, NWO features the new upstart league led by H.Hogan.

**NHL BREAKAWAY HOCKEY '98**



**VIRGIN GAMES**

The sequel to Virgin's excellent hockey game is much faster and smarter than the original.

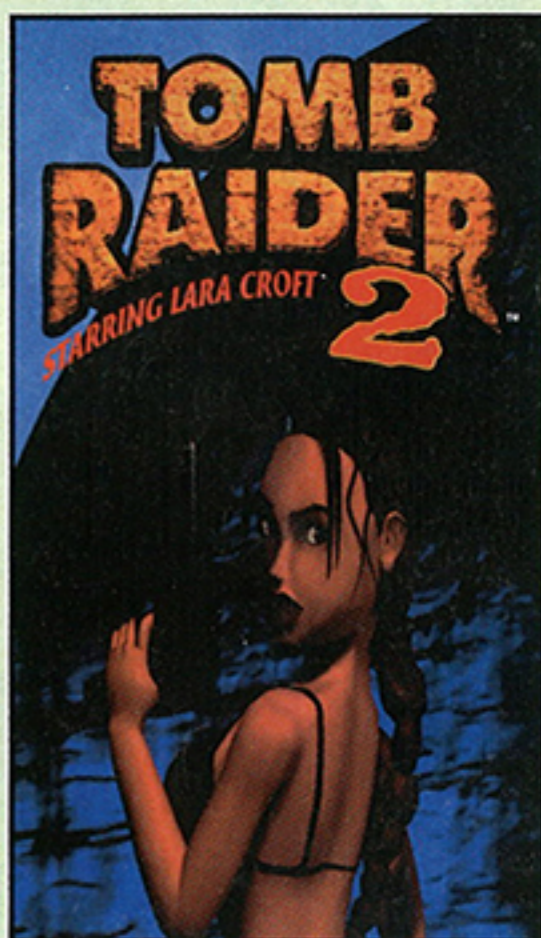


**SEE YA NEXT YEAR!**

## BRUCE, PART 2

**Press:** Poe, is there any of your music in the game?  
**Poe:** Yeah, there are probably going to be a couple of songs, and I may do some collaborating with the guy that's scoring the game.  
**Press:** Any new material?  
**Poe:** Yes, absolutely.  
**Press (to Willis):** Are you going to be doing a sequel (to Apocalypse)?  
**BW:** I already intend to do a sequel to it.  
**Press:** What do you say to sucky players who let your character die?  
**BW:** (laughs) That's a good question. Well, fortunately, if you fail, you can press start and try again.

—Crispin Boyer

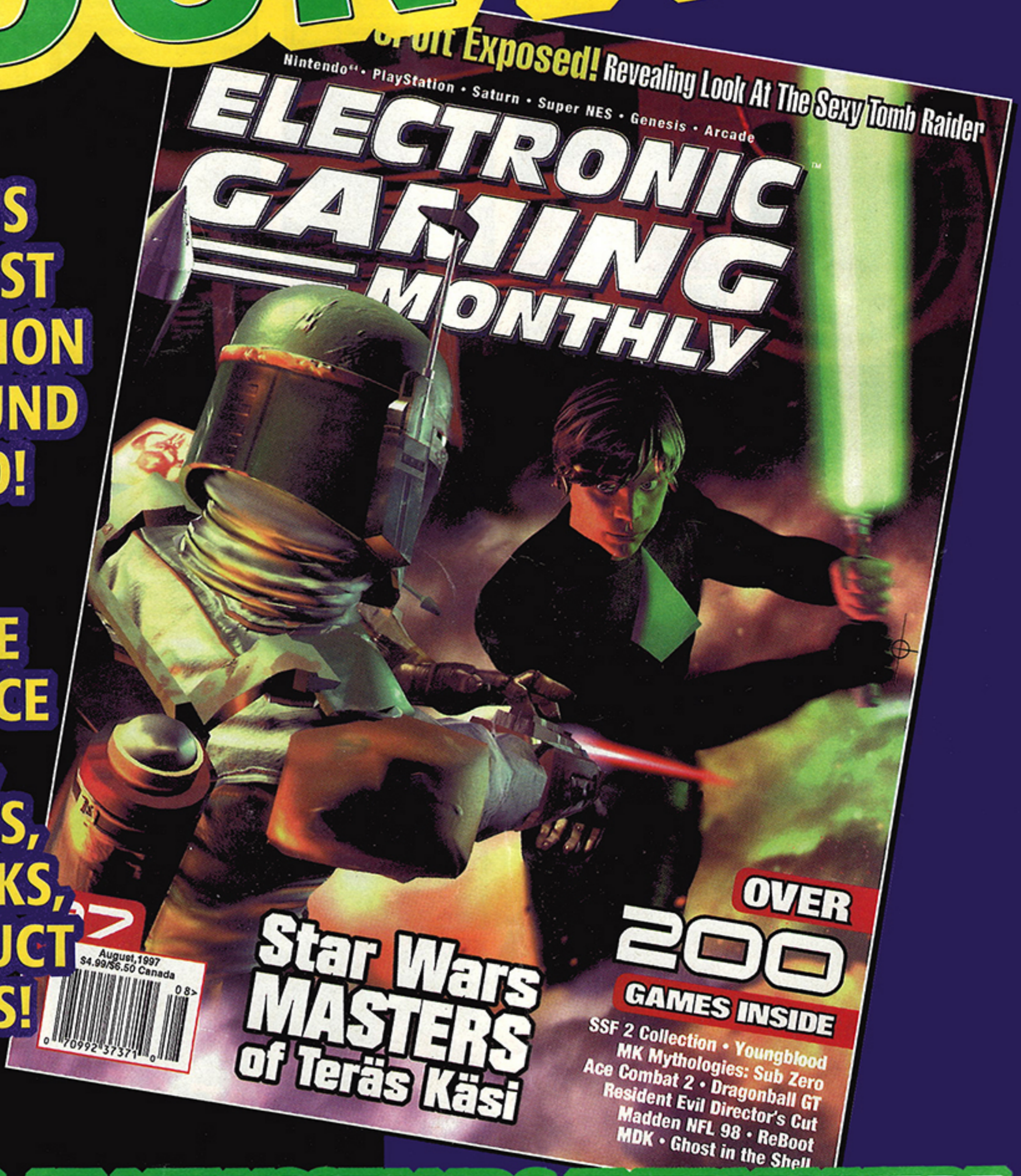


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