



ISN'T JUST FAST ANYMORE.









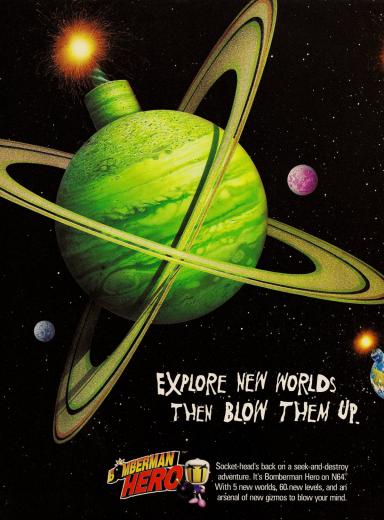




Evil pigs. Hidden paths. Enchanting worlds. And man-eating plants. Can you believe what Tomba⁻ has to go through to conquer the evil swine? Fortunately, he's got a bunch of weapons and tons of spunk. Tomba's here. And it's the first wild action game with role-playing adventure mixed in, too. (You'll love Tomba even more than a BLT on rye.)



www.playstation.com















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Time To Be A Little More Grown Up?

By John Davison • john_davison@zd.com



ome interesting issues have been raised in a few of this month's articles-namely that of video game censorship and also women's roles in gaming history. You've probably read articles on stuff like this before, but we've tried to present both of these stories in a different light. Your typical "Girls and Gaming" piece normally pontificates the noble question of which chicks are the hottest...frequently highlighting the increasingly pneumatic nature of the average Lara Croft-alike's breasts. Fair enough, if there's a way of attracting a predominantly male audience, that's a sure-fire way...but there is another side you know. This month we look at how women have been involved in the development of some of the real "classic" games and examine why attitudes to the games themselves vary across the sexes. Women have a strong creative voice in the development community, yet are rarely acknowledged as potential gamers. Hopefully, floods of mail will ensue in time for next month. Girls...this is your time to start yelling.

Our look into the censorship issue fits quite neatly along with this month's

"How will the self-righteous whining old wind bags react to this? In presentation we have something like a good, R-rated movie - but will we have to continue to suffer the supposition that games are only played by kids?"

cover feature too. The narrow-minded musings of certain politicians seem to be garnering more support than is strictly healthy at the moment. Our News section looks at how the games industry is defending itself against a threat that all other entertainment media has tackled before. Ignorance and panic

are the unfortunate reactions to things that dare to be contentious. Metal Gear Solid is certainly a turning point in gaming in this respect. Not only is it spectacular, its content (which will no doubt be lambasted by the same ignorant politicians) is unique in the mature way that it tackles both the action and dialogue. Games have been developing in this direction for years with Final Fantasy VII and others (invariably Japanese or European titles) blazing the trail into uncharted territory. MGS is more akin to an action movie in style...there's no denying that it's violent, but the subject matter and dialogue would be at home in a thriller, be it a novel or a movie. How will the self-righteous whining old wind bags react to this? In presentation we have something like a good, Rrated movie - but will we have to continue to suffer the supposition that games are only played by kids? Chances are that MGS will be one of the biggest-selling games ever, proving yet again that the PlayStation is home to older gamers. Hopefully it will prove to be a landmark product, not only in the way it defines a new genre, but also as an evangelist for video gaming acceptance.

September 1998

www.videogames.com

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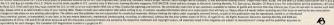
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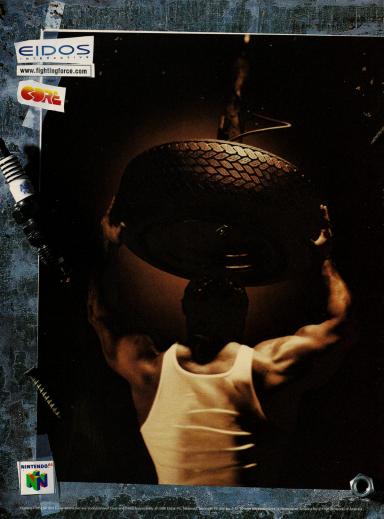
THE SECOND COMING

October 1998









"ALWAYS CARRY A SPARE." AFTER ALL, YOU MIGHT MISS THE FIRST TIME.

THE REAL PROPERTY OF THE PARTY OF THE PARTY

ANY TIRE WILL DO. In fact, almost any object you get hold of will make a weapon to be reckoned with in this urban bediam.

- Ben "Smasher" Jackson

Where brutal 3-D action and vicious moves wait around every corner, crevice and abandoned pick-up.

So you'd better check your surroundings. And your aim. Because one false move and you may need more spare parts than that tire.







FORCE64

his ain't no Saturday matinee, baby.

turned taxi driver, it's up to you to This is the late-night show of highgather the five elements before... dual role of lab-designed femme intensity action thrillers. In the fatale and weapons specialist Bada boom... The end.



as Korben. Pound on enemies as martial arts expert Leeloo. Kick butt as both to make it to your global missions



Unpredictable Gameplay Fight, shoot, solve puzzles and take on hazardous, non-linear missions. Battle

A.I. enemies who lure, attack and spy. Teleport to secret areas. Discover key cards and hidden power-ups.





summer

Coming soon to d nedr you.

of the

including 23rd century New York, a spaceage hotel and a mysterious temple. Explore 23 mind-blowing levels in exotic, sci-fi worlds inspired by the movie, ous 3-D Universe





From the Creators of Nightmare Creatures.



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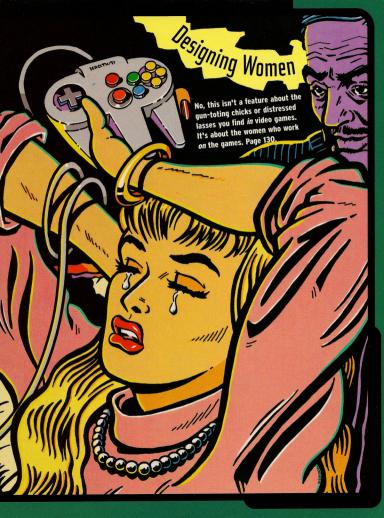
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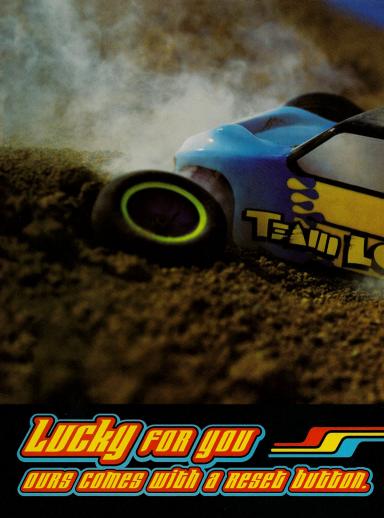
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As if Colony Wars didn't look good enough before. Now it's even higher-res than before. Turn to page 60 for the whole story.







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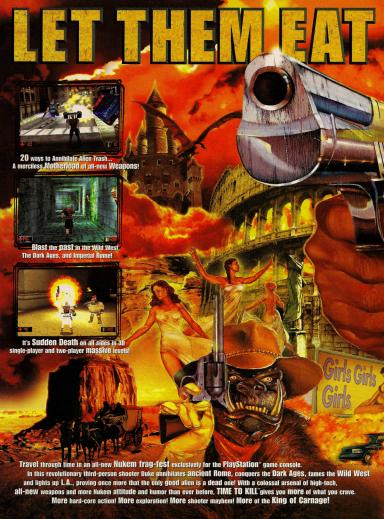
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Pitu

I feel so bad for the person(s) who has to read all of your mail. You get more letters of complaints rather than praise, and I bet you can't count on your fingers and toes how many "witty" people write "I dare you to print this letter."

Hats off to the enduring staff, Don't give up-some of us still enjoy your mag. lason Oswald

Kenloguori@aol.com

Thanks for the kind words, Believe it or not, we actually get way more good mail than bad. We simply don't feel a need to print many self-serving letters of praise (maybe we should more often, if you think the EGM fan is a dying breed). In fact, we'll usually leave out the popular "I love FGMI" or "You guys kick ass!" parts of most letters to save space for more substantial stuff.

But we do print complaint letters once in a while, just to let you all know that we do listen and to show that we're not afraid of criticism or negative publicity (by the way, the "I dare you to print this letter" thing is the lamest trick in the book-it only annoys us and lessens your chances of seeing your letter in print).

Gone, But Not Forgotten

What happened to Kelly Rickards? He disappeared from the last few issues and was replaced by Dean. There was no statement saving where he went

ICHIBAN729@aol.com

All we know is Dean really, really wanted to be on the Review Crew, and Kelly just mysteriously vanished one day.

Seriously, Kelly left to take care of things in his personal life. We wish him well.

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

Letter of the Month

So Whatcha' Want?

Everyday I hear about the hig debate over which system is better. Is it the PlayStation or the Nintendo 64? Well, in the video game business today, somehow or another, a 32-Bit CD-based system thrives and is dominating its competition, and it isn't the best system out there when you're talking about specs.

How is this possible? How can a less superior system be dominating over a 64-Bit system? I'll tell you why: marketing. Sony and its associates took the knowledge they have about marketing and jumped into the video gaming business and took over.

This should be a message to Sega. When they introduce their new system, they should take some

pointers from Sony or else their system will fail even before it comes out. But if you consider the history of Sega, the system is already doomed in my oninion. They may have a bigger and better system coming out, but will people actually buy it? When it does finally come out, the PlayStation and the N64 will have taken a firm grip on the market-why would people go out to buy something that they think in the back of their minds will fail?

So Sega, if you really want to succeed with Dreamcast, think about what the people want, then make logical steps to please them. Don't take this new system and do what you want, because what you want isn't necessarily what the people want.

LEAKYP1PE@aol.com

Let's hope Sega has learned a leason from its previous three not-so-successes: Sega CD, 32 X and Satura. From listening to Sega of America's president and CEO Bernle Stolar, we feel fairly (but not completely) confident that Dreamcast won't suffer the same fate as the last three Sega machines (but

as always, only time will tell). He recognizes that Sega has made big mistakes in the past, and he knows that Dreamcast might be the company's saving grace and last hope. Hey, Bernie even admitted that RPGs are an important part of Sega's game plan. If that's not a sign of a new attitude at Sega's helim...

A Clone's A Clone

I have been a big fan of your magazine, but one thing continues to annoy me. You constantly refer to any 3D platform game as a "Mario 64 clone." Super Mario 64 was a revolutionary game that opened up a new gaming genre. Nobody refers to a 2D platform game as a Super Mario Bros. clone, or a light gun game a Duck Hunt clone. These new 3D platformers are simply building and strengthening a new genre of gaming. So lay off the clone crap.

rvanwh@netins.net

Face it. Jersey Devil, Croc, Gex...you can see direct Super Mario 64 influences in all of them. And don't tell us that you can look at Banjo-Kazooie or Conker 64 without thinking of Super Mario 64.

But don't you worry. The catch-phrase "Mario 64 clone" will eventually wear out. After all, you don't hear the industry using "Doom clone" that much any more.

The Tardu Bous

Here I have the August issue of EGM and to my surprise, no Banjo-Kazooje review. What's up with you guys lately? How can we make educated purchases if you don't get the review in there before the game comes out? Somehow, GamePro managed to get the review out before the game was released. You better get some better connections at Nintendo because your tardiness is noticeable.

John Jacobsen BLKDOG7@AOL.COM

Who cares? Banjo-Kazooie's just a silly Mario 64 clone, Just kidding, Here's the deal: Some magazines (we won't name





DENIM RGOR WORTIS.



names), in order to beat everyone to the punch, reviewed an incomplete Banio-Kazooje beta that Nintendo showed in a press tour two months before the game was released. The game has since been changed for the final version, which we reviewed in this issue, the earliest possible review on the finished and completed Banjo-Kazooje. This is not a blind accusation; Nintendo representatives confirmed this for us

We're not willing to compromise our review policy, even if it means getting our reviews to you a little bit late. Don't forget you can always go to www.videogames.com for up-to-the-minute info (free plug!).

While we're on this complete/incompletegames-for-review subject...

Re-Questing Apologies

I've been a loval subscriber for two years now but after reading your Quest 64 review I had to respond. You people are completely inent, giving this great game such poor scores. I was at E3 where I played the game and talked to the developers. I asked about the game time, and THO said it takes their best tester 25 hours to finish. But you say 15 hours! Why? Because it turns out you got an incomplete game. You should only review the completed game, not a rush job given to vou because you forced THQ to send you a copy before they were ready.

I expect an apology to the readers and to THO, or at least an honest review on the completed game!

Boris Nepomnichy bn691792@bcm.tmc.edu



Pictured above is Crispin's last saved game file for Quest 64 (saved right before the game's finale). He beat the full, completed. reviewable game in under 10 hours. It took the testers how long to beat Quest 64?

The Quest 64 we played and reviewed was 100 percent complete, and we did beat the game in under 15 hours (in fact, Crispin beat the game in just under 10 hours-he said it was a 15-hour game to give slower players some extra time). So either the people you spoke to at E3 greatly exaggerated the time it takes to complete Quest 64 (because naturally, they want to make the product look as good as possible to you, the consumer), or we're better at playing the game than their testers are. Our reviews stand

Sega O's And A's

I own a Sega Saturn and I want to play import games on it, like X-Men vs. Street Fighter, I have some questions

1.) I have heard that GameShark lets you play import games on the Sega Saturn, but if you put the GameShark in the cartridge slot. where do you put in the 4 MB RAM cart?

2.) Is there another way of playing import games on your Saturn?

3.) Will Vampire Savior be coming to U.S. shores? What about X-Men vs. Street Fighter with the RAM cart?

Howard Kwak howard@shonguide.com

1.) You can't use the GameShark to play import games that require the 4 MB RAM cart. You can only plug in one cartridge or the other. The only way to play the import games that use a RAM cartridge on an American Saturn is to...

2.) Modify your Saturn. We can't tell you how, but someone, somewhere can fix up your Saturn to play Japanese games without a GameShark. That will free up the cartridge slot for your RAM cart.

3.) Vampire Savior will be coming to the U.S. as Darkstalkers 3 for the PlayStation only. You won't see it, or X-Men vs. Street Fighter (or any other future Street Fighter clones) for the American Saturn.

More Monkey Business

In issue #107, I had my letter published in your magazine. The letter asked why there were pictures of monkeys in the past few issues. But to my dismay, I didn't get an answer. All I got was a picture with some

mental patient and his monkey. The monkey was biting Shoe while Crispin and Trickman Terry were in the background. Do you guys just love monkeys so much that you have to put them in your magazine?

Steve Ebbers Binbrook, ONT, Canada



All-Flaw Basehall '99

While I rarely ever disagree with your reviews, I am compelled to write you concerning your analysis of Acclaim's All-Star Baseball '99 for the N64. This game is filled with bugs-MAJOR bugs. It shocks me that none of your reviewers picked up on the massive amounts of flaws in this game.

This game freezes up and crashes, fails to correctly load and calculate stats, offers features that have to be manually configured by the user, and most gallingly of all, also won't play a nine-inning game sometimes because it "forgets" how many innings the game is set for!

If Acclaim has any kind of reputable people working behind the scenes, they should recall this title immediately and give a refund to anyone who spent money on it. Nintendo should also be ashamed for granting this title its coveted "Seal of Approval." Iron out the problems, and I'm sure even the most irritated of consumers would be willing to give this admittedly great-looking title a second chance.

Andy Dursin dursina@worldnet.att.net

We played All-Star Baseball '99 for several days, and we didn't encounter any of the problems you spoke of. But that's the nature of bugs-they don't always happen.

Question of the Moment

What game franchises need to die before more sequels come out?

I love all the Mega Man games, but enough is enough. I think Mega Man should die in the 3D

PlayStation version. tbaumann@gte.net

Sonic the Hedgehog needs to have his ass blown away. OoACESoO@aol.com

(sorry, but it sucks), Toshinden,

Clay Fighter, Colony Wars Bubsy, Jet Moto, Mortal Kombat and Tecmo Super Bowl. 111256@concentric.net

Definitely Mortal Kombat. It's gotten stupid now.

terran@erols.com

I don't know about you guys, but 14 Street Fighter games are enough for me. I mean, c'mon, Ryu and Ken

must be like 50 by now!

ROB1234123@aol.com Sorry...Tomb Raider. M16Bulls@aol.com

If anyone says Final Fantasy, I'll hunt them down and slit their throats.

ReedSkylar@aol.com Those damn Final Fantasy

games...they suck. (I'm kidding... andyoettinger@hotmail.com

Next Month's Question of the Moment: What was your favorite moment (a.k.a. "coolest moment") in a video game? Send your short, but sweet, responses to: EGM_Mail@zd.com with the subject heading: MOMENT

IT'S WHY YOU STARTED PLAYING RPG'S IN THE FIRST PLACE.









It's time you met your destiny. Tales of Destiny delivers everything the true aficionada of the RFG semel feeded want and more, journey the high seas in search of the lost secrets of the ancient Aetherians. Wield weapons so powerful they develop their own intelligence and will. Cast more than 100 amazing spells in real time, making enemies and monsters fear your wrath. Soar through the Asks on a fantastic dragon ship.





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We're sorry we couldn't warn you of any glitches, but our reviewable copy of this Baseball Stars clone worked fine. Believe us, if we knew the game had any problems, we'd let you know about them.



Our copy of All-Star Baseball '99 worked just fine. Perhaps these bugs surfaced in the very final production phase?

We showed your letter to Bob Picunko, marketing director for Acclaim, and here's what he had to say:

"Acclaim takes the quality of our product very seriously. Each product is subjected to rigorous testing procedures. All-Star Baseball '99 was tested by Acclaim Studios in Texas, our Quality Assurance Center in New York and by Nintendo. We have received a few calls regarding issues with the game. Most problems have been attributed to the use of unofficial controllers, memory cards or accessories. We recommend using only official Nintendo accessories with All-Star Baseball '99.

"There are two situations for which we have received calls that are easily fixed: 1.) When you create a player or change

your roster, you must save your changes immediately. This will create a roster on the controller pak. If you are playing a season you must save your roster and save your season separately. When you return to the game, you must load your roster first, then your season. Rosters must be resaved if you make changes throughout the season.

2.) The game does not simulate other teams' games after each game you play. It only updates the games after completing a series. For example, if you were to play the first two games of a three-game series, the standings for the other teams will not be updated. After the third game of the series the other games will be simulated.

"If you are experiencing any difficulties with any Acclaim game please feel free to call our Consumer Service department at (516) 759-7800 or contact us via e-mail at techsupport@acclaim.net."

Something Nice To Say

Your issue #109 cover (with Lara Croft) is breathtaking! It is the best video game magazine cover that I have ever seen!

Apollo12@InfoAve.net

Thanks, but we don't deserve all of the credit-Robert Silvers, the Georges Seurat clone, made the cover image for us (you may have seen some of his other work, like The Truman Show movie poster and some Star Wars stuff).

See? Told you we get nice letters.

Rad News

I find it very interesting that ASCII is making a game called RPG Maker (It's about time someone came out with a creative game like that). I was wondering...

XCloudPSX@aol.com

We'll just stop you right there before you go too far. We have some very bad news for you. Both Fighter Maker and RPG Maker have been cancelled.

Unfortunately, ASCII doesn't have the resources or manpower to localize these two Pinball Construction Set clones. Because of the complex nature of the games, the original development team in Japan would have to fix them up for the

American market, and they're currently busy working on other projects, ASCII doesn't expect conditions to change, so the game is officially canned for release in the States. Sucks, doesn't it?

ASK SUSHI-X

Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, Electronic Gaming Monthly's top video game expert. If you have a specific game-related question for our mysterious ninja friend, write him! He'll pick out a few and answer them as only he knows how.

Send in your questions to:

1920 Highland Ave. #222 Lombard, IL 60148

or e-mail: sushi_x@zd.com

Letter Art

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

WINNER David Palumbo Clearwater, 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.







Close, but no controller





Mark Neil Belva, WV





Dustin Ryan-Orange Park, FL

Geoffrey Garzotta - Tyler, TX



EGM Letter Art 1920 Highland Ave., Suite 222 Inmhard II 60148









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- · Feel the terror of combat as detailed graphics and a true 5-D environment bring battles to life.



INTER ACTIVE

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Pixelized Reality

The debate on violence in video games is sparked by a bill in Florida that would keep minors from viewing violent games









Four of the most violent console titles-(top to bottom): Duke Nukem: A Time To Kill, Mortal Kombat 4, Grand Theft Auto and Resident Evil 2.

Violence in video games is hardly a new debate. As far back as the late '70s, when game graphics were not nearly as realistic as they are on today's systems, there was concern that violence in games could lead to real-life acts of aggression. The issue came to a head five years ago when Senator Joseph Lieberman and Herbert Kohl made headlines with a crusade against two games in particular: Night Trap and Mortal Kombat.

Out of that came the Entertainment Software Ratings Board, which now assigns a rating according to content. The ESRB ratings, which are voluntary (with Blockbuster being the only nationwide chain that enforces the system), have been successful in heading off cries from politicians to ban violent games. A wide majority of the games rated are between the Everyone and Teen categories, while Mature games on consoles are few and far between, and Adults Only games nonexistent. The four or five examples of extremely violent titles that come up every year make up a small fraction of the total amount of entertainment titles available.

Due to recent incidents of teen violence in schools, namely those in Pearl, Miss., Jonesboro, Ark. and Springfield. Ore., the issue of vio-



Virgin's extremely violent game Thrill Kill will probably be the next game to come under fire from lawmakers for its rather explicit scenes of graphic violence. Above is just a sample of what to expect.

lence in games has flared up again. This time in Florida, in the form of a bill that if passed, would levy stiff fines against arcade and business owners who displayed games considered violent in view of anyone under 18 years of age. This would likely affect arcades where games like Mortal Kombat 4 are in full view of those under 18 and demos or videos at retail locations for both computer and video games. even though the bill is mainly aimed at arcades. Fines of \$5,000-10,000 would be assessed (not to exceed \$50,000 total) and deposited in a trust fund to treat victims of

violent crimes. Sponsored by Florida Senator John A. Grant (R-Tampa) and state representative Barry Silver (D-Boca Raton), the bill-called the Protection "Children's Violence Act"—was defeated at the beginning of May. But not before gaining quite a bit of momentum, including support from Florida Governor Lawton Chiles, who told a news conference "I'm afraid some kids won't realize that when you shoot someone in real life, slipping another quarter in the machine won't bring them back." Though defeated, it doesn't mean that this bill is a distant memory or that bills like it won't pop up in other states in the future. "We feel that it's unconstitution-

What is Graphic Violence?

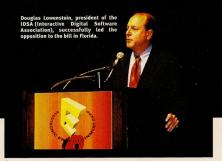
According to the "Children's Protection from Violence Act" (which was defeated):

"Graphic violence' means the depiction or representation of death or severe injury, including, but not limited to: 1. Decapitation

2. Dismemberment

3. Repeated instances of bloodshedding: or

4. Grotesque cruelty, in a way such that the depiction or representation shocks the conscience of the community and exceeds the boundaries of what should be tolerated in a civilized society." One has to wonder how you could classify a game that "shocks the conscience" of an entire community. Not the Teletubbies game!



al. We led the opposition to [the bill in Florida] and we're pleased that it was defeated. We expect that it will be reintroduced and we'll oppose and fight it vigorously," IDSA president Douglas Lowenstein told us.

"If we allow some of our young people to have their minds poisoned by this violence, it affects us all," Sliver told the Associated Press. "This violence has affected the moral fiber of our youth." This statement was made about video games specifically, but statements like it have also recently been made about TV, music and movies.

"There's a tendency to look for the simple scapegoat, and video games are the simple scapegoat," Lowenstein said. "There's no question that after incidents like these there's a knee-jerk reaction—a need to find out why something like this would happen."

Nolan Bushnell, regarded as the father of video games by many and currently CEO of In.10.City, an arcade/interactive learning project, told us, "I think kids can,

I'm afraid some kids won't realize that when you shoot someone in real life, slipping another quarter in the machine won't bring them back.

for the most part, differentiate between 'life' experiences and behavior and 'game' experiences and behavior. The problem is that there are 'edge kids' that cannot and what to do about this is a problem for society. There is .oo1 percent that are going to be affected in a negative way. Does that damn the whole lot? It shouldn't."

Fact is that studies on the effects of violent games on children have failed to yield conclusive results. Like ratings systems on TV programs and parental warning stickers on music, the responsibility on policing content fails on parents across America and the limits and ideals they want their kids to follow. As the first amendment guarantees free speech and freedom of expression, any ban on violent games would be unconstitutional—however, that has not stopped politicians from trying to gain public favor by tackling the Issue.

What is Your Take on Video Game Violence?





GamePAC rallies the troops against politics

There hasn't been an organization in the industry with the specific task of lobbying Congress to protect the interests of the electronic entertainment industry. Until now, that is.

A number of PC developers and others have formed a political action committee, called GamePAC. Announced at E3, the committee recently released a statement about its intentions, "to develop a political action confederation made up of people who develop, promote and publish computer games."

Another part reads: "It is time that our voices be heard. As an industry, we have more political power than we can even imagine. Except for a few voices—such as the IDSA, an industry trade association representing software publishers—our industry is not heard in Washington and state capitals. Nowever, the voices of lawmakers who want to blame our industry for violence in our society, who want to mandate a ratings system, who pass internet censorship laws, are heard, while we remain silent.

Among the participants involved in the inception of GamePAC were Mark Shander, the marketing diector for teleptic Romes; Vince Desiderio, CEO of Running With Scissors; Gail Markets, General Counsel of 1054, Bobby Seale, founder of the Black Panther Party and head of productin for R.E.A.C.H. Climen Productions; and Derek Smart, designer and lead developer of Battlecruiser; goooAD.

Warning: Do not inhale

Hot on the heels of the recent video game violence bill in Florida came accusations by some that the advertising for Fox Interactive's N2o: Nitrous Oxide glamorizes drug use and culture.

Ginna Marston, executive vice president of the Partnership for a Drug-Free America told the Washington Post, "We're not trying to imply that anything that goes on in pop cutture is going to cause drug trends to change singlehandedly, but we have to all recognize the huge influence that pop culture has on kids and attitudes toward drugs."

Just remember: Real gamers don't use drugs.

CONTRACTOR OF THE CONTRACTOR O

Check out the latest gaming news at www.videogames.com

Lara Croft set to hit the big screen in '99

She's a hit on the small screen. Some game players idolize and worship her. She's been on scores of magazine covers. She's not real. Yet, if you ask the average person who Lara Croft is, they probably wouldn't know. That is, until next summer, when Paramount releases the Tomb Raider movie.

While the role of everyone's favorite buxom polygonal babe hasn't been cast yet, Paramount has already begun promoting the movie, which is scheduled to hit theaters summer 1999 (hope it doesn't open on the same weekend as Episode One of Star Wars. That'd be a losing battle). The posters, which started appearing on the Web and in movie theaters in June, ask the question "Who is Lara Croft?"

Of course, we'd all like to know which actress will be playing her. For fans, the casting of Lara will make or break the movie. Sites like The Croft Times (www.cubeit.com/ctimes/) are following the movie closely, and so are we. Keep your eyes glued to videogames.com

and future issues of EGM, and we'll report it the minute we know.

The Tomb Raider movie is just the first of a series of movies based on video games that includes Doom, Wing Commander and the recently announced House of the Dead.



Nell McAndrew (above) is the new face of Lara Croft-for now, that is. At left is one of the promotional posters for the Tomb Raider movie.

Fans of retro games convene

Is retro gaming your hobby? If so, it might be worth your while to trek to The Holiday Inn Casino Boardwalk in Las Vegas August 21-23 for World of Atari, a convention dedicated to Atari and all the consoles of the past. Special guests include Rob Fulop of Imagic fam, John Harris (formerly with Tigervision), and Howard Scott Warshaw (formerly with Atari and designer of Yar's Revenge, Raiders of the Lost Ark and ET).

Tickets range in price from \$25-60, depending on if you buy them in advance and what you wish to attend at the conference. There are a number of activities that are limited.

There will be exhibits, vendors selling classic games, an auction and more. For more information, visit http://www.atarihq.com or e-mail editor@atarihq.com.





Rare's GoldenEve received four awards at the first Interactive Achievement Awards ceremony, held in Atlanta during E3. The game took Interactive Title of the Year, Console Game of the Year, Action Game of the Year (Console) and Outstanding Achievement in Software Engineering,

Other winners include Final Fantasy VII-Adventure Game of the Year and Role-Playing Game of the Year, WCW Vs. NWO: World Tour (N64)-Fighting Game of the Year, Diddy Kong Racing-Racing Game of the Year, International Superstar Soccer-Sports Game of the Year and Parappa the Rapper-Outstanding Achievement in Sound and Music and Outstanding Achievement in Interactive Design. As reported last month, Shigeru Miyamoto won the Hall of Fame award.

Crystal Dynamics' Legacy of Kain: Soul Reaver for the PlayStation has been pushed back to a release in 1999. The reasoning behind it is because of the game's ambitious scope and a willingness to not sacrifice quality to make the release date.

By the time you read this, the World Cup will be over, and so will the careers of pirates trying to cash in on soccer mania. EA and its Turkish distributor, Aral Ithalat Ltd., helped bust a ring of counterfeit video games worth more than \$300,000

including several of EA's products (World Cup 98 included).

30-second Blitz

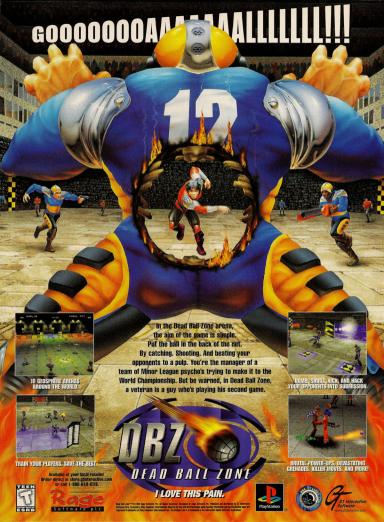
Kordell Stewart, starting quarterback for the Pittsburgh Steelers and spokesman for Midway's hot arcade game NFL Blitz, recently shot the commercial for the game in Santa Clarita, Calif., at the College of the Canyons.

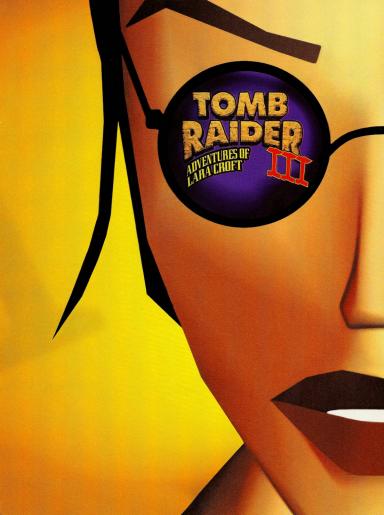
In the commercial, Stewart "practices" throwing the foot ball. At one point he says to his coach, "Haven't missed one all day." Then, as the camera pans upward and over his shoulder, it is revealed that Stewart's using members of the marching band as target practice. Stewart describes Blitz as

"very physical. It's obviously the total opposite of what real world football presents."



>70% of the 4,000 products rated by the ESRB are suitable for all audiences.





Just when you start to get your social life back.

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Say What?

"There are plenty of deals to be made in the \$5.1 billion entertainment software industry."

-WIRED July 1998 6.07

"Home movies are a \$15 billion industry, home video games \$7 billion..."

-WIRED July 1998 6.07

WIRED picks a number at random and writes the word billion after it when talking about the games industry.

"I'm not a girl, and I don't know how to make games for women."

— Duke Nukem project leader George Broussard, as quoted in the June 30 San Francisco Chronicle. Apparently, Broussard is a man completely at one with his sexuality.

"The Web is the world. Perhaps, when Obi Wan talked about The Force" in Star Wors, he was really talking about a non-wired Web. We will probably not need wires in a few years once the satellite systems get up and we have bio implants, and then later bio transceivers genetically engineered into our DNA."

-The internet as described to GameSpot

News by Nolan Bushnell, the father of video games as we know them. So that's why his lips weren't moving when he talked to us.

"I'm talking about [games] where you engulf yourself in a virtual reality and pursewomen so you can rip them all apart to the stereophonic sounds of 'Kill! Kill!"

Boca Raton, Fla. Rep. Barry Silver proves that he knows a lot about video games [sarcasm off].



At the Movies

Zombies Ate My Neighbors

Sega's zombie shoot-'em-up House of the Dead is the latest video game to be turned into a movie. Bob Dylan's son, Jesse (not Jakob, frontman of The Wallflowers) will direct the film, Jesse Dylan optioned the rights to the film from Sega out of his own pocket. Dreamworks is set to release the movie.

Writer Mark Verheiden—who brought Time Cop and The Mask to the big screen worked on a narrative story line with Dylan and will write the movie's screenplay. Verheiden's and Dylan's House of the

Verheiden's and Dylan's House of the Dead is located in a small town where the local college's most fashipnable kids also happen to be zombies. A zombie murder at a rave sets up the invasion of the "goth" house by the film's heroes. Hmmm...maybe its "loosely" based on the game.

JOIN the club. Kill the members.



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the enemy is real

Gex Jumps onto Color Game Boy

Hot on the heels of several announcements of Color Game Boy titles at E3 (including Konami's Spawn, among others), Crystal Dynamics recently announced that GEX: Enter the Gecko will be jumping from the Sony PlayStation and the Nintendo 64 onto the upcoming Game Boy Color when it releases later this year.

Gex: Enter the Gecko picks up where the original Gex left off. Gex must battle his enemy, Rez, who is attempting to take over television broadcasts. So Gex is thrust into the Media Dimension where he fights

off creatures in such levels as The Rocket Channel, Toon TV and Kung-Fu Theater.

With Gex's next home adventure set to be released next year, this Game Boy Color excursion might just be what Gex fans need for the holidays.

www.crystald.com

Everyone's favorite Gecko with an attitude is set to hit the Game Boy Color later this year. How will his wisecracking antics translate to the portable screen? We'll all find out soon enough.



International News

NEC Goes Daydreaming

NEC reveals its first two titles for Sega's Dreamcast

NEC, whose Power VR chipset makes up the heart of Sega's Dreamcast system, recently unveiled its first two titles for the machine in Japan: Seventh Cross and Sengoku Turb.

Seventh Cross, a simulation/RPG, merges 3D exploration with a life simulation. As you fight and eat other life-forms, your character begins to evolve. One option allows you to choose how you evolve. As you evolve, you gain access to explore more areas, such as the highlands or the sea. Seventh Cross will have more than 810,000 life-forms for you to battle, eat and use to evolve.

Sengoku Turb is NEC's entry into the action RPG category on Dreamcast. It follows a very lighthearted, wacky story line of Jinochan, a warrior forced to take sides in a war. The game is scheduled for release on Nov. 20—the same day the system launches.

The other game, Sengoku Turb, is a comical action-RPG title set in a fully polygonal world. The main character of the game is a little girl named jino-chan. During a flight through space, her ship is forced to land on the planet Lion. On this planet, a war between two countries, cat and Sheep, has bro-ken out, She joins the war as chief of army on the side of the Cat. As it sounds, there will be lots of wacky, kiddy and comical battles. Sengoku Turb is scheduled for a winter release.

The Seventh Cross merges the RPG and life simulation genres. As you see here, you will take on many different lifeforms along the way.















Strap this kitty to your belt When Nintendo introduced Pocket Pikac

Pikachu in Japan last March, it was a huge success. So much so, that now Nintendo is introducing a follow-up starring one of Japan's most recognizable characters—Hello Kitty.

Pocket Hello Kitty goes on sale in Japan on Aug. 21 at an MSRP of 2,500 yen, the same price as the Pocket Pikachu (approximately \$18 at current exchange rates).

In addition to the features from Pocket Pikachu, Pocket Hello Kitty has items and events that happen throughout Kitty's life. You can also collect various items and then use them as the occasion arises. There are minigames similar to that of Pocket Pikachu's too.



Playing tennis is just one of Hello Kitty's hobbies.



<u>International News</u>

The 64DD Question

64DD changes from game delivery to enhancement

Nintendo's position in Japan will get a boost when Pocket Monsters Stadium and Zelda are released. But when talking about the Japanese N64 market, it's hard to ignore the 64DD, which currently looks as if it's being transformed from a game delivery medium to an enhancement peripheral. The same thing could happen in the United States.

Examples are adding up of games that were originally DD only being fitted to be cart and DD combos. Conversely, cartridge games are getting DD add-on disks or upgrades.

Take for example F-Zero X, which features a

randomized track generator option that makes new tracks each time you play. When the DD course editor lugrade is released, you'll be able to edit and store these tracks to disk. EA Square's Sim Copter 6a, will be released in Japan on Sept. 25, This game works in conjunction with Nintendo/HAL's Similtry 6a, or the De allowing you to the Smith of the Company of the State of the Stadium has 33 of the 51 Pokemons from the Game Boy version. It's opected the the DD comes out, a disc will be released which will have the rest.

Mother 3, once thought to be a DD-only title will likely come as a cart and DD. The reason is that the cart can be used for the

game's engine and the DD for loading extra data when necessary. This speeds up the game making any load time negligible. Finally, the 26d 64 DU upgrade will be used for the "second quest," allowing gamers to go back into the game and get a lot more out of it. Myamoto told Japanese magazine The 64 Deem that once the cartifolder 26d is complete, this case mild unified in two one to work the complete of the comple

Even with all of this, there are still games that will be 64DD-only: Mario Artist, SimCity



64 and Cabbage (Miyamoto's virtual pet project), and reportedly more than 10 from the Nintendo-sponsored company Marigul.

Miyamoto also recently revealed to Kid News, the Chicago Tiblune's weekly kids section that "A sequel to Super Mario 64 is in the works. The game will be released when we feel it is completely finished and offers new and challenging gameplay experiences. The rough timing is between the end of this year and summer 1999. "It's been reported that Miyamoto started work on it some time ago, but left it mid-way through to complete Zelda.

It's also been recently revealed that the teams responsible for 1080° Snowboarding and Yoshi's Story are both already hard at work on new games.

International Bits



Calling All Developers

Sony Computer Entertainment (SCEI) announced a general call for entries for its game developer-support program, Game Yaroze '98. Once the applicants get SCEI approval, they'll be fixed up with an office, development equipment and support for up to three years. Finished games will be released by SCEI.

This is the fourth time Sony has done this. SCEI's puzzle game Xi (Devil Dice in the States) came out of the program.

Nintendo, Hudson Join Up Nintendo has teamed up with Hudson,

the company responsible for the Bomberman series. The companies have jointly established a software developing company called Manegi. Manegi will develop Né4, games based on Game Boy titles and provide the know-how and tools to other software companies.

Derby Lands on SF

Japan's most popular horse-racing simulator is coming to the Nintendo Super Famicom (Super Nintendo in the States) this summer. A Game Boy version will be released this winter followed by a Nintendo 6a, version next spring. The series' creator, Hiroyuki Sonobe, implied that the N6a version will communicate with the Game Boy version through a 6a/6B cable, which enables you to use the Game Boy as an M64 controller.

Sayonara, Pokemon

As an example of the immense popularity of Pokemon in Japan, AMA (All Nipon Airways) is flying Pokemon lets this summer. Two of the airline's domestic line jets will feature popular Pokemon characters (Pikachu, Aria and Mew among others) painted on the side. New is the 1518 Pokemon from the Game Boy titles, which was given away specially at last year's Space World expo. On a side note, it's not yet known how or if Nintendo of America will make Mew available to players.

These jets took their maiden voyages on July 2. Pokemon characters will be featured inside the cabin on paper cups, seat



covers and flight attendant aprons (but where are the Pokemon air sick bags?). Passengers will also enjoy one of the two animated Pokemon movies while flying.

Gear Up, Solid Snake

Can't hardly wait to play this month's cover-story game, Metal Gear Solid? If so, this is sure to make you drool. A deluxe limited-edition package for Metal Gear Solid will be available in Japan in September for 9,800 yen (about USS80 at current exhapter of 9,800 yen (about USS80 at current exhapter of 9,800 yen (about WSS80 yen) (about 9,900 yen) (about 9,9

The game will also come with two demos: One for the sequel to the popular RPG, Suikoden, which is expected to be released by year's end. The other will be the horror adventure title, Silent Hill. Konami hasn't announced a firm release date for Silent Hill yet.



THEY CAN ONLY FIND PANTS In the Children's Dept.

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THEY CAN'T REACH THE GAS PEDAL.







NO WONDER THEY'RE ALWAYS

LOOKING FOR A FIGHT.

Pocket Fighter" is the most outrageous fighting game ever! Innocent but deadly pint-sized champions pack one heck of a punch in hilarious head-to-head battles.

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this brand new hit in the Fighters Edge program at www.fightersedge.com.







BEFORE YOU LAY CLAIM TO HAVING THE BEST FIGHTING GAMES, YOU'D BETTER HAVE THE BEST FIGHTERS. WE DO.

CAPCOM

Top 20

1	Tekken 3 Namco	4	2
2	Gran Turismo Sony Computer Entertainment	<i>5</i>	NEW
3	1080° Snowboarding Nintendo		Last Meeth
4	Kobe Bryant in NBA Courtside Nintendo		20
5	Need for Speed III: Hot Pursuit Electronic Arts	#	3
6	GoldenEye 007 Nintendo		6
7	MLB Featuring Ken Griffey Jr. Nintendo		NEW
8	Triple Play 99 Electronic Arts	4	4
9	MLB 99 Sony Computer Entertainment	4	16
10	Tomb Raider Eidos	4	Zast Meeth
11	Yoshi's Story Nintendo		5
12	Breath of Fire III Capcom	4	NEW
13	Super Mario 64 Nintendo	I	11
14	Resident Evil 2 Capcom	4	8
15	Mario Kart 64 Nintendo	I	13
16	Rampage: World Tour Midway	I	10
17	Crash Bandicoot Sony Computer Entertainment	4	12
18	WCW Nitro	B	9
19	WCW Vs. NWO: World Tour Tho	I	14
20	Twisted Metal Sony Computer Entertainment	B	18
Source: NPD TRSTS Video Games, May, 1998. Call them at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.			

Tekken 3

A surprise return to number one from the finest fighting game ever created. If ever a game was worthy of scoring 10's from the review crew this is it. Flawless controls, beautiful graphics and incredible animation make this a definite number one.



Gran Turismo

Single-handedly responsible for revitalizing the racing genre, Gran Turismo will be a game by which others are judged for a long time. Expect this game to stick around.

9.0 9.0 8.0

9.5 9.5



1080° Snowboarding

A not-so-surprising drop for Nintendo's "different" sports title. Is it something people will remain passionate about? Or will it be a video game fashion victim?

7.5 John D



Kobe Bryant in NBA Courtside

Sports-starved N64 owners vote with their feet escalating this to a good position. The highest climber on the chart this month. Will it stay with the Playoffs over?

8.5 Kraig 8.5 8.0



Need for Speed III: Hot Pursuit A sure-fire victim of Gran Turismo's might if ever there

8.0 8.0 8.0

was one. A respectable return to form for the series, but still not a match for Sony's baby.

Most-Wanted Video Games 10% 32% 15%

16%

- 1. Zelda: The Ocarina of Time 2. Metal Gear Solid
- 3. Tomb Raider 3 4. WWF War Zone
- 5. Tomorrow Never Dies 6. Turok 2: Seeds of Evil 7. Perfect Dark

18%



The Ultimate Man-Made Creation
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Is can be obtained at our web site at http://www.workingdesigns.com, or by sending a SASE to: ThunderForce V Contest c/o SPAZ;



Top 10 Editors' Picks 1 Banjo-Kazonie Nonteedo 2 Tekken 3 Namco 3 Int. Superstar Soccer '98 Assimil force III Seepa 5 6 Fina Turismo Seny Computer Extertainment 6 NEATHORIGH 19 Discretion Arts 7 Int. Superstar Soccer Pro '98 Westwood Studies 8 ESC. Red Alert Realiation Westwood Studies 9 Kartia Athor

WWF War Zone

OP 10 Courtesy of Familtsu Maga	Τορ 10
XI [sái] Sony Computer Entertainment	Tekken 3
Comb. Pro Soccer: Sekai Wo Mezase!!	2 Marvel Vs. Capcom
Winning Eleven 3: World Cup France '98	3 Golden Tee '97 Incredible Technologies
Langrisser V: The End of Legend	4 19XX Capcom
FIFA Road to World Cup 98 Electronic Arts Square	5 Bust-A-Move Again
5 '98 Koushien Dreamworks Interactive	6 Metal Slug 2
Packet Fighter	7 World Class Bowling Incredible Technologies
8 World Cup 98 France -Road to Win-	8 Super Puzzle Fighter II
GB Let's & Go!! All-Star Battle MAX	☐ Zern Point

QUARTERMANN

Ascii

Theme Hospital

Electronic Arts Square

Video Game Gossip & Speculation

Police Trainer

P & P Marketing

Recent probings have revealed, somewhat unsurprisingly, that an awful lot of developers are working on games for the two imminent new systems—namely the Color Game Boy (due in stores on Nov. 2a) and Dreamcast...or C às Segal is insisting we all call it. While the Dreamcast stuff isn't surprising, it has been particularly refreshing to see the excitement surrounding the new Game Boy.

The Q's network of spies, inspired by the promises of free booze, women and WarheadS sour cardly of discovering trinkets of info, have dredged up the following. First, while there are six games due to be launched with the Color GB, there is a good chance that within spitting distance of Christmass well see Konami's color version of NHL Hockey, Gex (mentioned elsewhere in News), a revamped GB version of Quest for Camelot and...er, something 'I'm sure we're all waiting for with bate dozedt, a new version of If titus the Fox. Um., vsc., Cart veat for that one. First party stuff from Nintendo sit likely to include a brand-ord of Tetris, which is runneed to be so advanced that it will somehow interface with an NG4 version set for release at the same time. Not. sure how this ligoging to work, but the Q's sources are reliable on this

Outcast

one. On the Dreamcast side of things, we are reliably informed that ASC games are now also set to publish stuff although no details have been revealed as to what products are in development. Elsewhere, Ocean/Infogrames have indicated that there are to be two DC titles on the way from them—one of which will be an

enhanced version of the PC voxel-wowzer Outcast. While neither the PlayStation nor the Mo₅ is capable of producing anything close to the visuals recently seen at E₃. Ocean is confident that the DC is capable of outperforming any currently available PC when it comes to this particular game. Apparently shifting squillons of voxels around requires some significant processor might—something the Oh as in abundance. The second product from Ocean will be the long-availar descret project corrently running under the codemane Silver. This 3D action/adventure development team, but is destined to finally see the light of day on Oc next year.

The most exciting news from the Sega camp is that there are currently two versions of Virtua Fighter 3 kicking around at Sega in Japan. The first being the widely acknowledged DC version (rumored to be a new revision of the game) - but more shockingly the second is a Saturn version! In an attempt to keep the Saturn market buoyant between now and the launch of DC, Sega would seem to be pulling out all of the stops to keep people happy. If this does make it out it will sell out in seconds. Kind of related to both of the new systems, it would seem that SNK's next machine, the Game Boy-esque Neo Geo Pocket is to be Dreamcast compatible. This 16-Bit, black-and-white (although we hear there is a color version in the works too) handheld is set to be released in Japan in October along with a new King of Fighters game. Quite how the DC compatibility fits in, no one knows; some kind of VMS compatibility is likely. Finally the Q spies have a few extra tidbits of info for you...watch for a follow-up to Grand Theft Auto within the next year from DMA Design (did you know that DMA stands for Doesn't Mean Anything?), a possible follow-up to Pitfall 3D from Activision, maybe a console version of Quake-alike 3D action-fest Sin and a PlayStation version of Daikatana before the end of 1999.



SPYRO AND LARA CROFT-HOLLYWOOD'S HOT NEW COUPLE!

Inquisiter HERALDED

flies and headbutts his



lies, collects treasure interactive worlds. Spyr rescues dragon fami way through graphical covers hidden region

PURPLE DRAGON-THEMED CULTS SPRINGING UP AROUND THE GLOBE.

Disgruntled sheep seeks damages. Claims Spyro breathed fire on him.







UFO OR SPYRO?

Unidentified purple object seen gliding over L.A.









lintendo 6

- WipeOut 64 • Madden NFL 99
- **Grand Prix**
- F-1 World Waialae Country Club: Golf Classics
- Bomberman Hero • Deadly Arts

Previews Eight Months In The

WipeOut 64

t's amazing what can be

Publisher/Developer Players/Genre Release **Psygnosis** November Racing 1998 **Psygnosis** Web Address: www.psygnosis.com

achieved in a few short months, WipeOut 64.

which made its debut at E3 is due to be released in November this year-at which point it will have only been in development for eight months. Considering that most games these days take Making almost two years to produce, this is something of achievement. When we visited Psygnosis' Liverpool studio in the U.K. recently the version on show was a mere three months old and was already virtually complete, All of the tracks were finished, as were the vehicles and the underlying structure of the game. Incredibly, it's not even the original WipeOut PlayStation team working on the product .. this is a new team working on what is effectively a new

installment of the franchise. This is no straight conversion of WipeOut XL... oh no. The 64 version of the game differs from the previous two incarnations in some significant areas. Obviously there is the multiplayer aspect on which we reported last issue (up to four players), but with the opportunity to look closer at the game we have learned the following. a) This is much faster than previous WipeOuts. The fastest mode with the fastest vehicle (Phantom II with Piranha) is mind-numbingly quick...in the pre-alpha version we played it was so fast in fact that the game couldn't keep up with itself. Sometimes when you crossed the finishing line it did so between frames of animation and failed to reset the timer. Obviously this will be rectified-but we're talking pretty damn quick here. Imagine five turbo strips in a line in the game we know and love ... and



The 64 version doesn't look particularly different from its PlayStation counterparts, although it is much faster and maybe a tiny bit smoother.

then imagine what that would be like combined with a turbo power-up as well. You can jump almost the entire length of the track you're moving so quickly. b) This feels more like a hybrid of WipeOut and XL. The tracks themselves aren't particularly twisty and turny...more smooth, winding and faster paced c) The special effects are going to burn your eyeballs out. At this stage in the cycle this is the main omission from the revision we played-there were no effects whatsoever built in yet. The team is adamant that the finished product will make use of "every trick the N64 has up its sleeve" so expect cool explosions with transparent effects and dramatic colored lighting dripping from every available texture.

My 2 Cents

When we first saw WipeOut 64 at E3 it looked like a perfectly adequate conversion of the PlayStation game. However, now that we've played it we can report that some significant changes are in there. For a start it is incredibly fast. WipeOut XL may have been a bit sharpishbut wait until you see the fastest mode here! Also, the Multiplayer Mode really shows how much fun WipeOut can be...blowing other players away is something that few PlayStation owners ever got to really

-John Davison

Factoid

The graphics engine for the entire game WipeOut 64 shifts fewer polygons than a single main character in Psygnosis' 3D action/RPG ODT.







This is the important stuff...four-player action.

DEVILISHLY ADDICTIVE



A High-Speed 3D Multi-Player Puzzle Game for the PlayStation. Game Console











NTENDO 64

Publisher/Developer Players/Genre Release Electronic Arts August 70 Tiburon Sports 1998

Web Address: www.easports.com

Madden NFL 99

let The Pigskin Wars

My 2 Cents

This year's Madden

on the N64 looks

really impressive.

Right now, the only

nagging thing is the

sometimes low frame-

rate no doubt caused

graphics (they really

by the high-resolution

tax the system). EA is

hard at work trying to

improve it, and if they

winner on their hands.

This poor sap is getting

manhandled after making

manage to get it a

little higher, they'll

-Kraig Kujawa

a tough grab.

definitely have a

Begin!

nce again, football season is nearly upon us, and not coincidentally, so is the latest version of FA's Madden football

for the Nintendo 64 Without a doubt, the most impressive thing about Madden NFL 99 is the incredibly sharp high-resolution graphics. The player models are some of the best ever seen in a sports gamethey look very lifelike, their uniforms look nearly identical to their counterparts, and their names and numbers are visible on their jerseys. The amount of player animation is impressive. Receivers look the ball into their hands, and make a variety of different catches including one-handed, over-theshoulder, and low and high

grabs. Suffice to say, the days

of footballs miraculously being

gobbled up by receivers are over. Once in the open field, ball carriers can do jukes via the Z trigger or spin or power burst via the face buttons. If they fail to evade defenders, they'll be subject to a variety of wrap-tackles, and perhaps even a particularly nasty spill where he is picked up and tossed to the ground. During gameplay, it's a little hard to see all of these details, but using the slo-mo instant replay gives you a chance to see everything from every angle

As there always is with Madden games, there will be plenty of new and improved features that include a Franchise Mode that lets you manage and coach a team over years (and even get fired if you do badly!) and a Fantasy Draft. The artificial intelligence in the game has been further improved upon last year's

stellar game, particularly in the areas of the running game and pass defense. With such sweeping changes and

improvements, it looks certain that Madden NFL 99 will be significantly better than last year's unlicensed game. But the big question is whether it will be better than NFL OB Club 'go or not. Look for at least part of that answer when we review it next issue.





Wrap-tackles galore. There's tons of them, and they look pretty fancy too.



Check out the wide receiver looking the ball into his hands. That's good coachin'.



Here, Scott Mitchell audibles before the snap. He's usually not smart enough to do that.





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Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of humor. Dedicated sound effects and an original score make Heart of Darkness an unforgettable gaming experience.



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NINTENDO 64

Publisher/Developer Players/Genre % Done
Infogrames 1-2
Imagineer Racing 90

Release

Sept.

1998

Web Address: www.infogrames.net

GT64

Could It Be... A Good Racer For The N64?

Nea racing title to be released by the folks at Ocean. The publishers of Multi-Racing Championship have taken their talents as racing sim publishers and ushered out a solid-looking grand-touring title. Loaded with real drivers and carse, expandable tracks and slick powersible fortified gameplay, GTo& could be the N64's newest racing darling.

T64 is the second

Based on popular GT-style racing in which high-revving modified sports cars compete on street and rural courses, GT strives to capture the same excitement by providing 12 licensed vehicles plus two bonus imagineer cars. The teams of Nissan, Acura, Toyota and others are represented by their respective drivers and co-drivers.

The vehicles range in power from the mild 1950 CC cars of Toyota to the wild 6000 cc Imagineer bonus car. Players may modify vehicles by means of air folls, tire compound, transmission, steering and so on. The actual tracks are few (only three—Japan, Europe, USA), but each are expandable a la Rage city-based while the European course is more rural and rallly-like.

As far as gameplay goes, the stiff and limited handling of the vehicles in MRC has thankfully not been re-created here.

It seems the developers have improved the game physics considerably, thus creating cars that actually handle like their real-life counterparts. While the speeds aren't wildly impressive, the controlled power-sliding capabilities are a lot of fun. Still. cutting loose the tires too often can sacrifice speed not to mention the tread. So all in all, improved physics means more driving skill is required and thus the game has more depth and replay value. It's all good.

Are we witnessing the next wave of racing games for the N64? You know, the ones that take better advantage of the system's processing power? We think so. With the soon-to-be-released F1 World



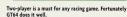
The level of graphic detail as compared to Multi-Racing Championship is much deeper.

Grand Prix as well as GT64, things are looking up for Nintendo owners who love to race. Let's hope even better sims are to follow.



Cornering on the city courses takes a bit of practice.





Look Familiar?

It's not really fair to compare a publisher's previous offering to its latest honey, but what the heck. On the left are scenes from Multi-Racing Championship, on the right are scenes from GT64. We'll let you compare and contrast.









GT64

Publisher/Developer Players/Genre % Done Release
Nintendo 1 Action 90 August
1998

Bomberman Hero

by with

Should A Hero Carry Bombs?

Web Address: www.nintendo.com





Many of the levels in Hero are set high atop winding catwalks with moving platforms.

nother 3D Bomberman game is coming to the Nintendo 64, except this time the game has more action rather than puzzle elements. What's more surprising is the lack of multiplayer

surprising is the lack of multiplayer support—is it even legal to have a Bomberman game without a Multiplayer Mode? Yes, but only in two states. Still, the one-player game is fun even in this early version Nintendo recently dropped

The stages have more of a side-scroller feel to them instead of the true 3D ones from Bomberman 64. Of course, you can still walk around in 3D but the camera can't rotate fully around. Most areas are laid out in either a horizontal or vertical format. Other stages (which resemble Star Fox and Snowboard Kids to a certain extent) allow you to use a jetpack, snowboard and marine propeller, among other devices. The object in each stage is to collect crystals (and the standard Bomberman powerups) and find the exit without getting knocked around too much by enemies and obstacles. To beat the game you have to do something you've probably done a million times: Rescue a princess. As you might expect, this Bomberman world is filled with an array of strange robotic enemies, and big ol' Bosses like other B-man games. There are a number of puzzle elements in the game but most are quite simple, like hitting a switch to reverse a conveyor belt or using a bomb to make an elevator rise.

NINTENDO 64



Each of the levels has a certain look to them. In fact, this molten level looks a lot like the one in B-man 64.



On top of the big ones, Bomberman Hero has Bomberman-sized, bomb-tossin' Bosses.

CONTRACTOR OF THE PARTY OF THE		151215	C. 10 C. 10
Publisher/Develo	per Players/Genre	% Done	Release
Konami Konami	1-2 Fighting	30	Sept. 1998

Deadly Arts

If there's one thing the N64 doesn't have it's many fighting games. If you're a fan of the genre then you'll surely welcome most anything that comes along as long as it's good. Well, it's too early to tell if Deadly Arts from Konami is truly good, but it definitely is a 30 fighter with some decent graphics and a



Some arenas have eerie, dark lighting effects making your wily opponent all the more menacing.

have couple of interesting features.

Deadly Arts has the standard "fighting game" modes of play, which makes the game seem quite awerage at first. What makes this game different from most fighters on the M64 is the game's Create-A-Fighter Mode. Similar to WWF War Zone, Phing Dragon and Fighter's Destiny, Deadly Arts allows you to choose many of your fighter's attributes and then ave the character to your memory pak. After training your character, you can take your fighter to a friend's house and kick his/her but with your very own customized fighter. As you progress with this fighter and beat adversaries, new moves can be learned.

Customizing your own player may be a welcome option since the ones in the game are more or less fighting game stock. Although the 12 players in this version looked good as far as graphic quality and animation goes, they certainly weren't very original. Many of the incommendation of the control of the cont



Environmental effects make for some snazzy visuals. Isn't it too cold for a skirt?



NINTENDO 64

Publisher/Developer	Players/Genre	% Done	Release
Nintendo	1-2	95	August
Video Systems/Paradigm	Racing		1998

F-1 World Grand Prix

A Serious Sim For Serious Racers

f you're keeping track at home, this is the third time we've previewed this game. It's unsusual tut we feel this title is worthy of a gameplay update. We already know this F-1 title is packed flood detail and interesting options like Story Mode and season rading, not to mention a load of the decidence of the control of the decidence of the decidence of the control of the decidence of the decide

ed a near-final version recently we were quite impressed by the competent gameplay and decent frame-rate we witnessed. Not only do the cars handle well, they react realistically to bumps, spin-outs and the occasional drive across the lawn. All this and looking very good graphically! In addition, the hefty amount of car mods, weather options and general

An interesting angle, just slightly higher than the driver view.





Unparalleled detail (for an N64 game) makes this game a bit more special than the average.

depth gives this game outle a sim mentality, and yes, we're ready for a serious renders given on the ystemsory Diddy Kong. So it's safe to say the No4, finally has a realistic racing game to call its own. And while habe N64 racing games have come and gone without much finalize, we have high expectations for this one. Let's hope it's just the beginning of a whole landsilde of great second-generation N64 racers to come.

Publisher/Developer	Players/Genre	% Done	Release
Nintendo	1-4	90	July
T&E Soft	Sports	90	1998

Waialae Country Club: True Golf Classics

Nintendo's latest acquisition from Japan is their newly reworked Waialae Country Club: True Golf Classics. Based on T&E Soft's Harukanaru Augusta: Masters '98, but featuring the famous Waialae Country Club course instead, WCC: TGC is the first N64 golf title to reach the States.

Let's get the bad news out of the way first—Mailae only features one se's shyloling ince about that, is we'll just admit !—this nice about the side of the set of course variety by offering a good amount of gameplay options, including six different modes of play (Wailalae Open, Tournament Play, Stroke Play, Match Play, Skins Play and edit gollers and clubs. That's right, not only different gollers of cossibly more in the final version), but you can even after the attri-butes of each club in your goller's arrenal.

Not bad. At the tee, you can make adjustments to your golfer's stance, hit point (exactly where on the ball you make contact) and shot power, and on the green you can bring up a grid that lets you more accurately realize the terrain around the hole.

WCC: TGC supports the Rumble Pak and is due out in late July. While what is here isn't bad (though the frame-rate gets choppy sometimes and the ball physics aren't very realistic), it's hard to imagine that much will change (or more importantly, be added) between the withing of this preview and the release of the game. Check back next month for our regieves.



You can even choose your caddy from an assortment of poorly dressed middle-aged men. Yes!







olfers in several key areas, and you can save changes right to the cart













NINTENDO 64



THIS THE

Top Gear Overdrive

This one from Kemco and Snowblind Studios not only gives you intense racing action, it also allows you to pick up power-ups and items and use them against your enemy. Look for it in the fourth quarter of '98.





Twisted Edge SnowBoarding

This one from Boss Games and Kemco puts you on slopes that only look like those in 1080.* The rest of the game is quite different, and possibly even better thanks to varied courses, players and a user-friendly trick system, among other features. Look for it sometime in October.



Winback

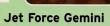
- Action and adventure await in this one from Koei. With a Resident Evil/Metal Gear Solid look, it may be something interesting for
- Nintendo 64 owners. Look for it around Christmastime this year.



Survivor: Day One

Konami is promising "a milestone in gaming excellence" with the Q4 release of Survivor. Featuring solid mesh character skins (no joins on the textures) and "real" vertex lighting, it should be a graphical tour de force. Expect Fade to Black-esque 3D action.





98

Rare has still to show any playable code on its next 3D action adventure, but it certainly seems to be something of a departure. No cute animals this time...the stylized, cartoon-like graphics show a degree of realism that surpasses even Banio-Kazooie.









Highlight-film receptions.



In-your-face tackles.



Catch-me-if-vou-can speed.



Jumbo-size players.



NO REFS. NO RULES. NO MERCY.





Cover-your-eyes-and-don't-look sacks.









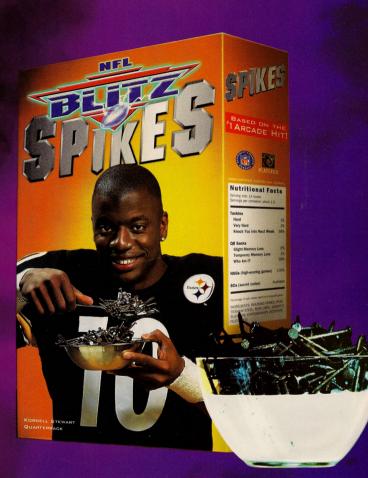












FOOTBALL PLAYERS PUMP IRON.
BLITZ PLAYERS HAVE IT FOR BREAKFAST.

LayStation

Release

1998

September

Publisher/Developer Players/Genre % Done Square Electronic Arts LLC 1 100 Square Co. Ltd. RPG

Web Address: www.squaresoft.com

Previews Parasite Eve lts Resident Evil RPG

Death From Above

In a CG sequence that puts Godzilla to shame, the grotesquely villainous Eve takes on U.S. Navy let jocks-who learn the hard way it's best not to tangle with mutating hotties. Let's watch:





with our coverage of Parasite Eve-Square's next big thing-for the past few months, you already know it's the collaborative effort of Final Fantasy VII's main development staff and a group of Hollywood digitaleffects gurus. You already know its gripping story-featuring the seemingly X-Files-inspired exploits of NYPD detective Ava Brea-is based on a best-selling Japanese sci-fi novel. You already know it runs off a highly modified FFVII engine, with 16-Bit color backgrounds and art by Tetsuya Nomura, character designer for FFVII, FFVIII and Brave Fencer Musashiden. And you already know you're probably going to buy the dang thing when it ships in September.

f you've been keeping up

So what's left to tell? Well...lots, After playing through a beta English version of the first disc in this two-disc adventure. we've found PE to be Square's least conventional RPG to date (well, at least if you ignore some of the stranger pre-32-Bit titles Square released only in Japan). In fact, PE-which Square is labeling a "cinematic RPG" - has even more in common with the Resident Evil games than we originally believed.

Let's tick off the similarities, shall we, Like Resident Evil 2, PE is set in the true-grime cityscapes of a modern American megalopolis (well, OK, maybe PE's Manhattan is a bit bigger than RE2's Raccoon City). And, sure enough, Aya traipses through where-have-I-seen-that-before settings such as a besieged police station and morgue, deserted city streets and sewers. There are even a few points in PE where monsters burst suddenly from behind two-way mirrors and other hidden areas, thus creating some of the crap-your-pants suspense of the RE games. Aya also wields, among other things, a rocket launcher that can dispense acid and incendiary rockets. Cripes, even the games' names - Parasite Eve and Resident Evil-sound similar.

But then there's the RPG side to PE. Beyond just



Move over Lara-there's a new kid in town. And Ava Brea doesn't need two titanic, er...guns to attract attention.



which Ava can wield with spectacular results.











Aya Proterer, who looking for class concerning the incident



PE's gory FMV doesn't pull any punches. This tasty shot is actually from one of the tamer sequences.

earning experience points and gaining levels from successful battles, Aya also earns bonus points. These you can allocate to quicken the pace of Aya's battle timer or increase the number of items she can

carry in her inventory. You can even spend the points on Aya's various weapons and armor, making them more effective.

Stick And Move

Another innovation in this already unconventional RPG is the battle system, which combines the "Active Timer" turnbased combat of FFVII with the keep-yourfeet-movin' battles of The Granstream Saga. When you encounter a party of monsters (which usually happens only once per area, instead of randomly), Ava's attack timer immediately begins priming. You can move her wherever you wish in the combat area, dodging the attacks of the baddies, who can also roam freely. A tap of the X Button snaps Ava into Fight Mode once her gauge is full. Now she can attack any enemies in range (the limits of which are shown by a green geodesic hemisphere), target multiple baddies



(most guns shoot more than one bullet)

or summon Parasite Energy spells.

Keep Aya moving to dodge most attacksthen run in close for the kill. Let the monsters surround you, though, and you're screwed.



Speaking of weapons, Ava will come across a varied arease and conap drange gear, including handsuns, areased of conap drange gear, including handsuns, who the grant of the means of the meles weapons. Each weapon has its own range and shorts per-furn characteristics. But here's the cool part it, Special tool lient left you strip parts off one gun and add it to another, giving you the ability to modify and super-frange your favorite firearm (at the expense of trashing other guns). The same tool also lets you modify armor, too.

The same tool also lets you modify armor, too. Our run through the first disc revealed numerous plot twists regarding the relationship between Aya and Eve, PES mitochondria-mutaing supervillian. But we're not about to spoil your fun by revealing them here, You'll just have to wait until the game's September release to see just how exciting—and weid—Manhaftan can get on a Christimas Eve.



Some of Manhattan's famous buildings serve as the "dungeons" in PE.

My 2 Cents

PLAYSTATION

Die-hard RPG purists may cringe at Parasite Eve's less-than-epic length (about 12 hours from start to finish, with a special "Extra Mode" opening when you beat it), and they might chide its lack of depth when compared to typical Square fare. But keep in mind PE is as much a Resident Evil clone as an RPG. The plot, filled with scientific mumbojumbo that'd be right at home in Akira or an X-Files episode, is gripping, while the CG cinemas are absolutely amazing-and absolutely gory. PE isn't as edge-of-yourseat scary as Resident Evil 2, but it's every bit as difficult to put down once you start playing. Oh, and there's just something totally cool about an RPG that's set in modern-day New York City.

-Crispin Boyer

1,600

The temperature in degrees at which humans spontaneously combust and melt to goo, according to the game.













PLAYSTATION

Publisher/Developer Players/Genre % Done Psygnosis 75 November **Psygnosis** 1998

Web Address: www.psygnosis.com

Colony Wars: Vengeance

Psygnosis' **Finest Goes** One Step Beyond

My 2 Cents

Having spent some

time with Vengeance

at Psygnosis in

Liverpool it was

hard to come away

listened to and acted

original Colony Wars.

Although the obvious

changes are cosmetic.

there are many subtle

differences in the

gameplay and the

"feel" of the game.

the definitive space

- John Davison

combat game on

any system.

This game looks to be

upon all the comments

unimpressed. The

team has clearly

made about the

raphically, the original Colony Wars was hard to fault. It had some of the best graphics ever seen on the

PlayStation - and even managed to wiggle its perky, well-defined young bottom in the face of a number of similar titles on the PC. As if that wasn't enough, a mere eight months later we now have a seguel well on the way in production ready for release

before the end of the year. A recent trip to Psygnosis' Liverpool-based studio in the U.K. revealed a significantly improved game. Comments made about the original have been noted and acted upon and we now find

something that the team hopes addresses any of the complaints that people may have had the first time around

We've discussed the story line to the new game in some detail in a previous issue of EGM (see EGM #107), so I won't bore you with that now. What you need to know about though are the new features.

The whole thing is now much friendlier to controlthe HUD now includes a number of flight sim-inspired features such as weapons tracking, enemy shield strength and even a target indicator showing you where you'll need to fire in order to hit the zippy little League ships as they hurtle about the cosmos. The controls have been subtly refined too in order to make the new-style missions easier to accomplish.

While spending some time with the game we saw missions that required you to cut away sections of a capital ship before it explodes, and then collect tumbling items of cargo with your grappling hook which can be hurled at enemy craft in order to deplete their shields.

Most significantly though...you've probably already clocked the screen shot by now...there are planetbased missions this time. The producers have indicated that there won't be many-but players will be required to take out ground-based targets in a number of missions with a

new Drop-Ship. Watch for more details soon. 🚱



The extra detail added to planets and spacecraft makes Vengeance even more impressive-looking than its predecessor.



Land-based missions are the most significant addition to the Colony Wars game engine.

The number of weapons that are now available. The original Colony Wars provided only 15.









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PLAYSTATION

Publisher/Developer Players/Genre % Done Release
Shiny 1 60 Sept.
Shiny Entertainment Action 60 Sept.
1998
Web Address: www.interplay.com

K05K0

Wild 9

A Game For Sadists

ou could say Wild 9 is an important title for Shiny Entertainment. Partway through Wild 9's production schedule, Shiny President David Perry kicked out the programming staff and started development all over because the game ended up

looking too much like a generic platform sidescroller, But what we have now is a game that may do for Shiny now what Earthworm Jim did to them in the 16-Bit days: Make them lots of money. Why? Wild 9 offers variety and unique ideas not seen anywhere else in today's market of copy-cats and clones.

You play as Wex Major, a 21st-century

adventurous teen. He, along with eight other alien teens (hence, the "Wild 9") must free the Andromeda Cluster from the evil tyrant Karn. To do so, you must advance through several stages that are filled with alien enemies and dangerous obstacles.

Sounds like standard gamefare, but believe us, it's

and this at this headed against a significant of the most of in a polygonal 50 environment like Pandemonium! or Riomao). On these stages, you are armed with a weapon called the Rig. This unique item is a laser beam you can use to grapple or to move around items and enemies. Here's the fun part: See those spinning blades up ahead? Toss a Bounty Hunter into them to break the motor and stop the blades, Got a Shocktropper you want to get rid of Grab him and short out a pesky fire with the book rie, drown, and to the thin and stop the blades, the stop of th

creativity and imagination in killing your enemies to get past obstacles and move on in the game.

The other members of your group will come in on certain stages to add new elements to the gameplay. In the Gulag prison level. for example, you have to pick up your friend Nitro. who is explosively allergic to being touched. Basically, you have to use the Rig to carry him through certain areas without letting him get in contact with anything. In the Labyrinth level, you must manipulate lights, switches and spotlights



Like Shiny's other games, Wild 9 has a few levels that are souped-up minigames. On this level, you ride a jet ski at high speeds through a swamp (very reminiscent of the speeder bike scene from Return's of the Jedly, trying to launch rockets up the nemy talipipe. Watch out for trees though. They have a nasty habit of popping up out of nowhere...



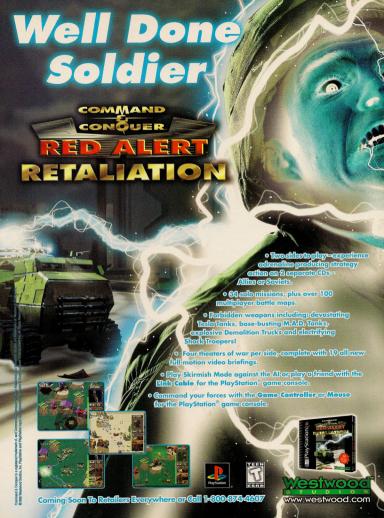
Spike pit in your way? No problem. Properly placed enemy corpses can prevent any serious foot injuries.

to keep your friend Crystal illuminated (because she gets her energy from light).

As you can fell, Wild o has some pretty funky ideas that can change the face of platform gaming. The game is still being tweaked as you read this (Wild o is currently going through some heavy focus group testing, and Shiny won't let the game out until their test groups think the game's perfect), but you can expect to see it sometime late fall or early winter. @



The theme of the day is torture. Here you see Wex grabbing an enemy and depositing him in the mangler. It's gruesome fun for the whole family.



PLAYSTATION

Publisher/Developer Players/Genre 989 Studios

989 Studios

% Done

1998

Web Address: www.playstation.com

NFL GameDay 99

The Best-Selling Football Game Returns

Ah, we think this is a first

in football video games-

hand-shaking before the

aving accomplished the feat of being the top-selling PlayStation game in 1998, the developers (now called 989 Studios) of NFL GameDay 99 have the challenging task of staying ahead of EA two years in a row. After playing quite a bit of their newest football game, EGM has a good idea on how

they plan to do it.

GameDay stunned players last year by bringing out the first polygonal football game and this year's game looks even better thanks to a new graphics engine that enables GameDay 99's players to sport 350 polygons per player as opposed to last year' 150 polygons. Furthermore, detailed texture maps give these polygons great depth and detail such as player numbers, names and logos on the jerseys. Then, additional lighting and shading effects do the rest

One of the things this series has always lacked is a good presentation, and this year, 989 Studios is concentrating on making this part of their

game much better by making NFL GameDay feel more like a television broadcast. Veteran announcer Dick Enburg and newcomer Phil Simms will be calling the game, and some of their commentary will even be spoken during the plays. Multiple 3D cameras will be used before and after plays in television-esque fashion to show quarterbacks walking to the line of scrimmage, or zooming in to show a receiver after a big catch. If you don't give a damn about these sorts of things, a simple button press will abort the spiffy

camerawork

Aesthetics don't comprise the only improvements, however. 989 Studios is aware that last year's game took some criticism for its artificial intelligence, and promises that GameDay's new Al will be much better (see sidebar) and that the game's statistical tracking will be unmatched. Additional features such as defensive line shifting before the play and some new special moves are also being implemented to give the gameplay more depth.

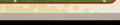
With such comprehensive improvements across the board in NFL GameDay 99, it looks like football fans will be pleased with the next

installment of this popular pigskin franchise. Look for a review of the game in next month's EGM.

> The TV-style presentation zooms to show players after they've done something notable



Sports



Behind the Screens

"Authentic Football Intelligence"

One of the things GameDay 98 was criticized for was its guestionable intelligence. Now, GameDay 99 is back with what is dubbed "Authentic Football Intelligence." But what does that really mean? Kelly Ryan, producer of NFL GameDay 99 described some of the specific adjustments:

Read & React - Players will always be tied into the action. For example: In the past, a linebacker would drop into his zone by turning and running to an area, not aware of the action that surrounds him. This year as he turns to run, he will maintain visual contact by turning his head back to the offensive backfield and will read the backs and receivers going out into their routes.

Zone Coverages - Our zones are more sensitive to receivers entering and leaving. Special attention was given to the halfbacks and fullbacks. Players in zone defenses will attract earlier and ride the receiver into the next man's zone: there the receiver is released to another defender.

Kick Returns - The return teams will form a wedge that is relative to where the kick returner receives the ball.



An all new play-call interface has been put into GameDay, Looks pretty snazzy, eh?









Escape This October.
Or Die Trying.



He's a revengeful little devil. And he wants payback from a mad scientist who tried to dissect him alive.



But you've got to jump, glide, punch and whip his tail through 12 levels to help him get even.



Meet the Jersey Devil." He's running loose in a huge 3-D environment full of mutant vegetables,



nasty bosses and all kinds of mind games. (Better watch your back.)





www.playstation.com





PLAYSTATION

Duke Nukem: Time to Kill

Publisher/Developer Players/Genre % Done Release GT Interactive 1-2 65 Sept. 1998 Web Address: www.qtqames.com

Sote Some

have to agree.

eah, you know who Duke Nukem is.
He's that wise-crackin't take-no-mess
kind of guy who likes fast women,
unfiltered smokes and heavy artillery.
All he thinks about is kickin' ass and
chewin' bubblegum. Basically he's the
guy we all would like to be but luckiy
we're all smart enough not to go that far. With that
said, there's not a thing wrong with playing Duke in a
video game. After all, that's Where we go when we

to Kill from n-Space, published by GT interactive. The first thing we should mention is this version of Duke Nukem isn't a first-person shooter. It's more like Tomb Raider with a very Duke Raider, which pretty much sums the game up in tow words. But we pretty much sums the game up in tow words. But we will not some statement of the pretty much sums the game up in tow words. But we be sufficient to the pretty much sums the game up in tow words. But we have the similarities to Tomb Raider are only on the outside, and from what we've played so far we

want to play make-believe, Enter Duke Nukem: Time

The story behind Time to Kill starts around the same time as the allein bastards from previous Duke games decide to travel back in time to, as n-Space Precident Erick S. Dyke puts it, "prevent Duke from kicking their asses." Since Duke can't have this, he jumps through time right along with them. While in different time periods (the foll West, Ancient Rome and Medieval, among others) Duke and his friends, enemies and weapons all if it the era. For example, Figure and Medieval, among others blue and his friends, but the properties of the propertie

Besides weapons, Duke has a whole array of new

moves similar to those in Tomb Raider. Instead of just being able to jump around and crouch like in the first person Duke, he can now do running dives from platforms and grab on to ledges just before he falls to his doom. On to of this, he can wade and roll and sidestep—the list goes on and on.

So are you worried about weird camera



We here at EGM think the exploitation of women is wrong, but when you're dealing with Duke anything goes.



Is that Lara Croft's gear? Probably, because here Duke says, "Eww, skanky outfit."





problems inherent in 90 action games of this kind? You shouldn't be. The camera in Time to Kill is pretty smart and when the camera goes behind Duke obstructing your field of view, Duke becomes semi-transparent. This transparency effect also occurs when you go into "Look Mode." By holding down Rt you can aim anywhere on the screen with the help of a little red pixel and blow away your enemies from a distance.

What Duke game would be complete without a multiplayer mode? None, which is why Time to Kill features a Two-player Split-screen Mode. It is not yet known whether or not this mode will have Al bot characters though. For more info on Duke Nukem: Time to Kill be sure to check on Videogames.com (www.videogames.com) for their Designer Diaries.

Duke Gets Some On Lara Croft

My 2 Cents

Everything in this game screams Duke Nukem...which is a good thing obviously. Sure, it looks like Tomb Raider but the game's all about Duke and his unmistakable style. The graphics are a bit rough (again like the first and even second Tomb Raider) but it doesn't really affect gameplay. Duke, his enemies and the overall "Duke" feel are definitely a natural fit into the 3D action genre. Besides, you gotta' love Duke in a toga.

-Shawn Smith

"The plot is simple: The aliens, unable to stop Duke in the modern world, decide to go change the past to prevent Duke from kicking their asses."

> Erick S. Dyke, President of n-Space

800

The number of animations (including jumps, slides, side-steps, flips, ledgegrabs, etc.) Duke Nukem, his friends and his enemies have in Time to Kill.



The Two-player Split-screen Mode makes for a good opportunity to see Duke's outfits.

NAME: RIPLEY ELLEN

DUE THIS FALL.



THE GAME





PLAYSTATION

Publisher/Developer	Players/Genre	% Done	Release
SCEA	1		October
SCEE	Action	60	1998

Web Address: www.playstation.com

MediEvil

Sony's Newest Hero Is Bad To The Bone eady just in time for hallowen, MedicWill san oddoail 30 adventure that's best described as either a slightly gothic Ges: Enter the Gecto or a happy go-lucky Soul Resver, out as a hackends class at clin game, although its later levels are heavy with platform and puzzle elements, Vog guide an

undead skeleton warrior—named Dan, of all things—on a quest to terminate the evil sorcerer Zarok, who has awakened the world's deceased and unleashed them

against the hero.

You can play through the game two ways, either by simply hacking yourway from the start of each level to its exit (collecting coins along the ways to repair your sword) or by clearing each stage of every enemy. Accomplising the latter will grant you access to the Hall of Hernes, a bonus level where both the hall of Hernes, a bonus level where both the hall of Hernes, a bonus level where was to the Hall of Hernes, a bonus level where was to the hall of Hernes, a bonus level where was to the hall of Hernes, and the was the hall of Hernes, and hall of Hernes, and

The levels are set in both indoor and outdoor environments. Puzzles abound in the later stages, though you'll find plenty of hack-and-slash action throughout the game.



MediEvil's later platform levels get tricky. Fortunately, misplaced steps only result in lost health, not lost lives.

charge your blade for a super attack. The indoor and outdoor level locales include graevards, castles, various villages, a flying ghost ship, caves and the winding tumels of an ant hill—all of which are guarded by Bosses such as an enormous dragon and a bizarre pumpkir monster. Exceptionally well-composed music and several CG cinemas complete the package.

Players/Genre	% Done	Release
1-2 Racing	85	October 1998
	1-2	

Test Drive 5

Full-time high-res graphics, split-screen racing, cops, four-wheel physics and many new tracks head the list of improvements in TD 5.

This time around nearly twice as many cars are available as well (28) including the '70 Chevelle, '69 Charger, '67 GTO, TVR Cerbera and lots more.



Night driving looks really good. Headlight illumination is your only guide.

Running in high resolution gives the game quite a boost graphically, In fact, I could easily give Need for Speed 3 as well as Gran Ilurismo ar un for their mone; Four-wheel physics provide individual handling traits as well as a wesome wipeout scenarios. Speaking of handling, Arcade Mode is much more stable than last year's offering, specifically when comering. Spin-outs are not nearly as prevalent and a greater sense of control is evident on all the tracks.

Other graphic incrites include

MultiDynamic environment mapping.
Basically a means of providing pretty
shadows on the cars as they pass under
trees and other objects. Night driving looks
pretty good as well.

Add short-cuts, a kickin' soundtrack featuring real bands, plus a more comprehensive Drag Race Mode to the list too.

Give Pitbull Syndicate and Accolade credit for handling their sequel with care. The new features and improvements are well-placed and don't seem to jeopardize the integrity of the game.





Kicking it on the cobblestones in Russia—Storm clouds approaching.



SCARRED FOR LIFE?

Intense racing action hits the streets September '98 for PlayStation Game Console and PC-CD ROM. October '98 on the Mintendo 64. Play alone or inflict permanent damage on up to 3 of your friends. And, if you fall behind, you can always RLAST 'EM. They'll always remember you - every time they look in the mirror.









Web Site: www.ubisoft.com







Publisher/Developer Players/Genre % Done

Tantrum/Interplay

Amazing Studio

August 1998

Web Address: www.heartofdarkness.com

Heart of Darkness

Yep, It's Finally Finished

You'll do plenty of shooting and swinging, sure, but most puzzles have you tinkering with the environment.

ow here's a game with a history Five years ago, when the creative minds behind the revolutionary classics Out of This World and Flashback began developing what they hoped would be a video game work-of-art, they originally intended it to be a PC title. Then Sega took a shine to it, and for the briefest of moments Heart of Darkness seemed a Saturn sure thing, Now, in what is most hopefully the final chapter of the game's marathon development cycle, Heart of Darkness is nearly ready to go gold for the PlayStation (as well as the PC)

So what's to expect from a game that's half a decade in the making? Well, it sure is pretty. Heart of Darkness is a 2D masterpiece, with 24-Bit color backgrounds, real-time shadows, thousands of frames of animation for each of the bitmap characters and 30 minutes of CG animation so spectacularly cinematic even Stevey Spielberg was reportedly impressed. Nearly every one of the game's more than 150 screens packs some sort of animated bit of scenery, such as leaves that blow in the foreground or waterfalls that dip in the distance.

And the game even sounds good, with an orchestral score composed by Bruce Broughton, who created the music for Miracle on 34th Street, Lost in Space and other flicks. Of course, such lavish details are probably to be expected. given the location and artistic tendencies of developer Amazing Studio. "They live in Paris," said Alan Pavlish, head of Tantrum, the game's publisher within Interplay. "They go to museums all the time. These guys aren't just game makers; they're artists.

OK, so it looks and sounds nice, but how's it play? Heart of Darkness certainly shows its Out of This World/Flashback roots. The game offers eight levels of one-screen-at-a-time puzzles, much like Abe's Oddysee. And as in Abe, quick spurts of FMV will pop up now and then to seamlessly plop the game's protagonist-a kid named Andy who's on

a quest for his kidnapped canine-into the next puzzling situation or further the game's story. Most puzzles require some manner of interaction with the environment (shimming up walls, swingin' from vines, ducking for cover in swamps, swimming past carnivorous aquatic plants). Andy will also run into an army of baddies in his trek through the Kingdom of Darkness.



You learn how to get past puzzles by dying, often quite a few times. Hint screens pop up if you die too frequently.

including shadowy ghouls, kid-eating lake monsters and the rest of the usual residents of every childhood nightmare.

A Fine Pedigree...

Years before Abe began his Oddysee, a french development house named Delphine Software International blazed a trail for all such screen-by-screen puzzle games to follow (while, earlier still, Jordan Mechner's Prince of Persia put the whole idea in motion). Old-school gamers no doubt remember Delphine's multiplatform Out of this World and, later, Flashback-both released in the early '90s. And if Heart of Darkness seems to share much in common with those games...well, it should. HoD Developer Amazing Studio was founded by Eric Chahi, who designed and programmed OotW, and Frédéric Savoir, the Genesis programmer of Flashback. HoD is the duo's first game since forming Amazing Studio. and their effort is

joined by several other artists and programmers who worked on the Delphine classics. as well as the PlayStation game Fade to Black.





Delphine's polygonal Out of this World (above) and more visceral Flashback left) were the elegantly brutal predecessors to Heart of Darkness.







COLONY UA VENGEANCE

COMING THIS NOVEMBER

"... ONE OF THE TOP ACTION GAMES OF '98." "...THE BEST SPACE COMBAT IN CONSOLE GAMING."

"...SPECTACULAR... EPIC...GET EXCITED."





NFL XTREME." A HIGH-SCORING, 5-ON-5, IN-YOUR-FACE, GRIDIRON
WAR. THERE'S NO RULES, NO PENALTIES AND NO BOUNDARIES. IT'S A
HELMET-POPPING, TRASH-TALKING, LATE-HITTING FREE-FOR-ALL. ENJOY.





AFTER THE COIN TOSS ANYTHING GOES:

















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Thrill Kill

Oh. The Humanity!

t's a given that for a fighting game (at least one that's not part of a franchise) to gain any attention these days, it has to offer something a little different from the norm. Well, Virgin's Thrill Kill, easily the most abnormal fighting game ever, won't have any problems turning headsmainly because its 11 oddball characters are darn good at lopping 'em off.

This game is so amazingly ultra-violent and its roster-a mix of S&M freaks, cannibals and psychos-so dangerously bizarre you almost feel guilty for playing it. But all that's obvious from the screenshots. Odder still are the play mechanics. Instead of a life meter, each character has a Kill Bar that fills as he or she inflicts damage on opponents (kinda like MK's Aggressor Meter). Once the bar's maxed out, the fighter earns a kill power and can decapitate the next character he or she touches. If there's only one opponent left in the arena. the player earns a special "Thrill Kill" power and is treated to an even more visceral

And that leads to Thrill Kill's most novel feature: It supports four-player combat. With a Multitap in place, four combatants can either abuse each other in Team Mode or simply cut loose in every-psycho-for-himself combat. Most moves are of the tap-tap-tap variety, with throws and counters available as well. Each fighter will also have five unique Thrill Kill finishers, as well as an FMV ending.



Publisher/Developer Players/Genre % Done

Fighting

Virgin

Paradox Development

Web Address: www.vie.com

As far as we know. TK is the first game in which contortionists pummel midget leather freaks in the groin.



00		

Kalisto Software

Release

November 1998

Web Address: www.activision.com

Fifth Element

finishing move.

If you've seen the movie Fifth Element then you know the basic premise of the game by the same name. Of course, Kalisto (the developers behind Nightmare Creatures) have taken some artistic freedoms with this PlayStation title. Fifth Element uses a modified version of the Nightmare Creatures engine as you control one of two characters through 15 3D levels inspired by the film. At start you can pick either to be Korben Dallas (Bruce Willis' character) or Leeloo (the super-hot model-turned-actress Milla lovovich). Each of the characters has his/her own



special fighting abilities as they solve puzzles, explore and take down robots, aliens and cops, among other enemies. The goal, as was in the movie, is to retrieve four sacred stones, enter the sacred temple and stop the sacred...er, unholy evil approaching our beloved planet. In this early version of the game the worlds were fairly large with difficult but not annoying jumps, and a good number of puzzles (that were really too simple for any seasoned gamer). Fifth Element is one of many 3D action/adventure games coming to the PlayStation, so it'll be interesting to see how the final version stacks up to the rest.

> Play as Korben and you'll have access to highpowered weapons...

Cops, scientists, aliens and strange test-tube freaks await you in Fifth Element's many levels. Now kill them.



Leeloo has a slew of nice fighting moves. Most are quite provocative...for polygons.



Come on in, stay awhile... Mind if I cut your head off?

Nacero Deception



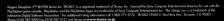




The Sequel to Tecmo's Award-Winning 3D Trap-Battle Game









The Diabolical Adventures of Tobu

Publisher/Developer Players/Genre % Done Release 989 Studios November 989 Studios 1998 Web Address: www.playstation.com



t's a strange name and a strange game, but The Diabolical Adventures of Tobu-developed by the newly named 989 Studios (formerly Sony Interactive Studios America)-looks to be a clever blend of the platform- and flight-game genres. You guide Tobu, whose strap-on wings give him full freedom of movement in more than 30 expansive worlds, all of which lead off an enormous central-hub world (as in Gex: Enter

the Gecko). Repeated taps of the X button keep Tobu aloft (think loust), while another button applies airbrakes and brings the winged hero into a hover. Tobu burns energy when airborne, so you'll need to land him on a platform every now and then to rest his weary wings, otherwise he'll plummet to his doom. Your goal in each stage is to track down at least seven lotus leaves, ideally, though, you'll want to uncover every hidden leaf and thus "perfect" each level.



Hovering platforms often provide the only safe perch for Tobu-but only if he can avoid the traps and obstacles.

Complicating matters are a variety of flying enemies and platform guards who try to prevent you from landing for a breather. You'll even come across baddies who follow scripted routines, such as a soaring sumo wrestler who chases you through an airborne obstacle course. Later levels-particularly the indoor onespack some heavy puzzles, while most of the outdoor stages emphasize exploration.





Rosco McQueen

Psygnosis	1	80	Sept.
SCEE	Action		1998

travel through level after level in a towering inferno, killing fire-starting robots, saving civilians, and putting out fires before they spread too far and cause too much damage. You have several tools at your disposal: a robot guide (who will offer hints along the way), axes (to destroy enemy robots with), and water weapons (like a standard hose or a giant water bomb). With these tools, you'll have to overcome a number of hot

You may have been (or perhaps you still are) one of those young lads who wanted to grow up to become a brave fireman (or a police officer, an astronaut or a video game magazine editor). Rosco McQueen gives you the chance to act out those firequenching desires.

This 3D action game puts you in the role of a classic cartoon hero (you know the type: blond, muscle-bound and big-chinned). You must



obstacles, like backdrafts, smoke and

The game plays like a mix between Sega's Burning Rangers and SCEA's Blasto, with the frantic action of the first and the cartoonish attitude of the latter. Look for this sizzler this summer (sorry, we couldn't resist that sorry-ass pun).

electrical fires.





For those of you who can't make it to France this summer







- O Over 30 spectacular rendered stadiums provide the exciting atmosphere for play



















[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL

ACTIVISION.



Move without sound. Merge with air. Strike with precision and stealth. You are a ninja in sixteenth century Japan and your first mission is to assassinate the evil merchant Echigo-ya.



In each of the ten missions assigned, your opponent has numbers, but you have something he doesn't: skill, cunning and a closet-full of over twenty different fatal weapons and spells.



So, if you're good, the first time anyone sees you, will be the last. And your enemy will learn that silence isn't actually golden, but rather, blood red.

TENCHU

STEALTH ASSASSINS

LIVE BY HONOR. KILL BY STEALTH.



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CORDS OF A PALACE GUARD.]

Vermin

 Publisher/Developer
 Players/Genre
 % Done
 Release

 Eidos
 1
 40
 1st Qtr.

 Krones
 Action
 1999

Web Address: www.eidosinteractive.com

Blood, Guts And Old-School

Gameplay

he first game that'll come screamin' to mind when you play Vermin will undoubtedly be Namo(s Dig Dug. As in that classic, Vermin has you dig. As in that classic, Vermin has you dig. By tunnels (this time through 3D human flesh and organs) and fending off baddies (now with a stun ray rather than an air hose). And keeping in tune with it's old-school theme, the most basic goal in Vermin is to achieve an astronomic score.

Set in a nasty alternate future where technology never advanced past the 17th century, Vermin is an unusual 3D platform title that mixes shooting action



Your character can walk vertically up walls to burrow through fresh new areas of tasty decomposing flesh.

with exploration. You play one of three parasitic vermin who invades larger host organisms and burrows through their decomposing bodies while processing tissue into pupae.

Aside from the more practical goal of building a high score, your ultimate duty. In Vermin is to defeat the evil Dr. Cautious as he develops inoculations to rid the world of vermin forever. The gameplay promises to take on a silly bent, while the graphics come to disgusting life with real-time lighting, animated backgrounds and particle effects (expect lots of splashing guts and goal).





Release

Publisher/Developer Players/Genre %

ASC Games 1-2 Player One Action

-2 80 Octo

Web Address: www.ascgames.com

Dead in the Water

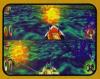


Tons of cool lighting effects create the explosions and carnage during battle.

Vehicular combat games are all the rage on the PlayStation, so it's not surprising that were seeing even more of them. The latest one, Dead in the Water, is being made by ASC games, and could be most easily described as Twisted Metal on water. There are some key differences between Dead in the Water and the rest of the pack, however, first of all, it has combat racing modes in addition to head-to-head combat, giving it a much wider scope. As a result, its levels (found in locations such as Hong Kong, the Grand Canyon and the Arctic) double as both tracks and battlefields. As you might expect, the cast of

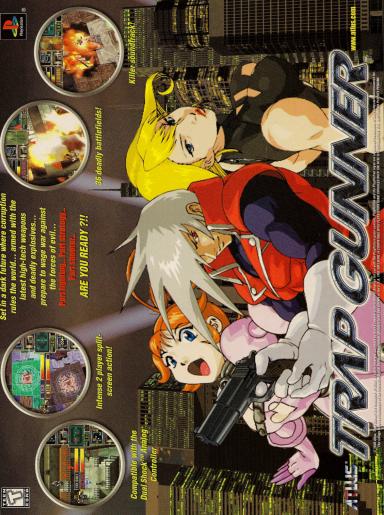
combatants is quite colorful. Headlined by funly Exony Justice (who drives a Cadillac converted into a boat that's armed to the teeth), there are a variety of villains who each has his, her own specialized craft. Each boat has its own special weapon and can pick up additional ones during racing or combat. Extra armaments can also be bought in-between levels with money collected previously during hattles. These weapons intessiles, mines, grenades, machine guns) trigger some incredible effects such as small nuclear explosions, and miniature tidalwaves that can capsize your opponents,

Indeed, ASC has some very cool things in the works with Dead in the Water, let's just hope they turn it into a seaworthy game.









NASCAR 99

Publisher/Developer Players/Genre % Done Release September 70 Stormfront Racino 1998

Web Address: www.easports.com

The King Of

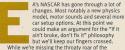
NASCAR Sims Returns

A couple night races

have been added this

year - Bristol and

Charlotte.



sampled motor sound (used in NASCAR 98), the new artificial motor sounds have an interesting bellow as well. New eye candy includes night races and lots of dynamic lighting and shadowing effects (used mostly on the cars). Also noteworthy are the changes in the racing gameplay. The ability to pressurize all four tires differently as well as adjust torsion bars, air foils and individual shocks creates quite a variety of pre-race

setups. As a result of the modifications. the cars tend to jostle and swing a lot more than they did last year.

As for the tracks, Indy has been added as have night races at Charlotte and Bristol. Otherwise look for the standards-Daytona, Texas, Sears Point, etc. For the nostalgic fan, past greats Richard Petty, Cale Yarborough, Davey



New suspension physics require a bit more driving skill when entering and exiting corners.

Allison and Benny Parsons will be available to race. Look for a head-to-head comparison of NASCAR 99 and its N64 counterpart when the two are released in September, (



Accolade November 50 Accolade 1998

Web Address: www.accolade.com

Test Drive Off-Road 2





Forget about last year's decent but boring Off-Road offering, this year's edition has been completely rebuilt from the ground up. Now, before you cringe, here's the good news. Basically Accolade took the game engine from Test Drive 4. tweaked, buffed and shined it and built an off-road game around it. Imagine the frame-rate, physics (modified for four-wheel drive) and gameplay of Test 4 but this time you're driving a Hummer, a Dodge Ram or a Jeep Wrangler (to name just a few). There are 20 cars total, 10 of which are licensed.

Much of the terrain is filled with water pools, jumps, hardened lava, mud and other objects to test the four-wheel physics. And while the hazards do wreak havoc, the momentum stays high providing good speed emulation. In other words,

the game is fast even while traversing obstacle-laden tracks. For effect, breakable stuff including

exploding barrels, fences and trees are scattered about the roadway. Look for monster jumps and impressive tire stands when jostling about the road. Speaking of tracks, 12 are available, located in strange places like Hawaii, Switzerland, Wales, etc. Each will feature indigenous terrain,

Hawaii-beach, Switzerland-snow and so on. While this is only a preview, and we only wish to give you the facts, it's obvious even at this stage Off-Road 2 is a lot of fun to play and a great improvement over last year's game.



Catching massive amounts of air off the boulders is just one of the many new features in Off-Road 2





More control. Less controller.

Big things come in small packages.

What's "big" about the UltraRacer is the overwhelmingly huge control this small steering controller puts in your hands. The analog steering wheel and throttle control trigger give you all the response and handling you need. Blow past everyone on the straightnway, breeze through the tightness thairpin turns and stop on that proverbial dime. When you're fighting for first place, there's ne room for sloppy control.

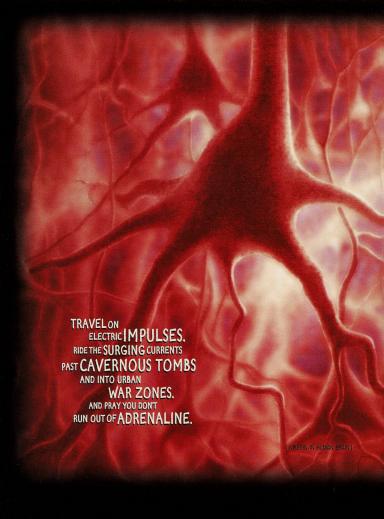
The UltraRacer" from InterAct®.

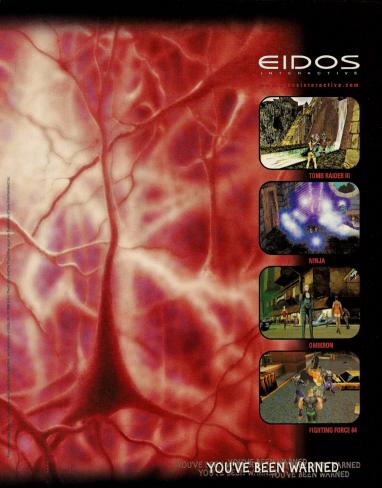












Publisher/Developer Players/Genre % Done GT Interactive Rage Soft, PLC

Web Address: www.gtgames.com

Dead Ball Zone

The Future Of Sports

The graphics and animation

are reminiscent of Psygnosis' futuristic sports game,

P.U.L.P.



The court is set up like an indoor soccer arena, with eight players to a side (including one goal keeper). Instead of kicking the ball around, however, players actually carry it (GT Interactive describes Dead Ball Zone as "a cross between hockey, soccer and

football."). Once you have possession, you can pass or shoot-you can even do one-timers.

On defense, the game gets a bit crazy. When you have defensive maneuvers called "Pile Driver." "Activate Chainsaw" or "Death From Above," you know you're not playing your typical EA Sports game. Each move can do different amounts of damage and will affect the opposing team in a different way.





dway	1-2	50	October
Istar	Action		1998
blisher/Developer	Players/Genre	% Done	Release

Assault

If you've ever played Contra on the old 8- and 16-Bit machines, then you know how Assault plays. Now think of One from ASC and you pretty much know how the game looks. Although the version of Assault we received is far from being finished, the game could very well be a decent nonstop action title when it actually hits the PlayStation.

You can choose one of two heroes—a hulking



The Bosses in Assault are huge. Here, destroying the alien pods makes the ugly-ass alien queen a little peeved.

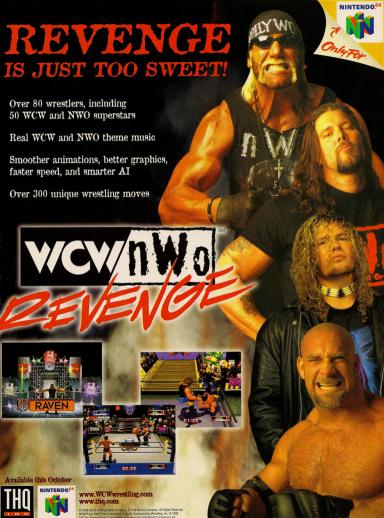
commando or a combat-savvy female. Each character has his/her own selection of high-powered, flashy, upgradable weapons as he/she makes his/her way through multi-pathed levels. The graphics in Assault look to be a step below One at this point, but this beta is obviously not anywhere near completion since it only showcases the first third of the game or so, Later revisions may prove otherwise. The game has a certain Sega Genesis quality to it at this point-not in graphics mind you, but more in its overall feel and definitely in sound. The opening music (which may change) sounds so much like a Genesis cartridge it's eerie.

Old-school sounds aside, the game itself has some cool-looking alien enemies reminiscent of Contra on the NES and SNES, Bosses are usually huge, taking up a good portion of the screen. Most have bits of flesh and goop flying off of them as you fill them with electrical blasts or other hurtful measures. Thankfully, there's also a Two-player Mode which promises to be a hearty blast-a-thon.









Devil Dice

Publisher/Developer Players/Genre % Done Durale SCFI

Web Address: www.thg.com

A Minute To Learn A Lifetime

Devil Dice. It's colorful.

it's cute, but it's

definitely not easy.

To Master

e're beginning to see a trend of puzzle games straying away from the traditional colorful-cascadingblocks formula. Like Intelligent Oube (also on the PlayStation). Devil Dice is a simple yet challenging wonder, and it is

revolutionary in its own little way. The concept is easy: push or flip dice around the playing field to line up matching numbers in a way similar to dominos or Shanghai. The number of dice needed for a match equals the face value. For example, you can put together two 2's for four points (2 x 2), but if you want to piece together 6's, you have to put six of them together (giving you 6 x 6 = 36



points). But for us puzzle-combo freaks who like to show off, you can do a match and then connect more dice for score multipliers. So after you touch six 6's together, you have a few seconds to add more 6's to the mix, increasing your score dramatically. Devil Dice supports several modes, including Trial (keep going to see how high a score you can get), Puzzle (make predetermined matches within a given number of moves), Battle (first player to score four different matches wins), and War (one to five players start with 100 points-every time you score, you knock your opponents' points down).

The game sounds obscenely simple, but believe us, Devil Dice is much harder than it looks. Luckily, the disc includes helpful tutorials, hints and strategies. If you're looking for a game that's easy to learn,

but will take a loooonnng time to master, you may want to give Devil Dice a roll.



Publisher/Developer Players/Genre

Web Address: www.psyanosis.com

% Done 65

O.D.T.



It may look somewhat Tomb Raider-y, but O.D.T. has quite a bit in common with some of the more simple RPGs out there

I don't suppose anyone remembers an old Bitmap Brothers game on the Aniga by the name of Chaos Engine do they? It was a rather flab top-downy shooty-lines Verne firmer strength of the Chaos and the Chaos I was a chaos and the Chaos I was the Chaos I was a chaos and the Chaos I was a chaos I was



The smooth texture effect is produced using "skins" rather than individual textures for polygons.









THE INTENSOR SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-thegut-while-you're-not-looking" brand of sensitivity. There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile.

feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against

- ITEM
 - Left 2" Mid-range Directional
- 2 Right 2" Mid-range Directional
- 3 5.25" Center Mid-range
- 4 5.25" Low Frequency Tactile Driver
- 5 High-range Tweeter
- 6 Sound Volume
- 7 Tactile Intensity
- 8 Electronics Unit
- 9 Heavy Duty Single Cord Connector
- 10 Optional Office Chair Base
- 11 Optional Subwoofer
 - 12 Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind—if your ears start bleeding, you should probably turn the thing down.

SOUND SCALE





Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only engine rev, every explosion, every kick will hear your games like never before, you'll seem more real than you may want it to. So also feel them. In your back. In your legs. it's important to note that under this type of You'll feel sensations in places you never extreme duress, screaming in high-pitched even knew you had. Which means every tones for one's mommy is quite common.



and the second s Kidney, Punch Crushed By Falling Piano Torn Apart By Wild Dogs



Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. proceed at their own risk



Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

PART FOUR

The Duck

Any game. Any system. Any medium. After this, nothing will ever be the same.

From movies and CDs to all your favorite games. Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness, And there's no going back. It's the gaming version of the thousand-vard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



In the event of nervous breakdown, seek help at

ww.intensor.com

Assuming you've read this carefully, proceed to your favorite gaming retailer.

Sensory Gamina Experience





Big Air

Right now Big Air has official board and clothing licenses, and a variety of play modes. Boarder Shaun Palmer is helping add realism to the title as well. Pitbull Syndicate and Accolade are bringing us this one later this year.



Activision Classics

How does 30 Atari 2600 games on one PlayStation disc sound? This huge compilation has a bunch of classics, like River Raid, Chopper Command, Kaboom! and Boxing. Be warned: These games are pretty ugly by today's standards...



NFL Blitz

We've been goin nuts waiting for the console versions of our favorite arcade game to arrive. While the N64 version is darn close to completion, Midway just sent over these early PlayStation shots to taunt us. The two editions will be largely the same with the exception of the graphics.







Tenchu

Like Konami's Metal Gear Solid, Tenchu (Da Activision) is a 30 action game where stealth and technique matter more than brawn and power. This ingia simulator is full of realistic animation and gore. To download a movie preview of Tenchu in action, go to www.vildeogames.com.







Bust-a-Groove

A PaRappa clone of sorts, 98 Studios' Bust-a-Groove is a dance simulator/Simon Says game. Press buttons and tap the control pad to bust moves so dope, they'll turn Michael Jackson green with envy (which may actually give him a healthy glow).



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KNIFE EDGE: Nose Gunner

Blast off for revolutionary game play action with KEMCO® Knife Edge: Nose Gunner™ for Nintendo 64l Knife Edge combines the fast-paced action of a sci-fi shoot-em-up with the thrilling joyride of an arcade-style flight game. Beautiful 3D polygon-constructed extraterrestrial environments fill the screen. The pioneer colonies on Mars are invaded and you have to shoot your way through enemy craft and ground defense placements. KEMCO's innovative game pass generation system computes the player's choice of assault craft, navigator character, difficulty level, and enemy kill ratio to open up new branches and routes through the hostile environments and introduce new enemy attack configurations. Knife Edge offers a new game play experience every time.

Coming Soon On N64:













Viva Soccer

OK, soccer games normally have a lot of depth but this is outrageous. More than 900 teams, 16,000 players, 2,000 different uniforms and 250,000 player attributes. Virgin is putting the screws to the soccer competition this fall.

Trap Gunner

A 3D action free-for-all (from Atlus) in which compassion for your enemies is severely frowned upon. Trap them and blow 'em up by several methods including; gas, bombs, guns and special weapons:



Kula World

From Psygnosis, you become "the world's coolest beach ball" as you make your way through more than 150 puzzle-filled levels. Although it may sound strange, it's certainly one of the more original titles this year. It's coming in September.









Spice World

Ever want to control the Spice Girls? Well, now's your chance. Mix original songs, dance around and basically have a good time. Look for it soon.





StarCon

Based on the popular Star Control franchise, StarCon from Accolade gives more of an action-packed experience rather than a strategy one. Fly in giant 3D starships or in speedy fighters to destroy one of several alien races. Look for it early in '99.













EarthWorm Jim ALADDIN & MDK are About to Launch their Next BIG HiT-Wild

the Wild 9 and Punk earthing with the Rig, the ultimate weapon and torture device. So, what can you do with it?

The Skewer enemies on spikes; impale them further as you trample over their twitching bodies to safety.

Plunge your rivals into icy water; toy with them until they drown, bloated and disfigured.

Asphyxiate bad guys by holding them above raging fires until the thick black smoke fills their lungs. Or, just roast them over the flames like marshmallows until their hodies explode into tiny bits.

And that's just for starters.
But you better get your jollies
while you can-after all, when you
meet up with Karn, the largest and
most insidious boss ever in a
game, your thrills may come
to a rather grisly end.

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• Dracula X: Nocturne in the Moonlight

Web Address: wa



Previews Symphony

Dracula X: Nocturne in the Moonlight

Konami's Heads For

Saturn

The Skeleton Leader is the sole new Boss on the Saturn. Nothing special, but his area (the Garden) is cool.

aturn owners now have yet another reason to start importing games from Japan. Konami's awesome PlayStation game, Castlevania: Symphony of the Night (Dracula X: Nocturne in the Moonlight in Japan) is now available for the Saturn in Japan, and it's got everything the PS version's got and then some.

Dracula X2, as it's commonly known as overseas (it's the sequel to an incredible PC Engine game that was never released here), isn't just your average portover. The Saturn version features all of the levels and areas from the PlayStation version, plus two entirely new areas (The Underground Garden and The Cursed Prison) that were originally going to be in the PS one but never made it. Even better, the Saturn version allows you to play as Maria in

addition to Alucard and Richter (all three are selectable right from the beginning), and there are some new weapons, items, monsters and even a Boss that weren't found in the PlayStation version. Like Richter, Maria doesn't raise levels or collect items. She does however, use magic (it's nothing special), and she has the ability to triple jump in addition to sporting several other special maneuvers (many similar to Richter's). Alucard is more or less the same, though there's a new piece of equipment (Alucard's Boots) that allows him to run at double

That's not all, though. The Saturn Dracula X also features several new tunes that were especially remixed just for this version (many of them are remixes of classic Castlevania tunes), as well as a Sound Test at the main Title Screen that allows you to listen to all of the game's music. A Voice Test becomes available as well, once you beat the game. Item management is a

little better now too. You can assign an item to the L button so that you don't have to unequip yourself in order to use a regular item.

MARIA

bad about the game? Well, for one, most of the transparencies are either totally gone or just look really bad. Also, there's a bit of slowdown now and then that gets really annoying. Maria, while cool (she can take more damage than Richter), is hardly a big deal and seems like more of an

So is there anything

Publisher/Developer Players/Genre Release Konami Co., Ltd 100 Side-Scroller Japan KCE Nagoya



Now you can choose from any of the three characters right from the beginning of the game (Maria too!).



As you can see here, some of the graphical effects didn't quite port over all that well.

afterthought, And despite those innovative CD loading rooms, the game still stops to load after certain areas, which is disappointing. Finally, some of the remixed music could've been a lot better. But overall? Any Saturn owner who's a fan of Symphony of the Night should definitely check this game out. It's one of the higher quality Saturn games out there, and since it's budget priced in Japan (3800 yen, or about \$27 as of this writing), it shouldn't be too expensive to import.





Publisher/Developer Players/Genre

Atari Games

Atari Games

review

Gauntlet Legends

Breaking Up Arcade Monotonu

Magic can be used with

the turbo button for

different effects

he original Gauntlet was released in 1985 and went on to become one of the greatest arcade games ever. Atari Games is hoping the sequel will fare as well. Gameplay is basically the same, but players now have multiple Bosses to contend with, 13 runestones to find, experience levels to boost, puzzles to solve, tons of new power-ups and a complete story line to enjoy. Quite a bit of what you know about Gauntlet has been carried over from the original, but there are also plenty of new innovations that will make this game rock. First of all, the Elf character class has been replaced with a female Archer class. There

Web Addres	s: None	
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1-4

Action

% Done Release

October N/A

1998

Unlike the one Boss in Gauntlet 2, Legends has four Bosses, one for each kingdom in Ataria.

are also four different versions of each class-one for each kingdom.

You'll find a ton more changes in the world of Gauntlet including power-ups like 3 and 5-way shots, time stop and x-ray vision. There is even a shop where you can buy items and attributes. You will hear more about this one soon.





Soul Calibur

When we played the test version of this game, our collective jaws dropped to the ground. The graphics have to be the best for Namco so far, and are coming close to Virtua 3 detail. The best part is that the gameplay has been highly improved from its predecessor to be more Tekken-like.





Daytona 2: Battle on the Edge

New news for this one. It appears that there are three tracks similar to the original as well as three cars to choose from for extra difficulty possibilities. The

"Novice" car is the white Chums Gum Racing vehicle, the "Intermediate" car is the yellow Scorpio Plasma Racing vehicle while the "Professional" car is the awesomelooking black Phantom car.



Street Fighter Alpha 3

First, there was Haggar in Slam Masters, then came Guy in Street Fighter Alpha, Now the newest Final Fight champion turned Street Fighter is Cody. Seems that Cody killed one of his worst enemies, and is now a convict.











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- · Intelligent bowler and crowd reactions
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Adrenalin







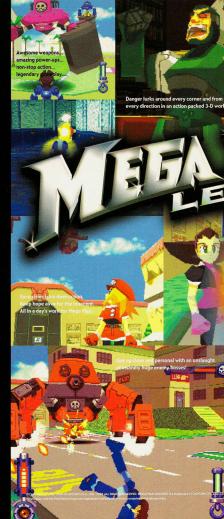
You'll love the new 3-D graphics, deadly weapons and non-stop action. (Unless, of course, you're a boss).



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www.capcom.com





September 1998

Coning

Compiled by: John Stockhausen

PLAYSTATION

C & C Red Alert: Retailation	Westwood Studios Konami	August	Strategy
C: The Contra Adventure Cardinal SYN	Konami 689 Studios	August August	Action Fighting
Circuit Breakers	909 STROIGS Mindscape	August	Racing
Heart of Darkness	Interplay	August	Adventure
IS Soccer Pro '98	Konami	August	Sports
NCAA Football 99	EA	August	Sports
Pro-Pinball: Time Shock	Empire Interactive	August	Simulation Action
Sentinel Returns Thunder Force V: Perfect System	Psygnosis Working Designs/Spax	August August	Shooter
Unholy War	Crystal Dynamics	August	Action/Strates
Battleship	Hasbro Interactive	September	Simulation
Brunswick Circuit Pro Bowling	THQ	September	Sports
Caesar's Palace 2	Interplay	September	Simulation
Deception 2: Castle of Deception Devil Dice	Tecmo THO	September September	Adventure Puzzle
Duke Nukem: Time to Kill	GT interactive	September	Action
Fifth Element	Activision	September	Action
Fox Sports Interactive Hockey	Fax Interactive	September	Sports
Fox Sports Interactive Tennis	Fax Interactive	September	Sports
G. Darius HandRall 6	THQ Accolade	September September	Shooter Sports
MandBall 6 Kula World: Mind Bencling Machess	Accolable Psygnosis	September	Sports Puzzle
LAPD, 2100	EA	September	Action
Lunar:Silver Star Story Complete	Working Designs	September	RPG
Madden NFL 99	EA	September	Sports
Master of Monsters	ASOI	September September	Strategy Action
Mega Man Legends Moto Racer 2	Capcom EA	September	Racing
NFL BIRZ	Midway	September	Sports
NFL GameDay 99	989 Studios	September	Sports
Parasite Eve	Square EA	September	RPG
Rosco McQueen	Psygnosis	September	Action
S.CAR.S.	Ubi Soft Ubi Soft	September September	Racing Action
Shadow Genner Sovro The Deargo	Sony Computer Entertainment	September	Action
Tales of Destiny	Namco	September	RPG
TOCA Touring Car Championship	3Do	September	Racing
Trap Gunner	Atlus	September	Action
Wild 9 Activision Classics	Interplay Activision	September October	Action Compilation
Activision Classics All Star Tennis 99	Libi Soft	October	Sports
Armored Core: Project Phantasma	ASCI	October	Action
Assault	Midway	October	Action
Black Bass with Blue Merlin	Hot B	October	Sports
Bomberman World	Atlus	October	Action
Centipede Cool Boarders 3	Hasbro Interactive 989 Studios	October October	Shooter Sports
Cool Boarders 3 Dead in the Water	ASC Games	October	Action
Dragon Seeds	laleco	October	Fighting
F-s Racing Simulation	Ubi Soft	October	Racing
Formula 1 98	Psygnosis	October	Racing
Garrie of Life	Hasbro Interactive THO	October	Simulation Recing
International Rally Championship Iroqardy	Hasbro Interactive	October	Simulation
MediFull	Sony Computer Entertainment	October	Action
Metal Gear Solid	Konami	October	Action
Motorhead	Fox Interactive	October	Racing
National Hockey Night	Radical Entertainment	October	Sports
NBA Toright	Radical Entertainment 989 Studios	October	Sports Sports
NCAA Gamebreaker 99 NHL FaceOff 99	989 Statios 989 Statios	October	Sports
Ninia	Eidos	October	Action
0.D.T.	Psygnosis	October	Action
Penny Racers	THQ	October	Racing
Rival Schools	Capcom	October	Fighting
Rogue Trip Rush America	GT Interactive Michaev	October October	Action Racing
Rush America Silhouette Mirage	Working Designs	October	Action
Small Soldiers	EA EA	October	Action
	Fox Interactive	October	Racing
Team Losi RC Racing		October	Action
Tenchu	Activision		
Tenchu Test Orive 5	Accolade	October	Racing
Tenchu Test Drive 5 VR Football 99	Accolade Interplay	October October	Racing Sports
Tenchu Test Orive 5 VR Football 99 Wheel of Fortune	Accolade	October	Racing
Team Losi RC Racing Tenchu Tenthu Test Drive 5 VR Football 99 Wheel of Fortune X Games Pro Boarder Kenogears	Accelade Interplay Hasbro Interactive	October October October	Racing Sports Simulation

NINTENDO 64

Bomberman Hero	Nintendo	August	Action
Deadly Arts	Konami	August	Fighting
1 World Grand Prix	Nintendo	August	Racing
Bying Dragon -	Natsume	August	Fighting
jex 64	Crystal Dynamics	August	Action
iggy's Reckin' Balls	Accleim	August	Action
S Soccer 'o8	Konami	August	Sports
(FL Quarterback Club oo	Acclaim	August	Sports
WWF Warzone	Acclaim	August	Action
Cruis'n World	Nintendo	September	Racing
GT 64 Championship Edition	Infogrames	September	Racing
Madden NFL gg	EA.	September	Sports
NFL Biltz	MidwayN 64	September	Sports
All Star Tennis og	Ubi Soft	October	Sports
Buck Bumble	Ubl Soft	October	Action
Bust A Move 1	Acclaim	October	Puzzle
Charlie Blast's Challenge	Serico	October	Action
Extreme G 2	Acclaim	October	Racing
F-Zeno X	Nintendo	October	Racing
F-1 Racing Simulation	Ubl Soft	October	Racing
Fighting Force 64	Eidos	October	Action
Knife Edge	Kemco	October	Sports
NRA tem go	Accleim	October	Sports
Penny Racers	THO	October	Racing
Rinh America	Michaely	October	Racing
S.C.A.R.S.	Ubi Soft	October	Racing
Silicon Valley	Take 2	October	Action
Superman 64	Titus	October	Action
Turnk 2	Acclaim	October	Action
Twelve Tales: Conker 64	Rarre	October	Action
WCW/NWO Revenge	THO	October	Action
AirBoardin' USA	ASOI	November	Sports
Body Harvest	Midway	November	Action
Earthworm Jim 3	Interplay	November	Action
Glower	Hasbro Interactive	November	Action
Golden Nugget	Virgin	November	Simulation
Milo's Astro Lanes	Crave Entertainment	November	Action
Rat Attack	Mindscape	November	Action
Rayman 2	Ubi Soft	November	Action
Roadster 98	Titus	November	Racing
Star Wars: Rogue Squadron	Lucasarts	November	Action
Tonic Trouble	Ubi Soft	November	Action
Top Gear Overdrive	Kemco	November	Racing
Wisted Edge Snowboarding	Midway	November	Sports
VR Pool 64	Crave Entertainment	November	Simulation
Mipeout 64	Psyenosis	November	Racing
Zelda: Ocarina of Time	Nintendo	November	Action/RPG

SATURN

Working Designs Saturn August RPG

GAME BOY

Disney's Mulan	THQ	August	Action
Small Soldiers	THQ	August	Action
Cool Hands	Take 2	September	Simulation
Montezuma's Revenge	Take 2	September	Action
Pokemos	Nintendo	September	RPG
Reservoir Rat	Take 2	September	Action
Disney/Pixar A Bugs Life	THQ	November	Action
Duest for Camelot	Nintendo	November	Adventure
Roadster 98	Thus	November	Racing
Rugrats	THQ	November	Action
Titus Junior	Thus	November	Action
Yoda Stories	THQ	November	Action



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actual in-game character shots

Sadistic four-player fighting

thrill kill

Coming Fall 1998









It's not often that we come away from spending time with a game absolutely certain that it's something new, fresh and truly incredible. You may have read the proclamations in numerous magazines that Metal ear Solid will be the "last great PlayStation game." But after having spent an entire day with the finished alpanese version are all the properties of the properties o

By now you're probably aware of the basic premise of the game.

by John Davison, Crispin Boyer and John Ricciardi Since its public showing at E3 in May there have been many articles written on the game waxing lyrical as to the splendor of the whole thing. E6M has printed everything it can get its hands on life first to communicate just what all andmark product this is. What we will try to do over the sourse of the next to pages is communicate what to play Metal Gear Solid. Wilson Solima was jumply can't do justice to the experience.

Hideo Kolima, Mean Gerator, previously had ambitions to work in movies, and the production value wildear's creator, previously had ambitions to work in movies, and the production value throughout the game certainly seem to indicate that he has an eye ally started in 3993, with actual development beginning in 3996. That's a pretty long time by anyone's standards for game production. Delive us though, it shows.

1000 hours 6/30/98 Konami building, Redwood City, CA



Having arrived at Konami's new offices in California we wanted to make sure that we got as much time with the game as possible. Once set up, we sat down with the latest version of the Metal Gear demo. Konami is still, understandably, concerned about leaking too much on the game prior to release. The story-arric over the course of this two disc product (ves, it's going to be that big! is extremely intricate and contain mirrorus surprises that it the previous products in the series together. At the same time it offers a near-cinematic experience that will quickly draw fans of action movies, so





thrillers and anything vaguely Tom Clancy-esque. Before we begin we are shown exactly how complex a product this isby means of examining the screenplay. Now, I don't know if you're aware of this or not, but a screenplay for your average Hollywood blockbuster makes a pretty sizable thunk if you drop it on a coffee table. They're normally big ring-bound efforts about an inch and a half thick and contain all of the dialogue, screen direction and scene-setting comments that will help a director build the appropriate experience. They vary in size (the Godzillas of this world are obviously a bit vapid, although the Aliens screenplay was apparently a mere 16,143 words) but on average, an inch thick or so is good. If you were to drop MGS' screenplay on a coffee table, it would probably break it. Ring-binder number one is a good two inches thick, and when this is joined by the weight of ring binder number two-another inch or so thick-you're in for some furniture-threatening action. As with everything else on this project, the screenplay is strictly top-secret, all 100,000 words of it. But we did manage to come away with the first few scenes. If you've never seen a screenplay, take a gander at Metal Gear Solid's...

01 INFILTRATION

Scene 01-1 Infiltration Intro Demo
Ohio-class nuclear submarine Discovery

Ohio-class nuclear submarine Discovery
"The USS Discovery, deep at the floor of the ocean in

Alaska's Bering Strait."

Discovery Command Room

Campbell speaks into the codec, his face illuminated by the inorganic light.

Campbell: "The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago was attacked and captured by Next-Generation Special Forces being led by members of Fox Hound."





















See how every detail of what is happening on screen is planned out in exquisite detail? So we can assume that MGS is pretty big then.

1030 hours...6/30/98

Having taken a b the screenplay, we se title do to play the newest demo of the game. At E3 Konami showed the first few scene to the point where Solid Snake crawls into a ventilation duct. We are the first magazine to

play any further than that. These first scenes shouldn't be dismissed though; they may have been seen by many (and there's a brief video on the current cover disc with our sister magazine the Official U.S. PlayStation Magazine), but there are some incredible details that have been overlooked in other early previews. In keeping with the more "adult" content of the game, even the dialogue takes a more mature angle. Early scenes include radio messages (which as in the previous games are very important; different support characters transmit on different radio frequencies and offer vital information throughout the game) between Snake and Dr. Naomi (see character overviews elsewhere in this feature) where the two flirt with each other to the point that they discuss giving each other strip searches. Sexual innuendo





Snake as he is fired from a torpedo . tube.

doesn't grop up too often in video games, so it's refreshing to see something that tackles dialogue like a movie rather than a game. The game begins with Solid Snake swim-

ming ashore in order to infiltrate the base in Alaska. Once he gets out of the water (which causes an incredibly realistic-looking distortion effect on the graphics) he removes the more cumbersome of his Scuba gear, and

must find his way to an elevator. Having crept to a dark corner, he hides against a wall as a guard walks by By using his radar he can see not only the whereabours of all the guards on patror but also their field of vision and their state of awareness to his presence. As the guard moves, he stops, stretches and breaks into a yawn. Looking at the radar, Snake notices the guard's field of vision is changed (people close their eyes when they yawn, you

know) and sneaks past. As an indication of the attention to detail in MGS, this sequence is merely an early sign of what is to come. The Al system employed is completely unlike anything we've ever seen-especially on the PlayStation. which many developers claim is too limiting when it comes to memory requirements for Al design. Further exploration of this

early level also reveals just how "aware" the enemy guards actually are. Running through the snow produces footprints, natu rally. If a guard on patrol notices prints he will break his patrol pattern and chase after them. Getting really clever though, Snake can crawl along on his belly and wipe some of the footprints away in order to throw the guards completely off the scent. It might not sound like much, but have you ever seen anything like that before?

























simple by comparison. Here, we see an example of the line of sight and "realism" systems working beautifully together. As the guard is on patrol he stretches and yawns. In doing so, he closes his eyes for a moment giving Snake a brief opportunity to pass.

The AI makes virtually all other PlayStation games look



Game characters who appear to be fully aware of their environments? in another throwback to the past Metal Gear games, Snake can even hide underneath a cardboard box (and walk around with it on his head for added comedic value). Switching to first-person Mode even gives you a view through the cut-out handholds on the box. Mow around too much like this though and the guards will wander over to find out what?

going on.
Guards throughout the game are even
aware of sounds. Running through a puddle
will alert them to your presence. Or if you're
feeling daring you can hide in a corner
and then knock on the wall to a thract their
attention. As they come around the corner
it's then just a matter of grabbing them
around the neck, dragging them into a dark
corner and either A) beating the crap out
of them or B) simply breaking their neck
with a defi title twist.

1130 hours...6/30/98

By now we've wowed at the early stages of the game. We've watched the now-infamous 'Hind scene" where Snake watches as a huge helicopter lifts off—complete with speed blur and focus effects produced using the in-game polygon engine (something that is used throughout with spectacular effect...more in a bit). And we got to the bit we've been vaiting for. The new bit. The virgin territory, Snake and alerts a gaggle of rats which scuttle into the darkness. Working his way
through the labyrinth, Snake
finds himself in a large room
containing two tanks under
construction. The room is
gitarded like a fortress, but
say that he
has to find his way to a
prison cell where he can
the chief of DARR
Control
Control

crawls into the ventilation duct

Agency).
Working through the area and listening in on guards' conversations (again, sound is very important throughout) we know where we've got to go; more ventilation ducts must be crawled through to

get to the cells.

By this point we've found a number of fun weapons to play with and are using them to some considerable

Serious as a Heart Attack..

The heart attack scene early in the game is an excellent example of how Kojima and his team have integrated the Dual Shock pad into the overall experience. Rather than simply communicating low-frequency sound effects, it provides a genuine tactile element that adds to the tension and drama of the scene.























JIM USED TO BE SHALLOW, NOW HE'S GOT DEPTH.

After getting konked on the noggin, Jim back flips, pig-boards, and helicopter heads his way through six neurotically insane levels of his own unconscious brain. Better yet, he gets to romp around freely in lush 3D environments. But do you want to tell our study hero that it's "all in his mind" or should we?



Ever go pig-boardin'? Groovy!



Dreaded Disco Zombies



Brain Cells Go For A Spin

Worming Your Way Fall '98













Evolution of a Snake

A 30-something genius, super spy and bona-fide badass, Snake is your alter ego in MGS. Konami's own PR material cites him as "the man who makes the impossible possible, who

銀幣



The C4 uses a remote detonation system that allows you to place it anywhere and then detonate from a safe distance.





effect on the unsuspecting guards. From the back of a truck outside we found a SOCOM automatic pistol with a laser sight—which is proving extremely useful. Elsewhere we found some chaff grenades, which

play havoc with any radar-based devices, such as the surveillance cameras that are cropping up on corners with increasing regularity. A handful of stun grenades have proven to do exactly what they say on the can, while my favorite up until this point, the C_A, has

until this point, the (4, nas been effectively used thanks to an ingenious remote detonation system that allows you to stick the explosive playdough to just about anything and then ignite from the safety of a different room.

Once in the ventilation system again,

Once in the ventilation system again, Snake crawls along and looks down through the ducts. Crawling over one cell

ne sees Meryl Silverburgh working out, doing sit-ups on her bunk. Crawling further he looks down and sees Donald Anderson. We hit use appropriate buttons, drop down into the cell and cue the single most impressive use of clinematics in a game I have ever seen. We've outlined the finer details of this scene with screen shots elsewhere, but the effect has to be described in some detail to get the message across. The conversation between Snake and

get the message across. The conversation between Snake ar Anderson, and the ensuing scene, is a defining moment in video gaming. In the future this scene will be used as an example of when game design changed forever—and it's not even interactive.

Here's a play-by-play. The camera pans back as Snake drops into the room. He introduces himself and the camera idly pans around the pair as they size each other up. The camera cuts to Meryl's cell next drop as she hears noises, Cut back to Snake and Anderson. The camera moves up room the ground and pans over Snake's shoulder. The conversation between the two is continuing throughout and the reverb effect on the voices is changing as the camera moves from point to point. Anderson reveals

that the terrorists have the ability to launch a nuclear attack on any city in the world; they have the areana as well as the most recent version of the Metal Gear with which to depoly it. (Metal Gears are big walking mech-like tanks for those of you who don't know the bistory. It's a major black-ops project denied by all governments concerned.) By kidnapping the heads of the two organizations working on the Metal Gear project, DARPM and ArmsTech, the terrorists are hoping to produce the ultimate threat—and their first target is the

Count the guard in the corridor, who can hear noises and comes to check them out. Cut back to the cell: Snake hides and Anderson speaks to the guard. When the guard leaves, Anderson continues his story as the

camera continues to move from point to point (this is all real time, remember, and is still using the in-game polygon engine). As each important point is made, the camera snaps of a new angle. Very cinematic. Then... were thing changes. Along with the voices we can now hear the faint sound of a A Snake's Life.

Metal Gear Solid's epic story is expected to refer to bits of Solid Snake's past paramilitary experiences. So, for the benefit of Metal Gear newbies, we've culled the of' Konami archives and assembled this timeline. Note that we didn't record the events depicted in Snake's Revenge for the NES, since it wasn't a Hildeo Kolima project.



bat global terrorism.

Fox Hound sends newly recruited Solid
Snake to Outer Heaven to defeat Big Boss

and Metal Gear, a giant nuke-carrying mech.

The mercenary republic of Zanzibar forms in the Middle East and begins

raiding nuclear stockpiles.

Fox Hound calls Solid Snake back to active duty

to infiltrate Zanzibar, topple its government and rescue the kidnapped Dr. Kio Marv, thus ruining Zanzibar's plan to control the world's oil supply.

2000

Solid Snake retires from Fox Hound and returns to his solitary life in the Twin Lakes area of Alaska's mountains.

Fox Hound begins subjecting its members to gene therapy in an effort to produce superior soldiers.

Rogue Fox Hound members, led by Liquid Snake, occupy Shadow Moses Island off the Alaskan coast, where the U.S. government stores its Metal Gear robots. The rogues say they will subject the world to nuclear winter if their demands aren't met.

Once again, Snake is called out of retirement. He reluctantly agrees to infiltrate the Shadow Moses base and neutralize the threat posed by his former Fox Hound comrades.









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heartbeat-along with a slight shudder from the Dual Shock pad. Anderson is clearly in pain. He lurches...the camera cuts quickly to a different angle and the screen goes red for a moment, then it blurs out of focus. The Dual Shock shudders again. The heartbeat gets stronger and louder, the Dual Shock shakes in time. The camera cuts again with masses of motion blur. The heartbeat builds and builds. Anderson is having a heart attack. The Dual Shock vibrates faster and faster. Finally, as the pad is lurching in your hand and the beat is thudding ferociously. Anderson falls to the ground. The screen blurs in slow motion as he falls. The Dual Shock gives one last thud as he hits the ground and then buzzes as

he convulses before dying. Silence.
The first time you
experience this it is
utterly incredible. Never
before has a video
game bombarded every
available sense with such
dramatic input.

THEMSELDS HELD AND





1400 hours...6/30/98

By now we've spent a few hours with the game. And although initially a bit difficult to get used to, the controls after an hour offer something of an eiphamy. So for the last three hours we've been having a ball. Unlike many games that support the bual Shock, MGS actually has the whole pad active at all times. You can move around with either the analog or digital pads, but once you've adjusted to the

hyper-sensitivity of the analog pad you'll learn to appreciate it.
Switching to Firstperson Mode with the binoculars, the infrared goggles or even unaided allows

around wherever Snake is standing. The analog pad obviously lends itself beautifully to this, and later in the game when you combine this with the sniper weapons it makes pinpoint sadism a viable option. Speaking of weapons, we've seen some more since we mentioned them earlier on. Although we can't show you pictures yet (you'll have to wait for next month when we follow up with more information), we can tell you about some of the cool stuff. Coolest of the cool has to be the Nikita. Not sure if this is a "real" piece of military hardware (although nearly everything else is, so it's a distinct possibility) but it's fantastic. Shove the thing up on your shoulder, brace yourself, pull the trigger and watch the mini-missile hurtle toward its target. Hmm, OK, seen that before. Anyone seen Resident Evil 2? Switch into first-person

you to look





●アーマーフーラ(有質技)を舒介

USIN P WHER EQUIPMENT

/スネク 水中設備)

Further into the game we are treated to some more spectacular scenes that show off the cinematic qualities of the game. As Snake walks into a corridor he hears screams of pain coming



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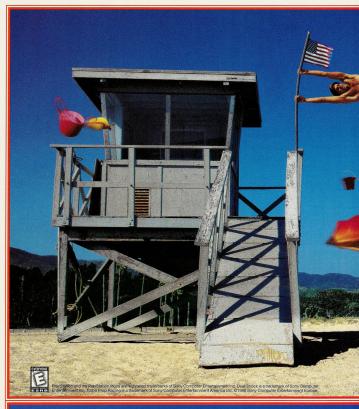
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Snake continues further, stepping into a large office area, and as he does so the Ninja uncloaks in front of him wielding his huge sword. A huge fight ensues with office materials scattering about the room, glass smashing and bullets ricocheting off the walls. The Ninia, somehow able to deflect bullets with his sword, makes an absolute mockery of us and swiftly destroys any game playing dignity we had up to this point. It was all over so quickly. One minute he was there, the next he was smashing through a window and slashing at Snake's throat.

1500 hours ... 6/30/98

Our time with the game is nearly up, but surely we can see one more section without revealing too much about the story? Our man at Konami concedes and shows another beautifully crafted scene.

This time we see Snake and Mervl (from the cells earlier... remember?) working as a team. As they creep from room to room they are both aware that something is not right. Looking around, a faint distortion is visible in the scenery around them, until they step into a huge office.

Snake walks in first and as he steps forward the graphics are breathtaking. The room is huge, with polished marble floor reflecting everything from the bookshelves to the desk with crystal clarity. Suddenly the camera cuts to Meryl's point of view and she watches Snake walk ahead of her. The view distorts with the now-signature motion-blur effect as the view quickly













The History of Metal Gear



Title: Metal Gear System: MSX Release Date: 5/87 The original Metal Gear, released for the MSX computer in Japan in 1987, was Hideo Kojima's first game with Konami, The place in the late 1990s in a

small country on the outskirts of South Africa called Outer Heaven, where a ruthless mercenary ruled with an iron fist. Fox Hound sent one of their best agents, Grey Fox, to OH to find out what was going on after rumors began to fly about some kind of super weapon being in development on the island. After

several days, however, fox Hound lost contact with ferey fox. His last message was simply a muttered two words: "...Metal Gear...." In order to find out just what happened to Grey fox and what exactly this Metal Gear was, fox Hound sent another agent, Solid Snake, to Outer Heaven to infiltrate the enemy's HQ and get to the bottom of the mysteries at hand. Ironically, at the end of the game, after destroying Metal Gear, we find out that Solid Snake's biggest emy was the man who sent him into Outer Heaven in the first place-Fox Hound's leader, Big Boss.





Title: Metal Gear 2: Solid Snake

System: MSX Release Date: 7/90





known as Zanzibar Land is formed in the Middle East. While the rest of the free world is doing away with nuclear weapons in hopes of a peaceful future, the operatives of Zanzibar Land are out robbing nuclear disposal sites around the world that haven't yet destroyed their weapons. The result: a newly

formed nuclear power with more destructive potential than every other nation combined. To top things off, a new microorganism has been discovered called Oilix, which refines ultra-pure oil from crude oil. The man who discovered it, Dr. Kio Marv, was abducted and taken to Zanzibar Land while en route to North America for research reasons. The now-former Fox Hound member Solid Snake is called into action once again, this time to head to Zanzibar and rescue Dr. Marv.

Megabits.

year is 1999, and trouble

new nation

snaps back to Snake. A second later the view snaps again to Meryl, but this time it's black and white, and the camera gradually rises, looking down on Meryl and Snake as they both move forward. Suddenly the camera pulls back and the Predator-like distortion is back, hurtling around the room, scattering papers before it settles on top of a desk, hovering gently for a moment. As the room settless, the distorted form moves before gradually solidifying into the form resplendent in his weird leather gear and his gas mask, with his arms outstrethed in a cruci-form. Like a bizarre homage to Marilyn Manson he just stands there and...

"Right, that's your lot," we're told as the PlayStation is clicked off. But...but...that bit was looking so cool. "If you see any further it'll give a massive bit of the story away, and we can't have that."



1600 hours...6/30/98

So there you have it—a hands-on account of Metal Gear Solid, set for release on Sept. 3 and not a minute too soon. Hopefully next month we'll be able to bring you more information concerning deeper aspects of the story, along with new weapons and some screens of the vehicles you can commandeer much further into the game.















Title: Metal Gear System: Famicom/NES Release Date: 12/87-6/88

managed to make its way to the United States. thanks to the popularity of the NES. It was released as the first game under Konami's Ultra Games label, and has since gone on to become one of the most popular NES games of its day, Unit now, this is the only true Metal Gear game to reach the United States.





als, newly
designed areas
and overall improved play.
The main story was exactly
the same as in the MSX version,
but in this
case the

About a half-

year after the

MSX version

of Metal Gear

was released,

a version was made for the

(lapan's NES)

with slightly updated visu-

Famicom

game





Title: Snake's Revenge System: NES Release Date: 4/90

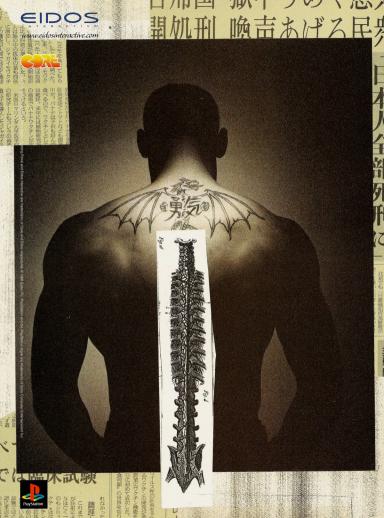
Snake's Revenge was Konami's attempt to cash in on the popular Metal Gear franchise after the realization set in that the MSX sequel in Japan (Solid Snake) was

never going to



make it to the Famicom. In other words, while it bears likenesses from the series and the same general look and feel of the first Metal Gear, it's not a true Metal Gear game. Snake's Revenge had a lot more action in it

than the first Metal Gear, and the overall story and game wrent'n early as good as the original. Not a horrible game by any means, but much in the same way that recent Contra games on the PlayStation just don't feel like Contra, this one just didn't feel like Metal Gear. Some of the terms Konami USA came up with for this one are rather laughable (or sad, depending on how you look at it). For example, the game takes place near the land of "shkabibli." The main bad guy's name is "Higharotla Kockamamie." The manual says that one of the main girts Snake deals with (jennifer X.—no relation to Sushi) is rumored to be the younger sister of Ginger from Gilligan's Island, Quite pathetic, ch?



Send chills

down their

freshly exposed

vertebrae.



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lestraction upon every demon and warbord across ancient Jupan. Your quest is assassination. Your obstacles — 10 levels of untarned wilderness and brutal pitfulls — each waiting to find your Achilles heel.





Man .

your typical engineering nerd types, either. But there was a stigma attached. The other two women in the field at the time were constantly hearing. Why don't you get a real job2" from their friends and spouses. For a woman with an advanced degree, it was hard to justify why you were spending your life contributing to the delinquency of minors."

Perhaps figuring out where the stigma originated is the first step. "Video games started out with a stigma," Meninsky said. "When video games first cane out, they were placed in abrar – typically a male hangout – and they were games of skill that relied on fast reactions. Without the practice and the "tricks" it was impossible for you to win. At air even had of the cequirement that forced the games to get dramatically harder after 90 seconds of play. What woman is going to hang out in a bar all day just to get good at to get good and the start of the games of the start o

video games?"

But long before the days of 32- and even 64-Bit systems,

"This misplaced belief is really at the heart of a lot of what you see in the meetings for the games, and just in the general flavor of the whole community."

"I think people still assume men are making all of the decisions, all of the important ones."



Girl Powered:

Pitfall Sega 32X

companies recognized that the untapped female market presented opportunities and wanted to explore any way to improve sales. Meninsky was

improve sales. Meninsky was approached, on occasion, by the CEO of Atari, who spoke with her about creating women's titles, such as shopping and socializing games. According to Meninsky, this showed a complete lack of understanding what women wanted in games.

Meninsky left her last industry position, programming and designing 3D game engines for Electronic Arts, a year age to start her own company, RIQ Consulting, in which she provides 3D graphics consulting. She suggested that, ultimately, perhaps the best way for women to get ahead in this industry is to blaze their own trails.

One such trailblazer is Joanna Alexander of Zombie VR Studios, a Seatite-based development house that's notably about 30 percent female. Alexander and partner Mark Long started the company in 1991, and three years later producer Linley Storm Joined the staff. Storm and Alexander credit philosophical likeness to the remarkable number of women on their development teams, and, likewise, to understanding women and garner.

EGM asked them what they think women want from games.

"For a woman with an advanced degree, it was hard to justify that you were spending your life contributing to the delinquency of minors."

Carla Meninsky Electronic Arts?

Girl Powered:

Dodg'em Atari VCS

Warlords Atari VCS

Star Raiders
Atari VCS

Road Rash 3D







Joanna Alexander

Zombie VR Studios

come away with something," said Alexander. "Either an understanding, or the salfsaction of solving something of acquiring some kind of new skill. And even though they're not looking for educational games, one that's more contemplative, more intellectual, is much better received by women than the twicth-factor ones."

But saide from the wants of developers and game consumers, there are other factors involved. The gaming press is largely male. Yet the public relations side of the game industry is largely female, and the products are generally marketed to, and packaged for, a male audience. Storm has beer own philosophy on this." If this people still assume men are making all of the decisions," she explained, "all of the important ones."

Alexander agrees. "This misplaced belief is really at the heart of all of of what you see in the game meetings, and in the general flavor of the whole community," she said, But the decision maker at Oddwolfd Inhabitants (developer of Abe's Oddysee) is CEO Sherry McKenna, McKenna spent years in the Hollywood special effects industry, and thought her partner, Lorne Lanning, had gone crazy when he spun her a yarn about his video game "concept." But when be promised superior image quality and storyfelling, the Oddwolfd Quintology was born.





Coming from the movie business, McKenna's experiences are not the same as many of the video game programmers, designers and producers we've interviewed, but admittedly, she says, "It's not called a man's world for nothing," According to McKenna, her first game, Abe's Oddysee, garnered double the standard female sales figures for the Sony PlayStation when it came out. So McKenna seemingly tapped into something. Her recipe, simply, was to "Make the games taste good."

McKenna's solid beliefs against animal testing, and for healthful living were hand-sewn into the Abe's Oddysee framework. However, McKenna believes the cure to everything is communication, and that is quite obviously the key element

of gameplay within her titles.

But what really makes the Abe series interesting, is its broad appeal-notably the big "something" game companies are reaching for, and perhaps the reason the industry is becoming more accepting of female developers. Not only did the title attract a lot of female players; it attracted just as many males, EGM asked McKenna what the recipe was, "If you want to shoot down everything (in Abe's Oddysee), you could go ahead and do it," she said. "We weren't going to stop you-this is a game. However, we won't reward you for doing it. And you don't get to beat the game."

Expounding on the character's appeal, McKenna said, "We want you to empathize with Abe. We want you to care for him. When I look at Lara Croft, and everyone's saving how enlightened this game is, I say, 'Are you serious?' What are we crazy? Not only is Lara in shorts that are so tight and carrying these big, ridiculous breasts, she shoots every endangered animal on the planet, and we reward her for it. We say, 'That's really cool. What a great game this is!' There is an innate caring about women. Why? It simply goes back to our species. If we care about the character, we realize that there's a purpose."

McKenna believes women and girls will play games if the purpose is distinct. But regarding the survival of women in the

> "The cure for everything is communication."

Sherry McKenna GT Interactive

Girl Powered:

Abe's Oddysee PlayStation

Abe's Exoddus PlayStation

Munch's Oddvsee PlayStation



"1977 made me the geek I am today."

Amy Hennig Crystal Dynamics

Girl Powered:

Blood Omen: Legacy of Kain PlayStation Legacy of Kain: Soul Reaver

PlayStation



game industry, she said, "As long as we single ourselves out by creating great games with great content, we'll be accepted. If we want to single ourselves out just because we're women, then we shouldn't expect to be taken seriously by anyone other than other women."

Amy Hennig, the producer/director of Crystal Dynamics' Legacy of Kain: Soul Reaver, has played games since she begged for an Atari 2600 when she was a kid. But she stumbled into the industry by accident when she landed an artist position on Electrocop, a finished yet unpublished Atari 7800 title, while she was in film school.

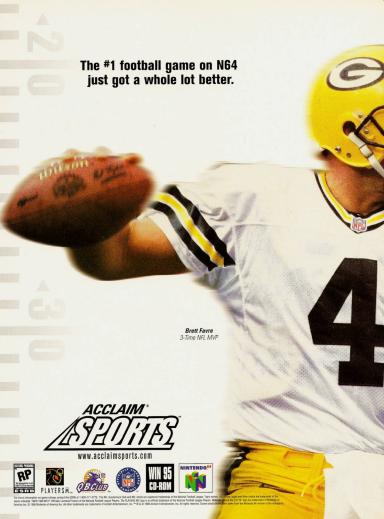
Hennig's ideas somewhat contradict McKenna's, in that she believes character identification is not the key to luring women and girls into gaming, "Unlike male gamers, whose appreciation of a game is often about wish-fulfillment (the thrill of being James Bond, or of being behind Lara Croft). women generally aren't playing for character-identification or fantasy," Hennig explained, "I think the industry is on the wrong track if they're simply looking for characters who girls can identify with."

She also believes the real issue isn't to question why there are so few women developing games, but rather why there aren't more women playing them, "I think of something a male friend said to me once," Hennig said. "Men wear clothes, men like clothes, but men do not shop for clothes. Women play games, women like games, but they don't shop for games." Hennig also thinks that games tend to enter women's lives accidentally. She continued: "No matter how much Mom loved Tetris, she doesn't go to the store to see if there are more games like it. Why? I don't know. The same reasons men don't shop for clothes."

Overall, Hennig agrees with most female developers in that women are more prone to play games that involve mental stimulation and critical thinking, but admits that being a woman in this industry is not an issue that she feels confronted with constantly, "I think my obliviousness to gender gives me an advantage; if you behave in a natural, straightforward manner, you put other people at ease," she said.

Sandi Geary, director of sound for SingleTrac, has a different approach to this industry. She originally intended to create electronic music but instead received a degree in electrical engineering and worked as an EE for 10 years. Her opinion on







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ightning-quick pass control using the analog joystick



Turn Back the Clock Replay key moments

Replay key moments from all 32 Super Bowls



NFL QUARTERBACK CLUB QQ

sweat the details



"My home computer really only has games, music and Quicken on it."

Sandi Geary

SingleTrac

Girl Powered:

WarHawk PlayStation

Jet Moto PlayStation

Twisted Metal 2

Critical Depth PlayStation

Jet Moto 2 PlayStation

Outwars PlayStation

Rogue Trip

Streak PlayStation







the whole thing? "I believe that since video games are perceived as games guys design for guys, women are reluctant to consider game development as a career possibility," she said. "When this is combined with the general hesitancy of women to enter a technical field, such as engineering or computer science, I believe it is reflected in the low number of women game developers." Geary agrees that the game Industry, like any Industry, is looking to expand its appeal. "There is a huge potential market of women and non-traditional gamers that developers and publishers would be to tap," she said. "Trifes like PaRapapa the Rapper indicate a willingerests to take art skis and see what the market will support. I believe that as this appeal.

will also grow."

Attracting women to the industry seems to be the single most baffling issue on developers' minds, Geary agrees that women are attracted to games that stress cognitive skills and linvolve a challenge. But she also believes that the phrase, "women in gaming" conjures up more of a hard-adge image than is really there. "After being in the industry, I know that the women involved in game development are not very different from other women I know who work in traditional fields such as unsiran." as if Gearn in the control of the

Another point is that the industry certainly doesn't end at the U.S. border. In fact, it doesn't even begin here. EGM examined the issue from the Japanese game industry perspective through Mie Kumagai, a programmer for Sega of Japan. Kumagai has created some of the largest heavyweight arcade games around, such as Rail Chasers, the Lost World: Jurassic Park and Gunblade NY.

Kumagai's philosophy is concise: "Because there are so few women who like to play games, there are very few who want to make them." Such words speak volumes, because, of course, working is best if you have personal interest in what you do. Yet Kumagai also agrees with her U.S. associates, in that game companies want, and need, a larger audience.

Kumagai does notice, however, that gender plays a role in her work in that she feel's the media pays attention to her and her projects because she's female, except for the U.S. market, which she says does not notice her or credit her for her work. Kumagai also spoke of a perception that "people who play sames are generally looked down on hy others," she said, "because it's the bad students who hang out at the arcade and all semale are barbariar dan a hindrance to dedication."

However, she continued that "the mere fact that women in the industry are trying to make games more appealing to the female consumer gives way to expanded genres—and content that female gamers will respond to." But Kumagal, like others, credish ker individual effort, not her education, for getting where she is.,"I'm really content," she said. "As long as the situation allows me to work here, I'll work in this industry."

Looking at the industry from the perspective of those working within it is one angle, but, naturally, investigating the inspiration to get into games in the first place is telling of the

"I play at home, of course. I like to play games as much as going to the movies and reading."

Mie Kumagai

Sega

Girl Powered:

Rail Chase 2

Gunblade NY

DecAthlete arcade/Saturn

Lost World: Jurassic Park

Winter Heat







"Mine and my husband's roles are far from those which are traditionally gender-based. The power tools are all mine!"

Rilla Jiagga Student

Girl Powered:

Student at DigiPen Nintendo school of game design



trends. The education behind game development is a great place to start, EGM spoke with Rilla liagga, one of only three women to grace the halls of Redmond, Washington's DigiPen University (a Nintendo-backed college-level institution that offers bachelors, masters and associates degrees for game development). We asked what inspired her to leave her career as a professor to get into this field.



"Having always been involved in art, music, dance and theater, teaching finance left me with the feeling that none of my creative potential was being tapped," she said, "Here was a way to create my own imaginary worlds that were interactive and combine my love for art, music and even mathematics." Even though Jiagga is new to the game industry, perhaps it's her economics background that allows her to see that there's clearly market potential that has not been actualized from the female audience. "Producers are beginning to realize the

availability of a huge, untapped consumer niche," she said. "The notion that a good half of the population has been virtually ignored as potential consumers is quite a staggering one. Combined is the increased participation of women in the workforce and their willingness to move away from traditional occupations."

Ultimately, there's no such thing as the introduction of women to the video game industry, as if they're a rare species of bird that's frail and inexperienced. They've been here all along. And while programmers, developers, artists and producers have not had an easy time acclimatizing, times are changing-and fast. The video game industry is realizing the potential of tapping into the virtually unexplored female market, and who better to tell the companies how to do it than the women who are behind the computers, making things happen. In short, women and girls are here to stay, and all we want is equal billing, equal time. No more "hurry up and die so I can play" falling from the mouths of our male counterparts. We're taking the controller and not giving it back until the last Boss is laid to rest.

Lauren Fielder is a co-host of ZDTV's GameSpot TV, a video game television show. She's also an editor-at-large for www.videogames.com, where you can find an expanded edition of this feature.

Just the Facts, Ma'am

Video game players throw around opinions like loose change - whether about games or another person's ability to play them. And if females are lucky enough to be on the receiving end of these tenets, they're usually not complimented. But are guys really better than girls regarding spatial orientation, object memory, reaction to objects entering the line of vision and everything else it takes to topple video game baddies?

Obviously, the ideal method of answering these questions would be to scientifically test the theories. However, not being psychologists ourselves, EGM contacted Dr. Elizabeth Loftus, author of the 1983 book Mind at Play: The Psychology of Video Games and professor of psychology at the University of Washington, Seattle, She's one of the leading experts in memory psychology, having written 18 other books and provided expert testimony for the Rodney King and Menendez trials to name a few.

Loftus gave EGM a little background,

stating that women usually outperform men



Dr. Elizabeth

in tests of verbal ability, males outperform women in tests of spatial skills, and recent studies show that women are better with face recognition. We asked Loftus if the notion of females outperforming males in verbal-memory tests could be translated to video games. "Depending on the type of game, yes," she said, "You could create games that capitalize on verbal skills as opposed to spatial skills, and you might expect to see female superiority."

Now, think of Abe's Oddysee. You beat the game if you could effectively communicate with your fellow Mudokons. The game was successful among females-many of whom didn't know why they liked it but just did. So, if you consider an adventure game or even a platform game in which object location and placement can make or break your success level,



according to these studies, men may excel. But if verbal communication is put into the mix, as in Abe's Oddysee, women's chances of competing evenly increase. Then, say you introduce the unexplored area of face recognition, and women may routinely outperform male gamers. Or not. Remember, these are averages, folks. According to this line of reasoning, perhaps "female content" such as the shopping and socializing sims companies

have thought to create may not be the answer. Perhaps addressing the innate abilities of females-instead of trying to appeal to learned stereotypes - might open the market. So the issue seems to always revert back to content, and

Diane Shohet, the executive producer for Hasbro Interactive, clarifies this a bit. She heads up the development of games for girls at Hasbro and says, quite simply, "I think that for women to play games, they need to have played games as girls. And girls' play patterns are different from boys. But let me stop here to say that I absolutely don't think girls' games should be restricted to hairstyling and dress-up. Girls' play patterns involve storytelling, fantasy,

puzzle solving, creativity and cooperation.



Diane Shohet

There is a lot to explore in these areas." Whether women gamers' whims hinge on psychology, philosophy, neurology, communication or face recognition, one thing's for sure-people are finally taking female gamers seriously, recognizing the potential of this undernourished demographic. And while we're still not sure exactly what female gamers want, we're trying our damnedest to find out.





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Pocke

The Armchair Auteur's Guide To Turning Nintendo's Tiny Toy Into A Blockbuster-Building Movie Studio

that no self-respecting summer movie would be And so we present this two-page guide to building backyard blockbusters. To the far right you'll find the few tools necessary for any qualou think the first films of James Cameron movie-making muscle to send thee on thy way read the camera's manual and are familiar with the gang at EGM is less mature than a busload these points: First, this guide assumes you've play your animations (that sucker seems to fit started small, shooting homemade films with ty production, while below we list six effects effects here are appropriately juvenile. Third, be sure to choose tune number 29 when you every kind of flick). Finally, keep in mind that although the Game Boy Camera is one of the Terminator 2. But that's what drives the camnandheld cameras. And that's good news for the animation editor. Second, seeing as how blockbusters? Man, wise up. Those guys Nintendo's Game Boy Camera, whose animaor Steven Spielberg were mega-budget without. But before you yell "action," heed Industrial Light and Magic; your movies will of third graders on a field trip, most of the tion editor packs enough black-and-whitecoolest toys ever created, it's not exactly look a tad crude when viewed alongside small-fry flick buffs who've just bought to indie-film superstardom,





era's appeal. It forces you to experiment, exper-

iment, experiment, Better still, it forces vou to

have fun—no doubt much more fun than that

Cameron guy ever had filming Titanic.

Crucial Tools



position, set the timer, step into the frame and -- presto! -- vou're solo, Just brace the camera into ng unionized film crews when both the director and the star. the Self-timer lets you shoot

It's Timer Time

In the Loop











soar across a scrolling backdrop aat up frame space, they'll make of stars. And since loops don't our movies last longer, too.

imes, thus giving the illusion of un your animation, it'll look like constant movement. Take a ganabove, for example. If you loop the two machine-gun shots and the gun's kicking and spitting a stream of spent shells. Sticking he two space-fighter shots in a When it comes to assembling The Looping Tool lets you flip der at the two minisequences animations, take a hint from through a sequence several MTV-keep things moving.

f vou've seen a Sam Raimi flick, then vou've

seen zooming: the effect of following a person step forward (3), etc. Set your playback speed or a thing's perspective as it careens through scenery. Zooming is easy here; simply snap a shot (1), step forward a bit, snap another (2), high (at least 90) to ensure fluid zooming.







flicks are nice for misty-eyed Doily-filled Merchant-Ivory Myst mavens, but die-hard gamers want more from





approach to filmmaking makes

The camera's frame-by-frame stop-photo animation a snap. CAMEROY

Sure, you can use the clip art to mess up friends' faces. But it's more fun to modify the art

Simply steady the camera then shoot a pic (1), move the prop a bit, shoot again (2), etc.

draw in the effects later, just like George Lucas' ILM boys. Simply snap your pic, then explosively violent effects. Rampant Clip-Art Abuse Eye Beams, Gunplay and the Paint Program Thankfully, the Paint Program ets you create all manner of their movies than costume dramas and funny accents.

Human-Head High jinks

sequences were created using Montage Lens #2, the perfect ool for a variety of ultra-gory head games. For step one of the most basic effect-what your film an R rating, these effects guaranteed to earn we like to call the Melted Head - brace the camera Perhaps the only camera





effects (3). With a little tinkergram to draw in your choice ng, you can create a variety

ones to enjoy, such as the

animations for your loved









use Montage Lens #1 and snap your actor on the left half of Holding the camera steady, with the paint editor and prac-

tice "Funtography" Nintendo

would never approve of.



to the right and shoot again to the frame (1). Then move him complete this effect (2).





Review Crew

Current Favorites Banjo-Kazooie Shining Force III

Parasite Eve Kartia

Favorite Genres: RPGs. Action

Crispin Boyer

Like everyone else on the staff, Crispin isn't too crazy about Banjo the bear, but he does dig Nazoole and he had-bird attitude. In fact, Cris wonders wilk Azoole even hangs out with the dim-witted furball. She's probably in it for all the fleas, ticks and other tasty parasites that live in Banjo's fur, Cris figures. And if Banjo and Kazoole ever split up...well, poor Banjo would probably go mad from the itching





Current Favorite

John Davison

Incensed by England getting knocked out of the World Cup by Argentina, John spent much of his reviewing time trying to re-create the ill-fated match. To help compress, he hithen decreed that because independence Day was only observed because it was a celebration of English arse being kicked, July 4th weekend would be cancelled at EGM. And we thought he was kiddling! He wasn't...

Current Favorites Metal Gear Solid Banjo-Kazooie Int. Superstar Soccer '98 Gran Turismo

Favorite Genres: Action, Adventure

Current Favorites

Road Rash 3D NCAA Football 99 IS Soccer Pro '98 WWF War Zone Favorite Genres: Sports, Racing

Dean Hager

Still totally immersed in Road Rash 3D, Dean's been wearing nothing but a leather cost, boots and chaps to work for the last two weeks. He claims it's just comfortable and has nothing to do with the game (yeah right...). Hopefully EA's NCAA 99 will end his biker phase, not to mention prime him for the landslide of football games coming soon. Also on his must-play list: Raily Cross 2 and Moto Racer 2.



Dan Hsu



Shoe wanted to use this space to brag about how he won the office NT. Biltz tournament (upsetting the heavily favored Kujawa). But what he didn't want us to tell you is just how much time be spends creating wrestlers in WWF War Zone-it's like watching a giddy little girl play dress-up Barbie for hours. His favorite creation is an evil blue ninja named "Blubealis" is it a Freudian thing?

Current Favorites Banjo-Kazooie Metal Gear Solid

WWF War Zone Kartia Favorite Genres: Strategy, Puzzle

Strategy, Puzzle

Current Favorites NCAA Football 99 Madden NFL 99 (PS) NFL GameDay '99 IS Soccer Pro '98

NFL GameDay '99 IS Soccer Pro '98 Favorite Genres: Sports, Strategy

Kraig Kujawa



Now begins the time of year when Kraig locks himself in the office and does nothing but play the new year's crop of football games. Right now, he's really into NCA football 99. In fact, he just narrowly beat John Ricciardi in a nail-biting game that went triple overtime. At least all of this pigskin play will be put to good use with the next EGM Guide to Sports Video Games right around the corner.

OUR PHILOSOPHY





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

Games that average at least an 8.0 receive Silver Awards.



John Ricciardi



Current Favorites Metal Gear Solid Shining Force III

Shining Force III Banjo-Kazooie NCAA Football 99 Favorite Genres: RPGs, Action

Current Favorites



Shawn Smith

Shawn's recent road-trip to New Orleans put distance into perspective for him. He told us that "Driving to New Orleans from the Chicago area is like playing through Banjo-Kazoole from belgning to end-except in Banjo you don't drive an Oldsmobile." Yeah, something like that. Nov that he's recovered from the "authentic New Orleans sausage" in his gumbo, he's thinking about going Vegetarian.



Sushi-X



We haven't seen very much of Sushi since E3 came to a close. Word on the street is that he's been hit by Cupid's love shuriken, which would easily replain the smell of perfume lingering around his area at the office. Problem with Sushi is you can never tell if it really is a new woman in his life or just another rare piece of Street Fighter II merchandise. Something tells us it is the latter this time...again...

Current Favorites Metal Gear Solid Pocket Fighter

Metal Gear Solid Pocket Fighter Shining Force III Kartia

Favorite Genres: Fighting, RPGs of

Of Obj

Developer: Rare Featured In: EGM #108

Banjo is the best 3D action/adventure game to date. Around almost every corner there's omething that simply floors me. For instance, in one level you enter a large waterfilled room where a giant mechanical shark is anchored. The thing easily takes up the entire screen and is really awesome-looking. In another level, you can fly all the way to the top of a huge snowman and then take a sled down his scarf. The levels give me a feeling of great depth. This coupled with the interactiveness of the levels makes Banjo one to buy. I haven't played a game in a long time that offers this much gameplay. You have to use all of the moves you learn in order to truly complete each level. There's musical notes, Jingos, puzzle pieces, a number of minigames and adventures, characters to meet up with and many other objectives. Experienced players may beat early levels in less than an hour each, but beginners will definitely take a lot longer. With nine levels of modest size, the game is a formidable opportunity nent. The graphics are easily the best on the system, and the music is a lot of fun. The sound effects on the other hand are just damned annoying by the fourth level or so Why the game is so sickeningly cute I don't know, but it's nonetheless the best game in the genre by far. Go on and buy it! Shawn

What Rare has delivered here is solid-go gameplay-better, even, than Mario 64. The õ dual-character dynamic is ingenious, the fogfree graphics are flawless (the N64's best). ater stages are superbly challenging and the amount of things to do and secrets to discor o. er is immense-almost daunting, You'll spend a long time lost in B-K's world if you want to perfect each level. But you ime fighting the camera, too. Crispin

B-K's graphics are truly beautiful and the game design is just exquisite. The sense of normous scale is incredible and the sheet number of available objectives within each level probably outdoes any other game out there (even Mario). So is it the perfect game There are two problems—one creative and one technical: 1) Banjo himself is a tour character to really care about, and 2) Al is frustratingly bad sometimes. John D

Simply put, Banjo-Kazooie is wonderful. It's grand, it's beautiful, it's addicting and most portantly, it's fun. The game is bigger and better-looking than Mario 64. It gives you so much more to do in terms of gameplay, explo-ration, secrets and technique. The challenge level is pretty high in some stages (almost to the point of frustration because you have to recollect items if you die). Overall, exquisit game design. This is a must-buy.

10

Of Pla

Developer: Culture Brain Featured In: EGM #107

You have to kind of admire this for trying to do something different with the fighting genre. Unfortunately though, in trying to pro duce something that has a little bit of everything ("Flying Dragon is ALL fighting games in one!" proclaims the press release), Culture Brain has somehow managed to instead produce something which fails to excel in any area. It's a 3D fighting game, and a 2D fighting game...only both modes look virtually identical. It has "proper" characters and super-deformed characters. It offers Tourna ment Modes for up to eight players (also team play) and a Story Mode...and each of these offer more features than most fighting games. The most important and ambitious feature of the game though is the Monster Maker-esque character development found in the Super-Deformed game. Winning fights provides credits which can be used to purchase and upgrade more than 200 pieces of equipment. Building up this gear makes a fighter more powerful...and a more formida ble fighter when taken back to the tourna ments (by saving to a Controller Pak). You can customize controls, you can use combos specials and counters...you name it. Shame it looks, sounds, and plays like a real dog. The mation is appalling, and gameplay

John D

his really ain't no Tekken or VF.

Flying Dragon's "all things to everyone" idea has fallen on its face. The 2D Mode looks just like the 3D Mode! The fighting is imprecise and sloppy with lots of cheap stuff, little technique and a lot of button mashing. The SD Mode is standard fare, only slighty more tolerable due to its building appeal. But the treasures are inane-special headbands, loi cloths, etc. that enable better throwing C'mon. A so-so fighter for the N64 Dean

I hate to dump on Flying Dragon, since it adds new tricks to the fighting-game mix, but the game plays, looks and sounds so darn rible. The simplistic fighting engine is a cinch for button-mashers to master. Aside from a few counters, there's not much technique here. And while control is precise, the awful collision detection makes some attacks eemingly a matter of luck. Too bad e game's modes are cool ideas.

Crispin

Sigh. Sushi

The idea of building up a fighting game character RPG-style is certainly ambitious and I'm surprised no one has tried it before. Flying Dragon has to be commended for trying nething new, but at the end of the day this really isn't an enjoyable game. The controls are bad, the presentation is terrible a when all is said and done the whole thing comes across as being something of a j

Another bad N64 fighting game.

IGGY'S RECKIN' BALLS



Developer: Iguana

red In: EGM #105 Even though we don't read each other's reviews before going to print, I've got a pretty good idea that my Reckin' Balls score'll be lower than anyone else's. I've already heard everyone's arguments as to why they dig this game, but nobody's been able to sway me on -it's just not my thing. Don't get me wrong, Reckin' Balls is hardly a bad game. Puzzle fans will definitely enjoy it for its depth alone (there are more than 100 stages, not including hidden stuff that I haven't found yet). It's got a pretty good Multiplayer Mode too (for racing), but the Battle Mode is boring and uninspired and nowhere near as fun as most N64 games' Battle Modes. My problem is that the game just doesn't do anything for me. The characters are lame (they're like

Madballs rejects with horrendous voices), the weapons are substandard and I just can't find the fun in mindlessly grappling your way through level after level of endless track. It's like Uniracers, but without all the cool stuff (the tricks, the speed, etc.). For four-player racing, I can slightly recommend it; for a famlly-type game that the kids might be amused with, I can probably recommend it a little bit more-but as far as "must-have" N64 game go, this just ain't one of 'em. Not for me, any way. Definitely get out and rent it if you can efore committing to a purchase. John R

don't get why Ricciardi doesn't like Iggy that much, It's one of those games that looks overly simplistic and boring, but once you sit down to play it, it really grows on you. The best part of the game is the excellent leve design, Each track has a unique layout, keep ing the pace frantic and the challenge leve high. Multiplayer, as expected, is a lot of fun, This is no Mario Kart by any means, b you should still check it out. Dan

This is a really weird action/racing/puzzle game that turned out much better than I thought it would. Once you learn all of the different techniques, the One-player Mode is a lot of fun-if you can ignore the repetitive music and lame voices. As far as the Multiplayer Modes go, Iggy is good for two players. Anything higher makes the view screens too small. I advise renting this a game you'll either love or hate. Kraig

I hate its characters—and I despise th sound effects-but otherwise Iggy's Reckin Balls is pretty fun. Its gameplay is best described as a 3D take on Uniracers (minu the tricks), and as in that game you need to learn the tracks before you start having real fun. IRB's fast pace makes for some con ing moments-particularly when you tans with several other balls. Mu a blast, but Battle Mode's a bust

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Desi

Of Play

By now you should know that we here at EGM are all suckers for great multiplayer games Well, let me tell ya - WWF War Zone ranks right up there with the best of 'em. The engin isn't quite as solid as WCW Vs. NWO, but the gameplay is more exciting, the modes are more interesting (Weapons and Cage Modes rule), and the Create Player feature is just totally awesome. If you're into fourgames, this really is a must-own

Think what you will of professional rasslin' you take the time to learn the myriad of noves in War Zone (so you're not just mind lessly mashing on buttons), you'll find a great game, with great controls, great voice-wor and great animations (so realistic, they'll make you cry out "ouch" more than once) Tons of modes and a sweet Create Player feature gives WZ incredible replay value ollision detection is a bit iffy at times...

Aside from the smoother textures, and the addition of a couple of modes, this is essen tially the same as the PS War Zone. It doesn't seem quite as responsive but that could just be an analog thing. Multiplayer is great fun. and the Create Player Mode is fantastic. The Training Mode and instant moves lists are very helpful too. I never thought a wrestling game could be this hilarious and fun (in player), but believe me, it is! Dean

John R

Of Play

Developer: Titus

Featured In: EGM #104 Step one: Turn on Virtual Chess 64, Step two: Turn off its ridiculous battle-chess anima tions. These repetitive, crudely animated scenes are more annoying than entertaining. You'll want to switch to the 2D board view, too, since the 3D board can make for awkward perspectives. Such gripes aside, the rest of VC64 is a surprisingly deep and com prehensive chess game. The charm here is in the options. You get a tutorial that covers everything you'd ever want to know about chess, including basic moves and terminolo gv. advanced strategies and classic blunders to avoid. You can also practice several endgame scenarios or sit back and watch playby-play analysis of famous chess matches, some more than a century old. The tutorials are strictly no-frills, with scrolling text to highlight on-board goings-on. But hey-we're talkin' chess here, not GoldenEye. VC64 offers 14 difficulty levels, including Beginner Modes that force the computer to play like an idiot. Still-not being a chess genius myself-I found the easiest level to be pretty tough. At the highest difficulty level, the CPU can compute up to 3,000 possible moves per second (Titus' chess engine has won several worldclass tournaments), Chess masters won't be disappointed, and newbies have eve hey need to get into the game. Crispin

This is one fairly impressive cartridge. The extensive and comprehensive tutorials have taught me things I never knew about the game of chess. The Al is also pretty damn solid. I had trouble beating some of the easy levels (though I'm no chess expert by any stretch of the imagination). I found the 3D Mode painful to play and watch, so I ended up just playing plain of 2D chess. The battles are pretty weak as well. Dan

This kind of reminds me of Battle Chess except it isn't nearly as good. The battles displayed when chess pieces collide are real ly cheesy. I understand that there's limited cartridge space, but most of them are pretty lame. You can turn off the animations and make the game into a plain vanilla Chess match. If that's what you're looking for, this is good enough to serve those needs.

I wasn't expecting anything too flashy from Virtual Chess 64, but if they're going to have animated battle scenes similar to Battle Chess they should at least be as good as the ones in Battle Chess. Other than that, the nly problem I had was the slow play. Still Virtual Chess 64 is fun and straightforward you're looking for so out. But don't expect VC64 to spice ti

IS SOCCER '98 Ist 0:00

Developer: Major A Featured In: EGM #105

This may well be the finest soccer game ever created. As far as gameplay goes it blows EA's recent FIFA exploits out of the water, which is saying something because World Cup o8 was the finest FIFA to date. So why is ISS '98 so good? And why is it better than its also-wonderful predecessor? Well, I don't think I've ever played a sports title where you feel so in control of what is happening on the field. The controls are virtually perfect and pulling off feints, lobs, one-twos, charges and volleys has never seemed more natural in a soccer title. You can even force fakes

when taking free kicks, something I've never seen before. Add to this the incredible degree of control you have over the strategy your team plays and you have a near-perfect soccer experience. Individual players can be edited and given specific skills so you are forced to "know" your team. On top of this, actions you make as manager, such as changing captains mid-game, can alter the overal rale of the team. All of this isn't just fluff either...the teams do behave differently in these situations. If I have any complaints it's that the gameplay suffers a little in multiplayer games. Two-player stuff is fine, but Three- or Four- player sessions can make th game confusing (it slows down too). aside though, ISS '98 rules. John D

ISS '98 doesn't feature any sweepi nprovements over ISS64, but the Al has been improved (especially goalle AI) and there are some cool new animations and graphical tweaks (like a vertical camera angle, for example). There's some slowdow when playing with four people, and some licenses this time would've been nice, but these are minor complaints. ISS is still th best soccer game around, bar none. Kraid

ISS '98 is as solid as last year, with a few tweaks and adjustments (like new player ar mations, and more stadiums). Normally that would be boring but ISS is the exception (sports game of the year '97). Not only is the ameplay top-notch, but the amount of depth is amazing. Setting formations and tactics as well as gauging individual players' abililties makes for limitless replay value. 4P pla little slow but otherwise it's golden. Dear

While the new ISS does admittedly seem like ore of an update than a true sequel, it's still a fantastic game and it's still got the best gameplay, by far, of any soccer game to date. Most of the improvements won't be immediately recognizable (much of it is behind-the scenes stuff), but the Al is better than last year and the aesthetics have been improved as well (better play by play, too). Not a hug eap, but why toy with greatness?

John R

on much in the chess arena.

Kraig

don't expect anything too fancy.

Developer: Appaloosa red in: FGM #101

I suppose C is the best 32-Bit Contra game, but that's only because 1996's Contra: Legacy of War was a disaster. At least C attempts to be a Contra game-in a few places, anyway. It starts out promising enough, with a 3D side-scrolling "remix" of the first level of Contra III for the Super NES. But even this stage is ho-hum, lacking the tiny touches (exploding cars, collapsing buildings, etc.) that put so much personality-and soul-into Feature: Side the Super NES game. C's remaining eight levels slide downhill from there. These monotonous 3D stages at times play like an uninspired Tomb Raider clone, other times like Legacy of War (blah!). A few levels do rip Scrolling Levels pages right out of Contra history. One decent stage is reminiscent of the forward-scrolling bunker-busting portions of the original NES Contra. And C's final level-this one also side scrolling-is home to a classic Contra Boss. Still, it takes more than familiar weapons

enemies and flashing red dots to make a Contra game. You need top-notch control which C often lacks. And you most definitely need a Two-player Mode, which this also lacks. Like Legacy of War, C was developed by Appaloosa Interactive, OK, Konami, you gave his team two tries, neither of which worked out. For the sake of the franchise, please

develop the next Contra in-house! Crispin

Everything

What's the deal with this one? Is it that hard to do a good Contra game? It shouldn't be The first level makes you think the game might be alright-it has somewhat of an old school feel. But then the game goes on and it turns into something completely different. ame catch-phrases spouting from your char acter's mouth, unimaginitye enemies and Bosses attacking from every angle and a lac of decent gameplay await you.

don't know about you, but when I upgraded from a SNES to a PlayStation three years ago one of the reasons I did so was to play better games with better graphics and, you know.. more "oomph," This has about as much "oomph" as a plastic spoon. The graphics suck big time, and to be honest Contra III both looked and played much better, it's dull, unimaginative and a disgrace to ontra franchise. Avoid like the pox. John

Yet again, Konami has brought out an ame game that shouldn't have been called Contra. The gameplay is incredibly annou ing-too hard in some spots, too easy in others. Worst of all, it's too repetitious even though it has different 2D and 3D levels. The graphics and sounds are pretty average, but he gun effects and explosions are really bad Konami, please bring out a real Contra gam fore it's too late. Kraig

C&C: RED ALERT RETALIATION



Developer: Westwood ared In: EGM #10

Originally designed as a PC add-on disc (called Aftermath), Red Alert: Retaliation has been substantially reworked to stand on its own as a seguel to the best real-time strategy game on the PlayStation. Retaliation offers 34 completely new (and more difficult) missions, 100 new multiplayer maps, and a ton of new units to make it play somewhat differently from the previous Red Alert game. The new units are quite welcome and add some depth to gameplay, but they don't present anything that we haven't seen before in one form or another. For example, there are Tesla Tanks that simply shoot Tesla bursts from their turrets instead of shells and Shock Troopers that shoot the same bursts instead of bullets. Suffice to say, if you're looking for all-new and fancy units, you might be a bit disap pointed, Graphically, the game is identical to the original, but at least there are 16 new techno-tunes to wage war by. As you can see there are a lot of additions, but just as many

things that are the same. Because of this, my ecommendation for this game is two-fold. If ou don't have Red Alert or do and are a die hard fan, it's a good idea to buy Retaliation. But otherwise, it's probably a much better idea to rent it and try out some of the new levels to see if it's really worth buying what it essentially the same game twice.

Kraig

If C&C: Red Alert only served to whet your appetite, then prepare for a full-course meal Retaliation is a great package for any real-Not Enough time strategy fan. This two-disc set has tons missions, lots of new units and more maps (for Skirmish and 2P Link Modes) than you'll ever need - over 100! The intuitive controls Improvements

rood.com

Of Players:

Best Feature: New

Units

take no time getting used to, although on arger maps, it gets really tough trying to Dan

vou're a fan of the previous two PlayStation C&C games, then Retaliation is a must-buy. And that's appropriate, seeing as how this game's intense difficulty is geared toward C&C veterans. The new units, more puzzle-like missions and secret scenarios (Egad! Giant ants!) make this more than just a glorified mission pack (well, it's actually two PC mision packs). But best of all are the Multiplay Rattle and Co-on Modes Crispin

coordinate everything properly.

'm a big fan of the C&C series, and yet ag Westwood seems to have done the trick. The formula may be getting a little old these lays, but for PlayStation strategy gaming this is still one of the best series. Retaliati is tougher than previous C&Cs, but there's

enough new stuff to keep you interested. The new units are basically old RA units stuck ogether, i.e., Tesla + Tank = Tesla Ta still makes for an exciting game.

Developer: Pixelogic Featured In: EGM #104

I lost count of the number of times I three down the joypad and screamed, "I hate this fS#@&^! game" while playing it. Frustrating just isn't the word. It may have high-speed graphics that zip along at a reputed 6ofps, and it may be filled to overflowing with lens flare and colored lighting, but it has a nasty habit of killing you five seconds before the end of a mission. Control of your futuristic cop vehicle (car, bike or hover-plane thingy) is extremely responsive, but at no point makes any kind of attempt at trying to be even the remotest bit realistic. The high speed high jinks are fun at first, but can make hurtling around the smallish city maps fairly tough in places. All of the mission goals sent to you by police dispatch (destroy this, pacify that, blow this up...etc., etc.) result in scripted bad-guy movement patterns and you don't get the impression that there is really any Al driving the enemy responses. Targets always turn up in the same place and then follow the same route every time, though it does seem to throw objectives at you in a random order. Woo-hoo. Careful, such variety will make me giddy. Yet another PlayStation game that exhibits a preference for style over content Nice graphics engine, duff gameplay. For the big kids among us however-there's for the siren sound...

ne Killer gets points for being real fast (6 fps) as well as graphically sharp, Honestly, the gameplay isn't that bad either. The pro lem is the premise-rooting around a city playing cat and mouse with criminal vehicles gets old quick. Too much radar watchin' and not enough variety in the levels contributes to the malaise. I could see the game's engine being used more appropriately for a straight racing sim, though. Dean

e's a lot of futuristic driving action game out there, and Crime Killer doesn't do enough to set itself apart from the mediocre pack. The graphics are good and the frame-rate is fast, but this sort of unoriginal gameplay is getting a little tired. The mission-based com bat gets repetitive and tedious, though there are a variety of vehicles and weapons to help pice things up a bit. In the end, this is an above-average, but forgettable title. Kraid

I like to drive fast and blow stuff up as much as the next guy, but Crime Killer almost takes the fun out of offensive driving. The 15 missions are so mindless and repetitive that quickly lost interest in the game and its hap hazard plot. CK is more like a ground-based G-Police with randomly generated missions and really, really stupid enemies. Most baddies, in fact, seem to just circle the b waiting for you to kill then

Apparent Lack

Of Ene

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d In: EGM #10

1-4

Best Feature:

Smooth Gameplay

Hokey

Weather

rects

While it's not as healthy as its N64 counter part, ISS Pro '98 has a great balance of realistic and arcade gameplay tempered with a swell amount of stats and options. Variable game speed comtrol and a bunch of difficulty levels are especially useful in this competent game. In general the game feels like ar improved version of Goal Storm '97 (which is a great compliment by the way). There's no World Cup license but with play this good, who cares? Player animations are decent if not a little ierky-looking when in motion, but head movements, hand gestures and defensive moves all look nice. The ball and game physics in general are believable. There are

tactics like the through- and long-pass. The through-pass is especially instrumental in keeping the game momentum on the speedy side. A well-executed fast break using noth ng but through-passes is a beautiful thing to vitness in ISS Pro '98. As far as negatives go. the weather effects are a little cheesy (especially rain) and while I personally don't agree

no crazy half-field goal shots or other such

20-foot blasts when the player is barely mo ing. Little things mean a lot too, especially

money plays," Slide-tackles are realistic-no

Ricciardi seems to think the goalie Al is o the weak side. For the PS I would rank ISS ro '98 near or at the top of the heap. Dean

My testing of this game involved a re-creation of England's failed World Cup game against Argentina. Fortunately my game didn't result n a travesty of free kicks and penalties. It did nowever, reveal that ISS Pro '98 is probably the best footie game on the PS. It doesn't quite as solid as the N64 version (the controls don't feel as reliable) but the flexib ty of the game makes up for this. Who the player names are wrong? John D

t's not as good as the N64 version, but this version of ISS for the PlayStation is the best occer game on the system, easily topping ny of the other soccer games in playability. he graphics are very good, particularly the moothly animated players that move about at a brisk pace. Again, as always with Konam games, the game lacks licensing to make it lete package. But neverthele is the PS soccer game to get. Kraig

ISS Pro '98 are superior to those in EA's forld Cup 98, I still prefer the latter overa Passing and defense are overly dominant in ISS Pro. to the point where it becomes frus tratingly difficult to make any swift advances on the net...and when you do, more than half the time you'll have no problem scoring (th goalie Al is pretty lame). Definitely a vi solid game, but I prefer WC98. John R r Of Play

Developer: Atlus good by: EGM #10

Kartia may look like another Tactics-style clone, but it looks and plays different enough from its brethren (Final Fantasy Tactics, Ogre Tactics) to warrant a serious look...assuming you like these kinds of games enough to figure out the nuances of each one. To start off, Kartia is beautiful-not quite up to FFT standards, but the art and music are grade A. The suspenseful story line also kept me engrossed. I had a hard time putting down the controller because I wanted to see what events would unfold after finishing each battle. But the game's best side has got to be its strategy engine. It's extremely simple to learn (making Kartia a little easier to get into than FFT, in my opinion). But the nature of Kartia's battle system also forces you to really think and plan out your fights. The on-field factors (weapons, unit-type, terrain, magic) can be so integral, you can spend 10-20 minutes before each scuffle preparing your army (yet

Best Feature:

Intuitive Strategy

Worst

No

Character

r Class

Dan

all the details never bog the game down since the gameplay is so intuitive). On the down side, the story line is 100 percent linear, with no interactivity, and the human charac ters have no great distinction between them (Kartia doesn't have character classes like Mages or Archers-everyone draws from the same pool of weapons and spells, making

hem very generic

Kartia was developed with the proit'd be easier to get into than the deeper FF Tactics and Tactics Ogre. And, sure enough the game's rock-paper-scissors combat is user-friendly yet still challenging to fans of this RPG subgenre. But your ability to create weapons, mix magic and monster types and preplan for battles means Kartia is anything ut shallow. The Two-player options great perk-much better than TO's. Crispin

Kartia fooled me. At first I thought the game would be a standard strategy/RPG. I was wrong. It may not have the flashiest of grapl ics or the most well-written dialogue, but the story is engaging, the music is great and the battles are challenging. The Vs. Mode is the game's best feature. All games of this sort should have a Two-player Mode like Kartia's lo. Kartia isn't the best game in its genre but one to seriously look into. Shawn

If you liked Final Fantasy Tactics or Tactics Ogre, Kartia should be right up your alley. hanks to the simplicity of the battle system (it's not too simple, but it's much less com plex than either of the above two games), it really easy to get into Kartia, and the story actually two stories) will keep you hooked he 2P battle is a nice addition, and the mano art is gorgeous (the man's a g This is the next step for FFT fans Sushi

3

eatured In: EGM#101 New game, same story. It's time for this gam

series to grow up. The latest addition to the Bottom of the 9th series is by far the best of the bunch, but it still suffers from most of the same problems that hurt the previous few editions-it just doesn't feel like a com plete game. There is no MLB team license (there are real players though), the menus look pathetic, and the game's features are very sparse, save a cool Training Mode. Thankfully, the game is pretty fun to play. I takes some getting used to, but BotN's tight gameplay gives you the feeling of being in total control of the action. To ease your way into gameplay, you can change a few options to make many of the hardest parts of the game happen automatically such as fielding or aiming your bat. The 3D graphics are a mixed bag. The player models are decent, but lack major detail. In fact, they're probably the least detailed of any recent PlayStation baseball game. Most of the animations are very

oth and look real, but on occasion there will be some slowdown or one that just does n't look right. In all, BotN '99 is a good game, but one that's difficult to recommend given it's meatier competition. If you don't give a damn about tons of features, atmosphere and team licenses, then give this one a sho

Kraig

.konami.com

BotN '99 has a couple of very cool features (Scenario and Training Modes) that barely keep the game from falling into the pit of mediocrity. As a baseball fan, I have to ask why bother releasing a game that's lacking a team license and most of the ballparks when the competition has all that and more AND (in most cases) better gameplay? With the right tweaks, Both could be a real ender, but for this year, I'll pass. John R

Otherwise, just play MLB '99

m diggin' this one. Bottom of the 9th '99 is a fast, competitive and very easy-to-learn baseball game. Sure there's no team license and the stats aren't heavy, but I'll take gameplay over stats any day. The ambience is good, are the player animations and the classic batting interface. Granted it allows you to hit a lot, but it does keep things exciting. For a fun, arcade-style baseball game, BotN '99 i quite good. Give it a try. Dean

Bottom of the 9th is a very safe baseball game for those of you who don't care much about stats and realism. Since I don't care about that stuff, the game's almost perfect for me. This one gives good play. The graph ics and animation are solid, the voice-over and music keeps things moving and the game's ease-of-play is quite impressive ince all I want out of a baseball gar

e fun. BotN is the one for me

Detailed polygonal players, a play editor, cl. sic games of the past and improved player nimation all shine bright in NCAA this year. Strong Al prohibits unrealistic play (runni ft and then throwing hard right, etc.), which s a big improvement. The game is very simike, almost to the point of frustration, but it still retains some flash. My big complainthe tackles still look unrealistic. Otherwise this is a greatly improved game. Dean

Drop

Rate

This is what I've been waiting for. Last year's NCAA game had plenty of options and depth, but the Al was just far too shoddy. Now we get a much better engine, far more options and features than last year, and best of all great AI that rivals last year's Madden games As always with EA, the game's presentation i fantastic, and the gameplay is as solid as ever. If you're a fan of college footba

must check this out. Great game! John R

EA Sports' first polygonal college football game is nice. It is a very comprehensive title In fact, NCAA Football 99 has so many features, you'd think you'd never need to buy another football game. This one has a play editor, historic games, a Dynasty Mode, etc he gameplay is solid too, except tackling takes getting used to, and the animation is bit sluggish. It's about time EA Sports left the ugly world of sprites behind them. Dan

Of Pla

1.2

And Silly-Ass Comb

Feature:

A pint-sized, super-deformed version of Street Fighter was inevitable. Thankfully, Capcom gave Pocket Fighter (Super Gem Fighter Mini-Mix in arcades) a decent treatment. Unlike some other "Kids" games. Pocket Fighter offers a lot of new and inter esting ingredients to the old SF formula. Perhaps the best is the use of gems to power up individual special moves - now, instead of just straight fight-to-the-death rounds, you have to worry about collecting gems to build up your fireballs and dragon punches. This leads to some fun and frantic matches as you and your opponent race around trying to gather all the gems on the screen. Pocket Fighter has a certain magical quality to it, because everything is so ... cute. Ken's Shinryuken leaves him charred, Chun-Li pass es love notes and Felicia transforms into a feline Mega Man, er, Mega Kitty. But once you've seen all the wackiness, Pocket Fighter

may leave you feeling a little empty. The gameplay, despite having counters, rollaways and other features, is very simplified The worst offender is the tap-tap combo sys tem (any moron can pull three or four-hit combos off with minimal effort). This is a fun game, and Street Fighter fans should check it out, but it may be better suited for younger, less hardcore fighting game fans. Dan

Pocket Fighter isn't exactly the most in-depth fighting game Capcom's ever made, but it really does have a lot more to it than just cutesy graphics and hilarious animations. The gameplay is fast-paced and fun, and the Guard Crushes and special combos add a lot to the game's appeal. The Edit Fighter Mode does nothing for me at all, but it doesn't take away anything from the game, so what the neck. Capcom fans will eat this up. John R

Maybe it's the ludicrous over the top presen tation or the bizarre sense of humor evident hroughout-I dunno-but this is very cool The graphics and animation are superb, and while the gameplay itself is more of your disposable" variety rather than hardcore treet Fighter action, it does have a distract ng quality that makes it enjoyabe. Don't take it too seriously and you'll have a good time-and that's what's important. John

childish graphics and silly combos (Akum swinging a giant 2x4? Yes!), I found a solid and decent fighting game. Although Pocket Fighter takes considerably less skill to play than any of the grown-up SFs, it's still fun. The Edit Mode, however, should've been lef out. This Create-your-own-fighter Mode had potential, but what's the point if you can lay as your own character?

Pocket Fighter surprised me. Underneath the

Sushi

TURBO PROP RACING

Developer: SCE Europe

Turbo Prop Racing reminds me a little bit of let Moto. Both games are kind of fun (or at least competent) but they don't quite take it over the top. In other words, they're middle of the road, or perhaps just mediocre. That's not to say TPR doesn't have some nice features and redeeming value 'cause it doesespecially when compared to Interplay's less than-stellar Power Boat Racing (don't get them confused). I won't even go there...but I will say TPR does a much better job of creating the sensation of speed and agility on water than PBR did. Granted the water effect are still well below Wave Race 64 quality but they're not bad, especially in light of the PlayStation's leaner processing power. I found most of the courses playable, with the empha-Of Speed sis on the racing gameplay rather than the aesthetics of the courses. That, to me, is why you play a racing game. (Go figure?) Unfortunately some tracks (Canyon and Glacier Bay for example) are just too dam narrow and volatile to race well. These are a oss as far as I'm concerned. Still others proide the perfect water-way for flat-out speed and competition. Most importantly the game play and the frame-rate are both pretty good Without these elements Turbo Prop would be below par, but happily they're present, makin this a decent water racer all around.

The first thing that strikes me about Turbo Prop Racing is its graphics. There's not muc bad about them other than the polygonal break-up that occurs at times with the water. But as we all know graphics only go so far The game's control just doesn't feel right in both Analog and Digital Modes, and in a rac ing game control is everything. I always end up getting spun around for no good reason Shawn It's one to try-not one to buy

Courses

Are

his forgettable, vaguely WipeOut-ish racer ust doesn't do anything for me. Its AI is frus ratingly cheap. It needs more tracks. And it most definitely needs better control. It took ne an unreasonably long time to get used to my boat's squirrely handling-and even ther found it too easy to get thrown into the wrong direction. On the plus side, you ge some cool multiplayer options, and the hi-re graphics look very nice. Crispin

I remember when this came out in the U.K. year ago under the name Rapid Racer...and as far as I can tell, nothing has changed apart from the name. Turbo Prop is significantly better than Powerboat Racing (that's not sa ing much), but it still suffers. I mean, really, ho's interested in racing boats? Imagine a slow-ish car racing game with terrible handling and blue, wobbly tarmac and

know what to expect

Publisher: MGM Interactive **Developer: Interactive Studios**

Of Pla

WarGames: Defcon 1 is a slick little package. It combines the mayhem of games like Mass Destruction and Return Fire but throws in a mission structure scaled down from one of the Strike games. Still, the game didn't hold my attention all that long. Although WG has interesting objectives in some missions, what they usually come back to is the same old thing; semi-mindless destruction (I say semimindless because there is a certain amount of strategy involved with what vehicle is best against what enemy). Sure, destroying a slew of mechanized ships and troops has a nice ring to it but it gets quite repetitious. For example, missions will have you take out enemy forces which have secured an area. o Once you do that, an e-mail pops up saying something like, "Good job, but now the enemy has secured a similar location up the road," and the cycle starts over. And it's like that on both the Norad and WOPR side, Even with that the game is fun because of its simle Return Fire feel. Also be sure to try the Two-player Mode -- it adds some replay to the

title. I do like the Co-op Mode better than the deathmatch mode though, mainly because again, the Deathmatch Mode is a bit too mindless for me. One other gripe is the long load times before levels. WarGames isn't bad. but it's not exactly a must-buy.

Shawn

Despite the ridiculous use of the cla ovie license, this is a very cool actionstrategy wargame that is very reminscent of Return Fire. The gameplay is well-balanced between shooting and thinking, and will keep you busy for a long time since you can choose from two different sides. The graph ics, sounds and music aren't spectacular, but they are good enough to make this a surpris ingly challenging and fun game. Kraig

I don't appreciate that MGM thinks us console gamers need a dumbed-down actionoriented strategy game (compared to the PC version, that is). We're "smart" enough to play Red Alert, no? Still, Defcon 1 is enjoy able. The game's best features are its frantigameplay and co-op missions. The game's worst features are its long load times and id

Despite a few niggles, WarGames is actually pretty good. The graphics are perfectly ade quate and the mission structure is simple bu effective. It's all a bit Return Fire-ish-but that's not necessarily a bad thing. The prob ems are centered on the truly pathetic Al Issuing one of the few, simple orders to your units frequently results in absolute anarchy

otic movement Al (units get stuck in the ter-rain all the time—it's very frustrating). Dan

Any game that can make me want to play as huge men in tight outfits for hours must be a good one. WWF War Zone is such a game. It rather surprised me how great a time I had playing War Zone. Sure the animation is top notch—some of the best ever seen on the PlayStation. Sure the game has a wide variety of moves and wrestlers-even ex-WWFer, Bret Hart. Sure the game has lots of different modes, from Tornado to Weapon Matches. But it's not until you get a couple of your friends and start bashing each other's skulls in (video game speaking, of course) before you truly appreciate this game. We all had a blast playing War Zone here. From Shawn and me cage tag-teaming up against John R. and Dean, to having a television smashed over my head (again, in the video game worldguit your wishful thinking!), we all played for hours and laughed our heads off. The best part, by far, is getting to create your own

vrestler from scratch. How can you go wrong with a game that lets you create a 500-lb hairy freak show named "Elephant Sak" Shawn's child)? The game could've scored higher had the engine been tweaked. The ontrols are a bit sluggish, but worse, the col ision between multiple wrestlers seems nor existent at times, a slight downer in those frantic four-player slugfests. Dan

This game is hilarious. You can have just as much fun with the Create Player Mode as you can actually "wrasslin'." The graphics are ice and are as life-like as I've seen for such a game. It's definitely a multiplayer title though, I don't know if I'd play it much 1P. but man is it great as a four-player contest. Creating a slew of whacked-out wrestlers is half the fun, while the engaging gamep and thrill of the fight is the other. Dean

WWF War Zone is one of the best multiplayer games out there. Come to think of it, it's actually the best wrestling game on the PS so far, too. It's a little bit lighter on features than the N64 version, and the graphics are a little weaker, but gameplay-wise it's just as much fun and a total blast with four people. The Create Player feature is too much fun-you can literally spend hours making your own John R

should have fun with it... I did. At first I thought to myself, "Oh man, anothe wrestling game," but this one really o lot. What really does it for me is the Create Player Mode. Since I care less about real wrestlers, this mode lets you make charac ters you can relate to (in my case a super-fa guy named Bubba Jones won out). War Zone s a blast, especially multiplayer,

SHINING FORCE III



r: Sonic Software/Camelot Featured In: EGM #104

I'm going to start this review by making a direct request to Sega of America: Please please please please please please please please please bring Scenarios 2 and 3 of Shining Force III to the U.S.!! How else are you gonna keep your fans busy until Dreamcast launches next year? Anyway, back to the review: Shining Force III is awesome. I you're a fan of the series, don't even bother reading the rest of this review—just go buy the game, now, It's not enough that this game has awesome graphics, an incredibly smooth 3D engine, a great soundtrack and intense battles-it's also got the best story of any SF game yet, and surprisingly good writing, too. The one big downside to Shining Force III is that it's part one of a three-part series in Japan, and the chances of us seeing parts two and three are pretty slim. It's too bad, since they each tell the same story as this one does, only from the eyes of a different

main character (Prince Medion in Scenario 2, and presumably Julian in Scenario 3), This nethod of storytelling hasn't been done sefore in a console RPG, and it looks as if it night be really, really cool. That being said, may want to brace yourself for an endi that's going to leave you wanting more...() on't spoil). Aside from that however, I can recommend this game enough. John R

Shining Force III is a fun and well-made RPG, no doubt about it. The graphics are def nitely above-average (especially those cool ight sequences), the music is really nice and ne story line really draws you in. The strate gic feel makes the game's battles quite diffi rult, but it certainly keeps you on your toes during play (and angry as hell-sometimes). I this is the last Saturn game by Sega. hey're ending on a good note.

Shining Force III retains the exact gameplay style of the Genesis (and Sega CD) classics And that's a very good thing, because I prefe his type of strategy/RPG to the more comolex FF Tactics/Kartia variety, Here, the story and RPG exploration elements play a more ninent role than in those other games. And SFIII's story is very, very good. But wit out Scenarios 2 and 3, it's an unfin story. So, Sega, send us the rest.

Shining Force III takes everything that made he Genesis games great and pumps it up to he next level. The 3D engine is great (som of the best graphics the Saturn has even een) and the music and story (what a story) re top-notch. Kudos to Sega for doing such ce job on the translation. The battles are perfectly balanced throughout, even at the d, and they're a lot of fun to play. S

please give us Scenarios 2 and 3!

wrestlers (we did!). Check it out

If you take War Zone for what it is, then you

They can't even find their way back to base if

John D

there's something in the way.

Crispin

2 & 3?

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ning into the switch that is at the base of the dam, Keep running into it to send bolt after bolt into the cars stuck in the canal. This is a ly wave of energy through the canal by run-Defensive Zone: By staying by the power gener ators, and mining the area, you can be relative great way to kill the computer cars.

ly safe from most enemy attacks. Fire mortars The Oil Fields, Great Balls of Fire: You can use the fuel balls for all sorts of nastiness, If you shoot them, they will roll downhill, total and interceptors at the cars down below you.

ly mauling whatever they collide with. When Easy Power-Ups: Check out the massive oil drums to find Specials, Repair Wrenches and other useful items. Just make sure you're far away when they start exploding or else. you destroy them, they will explode.

C. Valley Farms, Waves of Fun: When you destroy the spigots lining the aqueduct, you will send a wave of water through the neipless. If you destroy the spigot, don't be canals. This wave will render any cars

surprised if it takes awhile for the water to come. There's a 10-second delay.

Barn Jump: Blast the trailers, and you can use them as jumps into the barns D. Canyonlands, Indian Teleport: There is a weird circular structure made of stone blocks, If you stay in the center, you'll start to see flashes green light. Keep still and you'll be bathed in

simply find your objective and

destroy it.

and Offensive. To defend a target most

effectively, keep away from it and lure your opponents to another part of the





green light. This will let you grab some items that are floating in the sky, and whisk you to another part of the map. level. Offense is easier, as you can

There are 13 cars to choose from with five of them locked. When does a lot of damage, This will allow vou to finish the fight before things zet hairy. If you know where the vou'll be able to heal whenever you choosing a car, try to pick one that Repair Wrenches are in each level. need to. f you play Vigilante 8 like you play Twisted Metal 2, you'll probably die off pretty quick. The most important elements of this game are the level hazards. 3v all means, you should use them. More often than not, you can hit muliple opponents this way, that more

Remember to keep moving at all imes and you will survive whatever he competition has to hrow at you. ze an opponent. The easiest way to

Vigilante 8 has an interesting Whammy combo system that lets ou chain attacks together to pulver-

conventional means cannot.

get a Whammy is to immobilize your

opponents one-by-one,



hurt by this, turn away in the opposite **Driving Offensively**

There are two mission types, Defensive direction and accelerate away. Objective Completion: To win a head-on joust simply drop a Bear helpless opponent. This way, you'll get in Hug Mine, then spin around to blast your

See issue #50 for

strategy guide. a complete

ram into the side of your opponent. Keep keep soaking up shots. To avoid getting To win close-combat situations, simply turning as your victim turns, and he'll a whole bunch of easy shots, Close-Combat Fighting:



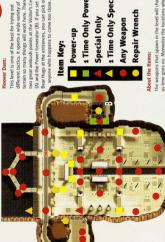
The Bear Hug Mine is the best

Start with the slow ones (Mortars), and move on to faster rockets.

These are the combos of the game. The best way to get a successful combo is to trap an opponent, then cycle through your weapons.



Hoover Dam Item Locations



Hoover Dam:

terrain so many things will work here. There are wo great ambush points at the Visitor's Center (A) and the Power Generator (B). If you set up Bear Hugs at the entrances, you can pick off different tactics. It sports a wide variety of This level is one of the best for trying out

Item Key:

1 Time Only Power-up Power-up

1 Time Only Special Special Only **Any Weapon**

Repair Wrench

The weapons that spawn in the level will change as time goes on. Memorize the locations where the specials and wrenches are. These are by far the most useful of the power-ups.

Opening up Hidden Goodies

This also unveils the last By beating the game with If you have beaten the game with the four "hidden Boss" characters, you will open up the secret cars, "Y" Hidden Cars and Levels: each of the characters you will unlock the hidden cars. two levels that you can play Factory and Secret Base). in Arcade



ng the game with each character

tower and a pole with a wind indicator. Then a bomber will make a pass at your enemies and Drive through the wire that connects the air traffic There is a cool way to surprise your opponer

entrance, and you can totally maul anyone who F. Casino City, Zeppelin Ride: You'll see a lot of Ambush Points: You can ambush cars in the area hidden behind the billboard. Plant mines at the them. The answer is simple. Find and board the you want to go. You can then drop onto any buildpower-ups on the rooftops and wonder how to get zeppelin and you'll be able to steer it to wherever

hotel, your weapons will cool down. This lets you Cool Down: By hiding inside the pool inside of the shoot a continuous spray of bullets. G. Ski Resort, Avalanche: Crush the opposition by firing your machine guns at the trees lining the op of the mountain. This will trigger an avalanche that will most likely hit any cars near the bottom of the mountain. When you see the boulders

Ski Lift: You can board the lifts by walting at their gates and boarding when a car is available. This is coming your way, evade quickly or lose a quarter

a fast way to the top, plus you can nab some hidden items along the way.

H. Ghost Town, Items on the Move: The last car you a batch of Specials. To get the boxes, simply shoot them off of the flatbed car. The box should of the train carries four boxes. Each box will grant fall off after a few machine gun bursts.





Trick of the Month

X-Men Vs. Street Fighter

TAG TEAM & FULL COMBO GAUGE

Now there's finally a way to switch characters in the middle of the game! On the Main Menu Screen, quickly press Triangle, Triangle, Right, Circle, L1. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters. choose "Original" Game Mode and press Start. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player 1 picks Ryu and then Ken, player 2 must pick Ken and then Ryu. Once you do this, choose your options and go into the game. To switch characters in the middle of play, press L1+R1 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time to switch.

Joey Lugo Brookfield, WI



It's been a mighty hot and humid summer (at least in the cess pool of bad Chicago weather) and the Trickman is doing his best to keep cool in his little upstairs bachelor pad. Lately, his favorite pastime has been making goofy faces and altering them in his Game Boy Camera. Now if we could just keep him from plastering stickers all over the office, the rest of his co-workers would be much happier!

Send them to:
Tricks of the Trade
1920 Highland Avenue, #222
Lombard, IL 60148
or send e-mail to:

Unfortunately, we're afraid that the heat has affected the functionality of Terry's brain

and he needs a jolt of reality once again. Give your tricks, cheats and codes to the

Trickmeister before his brain melts!



Fthe Trade

Road Rash 3D



In any race, hold the L2 button and you'll get the far view. While holding this, press and hold the R2 button. Holding both of these buttons while racing will give you double the damage for your hits without looking backward!

Alex Macrodimitris - Phoenix, AZ



You'll be able to get double damage without looking back!



On the Main Menu Screen, do the code for EX Option.



Have both players choose the same characters, but switched.



After this mode appears, choose "Original" Game Mode



used to change characters!

Hot Shots Golf



To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller a and hold the Let 1-18-18-12 buttons simultaneously, before the Tiller Screen appears. While holding these, go to the Tille Screen and immediately after the flash happens, press Up, Up, Own, Up, Lett, Right, Right, Lett, Up, Lown, Up, Lett, Right, Right, Lett, Up, Lown, Up, Lett, Right, Right, Lett, Un must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code bedore it stops. Once you do this, you'll hear a sound to confirm that it worked. Now



As the title bounces in, make sure to enter the entire code.



At the Character Select Screen, you'll have all golfers!

begin your game and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!

Win Games and Accessories for your Tricks!



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. Gaze at the first year below, so you can get all the details on the firee stuff.

NOTE: If you send your trick by e-mail you must include your real mans, address, city.

possed affects from the first of the first spikes given in "Note of the history and spikes from the "Note of the history and spikes given in "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the "Note of the history and spikes given in the spikes given in the "Note of the "Note

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Vigilante 8

MANY INCREDIBLE CODES

Hidden Vehicles - From the Main Menu Screen, access the Options, Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCUCLH. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

Monster Wheels-From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER WHEELS. Every Deadly Missiles - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY_MISSILE. Your inter-

ceptor missiles will do more damage. Lighter Cars—From the Main Menu Screen, access the Options, Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE GRAVITY. The vehicles will jump higher.

Invincibility - From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I WILL NOT DIE. You will now be invulnerable to

Same Vehicle-From the Main Menu Screen, access the Options. Now choose Game Status and then the passcode. Now enter

this password: SAME CHARACTER. In choose opponents that are the same as your car. Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button

for the passcode. Now enter this password: HARDEST_OF_ALL. Your opponents will now be more aggressive and the game will be more difficult. No Enemies - From the Main Menu Screen, access the Options, Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO SIGHTSEEING. This allows you to pick "no enemies" in

Play Your Own CDs-When you are in the middle of playing the game, press Start to pause. Now press the Open button on the PlayStation. Replace the Vigilante 8 CD with any standard music CD of your choice. Now you can choose The only drawback to this is that you have to swap the disc again when the level ends.

Secret Moves

Every weapon has two secret moves. One move for each weapon is revealed in the manual. Here are the rest: Interceptor Missiles - Halo Decoy: Up, Up, Down, Fire Machine Guns Cost = two missiles

Bull's-Eye Rockets - Stampede: Up, Down, Up, Fire Machine Guns. Cost = five rockets.

Sky Hammer Mortar - Turtle Turnover: Down, Down, Down, Fire Machine Guns. Cost = two shells

Bruiser Cannon - Cow Puncher: Down, Up, Up, Fire Machine Guns.

chelle Roadkill Cactus Patch: Left, Right, Up, Fire Machine Guns. Cost =

one to six

mines.





This passcode will also reveal the hidden '64 Luxo Saucer!



All of the hidden vehicles will

be revealed in Arcade Mode.

Enter MONSTER WHEELS at the Game Status option.



huge, monster truck tires!

Mortal Kombat 4

DEFAULT GUNPOD WEAPONS

From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player 2 choose his/her character. Now player 1 must defeat player 2. Then player 2 must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player 1 choosing the group select, and player 2 choosing a character. You will notice that player 1 will be playing as a this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player 2, have player 2 continue and go back to the Fighter Select Screen again. Now have player 1 choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.



Choose "Group" and let player 2 choose his/her character



Defeat player 2, and press Start at the Falling Screen.



Repeat this and have player 1 keep defeating player 2.



Pick any player and fight. You'll be playing as Meat!

Panzer Dragoon Saga

HIDDEN ROOMS

There are a pair of hidden rooms filled with tons of goodies in the URU Underground Ruins. Once you have beaten this level, go to the ruins with your

dragon and make your way down one level to level B2F east. Once there fly to the large room to the north (the one with all of the unfinished monsters hanging from the ceiling). Between the large room and the hallway is a shadowed space that you can target and enter. Once you enter you will find yourself in a secret

area marked B?F. There you will have to leave your dragon behind and go forward on a floater to gather all of the cool stuff. In order to get everything, you must go back and forth to this area five times. On one of the branches you will even find an

room, B??F.



Enter the shadowed space. You'll see an area called B?f



fly north to the large room.



On one of the branches, you'll find another area called B??F.

Jersev Devil

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knarf's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game!

Rob Keller - Toledo, OH



All-Star Baseball '99

Get the 1-Up on the fountain, then go right, past City Hall.

ENTER CHEATS

san con: GOTHELIUM



Go back and forth through the pipe collecting the 1-up.

N20

Square.

MANY CHEAT CODES

At the Main Menu, scroll through the choices until you see "game options." Access this option and inside this Options Menu, scroll until you see "enter code. Now access this option and enter the following cheats for the results shown:

Firewall Cheat - X, X, Square, X, X, X, Triangle, Triangle.

Weapons Cheat - Square, X, Circle, Square, X, Square, Circle,

Infinite Lives - Circle, X, X, Triangle, Square, Triangle, Square, Circle

Access any Level - Square, Triangle, Circle, Triangle, X, Triangle, Square, X.

Circle, Triangle, Circle.

Bonus Ship - X, X, X, Square, Triangle, Circle,

Bonus Level Access - Square, Square, Square,

Triangle, Circle, Triangle, Square, Square Water Effect On - Circle, X. Square, Triangle, Triangle,

No Bonus Reset After Death - Square, Triangle, X, Triangle, Circle, Square, Triangle, X.

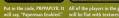
Disable Cheats - Square, Square, X. Circle, Circle, Circle, Circle, Triangle.



At the Main Setup Screen, move down to the Enter Cheats Option and access it.
On the Enter Cheats Screen, put in one of the following codes for the results as shown:

PAPLYR and press the Start button. A state-ment at the bottom will confirm it. Now your players will be flat instead of 3D!







Enter the code, GOTHELIUM game will be oversized









Enter one of the button codes on this Password Screen



access to a fifth ship.



Another code lets you access

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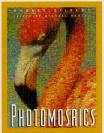
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by Kraig Kujawa kraig kujawa@zd.com

inal Word



Game Controllers: **Progression or Regression?**

uring my tour of duty in the Review Crew, I've noticed one very annoying thing: I often play inferior versions of games on one system because the standard controller on the system with the superior game just doesn't work very well with it. The base controller of a system should never be so offensive that it keeps you from playing certain games, but it's definite-

ly panned out to be that way The biggest offender is the Nintendo 64 controller. Sure, it revolutionized console game control with an analog stick, and the press went goo-goo over

it. But frankly, after playing a lot of games with it, its major weaknesses are incredibly apparent. The digital pad is way too stiff, the controller has too few shoulder buttons, and worst of all, the facebutton configuration with the small and unin

tuitive yellow "C" buttons is abominable. It's obvious Nintendo designed this We wish this Dreamcast controller quirky controller implicitly to work had at least two more buttons.

well with games like Mario 64. Banjo-Kazooie and GoldenEye, and indeed it does. But what about fighting games and sports games-two genres that simply do not get along with stiff digital pads and small buttons all labeled "C." This is even more interesting when you consider that those are two of gaming's most popular and best-selling genres What were they thinking?

To their credit, Nintendo has shown a great deal of pioneering spirit by forging new ground with analog control and their Rumble Pak-I just wish they put as much attention into the overall design of their controller.

Sega seemed to have just as much trouble with their Saturn controller and may continue to do so with their Dreamcast. The Saturn controller went through a small number of tweaks to fix its flawed shoulder buttons that were devoid of tactile feedback. Unfortunately the quality of their digital pad decreased, and finally the latest rev of their controller is pretty solid. Sega also did nicely with their analog controller. They learned and adaptedor did they?

As impressive as the Dreamcast's hardware is, the controller isn't. Yes, the PDA will add a gimmicky and new dimension to games, but the pad is definitely a regression in design. It is bulky and has only four face buttons and two shoulder buttons. With such sophisticated hardware, it seems imminent that games will need many

more buttons-something Dreamcast's controller won't

provide. It doesn't even have force-feedbackthat's something that everyone has right now! Ironically, the company with the least amount of gaming experience is tackling these issues best, albeit not perfectly. Sony's PlayStation con-

troller has its minor shortcomings, but it is the best all-around

pad. Furthermore, Sony has shown

amazing skill at quickly adapting to the evolution of controllers and then oneupping the competition in delivering it to consumers. For example, Nintendo brought out the Rumble Pak to much fanfare and Sony countered with the superior Dual Shock, now packed in with their systems. Sega was proud to show their PDA as one of Dreamcast's new wonders, and Sony was quick to steal that thunder by showing a PDA that works with their existing PlayStation.

Hopefully, this demonstrates that game control isn't just about gimmicks, bells and whistles, but rather sound, fundamental design. While game hardware is quickly progressing, it's unfortunate that in many ways game controllers are regressing.



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Next Month



Twisted Metal 3 is finally here. We'll have an in-depth look at this longawaited sequel.



The football wars are here! Check out reviews of this year's Madden and GameDay.

October 1998



you're shoppin' bargains or looking for a setup that'll rival the cost of a car, we've got the information you're looking for.

We'll also have previews of Twisted Metal 3, and more Metal Gear Solid to go along with reviews of Parasite Eve, Madden NFL 99 and NFL GameDay 99!

LucasArts' latest Star Wars Nintendo 64 game, Rogue Squadron promises to be hot. Find out all about it next issue



EXPERT GAMER



September 1998

So you think you've found ALL the secrets in Banio-Kazooie? Read XGs next issue and think again!

XG's next issue will show you

which weapon works best during certain situations in Elemental Gearbolt.

Expert Gamer takes you back to school with some exciting and detailed guides on today's challenging video games.

First, if you thought last issue's Banjo guide was extensive, just wait until September's. It will provide more helpful tips as well as a few "unexpected" surprises.



With a mixture of 2D and 3D. C: The Contra Adventure could leave gamers topsy-turvy-if they don't have the XG guide.

Elemental Gearbolt's main theme could be kill or be killed. However, XG's guide will make you the victor by pinpointing the Bosses' weak points as well as how to use each weapon to its fullest. Also next month, we'll have a

strategy guide on C: The Contra Adventure for Contra fans.



We'll show you the many impressive new features in GameDay 99.

Thunder Force V is almost here. We'll bring you the latest juicy details.



and DarkStalkers III plus reviews

September 1998

Expect plenty of cool information There's a couple of really cool worthy of these two stellar occamilestones that we'll be celebrating in the September issue of sions aside from the requisite "Happy Birthdays To You." OPM: There's the three-year And before you take your party anniversary of that little gray box known as the PlayStation and hat off, check out our previews of

Explore a darker side of gaming with Squaresoft's NFL GameDay 99, Thunder Force V apocalyptic RPG Parasite Eve, and save humanity of Parasite Eve and WWF Warzone. while you're at it.



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