First Shots of GRAN TURISMO 2

GAMERS’ Choice AWARDS

Games Featured:
- G-Police Weapons of Justice
- Sega Rally 2
- Grandia II
- Marvel vs. Capcom
- Quake II
- Monster Truck Madness
- UmJammer Lammy
- Fighter Maker
- Beetle Adventure Racing

April 1999
$4.99/6$6.50 Canada
OVER 2000 WAYS TO SHOW YOUR ENEMIES HOW MUCH YOU CARE.

Why limit yourself to a dozen, hell even a hundred, different weapon choices when you can have thousands?

It's time to remove the shackles of 2D, top down strategy games. Because in Warzone 2100, you have complete control over unit designs. As a result, it'll be your wits and ability to create an invincible battle arsenal that will save your hide from extinction.

REVOLUTIONARY UNIT DESIGN - 400 technologies allow you to design and build more than 2000 battle units. Turret, body and propulsion design options allow you to create anything from cyborgs to flamethrower tanks to V-TOL aircraft.

SUPERIOR ARTIFICIAL INTELLIGENCE - recycle the experience of field units into bigger, better and even more fierce war machines. And as a Commander gains experience, the greater number of units he can control and the more accurate his laser designation becomes.

FULL 3D BATTLEFIELDS - lightning fast, fully functional 3D game engine with rotatable and zoomable cameras for fast and furious gaming action. Strategically placed radar units warn you of hidden enemy units and allow you to lob mortar shells over mountain obstructions.

IT'S NOW TIME TO TAKE YOUR FATE INTO YOUR OWN HANDS. SO GET INTO OUR VAST 3D WORLD: DESIGN, DEPLOY AND DESTROY.
THE SECOND PLACE CAR DOESN'T GET
A TROPHY.

IT IS THE TROPHY.

The price you pay for losing isn't just pride. It's your 396 hp exotic. Watch for nasty hairpins. Aggressive opponents who might damage your baby. And, of course, the cops. They all want to see you lose it in a very big way.

NEED FOR SPEED™
HIGH STAKES
ELECTRONIC ARTS®

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

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

I don't know if you noticed, but there was a distinct lack of genuine creativity in a lot of last year's games. How many snowboarding games do we have to endure? How many derivative pieces of crap were shoved out without anyone really paying attention? How many games scored 2.0's and 3.0's from the Review Crew? How many commercially driven sequels did we have where the enjoyment of the gamers who play them were never really considered? It's sad that for every one of the incredible games that even got nominated for our awards...there were hordes of others that we all probably forgotten about already. On one hand we gave out more 9's than even before last year...but we also saw Crispin go scarlet with anger at the crapness of different games more times than I'm sure is healthy.

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

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

Check out the #&!&!!! colors!
Loud screaming colors for new games like MarioLand II, "Tetris DX,"
Quest for Camelot, "Zelda DX," and Looney Tunes Carrot Crazy.
Game Boy Color. It'll bring out your colorful side.

Game Boy Color. Escape to Color.
Contents
Electronic Gaming Monthly, April 1999, Issue 117

Features

106 – 1998 Gamers’ Choice Awards
We voted, you voted and a pile of masterpieces won the coveted Gamers’ Choice Awards. Sure, Zelda dominated this year, but you might be surprised at some of the other winners. Find out if the editors and readers agreed on each award.

118 – Power Tools
We take a look at a variety of new peripherals in this month’s Power Tools section—everything from a sweet Dual Shock steering wheel to some questionable leather controller gloves. We also score InterAct’s DexDrive.

Departments

6 – Editorial
John talks about the awards and next month’s Star Wars info.

16 – Letters
A girl gamer proposes to her man in this month’s Letters.

26 – News
Sony takes legal action against Connectix’s PS emulator, and we talk to Trip Hawkins about the gaming industry.

38 – Gaming Gossip
Tekken 4, Munch’s Odyssey, Star Wars and PlayStation RPGs.

120 – Review Crew
Some games to note: Beetle Adventure Racing, Mario Party, Legend of Legaia, Silent Hill and more.

PREVIEWS

44 – Dreamcast Previews
The impressive Sega Rally 2, Marvel vs. Capcom, Grandia II and more.

58 – Nintendo 64 Previews
Hybrid Heaven, Quake II, All-Star Baseball 2000 and Gauntlet Legends, among others.

76 – PlayStation Previews
FFVIII Pocket Station Info, Fighter Maker and G-Police Weapons of Justice...

98 – GB Color Previews
Yes—Super Mario Bros. on the GBC!

102 – Arcade Previews
This month: Power Stone.

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

138 – The Final Word
Shawn gets his boxes in a bunch over PS emulators.

Game Directory

<table>
<thead>
<tr>
<th>Page</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>84</td>
<td>Alien Resurrection</td>
</tr>
<tr>
<td>62</td>
<td>All-Star Baseball 2000</td>
</tr>
<tr>
<td>56</td>
<td>Smashball 2000</td>
</tr>
<tr>
<td>121</td>
<td>Beetle Adventure Racing</td>
</tr>
<tr>
<td>92</td>
<td>Bugiyu</td>
</tr>
<tr>
<td>125</td>
<td>Blast Radius</td>
</tr>
<tr>
<td>68A</td>
<td>Bottom of the 9th</td>
</tr>
<tr>
<td>125</td>
<td>Build A Move ’99</td>
</tr>
<tr>
<td>121</td>
<td>California Speed</td>
</tr>
<tr>
<td>90</td>
<td>Cinderella</td>
</tr>
<tr>
<td>94</td>
<td>D.I.Y.T.</td>
</tr>
<tr>
<td>76</td>
<td>Diggin’ It</td>
</tr>
<tr>
<td>88</td>
<td>Fighter Maker</td>
</tr>
<tr>
<td>95</td>
<td>Final Fantasy VIII</td>
</tr>
<tr>
<td>70</td>
<td>Gauntlet Legends</td>
</tr>
<tr>
<td>28</td>
<td>G-Police Weapons of Justice</td>
</tr>
<tr>
<td>52</td>
<td>Grandia II</td>
</tr>
<tr>
<td>52</td>
<td>Grand Theft Auto: Mission Pack #1, London 1969</td>
</tr>
<tr>
<td>123</td>
<td>Guardian’s Crusade</td>
</tr>
<tr>
<td>94</td>
<td>High Heat 2000</td>
</tr>
<tr>
<td>88</td>
<td>Hybrid Heaven</td>
</tr>
<tr>
<td>135</td>
<td>Invasion From Beyond</td>
</tr>
<tr>
<td>92</td>
<td>Joke: Cocoons: Story of the Tamamaya</td>
</tr>
<tr>
<td>126</td>
<td>K-1 Revenge</td>
</tr>
<tr>
<td>126</td>
<td>Legend of Legaia</td>
</tr>
<tr>
<td>98</td>
<td>Legacy</td>
</tr>
<tr>
<td>122</td>
<td>Mario Party</td>
</tr>
<tr>
<td>30</td>
<td>Marvel vs. Capcom</td>
</tr>
<tr>
<td>122</td>
<td>Micro Machines 64 Turbo</td>
</tr>
<tr>
<td>98</td>
<td>Midway Presents Arcade Hits</td>
</tr>
<tr>
<td>96</td>
<td>Monaco Grand Prix</td>
</tr>
<tr>
<td>94</td>
<td>Monster Farm 2</td>
</tr>
<tr>
<td>70</td>
<td>Monster Truck Madness</td>
</tr>
<tr>
<td>122</td>
<td>NBA in the Zone ’99</td>
</tr>
<tr>
<td>100</td>
<td>NBA on 99</td>
</tr>
<tr>
<td>100122</td>
<td>NFL Blades of Steel ’99</td>
</tr>
<tr>
<td>55</td>
<td>Persona 2: Tsunami</td>
</tr>
<tr>
<td>84</td>
<td>Point Blank 2</td>
</tr>
<tr>
<td>102</td>
<td>Power Stone</td>
</tr>
<tr>
<td>160</td>
<td>Prince of Persia</td>
</tr>
<tr>
<td>126</td>
<td>Pro SB: World Surf Golf</td>
</tr>
<tr>
<td>68</td>
<td>Quake II</td>
</tr>
<tr>
<td>94</td>
<td>R/C Re-Volt</td>
</tr>
<tr>
<td>127</td>
<td>Ripper</td>
</tr>
<tr>
<td>44</td>
<td>Sega Rally 2</td>
</tr>
<tr>
<td>66</td>
<td>Shadow Man</td>
</tr>
<tr>
<td>46</td>
<td>Shinku: Setai Evolution</td>
</tr>
<tr>
<td>127</td>
<td>Silent Hill</td>
</tr>
<tr>
<td>98</td>
<td>Super Mario Bros.</td>
</tr>
<tr>
<td>53</td>
<td>Super Speed Racing</td>
</tr>
<tr>
<td>127</td>
<td>Tail Fu</td>
</tr>
<tr>
<td>100</td>
<td>The Rugrats Movie</td>
</tr>
<tr>
<td>98</td>
<td>Top Gear Pocket</td>
</tr>
<tr>
<td>68</td>
<td>Triple Play 2000</td>
</tr>
<tr>
<td>50</td>
<td>Under Cover: AD 2035 Kai</td>
</tr>
<tr>
<td>75</td>
<td>Undertaker Lammy</td>
</tr>
<tr>
<td>124</td>
<td>Vigilante 8</td>
</tr>
<tr>
<td>70</td>
<td>WWF Attitude</td>
</tr>
<tr>
<td>100</td>
<td>720</td>
</tr>
</tbody>
</table>

Contrary to previous reports, Fighter Maker is now on its way here.
If this were Los Angeles, it would be considered a Stage 8,000 Smog Alert.
A deadly mist grips the land. In its wake lies a decomposing herd of corpses. In its path are the last remaining outposts of civilization. To save them, you must fend off an army of mad beasts, a giant monster and a mysterious wizard who will stop at nothing short of total annihilation. The secret that you will discover lies in the Genesis trees. Can you find and save all the trees? Or will you be taking one last breath before the long dirt nap?
Make Way for the King of Auto Combat!

- Up to Four-Player Auto Combat Action
- 10 Fully Destructible Battle-Anywhere Arenas
- Over-the-Top Weapons and Combo Attack Moves
- 12 Character-Based Muscle Cars, Trucks and More
- New Brawl, Smear and Survival Multiplayer Modes
- Two-Player Co-Op Quest and Bonus Alien Quest

VIGILANTE 8

ACTIVISION
Letter of the Month

An Excellent Equation

The interview with George Romero in EGM #115 has got me thinking about the whole movies of video games thing. It seems to me that the disappointing trend of bad movies of games is starting to become a thing of the past. I recently saw about half of Double Dragon on Superstition NTBS (half was all I could stand) and then compared it to the other big game-to-movie flops, namely Street Fighter: The Movie and Super Mario Bros. and thought about what it was that made these movies prime material for entrance into the Hall of Fame. The problem with these movies is that the games on which they were based didn't really have an underlying story in the first place. And as we all know, when it comes to movies, no story equals no storytelling equals a complete waste of time.

Hope for the whole movies of games business, though, came some years back in 1995, with the release of Mortal Kombat. For the first time, a movie based on a game was not geared toward kids, but rather the teen and up audience (listening to the soundtrack alone will clue you in on that). What separates Mortal Kombat from the other bombs is the Mortal Kombat games the movie is based on actually have a good story from which the movie could work off. In other words, great story plus awesome action sequences plus good character development equals a blockbuster movie.

This is what gives me hope for the future of movies based on video games. With titles like Resident Evil, Final Fantasy and Tomb Raider, we’re finally getting better choices. These games have good stories to make a movie from and the producers will not have to rely on name recognition alone to get people to go see them. Hopefully, this trend will continue. Maybe soon, we’ll even see a good game-to-television trend: Mortal Kombat: Conquest is cool, and I can imagine how cool a Resident Evil or Metal Gear series could be. You never know. It just might happen.

Gabriel Hernandez
Address withheld

You can write EGM at:

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

e-mail: EGM@zd.com

For subscription problems,
please call (303) 665-8930, or check out www.zdnet.com/zdsubs/egm/service/

Please note: We reserve the right to edit any correspondence for space purposes. If you don’t want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

Your good ideas plus a few open minds equals a lot of potential for great video game movies! We can think of a ton of games that would make kick-ass movies, provided they don’t take the Street Fighter: The Retarded Movie or Super Retarded Bros. route. Check out this month’s Question of the Month for movie ideas from our readers.

Nice letter, Gabriel. You won our Letter of the Month contest, but because you didn’t want a prize, you don’t get one. Congrats anyway!

Bleepin’ Right!

Reading that little blurb in Crispin’s bio in the Reviews section made me laugh out loud. [editor’s note: this was several issues ago]. I finally realized that you guys are just like us ordinary video game schmucks. It’s funny seeing game reviewers getting pissed off at their games. I see Crispin saying, “Bleep! This stupid bleeping piece of bleep game! I hate this bleeping piece of bleep! BLEEEEPP!” Soon after, you would hear a loud clang as a controller smashes into the face of a TV monitor.

What I want to know is whether the entire Electronic Gaming Monthly staff participates in the profanity, saying, “You tell that bleeping game Crispin!” Or do they all just stare at him glowing, “Poor, sick bastard. He really needs help.”?

I would also like to know whether you guys have gotten so used to profanity, that you use it casually, going something like, “Oh yeah. That’s some good bleeping milk.”

Ben Mayes
Rancho Santa Margarita, CA

We gotta admit, a bunch of 20-something guys working together plus a relaxed video game environment equals pretty colorful language used pretty casually.

By the way, Crispin Boyer plus frustratingly hard video game plus filing cabinet within kicking distance equals:

Tonight on Fox:
When Editors Attack

Scary Demos

The January issue of The Official U.S. PlayStation Magazine included a demo of Silent Hill by Konami. This game scared the pants out of me. Please review it in your February issue.

Phil Gazard
Bronx, NY

What can we say? Silence is golden. Our reviews of Silent Hill are in this issue.

Going To The Chapel Of Love

I have a serious proposition for you. About a year and a half ago, I met the man I want to spend the rest of my life with. We are both
Now maybe your mom will stop wondering why you're spending so much time in the bathroom.
Hey Ilan Meighan!

Read this first:

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

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

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

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

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

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

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

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

THIS AIN'T NO G.I. JOKE SOLDIER. McFARLANE TOYS REVEALS ALL THE DEADLY DETAILS
FROM THIS YEAR'S HOTTEST VIDEO GAME. FEBRUARY 1999.
A Rap, A Rap, A Rappity Rap...

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

OK, that's enough of that. Next.

Standing The Test Of Time

In EGM #116, Crispin Boyer stated, "I have yet to change my GBC's batteries, despite playing through Zelda DX's 15-hour quest and logging lots of Tetris time. The GBC just keeps going and going."

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

MrFroggs@aol.com

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

Where Are The Co-op Modes?

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

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

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

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

Chad McMinn
travathian@yahoo.com

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

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

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

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

Letter Art

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

WINNER

Jason Villalobos
Sanford, FL

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

Charley Abrams
Houston, TX

Ebanelle Moscoso—New York, NY

Covinee Nieilo—Sarasota, FL

Vince Giancic—Chicago, IL

Close, but no controller

The ASCII Control Pad

Put your creative skills to the test by deckling out a ID envelope (the one business type with your own unique touch). Send your letter art to:

EGM Letter Art
P.O. Box 3338
Oak Brook, IL 60523-3338

(All entries become the property of 20 Inc. and will not be returned)

*Or at least get your name in the magazine and win yourself a great prize (FIRST PLACE ONLY)
Gran Turismo 2

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

GT2 features around 400 real-life cars from a variety of European and American manufacturers and more than 20 courses (compared to 166 cars and 11 tracks from the first game). Polyphony is also fine-tuning the already excellent game engine—since the original game's release, they have found ways to get even more power from the PS.

To say this game will kick butt is probably an understatement. Watch for an exclusive feature on GT2 in the June issue of EGM.

Dreamcast Football

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

Ready 2 Rumble Boxing

Midway has released the first screens from Ready 2 Rumble, an over-the-top Blitz-style boxing game for N64, PlayStation and more importantly, Dreamcast (shown here). It will be ready for the launch of the Dreamcast this fall, and features "the voice of boxing" Michael Buffer. It has Arcade, Championship and Head-to-Head modes and uses the Dreamcast's modem. More on this one soon.
真の渴きをいやせ。
XS speed, awesome competition and the pulse-pounding exhilaration of flying by cars at speeds in excess of 300 MPH.
Press Start
The hottest gaming news on the planet

Intellectual Property

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

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

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

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

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

Trial of the Century

In regards to the whole PlayStation emulation issue, who would you like to see come out on top?

Don't Care
24%

Sony
46%

Connectix
30%

Source: videogames.com
Poll results for 2/8/99.
We sat down with Trip Hawkins, chairman and CEO of the 3DO Company, to talk about the past and the future. Once entrenched as a player in the system wars of the mid-1990s, 3DO has shifted its focus to software with 25-30 projects now in the works across PS, N64, PC and (soon) Dreamcast.

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

3DO was ahead of its time and you can think of DVD as living up to what CD multimedia could've been, and you can think of Internet as being the solution for what everyone thought interactive television could be.

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

Q: At what point did 3DO decide to get out of the hardware market?
A: We started to suspect that Matsushita wasn't going to spend the kind of money that we knew it would take to get M2 to be a big success. We spent several months in negotiations with Philips and a year with Sega. On two occasions we were within hours of signing a deal with Sega. But when Matsushita decided to take the whole deal for themselves, at that time they intended to recruit partners. After awhile it became clear they weren't going to do that or spend the kind of money to support it the way it needed to be. You could tell they were not going after it and we knew we cannot be in this business if it depends on things out of our control.

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

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

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

Look for the full interview on videogames.com!
Oh My God, They Killed Tiger Woods!

You bastards! If you own a copy of the PlayStation version of Tiger Woods' PGA Tour, you might be surprised to find that the original South Park short, "The Spirit of Christmas," is contained on the disc. It's not supposed to be there, but slipped by and made it onto the production version of the game. It was discovered when parents of a gamer found out that it was on the disc. Apparently he had found it by putting the game in the family PC. Media outlets picked up the story first, and EA promptly issued a recall of the game. Apparently Tiger Woods himself knew about the accidentally placed cartoon before EA did. If you haven't seen "The Spirit of Christmas" and are easily offended, you may want to exchange your version for one without the cartoon. You can do so by mailing your game to Electronic Arts, 6712 Grade Lane, Bldg. 5, Louisville, KY 40213. Or for more information call EA Direct Sales at 800/245-4525.

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

PlayStation 2 — The Countdown Begins

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

Until now, few facts about Sony's new system were known, but that could change in the next few weeks, because on Feb. 16 at the 1999 IEEE International Solid-State Circuits Convention in San Francisco, Sony Computer Entertainment and Toshiba will be part of a seminar to talk about a new processor, details of which have already been revealed on the convention's Web site. According to that page, it is a 250MHz, 128-bit multimedia processor with an integrated MPEG-2 decoder, with floating-point multipliers and a floating-point divider. This matches early expectations of what PlayStation 2 will include, namely the MPEG2 decoder which would allow for DVD movie and storage capabilities. A second seminar hosted by SCEI and Toshiba will present a 250 MHz super scalable MIPS-compatible microprocessor for multimedia and networking capabilities, which suggests that PlayStation 2 will have networking functionality out of the box.

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

Developer Profile

Attention To Detail

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

# of employees: 51 and rising
Gameography: Super Sprint (Atari ST), Night Shift (Atari ST, PC, Amiga, Spectrum, Commodore 64), Indiana Jones IV (Atari ST, PC, Amiga), Cybermorph (Jaguar), BattleMorph (Jaguar CD), Blue Lightning (Jaguar CD), Riddle of the Runes (PC—Screen Saver) and Blast Chamber (PlayStation, PC).
The thing overlooked by people who played CyberMorph was: There are actually two versions of the original CyberMorph available. The early (2-Meg) version had more speech and graphics in, but Atari wanted a cheaper to manufacture (1-Meg) version. They only paid us $5,000 to do this new version, but it only took two hours! Result!
During breaks from late-night programming sessions, we: Eat curry, "test" Rollcage multiplayer LAN and eat more curry. Talk utter bollocks, eat curry, drink coffee, smoke tabs and moan.
If we could teach the video game industry one thing, it would be: Awful gameplay can't be concealed by graphical excellence. You need big-name license for that!
We're in the game development business because: We've tried real jobs and real jobs suck. It certainly isn't for the chicks and the money...
Story behind our name: We were five graduates leaving college to start a game company. It was 1986 and game technology was 2D only. The level of detail in games was getting better and better. We liked that, and wanted to put this into our own games. We liked three-letter acronyms, so Attention To Detail seemed perfect and ATD rolled off the tongue, so that was that.
Favorite snack food(s): Toxic Rats and Melody Pops!!! They make sounds.
Team motto: "Get him! Get him! He's got the flag! No, he's gone the other way! Oh bollocks, he's gone."

Big thanks go out to the main contributors: Tim Swan (programmer), Lyndon "Nod" Sharp, (programmer), David Perryman (designer), Drew Wilkins (designer), Martin Sommerville (artist), Bela Lund (artist), Rob James (artist).
Red lights will be run.
Cop cruisers will be totaled.
And bank-robbing low-lifes will escape.

If you're any good.

DRIVER
YOU ARE THE WHEELMAN

FROM THE CREATOR OF DESTRUCTION DERBY 1 & 2.
driver.gtggames.com
The Super Bowl always plays host to a series of special football-related events before the actual game, and Electronic Arts' Madden Bowl has been one of them for the past five years. Held on the Thursday before Super Bowl XXXII, Madden Bowl '99 took place inside the All Star Café on South Beach, just outside of Miami.

The festive beachside setting helped precipitate what was easily the best and highest-attended Madden Bowl ever. Pro Bowl running back Jamal Anderson and commentator John Madden hosted the event, with an endless list of attending athletes, including previous Madden Bowl champion, actor Morris Chestnut, baseball player Derek Bell, and popular football players such as Ravens wide receiver Jermaine Lewis, Kansas City Chiefs wide receiver Derrick Alexander and New England Patriots running back Robert Edwards. Other notable players that didn't make the cut were Green Bay Packers wide receiver Antonio Freeman, San Francisco 49ers wide receiver Terrell Owens, New York Giants cornerback Jason Sehorn and Oakland Raiders cornerback Charles Woodson.

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

The biggest surprise was that previous Madden Bowl champion Morris Chestnut was eliminated immediately by New York defensive back Ray Mickens. Astros outfielder Derek Bell (the first MLB player to enter the Madden Bowl) showed remarkable prowess at playing Madden NFL 99, saying, "I play the hell out of the game by myself" when he's on the road during the baseball season. After a good play, Bell could often be found taunting the competition by exchanging high-fives and pouring on additional points to embarrass outmatched competition.

Bell's dominance was finally ended when he lost in a pass-laden shootout with the calmer, more sportsman-like New York defensive back Ray Mickens. The final game's score was 35-21, but closer than the score implied. Mickens' celebration consisted of his showing Jamal Anderson his own version of the popular "Dirty Bird" end-zone celebration. Congrats to Mickens, this year's Madden Bowl champion!

The Jets might have been eliminated in the AFC Championship game, but their defensive back Ray Mickens (right) won the Madden Bowl.

Good News/Bad News

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

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

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

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

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

Bad News
Fox Interactive hasixed plans to bring Aliens vs. Predator to the PlayStation, instead deciding to focus on the PC version. It may or may not be reinstated in the future.
**International News**

**Dreamcast Leaps Into Spring**

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

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

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

New peripherals are landing in Japan shortly too, including the voice-feedback device called the PuyoPuyo Pack (15,000 yen - $16). The aptly named Dreamcast Gun will be released simultaneously with House of the Dead 2 for 7,800 yen with the game ($69), and features a VMU slot for the PuyoPuyo pack or VMU, and a digital pad. Get Bass.

**Fishing Controller**

will be released simultaneously with the title and will sell for about 5,800 yen ($54) separately or 9,800 yen ($86) packed with the game. ASCII is also planning its first DC peripheral, a Mission Stick for release in March that will give you more control for flight games, retailing for about 7,800 yen ($69).

[www.sega.co.jp](http://www.sega.co.jp)

**Import Pick of the Month**

**Unjammer Lammy** - With the exclamation “I gotta believe,” PaRappa the Rapper has really done it. Sony is hoping Unjammer Lammy will repeat this success, especially in Japan where PaRappa has become one of the PlayStation’s most recognizable mascots. We think the sequel will be just as addictive, even with the switch to rock music.

**PlayStation:**

2/25 Pop’n Music, Konami (Misc.)

2/25 Monster Farm 2, Tecmo (Misc.)

3/4 Pepsiman, Kid (Misc.)

3/11 Final Fantasy Collection, Square (RPG)

3/11 Final Fantasy Collection Anniversary Package, Square (RPG)

3/18 Chocobo Racing, Square (Racing)

3/18 Unjammer Lammy, SCEI (Misc.)

3/25 The King of Fighters ’98, SNK (Fighting)

3/5 Revange Revolution, Konami (Misc.)

4/22 Bust A Move 2: Dance Tengoku Mix, Enix (Misc.)

4/29 Cotton Original, Success (Shooting)

**Saturn:**

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

**Dreamcast:**

2/25 Powerstone, Capcom (Fighting)

2/25 Pop’n Music, Konami (Misc.)

3/4 Puyo Puyo, Compile (Puzzle)

3/4 Psychic Force 2012, Tailo (Fighting)

3/4 Aero Dancing, CRI (Fighting)

11/1 Monaco Grand Prix 2, UB Soft (Racing)

3/18 Kitane: White Illumination, Hudson (Misc.)

3/25 Marvel Vs. Capcom, Capcom (Fighting)

3/25 Blue Stinger, Climax Graphics (Action)

3/25 Superspeed Racing, Sega (Racing)

3/25 The House of the Dead 2, Sega (Light Gun)

4/1 Buggy Heat, CRI (Racing)

4/1 Get Bass, Sega (Sports)

**Game Boy**

3/31 Beatmania GB, Konami (Misc.)

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

**International Bits**

**N64 Goes Online in Japan**

While it’s got two feet in the grave in the U.S., the 64DD may still see the light of day in Japan. Recently N64 Telecon System announced it signed an agreement with Microsoft that will result in a new product utilizing newly developed software-modem technology. The announcement hints at a possible release of this “product” during the second half of calendar year 1999 for mainly the Japanese market. This is most likely not a new system, but the modern technology slated to be used with the often-delayed 64DD.

**NeoGeo Pocket Gets Color**

SNK’s NeoGeo Pocket Color will be released March 19 in Japan for 8,900 yen (780). It’s a little bit thicker and bigger than the first black-and-white NeoGeo Pocket, and lasts for 40 hours on two AA batteries (two times longer than Game Boy Color). SNK also announced several new companies will develop games for it, including Capcom: Resident Evil Pocket, Taito: Puzzle Bobble: Bust A Move, Uep System: Cool Boarders, and Data East: Magical Drop Pocket). SNK will release the NeoGeo Pocket Color in the U.S. later this year.

**Alpha 3 Lands on Saturn, DC**

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

**All Sold Out of PocketStation**

Sony’s PocketStation was released in Japan on Jan. 23, and immediately sold out. Rumors of a battery problem, which left it lasting for only an hour before it had to be charged, persisted as the reason for the shortage of supply of the device. Some retailers stated the initial shipment was only 60,000 units, PocketStation is expected to be released in the U.S. later this year. In other Sony news, the company has revealed Gran Turismo 2 is in fact coming to the PlayStation later this year, with an expected release this summer.
I'M THE GOOD AND THE BAD.
YOU'RE JUST UGLY.
Burn 'em, blast 'em, or blow 'em away - Duke's packing serious heart!

Dukematch, baby! Multiplayer fraggin' in split screen or co-op.

Guns, girls and time travel - 3 centuries of Duke attitude!

Frog The Wild West! Victorian England! Post - Apocalypse NYC!

A FISTFUL OF ATTITUDE...
TRAVELING THROUGH TIME...
TAKING OUT ALIEN TRASH...
A MAN CALLED DUKE.

DUKE NUKEM
ZER:Ø H:ØUR
ONLY ON NINTENDO 64

SOUNDTRACK AVAILABLE ON RED INTERACTIVE RECORDS. Visit us on the web: www.duke-nukem.com

MATURE
NEED A HINT?
1.800.CALL.2GT
### March

- **Arcade Hits: 720° - Midway** | Action
- **Arcade Hits: Defender/Joust - Midway** | Action
- **Arcade Hits: Spy Hunter/Moon Patrol - Midway** | Action
- **Asterix - Infogrames** | Action
- **Brawl & Butt Head - GT Interactive** | Action
- **Conker's Pocket Tales - Nintendo** | Puzzle
- **KLAX - Midway** | Puzzle
- **NBA in the Zone '99 - Konami** | Sports
- **NHL Blades of Steel - Konami** | Sports
- **Rugrats The Movie - THQ** | Action
- **San Francisco Rush - Midway** | Racing
- **Spawn - Konami** | Action
- **V-Rally - Infogrames** | Racing
- **AirBoardin' USA - Agatec** | Racing
- **Beetle Adventure Racing - EA** | Racing
- **Bust-A-Move 99 - Acclaim** | Puzzle
- **California Speed - Midway** | Action
- **Chameleon Twist 2 - Sunsoft** | Action
- **Duke Nukem: Zero Hour - GT Interactive** | Action
- **MLB Bottom of the 9th - Konami** | Sports
- **Lode Runner 98 - Infogrames** | Action
- **NBA in the Zone '99 - Konami** | Sports
- **NHL Blades of Steel - Konami** | Sports
- **O.T.T. - Puigmans** | Action
- **Ogre Battle 3 - Nintendo** | RPG
- **Quake II - Acclaim** | Action
- **Rampage 2 Universal Tour - Midway** | Action
- **Snow Speeder - Sunsoft** | Sports
- **Snowboard Kids 2 - Atlas** | Sports
- **Space Race - Infogrames** | Sports
- **Star Trek - Infogrames** | Sports
- **Triple Play 2000 - EA Sports** | Sports
- **The New Tetris - Nintendo** | Sports
- **V-Rally 99 Arcade Champ. Edition - Infogrames** | Racing
- **Army Men '99 - Interplay** | Sports
- **Baseball 2000 - Interplay Sports** | Sports
- **Bass Landing - Activision** | Sports
- **Big Air Snowboarding - Accolade** | Sports
- **Black Bass - Hot & Cold** | Sports
- **Bust-A-Move 99 - Acclaim** | Puzzle
- **Carmageddon - Interplay** | Racing
- **Driver - GT Interactive** | Racing
- **Freestyle Boardin' 99 - Capcom** | Racing
- **Gex 3: Deep Cover Gecko - Eidos** | Action
- **Global Domination - Polygonics** | Sports
- **Guardian's Crusade - Activision** | RPG
- **Hello Kitty's CribFrenzy - NewKidCo** | Puzzle
- **Legend of Krome - Sega** | Adventure
- **Legend of Legaia - Sega** | RPG
- **MLB 2000 - Sony Computer Entertainment** | Sports
- **Monaco Grand Prix - Ubi Soft** | Sports
- **Monsters Seed - Sunsoft** | Strategy
- **NBA in the Zone '99 - Konami** | Sports
- **Need For Speed: High Stakes - Electronic Arts** | Sports
- **NFL Blades of Steel - Konami** | Sports
- **Populous: The Beginning - Electronic Arts** | Strategy
- **Pro 18: World Tour Golf - Psygnosis** | Sports
- **Rampage 2 Universal Tour - Midway** | Action
- **RC Blitz Combat - Midway** | Action
- **Rollercoaster Tycoon - Psygnosis** | Sports
- **Rush Down - Electronic Arts** | Sports
- **Shadow Man - Crane Entertainment** | Action
- **Silhouette Mirage - Working Designs** | Action
- **Sports Car GT - Electronic Arts** | Action
- **StarCon - Accolade** | Simulation
- **Street Skier - Electronic Arts** | Sports
- **T-Tax - Activision** | Action
- **Tall Concerto - Bandai** | Action
- **Tiny Tank: Up Your Arsenal - MGM Interactive** | Action
- **T.R.U.C. - Sunsoft** | Action
- **Tribe Play 2000 - Electronic Arts** | Sports
- **Xena Warrior Princess - 3DO Studios** | Action
- **You Don't Know Jack - Berkeley Street** | Misc.

### April

- **Caravan's Palace II - Interplay** | Misc.
- **Dark Bost - Konami** | Action
- **Prince of Parma - Mindscape** | Action
- **Smurfs Nightmare - Infogrames** | Action
- **Space Station Silicon Valley - Rockstar** | Action
- **Tits Jr. - Titans** | Action
- **Top Gear Pocket - Kemco** | Racing
- **Wicked Surfing - Interplay** | Sports
- **WFF Attitude - Acclaim** | Action
- **All-Star Baseball 2000 - Acclaim** | Sports
- **All-Star Tennis 99 - Ubi Soft** | Sports
- **Caesar's Palace - Crave Entertainment** | Simulation
- **Charlie's Angels: Chasing the Cream** | Action
- **Fighting Force 94 - Eidos** | Action
- **Micro Machines Turbo 64 - Midway** | Racing
- **Monaco Grand Prix - Ubi Soft** | Sports
- **Roadster 99 - Titus** | Action
- **Rugrats Board Game - THQ** | Misc.
- **Shadowwing 64 - Kemco** | Puzzle
- **Tonic Trouble - Ubi Soft** | Action
- **xTeen - 960 Studios** | Sports
- **All-Star Tennis 99 - Ubi Soft** | Sports
- **Attack of the Saucerman - Psychogame** | Action
- **Baseball 2000 - Interplay** | Sports
- **Bomberman Fantasy Race - Atari** | Racing
- **Clock Tower II: The Struggle Within - Agatec** | Adventure
- **Dissolution of Souls - Virgin** | Action
- **Kawasaki Motocross - Activision** | Racing
- **Loneen Tunes Lost in Time - Infogrames** | Action
- **Lunar: Silver Star Story Complete - Working Designs** | RPG
- **OllieAtom: The Nomad Soul** | Action
- **Point Blank 2 - Namco** | Light Gun
- **Quake 2 - N64** | Action

### May

- **G-Force - Sega** | Sports
- **Grand Theft Auto - Rockstar** | Action
- **High Heat Baseball 2000 - 3DO** | Sports
- **Jackie Chan's Stuntmaster - Midway** | Action
- **Quake 2 - Activision** | Action
- **R-Type II - Konami** | Action
- **Superman II - Konami** | Action
- **T-Rex 3 - Ubi Soft** | Sports
- **WFF Attitude - Acclaim** | Sports

### June

- **Bass Fishing - Nintendo** | Sports
- **International Track & Field - Konami** | Sports
- **R-Type Plus - Nintendo** | Action
- **Command & Conquer - Nintendo** | Action
- **Jet Force Gemini - Nintendo** | Action
- **Monster Truck Madness - Rockstar** | Sports
- **R-Type II - Konami** | Action
- **Superman II - Konami** | Action
- **Vigilante 8 - Activision** | Action
- **World Driver Championship - Midway** | Action
- **Alien Resurrection - 3DO Interactive** | Action
- **Centipede - Hasbro Interactive** | Action
- **Command & Conquer - Nintendo** | Action
- **Demon's Dozen - Rockstar** | Action
- **High Heat Baseball 2000 - 3DO** | Sports
- **Jackie Chan's Stuntmaster - Midway** | Action
- **Quake 2 - Activision** | Action
- **R-Type II - Konami** | Action
- **Superman II - Konami** | Action
- **T-Rex 3 - Ubi Soft** | Sports
- **WFF Attitude - Acclaim** | Sports

**Compiled by Chris Johnston**
you it were me

Could you sink the 3 with 2 seconds left?

would you work on your d?

venture into the paint?

seek out the limelight?

it's not so easy, is it?

GLEN RICE, CHARLOTTE HORNETS

GAME BOY COLOR

OFFICIAL NBA PRODUCT

PlayStation

Nintendo

EVERYONE

KONAMI

www.konami.com

In the Zone '99
## Top 20

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

<table>
<thead>
<tr>
<th>Rank</th>
<th>Game Title</th>
<th>Publisher</th>
<th>Score</th>
<th>Sales Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>The Legend of Zelda: Ocarina of Time</td>
<td>Nintendo</td>
<td>10</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Star Wars Rogue Squadron</td>
<td>Nintendo</td>
<td>8.0</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>Crash Bandicoot: WARPED</td>
<td>Sony Computer</td>
<td>8.5</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>GoldenEye 007</td>
<td>Nintendo</td>
<td>9.0</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>WCW/nWo Revenge</td>
<td>THQ</td>
<td>9.5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>Tomb Raider III</td>
<td>Eidos</td>
<td>9.0</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>Metal Gear Solid</td>
<td>Konami</td>
<td>9.0</td>
<td>7</td>
</tr>
<tr>
<td>8</td>
<td>Turok 2: Seeds of Evil</td>
<td>Acclaim</td>
<td>9.0</td>
<td>8</td>
</tr>
<tr>
<td>9</td>
<td>Twisted Metal III</td>
<td>989 Studios</td>
<td>9.0</td>
<td>9</td>
</tr>
<tr>
<td>10</td>
<td>NASCAR 99</td>
<td>Electronic Arts</td>
<td>9.0</td>
<td>10</td>
</tr>
<tr>
<td>11</td>
<td>Crash Bandicoot 2: Cortex Strikes Back</td>
<td>Sony Computer Entertainment</td>
<td>9.0</td>
<td>11</td>
</tr>
<tr>
<td>12</td>
<td>Madden NFL 99</td>
<td>Electronic Arts</td>
<td>9.0</td>
<td>12</td>
</tr>
<tr>
<td>13</td>
<td>A Bug's Life</td>
<td>THQ</td>
<td>9.0</td>
<td>13</td>
</tr>
<tr>
<td>14</td>
<td>Rugrats: Search for Reptar</td>
<td>THQ</td>
<td>9.0</td>
<td>14</td>
</tr>
<tr>
<td>15</td>
<td>Knockout Kings</td>
<td>Electronic Arts</td>
<td>9.0</td>
<td>15</td>
</tr>
<tr>
<td>16</td>
<td>Gran Turismo</td>
<td>Sony Computer</td>
<td>9.0</td>
<td>16</td>
</tr>
<tr>
<td>17</td>
<td>Pokémon (Blue Version)</td>
<td>Nintendo</td>
<td>9.0</td>
<td>17</td>
</tr>
<tr>
<td>18</td>
<td>NFL GameDay 99</td>
<td>989 Studios</td>
<td>9.0</td>
<td>18</td>
</tr>
<tr>
<td>19</td>
<td>Frogger</td>
<td>Hasbro Interactive</td>
<td>9.0</td>
<td>19</td>
</tr>
<tr>
<td>20</td>
<td>Super Mario 64</td>
<td>Nintendo</td>
<td>9.0</td>
<td>20</td>
</tr>
</tbody>
</table>

### Zelda: Ocarina of Time

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

### Star Wars Rogue Squadron

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

### Crash Bandicoot: WARPED

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

### GoldenEye 007


### WCW/nWo Revenge

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

---

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

- 
- 
- 
- 
- 

*Source: Videogames.com poll, 1/25/99*
you if you were me

Could you stand up to the pressure of being named team captain?

STICK handle, wearing a 225 lb. defenseman on your back like a sweater?

STOP blowing kisses to the pretty girls in the arena?

it's not so easy, is it?

JAROMIR JAGR
PITTSBURGH PENGUINS

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

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

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

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

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

The Truth - That's pretty much it. The Q's spies were recently lucky enough to get some word straight from the teams at Oddworld and learned a number of interesting facts. First, Munch's will combine several elements: Action, adventure, simulation, strategy and RPG. On top of this, the AI system is something that is being dramatically improved. The team is striving to create characters with unprecedented...um, character. They'll show more emotions, and behave in far more realistic ways (even than Abe). As far as system details are concerned, this is not finalized yet, but the game is most likely being pitched for PlayStation 2. The grand plans they have for the game will not fit on any current platform (currently speculation from the team is that they require something equivalent in power to a Pentium 600MHz). They are shooting for a 2001 release.

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

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

The Truth - Of course there is! Expect at least two games around the time the film is released in May (across a variety of systems) and then sit tight for another two or three games before the end of the year.

No details yet...members of the Q network privy to any Star Wars information were threatened with torture and death by firing squad if they revealed any information — but make sure you buy EGM next month for every scrap of official information available.

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

The Truth - Oh yeah, Star Ocean is apparently the first up to bat and may well be out as soon as June. Also, the Q's probe has revealed that Sony is also extremely interested in publishing the U.S. version of Dragon Quest VII.
An Epic Adventure
A Timeless Romance
An Instant Classic

LUNAR
SILVER STAR STORY
COMPLETE
A 4 Disc Collector's Edition with Cloth Map and Soundtrack!

Our games go to III!
Who you callin' a pussy?
Strut your bad self through 20 intense levels of sweeping rivers and dense bamboo forests on your quest to defeat the Dragon Master.

Take on lethal animal enemies inspired by Chinese legend, including muscle-bound snakes and ferocious wild boar.

Send them flyin' with over 100 character moves and authentic Kung Fu attacks like the Leopard Pounce and the Monkey Roll.

Then, unleash your tiger attacks, and finish 'em off with thrashing claws and razor-sharp teeth.

Tai-Fu—putting the “F-U” in Kung Fu.

IN STORES MARCH 1999

Tai Fu
Wrath of the Tiger

That's Chinese For Kick Ass.

www.activision.com
Get reacquainted with an all-new GEX.
And his Miss Adventures.
• All-new intuitive camera system guides you through hazardous 3D missions
• Over 25 all-new disguises with new abilities like scuba diving and snowboarding
• Baywatch’s Marliece Andradæ stars as Agent Xtra in all-new full-motion video
• An all-new GEX spits fireballs, controls tanks, crocodiles, burros and more
• Over 1,000 all-new celebrity impressions and wisecracks

"...the most in-depth platforming game on the PlayStation."
- Official PlayStation Magazine
Sega Rally 2

Sega Delivers Big-Time With The First DC Racer

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

Unlike the no-frills conversion of VF3tb, Sega Rally 2 comes packed with extras. In addition to the Arcade Mode, there's a new 10-Year Championship mode, as well as a Time Attack mode. And while the arcade version has four tracks and eight cars, the home version is loaded with 20 cars and numerous variations of the four arcade tracks (37 in total). By far the coolest addition is the 10-Year mode, where you race through 10 seasons consisting of a set number of tracks in different weather conditions. The races get progressively more difficult.

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

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

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

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

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

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

We'll be back with an updated preview of Rally 2 as soon as we get our hands on the U.S. version.
THREE OF THE BIGGEST VIDEO GAMES OF ALL TIME!
ONE INCREDIBLE MOTION PICTURE!

Following the grand tradition of Martial Arts cinema, Tekken The Motion Picture invites you once more to the arena of combat. Enter the world of the Iron Fist Tournament where fighters of unequalled ability gather from around the world to test their might in the gladiatorial arena.

Available NOW on video and DVD!

From the hit video game, comes a new tale of a desperate race against time.

Panzer Dragoon is a unique visual feast. Fast-paced, state of the art, computer generated animation takes the viewer on a roller coaster ride through a land just beginning to recover from the ravages of war. Love conquers all, but will it do so in time to save the world?

Available March 8th!

Get yours today at

SUNCOAST
MOTION PICTURE COMPANY
and other fine stores

Put the controller down!

www.advfilms.com
info@advfilms.com

Animation for a New Generation!
Shinki Sekai Evolution

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

Gamer's Edge

Down, boy. Nice puppy!

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

As with any RPG, there will be a good deal of runnin' around town, buyin' supplies, talkin' mess, and chillin' out. Evolution's no exception. complexity. The characters themselves look great and each one has cute little soundbites for a wide variety of situations.

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

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

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

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

No it's not the 4th of July or Chinese New Year. Mag just unloaded some serious firepower on these "poor" spiders.
Holy Mackerel, even my hair hurts.

Introducing, Contender. The brutally fun boxing game.

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

CONTENDER
Marvel vs. Capcom

Capcom is wasting no time at all making it clear that they're very much behind Sega's Dreamcast. On March 25, exactly one month after their first DC title (Power Stone) hits, they'll be back with their second arcade port—Marvel vs. Capcom: Clash of Super Heroes. As you can see by these screens, it looks exactly like the arcade game. It'll be interesting to see how well it animates in action. After all, there haven't been any animation-heavy 2D games on the DC yet. If it looks as good as Capcom's 4-Meg Saturn games, we'll be ecstatic! Speaking of Capcom on DC, expect to see SF Alpha 3 real soon...

Under Cover: AD 2025 Kei

Sega recently unveiled a new 3D game for the Dreamcast called Under Cover: AD 2025 Kei. Developed by Pulse Interactive and labeled as a "Detective Action/Adventure," Under Cover is due out this summer in Japan. The scenario is written by well-known Japanese novelist Arimasa Osawa and revolves around a young female detective named Kei Samejima. From what we've seen, the gameplay seems to be similar in concept to Resident Evil or Silent Hill, but with (obviously) much nicer visuals. A U.S. release is planned, but nothing has been announced yet. Expect to hear more after E3...
Can you land a lunker? There's no need to exaggerate the size of your skill, with Fisherman's Bait you can prove it! Number One Rated arcade game now on PlayStation® Two player versus mode - fish against a friend. Dual Shock function lets you feel the bass biting.
**Dreamcast**

**Grandia II**

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

---

**Superspeed Racing**

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

"#1 STEERING WHEEL FOR PLAYSTATION."

Get behind the wheel of the most realistic driving experience outside of Indy. Just ask Mario Andretti. Feel every bump, every turn with built-in force vibration for both PSX and N64.

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

The Mad Catz Wheel for Nintendo® 64 features built-in Force Pack™ rumble, 270 degree wheel turning radius, stick and foot pedals. Feel the force behind Mad Catz. All other wheels are mere toys.

by any means necessary
www.madcatz.com
Guard Destiny
With Your Life.
God's Tower... a majestic symbol of hope to the world. But behind its walls lurks a being that could destroy all. Evil forces are already in motion as the Tower cries out for a hero.

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

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

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

Wield 71 spells, hundreds of fantastical weapons and powerful suits of armor in an immense, 5-D RPG world.

“**A Beautifully Animated, Inventive and Meticulously Detailed RPG from the Creators of Toshinden.**”
—Gamers' Republic

GUARDIAN'S CRUSADE

SOMETIMES DESTINY follows YOU.
SILENCE

CAN BE DEADLY

Run, strafe, crouch, roll and climb through 13 highly detailed, real-world environments filled with lethal terrorists.

Take your best shot with 4 targeting modes, including nightvision sniper mode.

Wreak fiery havoc with 17 deadly weapons including the G-18 Pistol Machine Gun and M-79 Grenade Launcher.
Explore a dark world of genetic mutants, political intrigue and mind control deep below the "Big Apple" in Hybrid Heaven. Konami's cinematic, 64-Bit answer to Square's popular Parasite Eve for the PlayStation.

After running down an unarmed secret service agent at the urging of a mysterious, disembodied voice, the player's character, Diaz, is ushered through a New York subway tunnel by two men in black into a bizarre subterranean world populated by scientists, robotic sentinels and unspeakable genetic experiments gone awry.

An unwitting pawn in a plan to assassinate the president, Diaz must piece together the fragments of his shattered memory if he is to escape his underground prison and foil the would-be assassins.

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

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

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

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

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

Detective Burn only knows one way to pay back.

Rachel is more than just smart; she's hot-headed!

T.R.A.G.
TACTICAL RESCUE ASSAULT GROUP

Professor Howard's been kidnapped and held hostage. Detective Burns is hot on the case, but so is the Tactical Rescue Assault Group (T.R.A.G.). As they fight for the limelight, the Professor's only hope may be his scientifically enhanced daughter Rachel, with her Artificial Intelligence implant. When the kidnappers demand a ransom, there'll be more than just egos flying, there'll be bullets...

THE ULTIMATE 3D ACTION/ADVENTURE ROLE-PLAYING GAME!

COMING SOON

EXCLUSIVELY DISTRIBUTED BY:

MONSTER SEED

Gather Your Monster Eggs, Incubate Them, And Send Them All To Fight Your Enemies!

CHAMELEON TWIST 2

He's Baaack... This Time With A Parachute! And, Wait Til You See What He Can Do With It!

All names and logos are the registered trademarks of their respective companies.
Quake II

Giblets, Anyone?

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

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

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

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

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

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

Multiplayer Modes

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

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

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

Tune In For Great Advice on Everything from Colleges to Hairstyles

A TV Program By and For Teens!

Your clothes say it all. Join us when we visit X-games world wakeboarding champion Tara Hamilton and take a look at the original California-style clothing which Tara wears from Hang Ten. Learn how you can make your own impression, just like Tara, and be who you want to be.

Discover the secret teens around the world have found as a fun, flavorful and stylish alternative to smoking - Chupa Chups® Lollipops. This international treat, available in 31 flavors from apple to cappuccino, is more than a candy, it's an attitude!

Pre-Show Info
Chupa Chups®
www.chupachups.com

Hang Ten:
1-619-546-8887

For Teen Street Programming Information Call
1-800-333-2008 or visit
www.tricompictures.com

Hang Ten
Chupa Chups
TRICOM PICTURES
Entertaining and Educating The World
All-Star Baseball 2000

The Best N64
Baseball Sim
Gets Better

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

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

All of this is great, but what's more important is gameplay. Believe it or not, this is where they REALLY went nuts with the details. ASB 2000 is a sim fan's dream—it's packed with dozens of features, many of which are either enhanced from last year or entirely new. The most important enhancements lie in the batter/pitcher interface—check out the sidebar for details. The AI has been tweaked in several areas (smarter CPU players, better CPU draft management, more realistic stats over the course of a season, etc.), and the many GM options have been improved as well. Not only are there more stats, but they're more user-friendly and more accessible too (especially during a game). The Create-A-Player Mode is not only more detailed, but it allows you to create up to 25 players now (as opposed to 10 last year).

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

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

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

Behind the Screens

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

With 3D Batting (top), players can actually target their swings more accurately than ever before. Got a runner on third with one out? No problem! Aim high and deep, so he can tag his way home! Also new: Pitch type AND location guessing (bottom). Sweet!
All the realism of an 18 hole golf course.

(Without the nasty goose droppings!)

Pro 18. World Tour Golf is the biggest thing to hit golf since titanium clubs. Unrivalled attention to course detail and TV-style coverage make a perfect foursome when combined with some of the hottest pro players and our groundbreaking 4-click swing system. Tee off some of the world's greatest courses including Royal County Down (Ireland), The Lost City (South Africa) and Coeur d'Alene (USA). Piqued your interest?

For a free demo check out:
www.psygnosis.com/pro18/

And while you're there, find out how you can win a real trip to The Coeur d'Alene Resort.

Pro 18's 3rd hole, Coeur d'Alene

Actual 3rd hole, Coeur d'Alene

"Honestly, if you're playing the course and you're playing the game, there is no difference!"

—Bill Reagan, General Manager, The Coeur D'Alene Resort
WE DIDN'T CLONE IT.

We ripped its heart out and strapped it into new bodies.

Faster, fiercer and more powerful than ever comes Quake II for PlayStation™ game console™ and Nintendo 64.

These totally redesigned versions are born again with uncharted levels, ideal graphics, blood-gurgling sound effects, ferocious 2/4 player deathmatches, and dual shock feedback literally give you one intense out-of-body experience.

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

The voodoo-flavored story is rich and twisted, lifted, Mike LeRoi (a.k.a. Shadow Man) in the unlikely position of saving the world from Legion, a being who has come from beyond the universe to cause mayhem. By employing the "talents" of five serial killers, Legion plans to destroy the real world and Deadside gathering information, items and power, and killing evil minions.

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

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

LeRoi, and vice versa. In addition, there are certain items you must collect to access unreachable areas to find secrets, which ultimately equals more power with which to fight stronger enemies and bosses.

"There's a multitude of experience in each level, whether it's an action, adventure or puzzle element," explains Guy Miller, creative director for Iguana U.K.

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

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

Who all is working on Shadow Man?
Guy Miller, Creative Director at Iguana in the United Kingdom, is the main man behind the project, but he's obviously not the only person working on it. In fact, all of Iguana-U.K. is working on Shadow Man—that's roughly 30 people. It has been in development for just over two years.

What else has Guy Miller worked on?
Miller has been in the gaming industry for a long time. In fact, he worked on Battle Toads and Wings Of War on the NES and many other old-school titles. More recently, Miller has worked on Tomb Raider when he was with Core. Now with Iguana-U.K., he's the man behind Shadow Man.

What inspired the grim and horrific story behind Shadow Man?
There are several things. First and foremost, there's a painting by Pieter Bruegel called the 'Little' Tower of Babel (see left). Miller thought the tower looked like somewhere serial killers go when they die. The Asylum in Shadow Man is based on this tower—a dark, disgusting and fearsome place full of evil and death. Other inspirations include paintings by Francis Bacon and the movies Seven and Jacob's Ladder. Needless to say, the game is twisted.
Top 10 Reasons to BuyGames.com

1. Rogue Squadron - $44.95
2. Gran Turismo - $32.95
3. Banjo Kazooie - $39.95
4. Tekken 3 - $33.95
5. Parasite Eve - $39.95
6. Super Cross 98 - $33.95
7. Golden Eye 007 - $29.95
8. Tomb Raider III - $37.95
9. All Star Baseball 99 - $49.95
Triplet Play 2000

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

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

Curiously, the batting view is in different locations depending on the game difficulty level. On Rookie, the view is well above the catcher's head. In Pro, it's slightly lower than the traditional "catcher-cam" is reserved for the hardest level. It seems this was done to promote the game's expanded sweet spot as well as the arcade-like gameplay in general. Getting a hit on Rookie is pretty darn easy, so there's no need to have the cam in the traditional spot where an angle with a greater field of view can be used.

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

An example of some of that quick cut camera work.

Bottom of the 9th

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

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

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

The Training Mode allows you to sharpen your skills in either batting, pitching or fielding.
What are you waiting for?

Includes DEMOS of:
GEX 3: Deep Cover Gecko™
Legacy of Kain: Soul Reaver™
Tomb Raider II®

Tomb Raider II
Now on Greatest Hits

coming soon from EIDOS

GEX 3
DEEP COVER GECKO

LEGACY OF KAIN
SOUL REAVER

www.eidosinteractive.com
Gauntlet Legends

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

WWF Attitude

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

Monster Truck Madness

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

"...everything the previous game was and more... an incredible gaming experience."
- EGM

"Exoddus easily earns a place among the PlayStation's best this year."
- GamePro

"...even better - and odder - than the original."
- Official PlayStation Magazine

"Improvements and pluses that will delight all the old fans and the countless new ones."
- GameFan

"...combines stunning graphics and engrossing gameplay."
(**** out of four)
- USA TODAY

Save the Mudokons and save your game anywhere!

Abe gets all emotional! More panic! More talking! More pleading!

Tons of cool new power-ups! Invisibility! Healing powers! And more!

Flesh-eating Fleeces! Undead Mudombies! Bone-grinding Greeters!

In odd we trust

Available at your local retail store. Order direct at www.gtstore.com or call 1-800-610-6116

Oddworld: Abe's Exoddus © 1998 Oddworld Inhabitants, Inc. All Rights Reserved. Created by Oddworld, Published and Distributed by GT Interactive Software Corp. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Oddworld Inhabitants Logo is a trademark of Oddworld Inhabitants, Inc. All other trademarks are the property of their respective companies.
“If you love baseball... this is the only game in town.”

- GamerzEdge

HIGH HEAT Baseball
2000
“Top-notch arcade play; the best baseball game AI” - PC Gamer

- TruPlay™ AI guarantees true-to-life base running, fielding, and managing
- Motion-captured polygonal players in a 3D environment ensures authentic major league gameplay
- Broadcast-style camera angles and VCR features allow you to replay the action from any angle

“...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch.”
- Family PC

- Blazing fast gameplay and all the action of a highlight reel
- Pro-style interface that brings you into the game
- Head-to-Head Multi-player action via LAN, modem, or Internet

“This game feels like baseball...great gameplay, and super AI. No other game does these things.”
- PC Sports Games

New 1999 MLBPA player rosters and 1998 career stats
- Career Mode includes a realistic aging curve, player retirement, and new rookie prospects
- Make block buster deals with Multi-player trades and Manage-only mode to control key aspects of gameplay

*PC version only

“This is the best baseball game, satisfaction guaranteed.”
- Trip Hawkins, President. 3DO
When All The Trouble Is All Your Fault,
Be A Man And Stand Tall.

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

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

Tonic Trouble
Ehrgeiz! Gesund Heit!

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

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

Last one to the finish line buys the beer! Like the Tobal series, Ehrgeiz also features a Quest Mode with beautiful graphics and some neat light-sourcing.

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

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

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

In any case, for many who felt burned at the loss of Tobal 2, now’s your chance to make peace with the past. Due to arrive in the States this May, the arrival of Ehrgeiz might make more than a few gamers say “Tobal who?”
RIDERS IN THE SKY

RULE THE SLOPES IN THE INTENSE AERIAL STYLINGS OF

FREESTYLE BOARDIN’ 99

CAPCOM

© CAPCOM CO., LTD. 1999 © CAPCOM U.S.A. INC. 1999 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. FREESTYLE BOARDIN’ 99 is a trademark of CAPCOM CO., LTD. PSOne and PlayStation are registered trademarks of Sony Computer Entertainment Inc. The interactive Digital Software Association is a trademark of the Interactive Digital Software Association.

CHOOSE FROM 6 RADICAL BOARDERS AND TEST YOUR SKILLS ON 10 TWIRLING AND TWISTING COURSES.

BUILD UP YOUR SKILLS ON 4 MODES OF GAMEPLAY: CHAMPIONSHIPS, TIME COMPEITION, FREESTYLE AND Versus.

FROM STEEP BACK COUNTRY TO THE AERIAL ACTION OF THE HALF PIPE AND STRAIGHT JUMP, FREESTYLE BOARDIN’ 99 IS AN EXTREME WINTERFEST FOR YOU THE MOST INSANE RIDERS.
G-Police Weapons of Justice

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

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

Numerous other features have been implemented to improve the overall playing experience. To begin with, in addition to the original helicopters, three new vehicles have been added to the game. These are the Raptor (a two-legged ground attack craft), the Corsair space craft, and a ground-based police car. While the original control scheme is still intact, an additional "arcade" setup is included to give the game an easier learning curve. In addition, weapon variety has been increased from 15 to 25 different weapons, each mission will have multiple objectives, enemy AI has been enhanced and mission briefings will be clearer and enhanced with audio cues. To top it off, even the HUD has been cleaned up for easier reading. In Weapons of Justice, you also have ground forces that will aid your progress and help take over hostile installations.

Keeping the G-Police story line moving smoothly is the

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

It's always really, really dark in this universe. Hey, don't the G-Police ever work during the day?
It's anyone who starts a sentence, "When I was your age..."

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

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

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

**BLAST RADIUS**

Show them how you really feel.

Wreak havoc in 40 different missions, in four unique, upgradable ships, using 13 different weapons against 30+ enemy craft. Experience wormholes, asteroids, cloaked planets, and kamikaze drones. Even play against that person you're licked off at, head-to-head.

www.psygnosis.com
**Croc 2**

**Lose And You're Luggage...**

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

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

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

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

Croc also has a number of new vehicles at his disposal, including a mine cart, a raft, a hot-air balloon, and a hang-glider, which you must navigate in Pilot Wings-style through a number of opening and closing rings. There's also a giant rolling snowball, which Croc must run atop to avoid being crushed.

Fox also promises to include "much-improved swimming and ice slides, too." Even more exciting, Croc 2 is said to contain some mini-racing games, such as a Mario Kart-style ultimate race, guaranteeing plenty of gameplay variety.

As for Croc's furry friends, they've undergone a few changes, as well; they now have the ability to talk in a limited, me-Gobbo-you-Croc all sort of way, allowing them to drop the occasional hint. Their appearance also changes from level to level; the Inca level, for instance, is populated by tribal Gobbos in ornate outfits, while Wild West Gobbos are dressed as cowboys and Indians. While this is mainly just eye-candy, it does allow you to find and identify specific Gobbos you may be looking for.

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

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

All in all, Croc 2 looks like it's going to surpass its celebrated predecessor in every conceivable way, promising to achieve the same PlayStation-Greatest-Hit status.
LONG AGO, A SMALL COUNTRY WAS DESTROYED BY MYSTICAL OBJECTS POSSESSING MYSTIC POWER. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FOIL, BUT THE SCARS REMAIN...

FROM THE CREATORS OF
DYNASTY WARRIORS...

MULTIPLE LEVEL GAMEPLAY—BATTLE IN THE AIR, ON THE GROUND, & ON TOP OF STRUCTURES

12 DANGLING 3D ENVIRONMENTS, 6 EXCITING GAME MODES

LONG-RANGE PROJECTILE ATTACKS AS WELL AS UP-CLOSE BANG-ON-HAND COMBAT

360° FREEDOM OF MOVEMENT, DUAL SUB-THUMBS CONTROLLER COMPATIBLE

ENCAPSULATING STORY MODE WITH 47 DIFFERENT EPIC SCENES

LET THE SLAUGHTER BEGIN.

DESTREGA™

KOEI

WWW.KOEIGAMES.COM

PLAYSTATION®
NO ONE REMEMBERS WHO HAD THE MOST BUNTS IN A SEASON.
Meet Sammy Sosa, Cyber Athlete™ and Jack City’s reigning Presidente. Think you can hit him down? Wake up. This is a bigger league ball. More warning track power. Deeper fly ball catches. Faster inning-ending double plays. And harder trainwreck slides. So pitch around him or you’ll get dragged kickin’ and screamin’ into the record books.

www.easports.com

TRIPLE PLAY 2000

If it’s in the game, it’s in the game.
Point Blank 2

Just Say No To “Point”-less Video Game Violence

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

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

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

Like the previous PlayStation version, Point Blank 2 also has a Story Mode, which has you searching for a lost princess in a comical theme park. The real fun, however, can be found

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

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

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

Alien Resurrection

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

Alien Resurrection is based on the fourth movie in the Alien series and is being developed by Argonaut, the creators of CROC and the original Star Fox. You can play as one of five different characters from the film: Ripley B, Call (the ship’s mechanic, played by Winona Ryder), Johnner (that huge guy from The City of Lost Children), Christie (the dreadlocked sharpshooter) and DiStephano (the soldier from the Auriga). Each character is designed for specific levels, so you won’t be able to pick one at will.

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

Right now the game is slated for a June release.
stop it before it multiplies.

[the plague.]

[not the praise.]

[“Stunning spell effects”—EGM]
[“Deep, involving storyline...beautiful graphics”—GamePro]

[“Beautifully rendered”—Next Generation]
[“Loaded with exquisite music.”—Gamer’s Republic]

[“Unravels like a good mystery...epic”—PSM]
[“A highly interactive world.”—PSExtreme]

Shadow Madness, Crawley, and Crave are trademarks of Crave Entertainment, Inc. All rights reserved. © 1999 Crave Entertainment, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
Baseball 2000

Interplay Sports’ Baseball Debut

Last year, VR Baseball '99 arrived late, but it turned out to be an extremely solid baseball sim, held back only by a few amateurish problems and some outdated graphics. Recently, we received an early version of newly renamed Interplay Sports’ sequel to VR '99, Baseball 2000. Here’s what we think so far.

Baseball 2000 sports a host of improvements over its predecessor, the most notable of which are the Create-A-Player feature, play-by-play commentary by Minor League announcer Sean McCullar, a Tournament Mode with fantasy draft, and analog control with Dual Shock support. The graphics are very noticeably improved as well, though at this point in time (80%), the frame-rate in the field is a bit choppy. Hopefully this will be cleaned up for the final release.

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

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

Monaco Grand Prix

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

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

Before you roll your eyes at “just another F1 game” you may want to pay attention. At just 50 percent completion it’s already apparent a sound foundation is in place. The frame-rate is very smooth and fast even when traffic gets heavy (up to 22 cars at once). And while the graphics are nothing special (similar to Psygnosis’ Formula One '98), it’s of small consequence given the competent racing gameplay.

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

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

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

WCW

NITRO™

The fastest wrestling game available!

Over 60 of the top WCW and NWO superstars!

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

WINDOWS '95

THQ

Everyone

© 1995 WHC Int'l. All Character names, logos, and related material are trademarks of World Championship Wrestling Inc. All rights reserved. WCW and NWO are trademarks of World Championship Wrestling Inc. All rights reserved. THQ and THQ logos are trademarks of THQ Inc. All rights reserved.
Fighter Maker

Now here's some good news. Fighter Maker is making its way to the States! If you ever thought you could make a better fighter than Namco or Capcom, now you can try. In Agetec's (formerly Asculi) Fighter Maker, you can customize everything from walking and blocking animations to special moves and grabs. When we say customize, we mean down to individual limbs, which can be manipulated any way you want. You can also set the frame speed for each move and how the attack will affect the enemy, like whether you want to knock the body down or have it launched into the air for easy juggle combos. Ever wanted your fighter to do the Macarena? You can do that too (Agetec demonstrated for us a fighter doing a "Macarena" death blow...you had to hit the fighter before he finished the dance, otherwise you met with instant death). It's all very cool. Fighter Maker's release is set for late May or June. We'll have more info on this game next month.
If you can't beat 'em, Bomb 'em!

Bomberman Fantasy Race

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

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

Wacky Animal Racing!

www.atlus.com  Hudson

© 1999 Atsus, Bomberman and Bomberman Fantasy Race trademarks of Hudson Soft. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Dual Shock is a registered trademark of Sony Computer Entertainment Inc.
You want to play with fire? Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shredded. Bred for the Pentium® II, tuned for the PlayStation® game console and the Nintendo® 64, and approved by the masters of the Automobile Club de Monaco. Feel the burn.

GRAND PRIX

Ubi Soft
ENTERTAINMENT
**Jade Cocoon:**
*Story of the Tamamayu*

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

**Grand Theft Auto: Mission Pack #1, London 1969**

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

**Big Air**

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

As it was at the beginning, is now, and ever shall be, world without end. Amen.

So hath he given to the Son to have all power in heaven and in earth, and hath given him authority to execute judgment also, because he is the Son of man. Marvel not at this:

For the hour is coming, in which all that are in the graves shall hear his voice, and shall come forth: they that have done good, unto the resurrection of life; but they that have done evil, unto the resurrection of damnation.

NINJA RESURRECTION
THE REVENGE OF JUBEL

VHS S.A.P. DUBBED $19.98
VHS S.A.P. SUBTITLED $29.95

ANIMATION FOR A NEW GENERATION!™
WWW.ADFILMS.COM
High Heat 2000

3DO is taking a stab at the baseball genre with this Team 366 title, due out in June. Beyond the MLBPA license, 30-cap polygon players and stats galore, something called TruPlay AI is used. This feature enables "true-to-life" base running, fielding and managing (so they say). In addition, the game boasts nine different pitching types for infinite pitch locations. Play-by-play is done by announcer Ted Robinson.

R/C Re-Volt

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

D.I.R.T.

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

Monster Farm 2

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

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

Persona 2: Tsumi

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

Final Fantasy VIII

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

ARMY MEN 3D
REAL COMBAT. PLASTIC MEN.™
Them quickly, the Juices.
Super Mario Bros.
Woo-hoo! Nintendo recently announced plans to bring the original NES classic, Super Mario Bros., to the Game Boy Color this May. The GBC version will be an exact port of the original, though the screen will scroll up a bit to make up for lost space (the GBC's screen dimensions don't match up properly with the old NES). Hopefully this is only the first of many NES ports to come.

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

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

Logical
Sunsoft's Logical is one of those puzzle games. You know the type—easy to learn, difficult to master. In the game, you must rotate and slide around gears until they each capture four marbles of the same color. Logical has 99 stages of increasing difficulty, some of which have obstacles like Teleporters or Color Changers that will impede your progress. Logical is due out this spring.
Win A Trip To E3!
Courtesy of EIDOS Interactive and Ziff-Davis

Enter NOW for your chance to win a trip to E3! Check out the latest greatest upcoming titles of this fall. Meet the Booth Babes and Hottest Game Developers. Party with EIDOS Interactive!

Grand Prize: (1 winner)
- Trip to E3! Includes airfare to Los Angeles, 2 nights hotel accommodations, Day Pass to E3, ticket to the EIDOS E3 party, ground transportation, and food vouchers.

2nd Prize: (3 winners)
- EIDOS Game Pack (3 EIDOS games for PC or PlayStation).
- Lara Croft collectible watch.

3rd Prize: (5 winners)
A copy of Tomb Raider III for PC or PlayStation.

Entry is easy. Send a postcard with your name, and address to EIDOS/ZD E3 Getaway Sweepstakes 651 Brannan Street 4th Fl. San Francisco, CA 94107 Or online at www.gamespot.com/promos/e3trip

Sweepstakes Rules:
1. No Purchase Necessary: You must be 18 years or older to enter this Sweepstakes. This Sweepstakes may appear in several creative presentations and you may enter in any of the following ways: (A) log on to http://www.gamespot.com/promos/e3trip or (B) mail a postcard containing your name, age, address and phone number to “Win A Trip to E3”, EIDOS Interactive, 651 Brannan Street, San Francisco, CA 94107. No purchase or payment of any kind is necessary to enter. Entry per household is limited to one for residents of the United States 18 years of age and older. Void in Alaska, Louisiana and Rhode Island. Non-compliance with the above parameters may result in disqualification. In the event of a dispute as to the identity of the entrant, the decision of the sponsor shall be final. Drawing to be held on or about April 27, 1999. All entries will be awarded. All prizes will be awarded to the person whose entry is selected. Winner must provide proof of age and sign and return an affidavit of eligibility/consent. Each prize is not transferable except as specifically stated. No substitutions or exchanges will be made. Non-transferable and void where prohibited or restricted. All federal, state and local regulations apply. 10. Sponsor: This Sweepstakes is sponsored by EIDOS Interactive and ZD Inc. (1999 ZD Inc. All rights reserved.)
720°

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

NBA Jam 99

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

Prince of Persia

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

NHL Blades of Steel '99

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

The Rugrats Movie

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

**POWER Quest**
- The best of Game Boy fighting action now awaits you!
- Available now!

**Logical**
- You'll need a lot of balls to play this one!
- Mar-balls that is!!
- Coming in March!

**Quest**
- Quest fantasy challenge will take you on the biggest adventure you can fit in the palm of your hand!
- Coming in March!

**Shanghai Pocket**
- For 3,000 years, the dragon of tiles has challenged the Orient. Now challenge your skills in 3 different games!
- Available now!

**Looney Tunes**
- Take Bugs Bunny on an airplane, Porky Pig to school, Daffy Duck for a drive. Yes, you can, with Looney Tunes for Game Boy Color!
- Coming soon!

**Daffy Duck**
- Guess who's coming to play?

**SUNSOFT**

EXCLUSIVELY DISTRIBUTED BY:
**ELECTRO SOURCE, LLC**
www.electrosourcinc.com

All names and logos are registered trademarks of their respective companies.
Power Stone

Power Stone features characters from the 19th century battling in 3D arenas filled with objects that can be hurled at the opponent. There are eight characters to choose from with a possibility of more being unlocked or at least added when the game comes home to the Dreamcast. The fighters include Fokker (a boxing English nobleman), Ryoma (a samurai warrior), Gun Rock (a Brazilian coal miner), Rouge (a flame-wielding Arabian fortune teller), Jack (a knife-toting criminal), Wang Tang (a fast Chinese martial artist), Galuda (a Native American wrestler) and finally Ayame (a deadly ninja).

The controls are simple. You use the joystick to freely maneuver around the 3D environment, while three buttons are used to punch, kick and jump. You'll need to jump, not only for jumping attacks but also for hopping up onto objects or up onto the platforms of varying heights. One of the big attractions of Power Stone is the level of interaction you have with the 3D environments. You can grab tables, chairs and just about anything you can think of to use as a weapon. Traditional weapons like flamethrowers, bazookas and guns can be found in little golden chests (a key strategy when playing is to head for one of these chests right away to get yourself a weapon). The environments are smaller, which seems to keep the action going since the two fighters never get very far apart.

Graphically, the game is beautiful, with a distinct 3D cartoon look. The characters and other 3D objects within the environments all look incredibly detailed, the fighters move with nearly flawless animation, and great lighting effects complement it nicely. Let's hope for a quick and smooth home conversion for the Dreamcast.

Behind The Screens

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

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

Looks a little like a certain Square Soft fighting game, doesn't it?
Driving on the ground is so 90's.
Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

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

Race through 20 different tracks spread over 4 distinct environments.

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

Intense "Big Beat" DJ soundtrack, featuring songs from Fatboy Slim, EZ Rollers, Aphrodite and more.
Funny thing about awards: We still give a damn about 'em, even though they're typically predictable. After all, we know which weepy flick will gobble Oscars and which catchy tune will dominate the Grammys, but awards shows and articles are still fascinating, probably because we like to see good things get their due.

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

And, yes, The Legend of Zelda: Ocarina of Time does dominate this year's awards, as—to a lesser extent—does the cinematic PlayStation masterpiece Metal Gear Solid. You can probably guess correctly at a lot of other awards, too. But what else can you expect from a year that saw the best driving game ever, the greatest fighter and the most atmospheric RPG we've ever played?

But we weren't the only gamers to lock ourselves in a room and pick the year's winners. Once again, we invited you, the readers, to submit your votes via mail or our online poll on Videogames.com. We've burrowed through the mountain of ballots and tallied your votes, which differed from ours in more than a few categories. This year also marks the trial run of our new Editors' Choice Award trophy—the retro robot you see marching across the page. We sent one of these little guys to each of the game publishers who won an award. Where did the coveted robots end up? Turn the page and see...

The awards presentation is about to begin...
The Eight Biggest News Stories of 1998

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

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

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

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

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

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

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

We say the Nintendo 64 Game of the Year is:
The Legend of Zelda: Ocarina of Time
Runner-up: Nothing (Unanimous Vote)

You say the Nintendo 64 Game of the Year is:
The Legend of Zelda: Ocarina of Time
Runner-up: Turok 2

OK, so the chances of The Legend of Zelda: Ocarina of Time winning this award are about as likely as Star Wars: The Phantom Menace tanking at the box office, but the straight scoop is nothing on the system comes close to matching the game's story, scope or execution. No runner-up here; our vote was unanimous (as was yours, nearly—a few of you favored Turok 2).

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

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

We say the Action RPG of the Year is:
The Legend of Zelda: Ocarina of Time
Runner-up: Nothing (Unanimous Vote)

You say the Action RPG of the Year is:
The Legend of Zelda: Ocarina of Time
Runner-up: Brave Fencer Musashi

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

Panzer Dragoon Saga

Runner-up: Shining Force III

You say the Saturn Game of the Year is:

Panzer Dragoon Saga
Runner-up: Shining Force III

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

We say the PlayStation Game of the Year is:

Metal Gear Solid

Runner-up: Gran Turismo

You say the PlayStation Game of the Year is:

Metal Gear Solid
Runner-up: Resident Evil 2

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

We say the Action Game of the Year is:

Banjo-Kazooie

Runner-up: Tomba!

You say the Action Game of the Year is:

Turok 2
Runner-up: Crash Bandicoot: WARPED

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

We say the Adventure Game of the Year is:

Metal Gear Solid

Runner-up: Resident Evil 2

You say the Adventure Game of the Year is:

Metal Gear Solid
Runner-up: Resident Evil 2

Resident Evil 2 creeped us out, but only Metal Gear Solid made us think, weep and leap in our seats. Four years in the making, Hideo Kojima's masterpiece brought a cinematic feel to the adventure-game genre while managing to redefine the tired concept of the "interactive movie." Better still, it wasn't a kid's game.
1998: The Golden Year

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

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

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

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

We say the RPG of the Year is:
Panzer Dragoon Saga

Runner-up: Xenogears

You say the RPG of the Year is:
Xenogears

Runner-up: Parasite Eve

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

We say the Shooter of the Year is:
G.Darius

Runner-up: Einhänder

You say the Shooter of the Year is:
Einhänder

Runner-up: G.Darius

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

We say the Sports Game of the Year is:

NCAA Football 99

Runner-up: NBA Live 99

You say the Sports Game of the Year is:

NFL Blitz N64

Runner-up: Hot Shots Golf

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

We're Hot for Hot Shots

Picking the best of the best is never easy, but would you believe inter-office controversy during our awards-pickin' process reached a fever pitch over a golf game? Here's the deal: Die-hard sports nuts among us felt that EA Sports' NCAA College Football 99 clearly distinguished itself as '98's greatest sports game, but the more casual sports enthusiasts here believed Sony's Hot Shots Golf was really the office favorite. After all, the game's collection of zany characters and cool courses makes it the title we turn to when we're ready for the after-deadline unwind. And can you believe such an addicting golf game was developed by Camelot, a team better known for its RPGs? (Rumor has it Camelot is developing Mario Golf for Nintendo.)

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

RPG fans had to trudge through Quest 64, whose bland story and generic gameplay in no way fit into anyone's repertoire until Link's launch in November. Sports fans faced not one but two boring roundball games with NBA In the Zone '98 and Fox Sports College Hoops '99, both for the Nintendo 64. Not even the most die-hard puzzle-game fanatics among us could tolerate the overly oddball PlayStation puzzler Eggs of Steel, which was way too trippy for our tastes. The repetitive and cheap gameplay of Psygnosis' Psybadek had racing gamers hanging their heads in frustration.

Speaking of disappointments from Psygnosis, what was the deal with Roscoe McQueen: Firefighter Extreme? (And we're not even gonna drag up any bad memories from Space World.)

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

**Final Fantasy Tactics**

**Runner-up:** C&C Red Alert: Retaliation

You say the Strategy Game of the Year is:

**Final Fantasy Tactics**

**Runner-up:** C&C Red Alert: Retaliation

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

We say the Fighting Game of the Year is:

**Tekken 3**

**Runner-up:** Rival Schools: United By Fate

You say the Fighting Game of the Year is:

**Tekken 3**

**Runner-up:** Rival Schools: United By Fate

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

We heard the Best Music in:

**Final Fantasy Tactics**

**Runner-up:** Rogue Squadron

You heard the best music in:

**The Legend of Zelda: Ocarina of Time**

**Runner-up:** Metal Gear Solid

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

We say the Puzzle Game of the Year is:

**Devil Dice**

**Runner-up:** Tetris DX

You say the Puzzle Game of the Year is:

**Tetris DX**

**Runner-up:** Bust-A-Move 4

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

Peripheral Game of the Year:

**The DexDrive**

**Runner-up:** Sony's Dual Shock

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

Multiplayer Game of the Year:

**Devil Dice**

**Runner-up:** Turok 2

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

Runner-up: F-Zero: X

You say the Racing Game of the Year is:
**Gran Turismo**

Runner-up: F-Zero: X

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

We heard the Best Sound Effects in:
**Metal Gear Solid**

Runner-up: Oddworld: Abe's Exoddus

You heard the best Sound Effects in:
**Metal Gear Solid**

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

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

We saw the Best Graphics in:
**Metal Gear Solid**

Runner-up: Banjo-Kazooie

You saw the Best Graphics in:
**The Legend of Zelda: Ocarina of Time**

Runner-up: Metal Gear Solid

Zelda 64, Crash Bandicoot: WARPED, Banjo-Kazooie—all looked amazing. But there's something about the gritty visuals of MGS that pushes the envelope of gaming realism. It's all the result of producer Hideo Kojima's attention to detail. (He examined bases, tanks and other bang-bang hardware, then turned all this data over to the game's artists.)

---

**Good Year...Bad Year...**

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

It was a good year for...

**...Nintendo**—The Big N needed a blockbuster to pull its image and fortune from the fire, and it found one with the 2.5 million-selling The Legend of Zelda: Ocarina of Time.

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

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

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

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

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

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

It was a bad year for...

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

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

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

**...Shiny**—Wild 9 was hardly a blockbuster, and we still haven't seen Messiah.
We say the Game of the Year for All Systems is:

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

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

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

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

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

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

And then there was that other big game of 1998. Had it not been for Zelda, Metal Gear Solid would have cinched the Game of the Year Award. Not only did MGS use the PlayStation, Dual Shock and even the memory card in ways no developer has ever thought of, it also delivered a mature story that was a refreshing change of pace from all the kid stuff. Heck, one of the game's female characters even gives you a massage! A few of you complained that MGS was too short. We didn't think so. Like a great movie, MGS packs so much suspense and excitement that we just want to play it again and again.
Order back issues of:
Electronic Gaming Monthly

October '97
Mortal Kombat 4
Super Street Fighter II
Final Fantasy VII
Deathtrap Dungeon
Croc
Time Crisis

November '97
Resident Evil 2
MK Mythologies
Megagame World 2
Sega Touring Car Challenge
Castlevania: SOTN
Solaris R
Ape Escape
Alundra
X-Men vs. FF

December '97
Diddy Kong Racing
Metal Gear Solid
Castlevania 64
Snake Rumble
Castlevania 64
Quake 64
Enemy Zero
Alundra
X-Men vs. FF

January '98
Resident Evil
Quest 64
Samurai Shodown 64
Minecraft World Championship
SF Rush 2049
Tomb Raider 2
Final Fantasy Tactics
Mortal Kombat

February '98
Best Multiplayer Games
Tekken 3
Medieval Mugen
Quake III
Arena
Ashen AGE
Fire & Ice
Tonic Trouble

March '98
Yoshi's Story
Snowboard Kids
Point Blank
Akinator 2
Kronos
War Games
Diablo
Mystical Ninja

April '98
Tekken 3
Cruisin' World
Bio-T.E.R.A. K.S.
Road Rash 3D
Mythica
Quake 64
House of the Dead
Gran Turismo

May '98
RPG Revolution
Vigilante 8
NFL Xtreme
Star Wars: Jedi Knight
Colony Wars: Vendetta
Asteroids
Alliance
NFL Blitz
Pocket Fighter
Kovalainen

June '98
Turk 2
Cruisin' World
Toy Story 3
Metal Gear Solid
Tiger Woods '99
Metal Gear Solid
Ape Escape
Ape Escape
NFL Blitz
Pocket Fighter
Kovalainen

July '98
Parasite Eve
Xenogears
Bash Blade 2
Rival Schools
Mortal Kombat
QQ Games
Spyro the Dragon
Gran Turismo

August '98
Tomb Raider 3
Perfect Dark
Final Fantasy VIII
Ode to a Beethoven's Decadence
Zelda 64
Rogue Squadron
Elemental Genshin
Conker 64
Game Boy Camera

September '98
Metal Gear Solid
Pocket Fighter
Jet Force Gemini
Wipe Out 64
Madden NFL 99
IS: Pro 98
Parasite Eve
Medieval II
Wild 9

October '98
Rogue Squadron
Final Fantasy VIII
Xenogears
NFL Blitz
Metal Gear Solid
Cash in: WARPED
F-Zero X
Spyro the Dragon
Rival Schools

November '98
Sonic Adventure
G Police 2
Ridge Racer Type 4
Jet Force Gemini
Perfect Dark
Twisted Metal 3
Zelda 64
WCW/NWO Revenge
A Big's Life

December '98
Zelda 64
Clash of Nations
NBA Live 99
Road 2: E.R. USA
Wipe Out 64
Bomberman World
Bash Blade 2
Metal Gear Solid
Pokémon

January '99
South Park
Rally Xtreme
Rally 2: E.R. USA
Quarterback Club 99
Asteroids
Bash Blade 2
Castlevania 64
Knockout Kings
SF Alpha 3

February '99
Soul Reaver
Silent Hill
Mario Party
R-Type Delta
W.C.W Nitro
Civilization II
Carnageon
Gen X
Turk 3

Issues not listed are also available!

To order, simply send your order form, indicating which issues you would like to:
EGM Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338
All requests are subject to availability and changes. All payments must be in U.S. funds.

Ziff-Davis Inc.
Back Issues
P.O. Box 3338
Oak Brook, IL 60522-3338

Please send check or money order to:
“This is a remarkable game.”
Chicago Tribune Online
July 1998

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

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

“Placing the emphasis squarely on action, it’s kill or be killed.”
GameWeek
July 1998

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

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

“Where the game really kicks though, is in its battle mode.”
PSM
August 1998
• 13 'Off the Hook' characters to choose from.
• 9 Blazin' aquatic tracks to tear up.
• 3D rendered waves like you've never seen before.
• An arsenal of high powered, high tech customizable weapons and boats— all fully upgradeable.
• Two player split screen or combat cable link.
**Peripheral Reviews**

**DexDrive**
by: InterAct
for: PlayStation/N64
price: $39.99

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

[www.interact-act.com](http://www.interact-act.com)
[www.dexchange.net](http://www.dexchange.net)

**Leather Controller Gloves**
by: Boneyard Access
for: PlayStation/N64
price: $14.95/$21.95

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

[www.boneyardaccessories.com](http://www.boneyardaccessories.com)

**NASCAR RacePro**
by: Thrustmaster
for: PlayStation/N64
price: $79.95

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

[www.thrustmaster.com](http://www.thrustmaster.com)

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

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

These pedals are just too light. They won't stay put when using them!
**True Steer 64**

by: InventTech
for: N64
price: $11.99

**7.5**

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

www.truesteer.com

---

**Sports Cards**

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

www.madcatz.com

---

**Aftershock Wheel**

by: ASCIWARE
for: PlayStation
price: $49.95

**7.0**

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

www.asciware.com

---

**GameShortz**

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

**7.5**

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

www.madpropz.com
Review Crew

Crispin Boyer
Current Favorites
Silent Hill
Mario Party
Legend of Legaia
Micro Machines 64 Turbo
Favorite Genres:
RPGs, Action

Says: I'd say this month's Monthly Feature Headline: The month of May contains a lot of fun games, and this month's headliner is no exception. It's a great month for fans of Silent Hill and the Legend of Zelda. The two games are both highly anticipated and have been eagerly awaited for months.

John Davison
Current Favorites
Beetle Adventure Racing
KnB's Revenge
Fisherman's Bait
Monaco Grand Prix (PS)
Favorite Genres:
Sports, Racing

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

Dean Hager
Current Favorites
Beetle Adventure Racing
Silent Hill
Vigilante 8
Micro Machines 64 Turbo
Favorite Genres:
Action, Adventure

As the Dreamcast release looms closer, Dean keeps talking about how the N64 is in for a real ass-whuppin'. Finally he can stop looking forward to the great sports title that never was. Hopefully the DC will do a better job with the games and introduce some awesome sports and racing games. In the meantime, Dean has taken a strange liking to niche games like Fisherman's Bait, Wheel of Fortune and K1.

Dan Hsu
Current Favorites
Silent Hill
Legend of Zelda
Sega Rally 2
Beetle Adventure Racing
Favorite Genres:
RPGs, Action

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

John Ricciardi
Current Favorites
Mario Party
Beetle Adventure Racing
Silent Hill
Marvel vs. Capcom (DC)
Favorite Genres:
Strategy, Puzzle

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

Shawn Smith
Current Favorites
Mario Party
Vigilante 8
Invasion From Beyond
Beetle Adventure Racing
Favorite Genres:
Action, Adventure

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

Sushi-X
Current Favorites
Legend of Zelda
Street Fighter Alpha 3
Virtua Fighter 3tb
Power Stone
Favorite Genres:
Fighting, RPGs

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

Publisher: Electronic Arts
Developer: Paradigm/EA Canada

*Game of the Month*

The first finished NES baseball game of '89 to arrive in our offices is actually a lot better than I expected it to be. Bottom of the 9th has a few problems, but on the whole it's a very solid baseball game that does a good job of catering to true baseball enthusiasts with its realistic gameplay, while at the same time pissing them off with its annoying shortcomings (no MLB license, no 1989 season schedule, no player creation, etc.). It's really too bad, because if the game had these missing features I'd be pretty happy with it. The graphics aren't very good at all, but the game plays very smoothly, which is definitely an OK trade-off in my book. The controls are intuitive and the games don't drag on (you can usually finish a game in about a half hour, which is nice). The Scenario Mode in particular is very cool, though I wish some of the games were a little more specific. For example, one of them asks you to finish off David Wells' perfect game—but in truth, all you have to do to win the scenario is win the ballgame—perfect game or not. What fun is that anyway? It's just nipping now. My only other gripe is that there are too many errors, and there are no on-screen pinch hitters (e.g., Usually, if you don't mind the missing details, you should enjoy Bottom of the 9th. Me? I'll wait for A&SB.

**BOTTOM OF THE 9TH**

Publisher: Konami
Developer: KCE America

No multiplayer or Beetle Battle Mode exists and it's already disappointing. You're in the aforementioned karte games' battle modes, this combat mode is still a blast for four. Overall, this is surprisingly fun game with long-lasting replay value.

Dan

**CALIFORNIA SPEED**

Publisher: Midway
Developer: Atari Games

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

Shawn

Dan

**Crispin**

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

**WORST FEATURE: Silly Arcade Feel**

Worst Feature: An Overall Buggy Game

Wrost Feature: Not Enough Tracks

Worst Feature: Not Enough Multiplayer Functionality

**WORST FEATURE: Oddly Long and Mundane Game**

Of Midway's archly simple racers, Rush 2 is the best. Cal Speed doesn't come close to using the Rush engine, so it's hardly fast and smooth. The cars are nimbler than those in Rush and there are more of them. Yes, the lack of turbo and useful shortcuts hurts. The overall long and mundane game play will make you want to sleep. Plus it's too hard! The CPU cars are too dominant. Cruiser fans might like it, but stick to Beetle Adventure Racing!

Crispin
**MARIO PARTY**

Publisher: Nintendo
Developer: Hudson

Featured in: EGM #116

Number Of Players: 4

**Visuals:** 8

**Sound:** 8

**Ingeniousness:** 10

**Replay Value:** 8

**Micro Machines 64 Turbo**

Publisher: Midway
Developer: Codemasters

Featured in: EGM #115

Number Of Players: 1-6

**Visuals:** 7

**Sound:** 6

**Ingeniousness:** 7

**Replay Value:** 6

**NBA in the Zone '99**

Publisher: Konami
Developer: KEI Osaka

Featured in: EGM #115

Number Of Players: 1-4

**Visuals:** 8

**Sound:** 8

**Ingeniousness:** 6

**Replay Value:** 8

Now here’s a rare concept – a console game designed mainly with multiplayer in mind. And it’s a long-overdue idea that really, really works. Not so sound trite, but Mario Party really is the ultimate party game. It packs more than enough gameplay quips to keep the competition tight right up until the end of each game—let alone to last up to three hours. The seven game boards available at the outset offer plenty of variety—as well as lots of Mario World charm. But it’s the 50 mini-games that really make this party rock. Everything’s swinging and leaping. We get the idea of Mario Party. And it’s okay to be the one with the highest score or the one with the lowest. It’s all about the mini-games. Those are the real stars of this game. The mini-games are packed with humor and the settings are varied enough to keep everyone interested. The mini-games range from simple race games to more complex puzzle games. Each mini-game has its own unique twist and challenge, making them fun and engaging for players of all skill levels.

I don’t know how some people (cough, cough, Dan) can play this game and not have a good time. I can understand not being too wild about the single-player game. Although it’s chock-full of options and modes, the one-player experience is nowhere near as addictive and fun as the multiplayer game. You see, when you get a few other humans on the racetrack, it can lead to lots of mayhem and hilarious situations. For some odd reason, missing crucial jumps or flying off the playing field is much more fun when it happens to people other than the computer AI. But as fun as the standard multiplayer game is, the game team of two is even more fun. And if you can get eight people to play at once, you’ll find Micro Machines is one of the best party games for the system (an eight-player game, by the way, is played by two people sharing one controller—long as you don’t mind being that close to your teammates... It’s really not as inconvenient as it sounds). Bottom line: Like with Mario Party, if you have the opportunity to play games with other people a lot, you won’t want to miss out on Micro Machines. It’s a blast and you’ll have a lot of laughs. Even if you’re more the solitary gaming type, you may still want to check it out. It’s definitely a decent 3D game.

In the Zone '99 is greatly improved over last year’s disastrous effort. The graphics are sharp (unlike NBA ITZ '98) and they’re nicely shaded and realistic. ITZ Final Four 99 (N64) and Courtside for Look—It might even be a little lamer (Ricciardi). Yet the combination of hyperactive, JB-shifting camera movements and semi-erratic animation puts the title firmly in third place. Also, dragging it down a bit are the way players bunch up on screen. It makes it tough to see the action. As for AI, following the action when they seem to be like a good idea but it doesn’t translate well. You can see your players move into position, but actually executing a play is tough. Still, other play elements are very good. The CPU’s defensive AI is quite tough. It forces you to use all strategies and maneuvers at your disposal to find the open shot. The fake shot, cross-over dribble and speed burst work well. Slowly backing in and busting a quick 360 into a jump shot works. The difficulty levels are a little awkward. Normal mode seems too easy, and some of them are just too heavy. Even normal is a little too easy, and some of the harder ones seem too tough.

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

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

I can appreciate how much work Konami did to improve ITZ '99, but the bottom line is that I’ll still rather play Courtside. ITZ '99 features a great mini-game area of play, but the AI is still a little off on the defensive end. But the graphics are still very solid, and the game is still very fun to play. If you’re looking for a good basketball game, this is definitely the one to choose.
1-900-PRE-VIEW
from the best gamers on the planet!

Rotary Call Accepted  Younger than 18 years old must have parents' permission

1 (900) 773-8439

WIN!

Recent Winners!!!

Correctly Answer a Series of Video Game Questions & Win!
PRIZES PROVIDED BY NUBY www.nubyonline.com

- Listen to Quartermann Gossip Before It's in EGM!
- Call and Test Your Knowledge of Video Game Trivia!
- Get the Latest Expert Gamer Codes & Tricks
- Hear Review Crew Members' Game Ratings!

$1.49/minute

Only one winner per household per month!
**NHL Blades of Steel '99**

Publisher: Konami
Developer: KCE Osaka

At first glance, Konami’s NHL Blades of Steel ‘99 doesn’t seem all that bad, especially considering this is their first “next-generation” hockey effort. The graphics are more than adequate, the atmosphere is pretty good, and the gameplay is all there, hardly perfect, are solid. Unfortunately, all of this amounts to absolutely nothing, thanks to one major problem: the control is awful. Hockey is a fast-paced sport that requires precision control. If you’re left on the analog stick, I want my game to move left immediately—I don’t want him to spin around in place for a second, get stuck on the boards because of awkward positioning, and then go where I directed him two seconds later. Sadly, frustrating stuff like this happens all the time in 80’s ‘99, and that’s something you can do about it. The game is lacking in other areas, too. For one, non-existent angles are all that comfortable. Why can’t there be an overhead vertical view? There’s a reason why every other game has one, you know. Also, the checking game is weak—the Vipers are way too strong. The Vipers can force you to check too much, turn off penalties, etc.

John R

**Vigilante 8**

Publisher: Activision
Developer: Luminous

Big guns, big levels, loads of cool cars and secret characters...what more could you want from a car combat game? These of you familiar with the original V8 on the PlayStation will be pleased to hear the N64 version has a number of additions that make it more than worthy of checking out. For starters, the whole game has been cleaned up significantly in the graphics department...especially if you run it in high resolution with the RAM Pak. Second, there’s a bunch of new multiplayer modes that instantly raise the bar for this kind of game. Not only is there the standard deathmatch-style combat for up to four players, but there are also battlefields on offer as well as an excellent co-op mode that allows two of you to tackle the Story Mode. Add a unique “cartoon” level and a completely new bonus Quest Mode, and it definitely makes up for being released so long after the PS version. Loving all the V8s, it’s a faithful translation. You can still sabotage your opponent, drive him off the track, and so on. The only problem is that the game operates much more smoothly than usual. The frame-rate drops a bit at the high-end mode but it still feels a decent. Thankfully, the frame-rate doesn’t drop much at all when playing 4-player games (in lower modes).

John D

**Blast Radius**

Publisher: Paygnosis
Developer: Camden Development Studio

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

Crispin

---

Today’s Blades of Steel doesn’t capture the same magic as the NES version did, mainly because we’re used to better games. Blades ‘99 has nice-looking, fast-paced controls (i.e., frustrating): the 控制 in the hands don’t work consistently, and the player’s move too fast, making it difficult to control the players directly. The skaters are nice to look at, and the game saves stats from season to season. Overall, the game is better than the NES version, but it’s still decent. The game suffers from suspect control, and at times, contrived animation. The motion physics don’t seem to be respected, and the players will suddenly change directions while skating straight ahead. A collision glitch will hang players up on the walls occasionally. The good news? Two-player play is fun. Checking works well and helps keep the games competitive and exciting.

Dan

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

Shawn

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

Crispin

Someone could’ve easily rushed a lame, twisted, derelict clone to the N64, but luckily, Vigilante 8 is what we get instead. This is a fine game with a solid engine, a wide variety of levels, fun multiplayer modes and a few extras. The PS version doesn’t have the graphics of the N64 version, but the overall look is very cool, meaning you can shoot and shoot until you’re down and out. Or, you can switch away like a skillless coward.

Dan

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

Sushi
BUST-A-MOVE '99

Publisher: Acclaim
Developer: Taito

Should you buy Bust-A-Move '99 for the PlayStation? Yes, definitely. Without a doubt. That is, if you fall into each and every one of these categories: You don't own Bust-A-Move 3 and you don't own Bust-A-Move 4 and you are a die-hard, crazy psychopath who/Bust-A-Move fan and you can't find a copy of Bust-A-Move 4 anywhere (and you've looked everywhere) and you feel you'll never, ever, ever, ever find a copy of Bust-A-Move 4. Get the point? If you're reading this and you have a PlayStation, you might want to steer clear anyway. The game offers some cool new twists - namely, a Tampopo-like character, new levels, and a variety of missions. It's a big step forward, but the better graphics and more detailed characters are mind-blowing, mind-blowing, mind-blowing. But what does this mean for you, the player? The answer is simple: it means you'll have more fun. So go out and buy it now.

Daniel

GUARDIAN'S CRUSADE

Publisher: Activision
Developer: Tamsoft

If you like your RPGs gritty and grown-up (the likes of Xenogears and Panzer Dragoon Saga), then you'll want to keep on waiting. Guardian's Crusade is a cuter, more traditional RPG with a simple story and good, old-fashioned humor. But these are crimes the game makes up for with its own unique twists. For example, the battle against the dragon-like creature is rather unique, and the story is different from most RPGs, well, you might want to think again. The game offers some cool new twists - namely, a Tampopo-like character, new levels, and a variety of missions. It's a big step forward, but the better graphics and more detailed characters are mind-blowing, mind-blowing, mind-blowing. But what does this mean for you, the player? The answer is simple: it means you'll have more fun. So go out and buy it now.

Crispin

INVASION FROM BEYOND

Publisher: GT Interactive
Developer: King of the Jungle

Any good game gives you tons of stuff to do. That way, when you finish the game, you feel as if you've accomplished something. Well, Invasion From Beyond will certainly give you that feeling... ten-fold! But beware, this game is so amazing that at first you'll go crazy trying to figure out how to finish each level. In addition to having to kill hundreds upon hundreds of alien crafts, you must fulfill a variety of mission objectives on each level. And these objectives are no walk in the park - many of them require several steps to complete. Screw one up and you fail that level. But the objectives are great since a game of this type could've easily been just an action game. Still, King of the Jungle could've created a more gradual ramp with the game's difficulty. The training areas just don't prepare you for what real missions are like. The game's 80-step cheesy sci-fi fluff is exceptionally entertaining. Overall, Invasion From Beyond is a solid title that definitely gives you your money's worth.

Shawn
K-1 Revenge
Publisher: Jaleco
Developer: Xing Entertainment
.Featured in: EGM #172

Number Of Players: 2

Playing K-1 Revenge is a lot of fun. The game features a deep storyline, great graphics, and challenging gameplay. The controls are easy to pick up, and the action is fast-paced and exciting. Overall, K-1 Revenge is a must-play for anyone who loves fighting games.

Legend of Legaia
Publisher: Sony Computer Entertainment
Developer: Contrail
.Featured in: EGM #116

Number of Players: 2

Legend of Legaia is a beautiful RPG that offers players an immersive fantasy world to explore. The combat is deep and strategic, and the story is engaging and well-written. The voice acting is top-notch, and the music is memorable. Overall, Legend of Legaia is a must-play for RPG fans.

Pro 18: World Tour Golf
Publisher: Pygonus
Developer: Intelligent Games
.Featured in: EGM #172

Number of Players: 1

Pro 18: World Tour Golf is a great golf game that offers a realistic and challenging experience. The courses are beautifully designed, and the controls are easy to pick up and play. The game also features a variety of modes, including Tournament, Tutorial, and Free Play. Overall, Pro 18: World Tour Golf is a must-play for golf fans.
<table>
<thead>
<tr>
<th>Game</th>
<th>Developer/Publisher</th>
<th>Rating</th>
<th>Story</th>
<th>Voice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Duke Nukem: Time To Kill</td>
<td>GT Interactive</td>
<td>4.0</td>
<td>Wacky And Funny As Hell</td>
<td>Might Be A Bit Too Weird</td>
</tr>
<tr>
<td>Eggs of Steel</td>
<td>Atlus</td>
<td>5.0</td>
<td>Best Soccer AI Around</td>
<td>Some Animations Repeat Too Often</td>
</tr>
<tr>
<td>FIFA 99</td>
<td>Electronic Arts</td>
<td>4.5</td>
<td>FMV Taken From The Movie</td>
<td>Annoying Control</td>
</tr>
<tr>
<td>The Fifth Element</td>
<td>ActiVision</td>
<td>5.0</td>
<td>Two-Player Mode</td>
<td>Voice Commentary</td>
</tr>
<tr>
<td>Fisherman's Bait</td>
<td>Konami</td>
<td>5.0</td>
<td>Stick Driver AI</td>
<td>Texture Warping And Polygon Tor</td>
</tr>
<tr>
<td>Formula 198</td>
<td>Psyonics</td>
<td>5.0</td>
<td>Number Of Courses</td>
<td>Another Average Snowboarding Game</td>
</tr>
<tr>
<td>Freestyle Boardin' 99</td>
<td>Capcom</td>
<td>5.0</td>
<td>Colorful Graphics</td>
<td>Kinda Boring</td>
</tr>
<tr>
<td>The Game of Life</td>
<td>Hasbro Interactive</td>
<td>5.0</td>
<td>Lots Of Action On Screen</td>
<td>Balance Of Characters</td>
</tr>
<tr>
<td>Guilty Gear</td>
<td>Atlus</td>
<td>5.0</td>
<td>Strangely Addicting...</td>
<td>...Yet Also Quite Irritating</td>
</tr>
<tr>
<td>Irritating Slick</td>
<td>Hasbro Interactive</td>
<td>5.0</td>
<td>Thousands Of Answers...</td>
<td>But Still The Occasional Repeat...</td>
</tr>
<tr>
<td>Jeopardy</td>
<td>Hasbro Interactive</td>
<td>5.0</td>
<td>Nice Combos</td>
<td>Sluggish Controls</td>
</tr>
<tr>
<td>Kensei: Sacred Fist</td>
<td>Konami</td>
<td>5.0</td>
<td>Great Selection Of Boxers</td>
<td>One-Player Play Kinda Boring</td>
</tr>
<tr>
<td>Knockout Kings</td>
<td>Electronic Arts</td>
<td>5.0</td>
<td>Tons Of Levels</td>
<td>PS Pad Controls</td>
</tr>
<tr>
<td>Lemmings &amp; Oh Not More Lemmings!</td>
<td>Psyonics</td>
<td>5.0</td>
<td>Realistic Animation</td>
<td>Sluggish Frame-Rate</td>
</tr>
<tr>
<td>March Madness</td>
<td>Electronic Arts</td>
<td>5.0</td>
<td>Much Better Port Than XMSF</td>
<td>Still Missing &quot;True&quot; Tag-Team Play</td>
</tr>
<tr>
<td>Marvel Super Heroes vs. SF</td>
<td>Capcom</td>
<td>5.0</td>
<td>Solid Gameplay</td>
<td>Screwy Camera</td>
</tr>
<tr>
<td>MediEvil</td>
<td>Sony Computer Entertainment</td>
<td>5.0</td>
<td>Incredible Story</td>
<td>Could Be Longer</td>
</tr>
<tr>
<td>Metal Gear Solid</td>
<td>Konami</td>
<td>5.0</td>
<td>Take 2</td>
<td>Well, It's A Lot Like Zelda</td>
</tr>
<tr>
<td>Monkey Hero</td>
<td>Acclaim</td>
<td>5.0</td>
<td>This Is It</td>
<td>Strict Gameplay</td>
</tr>
<tr>
<td>Mr. Domino</td>
<td>Electronic Arts</td>
<td>5.0</td>
<td>Improved AI</td>
<td>Not Enough Cheerleader FMVs!!</td>
</tr>
<tr>
<td>NBA Live 99</td>
<td>Electronic Arts</td>
<td>5.0</td>
<td>Hard-Hitting Gameplay</td>
<td>Formation Problems</td>
</tr>
<tr>
<td>NCAA Gamebreaker 99</td>
<td>989 Studios</td>
<td>5.0</td>
<td>Easy To Learn, Hard To Master</td>
<td>Sleep Difficulty Curve</td>
</tr>
<tr>
<td>NCAA Final Four 99</td>
<td>989 Studios</td>
<td>5.0</td>
<td>Great Player Moves</td>
<td>Too Many Easy Shots</td>
</tr>
</tbody>
</table>
| NHL 99               | Electronic Arts     | 5.0    | Great Atmosphere, AI | Sluggish Frame-Rate (Sigh...)
| NHL Face Off 99      | 989 Studios         | 5.0    | Fast Gameplay | Questionable Control |
| Ninja                | Efidos              | 5.0    | Some OK Special Effects | Cheap Gameplay |
| Oddworld: Abe's Exodus | GT Interactive    | 4.0    | GT Interactive | QuikSave Feature |
| Pool Hustler         | Activision          | 4.0    | Realism | Not Enough Play Styles |
| Pool Hustler         | Activision          | 4.0    | Realism | Not Enough Play Styles |
| Psybadek             | Psyonics            | 4.0    | Yans License | Not Enough Play Styles |
| R-Type II            | Asci                | 4.0    | Classic R-Type Gameplay | No Super R-Type, R-Type III Or R-Type Leo |
| Rally Cross 2         | 989 Studios         | 4.0    | Racing Gameplay | Annoying Music |
| Rugrats: Search for Reptar | THQ            | 4.0    | Lots Of Minigames | Poor Controls And Camera Work |
| Street Fighter Collection 2 | Capcom | 4.0 | Classic Street Fighter Action | Using The PS Controller-Buy A Stick!! |
| Syphon Filter        | 989 Studios         | 4.0    | Lots Of Cool, Original Stuff | Small Glitches That Add Up |
| Test Drive 5         | Accolade            | 4.0    | Fast Frame-Rate | A Little Difficult |
| Test Drive Off-Road 2 | Accolade            | 4.0    | Lots Of Big Trucks | Quirky AI |
| Tiger Woods 99, PGA Tour Golf | Electronic Arts   | 4.0    | Big Drives | Choppay, Animation, Tiger's "Froggy" Voice |
| Tiny Tank: Up Your Arsenal | MGM Interactive  | 4.0    | Interesting Levels | Slippy AI |
| Tomb Raider III      | Efidos              | 4.0    | Enormous Environments | The First Few Levels |
| Twisted Metal III    | 989 Studios         | 4.0    | Smooth Visuals | Lame Arenas |
| Uprising X           | 3DO                 | 4.0    | Lots Of Action | Very Repetitive |
| Xenoqueer            | Square EA           | 4.0    | Great Story | Battles Get Repetitive |
| WCW/No Thunder       | THQ                 | 4.0    | Lots Of Moves To Learn | Poor Controls |
| Wheel of Fortune     | Hasbro Interactive  | 4.0    | Playing With Friends | No Pat Sajak |
| Magic Knight Rayearth | Working Designs     | 4.0    | Beautiful 2D Graphics | Lame Voice Acting |
| Game & Watch Gallery 2 | Game Watch          | 4.0    | Highly Addictive | May Be Too Simplistic For Some |
| Legend of Zelda: Link's Awakening DX | Nintendo | 4.0 | Classic Zelda Gameplay | New Dungeon Is Kinda Lame |
| Pocket Bomberman      | Nintendo            | 4.0    | Solid Gameplay | Jump Mode Is Pretty Lame |
| Pokéémon              | Nintendo            | 4.0    | Incredibly Addictive Play | The RPG Part Is Pretty Straightforward |
| Tetris DX            | Nintendo            | 4.0    | Two-Player Link-Up Play | New Music Kinda Sucks |
Intro to Syphon Filter

For those of you who are hoping that this game will be a breeze, think again. Syphon Filter is easily two to three times harder than NFS, and you can expect to put in about 20 to 25 hours to complete it. While this strategy is enough to get you started, check out Expert Gamer Issue #57 for the full walk-through!

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

Weapons and Items

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

- **HK-5 Sub**
  - Location: Level 6
  - Rate of fire: 400
  - Power: **
  - Clip Size/Max Rounds: 15/25

- **.41 Handgun**
  - Location: Level 4
  - Rate of fire: 1000
  - Power: **
  - Clip Size/Max Rounds: 5/10

- **PK-102**
  - Location: Level 6
  - Rate of fire: 700
  - Power: ***
  - Clip Size/Max Rounds: 30/180

- **G-18 Pistol**
  - Location: Level 4
  - Rate of fire: 1500
  - Power: **
  - Clip Size/Max Rounds: 33/128

- **M-16A2**
  - Location: Level 1
  - Rate of fire: 700
  - Power: **
  - Clip Size/Max Rounds: 30/180

- **K364**
  - Location: Level 7
  - Rate of fire: 1000
  - Power: **
  - Clip Size/Max Rounds: 20/120

- **Sniper Rifle**
  - Location: Default Weapon
  - Rate of fire: 10
  - Power: **
  - Clip Size/Max Rounds: 25/192

- **Flak Jacket**
  - Location: Default Armor
  - Rate of fire: N/A
  - Power: **
  - Protection: 10-15 shots
  - Full Vest/Partial Vest: 100/25

- **Silenced 9mm**
  - Location: Default weapon
  - Rate of fire: 800
  - Power: **
  - Clip Size/Max Rounds: 15/90

- **C. Shotgun**
  - Location: Level 6
  - Rate of fire: 2000
  - Power: **
  - Clip Size/Max Rounds: 30

- **M-79**
  - Location: Level 1
  - Rate of fire: 700
  - Power: **
  - Max Rounds: 50

- **Viral Scanner**
  - Location: Level 7
  - Rate of fire: N/A
  - Power: **
  - Purpose: To find the Viral Carriers at Pharcam.

- **Flashlight**
  - Location: Default Item
  - Rate of fire: N/A
  - Power: **
  - Purpose: Used to light up dark areas, caves, etc.

- **Gas Grenade**
  - Location: Level 6
  - Rate of fire: 1500
  - Power: 1
  - Instant Death
  - Max Rounds: 1

- **Grenade**
  - Location: Level 1
  - Rate of fire: 1500
  - Power: **
  - Death/Damage: 1
  - Max Rounds: 100

- **Key Card**
  - Location: Level 1
  - Rate of fire: N/A
  - Power: **
  - Purpose: Open access to high-security areas.

- **Taser**
  - Location: Default weapon
  - Rate of fire: N/A
  - Power: **
  - Purpose: Clear text subjects of the Syphon Filter Virus.

- **Viral Antigen**
  - Location: Level 17
  - Rate of fire: N/A
  - Power: N/A
  - Purpose: Gain access to high-security areas.

General Strategies

- **Auto-Lock**
  - Probably the most useful tactic in the game, the auto-lock is your key to success in Syphon Filter. By holding down R1, you can lock onto the nearest enemy with your current weapon (this works for all weapons in the game). Once locked, you can strafe, roll or simply run away from your enemy as you fire off rounds. There are a few key things to note:
    - **Ranged Positions**: By kneeling, you can considerably raise your accuracy by steadily your shot. Remember this if you're shooting at an enemy who's more than 50 meters away.
    - **Shooting Angles**: When you lock onto someone and run all around real crazy-like, your chance of hitting them won't be so good. You could easily spend twice the ammo necessary to kill one by doing this, so try to avoid it.

- **Magic Guards**
  - One of the most frustrating things in a game where sneaking around is your best tactic, is the fact that guards have the ability to "magically teleport" anywhere on the map. It happens spontaneously, and usually where you least expect it. The only strategy to deal with these guys is to go full-auto in their face. A little stiff, but no second thought from Gabriel Logan.

- **Not So Magic Radar**
  - Going hand in hand with the above tip, I think you should know not to trust your radar. Quite often, enemies will not appear on your radar until it's too late, defeating the purpose of radar in the first place. Why use something that's not reliable?

- **Flak Jacket Enemies**
  - Whenever you target an enemy and see "Flak Jacket" come up, try for a head shot. You'll end up spending way too much ammo if you don't. Pick up his Flak Jacket for yourself with a one-fourth armor upgrade!

- **Weapon/Item Management**
  - Use your Taser when ammo's getting tight, and always use your wimpy weapons up first. Minibosses or certain guards often require a lot of heavy firepower to defeat. Always make sure to use the ammo that your enemies are armed with.

- **The Important Head Shot**
  - As gruesome as it sounds, killing enemies with a head shot is the best way to go. In later levels, almost all the enemies will have Flak Jackets, making it near impossible to successfully kill anyone with a commando rush. Sniping with the manual aim is key, even without the Sniper Rifle. I actually prefer to use guns like the BIZ-2 or the PK-102. This technique is not one that comes easily though, and you'll most likely have to invest many hours before feeling confident enough to stomp in a room and kill a bunch of baddies with head shots.

- **Manual Aim**
  - Syphon Filter uses a manual aim similar to Goldeneye. When you press R1, you'll be in first-person mode, and you can move the crosshair to shoot wherever you wish. This mode is useful with the Sniper Rifle, but for most of the other guns, it's pretty useless.
**Georgia Street**

1. **Clear out the Bank**
   - After you've dropped into the firefight, turn directly around and run through the red alleyway. There will be a gantry shooting at you from the rooftops, but just focus on running to the bank as quickly as you can. Get to the bank entrance, and kill all the thugs there. Don't miss the grenades in the back room...

2. **Eliminate Kravitch/Destroy Comms Equipment**
   - Work your way to the back of the bank, and you'll see Kravitch behind the cabinets. You'll waste too much ammo for long range, so get a clear shot with the Sniper Rifle. The best strategy is to rush in with your M16 and burst out a few clips at point-blank range. His Flak jacket absorbs about 15-20 shots before he dies. Take out the Comms equipment right next to Kravitch to complete the objective.

3. **Flip da Power Switch**
   - On the way out of the bar, jump out the window (① button) and get to the end of the alley. Flip the switch there, and ride the elevator down. Equip your flashlight with the quick select (hold Select and use U key to move through your inventory), and hit the power switch on the wall. This will unlock the subway access and allow you to go to the next map.

4. **Enter the Subway**
   - Enter through the ramp, then proceed through the barred doors.

5. **Tag the Virus Bomb**
   - Once you've entered the upper terminal, tag the Virus Bomb that is on the left wall near the tracks. Tag it (① button), and you've completed the objective.

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

7. **Tag the Last Bomb**
   - The final objective of the level is completed when you tag the last virus bomb at the end of the hall. If only it were a Virus Bomb...

---

**Parameters/Objectives**

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

8. **Checkpoints**

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

9. **Manual Reload**

   - Never let your weapon run dry on its own. Commonly overlooked by novice players, manual reloading saves you from running dry in a firefight. I've got it to the point where it's almost second nature. Every time I enter a battle (big or small), I take small ammo breaks to refill my weapon. You'll suffer from a huge reload delay, incur unwanted damage, and probably end up letting your target get away.

10. **Quick Weapon Select**

    - This is more of an overlooked tip than a strategy, but don't neglect it. If you're in a heated battle, you can quickly select from your entire group of weapons by holding “Select,” and pressing ② or ③. Kinda nice if you don't want to page through all your weapons.

11. **180 Degree Spin**

    - Here's another little trick that can make all the difference if used correctly. To do a 180-degree spin (useful when a Magic Guard pops up right behind you) tap down once and then quickly.

12. **Danger Meter**

    - At first, it's common to hear gamers say that this was the stupidest meter they had ever seen. “Hey, I think I'm in danger because a guy is shooting at me. How useful,” Well, it actually turned out to be one of the most useful extras I have ever used. Keep your eyes tuned to the danger meter, and you'll see that you're in danger before you even see any enemies around. As the meter climbs higher, the percentage that you can be hit by enemy fire increases. If it ever hits the top, this means you're in the sights of your opponent and you better start moving. Just remember that as the meter climbs higher, you better start looking for shelter.

13. **Mysterious Action Button**

    - In the early levels of the game, you'll often be frustrated by what seem like dead ends or impassable ruins. All you really need to know is the Action button (②), and where to stand to make something happen. A good example is the window that you need to crawl through in Level 1: Georgia Streets. You can blow the glass out, and easily pass it without as much as a second glance. Then, you realize all you had to do was stand by the window and press ② to climb right out. When this type of situation comes up, or even if you think there might be a slight chance, always use the Action button.
tricks
of the Trade

It's not nice to trick Trickman Terry!
The Trickman is going out of his mind with opening mail, reading e-mail and testing codes as quickly and accurately as he can. Bogus codes and tips sent in by readers don't help, they hinder the process. Thanks go out to all the Trickman who send in the coolest codes on the planet! Sonic's newest stuff to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL 60522-3338
or e-mail to: tricks@zd.com

TRICK OF THE MONTH

Star Wars: Rogue Squadron
All Levels and Fly a Car

DEADBECK - All levels playable, including bonus levels.

KOELSCH - Turn V-Wing into classic black cadillac (note: only works in V-Wing levels).

Matt Thompson
LaVista, NE

Sonic Adventure

Play As Super Sonic
First, you need to beat the game with all the characters. After that, you will get the chance to choose Super Sonic from the Player Select Screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, head back toward the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will be faced with Perfect Chaos and his friends will gather the Chaos Emeralds. For Credit Cheat enter:

South Park

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

BOBBYBIRD

For Level Select enter:

THEARTHMOVED

For Skinny Characters enter:

VEGGIEHEAVEN

For Big Headed Characters:
MEGANOOG

For Credit Cheat enter:

SCRWYWOGUS

Fox Sports College Hoops '99

More Commentary
Enter this code at the Secret Codes Screen under the Options Menu to get the result of this code:

MONKEY - The announcer will say different things when a foul is supposed to be called.

Turok 2: Seeds of Evil

Unlock All Cheats
To unlock all the cheats in the game, go to the Main Menu, and access the "Enter Cheat" Option. Now enter the following code:

BEWAREOBVIATIONSAHEND. This will unlock all the cheats! To activate any of them, go to the "CHEATS" section from the Main Menu.

BattleTanx

Cool Codes
On the input code screen,
MSTRVY - Invincibility
CRSTCLSR - Invisibility
FRGZ - A Plague of Frogs
TDZQ - Queen Lords are replaced by toads.
Super Weapons
Collect three of the same kind of

Win Games and Accessories for your Tricks!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at Interact. If you are given credit for submitting a hot trick in this section, you will win a free game. NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

Tags:
- The term "trick" refers to the manipulation of game files or settings by players to gain an advantage or achieve an unusual outcome.
- Sonic Adventure is a platform game developed by Sega and released in 1999.
- South Park is a animated series that aired from 1997 to 2009, known for its humorous and often controversial content.
- Fox Sports College Hoops '99 is a basketball video game developed by 2K Sports.
- Turok 2: Seeds of Evil is a first-person shooter video game released in 1997.
- BattleTanx is a strategy game that involves building and battling tanks in a tactical environment.
power-up. Select that power-up and press both "A" and "B" simultaneously. A special weapon effect will occur that varies from weapon to weapon.

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

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

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

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

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

Dancing Wrestlers:
Enable the "Ring Select" code, then choose the USD ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or R2 for a small dance move.

Roderick Lucky
York, AL

WCW/nWo Thunder

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

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

Knockout Kings

Multiple Codes
These codes are a bit tricky to enter. You must be very accurate to make them work. Make sure you hear a bell sound each time you enter a command (for the head and big head code). If you don't hear a bell, start the trick over again from the beginning. Once you enter the code correctly, you'll hear a "whoosh" sound.

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

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

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

Moto Racer 2

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

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

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

Top Five tricks

1 The Legend of Zelda: Ocarina of Time

Hidden Pictures

Find the piece in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. To your left and right, there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool. Now, take aim with your slingshot and shoot at the window. A red rupee will pop out and you can collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb back at you!

Star Wars: Rogue Squadron

Many Cheats

Infinite Lives Cheat: At the Passcodes Screen enter GERVEUP.

Fly the Millennium Falcon: At the Passcodes Screen enter FARMBOY.

Fly the Tie Interceptor: At the Passcodes Screen enter FLYEUP. The Tie Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon cheat and the Tie Interceptor cheat, go over to the Millennium Falcon then press Up on the analog stick. The camera will pan around to the Tie Interceptor!

All Power-Ups:
At the Passcodes Screen enter TOUCHEUY.

Crash Bandicoot: WARPED

Free Apples

When you are playing a level that has the rock-throwing monkeys, after you have destroyed the rakes that they occupy you can jump on the monkeys and get free apples.
**Top Five Tricks Continued**

**4) GoldenEye 007**

**Secret Level Editor 007**

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

**Different Paired Weapons**

To do the trick, you must have two of the second set of paired weapons out. Then press and hold the A button. Before you cycle forward to the next weapon, press Z twice. Release the A button and press A once. Press Z two or three times to fire your weapons. If done correctly, the last shot should have locked your gun in place long enough for the gun to cycle into your hand.

**Same Player In Multiplayer Play**

In Multiplayer Mode using two of the same character: To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two then choose the players three and four were. Then go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character in.

**5) Tomb Raider III**

**Incredible Cheats**

In the middle of the game without pausing, enter any of the cheats as shown:

- **All Weapons**: L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear a scream.
- **Fill Energy**: R2, L2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2. You will hear her grunt.
- **Level Skip**: L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2. Lara says “No!”
- **All Secrets (access All Hallow’s)**: L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2.

**Marvel Super Heroes vs. Street Fighter**

**Note:** This trick works on a preproduction version of the game and is subject to change.

**Hidden Characters**

These characters can be used in any mode of the game:

- **For Armored Spider-Man**: Go to Spider-Man, hold Select and press any button.
- **For Dark Sakura**: Go to Taka-reno, hold Select and press any button.
- **For Mephisto**: Go to Omega Red, hold Select and press any button.
- **For Shadow**: Go to Dhalsim, hold Select and press any button.
- **For Dark Zangief**: Go to Blackheart, hold Select and press any button.
- **For U.S. Agent**: Go to M.Bison, hold Select and press any button.

**Nectaris: Military Madness**

This code works on a preproduction version of the game and is subject to change.

**Story Passwords**

1. RANDAL 17. LADNAR
2. HUNDRA 18. ARDOH
3. CINBER 19. REBMI
4. MARLI 20. NILRAM
5. BAYRAI 21. DRAYAB
6. WEBLEY 22. YELBEW
7. PARKER 23. REKIRAP
8. MERKEL 24. LEKREMM
9. NITRICA 25. ACAHTR
10. BAIRAL 26. LAKRIAB
11. SAVAGE 27. EGVAS
12. VALMET 28. TEMLAV
13. MAUSER 29. RESUAM
14. KIMBER 30. REDMU
15. RAISLEY 31. YELSH
16. MEANEC 32. CENAEK

**Oddworld: Abe’s Exoddus**

Next Section Warp

During the game, hold the RT button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

**R-Types**

**Game Cheats**

**Level Select:**
- Highlight either the “R-Type” or “R-Type II” options at the Title Screen. Quickly press L2(10), R2(10). Begin gameplay and press Start to access the Stage Select and FMV sequences between the Menu options. Choose your stage and then press X to begin.

**Slow Down Ship:**
- Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

**Speed Up Ship:**
- Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

**X-Games: Pro Boarder**

**Circuit and All Levels Code**

**Circuit Option:** On the Main Menu, access the Options, Highlight and enter the Password option. Now enter this code as shown: X, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Mudokons in the game!

**Open All Levels:** Access the Options from the Main Menu, highlight the Password option and enter this code: Square, Triangle, X, Square, Circle, Circle.

**NFL Blitz**

**Blitz Codes**

From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:

- **No Fumbles:** Start, Start, Start, Start, B, B, A, A, Down.
- **Infinite Turbos:** Start, Start, Start, Start, Start, B, A, A, A, Up.
- **Night Game:** Start, B, B, A, A, Right.
- **No Pointer:** Start, Start, Start, B, B, A, A, A, Left.
Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.
Get Some!

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

Ride Around Town On My Lowrider Bicycle

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

Price: Around $40
www.schwinn.com

Buddy Holly Meets Mad Max Meets...

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

Price: Around $6 (soundtrack), $20 (VHS), $30 (DVD)
www.sixstringsamurai.com

Shock It!

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

Price: Around $100 each (left: DW009BLX-2V, right: DWX100S-1AV)
www.gshock.com
**DVD Release List** as of 03/08/99

**March**
- 12 Monkeys (DTS)
- A Fish Called Wanda
- Apollo 13 (DTS)
- Batteries Not Included
- Black Hole
- Broken Arrow
- Cartoons That Time Forgot
- Die Hard
- Die Hard 2
- Die Hard 3: With A Vengeance
- Die Hard Triple Pack
- Friday
- Golden Child
- Halloween: H2O
- Heathers
- Iron Eagle 4: On The Attack
- Jackie Chan's First Strike
- Joe's Apartment
- Mighty Aphrodite
- Pink Panther
- Pink Panther Strikes Again
- Plutoon (DTS)
- Pleasantville
- Pokémon #2
- Pokémon #3
- Poseidon Adventure
- Romeo Is Bleeding
- Rush Hour
- Shawshank Redemption: Spec.Ed
- Speed 2: Cruise Control
- The Nutty Professor
- Volcano
- Waterboy

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

---

**Totally Tweaked Tin Toys!**

Seems like everything that goes around, comes around. Look at retro video games and how they've made a comeback. Well, it's the same way in the world of toys to a certain degree. Many of you may not remember these toys from the '50s and '60s, but that's OK since these highly collectible, limited-edition reissues from **Rocket USA's Tin Toy series** hold their own even now. What's more, unlike some tin toys on the market today, Rocket USA's various lines are of the highest quality since they're designed and manufactured in Japan by the same company who made the originals way back when. In addition, the original, award-winning box art for each of the toys is downright beautiful. Visit the Web site below to see all of the types of toys Rocket USA has to offer. If you're into pop culture, this may be a dream come true.

*Price: $50 (rocket), $50 (saucer), $17 (robots)*

www.rocketusa.com

---

**It's Like ACID Without The Flashbacks**

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

*Price: Around $80*  
www.sonicfoundry.com

---

**Tickle The Ivories**

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

*Price: Around $500*  
www.yamaha.com
Emulation IS No Cause For Celebration

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

To offer what's essentially a PlayStation for $50 when you already own a computer, making it all the more easy for pirates to post and grab games from illegal websites on the Net, could potentially kill the video game industry. It's a scary thought and it's quite probable in the long term.

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

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

Connectix (with its VGS on a G3-equipped Macintosh) had in mind, but it'll happen—it's not a perfect world. I think computer gamers who don't own a PlayStation should spring the $50 for one—Lord knows they can afford it if they're shelling out a few thousand for a new PC or Mac.

When it comes to technology, people often get so excited about finding out whether or not they can do something that they forget to ask themselves whether they should. Now, I'm not suggesting Connectix is making its emulator to purposely harm the video game industry in any way, but perhaps they haven't thought of the consequences.

Emulation is a cool idea—but it's not so cool when it could kill the gaming industry. It reminds me of Jurassic Park when Jeff Goldblum's character is talking about the ethics of science and messing around with dino DNA when scientists probably shouldn't. He compares the situation to a kid who gets excited when he finds his dad's gun without realizing the consequences of his actions. It's the same thing in this case.

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

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

Next Month

Electronic Gaming Monthly

The Phantom Menace
EXCLUSIVE GAME COVERAGE

May 1999
On sale April 6

Expert Gamer

April 1999
On sale March 23

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

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

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

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

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

We'll also preview 3Xtreme, NBA Shoot Out '99, Need for Speed: High Stakes, MLB 2000 and Soul of the Samurai as well as Driver, the race-chase game created by the same developers that created Destruction Derby.

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

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

April 1999

On sale March 16

Official U.S. PlayStation Magazine
CA$H for your old games/systems

Receive a check back or purchase other titles of your choice. Prices in this ad good through April 30, 1999.

New Games Available for PlayStation and Nintendo 64 - Call for latest titles and items not listed below.

**New Accessories**

<table>
<thead>
<tr>
<th>PlayStation</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Shock Enhancement CD (reg Game Shock)</td>
<td>19.99</td>
</tr>
<tr>
<td>Sony Memory Card (10 Blocks)</td>
<td>14.99</td>
</tr>
<tr>
<td>Pericel 8 Meg Memory Card (128 Blocks)</td>
<td>29.99</td>
</tr>
<tr>
<td>Pericel 32 Meg Memory Card (448 Blocks)</td>
<td>12.99</td>
</tr>
<tr>
<td>Sony Dual Shock Controller Pad</td>
<td>20.99</td>
</tr>
<tr>
<td>Pericel Multi Adapter (Multi-Game)</td>
<td>29.99</td>
</tr>
<tr>
<td>Sony Music</td>
<td>39.99</td>
</tr>
<tr>
<td>Pericel Link Cable</td>
<td>14.99</td>
</tr>
<tr>
<td>Pericel Memory System Selector</td>
<td>14.99</td>
</tr>
<tr>
<td>6-in-1 Video Play Cable</td>
<td>15.99</td>
</tr>
<tr>
<td>Controller Extension Cable</td>
<td>19.99</td>
</tr>
<tr>
<td>Cool Stand (holds PlayStation 2)</td>
<td>29.99</td>
</tr>
<tr>
<td>Don't Die (avoids PC compatibility with Windows 95)</td>
<td>37.99</td>
</tr>
</tbody>
</table>

**Nintendo 64**

| Game Shock | 46.99 |
| Game Play | 46.99 |
| Polycast Memory Card | 9.99 |
| Polycast 1-2-3 Meg 2 Rumble Set | 9.99 |
| 4 Meg Expansion Card | 9.99 |
| Clear Cards | 9.99 |

**No Boxes? No Instructions? No Problem!!!**

Buy the PlayStation games with titles on the cover.

Prices subject to change without notice. No copyright.

**TODAY'S SPECIALS**

- N64 for systems

**Cash for your old games/systems**

- We Sell Used/We Buy
- CALL for Titles and List

**Online Specials**

- Secure Online Ordering
- New Releases & More

**FREE 56K Modem**

Drawing Monthly

**BRESoft.com**

Visit our website BRESoft.com to see our latest releases and find out more information about our products.

**Send your games/systems/orders to:**

BRE Software
382 W. Bedford Ave. Suite 104
Fresno, CA 93711

**Customer Service:**

E-Mail: info@bresoftware.com / Automated Info: 1-800-252-2684

**Credit Card Orders**

(559) 432-2684

**Return Policy:**

Return the coupon with your order and a full refund will be issued. We will return your order by mail. Not valid on any other offers. This coupon is valid through April 30, 1999. No copies accepted. No cash paid in the mail. Within 30 days, we will return your order, payment, and this coupon to you. EMB.
Game Champions $19.99 plus s/h

Game Champions' are cheat cartridges preloaded with cool cheats and game savers for the biggest and best PlayStation™ and N64™ games. Gain the highest scores, save lives, become invincible and more! You even play for real when you can! Simply plug into your memory card slot, load the save and plug in your GameChampion to get into the game.

CALL FOR UPDATED LIST!!!
**Order Line** 888-GAME-CAVE

**U.S. PSX**
- 3Xtreme: $39.99
- All Star Tennis '99: $39.99
- Army Men 3D: $39.99
- Attack Of The Saucer Man: $39.99
- Bass Landing: CALL
- Big Air: $39.99
- Blast Radius: $39.99
- Bomberman Fantasy Race: $29.99
- Bust A Move '99: $29.99
- CaniDude: $39.99
- Clock Tower 2: $39.99
- Dead In The Water: $39.99
- Desiree: $39.99
- Elmo's Letter Adventure: $39.99
- Elmo's Number Journey: $39.99
- Fisherman's Bait: $39.99
- Freestyle Boardin: $39.99
- Gauntlet 3D: CALL
- Gex 3: $39.99
- Global Domination: $39.99
- G-Police 2: $39.99
- Guardian's Crusade: $39.99
- Hello Kitty's Cube Frenzy: $39.99
- High Heat Baseball: CALL

**Import PSX**
- Street Fighter Alpha 3: $39.99
- Shadow Madness: $41.99
- Shanghai: $39.99
- Shogun Assassins: $39.99
- Silent Hill: $39.99
- Silhouette Mirage: $39.99
- Sports Car GT: $39.99
- Street Fighter Alpha 3: $39.99
- Street Fighter II: $39.99
- Superman: $39.99
- Syphon Filter: $39.99
- Tomb Raider 2: $39.99
- Vermin: $39.99
- Warzone 2100: $39.99

**Dreamcast**
- Buggy Bear: $59.99
- Aero Dancing: $52.99
- All Japan Pro Wrestling 2: $52.99
- Blue Stinger: $59.99
- Carrier: $59.99
- Climax Landers: $59.99
- D2: $52.99
- Dynamite Robot: $59.99
- Elemental Gimmick Gear: $59.99
- Evolution: $59.99
- F-1 World Grand Prix: $59.99
- Frame Gride: $59.99
- Geist Force: $59.99
- Get Bass: $59.99
- Godzilla Generations: $59.99
- Grandia 2: $62.99
- Great Buggy: $59.99
- H.O.T.D 2 with Gun: $59.99
- House of the Dead 2: $59.99
- Incoming: $49.99
- July: $49.99
- King of Fighters Saga: $49.99
- Maken X: $59.99
- Marionette Handie: $59.99
- Marvel Vs. Capcom: $59.99
- Mobile Suit Gundam: $59.99
- Monaco Grand Prix: $59.99
- Outcast: $49.99
- Pen Pen Triathlon: $59.99
- Pop N' Music: $59.99
- Power Stone: $59.99
- Project Berkeley: $59.99
- Psychick Force 2012: $59.99
- Puypuyucon: $49.99
- Redline Racer: $49.99
- Sega Rally 2: $59.99
- Sengoku Turb: $49.99
- Seventh Cross: $49.99
- Shenmue 2: $39.99
- Sonic Adventure: $59.99
- Space Griffon Hamlet: $59.99
- Speed Busters: $59.99
- Super Speed Racing Cart: $59.99
- Tetris 4D: $59.99
- Under Cover: $59.99
- V-Force: $59.99
- Virtua Fighter 3tb: $59.99
- Virtual On: $59.99
- White Illumination: $59.99

**U.S. N64**
- Airboardin USA: CALL
- All Star Tennis '99: $49.99
- Beetle Adventure Racing: $49.99
- Bugs Bunny Lost In Time: $49.99
- Bust A Move 3: $39.99
- Ceaser's Palace: $49.99
- California Speed: CALL
- Chameleon Twist 2: $49.99
- Duke Nukem Zero Hour: $49.99
- Fighting Force: $49.99
- Mario Party: $49.99
- Micromachines: $49.99
- MLBPAA Bottom Of The 9th '99: $49.99
- Monaco Grand Prix: $49.99
- NBA In The Zone '99: $49.99
- NHL Blades Of Steel '99: $49.99
- Penny Racers: $49.99
- Quake 2: $49.99
- Rampage Universal Tour: CALL
- Rall Attack: $49.99
- Rayman 2: $52.99
- Snow Board Kids 2: $49.99
- Space Race: $49.99
- Starshot: $49.99
- Superman: $49.99
- Triple Play 2000: $49.99
- Vigilante 8: $49.99
- V-Rally: $49.99
- WCW Nitro: $49.99

**Game Boy**
- 720 Skateboarding: $23.99
- AGHJ Joust. Defender: $23.99
- AGHJ Spy Hunter: $23.99
- Beavis & Butthead Do Hollywood: $18.99
- Daffy Duck: $23.99
- Elmo's 123: $21.99
- Elmo's ABC: $21.99
- Logical: $21.99
- NBA In The Zone '99: $21.99
- Prince Of Persia: $22.99
- Quest Fantasy Challenge: $23.99
- San Francisco Rush: $23.99
- Smurfs Nightmare: $22.99

**Final Fantasy 8**
- $79.99

---

**want more?**

Visit Our Web Site
# Game Cave Announcement

Welcome to the Game Cave! We are excited to announce our latest game releases and special offers.

## Neo Geo Pocket
- **Pocket Fighter** for $49.99
- **Princess Crown** for $37.99
- **Radiant Silvergun** for $52.99
- **Real Bout Collection** for $44.99
- **Shining Force 3: ver 1-3** for $39.99 each
- **Steam Hearts** for $59.99
- **Vampire Savior** for $54.99
- **Xenon vs Street Fighter** for $59.99

## Neo Geo CD
- **Last Blade 2** for $59.99
- **King of Fighters 97** for $59.99
- **King of Fighters 96** for $62.99
- **Last Blade** for $69.99
- **Magician Lord** for $29.99
- **Metal Slug 2** for $69.99
- **Ninja Commando** for $19.99
- **Ninja Maskers** for $36.99
- **Real Bout 2** for $58.99
- **Samurai Spirits 4** for $59.99
- **Viewpoint** for $99.99

## Import Saturn
- **All Japan Pro Wrestling** for $29.99
- **Capcom Generations Vol. 5** for $43.99
- **Cotton Boomerang** for $39.99
- **Deep Fear** for $39.99
- **Dracula X** for $39.99
- **Dragoon Force 2** for $39.99
- **Dragonball Z Legends** for $39.99
- **King of Fighters Collection** for $59.99

## PC Games
- **Outcast** for $38.99
- **Parker Brothers Classic Card Games** for $16.99
- **Fha Bowling 2** for $24.99
- **Pintail Madness 2** for $22.99
- **Pintail Mania** for $16.99
- **Professional Sports Car Racing** for $36.99
- **Rebel Moon Revolution** for $34.99
- **Revenant** for $35.99
- **Roadkill** for $24.99
- **Robo Rumble** for $32.99
- **Rodeo Lucha Libre** for $12.99
- **Roller Coaster Tycoon 2** for $24.99
- **Rush 2 Extreme Racing USA** for $37.99
- **Seven Kingdoms 2: Fythin Wars** for $41.99
- **Shadow Man** for $36.99
- **Sierra Sports NASCAR Racing 3** for $37.99

## DVD Anime
- **AD Police Files Complete (1-3) (DUB or SUB)** for $20.99
- **Beast City: Awakening of the Beast (DUB or SUB)** for $20.99
- **Bubblegum Crisis (DUB or SUB)** for $44.99
- **Cyberdimension Guardian (DUB or SUB)** for $20.99
- **Dakarai Blue (DUB)** for $19.99
- **Daren City Shipyard (DUB or SUB)** for $20.99
- **Dragonaut: Black Zone** for $20.99
- **Dragonaut: Black Zone: The Time of Night (DUB)** for $20.99
- **Dragonaut: The World's Strongest (DUB)** for $20.99
- **Fat Tony: The New Star (DUB)** for $19.99
- **Hasar Legend of Aki** for $24.99
- **Iri: The Last Emperor (DUB or SUB)** for $24.99
- **Legend of Lennar (DUB or SUB)** for $24.99
- **Night Warriors: Darkstalkers' Revenge (DUB or SUB)** for $20.99
- **Night Warriors: Darkstalkers' Revenge Omega (DUB or SUB)** for $20.99
- **Ninja Scroll** for $29.99
- **Pelebora TV 4 (DUB) (eps 16-20)** for $19.99
- **Pokemon: A Choice of Fate (Vol. 1)** for $19.99
- **Ranma 1/2: Movie - Big Trouble in Nekonom China (DUB)** for $20.99
- **Ranma 1/2: Movie - Inuyouki (DUB)** for $20.99
- **Record of Lodoss War: War of the Mage (DUB)** for $14.99
- **Ristar: The Brave (DUB or SUB)** for $19.99
- **Scooby-Doo: 1 of 4 (DUB or SUB)** for $24.99
- **Scooby-Doo: 1 of 4 (DUB or SUB)** for $24.99
- **Scooby-Doo: Mystery Inc: The Haunted House (DUB or SUB)** for $19.99
- **Space: The Final Frontier (DUB or SUB)** for $17.99
- **Taiga: Gates of Darkness (DUB or SUB)** for $19.99
- **Teenage Mutant Ninja Turtles: The Series (DUB or SUB)** for $19.99
- **Tenshi: Clan of Darkness (DUB or SUB)** for $19.99
- **Tenchu: Shadow of the Ninja (DUB or SUB)** for $20.99
- **Tenchu: The Time of Death (DUB or SUB)** for $20.99
- **Tenchu: The Movie: 2: The Darkness of Death (DUB or SUB)** for $20.99
- **Tenchu: The Movie: Ninja Divided (DUB or SUB)** for $20.99
- **Tenshi: The Magic and the Darkness (DUB or SUB)** for $20.99
- **Tenshi: The Magic and the Darkness (DUB or SUB)** for $20.99
- **Tenshi: The Magic & the Darkness (DUB or SUB)** for $20.99
- **Wing of Darkness** for $23.99
- **Yubax: Battle of the Ninja (DUB or SUB)** for $20.99

Visit our website at [www.game.com](http://www.game.com) for more information and to order your favorite games today!
Forget lures, traps, bait. Counting back from 100 with eyes closed, huddling in bushes stalking out the joint. Make these in hiding come to you. With GameShark video game enhancer, hidden characters are yours for the playing. You want to find them, be them, you got it. You want to be fastest, toughest, immortal, you got that too. This is the real thing. The King. Nothing else gives you such power. It's time to take care of business. Coming soon, GameShark Pro for PlayStation with built-in Code Generator and VMem, Virtual Memory Cards. Create your own codes without a PC. Come out, come out, wherever you are.

Immortality | Recycle | Inconceivable Velocity | Quick Level Gain | Eternal Ammunition | Insight | Perpetual Cash | $1
-----------|---------|------------------------|------------------|--------------------|--------|----------------|------
PlayStation | Nintendo 64 | Windows 95/98 | Game Boy Pocket | Game Boy | Sega Saturn |
Street Fighter Alpha 3 scores a triple K.O! It's the most accurate translation of an arcade game to grace the circuits of the PlayStation game console...featuring all new enhanced modes of play including 3 fighting styles for every character — plus the skill building World Tour Mode. Maybe nobody's perfect. But as of today, at least one fighting game is.