SONY • NINTENDO • SEGA • PC • ARCADE

NO. 7 DEC 1998

US $5.99 • CANADA $ 7.99

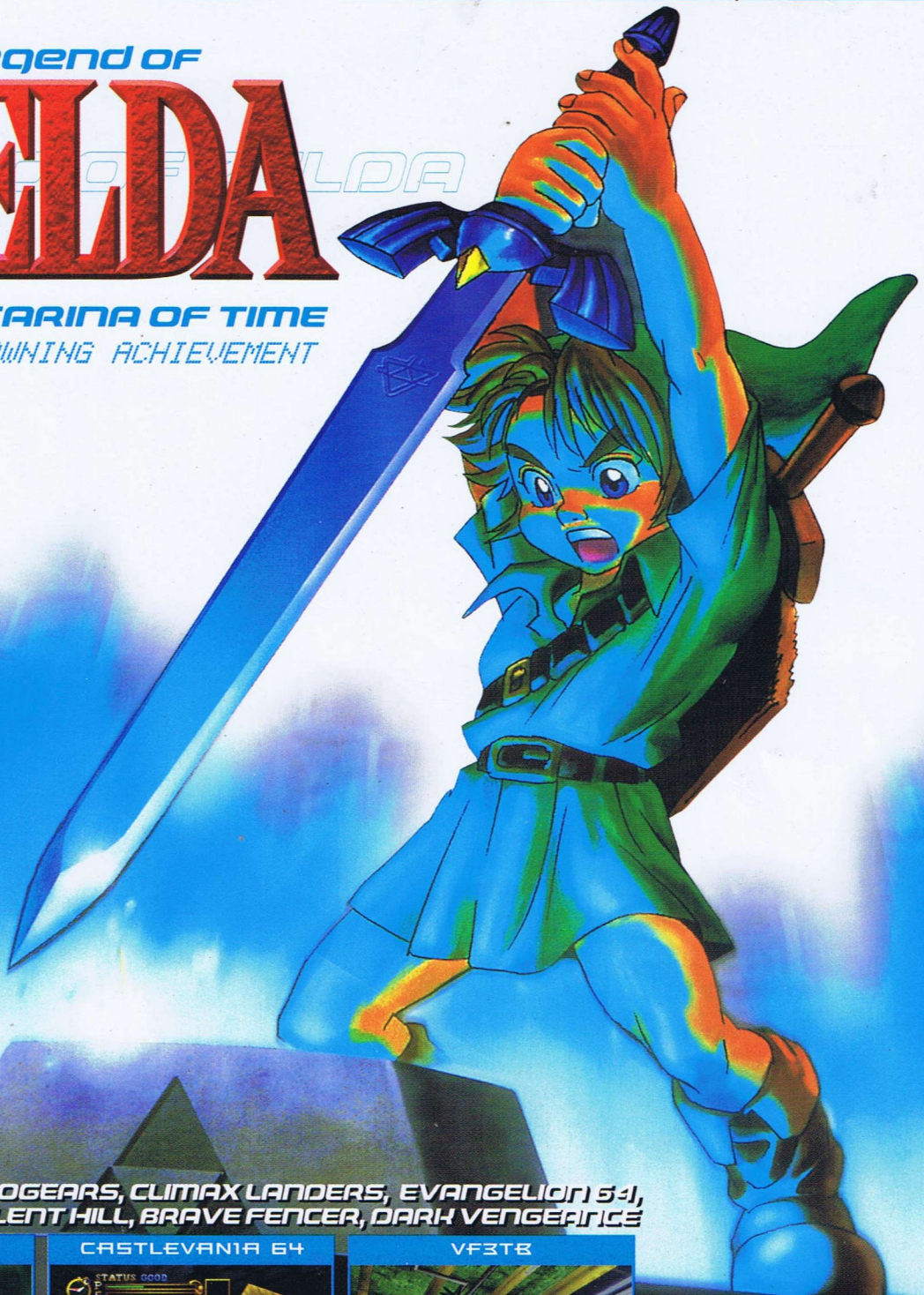
gamers' Republic

COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

legend of ZELDA

OCARINA OF TIME

MIYAMOTO'S CROWNING ACHIEVEMENT



EVERQUEST, XENOGEARS, CLIMAX LANDERS, EVANGELION 64, SEGA RALLY 2, SILENT HILL, BRAVE FENCER, DARK VENGEANCE

RAYMAN 2

CASTLEVANIA 64

VF3TB

- INTERVIEWS: FROM SOFTWARE AND LARA CROFT!
- 1998 JAMMA SHOW
- ANIME, MUSIC AND MOVIE REVIEWS!

MILLENNIUM PUBLICATIONS INC

0 74470 94134 7

US $5.99 CANADA $7.99

IT'S TIME YOU

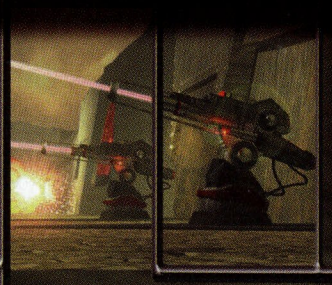
- Revolutionary new battlefield physics – Deformable terrain, energy weapon effects, dynamic colored lighting and flying shrapnel – intensifies the realism and excitement.
- New "veterancy" feature enables units to become smarter, faster and stronger as they become battle hardened with combat experience.
- Experience the future of global war with new, high-energy weapons and defenses – Jump Jet Infantry, Laser Fences, Disruptors, Hover Tanks, Tunneling APCs, The Firestorm Defense, Mechanized Battle Units and many more.
- Built-in waypoint system and special drop ship missions let you decide which units to bring into battle.
- More tactics of sabotage and guerilla warfare – execute covert night missions, set forest fires and destroy bridges – with unique opportunities in three different environments.
- Internet play is easier than ever with a streamlined connection and an integrated interface – plus new support for worldwide rankings, ladder systems and Battle Clans™.

Command & Conquer is a registered trademark of, and Command & Conquer Tiberian Sun, and Westwood Studios are trademarks of, Westwood Studios, Inc. © 1998 Westwood Studios, Inc. All rights reserved.

THE STUNNING SEQUEL TO THE

SAW THE FUTURE

COMMAND & CONQUER® TIBERIAN SUN™



COMING SOON

Westwood™ STUDIOS

www.westwood.com

ORIGINAL COMMAND & CONQUER

Gamers' Republic Manifesto

I did my best during the three days that Nintendo was here not to look at the game I've been waiting to play since Nintendo uttered the words "64." It wasn't easy... Wandering past the delegated office I couldn't help but notice the editors' faces as Link went about doing his business in 3D. Pizza guys came and went for three days, and all totaled I watched *Zelda* in action for probably less than a minute. But I wasn't alone. Aside from Bryn playing and Mike doing the captures, few dared look at the soon-to-be legendary title. It says a lot about a game when it's taken that seriously and on such a personal level. But as majestic as *Zelda* is, an interesting question has been raised: how much will its impact be lessened by coming out the same week as Sega's Dreamcast in Japan? I can't repeat the words our editor overseas used to describe *Sonic Adventure* while reporting from the recent New Challenge Conference 2, but it's obviously beyond anything we've ever played, as I'm sure many DC games will be. In the end, though, few games will ever mimic the magic of Miyamoto's best, which leads us to the moral of this story... When all is said and done, games are more about fun and fond memories than anything else. If I had to score *A Link to the Past* today, I'd still give it an A, as probably would most of you. That's not to say that the technology headed our way doesn't have us so exited we can't sleep and that when we do, we dream about it – but I thought I'd just take a moment to put it all in perspective.

PUBLISHER
DAVE HALVERSON
dhalverson@gamersrepublic.com

EDITORIAL
EDITORIAL DIRECTOR: DAVID S.J. HODGSON
MANAGING EDITOR: RYAN LOCKHART
SENIOR EDITOR: DAVE REES
STAFF EDITORS: MIKE GRIFFIN, MICHAEL HOBBS, BRADY FIECHTER

DESIGN
CREATIVE DIRECTOR: GARY HARROD
ART DIRECTOR: GREGORY HAN
DESIGNERS: JEREMY CORBY, EDD FEAR, GERALD ABRAHAM, PEI NG

INTERNET
INTERNET DIRECTOR: BRYN WILLIAMS
JAPANESE EDITOR: JUN SAKAI

EDITORIAL CONTRIBUTORS
ERIC PRATTE, BRIAN OSSERMAN

MILLENNIUM STAFF
ASSOCIATE PUBLISHER: GREG RAU
CHIEF FINANCIAL OFFICER: BARRY BARONE
VICE PRESIDENT OF SALES: BOB BERNSTEIN
ADVERTISING DIRECTOR: JULIE SEGAL
PR DIRECTOR: ANGELA HARROD
ADMINISTRATIVE ASSISTANT: MELANIE MELTON
DIGITAL PREPRESS: JOHNY BRACKETT
PREPRESS FACILITY: JANO GRAPHICS

NATIONAL DISTRIBUTION
Rider Circulation Services, Inc.
Stuart Bienstock
National Sales Director
3700 Eagle Rock Blvd.,
Los Angeles, Ca 90065
Telephone: 323.344.1200
Facsimile: 323.258.0626

FOR MIDWEST & EASTCOAST ADVERTISING INQUIRIES
Advertising Inquiries:
Bob Bernstein
200 Larkin Drive, Suite C,
Wheeling, IL 60090
Telephone: 847.520.7995
Facsimile: 847.279.1875

FOR WESTCOAST ADVERTISING INQUIRIES
Advertising Inquiries:
Julie Segal
32123 Lindero Canyon Rd.
Suite No. 111
Westlake Village, Ca 91361
Telephone: 818.889.4372
Facsimile: 818.889.3195
jsegal@gamersrepublic.com

SPECIAL THANKS:
SHANNON "SHAQ" O'NEIL OF TEAM NINTENDO, BUDGE PHOTOGRAPHY STUDIOS, SCULLY OF BADUCCOS, CAJUN-STYLE, STINKY-FACE DA CAT, TOKYO PUBLIC TOILETS, PLAYMATE VANESSA GLEASON, KIRK EWING OF VIS, JOE:MASTER OF BEASTS, WILL MCBEE, MIKE CHOUNG & THE CREW OF THE U.S.S. JEFFERSON, ALAN LEWIS, EVERYONE AT REALITY BYTES, AND YOU!

GAMERS' REPUBLIC™ is published monthly by Millennium Publications, Inc., 32123 Lindero Canyon Road, Suite No. 218, Westlake Village, CA 91361, USA. Subscription price is $19.99 per year. Canada add $10 per year and foreign orders add $15 (U.S. FUNDS ONLY) Subscription inquiries and address changes to GAMERS' REPUBLIC,™ P.O. Box 469049, Escondido, CA 92046-9640

© 1998 Millennium Publications, Inc.™, All rights reserved. reproduction in whole, or in part, without the express written permission by the publisher, is strictly prohibited. Millennium™, Gamers' Republic™, Millennium Strategy Guides™ and Millennium Books™ are trademarks and copyrights of Millennium Publications Inc.™.
Did we fail to disclose your copyright? We're very sorry! Tell us about it, and we'll correct it.

Number of GR staff designers with spicy BO: 1

MADE IN THE USA

gamers' Republic
PUBLISHED MONTHLY BY:
MILLENNIUM PUBLICATIONS INC.

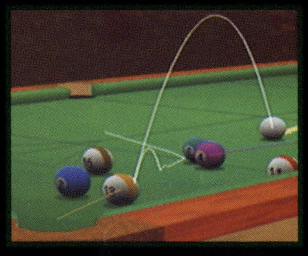
DECEMBER 1998

YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

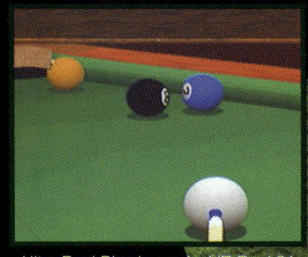
(SIXTEEN TO BE EXACT)

"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK

"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com



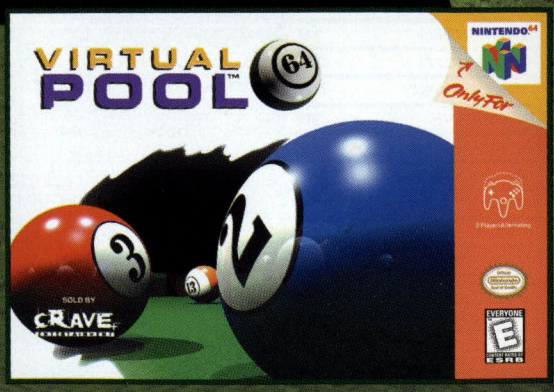
Master mind-blowing trick shots that would rival any seasoned pool shark!



Ultra Real Physics make VR Pool 64 as close to the real thing as it gets!

Virtual Pool 64™ puts incredible touch and precision in your hands. With unsurpassed, ultra-real physics, you'll control the power behind every break, tap and trick shot!

Best of all, with nine exciting types of pool, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64.



Celeris

CRAVE ENTERTAINMENT

VISIT WWW.CRAVEGAMES.COM

© 1997, 1998 Celeris, Inc. All rights reserved. Virtual Pool, VR Sports and the VR Sports Logo are trademarks of Interplay Productions. All rights reserved. Exclusively licensed and distributed by Interplay Productions. Published and Distributed in North, Central and South America by Crave Entertainment under license with Interplay Productions. © 1998 Crave Entertainment, Inc. All rights reserved. Nintendo and the "N" logo are registered trademarks of Nintendo of America Inc.

ISBN4-69-GR/12-1998

01>

0 74470 94134 7

A MILLENNIUM PUBLICATION

GR

PRINTED IN JAPAN

GR ISSUE NO.*7 GAMERS' REPUBLIC

TRANSCONTINENTAL GAMING GUIDE
A MILLENNIUM PROJECT

ISSUE 7 - DECEMBER 1998

GAMERS'

Cover Story .24

The Legend continues. Witness the next evolution of Link in all his 64-bit glory in our spectacular 4-page review.

Castlevania 64 .72

Gamers' Republic journeyed to Konami just in time to bring you a 4-page exclusive on what is sure to be one the hottest Nintendo 64 releases of 1999.

MANIFESTO	.02
FRONTLINES	.06
DATABASE	.18
TECHFRONT	.22
DREAMCAST	.28
PREVIEWS	.38
REVIEWS	.77
GR SPORTS	.100
WORLD REPUBLIC	.106
ANIME REPUBLIC	.114
CODEX REPUBLICA	.112
MUSIC	.124
CINEMATRIX	.126
FALLOUT	.127
NEXT MONTH	.135

REPUBLIC

More Dreamcast .28

As Sega's new super console nears its Japanese launch, more and more remarkable software is being revealed. Get the latest info on all the newest DC wares.

FEATURING:

Akolyte	66	NBA Live 99	104
All Star Tennis	100	NHL Faceoff 99	105
Animaniacs Ten Pin	68	NHL 99	102
Assault: Retribution	66	Ninja	93
Asteroids	67	O.D.T.	96
Bomberman World	93	Outcast	67
Brave Fencer	78	Pool Hustler	96
Brigandine	94	Psybadek	88
Bug's Life	92	Quake 2 MP 2	94
Bushido Blade 2	80	Rayman 2	48
Castlevania 64	72	Requiem	50
Centipede	67	Ridge Racer 4	68
Cool Boarders 3	105	Roadsters '98	68
Crash 3	81	Running Wild	96
Dark Stone	67	Sentinel Returns	96
Dark Vengeance	69	Shadow Madness	52
Destrega	82	Shogo	66
Dragonseeds	94	Silent Hill	53
Drakan	38	Small Soldiers	97
Duke Nukem:Time to Kill	84	South Park	68
ESPN NBA	101	Speedbusters	54
EverQuest	40	Streak	97
Fifth Element	95	Test Drive 5	97
Fox College Hoops	101	Tomb Raider 3	56
Gauntlet Legends	42	TA:Kindgoms	58
Guilty Gear	85	Turok 2	60
Hedz	95	Twisted Metal 3	62
Jackie Chan Stuntmaster	43	Uprising 2	63
Jeff Gordon Racing	44	Virtual Pool	97
Kagero: Deception II	95	VR Baseball 2000	105
Lode Runner	46	Wild 9	89
Lucky Luke	92	Xenogears	90
Metal Gear Solid	86	Xtreme ProBoarder	105
Mr. Domino	95	Zelda	24

frontlines

CAPCOM COMMITS TO DREAMCAST...

Capcom's Okamoto has this to say about that:

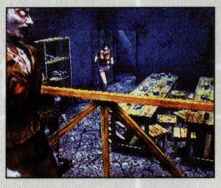
"One of the reasons we have signed on to develop games is the power of the Dreamcast. Currently, no other console can achieve that kind of spec. It's a natural for Capcom, which is why we agreed to come on board when approached by Sega. There was no reason to decline the offer, as this gives us the opportunity to create superb games.

The big news is that Capcom arcade games can be easily ported over to Dreamcast without expansion memory, which we are currently testing. For example, *Street Fighter 3* can be directly converted to Dreamcast. Capcom is known as the premiere fighting game developer so we are very pleased that we can release these games without any graphical or gameplay shortcomings.

At this time, we are announcing two titles: *Biohazard - Code Veronica (Resident Evil)* and *Power Stone*. There are only two because we intend to concentrate on these titles. We intend on creating as many games as possible for Dreamcast and are, of course, thinking about releasing more major titles."

DREAMCAST BIOHAZARDOUS

Biohazard has been announced as a Dreamcast game...

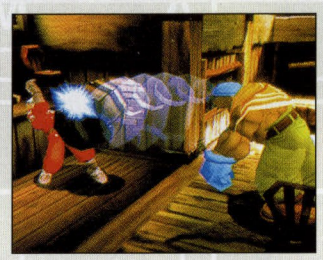


...under the codename Veronica. Story setting: you're on a desolate island located somewhere in the South Pacific three months after *BioHazard 2*. The main character will be Clair Redfield, one of the two characters you control in *BH2*. Because of the high graphical performance of DC, characters in the game appear seamless, sporting smooth surface texturing (DC's skin structure enables the rendering of the whole character, as opposed to rendering part by part). Unlike the original *BioHazards*, everything in the game is fully polygonal, so the creators have been able to take liberties, experimenting with new camera angles such as allowing the player to see through the enemies' eyes...

GET OFFA MY STONES

In the newly announced Dreamcast game, Power Stone...

...players engage in various kinds of action such as climbing walls and hanging on pillars. The game is currently being developed for NAOMI but will be ported onto the DC soon.



In *Power Stone*, adventurers come from all over the world and fight to obtain the legendary gemstone that makes their wishes come true. The quest for the *Power Stone* will definitely be a glorious and grueling FPS battle.

GRANDIA 2 MADE GRAND-IER

For some, Grandia was the single greatest experience on the Saturn. It defined the system in so many ways technically...

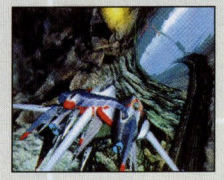
...and many agree that its quest eclipsed the mighty *FFVII*. Game Arts has officially announced *Grandia 2* for the Dreamcast. It will include a completely revised gameplay system, and the direction of the game has been drastically redefined. Justin is all grown up, now in his late teens, and the game's design has matured alongside.

The ambience and atmosphere of the first game was decidedly bright, enthusiastic, and cheerful. These ideals have been cast aside in the sequel. *Grandia 2* will showcase a more settled, slightly darker environment and feel. President of Game Arts, Yoichi Miyaji, said that they joined up with Sega to create strong, artistic games. He explained that they have no real concern for game sales, but that their first priority is high quality. He feels that the DC's modem may be its real value, as it encourages communication between players, so expect *Grandia 2* to incorporate some network features.

Other major changes include fully polygonal characters, incredibly controllable camera angles, and an all-new evolving system within the game (in real-time). This will affect atmosphere, as certain integral elements in the game change as time goes on. Game Arts might try to involve net play with this evolving play-mechanic, so that players may alter facets of the game's characters (or perhaps the game world) and exchange the data with other players. Regardless of their plans, the DC should provide the power to create a mind-boggling visual experience with unseen depth. *Grandia 2*...on Dreamcast!!!

SHOOTING GHOSTS

Due in December for Dreamcast, Geist Force is being developed...



...internally by Sega of America in concert with CG masters Netter Digital Entertainment, best known for their special effects work on *Babylon 5*. A combination of free flying and rails type shooting, *Geist Force's* view will be dynamic, changing to the best possible angle automatically (like *Sonic*) so players are less likely to get confused. Each stage of game will be different as there are horizontal scrolling stages, 3D dog fights, and so on. Unfortunately, the version on display at this year's TGS was less impressive than the supposedly 30% demo shown at E3. Curious.

PUYOPUYON

It's that damn puzzle game again!! AARGHHH

Compile has announced they will develop for the Dreamcast beginning with their infinitely popular *Puyo Puyo*.

The game will feature "Combo Voice" and "Funny Demonstration," which were included in the original versions. Compile also plan to add more characters, each with his own unique attack. The game system is being constructed to give players the ability to target their opponents and engage in up to five sequential combos. Costume colors will change as well.

INTERVIEW WITH PRESIDENT NINTANI

"Since we have always released games for Sega, it was natural for us to develop games for DC.

Basically, *Puyo Puyo* is released every two years and this year we are supposed to release a new version. I would say the timing was great.

Characteristics of the game will be... characters in the game will help you during the match. Also, we bumped up the resolution, so we added the mode that enables players to do 100 sequential combos. We are also considering four-player mode, too."

UBISOFT GO RACING...

UbiSoft announces their first Dreamcast title, Monaco Grand Prix, and it's looking amazing...

Footage and shots depict incredible detail in car and track design. To keep the game as accurate a sim as possible, Renault, a French car manufacturer famous for creating some outrageously fast cars, are consulting UbiSoft throughout the development process. While it is unfortunate that the game will lack the authenticity and appeal that a F1 license would bring, with a Dreamcast engine under the hood, you know this baby's going to fly. Slated for release this winter, the game will likely be on many import buyers' lists. Oui papa!

VF3:TB - FROM THE TEAM THAT BROUGHT YOU KILEAK

Though unconfirmed, rumor has it that the *VF3:tb* Dreamcast translation was farmed out to none other than Genki of *Kileak the Blood* fame. Apparently the AM teams are swamped with Model 3 and NAOMI arcade projects, not to mention a certain epic DC RPG in production at AM2... This rumor might be somewhat true, considering Genki's staff has a couple of ex-AM2 guys on board. Then again, if you remember *Fight for Life* on the Jag was done by an ex-AM2 programmer. The difference? Franky B's game was a pile, and *VF3:tb* looked awesome. True or not, it's an interesting rumor nonetheless.

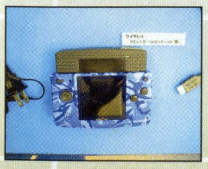
ATTACK OF THE TINY CONSOLES

Snk have officially announced the release of the Neo•Geo pocket and accompanying games...

The release date is October 22, and there are eight different colors (platinum blue, platinum white, platinum silver, camouflage blue, camouflage brown, carbon black, maple blue, and crystal white) and the unit allows up to 20 hours of constant play using two AAA batteries.

By using their exclusive flash memory, SNK claim that production of games will be much faster and efficient. Ordinary mask ROMs take about three to four weeks lead-time (with a minimum of 1000 units produced). However, now SNK can produce games, depending on the demand, without the hindrance that accompanied ordinary cartridge game production. Games will be produced in three different ROM cartridge sizes: 4, 8, and 16 MEGs.

Numerous enhancements have elevated this handheld to the "gadget" status, not the least of which is the exchange of character data between players and the ability to play vs. games with an adaptor that uses radio frequencies. No cables are needed, and the playable communicative radius is between 15 feet to 90 feet depending on interference and the number of gamers linked up (a maximum of four). Alas, extra Yen is required for this adapter, which will be available in Japan at the end of November. Other features include the interchangeability of data between the Dreamcast and Neo Geo Pocket, and a time-lapse function. By developing Pocket Monster-style games in the future, it will be possible for players to cultivate their own characters using Neo Geo Pocket, and then transport them into a Dreamcast title to take advantage of the machine's graphical capabilities. The time-lapse function has a calendar and clock, so it is also possible to develop games that are time sensitive. In fact, the soon-to-be-classic *Melon's Growth Diary* (a Neo•Geo Pocket launch title) is expected to give players a greater sense of reality in the simulation as it presents you the opportunity to "grow" a girl named Melon.



The first real title of interest using all the functions available between the Dreamcast and Neo Geo Pocket will be *King of Fighters*, available in Spring 1999. Initial launch titles are *Samurai Spirits*, *Real Bout*, *Gekka no Kenshi*, and *Metal Slug*, but as demonstrated at the Tokyo Game Show, SNK's launch strategy needs a little work. Both the monochrome and color versions of the Pocket were shown, which begs the question... why buy black and white?

HARDWARE SPECS

CPU: 16 Bit
MONITOR: 160 x 152, Monochrome 8 levels
SIZE: 74mm (L) x 122mm (W) x 24mm (H)

Functions:
1) Real time world clocks which enable user to check time-zone.
2) Alarm clock
3) Daily fortune teller
4) Memory back up
5) Calendar

EVANGELION GOES POLYGONAL ON N64!

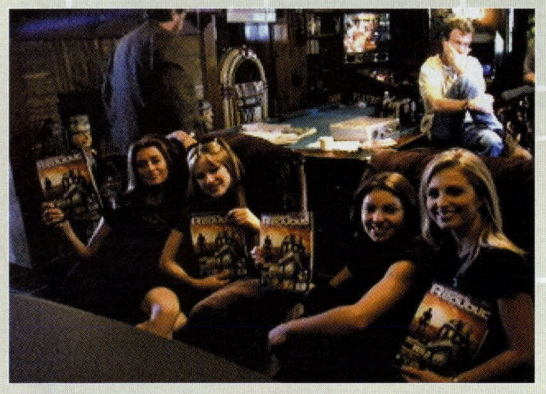
Bandai is currently developing an N64 game based on Neon Genesis Evangelion, one of the most popular anime series ever, for a spring '99 release

In *Evangelion 64*, players will have to clear each mission via one-on-one battles with Angels from the series. Bandai are even planning to duplicate the scene from *Genesis: 12* where Shinji & Eva-01 go cannibal, eating away at the Angel's A.T. field like a mad dog! Other missions include counter-attacking Angels within a specified time, working together with Rei and Osuka. Like in the anime, you will receive a briefing from Misato, who is in charge of combat operations.

During battle, the condition of your Eva is displayed on the screen and, like in the series, if your Eva receives damage, it will effect the pilot as well. Depending on the amount of damage to the Eva, the rate of synchronization between you and it can change, in which case the Eva can become uncontrollable. You'll also have to watch out for the umbilical cord. Once it is cut, you can only operate your Eva for five minutes – just like the anime!

Bandai intend to mimic the atmosphere of the original animation series precisely to please the millions of *Evangelion* fans world wide. We'll keep a close eye on this one. This is just what the N64 needs in Japan.

WEX MAJOR: NATIONAL PLAYBOY



Interplay and Shiny held a contest this September to promote their latest release, *Wild 9*. The rules were simple. Nine players would play *Wild 9* for 99 hours, and the one who held it together the longest would win the grand prize of $9999.99. Each contestant was allowed a nine-minute break every hour, and a two-hour break every nine hours. Needless to say, most failed to stay the distance. In the end, four contestants remained. Of course, their chirpy optimism and massive, swollen stamina could have had something to do with the fact that the contest was being held at none other than Hugh Heffner's Playboy mansion in Beverly Hills! Contestants got to meet many sexy playmates, Hugh himself, and other stars throughout the three-day event. It seemed that the four blokes left were not going to give in, so in the presence of David Perry, the Shiny team and Interplay, a sudden-death situation ensued. It was very close, but in the end, Brent Rambo (honest) won the grand prize, with David Lucas snagging a close second. Mr. Perry awarded the winners two huge checks, but after all, at an event like that, there are no real losers.

NAMCO...NEW PAD, NEW PS GAMES!

Together with the release of *Ridge Racer Type 4*, Namco will release a new analog controller: the JogCon. The dial located at the center of the controller functions as the first real console implementation of force feedback. Unlike Nintendo's Rumble Pack or Sony's Dual Shock, both of which merely vibrate at various frequencies, Namco's JogCon actually pushes against your fingers like proper arcade and PC force feedback controllers. The combination of *R4s* undoubtedly stunning gameplay and true force feedback is a match made in gamer heaven.

STAR IXION (PS)

(c) NAMCO LTD.,

A space shooting game rich in simulation elements. The game setting is space in the 25th century, where you become a pilot in a space military force that defends colonies and bases populated by humans. In order to repel the unknown life forms that appear, you have to implement strategy in Map mode and shooting skills as a pilot in Combat mode. Of course, Star Ixion is also packed with the burning cinemas Namco are famous for. There are even Training and Conquest modes where humans and intruders engage in a local war simultaneously.

TALES OF PHANTASIA (PS)

(c) Kosuke Fujishima/NAMCO LTD.

The original Super Famicom game debuted in Dec 1995 and was a big hit, with its epochal battle system, well-thought-out scenarios, and amusing riddle-solving elements. Fans have been requesting a PS version ever since, and finally, Namco have decided to release the game in Japan on December 23 with more cinemas, modified character designs, and the addition of new characters. Mr. Kosuke Fujishima, who did the character designs originally, is in charge of the designs once again.

EXTREME RACING

Jeff Gordon

Two-Time Winston Cup Champion

39 NASCAR Victories (and counting)

Future Legend of NASCAR

Hardcore Racer

Hardcore Gamer

An extreme racing experience that takes you into the future of speed, and leaves all other racing games behind.

www.jeffgordonxsracing.com

JEFF GORDON®

XS RACING™

RATING PENDING RP CONTENT RATED BY ESRB

Windows® 95
PC CD-ROM

PlayStation®

Developed by Real Sports™

ASC GAMES®

ASC Games™ is a trademark of American Softworks Corporation. © 1998 American Softworks Corporation. Jeff Gordon® XS Racing™ is a trademark of American Softworks Corporation. © 1998 JG MotorSports Inc. Developed by Real Sports. ® PepsiCo, Inc. 1998 © 1995 PEG Limited Partnership and PEG 97 Limited Partnership. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Windows® 95 is a registered trademark of Microsoft Corp. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

Jeff Gordon XS Racing Arrives March 1999

SONY PLAYS IN YOUR POCKET

Cleverly dubbed the PocketStation, Sony's long-awaited PDA finally made its appearance at the Tokyo game show...

POCKETSTATION (SCPH-4000)
COLOR: white and crystal
SIZE: 64 x 42 x 13.4 mm *WEIGHT*: 30g

Scheduled for release in Japan on December 23, the tiny system will be priced at ¥3000 and will be available in white or crystal (clear) color schemes. The PDA will not only act as a memory card for the PlayStation, but also interact with games, which should open many avenues of innovation for PlayStation games in the future. Powered by a lithium battery, PocketStation comes with a clock function that can be used to properly synch it with PlayStation games. Another feature is an infrared communications function that can exchange data with other PocketStations. Although you need a specific application to use the infrared link, it is likely that this program will come with PlayStation games that support it. Although the PocketStation is miniscule, it is outfitted with a high-quality speaker that yields PCM sound quality.

As it stands, an impressive 31 games are slated to employ the services of the little guy, including *Final Fantasy VIII*, *Street Fighter Zero 3* (which, by the way, is looking very good for PS), and *Crash Bandicoot 3*.

GET OFF THE BANDAIWAGON...

WONDER SWAN
COLOR: white and crystal
SIZE: 74.3 x 121 x 24.3 mm *DISPLAY PANEL*: 2.49 inch FSTN reflection LCD (224x144dot)
CPU: 16 bit (3.072MHz) *PRICE*: 4,800 yen

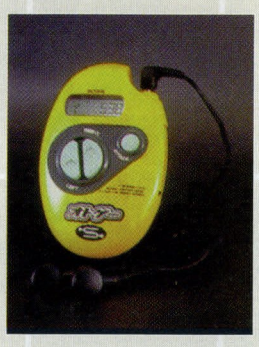
It looks as if everybody in the game industry is dying to get into the PDA business. Bandai, known to manufacture various kinds of portable games including Tamagotchi, is preparing to release a very cool looking 16-bit portable game system called Wonder Swan. The pocket-sized machine, which weighs a mere 110 g and displays eight levels of hue, will include an interesting feature that allows players to hold the system horizontally or vertically. Two d-pads are aligned on the left-hand side and a series of four buttons is located on the bottom right. When you grasp the system vertically, you can use both directional pads – the right d-pad will behave as buttons. The Wonder Swan PDA will also come with an expansion slot that enables players to link up devices – including a communication cable – which are scheduled to be released later on.

Just as important as the interesting technology, the lineup of developers is also very impressive. Square, Namco, Konami and Capcom have all jumped on the "bandaiwagon." Currently, an impressive list of over thirty games is scheduled to be released, including a Chocobo game, *Puyo Puyo*, *Evangelion*, and best of all, *Tekken*. Software prices are expected to be in ¥3,000-4,000 range.

POKEMON GOLD

Nintendo finally announced the approximate release date for both their *Pocket Monster* "Gold" and "Silver" versions. They will be available prior to the first week of May next year for the GameBoy Color. The company also announced that the Nintendo Space World, which was supposed to be held this year, will be held on May 1-3. Given the fact that Nintendo lacks numerous new software titles in Japan, and the 64 DD is still in develomental stages (now slated for release in quarter 2 next year) the show will certainly be interesting.

ENEMY ZERO, TO GO



When *Enemy Zero* came out, many were perplexed by its concept. You didn't see the enemies but instead had to rely on sound to flush them out. Bandai plans on releasing a portable game unit that is similar in concept. Reportedly a portable shooting game, "Otoge" (sound game) looks like a little sports radio. This tiny game machine comes with a realistic sound effects system so that you can hear the sound of enemies coming from behind or from the side. What you have to do is shoot them down. At under $25, we wouldn't be surprised if this little gizmo shows up here in the near future.

Treasure finally launch game titles for new hardware NAOMI...

According to Mr. Maegawa, president of super-skilled game developers Treasure, the company will release an arcade game for Sega's NAOMI board. Development is already well underway. Although just what kind of game it will be has not yet been disclosed, but the mystery title is already generating excitement, as Treasure have yet to disappoint their fans. Maegawa will announce the title by the end of the year or early next.

GROWING INDUSTRY

According to The Interactive Digital Software Association's (IDSA) second annual report tracking the state of the global video and PC game industry, interactive entertainment is now the fastest growing segment of the U.S. entertainment industry. With a growth rate of more than 30 percent in the first half of 1998, household penetration of "next generation" game consoles is expected to grow to an estimated 27-30 million in the U.S. by the end of this year. Also, the report showed that 45 percent of U.S. homes currently have a PC.

Happy Holidays from

IGUANA BUNDLE FOR PSX™

ITEM #57088 1 CONTROLLER + 1 MEMORY CARD 1MB

FREE ITEM #55560-CD: CD LENS CLEANING DISK

IGUANA BUNDLE FOR N64™

ITEM #59088 1 CONTROLLER + 1 MEMORY CARD 256K

FREE ITEM #55553: CARTRIDGE CLEANING KIT

ITEM #57015 ANALOG ROCKER PAD DUAL-SHOCK™ FOR PSX™

FOR $2.50 GET ITEM #58100: 1 MEMORY CARD 1MB

ITEM #59001 ADVANCED CONTROLLER FOR N64™

FOR $2.50 GET ITEM #59100: 1 MEMORY CARD 256K

ITEM #59050 ROCKER SEAT MASSAGER FOR N64™

It rocks in unison with your game.

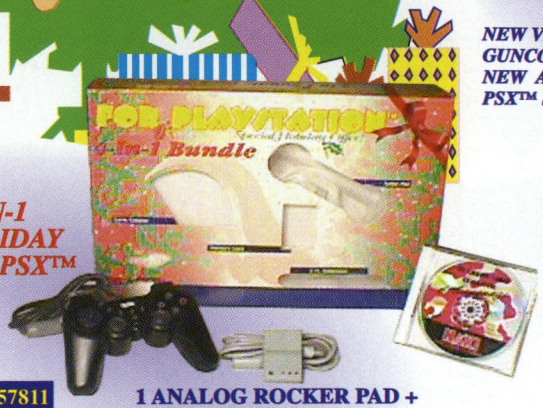
Enjoy a great massage:
At HOME - plug it to your favorite couch!
At WORK - attach it to your working chair!
In your CAR - especially great for those long drives!

No batteries needed, AC adaptor included

GET READY TO ROCK!

ITEM #57035 NEW RF SWITCH FOR PSX™

NEW VERSION RF, NOW WORKS WITH GUNCON™ COMPATIBLE GUNS AND NEW AND OLD VERSION OF THE PSX™ STSTEM!



SUPER 4-IN-1 ANALOG HOLIDAY BUNDLE FOR PSX™

ITEM #57811 1 ANALOG ROCKER PAD + 1 MEMORY CARD 8MB + 1 EXTENSION CABLE+ 1 CD LENS CLEANING DISK

No Batteries Needed

ITEM #59044 256K MEMORY ROCKER PAK FOR N64™

ITEM #59045 1MB MEMORY ROCKER PAK PLUS FOR N64™, 4 times more memory than original

CLEAR AND SOLID COLORS AVAILABLE

NAKI IS THE PERFECT GIFT!!

NAKI INTERNATIONAL
10945 PENDLETON STREET
SUN VALLEY, CALIFORNIA 91352, U.S.A.
TEL: (818) 252-0722 FAX: (818) 252-0723
SERVICE HOT LINE: (800) 626-NAKI (6254)
E-mail: nakiusa@nakiusa.com

ects show report

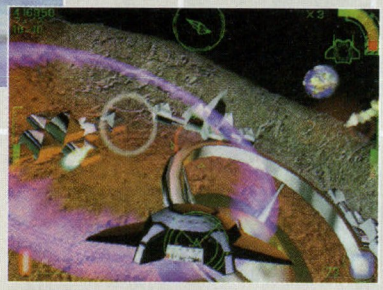
Angela Harrod braved the crowds, the traffic, the wind and the rain (well, it was quite sunny actually) of London to report on this year's ECTS show.

Okay, so the weather sucks and the people sound a bit too much like Austin Powers, but the Brits recently had plenty to be happy about at this year's ECTS. Far from being behind, the European games industry is getting bigger and better, with some very juicy titles on the way. Over 22,000 people from all walks of gaming life attended this year's show, and although most companies were showing updated version of titles already seen at E3, some had new ones.

DREAMCAST IN UK - ALL THE RAGE!

The word Dreamcast was on everyone's lips, and they were keen to see whether the UK developers would be revealing any titles. Most people were still taking the fifth, but UK developer Rage Software were showing their first DC title in a very secretive, behind-closed-doors type of affair. *Incoming* (available already on PC) is best described as a multi-vehicle arcade action game. The version we saw at the show was about 60% complete, and they hope to make the game a DC launch title. They're also developing a second DC game, *Expendable*, a third-person, 3D arcade-style space sim. Rage developed their own proprietary 3D lighting effects engine for *Expendable*.

INCOMING



PC SOFTWARE DELUGE!

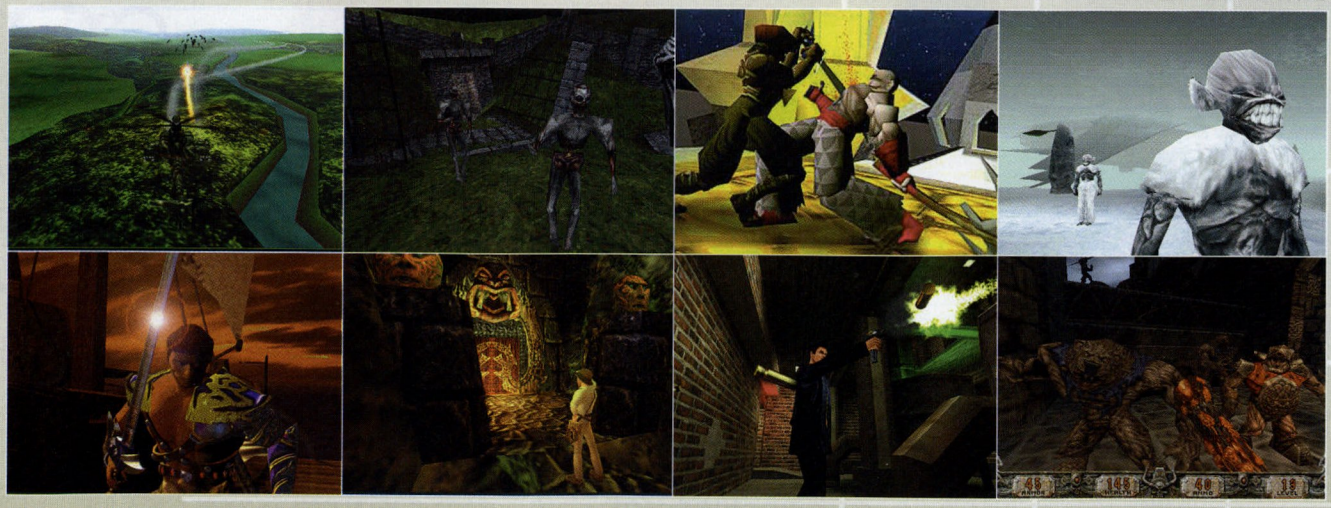
As you would expect, the PC platform had a strong showing including the latest versions of highly anticipated

DRAKKAN

products from Sierra, including *Diablo II* (looking amazing) and *Half-Life*. Huge crowds gathered to see the demonstrations and take part in their first hands-on test. Big-name sequels such as *Duke Nukem*, *Mech Warrior III*, *Total Annihilation: Kingdoms*, *Populous*, *Dungeon Keeper II*, *Descent III* and *Abe's Exodus* drew large crowds, but some original titles stood out. Psygnosis had *Drakan*, the superb looking fantasy hack 'n slay. The gorgeous *Outcast* from Infogrames and Monolith's first person anime-inspired shooter, *Shogo: Mobile Armor Division*, had the crowds gathering big-style. Gremlin Interactive also had some very juicy titles on show. In fact, their stand was one of the biggest, and was busting at the seams with hot PC titles such as *Blade*, *Wild Metal*, *Soul Bringer*, *Tanktics* (also PlayStation) and *Tribal Lore*. Ever played *Prince of Persia*? Well now, thanks to Red Orb, it's joined the ranks of 3D, although fortunately the gameplay is much the same. If you liked *Myst* and *Riven*, then DayDream have something for you...

TA: KINGDOMS

CONTINUED ON THE NEXT PAGE

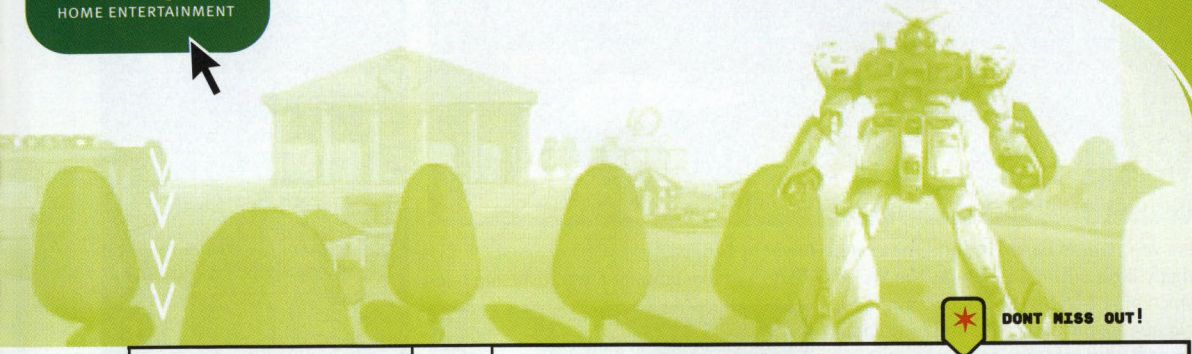


The games in clockwise order starting from the top left are: Apache, Thief, Prince of Persia, Omnikron, Daikatana. Max Payne, Indiana Jones and Ashgan

anime village .com
AnimeVillage.com
HOME ENTERTAINMENT

AnimeVillage.com

www.animevillage.com



DONT MISS OUT!

CONTESTS ACTIVE > SPECIAL LIVE CELEBRITY CHAT IN NOVEMBER

MEMBER AREA HOT | VIDEOS ON SALE | GAMES OPERATING | STORES OPEN

VIDEO

GET WHAT YOU WANT +MORE

ONLINE ORDER: TAKE ADVANTAGE OF THE NEW VOLUMES NOW AVAILABLE AT ANIMEVILLAGE.COM! COME CHECK-OUT THE SPECIAL SHIPPING AND PRICING OFFERS RIGHT NOW.

WWW.animevillage.COM

ORDER TOLL FREE: 877-77-ANIME OR 877-772-6463

MAIL ORDER: ANIMEVILLAGE.COM
P.O. BOX 51790
LIVONIA, MI 48151

special club prices box sets now on sale

BOX SET = COMPLETE

MOBILE SUIT GUNDAM
THE MOVIES

BOX SET = COMPLETE

GUNDAM 0080
VOLUMES 1-2

GUNDAM 0083
VOLUMES 1-4

VOLUME 1 ONLY [$10] ($29.98 SRP)

SABER MARIONETTE J
VOLUMES 1-5

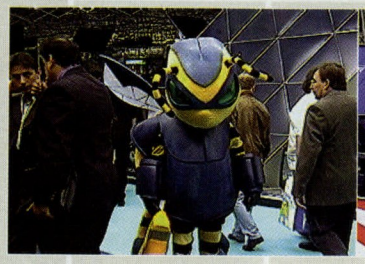
CLAMP SCHOOL
VOLUMES 1-5

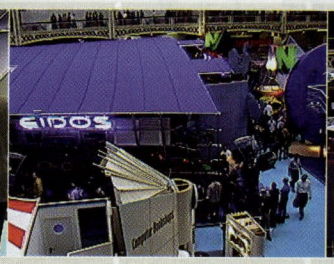
VISION OF ESCAFLOWNE
VOLUMES 1-5

© SOTSU AGENCY•SUNRISE
© 1997 CLAMP•KADOKAWA SHOTEN/ BANDAI VISUAL-STUDIO PIERROT-TV TOKYO
© SUNRISE•TX
© SATORU AKAHORI•HIROSHI NEGHISHI•TSUKASA KOTOBUKI KADOKAWA SHOTEN / BANDAI VISUAL / MOVIE
ENGLISH ADAPTATION PRODUCED BY ANIMEVILLAGE.COM © 1998 PACKAGES ©1998 ANIMEVILLAGE.COM

ects show report

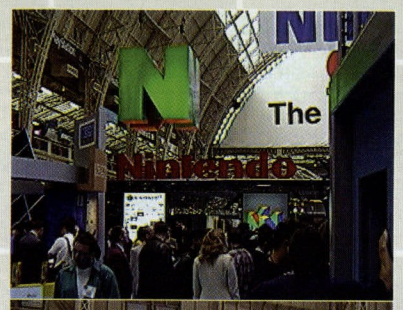
CONTINUED





Traitor's Gate is in the same vein, but is based around the creepy *Tower of London*.

And remember those wiggly little critters known as the Worms? Team 17 have brought them slithering back in *Worms Armageddon*, which may well be the final 2D game for the slimy creatures. New weapons, including the Indian Nuclear attack, and new enhancements like Internet team play should make this one a blast.

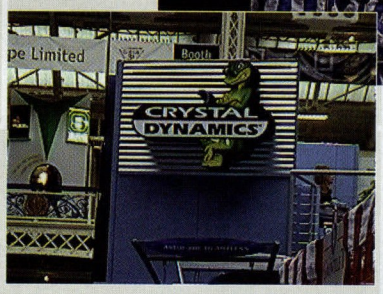


MIYAMOTO NO-SHOW!

As far as consoles go, there wasn't very much to see that we hadn't seen before at E3. Some exceptions were *Codemasters*, following the recent success of *Colin McRae Rally* with *TOCA 2*, *Micro Machines 64 Turbo*, and *Music*, which lets you turn your PlayStation into a mini-recording studio. Sony were showing mainly updated versions of their E3 titles – *Crash 3*, *Spyro*, *Bust-a-Groove*, etc., but they did have *Croc II* on show and a 60% complete version of the cutesy 3D platformer *Rat Attack*. Konami attracted *huge* crowds for their showing of *Metal Gear*. On the whole for console, there were no surprises... even Mr Miyamoto was supposed to be attending this year, but cancelled due to commitments in Japan.

ECTS FINAL THOUGHTS

Overall, the stronger presence of newer PC titles over console may mean that PC titles enjoy a more timely worldwide release and console titles predominantly still suffer later release in the European territories. Whichever way, when it comes to development, the European gaming market is not standing still, and is fast becoming a force to be reckoned with.



ects awards

At the prestigious ECTS Awards, Nintendo, Sony, Blizzard and Rare had plenty to be happy about as they reaped the top rewards. Here's the complete rundown of who walked away with what (besides very big smiles on their faces):

Reference Product of the Year
Encarta 98 (Microsoft)

Best PC Hardware
3Dfx Voodoo 2 chipset (3Dfx)

Game of the Year - Japan (LOGiN)
Ultima Online (Origin)

Game of the Year - Spain (Micromania)
Starcraft (Blizzard)

Game of the Year - Italy (The Games Machine)
Blade Runner (Westwood)

Game of the Year - France (Joystick)
Fallout (Interplay)

Game of the Year - Eastern Europe (Secret Service)
Quake II (id)

Game of the Year - Benelux (Power Unlimited)
Commandos: Behind Enemy Lines (Eidos)

Game of the Year - Germany (Power Play)
Jedi Knight: Dark Forces II (LucasArts)

CTW Marketing Award
Bronze - ***TOCA Touring Car Championship***
Silver - ***GoldenEye 007***
Gold - ***Grand Turismo***

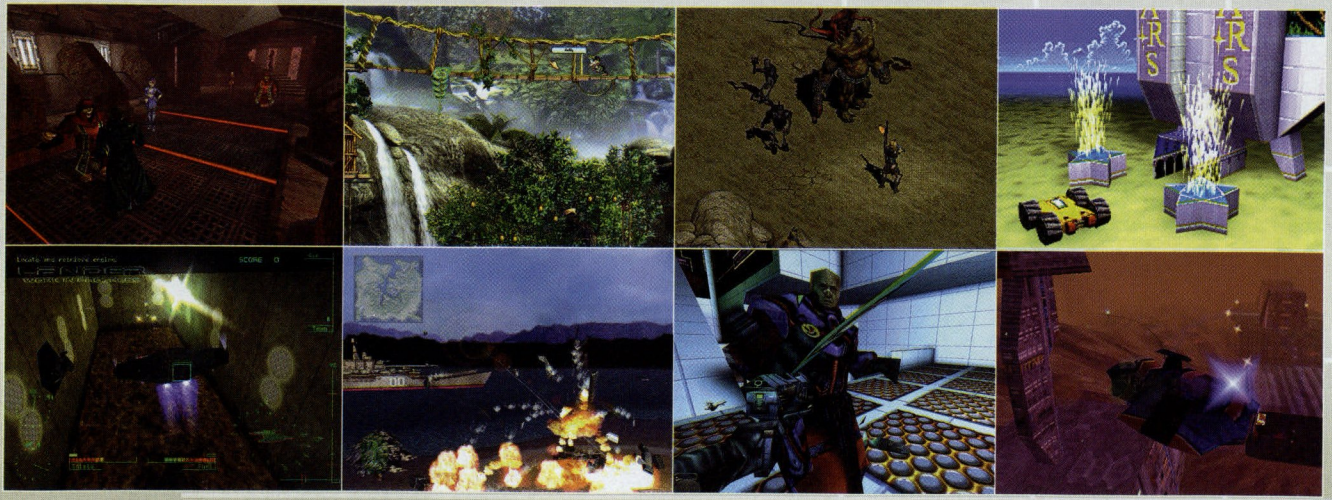
Best Console
Sony PlayStation

Developer of the Year
Rare

Game of the Year - Console
GoldenEye 007

Game of the Year - PC
Starcraft

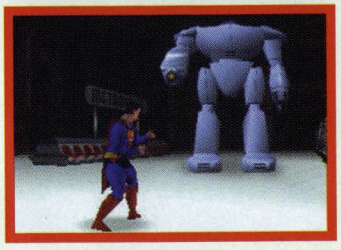
Publisher of the Year
Nintendo



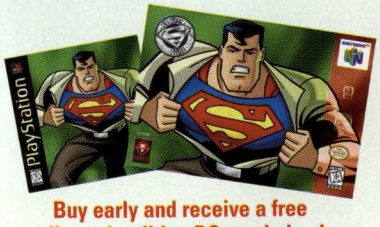
The games in clockwise order starting from the top left are: Anachronox, Creatures 2, Diablo, Rollcage, Hard War. Hired Guns, Hostile and Lander.

SUPERMAN

THE NEW SUPERMAN ADVENTURES™



- You have the power– super strength, x-ray, heat vision, flight and more.
- 16 mission-based levels.
- Battle enemies from the series, "The New Superman Adventures," as seen on Kids' WB!
- Up to 4 players simultaneously.



Buy early and receive a free collector's edition DC comic book.

YOU ARE SUPERMAN

NINTENDO 64

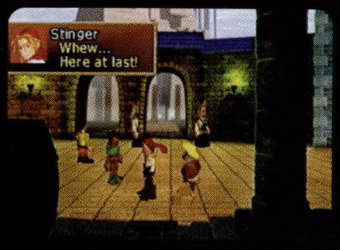
PlayStation

GAME BOY

TITUS

©1998 - Titus. All rights reserved. Titus and the Titus logo are registered trademarks of Titus Software Corp. DC Bullet Logo, SUPERMAN and all related characters, names and indicia are trademarks of DC Comics ©1998.

YOU can't RUN from



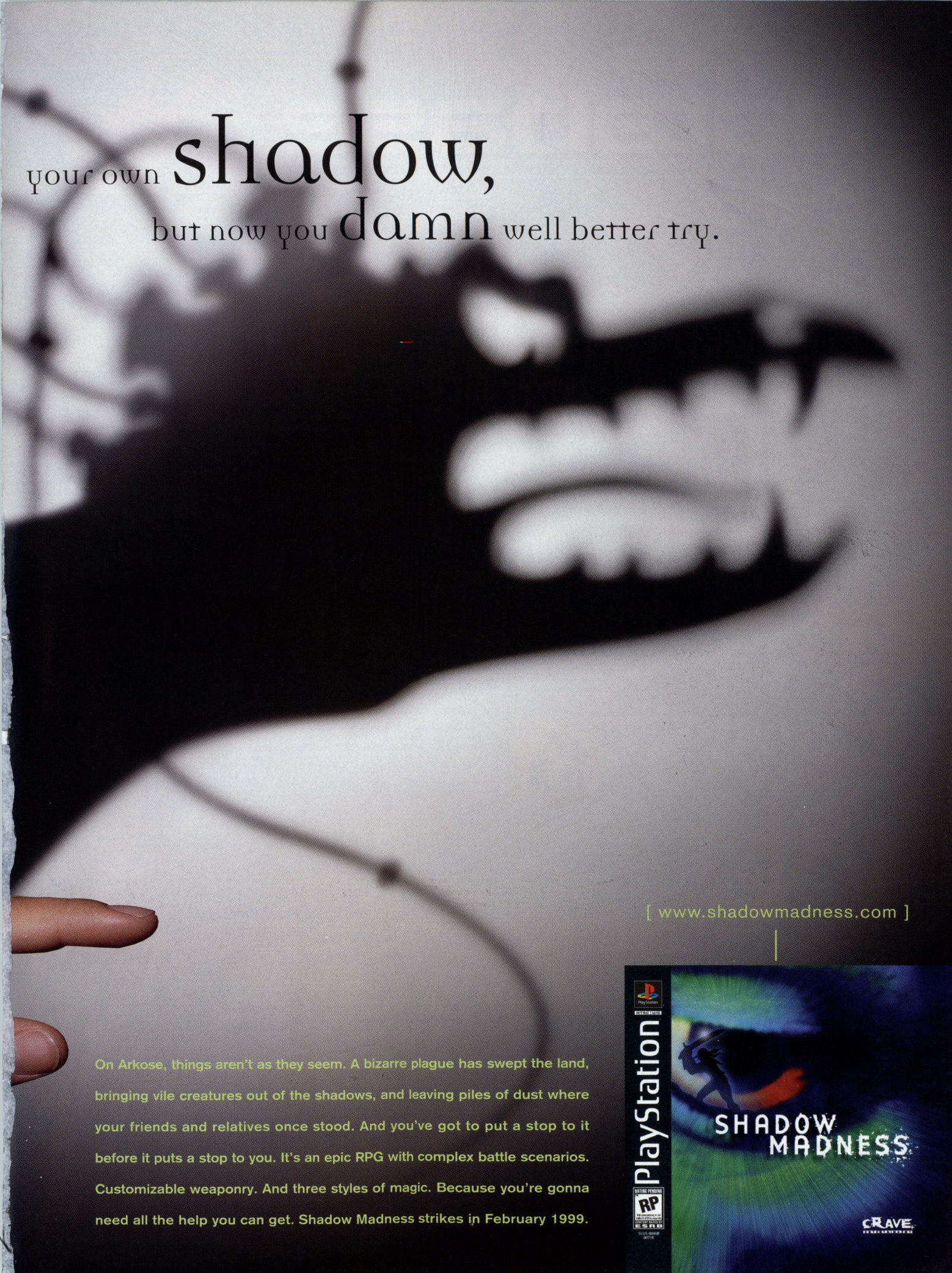
"Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — *GameFan Online*

CRAVE ENTERTAINMENT

PlayStation

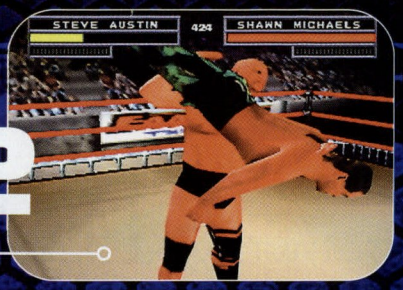
RATING PENDING
RP
CONTENT RATED BY ESRB

Crave, Craveyard, and Shadow Madness are trademarks of Crave Entertainment, Inc. © 1998 Crave Entertainment, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.


your own shadow,
but now you damn well better try.
[www.shadowmadness.com]
On Arkose, things aren't as they seem. A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. Shadow Madness strikes in February 1999.
PlayStation
SHADOW MADNESS
CRAVE

database

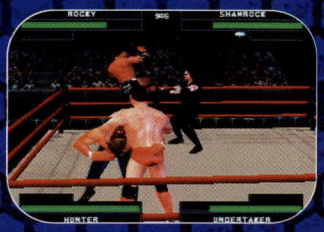
YOUR NUMBER ONE SOURCE FOR TOP SELLING CONSOLE AND COMPUTER GAME STATS



NPD
THE NPD GROUP, INC

top ten best selling playstation titles

RANKED ON U.S. UNITS SOLD AUGUST 1998



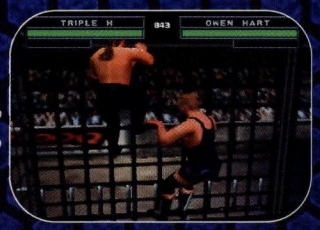
1 WWF WARZONE ACCLAIM
2 NCAA FOOTBALL '99 ELECTRONIC ARTS
3 GRAN TURISMO SONY
4 MADDEN '99 ELECTRONIC ARTS
5 NFL EXTREME SONY
6 NFL GAMEDAY '99 SONY
7 TEKKEN 3 NAMCO
8 TOMB RAIDER EIDOS
9 MORTAL KOMBAT 4 MIDWAY
10 CRASH BANDICOOT SONY

Driving and Sports take a back seat to the immensely popular wrestling game from Acclaim, WWF Warzone - still on top!

top ten best selling nintendo64 titles

RANKED ON UNITS SOLD AUGUST 1998

1 WWF WARZONE ACCLAIM
2 BANJO-KAZOOIE NINTENDO
3 GOLDENEYE 007 NINTENDO
4 WAIALAE COUNTRY GOLF NINTENDO
5 MISSION IMPOSSIBLE INFOGRAMES
6 SUPER MARIO 64 NINTENDO
7 MARIO KART 64 NINTENDO
8 MORTAL KOMBAT 4 NINTENDO
9 ALL STAR BASEBALL '99 NINTENDO
10 1080 SNOWBOARDING NINTENDO



WWF Warzone has dethroned our beloved bear!? Has the world gone insane, brother? WCW Revenge can't be far behind...

top ten best selling saturn titles

RANKED ON UNITS SOLD AUGUST 1998

1 SHINING FORCE 3 SEGA
2 TOMB RAIDER EIDOS
3 CROC:LEGEND OF GOBBOS FOX
4 STREET FIGHTER THE MOVIE ACCLAIM
5 NASCAR '98 ELECTRONIC ARTS
6 NBA LIVE '98 ELECTRONIC ARTS
7 FIGHTING VIPERS SEGA
8 MADDEN NFL '98 ELECTRONIC ARTS
9 SONIC 3D BLAST SEGA
10 HYPER 3D PINBALL VIRGIN

What could be the very last Sega first-party game rocketed to the top of the Saturn charts, followed by a popular classic. Rayearth beckons...

top ten best selling pc titles

RANKED ON UNITS SOLD AUGUST 1998

1 STARCRAFT BLIZZARD
2 CABELA'S BIG GAME HUNTER HEAD GAMES
3 DIABLO BLIZZARD
4 UNREAL MMX GT INTERACTIVE
5 DEER HUNTER WIZARDWORKS
6 R.M. TROPHY HUNTER WW
7 MS FLIGHT SIM '98 MICROSOFT
8 MYST BRODERBUND
9 POLICE QUEST:SWAT 2 SIERRA
10 FINAL FANTASY VII EIDOS

Blizzard's amazing RTS game refuses to give up the top slot once again, as Dune 2000 has failed to register. And those hunters are still shopping!

top ten overall console

FOR THE MONTH OF AUGUST 1998

1 WWF WARZONE-ps ACCLAIM
2 WWF WARZONE-n64 ACCLAIM
3 BANJO-KAZOOIE-n64 NINTENDO
4 NCAA FOOTBALL-ps ELECTRONIC ARTS
5 GOLDENEYE 007-n64 NINTENDO
6 GRAN TURISMO-ps SONY
7 WAIALEA COUNTRY GOLF-n64 NINTENDO
8 MADDEN '99-ps ELECTRONIC ARTS
9 NFL EXTREME-ps SONY
10 MISSION IMPOSSIBLE-n64 INFOGRAMES

world republic top ten games

japan

1 POCKET MONSTER PICACHU GB
2 METAL GEAR SOLID PS
3 FUSHINENGI PS
4 SD GUNDAM G PS
5 XI PS
6 POWERFUL PRO BASEBALL PS
7 POKEMON STADIUM N64
8 STAR OCEAN:SECOND STORY PS
9 BIO HAZARD DUAL SHOCK PS
10 FISHING THE MASTER RIVER PS

[RANKED ON UNITS SOLD SEPTEMBER 1998]

united kingdom

1 TEKKEN 3 PS
2 F1 WORLD GRAND PRIX N64
3 MISSION IMPOSSIBLE N64
4 TOCA PS
5 ISS PRO '98 PS
6 C&C RETALIATION PS
7 ODDWORLD:PLATINUM PS
8 DUNE 2000 PC
9 COLIN MCRAE RALLY PS
10 GRAN TURISMO PS

[RANKED ON UNITS SOLD SEPTEMBER 1998]

gamers' republic top ten games

FOR THE MONTH OF OCTOBER 1998

d. halverson

1 BRAVE FENCER PS
2 KNIGHT & BABY PS
3 MEDIEVIL PS
4 METAL GEAR SOLID PS
5 MAGIC KNIGHT RAYEARTH SS
6 WILD 9 PS
7 TONIC TROUBLE PC
8 EXTREME G XG2 N64
9 PARASITE EVE PS
10 SILHOUETTE MIRAGE PS

d. hodgson

1 EVERQUEST PC
2 METAL GEAR SOLID PS
3 ZELDA 64 N64
4 CAPCOM GEN. VOL 2 PS
5 MASKED RIDER PS
6 HALF-LIFE PC
7 QUAKE 2 PC
8 SHOGO PC
9 QUAKE 2 PS
10 SUPER MARIO WORLD SNES

b. siechter

1 METAL GEAR SOLID PS
2 DRACULA X PS
3 CASTLEVANIA 64 N64
4 CASTLEVANIA IV SNES
5 WILD 9 PS
6 A BUG'S LIFE PS
7 CAPCOM GEN. VOL 2 PS
8 J. CHAN STUNTMASTER PS
9 LODE RUNNER N64
10 FIFTH ELEMENT PS

d. rees

1 XENOGEARS PS
2 ZELDA 64 N64
3 METAL GEAR SOLID PS
4 MYTH 2 PC
5 EVERQUEST PC
6 NHL '99 PC
7 SHOGO PC
8 HALF LIFE PC
9 DARK VENGEANCE PC
10 CRASH 3 PS

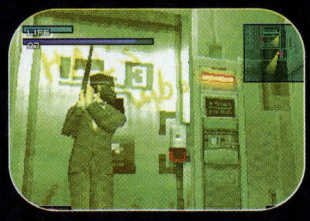
m. hobbs

1 ZELDA 64 N64
2 METAL GEAR SOLID PS
3 XENOGEARS PS
4 CAPCOM GEN. VOL 2 PS
5 DESTREGA PS
6 MASKED RIDER PS
7 RALLY de AFRICA PS
8 GUILTY GEAR PS
9 POKEMON (RED) GB
10 MAZIN SAGA GEN

m. grissin

1 EVERQUEST PC
2 DESTREGA PS
3 SF3-SCENARIO 3 SS
4 BEATMANIA PS
5 METAL GEAR SOLID PS
6 ZELDA 64 N64
7 BLAZE&BLADE BUSTERS PS
8 TWISTED METAL 3 PS
9 DRAGON SEEDS PS
10 VIGILANCE PC

r. lockhart



1 METAL GEAR SOLID PS
2 MYTH 2 PC
3 STARCRAFT PC
4 LUNAR 2 SS
5 CAPCOM GEN. VOL 2 PS
6 GUILTY GEAR PS
7 STAR OCEAN: SS PS
8 XENOGEARS PS
9 SHINING FORCE III SS
10 SOUL HACKERS SS

b. williams

1 ZELDA 64 N64
2 EVERQUEST PC
3 CAPCOM GEN. VOL 2 PS
4 POKEMON (BLUE) GB
5 ZELDA:LINK TO THE PAST SNES
6 SUPER MARIO WORLD SNES
7 MR. DOMINO PS
8 DOLPHIN'S DREAM PS
9 CASTLEVANIA IV SNES
10 SENTINEL RETURNS PC

LUNAR
SILVER STAR STORY
COMPLETE
Dyne surrendered his life on his last journey to the distant Frontier.
PlayStation
TEEN
T
CONTENT RATED BY
ESRB

An Epic Adventure
A Timeless Romance
An Instant Classic

- ★ *Four Disc Collectors Edition! Includes: 2 Game CDs, 1 Music CD, and 1 Exclusive "Making of LUNAR" CD!*
- ★ *50+ Minutes of Incredible Animation!*
- ★ *100+ Page Cloth Hardbound Artbook/Instruction Manual! Including an Exclusive Excerpt from the Official Hintbook!*
- ★ *Full-color Cloth Map!*

WORKING DESIGNS®

Our games go to 11!™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "LUNAR" is a registered trademark of Game Arts/Working Designs. Licensed from ESP by Working Designs. Original Game © Game Arts/ Studio Alex 1992 Reprogrammed game © Game Arts/Kadokawa Shoten 1998. English Translation © Working Designs 1998. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. 3B Redux! Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417.

The Future of 2D Graphics

By Brian Osserman

TECHFRONT

Although 3D gaming goes back at least as far as the Commodore 64, on which I enjoyed *Gunship* to no end, it remained something of a novelty for a strikingly long time. It is easy to forget that it was only the previous generation of consoles that was dominated by hand-drawn two-dimensional games, and had to struggle with special additional hardware just to achieve subpar ports of games like *Virtua Racing* and *Doom*. It has only been a few years since the release of newer console hardware, not to mention the phenomenal success of *Doom* and the *Virtua* series, which revolutionized gaming, making 3D games the standard rather than the exception. But how sudden the change has been. Although 2D graphics are far from gone, they are certainly on the endangered list, with only a handful of companies like Capcom and Treasure really keeping the tradition alive. With a second generation of 3D consoles drawing ever closer, the future of 2D gaming seems clouded.

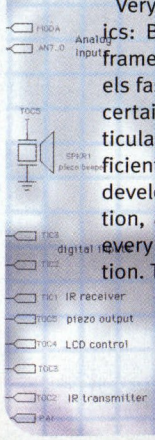
Graphics and Gameplay: What's at Stake

When discussing 2D games, there are really two separate issues at stake. The first is 2D graphics, where a number of flat pictures (sprites) are drawn on top of one another to create the graphics. The second is 2D gameplay, which generally simply refers to games which could be done with 2D graphics without changing how they play. So while Super Nintendo and Genesis games (with occasional exceptions) used both 2D graphics and 2D gameplay, there is no real reason why one could not create a game with completely traditional 2D gameplay that uses 3D graphics. In fact, this has been done reasonably often during the current generation of consoles, most recently by Shiny with Wild 9 on the PlayStation, a 2D platform game with entirely 3D graphics. Treasure have for the most part stayed on the other extreme of 2D games, with everything done in hand-drawn 2D graphics, although *Radiant Silvergun*, their most recent game, has gone an intermediate route, still sticking with traditional 2D gameplay, but using a combination of 2D and 3D graphics.

A lot of people are very fond of a number of genres of traditional 2D games, and it would be truly a sad sight if these genres fell into disuse just because 3D is the latest fad. However, there is little indication that vertical scrolling shooters or 2D platformers are in any danger of going extinct just yet. On the other hand, a number of people are also fond of the unique look of hand-drawn anime-style graphics, which has become increasingly uncommon as various factors have conspired to push developers doing 2D games to use 3D graphics instead.

The Tools for 2D Graphics

Very little is actually needed from a technical standpoint for 2D graphics: Basically, the system needs enough RAM to store the various frames of animation for each sprite, and it needs to be able to draw pixels fast enough to draw all the sprites in time to display each frame. It certainly helps to have support for certain common techniques, particularly along the lines of multiple scrolling backgrounds, but on a sufficiently fast system, this sort of support is more a convenience for the developer than a necessity. The RAM is substantially more of a limitation, and from an artist's perspective, it is tedious to have to draw every character from scratch for every frame of animation in every position. This is where 3D graphics increasingly come in.



make scenes look 3D, the use of 3D graphics makes it happen automatically. It is therefore hardly surprising that a number of developers of traditional 2D games have moved towards 3D graphics for their games.

The legacy of the Saturn will be its unparalleled 2D abilities. Witness Guardian Heroes, Treasure's multiplayer side-scrolling beat 'em up classic. Using the Saturn's sprite-crunching VDP chips, the game tossed loads of action around without a problem. Wild 9 is a fine example of intense 2D gameplay in 100% 3D.

It is hard to judge what lies ahead for 2D gaming. It is absolutely clear that the Dreamcast will be an ideal platform for 2D games with 3D graphics, and it seems fairly likely that companies such as Konami and Shiny will make sure that such games thrive well into the indefinite future. Given the inconveniences of traditional 2D hand-drawn graphics, their future is a little less clear. The Dreamcast's 26 MBs of RAM seem to make it perfectly well equipped to handle 2D graphics better than any console ever has (although high resolution graphics do take up quadruple the RAM, so don't expect anything as drastic as 10 times the frames of animation), and with developers like Capcom continuing to heavily support hand-drawn graphics, it seems clear that hand-drawn graphics won't disappear entirely. However, it seems equally likely that most companies without a well-established 2D graphics franchise will continue the trend of moving towards 3D graphics as an easier and, in many ways, more effective alternative.

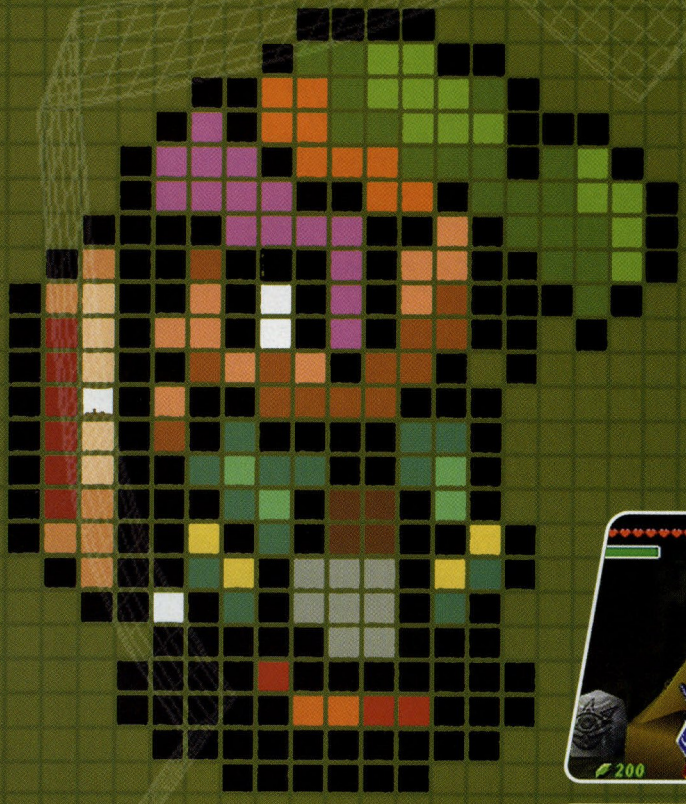
If you have any questions, comments, or suggestions for topics you'd like to see covered, please email techfront@gamersrepublic.com.

* Full details can be obtained at our web site at http://www.workingdesigns.com, or by sending a SASE to: ThunderForce V Contest c/o SPAZ, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.

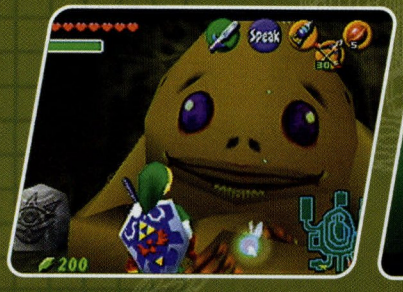
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "THUNDER FORCE V" is a trademark of Technosoft Co., Ltd. Original Game © 1997, 1998 Technosoft Co., Ltd. English Translation © SPAZ 1998. This game is published by SPAZ under license by Technosoft Co., Ltd. "Working Designs" and "SPAZ" are registered trademarks of Working Designs, Inc. All rights reserved. If the Gauntlet's A Rockin', Don't Come A Knockin'! Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417. Gamers' Republic is a trademark of Millenium Publications, Inc.

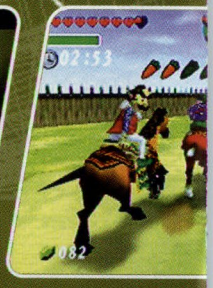
The legend is back...

Link is transported into 64-bit glory on his greatest quest yet!



When an individual thinks about Nintendo, two things immediately spring to mind: Mario the plumber and Zelda the elven adventurer. Because these are possibly the two single most important video game legacies in existence, it is only natural that enormous pressure and speculation is placed upon the shoulders of Nintendo when the latest in a series is nearing its release. We have enjoyed Link's adventures on 8-bit and 16-bit systems, but when "Zelda64" was announced, the public's expectations were immediately phenomenally high. At last the wait is over, and I can finally write about what turned out to be one of the finest gaming experiences I have ever had. *The Legend of Zelda: The Ocarina of Time* is a masterpiece on many different levels; it is quite difficult to express just how important and amazing this game is. Comparisons to the 16-bit *Zelda* will be drawn immediately as far as the story, interface, controls, graphics and sound are concerned, so let me begin here. Because all previous *Zelda* titles have enjoyed similar story lines and overall look and feel, it was obviously very important to reproducem the same feelings of role playing for the N64 version. The biggest challenge would be to transform the world of Hyrule from top-down 2D environments to 3D polygon al ones while remaining true to the originals. Fortunately, this has been carried out with much success. The real-time graphics, character and building models, and game environments are a joy to behold – definitely the most impressive seen on the system. *Zelda* features fogless landscapes, sunrises, sunsets, beautiful cities and towns, smooth frame rates and animations, and a fast pace that

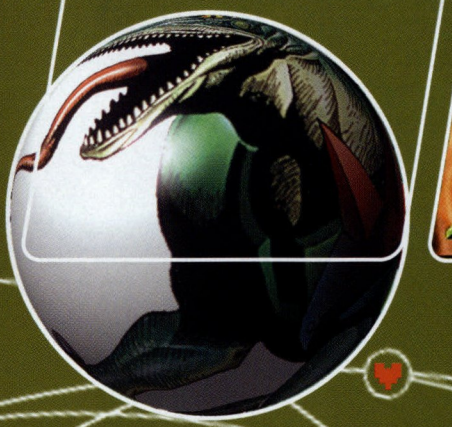




Link recovers the royal Ocarina of Time. This magical instrument enables him to travel forward seven years through time, allowing him to continue adventuring as a young adult. See how his physical and facial features have changed. Now he must rescue the six Sages of Time in order to defeat the evil Gannondorf and save the kingdom.

the legend of zelda

ocarina of time

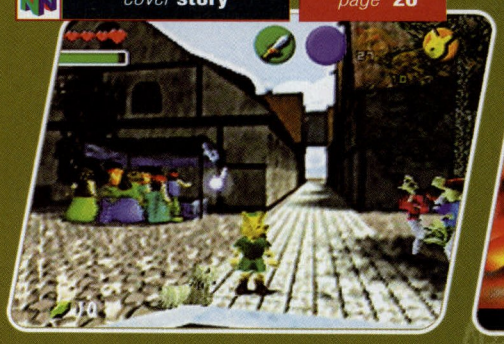


Princess Zelda and her guardian narrowly escape on horseback from the pursuing Gannondorf. Link and Gannondorf face off, while the Princess tosses a blue item into the moat surrounding the castle. Link is struck to the ground as Gannondorf directs a near-deadly lightning bolt to his small body. Luckily Link is just stunned and is able to retrieve the mysterious blue object.

レジェンド オブ ゼルダ

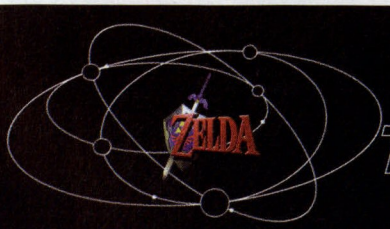
オカリナ オブ タイム

By Bryn Williams



never lets up. Sometimes texture maps appear slightly blurred and colors can seem a little hazy, and even the sporadic pre-rendered scenes can seem a little out of place, but these are minute quibbles that are easily dispelled by the sheer magnitude of the overall graphical excellence. Link looks, sounds and reacts perfectly to every situation, thanks to the meticulous work of Miyamoto, and the control system, via the superb N64 joypad, gives the player a perfect sense of being completely in command of the action. For example, when in combat (all of which is real time), Link will target an enemy and immediately the 3D environment allows you to run circles around the creature while defending with a shield and striking with a primary weapon. It all feels solid and very real. You get an amazing sense of achievement when you finally defeat the awesome bosses that reside in the deep dungeons. This is easily the most intuitive combat system in a 3D adventure to date, especially when compared to others on the system, such as *Quest64*. Aurally, *Zelda* revamps classic tunes and sound effects while at the same time introducing new scores to the game. A marvelous sense of adventure and even nostalgia forms when you hear the music, spurring you on to complete the game. Familiar locations arise in the shape of Kikikara Village, the Graveyard, Hyrule Lake, town and castle, and the various dungeons. The dungeons each have a theme (such as water, ice, fire, etc.), unique enemies and bosses, and a variety of treasures such as weapons, keys, magic spells, puzzles and traps. The puzzles later in the game require some real brainpower to solve, and now that everything is 3D, even the most die-hard *Zelda* fanatic will be tested to the limit. Link will have to search and conquer at least ten huge dungeons as well as many other sub-games and locations in order to defeat Gannondorf and save Princess Zelda. All of these tasks are completed with the aid of time travel and, of course, the Ocarina of Time. This royal item allows Link to learn and play ten melodies, which in turn enable him to travel backwards and forwards in time, with an obvious comparison

continued



the legend of zelda

ocarina of time

Like a twisted M. Escher painting, Link must explore the haunted corridors and dungeons of the Forest Temple in an attempt to rescue Saria. Link discovers a golden chest containing the all-important Boss Key. Battle with undead warriors to get the small keys! Watch Navi target monsters at a click of the Z-trigger. Slash the soft bellies of the Skulltula spiders to kill them.

drawn to that of the Light World and Dark World environments in *Zelda: A Link to the Past*. In order to fully complete the game, you will be playing for at least 40 hours, if not more, and because the incredible unfolding storyline never stops, it can only be described as: A) a true Zelda game; and B) a work of genius. This is by far the best game of the year in my eyes, and at last I feel satisfied with my N64. I only hope I don't have to wait this long again for a game of such stunning brilliance. Shigeru Miyamoto and team have outdone themselves once again, and it seems hard to believe that they could top this magnificent achievement. This game will undoubtedly set a new standard within the gaming community. Sheer excellence.

Time for some outrageous boss action! King Dodongo is an ancient reptilian foe that likes to spit fire and roll around like a mutated armadillo. Barinade is a giant, pulsing, plant-like creature that uses electricity attacks while shooting out deadly spores. Volvagia resembles a flaming dragon that prefers to live underground and bathe in white-hot lava pools. Morpha is an amoebae that can manipulate water molecules and create pseudo-pod arms with which to grab and throw Link. After all that excitement, Link decides to go fishing. There are some very tasty prizes to be won, if you can land the biggest piscine in the pond.

ZELDA

- A 64-BIT ZELDA GAME. WHAT MORE CAN ONE SAY?
- MASSIVE ENVIRONMENTS AND FIRST-RATE GRAPHICS
- SUPERBLY DETAILED STORY AND BEAUTIFUL CHARACTERS
- PERFECT BALANCE OF GAMEPLAY, CONTROL AND STYLE

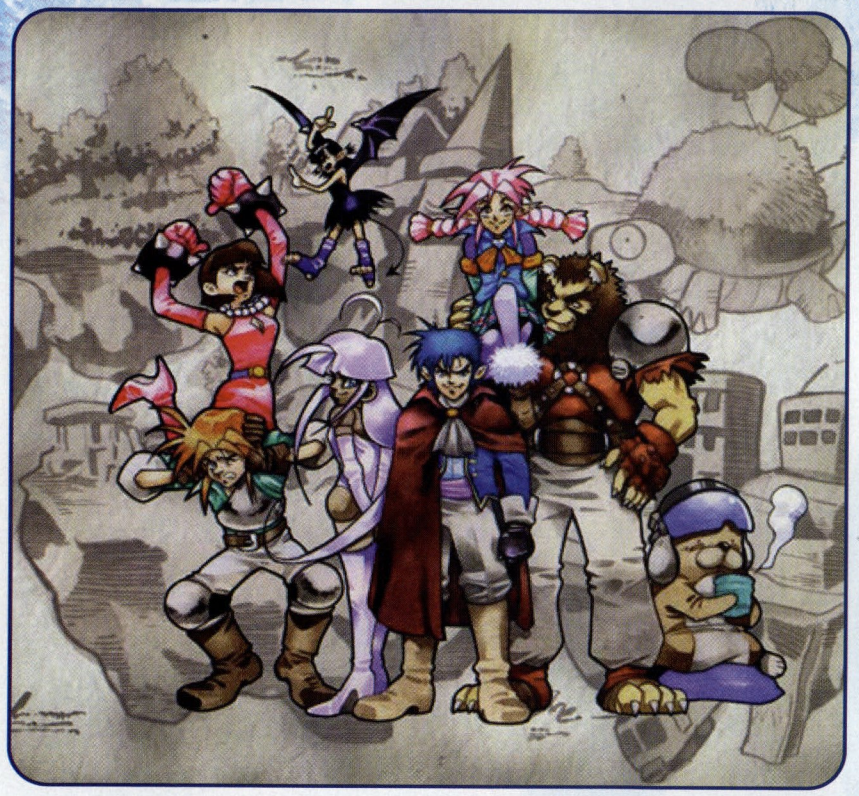
REPUBLIC SAYS... PUT SIMPLY, ZELDA: OCARINA OF TIME IS THE BEST GAME ON THE N64, AND QUITE POSSIBLY ONE OF THE BEST GAMES EVER. EVERYBODY NEEDS TO PLAY THIS GAME. PERIOD.

A

dreamcast first wave

by mike griffin

climax landers



CLIMAX STRIKE AGAIN...

I hope you guys remember the games Climax developed for Sega's 16-bit machines and the originality each one displayed. *Shining in the Darkness*, the dungeon RPG with shocking depth, and possibly the genesis (ahem) of a game universe shared by *Climax Landers*. Remember Gillius from *Golden Axe* in the weapon shop? Those were the days. Then there's *Landstalker* – an amazing game. I remember a couple of months before the import's release I was salivating over the latest screenshots, transfixed and awestruck by the "16-meg" headline and gorgeous "Diamond Dimension" isometric insanity. The truth is, *Landstalker*'s graphics were considered awesome for a very long time during the 16-bit years. Climax's cool, pseudo-futuristic fantasy realm was branching off into new dimensions, but the familiar detail in shading, the choices of color, and the quality of animation in the *Landstalker* world surpassed all previous efforts. As a devout *Shining Force* fan, I've always thought that *SF* CD was the pinnacle of the 16-bit series – and yes, Climax are responsible for it as well. O.K., so they also did the bizarre *Ladystalker* on Super Famicom, but it was never meant to be the game that *Landstalker* was. These games all share the same unique theme, however, and each one demonstrates trend-setting play mechanics. Climax are never disappointing.

A FANTASY DREAM BROUGHT TO LIFE

So, why all the history? Well, the minds at Climax recently experienced their own nostalgic flashback, inspiring them to return to the fantasy realm they once flourished in. They were given the Dreamcast technology by Sega, and suddenly all was clear: A fully three-dimensional fantasy world was now a feasible creation. Yes, it could be done! The world would resemble their other games, but instead of hand-drawn sprites, the towns, dungeons, battles – virtually anything – would be brought to life using polygons draped in beautiful textures. Oh, and since the game would represent their return to fantasy RPGs (after titles like *Runabout*), Climax decided to assemble the greatest characters from their 16-bit classics and cast them in the new project: Ryle from *Landstalker*, Marlin from *Shining*, even Yogurt from *SF* CD!

A) Marion perched atop a tree fortress B) Sword regards this amazing chapel C) A stunning real-time structure D) A taste of battle effects to come

A HERO TRAPPED IN A BEAUTIFUL WORLD

Climax Landers chronicles the quest of Sword, a wandering adventurer. He is sucked into a foreign land by an old man and sent on a quest: Unveil the mysteries of this world. Discover who or what created this existence and its people. Why him? Why was he dragged into this reality? Sword knows he has no real choice. The answer might lead to his freedom. He grudgingly accepts.

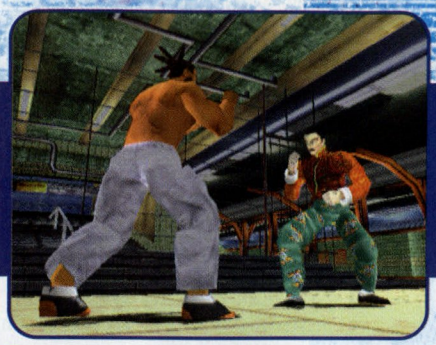
Take a look at these shots. Climax have the Dreamcast rendering polygonal characters, items, and maps in real time at 60 fps in high-res. They've explained how restraints from the past have melted away. The number of characters per scene, for instance, has increased by three fold. The motion and design of each character is dramatically improved over typical games. At the TGS, we witnessed stunningly huge towns flanked by opulence and complexity that is rarely seen. The dungeons in *Landers* are randomly generated, which tends to sacrifice the quality of the layout and graphics. Instead, the random generation in *Landers* employs an intelligent system of parameters to provide 3D layouts, so the detailed dungeon environments never seem to suffer as a result. In fact, Climax have taken steps to ensure that the dungeons evoke mass tension and paranoia each and every time you play.

mind-numbing detail in every 3D environment!

We were absolutely floored by the stunning townscapes in Landers. Ryle, Landstalker's hero (top left), leaves one such town. Climax artwork in 3D, at 60 fps!

THEY KNOW WHERE YOU ARE...

The dungeons are random, but the creatures prowling the catacombs are lethal hunters. Each monster has intricate behavioral thinking. This is the Dreamcast after all! A.I. has advanced, too. The treacherous bastards have a bag of tricks at their disposal, patrolling the dungeon with a purpose so that players will have to consider tactics even when they're routinely exploring. Certain beasts can become companions, trapped for safe keeping in your VM, and you can download other data to the VM to access (still undisclosed) extra play modes as you progress. Perhaps it involves one of several hundred items you can collect during your quest. There's so much left to uncover. More next month.

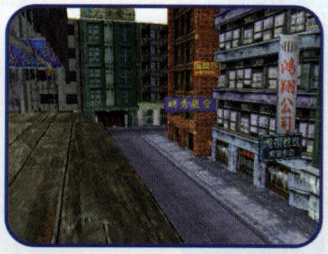


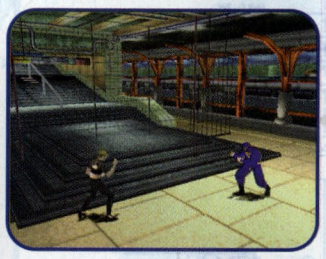
virtua fighter 3:tb

The model 3 powerhouse launches with the DC

Virtua Fighter 3 was the first game to showcase the Model 3 board and proved to be a testament to AM2's genius. About a year after the release of *VF3*, Sega introduced VF3-Team Battle, with enhanced controls and the 3-on-3 TB mode. *VF3* is Japan's most played fighting game, a title it has held for nearly two years. We had a chance to play this important launch title recently at the TGS.

VF3:tb has 12 characters and 13 stages, although only six of each were available at the show. We have images of five characters right now, including Lau, Jeffrey, Kage, and Sarah, and three different stages. At this time (mid October), the game is about 70% complete. As you can see, it's looking awesome. We observed that most backgrounds were slightly lower resolution, overall, than their arcade counterparts. The actual polygonal construction of the stages seems to be exact, however. The characters shown weren't quite complete: Lau was missing his long upper garment, Jeffrey's legs were a little chunkier than usual, Jacky's jacket wasn't rippling in the wind, stuff like that. Most of the intricately detailed animations of the characters weren't quite finalized, which is probably why characters like Aoi (with her billowing dress) weren't shown. In terms of gameplay, Sega has promised a 100% translation and most players at the TGS agreed that the show version was close – very close. Considering the quality of previous arcade to home translations, we're pretty sure *VF3:tb* will play like a dream. You'll probably need to pick up the Arcade Stick, though. However, our correspondents said the pad was "almost worthless" when it came to *VF3:tb*.



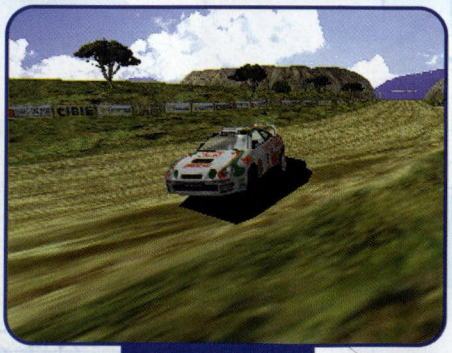
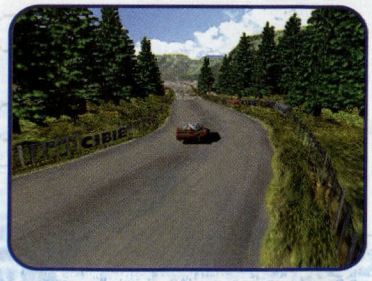


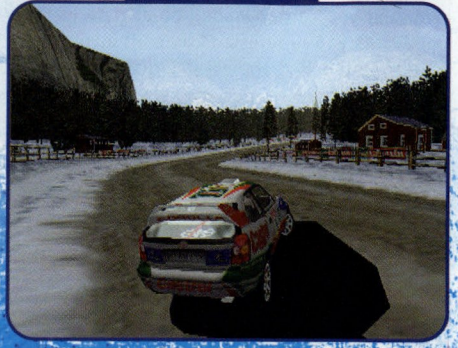
sega rally 2

The first game to demonstrate the Dreamcast's modem

The arcade version of *Sega Rally 2* was released in February to much anticipation. This sequel to 1995's *Sega Rally Championship* was the first game to be based on the Model 3 Step 2 hardware configuration and the track graphics and car models blew everyone away. Now we're talking Dreamcast port. And then there's the little matter of it being a launch title. Sega did a remarkable job handling the Saturn port of the original *Rally*, as many players will attest to, and they've done everything in their power to ensure that *Rally 2* becomes another close port.

The DC version of *Sega Rally 2* will include several new modes exclusive to the home game. Arcade mode will be a straight port, but extra modes like Original, Time Attack, and a Car Settings submenu will be made available. The Original mode alone is worth the purchase, as over a dozen new courses are selectable including all of the original *Rally*'s tracks (compared to *SR2*'s four arcade tracks!). The best news, however, is the fact that *Sega Rally 2* will be playable over the net using the DC's packaged modem! The AM conversion team let slip that *Rally 2*'s modem play will support "at least three players." Can you imagine? You open your DC and that same day you're playing Rally 2 against people over the internet! Game Over, yeeah!



While not quite on par with the Model 3 Step 2 arcade graphics, the DC version of Sega Rally 2 will be a much more satisfying game with extra modes.

evolution

developed for 128-bit RPG gaming excitement

Tomitatchi-San and Maroo-Chan of Sting (creators of *Baroque* and *Treasure Hunter G*) are extremely proud of their new Dreamcast project, *Evolution*. Set during the 1930s, *Evolution* is the tale of Mag Launcher. While on a treasure hunt, Mag discovers an ancient machine. Fascinated by the device, he soon realizes that locating it may not have been mere coincidence. It may in fact have found him. Along with this contraption, an entity may have survived through the ages by using it as a carrier. This is the mystery at hand in *Evolution*.

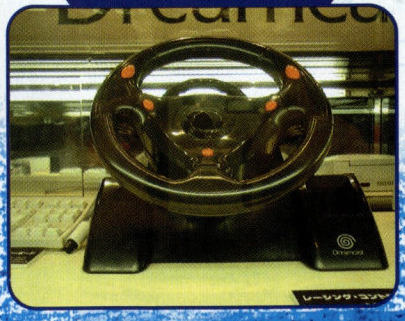
Evolution is 100% traditional RPG goodness. There are menu battle systems, towns to visit, and huge dungeon maps (randomly generated, like *Landers*) to explore. The other characters include Gre, Chain Gun, and Pepper brandishing weapons such as daggers and canyons. Evolution's director Tomita-san loves Chain, because he sees her as a sweet, tomboy-type character who is too shy to be honest about her true feelings. This attention to character detail is what separates *Evolution* from most RPGs of late, Sting says. And they are attempting to capture an *Indiana Jones*-type of excitement for exploration and discovery. Expect complete Visual Memory compatibility for us in monster capturing, and high-res, 60-fps polygonal graphics. The shapes and models are simple but cute and effective; *Evolution* sounds like an enchanting little adventure.

the total dream package

a full set of peripherals adding to your playing experience

Big glass cases (right) at the TGS housed the contents of the Dreamcast package, which includes numerous exciting cords and a slightly differently designed console. The rear of the unit is now sculpted up into a "spoiler," and there's an internal fan (thus hopefully avoiding the joy of balancing an overheating machine that PlayStation owners experience). Note the embossed Sega logo above the joypad ports, and DC logo atop the lid. There may or may not be a "Powered by WindowsCE" logo to the right of the joypad ports. The joypad was light, easy to use, had a d-pad that actually could be pressed into the diagonal corners (unlike the Nintendo 64 pad), but wasn't built for fighting games. Cue the Arcade Stick, attached to a solid base and built from the same materials as the marvelous Megalo 50 sit-down arcade cabinets – perfect for *VF*, and lightning fast responsiveness. Then there's the Visual Memory cards (not VMS anymore due to copyright infringements) with a tiny d-pad and packaged in the same way as other LCD games. A keyboard was also present but not final, as was the only non-white peripheral, the racing controller which provides the *Sega Rally* fanatic with an orange and dark grey steering experience. Overall? Top quality workmanship!

Get them while they're hot! Note the cool orange/red box, the size of the unit (about the size of a Discman) and the extra cables. Don't forget your VM cards!



Dreamcast

36th am show

Special exclusive arcade report from Japan!

The Tokyo Big Site was once again the venue for the 36th Amusement Machine Show (AM Show). From Sept 17-20, the world's largest arcade game show opened its doors to press and public to reveal the future of gaming for the years to come. In particular we saw some distinctive new trends forming and what could be called a turning point in the fortunes of the amusement industry. Suffering from a downturn in profits due partly to economic depression and partly to the dominance of a new breed of light user, all the major arcade game manufacturers are re-evaluating their traditional lineup of titles. In particular, their efforts have been to attract new casual users through brand-new arcade genres such as Taito's *Go by Train* and Konami's *Beat Mania*.

The dominant beat 'em ups of the past have increasingly become a little stale and repetitive, and as a result, even the shrinking base of hard-core users is playing them less than before. Instead, this year's show saw a re-emergence of the shooting game to take its place. Whether it be a 3D gun shooting game or a typical side scrolling shooter, everyone had them. Those fighting games remaining are seeking out new territory, such as innovative multiplayer network fighting as seen in Sega's *Spikeout*.

The last few years we've seen a lot of giant simulation cabinets used for a variety of games from skiing to fishing, but with escalating costs and a need to improve the price performance of arcade games, this year's AM Show saw a considerable drop in the number of this type of game. Instead, in order to attract more players, makers are trying to build more features into the standard cabinets along the lines of Namco's Nam-Cam or Sega's Visual Memory System.

Although the show could have been overly optimistic about its arcade future, it certainly revealed that all the makers are actively working to ensure their survival for the long years to come. Only time will tell whether they've succeeded.

KONAMI

Music mania as Konami lead the way! - New-style dance games voted best of show!

Everyone's favorite games from the show were Konami's music-orientated games. Currently riding a massive surge in popularity, the music game boom that Konami created has revitalized the arcade, and by taking advantage of almost no competition they are building up an impressive lineup.

DANCE DANCE REVOLUTION - PIC 1

The first-ever dance simulation game, this is like actually taking part in *Bust a Move*. It's really simple to understand but it's still tricky to dance in step if you don't keep in time with the music. The floor unit has four arrows (up,down,left,right) that you must step on in the order displayed on the screen.

BEAT MANIA 3RD MIX - PIC 2

Continuing to ride the wave of the music game boom in Japan, Konami unveiled their latest DJ simulation, and everybody loved it. Probably one of biggest games of the show, you had to stand in line for a long time to get a go on it. This time you even get to listen to a remixed version of the *Metal Gear Solid* theme tune as well!

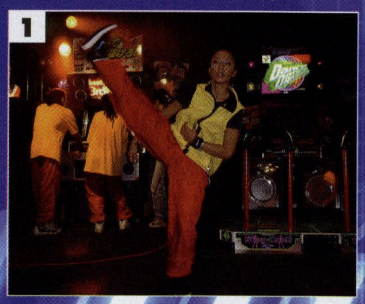
POP'N MUSIC

This game is a little easier than *Beat Mania* and is aimed more for casual users. In addition, with nine buttons to press, several people can play together at once, but you only have to pay the one-player price. Compared to *Beat Mania*'s wide range of music, this game is more for popular songs.

EVIL NIGHT

Konami's own horror shooting game features the original three-gun cabinet. Two of the guns are handguns but the other is a shotgun that actually has a wider firing range, making it easier to hit multiple targets.

1



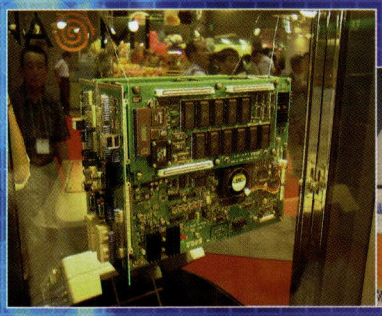
2

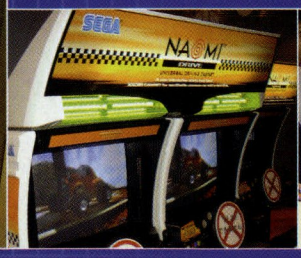
© Konami. All Rights Reserved

SEGA – The new board NAOMI steals the show!

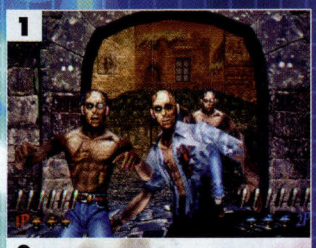
Stunning lineup from Sega's crack AM divisions!

The center stage of Sega's Booth and in fact the biggest unveiling of the show was the NAOMI board. On it rests not only Sega's future for both arcade and consumer but a vast number of small third-party companies who would have otherwise been unable to keep up with the ever-escalating costs of creating new hardware. However, even with the new low-end NAOMI board, the majority of the stand was still dominated by Model 3 games.





1



***HOUSE OF THE DEAD 2* - PICS 1 & 2**

Naomi power brings this popular gun game back from the dead! Incredible graphics and extra game touches like multiple routes and plot twists enhance the action. More details on this game can be found in our exclusive Naomi report next issue.

2

***STAR WARS TRILOGY ARCADE* - PIC 3**

The AM Show has never seen a booth like this before. The usual bland line of cabinets was replaced with an amazing *Star Wars* diorama with models of Storm Troopers and X-Wings to grab your attention. In addition, the fully licensed *Star Wars* soundtrack could be heard wherever you went.

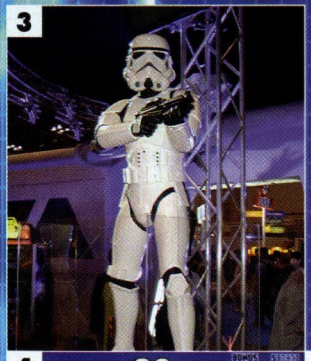
***DIRT DEVILS* - PIC 4**

After a long break, AM 3 were back with a brand new title that breaks the typical convention of driving games. With this off-road racer you spend nearly as much time in the air as on the ground. A little tricky to get to grips with but lots of fun once you master the handling.

***OCEAN HUNTER* - PIC 5**

The best looking Model 3 game ever, with graphics to die for. All the tension and excitement of an underwater adventure has been captured perfectly and the unique gun-shooting system adds even more atmosphere on top of that. Certainly the most enjoyable shooting game at the show.

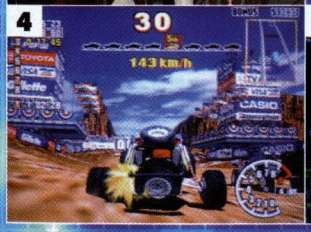
3



***BLOOD BULLET - SIDE STORY* - PICS 6, 7 & 8**

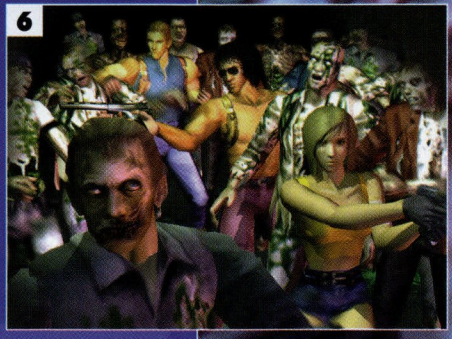
An incredible looking zombie shooting game based on the *House of the Dead* story. The visuals are spectacular with excellent animations and creature design as you and a friend select from three hardy adventurers and take to the streets to rid the town of undead scum. Imagine *Resident Evil* meets *Final Fight* in full 3D! More on this monster hit next issue!

4



5

6



7

8

© Sega. All Rights Reserved. Star Wars Trilogy Arcade © Lucasfilm Ltd & ™ All Rights Reserved.

CAPCOM – Popular characters take center stage!

Look forward to new products and new technology

In order to attract hard-core users fatigued from endless sequels and build up a new group of light users , Capcom have sought out the talents of outside designers and artists to enliven their games with truly original and unique new characters. Even those people who wouldn't normally touch a fighting game were glued to the monitors showing *Jojo's Strange Adventure*. Capcom's big announcement was their first game for Sega's new NAOMI board: *Power Stone* is still under development but early video footage showed an incredible promise. This is Capcom's first true 3D fighter for sure. Check out "Frontlines" for more info.

TECH ROMANCER - PIC 1

With one of the best creators in the animation world, Shouji Kawamori (*Macross*), doing all the original designs for the robots, it's not surprising that this game attracted a lot of attention. With a good blend of styles and design, this game has far much more character to it than most other current fighting games.

MAGICAL TETRIS CHALLENGE FEATURING MICKEY

Capcom's first Nintendo 64 game was looking very good indeed with many female players attracted to its obvious Disney theme and the fun to play original story mode. Capcom's excellent 2D skills have been to put good use with beautiful character animation as well.

JOJO'S STRANGE ADVENTURE

Only on video, but probably the most awaited Capcom game for a long time. Not only does it benefit from a rich manga pedigree, full of great looking characters with incredible special attacks and abilities, it's also only the third CP-System III we've ever had. Expect this to do well over here.

1

TECMO – Diverse range of original titles on show!

Dead or Alive 2 planned for Naomi board!

Since a few years back, Tecmo's arcade fortunes have just got better and better. Building on their very successful *Dead or Alive* brand they showed themselves to be back amongst the big name makers by unveiling a whole host of third-party games at their booth.

DEAD OR ALIVE++ - PICS 1, 2 & 3

Having a real martial artist in their motion designer team has obviously helped in making this game one of the most playable and realistic fighting games of all time. In its latest incarnation, Tecmo have fine tuned *DOA++* even more with a whole host of new features to tempt you back into the arcade.

FLAME GUNNER - PICS 5 & 6

This wasn't playable but it looks like it could be a really interesting game. In particular, they've managed to seamlessly blend numerous high resolution movie scenes throughout the game, which then smoothly revert back to the normal resolution level of the game. This effect alone is impressive.

ELANDOREE - PIC 4

In this unique fighting game you ride on the back of a flying dragon doing battle with other dragon-mounted warriors. Not only do you get to control the flight of your dragon in the 3D space but you can perform a whole load of magical attacks as well.

2

3

4

5

1

6

CAPCOM SHK

© Capcom. All Rights Reserved - Magical Tetris Challenge © Disney - Jojo's Strange Adventure © Luckyland Communications
© 1996, 1998 Tecmo. All Rights Reserved Flame Gunner © Gaps Inc. All Rights Reserved Elan Doree © 1998 Sai-Mate Ltd. All Rights Reserved

NAMCO - The all-new Nam-Cam makes its debut!

Crowd-pleasing multiplayer titles are a big hit!

Although the absence of Namco's traditional over-the-top simulation ride was a little sad at first, it soon became apparent that Namco were onto another winner. One of the big hits of the show was their Nam-Cam, a built-in camera that takes a photo of your face and literally puts you into the game. With large queues of people crowded around Namco's two Nam-Cam games, it's obvious to see why they are always so popular at the arcade.

***RACE ON* - PICS 1 & 2**

Another Nam-Cam title, but this time a racing game. With a super-simplistic driving system, the emphasis is purely on the fun of being able to see who you've knocked off the road and the thrill of trying to catch up with one of your friends. A very popular game that will appeal to casual users.

***GUNMEN WARS* - PIC 5**

Featuring the Nam-Cam, this really simple eight-player shooting game was a big hit for Namco. With the faces of the players hung over the heads of their armor-suited characters, it's really easy to see who you shot and who shot you. A good game to play with a bunch of your mates.

***SOUL CALIBUR* - PICS 3 & 4**

Not at the show, but we wouldn't want you to forget it because it's doing well in the arcade ranking polls at the moment.

SNK - Old favorites make a comeback once more!

Hyper NeoGeo 64 lineup revealed!

Although their big title, *KOF '98*, was already released, SNK still managed to show us a few new titles they've been working on. As always, the loyal gathering of gamers packed their booth out on each and every day.

***SAMURAI SPIRITS 2* - PICS 1, 2, & 3**

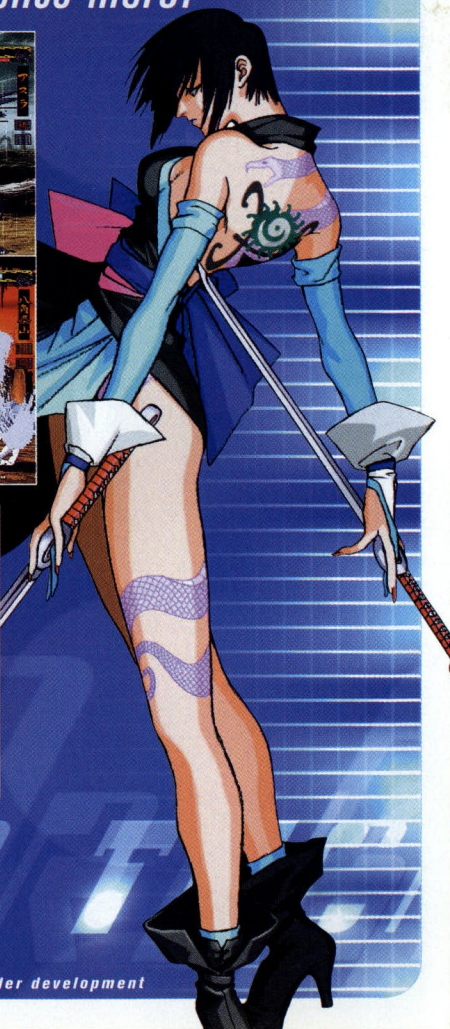
SNK's first Hyper Neo Geo 64 game has gone through a few changes. Out goes the free-dash system along with the stamina gauge, and instead we've got a tighter, more balanced fighter with enhanced visuals and sharper-looking graphics. Fans of the typical SNK fighting games will definitely approve.

***BLOOD BUSTERS SECOND NIGHTMARE* - PIC 4**

Another horror shooter, but this time we've upgraded to a machine gun (with bomb launcher) and the result is plenty of gore. Heads fly off and blood spurts out from start to end, but you rarely have to reload with such a high bullet count in your gun. The Hyper Neo Geo 64 is used to good effect for some pretty massive bosses.

SHOCK TROOPERS 2ND SQUAD

It's only been a year since *Shock Troopers* was released, but they've been busy on its sequel and it shows. The graphics have been enhanced considerably and this helps portray those little comic touches that make the game so much fun to play.

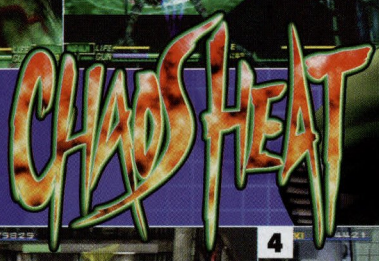


© 1998 Namco. All Rights Reserved
© 1998 SNK. All Rights Reserved Shock Troopers 2nd Squad © 1998 Saurus All Rights Reserved. Title still under development

TAITO - Diverse range of original titles on show!

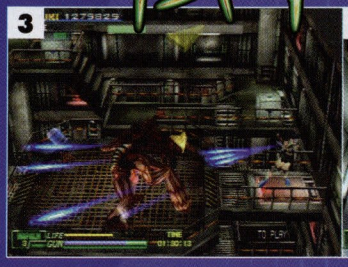
Dead or Alive 2 planned for NAOMI board!

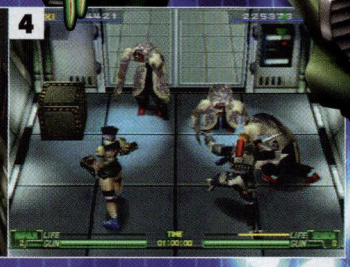
The first of Taito's new games using their new low cost, high performance hardware, the Taito G-Net was well received by both people from the industry and the gamers. With just a simple card holding all the game data, it's really easy and cheap to exchange games. In addition, its incredible CG capability has allowed Taito to create a couple of awesome games as well. Look out for more good things coming for the Taito G-Net soon!



***CHAOS HEAT* - PICS 1, 2, 3 & 4**

When we saw this at Taito's private arcade show a few months back, we thought it looked good, but now it's even better! As their first Taito G-Net title, it's a good indication of the quality of games that we can expect hereafter and it's in-depth gameplay bodes well for a long arcade life.





***RAYCRISIS* - PICS 5, 6 & 7**

It's good to see that shooting games are currently having a revival in Japan and this, the third in Taito's excellent *Ray Series*, is one likely to push this trend even more. As their second Taito G-Net title, not only does it look graphically superior to any other shooter but it has a wealth of new features as well.

PSIKYO

***GUN BIRD 2* - PIC 1**

Psikyo, the undisputed kings of the shoot 'em up, have waited four years to make this sequel, but it's been well worth the wait. Using their own custom high-spec board for 260,000 color graphics, your wacky character's unique animation is both smooth and colorful. Needless to say, the gameplay is excellent.

PILOT KIDS

Shrinking to fit into a tiny plane you must do battle with a weird and whacky bunch of toys that have been brought to life. Using the Model 2 to create some really massive 3D bosses and a wonderfully realistic background environment, Psikyo have made a truly original shoot 'em up.

FUUKI

***ASURA BLADE* - PICS 1 & 2**

A sword and sorcery fighting game set in a fantasy world where each of the eight standard characters has his own individual attacks and unique capabilities. Not only can you attack with your weapon but you can actually throw your weapon at your opponent as well for some pretty spectacular combat.

CAPCOM SNK SEGA

© 1998 Taito. All Rights Reserved. © 1998 Psikyo. All Rights Reserved © 1998 Fuuki Co., Ltd All Rights Reserved.

ARIKA – New beginning with Namco

Street Fighter EX stars make a guest appearance!

Building on the success of the *Street Fighter EX* series, Arika are expanding into new territories. This will no doubt take shape even further with the support of Namco behind them. Look for Arika to be behind some cool games in the near future. For now Arika fans can enjoy their latest lineup.

FIGHTING LAYER - PICS 1, 2 & 3

Having left Capcom to work with Namco, this is Arika's first original fighting game not to use the *Street Fighter* license. They've designed a completely new set of characters (with the exception of two original fighters from *SF EX*, Blair Dame and Allen Snider) to do battle with and included some very original new game features as well.

TETRIS: THE GRAND MASTER - PIC 4

Not to be confused with *Magical Tetris* by Capcom, this is Arika's very own *Tetris* game. It's already in the arcades, so it wasn't at the show, but we thought we'd give it a mention anyway.

CAVE

DANGUN FEVERON – PICS 1&2

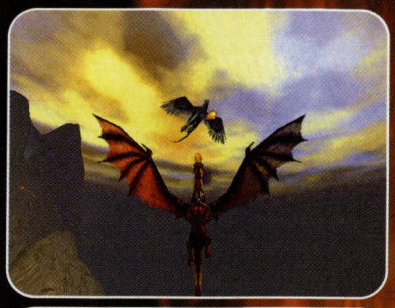
Carefully blending the traditional old-style shooting game format with a host of new features, this game has a very nostalgic but exciting feel to it. In particular, all the BGM is '70s disco music, which adds a most unusual atmosphere. That aside, the game is for everyone, including beginners and maniacs.

EIGHTING/RAZING

BLOODY ROAR 2 - PICS 1, 2 & 3

The world's first beast transformation game is back again with better graphics, new characters and improved gameplay. With more emphasis being put on the characters' unique animal-like qualities, the game – one of the more popular at the show – now has a lot more variation in the fighting techniques that you can employ. The success of the original on the PlayStation means that this sequel should find a receptive audience should it reach Stateside.

Bloody Roar 2 © Eighting/Razing © Hudson Soft All Rights Reserved. Still under development
© 1998 Arika All Rights Reserved Tetris © Elorg. All Rights Reserved © Cave Co., Ltd. All Rights Reserved



drakan

by Dave Rees

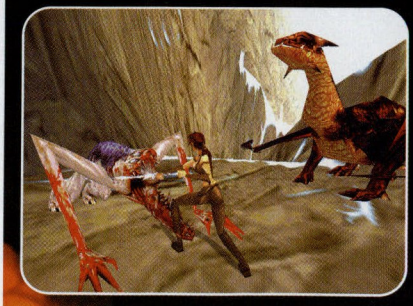
Drakan is an unforgiving world: a harsh climate, a rugged, mountainous terrain, a habitat for the ungracious Wartoks, toxic Spiders, horrifying Scavengers, ominously resourceful Primitive Giants, and vicious Blade Dragons. Its history is blemished by war; its destiny is in your hands.

Playing as Rynn, a shapely, stubborn red-headed Dragon Rider with an uncontrolled temper and a heart of steel, you'll soar over mountain ranges, do battle with hideous life forms and explore dangerous caves in search of your missing brother. And if looks could kill, you wouldn't need your arsenal of weaponry, magic spells, or even your ancient fire-breathing red dragon, Arokh. Rynn is as about as alluring as they come in the world of computer gaming; she will surely make Lara Croft jealous.

But just what kind of game is *Drakan* anyway? It is an ambitious fantasy adventure game that combines the tumultuous action of flight combat, the exploration of *Tomb Raider*, the quests of a role-playing game, and swashbuckling action of *Die by the Sword*. Its formula is complex and untried, but if it works, it is likely to open a new avenue for gaming.

The concept of the level is nonexistent in *Drakan*. The world has four regions, but they are joined seamlessly, which means there will never be any loading – even when entering unique landscapes. And the enemies you face have individual personas; they react differently depending on whether or not you are mounted atop your dragon. A Wartok will sometimes run in fear when he notices you, but then return with a horde of minions to support his attack. And the game is supported by a sequencing technology that Surreal Software call STOMP, which allows for real-time cut scenes that do not interfere with the player's experience. But even more exciting is the inclusion of multiplayer support: imagine up to eight players soaring through the unfriendly skies atop huge fire-breathing dragons.

Despite being introduced to *Drakan* in an infant state, we can say that if its rich blend of play styles and fantasy-based theme are successfully realized, it could be a game that will hold our attention for quite a long time.



KNIFE EDGE

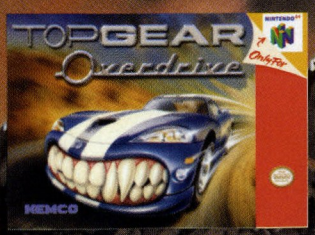
Nose Gunner

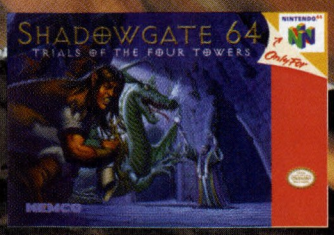
YOU'RE ON THE EDGE OF DESTRUCTION!
YOU'VE GOT MISSILES, CANNONS, PLASMA TORPEDOES, AND NUCLEAR WEAPONS.

YOU'VE BEEN GIVEN EVERYTHING YOU NEED TO DEFEAT THE ALIEN RACE THAT HAS TAKEN OVER THE MARTIAN COLONIES

EXCEPT FOR ONE THING... SKILL

Also on N64:





NINTENDO 64

For more information visit us at: www.JustPlainFun.net

KEMCO

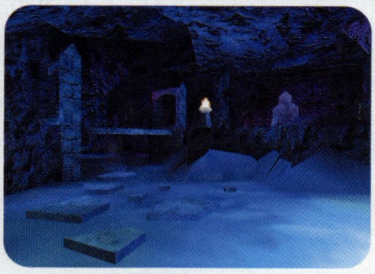
LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1996 NINTENDO OF AMERICA INC. ©1998 KEMCO, Knife Edge is a registered trademark of KEMCO

Ambitious isn't the word to describe the on-line behemoth of a role-playing game that 989 Studios are currently putting the finishing touches on. Think about a gigantic world that takes upwards of four hours of uninterrupted real time to cross at its narrowest point, fully populated with a Tolkeinesque bestiary of humans, elves, halflings, ogres and trolls (these are just the characters you can play), plus hundreds of fantasy creatures inhabiting jagged mountains and serene plains. That is perhaps the smallest of impressions of the communal on-line world that *EverQuest's* development team is proposing. While you gape at the in-game screenshots of an all-new continent recently created to house the second wave of gamers when the world goes "live" in January, let me take you through the life of a human fighter currently battling for survival in this beautiful and almost limitless realm.

Taking part in a 270-man beta test was an exercise in wonder, fraught battling and agony (especially when the server closed for revamping). First, you log into the *EverQuest* server and create your character. As you'd imagine, every imaginable race of Player Characters (PCs) can be chosen, including Erudites (robed island dwellers), High Elves, and even Gnomes. Next, face textures, character class and additional skill point allocation occur (similar to the way *Dungeons & Dragons* characters are formed), after which your religion and starting positions are determined. Rather uninterestingly, I opted for the Human Fighter; named Sothoth, my pugilist sported rather fetching britches and a white frilly shirt. I decided to begin my adventuring in the town of Freeport. Now the "EverQuest" had really begun...

Never have so many possibilities been presented to a gamer fully immersed in the gameplay of *EverQuest*. Outstanding polygonal graphics were the initial greeting, and after the character screen was negotiated, I moved my character around the townscape environment in a state of shock. Although not as intricate as a *Quake 2* level, the graphics are of the same 3D-accelerated quality, quickly sucking you into this fantasy realm like no other game before. Computer controlled guards patrolling the town's battlements and characters of all descriptions wandered past me, all with a purpose. Snapping into character, I quickly bought a sword, a little leather armor, a fishing rod and then became engrossed in a very important initial task: locating the ale house.

A tavern near a wooden ocean jetty was my first watering hole, and I nattered away to a couple other characters already propped up against the bar. Working in exactly the same way as an internet chat room, greetings were exchanged, beer was bought, and then I staggered out to the pier (my vision blurred after my seventh flagon) to drunkenly catch some fish. Once my inebriated state had



Meet the characters (below). Look for the further exploits of Sothoth the adventurer next issue, along with a detailed developer interview.

Incomprehensibly immense worlds are yours to explore!
An extraordinary experiment in the evolution of on-line role playing!

lessened, I walked back through the city, walking past apothecaries, guard towers and assorted shops in an attempt to locate my Guild. Eventually finding the arena, I joined the Guild of Fighters and began training. My weapon of choice was a Claymore, so I opted to spend my five points training my two-handed melee skill. I then trudged to the west exit of Freeport, determined to bring honor to my newly found family.

Outside the town's stone walls, the sun was setting, and a dark shape flapped towards me. Taking a step forward, I flicked to attack mode, targeted what was a giant bat, and began combat. With the optional Autoattack on, I sat back and watched myself swinging my Claymore while the bat squeaked and retaliated with a nasty bite. Clicking through the numerous exterior viewpoints, I saw my character slash down the bat with glee. My first experience points had been gained! Dozens of bats, snakes and rats later, I acquired enough experience points to enter second level, rushed back to the arena, and began to train again. My skill with the Claymore had risen from Feeble to Very Bad! Now that Sothoth was a considerable force to be reckoned with, I tramped back to the killing grounds and into the next zone...

From this initial beginning, a warrior was born! I'm currently eleventh level, have adventured in desert, mountainous and dungeon environments with up to five other gamers in the same party as me, and I'm currently exploring an Orc encampment... Fighting creatures, interacting with hundreds of other characters and finding quests to undertake has taken complete control of my social calendar. I'm deep into *EverQuest*, and see no sign of extracting myself! The reason: The sheer vastness and communal aspects of the game that add a spectacular uniqueness to each consecutive visit. This is a spectacular undertaking, melding 3D accelerated graphics with on-line multiplicity to present an absorbing interactive romp through a beautiful and almost limitless realm.

everquest

by David Hodgson

gauntlet legends

by Dave Rees

A captivating sequel emerges from the shadows of a 14-year legend. Gauntlet Legends is a powerful tribute to Atari's classic 1985 game.

It has been almost 14 years since Atari's ineffaceable arcade smash, *Gauntlet*, was first born. Think about the evolution of technology since then. Just imagine what kind of game *Gauntlet* would be if it employed some of today's top technology; if its environments, characters and enemies were constructed entirely of polygons; if it was made even more spectacular by the utilization of contemporary visual effects: light sourcing, particle effects, transparencies and shading. With *Gauntlet Legends*, Atari Games has turned that dream into reality.

The return of *Gauntlet* is everything a fan of the original could ask for. While the general idea remains well intact – up to four players are tremendously outnumbered as they fight their way through a variety of environments – the graphics engine and new gameplay features add a new dimension to the game that, when experienced, breaks new ground. Sure, you still have to find keys, open locked chests, explore alternate paths, exit through portals, collect money, food, potions, and power-ups. The visual presence, however, has changed dramatically.

Gauntlet Legends strikes the optic nerve with shameless tenacity. The beautifully sculpted structures and vivid outdoor environments are mere backdrops to the spectacular combat effects. But the game's most interesting new feature is how it allows you to enter a name and password for your character and save game data for subsequent retrieval: When starting a new game, you can load your character.

Gauntlet Legends provides the same solid, immensely fun experience as the original. Even after the quantum leap from the original, simplistic 2D appeal to the complex, camera swooping world of isometric 3D, the game has few flaws. Make sure you save plenty of quarters if you want to see for yourself.

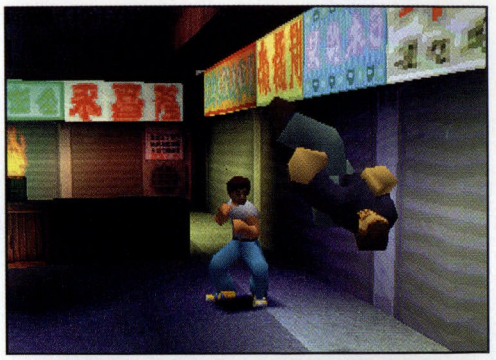
Jackie Chan's on screen acrobatics are in a league of their own. Is there anyone more suited to star in his own video game?

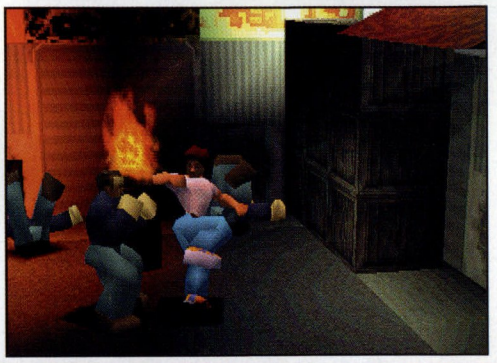
The infectious energy Jackie Chan exudes on screen, the grace and elegance with which he performs his marvelous fighting moves, is truly a gift. It's no wonder only Arnold Schwarzenegger commands more worldwide recognition in cinema than Chan. I love the fact that Chan seems to relish every second he is on screen. There's an innocence, a cartoon quality to his personality, and there never seems to be a dull moment in his magnetic presence.

Why Chan hasn't been tagged to a video game a long time ago is a mystery, but finally, Radical Entertainment is taking the golden Chan image and utilizing it for *Jackie Chan's Stuntmaster*.

A highly intense action/fighting game, *Stuntmaster* manages to capture the Chan charm in a number of creative and entertaining ways. When the options screen first comes up, Chan sings the words "Radical Entertainment," and you just know there was a goofy smile on his face, a delight in what he was doing in the recording session. Little touches like this – Chan intones humorous remarks throughout the game – hint that the developers seem to understand the charm of Chan and are using his image and crafting a game around it that is a natural extension of his persona; think of *Stuntmaster* as a convincingly interactive *Rumble in the Bronx*.

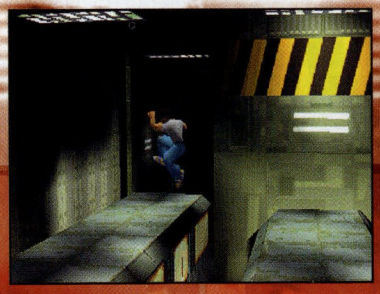
In the opening stage, a twilight Chinatown setting softly lit with rich colors, a motion-captured Chan engages hugely stocky, flat-shaded enemies with hand-to-hand combat, grabbing bottles, spinning on barrels and jumping onto awnings and catwalks. The scene is very distinct, somewhat cartoon-like; a perfect setting for a Chan world. As he moves through the alleys, he comes to a subway, and it is here, after making jumps from car to car while avoiding passing girders and tunnel extensions, that the game currently ends. It is extremely early, and much will certainly change, but I can already say that *Stuntmaster* is not unlike Chan's movies - unique, full of energy, and loads of fun.

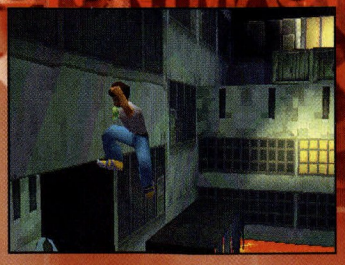


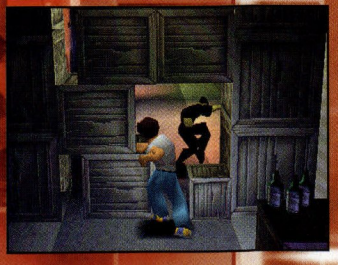


jackie chan's stuntmaster

by Brady Fiechter







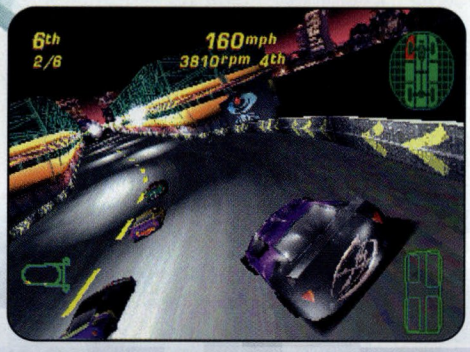
jeff gordon XS racing

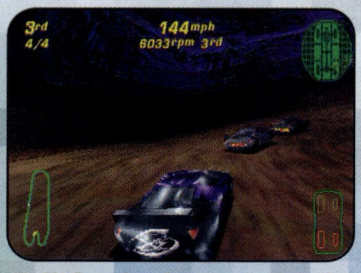
by David Hodgson

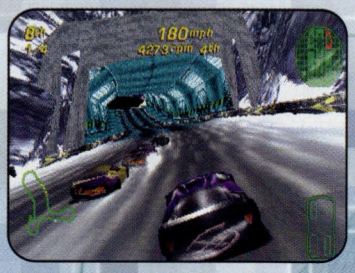
Jeff's monumental appeal and ASC's tight little gaming engine combine to produce what could be a rather entertaining pseudo-futuristic racing ride. *Jeff Gordon XS Racing* initially perturbed me, as I was expecting the full NASCAR experience, but instead found myself at the wheel of a sparkling future stock car – kind of like *Destruction Derby* mobiles, but with much more emphasis on the speed of the game rather than the crashing and chock-full of the latest technology that the year 2012 has to offer. Yep, Jeff's still going strong in 2012, and he's able to challenge you, the newly signed racer, to hone your skills on eight tracks, acting both as a teammate to help and instruct you, before finally challenging you in the ending stages of the competition.

Emphasis is firmly placed on the arcade experience, with these new-fangled vehicles exhibiting the same characteristics as contemporary cars, but with a couple of "advancements." First, the real-time deformation looks rather impressive, as the car buckles (with sparks a-flying) when you graze a corner or competitor, after which it morphs back to its original shape! Secondly, those requiring "wicked air" while jumping have this opportunity, as certain courses offer a number of jumps, and special "rudders" expand out from your rear spoiler, allowing drifting capabilities.

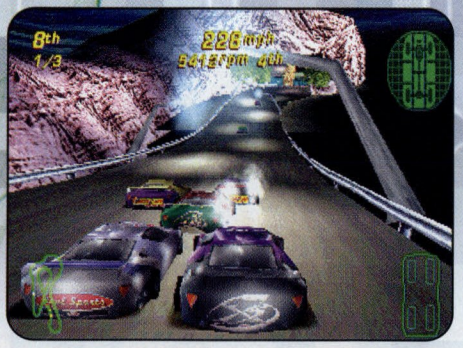
Course layouts provide you with short but frantic environments of the usual fare (i.e. ice, cities and dirt hillsides) with some major corporate sponsors slapping products onto every surface: Soft drink fans need not worry... in the future, brown, fizzy, teeth-rotting beverages are still an integral part of every racing fan's life. After playing five of the tracks, I lamented the garish nature of the courses, despite some impressive lighting effects; however, I also noted the realism of the engine noise, and the weight and physics of the cars. Once the final game mechanics are in, we'll be back to comprehensively challenge Jeff.

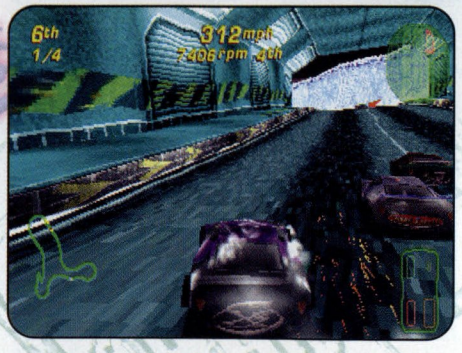






Jeff Gordon's expertise has been integral in the creation of a fast and futuristic racer! Pit yourself against Gordon in a screaming demon of a stock car!





WARNING: Innovation® PRODUCTS ARE HAZARDOUS TO YOUR HOMEWORK!

Triple Shock Pak

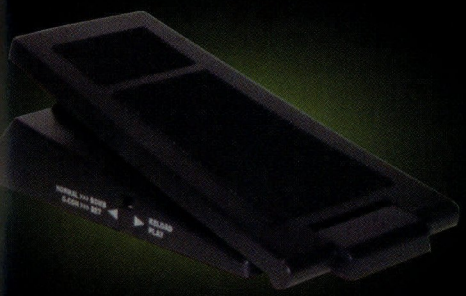
- Converts any Dual Shock into a Triple Shock!
- Converts any standard pad into a Dual Shock!
- Attach several in a series for Quad-Shock treatment!!

Double-Shock Gun w/Footpedal

From the creators of the Jolt Gun comes the Double-Shock Gun w/Footpedal! No batteries, no AC required... Just Good Aim! Works with all PSX & Saturn light gun games.

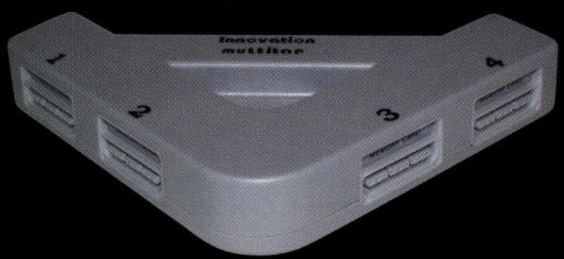
Virtual Arcade Stick

All metal base & buttons. Programmable Turbo & Auto Fire + Slow Motion. Upgradeable to work with all past, present, and future videogame systems!



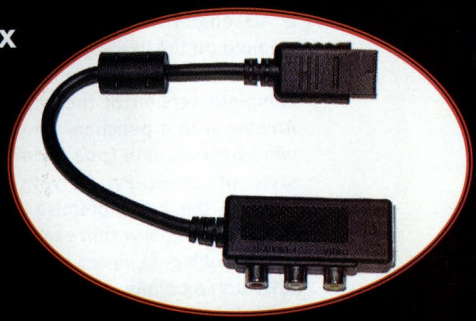
Gun-Con Compatible Foot Pedal

Plug any light gun into the foot pedal and convert it into a Gun-Con or jolt gun. Works with all PSX light guns & games.



PSX Multitap

The world's only color, 8-player, and Dual Shock compatible Multitap. Available in 6 colors!



PSX Multi-AV Cable

- Connect your Guncon to any TV!
- Connect you PSX to your stereo or VCR while you're playing!
- Extend your standard PSX cable by 4 feet!

Innovation Color Cables

Extension cables for PSX and N64! Now available in 8 colors! Dual-Shock compatible.

PSX 1MEG, 2MEG, 4MEG & 6MEG MEMORY CARDS

The world's only color real memory card! Real memory, not compressed! High quality like your original Sony memory card, but more memory!

N64 Rechargeable Jolt Pak & Jolt Pak Plus Memory

Never need batteries again! More rumble than other rumble paks. Includes AC adapter you can use with your GB Pocket.

Now if you're done playing games and you want to meet a girl... Follow the stars!

Love Scope

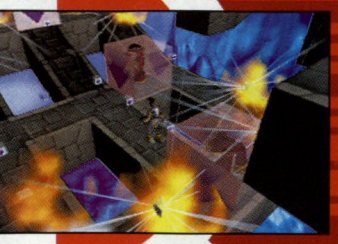
Every girl's got one, now you need one! Now know which girl likes you best! Love Scope connects you to the girl of you dreams and tells you if she loves you or not. If you match maybe you'll go out on a date or much more!

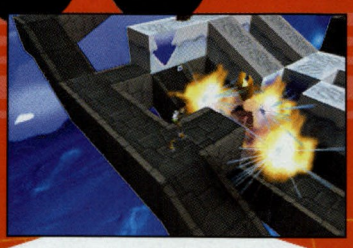
Telepathy Scope

Now that you've found her, Telepathy Scope calculates how compatible you are on a scale from 1-100. Plus your future, your fortune, and your dreams!

Innovation
1491 Boston Post Road, Old Saybrook, CT 06475

Innovation products are available at Electronics Boutique, Movie Gallery, and other official Innovation dealers. Call 1-860-395-3090 to find the dealer nearest you or to order. Fax 860-388-0084. www.innovation1.com





lode runner 64

Doug Smith's eighties classic gets the 3D treatment

Developers Big Bang give us "Pandemonium" Runner

by Mike Hobbs

Douglas Smith's original *Lode Runner* game first debuted in 1983 and a classic action/puzzler was born. Fifteen years later, Big Bang (whose previous credits include the PS conversion of *Dark Forces*) are set to unleash a 64-bit update to a whole new generation of gamers. But will the original concept with a few tweaks and a 3D engine hold the interest of those weaned on the likes of *Mario*?

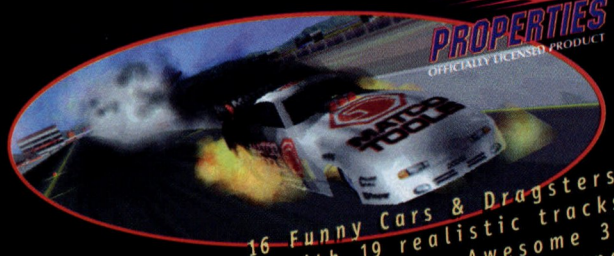
Based on my experience with a nearly complete version of the game, I think so. Anyone with a penchant for puzzle solving will surely warm to *Lode Runner 64's* unique style of gameplay. As with most brain-teasers, the basic premise is deceptively simple. The goal within each stage is to collect enough gold pieces to open an exit portal. Running along a *Pandemonium*-like 3D strip, this is easy enough in the very early stages, as your only real challenge lies in destroying certain blocks that limit access to gold-bearing sections of a stage. Things are made trickier by the fact that you can only destroy blocks that are below and in front of your character. And as you progress, gold-stealing Monks, moving platforms, bombs, teleporters, and drills figure into the mix, making your seemingly simple task that much more difficult.

The appeal of *Lode Runner 64* lies in the very clever stage design. You'll experience a good number of satisfying mini-revelations as the solution to a particular section becomes apparent – which often involves having quick reflexes, lending a nice action feel to what could have been a dry, puzzle-solving experience.

When finished, *Lode Runner 64* will boast some 100 levels spanning five unique worlds. If the control can be tightened up and the camera made more intuitive, this update of the eighties classic should have little trouble finding an audience. As of this writing, however, Big Bang have yet to secure a U.S. publisher or an official release date. Keep your eyes peeled.

WARNING:

Use of this CD *will* cause smoke and flames in most computers.



16 Funny Cars & Dragsters with 19 realistic tracks - Awesome 3D graphics & sound!

22 NHRA events, multiple race modes & 3 skill levels

Race against NHRA Champions like John Force, Kenny Bernstein & Joe Amato

Multiple camera angles including in-car driver view

NHRA Pros provide running commentary

Ron Capps with Don Prudhomme

NHRA® Drag Racing

The Nitro Burnin' Racing Simulation

Windows CD-ROM

EVERYONE E CONTENT RATED BY ESRB

Mind Magic Productions

OH, It's On!

www.mindmagic.com

Mind Magic Productions is a division of **RMC Interactive**

1753 Northgate Blvd, Sarasota, FL 34234 1.800.762.6443

NHRA Drag Racing was developed by Tantrum Entertainment © 1998 Tantrum Entertainment, Inc. 4 Spring Hill Lane Bethel, CT

NHRA trademarks are used with the permission of NHRA Properties and the National Hot Rod Association.
All other trademarks or registered trademarks are marks of their respective owners. All rights reserved.

UbiSoft have been generating a lot of excitement lately. *Rayman 2* earned its fair share of "Best of Show" honors at this year's E3. In fact, Nintendo's own game guru Shigeru Miyamoto was even spied giving the game a whirl on the show floor, and it's easy to see why. Taking full advantage of current accelerator-card technology, an almost indescribably lush and magical world has been created, one that shows off as much artistry as it does programming prowess.

Basically, UbiSoft have achieved the seemingly impossible: They've managed to keep the same high level of detail and color that graced Rayman's previous 2D outing and translate that look almost perfectly into the realm of real-time 3D. The phrase "living cartoon" has never been more applicable. In fact, comparing it to a cartoon may be short-changing it, for the wealth of beautiful lighting and particle effects in concert with other, more subtle atmospheric touches lends a sense of fantasy reality that few animations can match.

rayman 2

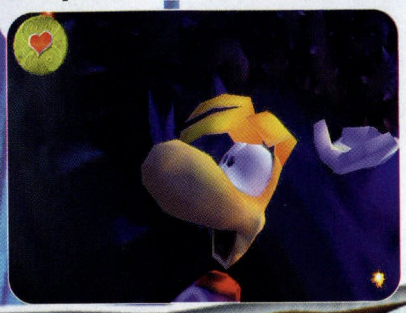
by Mike Hobbs

With Rayman 2, UbiSoft leave little doubt as to their 3d skills. Pure artistry has been applied to this adventure

One look at these screens should be enough to convince you of the supreme graphical achievement of Rayman 2. It's the best looking free-roaming game yet created.

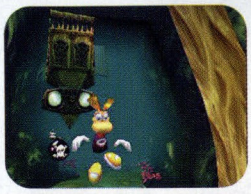
Environments are overflowing with color and detail.

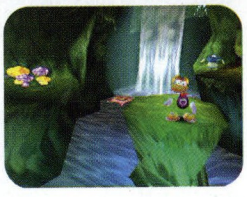
Graphical effects push 3D accelerator cards to the limit



Rayman himself also looks as good here in 3D as he did in two dimensions. He's the same, limbless curiosity, but his appeal cannot be denied. And more importantly, he moves through his new world with a subtle grace that any 3D adventure/platformer would be envious of. Even in its unfinished state, Rayman exhibits sublime control that makes traversing the gorgeous environments all the more exhilarating.

With a final review copy forthcoming, the excitement over *Rayman 2* is definitely building. If all goes as planned, the game should be released around March of next year.



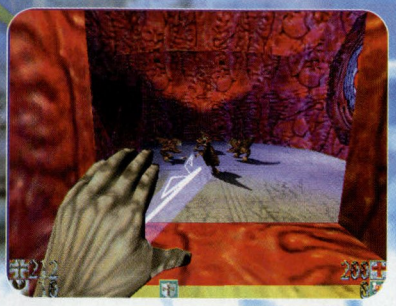


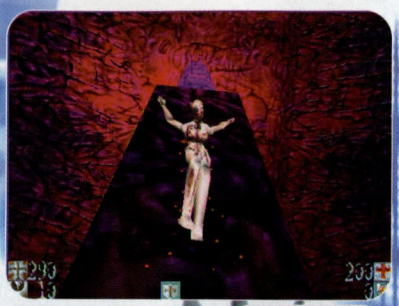
Rayman 2 - N64

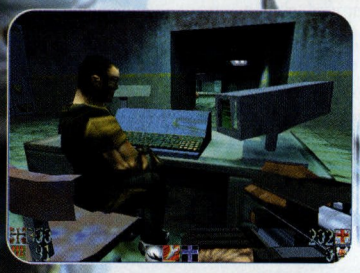
Obviously, the N64 is no match for a high-spec accelerator card, but that shouldn't keep it from being beautiful in its own right. Its utilization of the upcoming 4-meg expansion pack ensures the highest quality visual presentation possible.

requiem

by Dave Rees







God grants Malachi a license to kill, but will he alone be enough to prepare the world for the second coming? Geez, between Requiem and Messiah, we are all about to receive some interesting allegorical lessons covering the apparent apocalypse. Sign me up!

The PC takes us to many visionary places, but has it stopped by Heaven or Hell lately? Well, it's about to. In a classic battle between the ultimate opposites, good and evil, Cyclone's *Requiem* invites us on a terrifying ride that launches from the grim underworld of Hell, and hopefully, ends at the pearly gates. And like *Sin* and *Half Life*, the game will focus on action but be driven by a deep back story.

Assuming the role of an angel, Malachi, you are commanded by God to cleanse the Earth of an army of rebellious angels, the Fallen. (Curiously, the name Malachi was also given to the last prophetic book of the *Old Testament*; it signifies the figure of the messianic precursor.) It may sound a bit similar to *Messiah*, but one thing is for sure: Malachi is not a cute, rosy-cheeked Cherub. And armed with some powerful weapons and creative abilities, he is perfectly capable of defending himself without exploiting the souls of his enemies.

When you first begin to play *Requiem*, it immediately becomes evident that Cyclone have made a concerted effort in mirroring our understanding of Satan's dwelling. Demonic whispers of "Malachi" emanate from an unknown origin, faint moans of discomfort and torturous cries of agony fill the air, and as you trek through breathing passageways, heads and arms protrude from the walls, flailing about as if they are desperately reaching for unattainable salvation. It almost feels uncomfortable to play the first levels of the game, even from the safety of your favorite chair. But ironically, when you finally escape from the underworld, you find yourself facing predicaments that make Hell seem like a vacation spot.

Requiem's selling point will likely be the unique lineup of abilities, both offensive and defensive, at your disposal. Not exactly angelic by nature, many of the offensive spells cause a painful and violent death to the unfortunate receiver. Blood Boil, for example, causes its victim's blood to boil over and, after quivering spastically, he explodes – entertaining stuff.

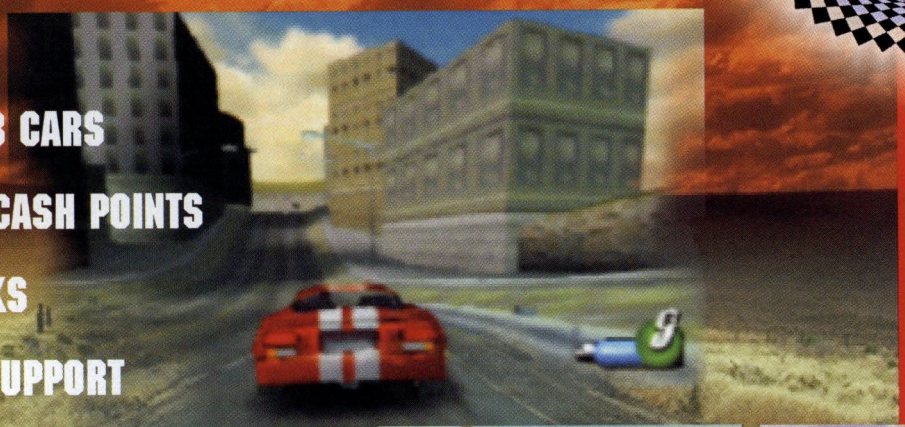
But the question is: With its proprietary 3D engine, will *Requiem* be in the same league as *Sin* and *Half Life*? You'll have to wait until next time for that one.

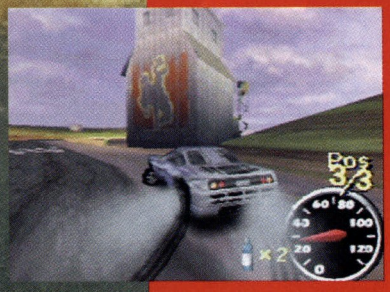
TOP GEAR Overdrive

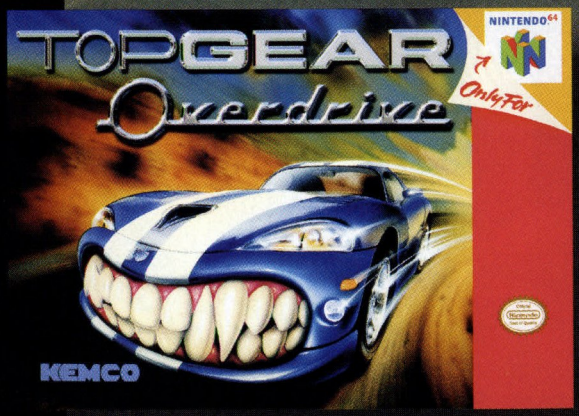
THE ONLY THING MORE FUN THAN WINNING IS ...CHEATING!

AVAILABLE NOW!

- 4 PLAYER MODE!
- LOTS OF WAYS TO CHEAT
- NITRO BOOSTS
- POWER-UPS
- SELECT FROM 8 CARS
- COMPETE FOR CASH POINTS
- MIRROR TRACKS
- RUMBLE PAK SUPPORT
- VARYING WEATHER CONDITIONS
- CHANGING SEASONS
- JUMPS AND OBSTACLES







KEMCO

NINTENDO64

LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC. ©1998 KEMCO, TOP GEAR is a registered trademark of KEMCO

shadow madness

by Brady Fiechter

Shortly after Square shut down its U.S. production house, a few scattered team members ventured out on their own to begin work on an RPG called *Shadow Madness*. Eventually, Crave assimilated the fledgling production team and made it a permanent fixture in their in-house stable. Now, as progress continues unabated on *Shadow Madness*, scattered pieces of a promising RPG are starting to be unified into a solid, pleasing form.

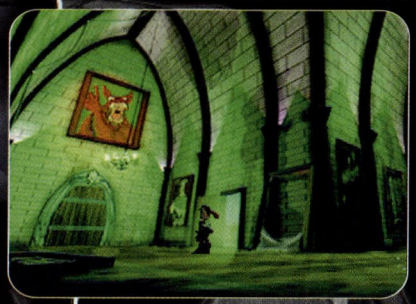
The first thing to attract attention in *Shadow Madness* is the pre-rendered backgrounds. Comparisons will be drawn immediately to *Final Fantasy VII*, yet there is no comparison – at least not in complexity, detail, and vision. The dusky world of *Shadow Madness* looks very good, and the potential for a fine visual sweep is lurking, but there is much work to be done if Crave hopes to dazzle the player. But standing in the suffocating presence of a *Final Fantasy VII* is bound to manipulate our outlook on the game, and the visuals are but a part of the whole; Crave is concentrating on several areas to separate *Shadow Madness* from the competition. One of these key areas is battle avoidance: When a monster screams, the characters are able to circumvent confrontation by lying on the ground. It is up to the player to decide when a fight is necessary. When conflict does arise, turn-based fights involve three party members against the enemy, and the familiar magic and short- and long-range attacks can be utilized. Certain magic spells are carried out in rendered cinematic sequences, adding an exciting visual kick to the spell casting – a kick that is much needed; the exact nature of the battles is still highly ambiguous, leaving much to be molded for the final game.

If comparisons must continue with *Final Fantasy VII* – and any other RPG for that matter – then for its most powerful ammunition of offense, *Shadow Madness* comes loaded with exquisite music that only *Suikoden* of 32-bit RPGs can match. Exceptional in variety and complexity, beautiful in its atmospheric grasp, the score expresses a mood the visuals sometimes fail to do.

But a failure *Shadow Master* will certainly never be. An early five hours of play is but a rough tease of what is to come – a reconciliation for RPG fans who are frustrated with their anemic collection.

What is this mysterious force decimating the lands of Arkose?

What is its link to the feverish madness infecting the people?



silent hill

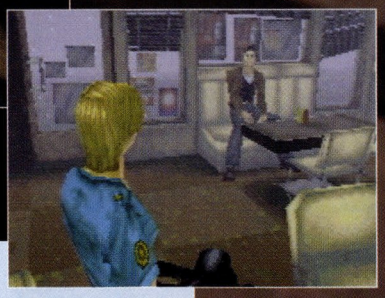
by David Hodgson

Just what is going on at *Silent Hill*? This wonderfully Japanese question on Konami's press releases was posed back at this year's E3 show, and at the moment, the answer appears to be a lot of running and gunfire courtesy of Harry, our 1940s investigator-type clad in full "Spooky Mulder" FBI-style regalia. There's also quite a deluge of crimson splatter, with bloody little extras (such as a nasty accident involving a police officer and a lack of a restraint system in his vehicle), as well as half-a-dozen (mainly skinned) implemented enemies ready to shamble at you, ragged claws at the ready.

Now hold there. That's all been seen before... Silent Hill? Raccoon Valley? Certainly, there's a nod towards *Resident Evil* with the initial tasks at hand (mainly that gunfire), but what separate the two are the even more disgusting subject matter to slaughter and the free-roaming aspect of the adventure. Running through misty environments and dark alleys of this decaying little hamlet brought back thoughts of Kalisto's *Nightmare Creatures*, but with much more in the way of investigative activity in the style of the Capcom classic. What really sets this game's high standard though are the CG cut-scenes. Your comrade Cybil (the Bridget Fonda lookalike police officer), mad old Dahlia (a cackling women in a clock tower), terrified nurse Lisa, and mysterious mutant children have all been painstakingly (and beautifully) brought to almost photo-realistic life. The quality of the CG has only been matched by *D2*, and this shows that Konami's other R&D teams have a different approach to creating the linking portions of their games.

With *Silent Hill*, pre-rendered graphical prowess appears to overshadow the full immersion *Metal Gear Solid* offers. The only real problem seems to be one of censorship. In fact, I'm sure American gamers won't be able to blow bloody chunks from the rotting heads of skinned zombie children (in a school yard of all places!), the dead kiddies replaced by demonic foes when the official game is released. However, the type of creeping terror present in the title has certainly transferred precisely to the newest Japanese catchline for the game... *Silent Hill* is most definitely turning into Hell!

Mist plays a major role, along with other gloomy illumination. Also note the detailed polygonal models; Cybil chats to Harry.

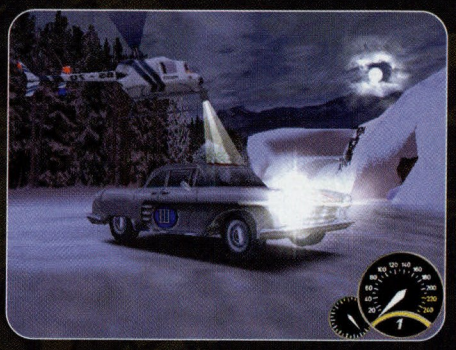


"Officer Harris? This is control! Please report your current status!" "I crashed into a snow bank and I'm currently strung up on a barbed-wire fence! Glurk!"

SILENT HILL IS TURNING TO HELL

speed busters

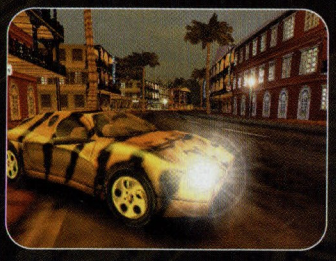
by Dave Rees



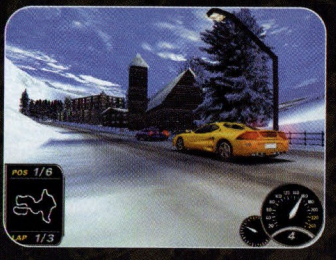
What place would a stomping Tyrannosaurus rex, enraged King Kong, wobbly UFO, frenzied Jaws, and Captain Nemo's tentacled arch-nemesis possibly find in a racing game? I'm not quite sure, but when Ubisoft's Pierre Szalowski, the game's producer, first came up with the inspiration behind *Speed Busters*, I'm sure that he wanted to create a driving experience that was far from being traditional. From our preview of the game, it looks like his vision is moving to fruition.

As the title states, this game is all about speed. Placed at various points on each track, a police car keeps track of your speed via radar. But there is no need to worry – this cop won't chase you. In fact, he wants to give bags of money to the driver who can maintain the top speed. The faster you go, the more money he will award you – money that can be spent on upgrading your car.

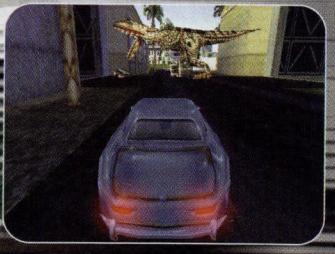
The game's seven cars are modeled after various four-wheeled vehicles from the '50s and '90s, but they'll all be equally competitive, and come equipped with a speed-enhancing Nitro booster. But while your wheels are certainly cool, it is the obstacles that make the game so refreshing and humorously entertaining. You'll have to watch out for avalanches and landslides. Drive through an irrigation duct and you'll soon be chased by a wall of water! A running train can actually be used as a shortcut; time your jump and hitch a ride! Combined with the hilarious efforts of some of Hollywood's most famous adversaries (King Kong seemingly hates cars!), the tracks are entertaining as much as they are challenging.



Supporting its gameplay, the *Speed Busters* engine is fast and well equipped to do the job. The openness of the tracks is reminiscent of Midway's *San Francisco Rush*, but the physics, control and environments are much more entertaining.



Ubisoft is preparing to create quite an online community of speed busters as well. Players will be able to download new cars and skins, and, of course, play a multiplayer game over the internet or a LAN. This game just might topple *NFS III* as 1998's best racing game.



Rocket GAME PRODUCTS

FUEL FOR YOUR GAME SYSTEM

Game Champions $19.99 plus s&h

Game Champions™ are cheat cartridges preloaded with cool cheats and game saves for the biggest and best Playstation® and N64™ games. Gain best times, maximum scores, super strength, extra weapons, and access those levels and vehicles you only ever dreamed of playing! Simply plug into your memory card slot, load the save and play to win!!!

GAME CHAMPION Cheat Library includes: WWF Warzone™ - PSX • Quest 64™ - N64 WWF Warzone™ - N64 • Mortal Kombat™ 4 - PSX • Gran Turismo™ - PSX • Mortal Kombat™ 4 - N64 Tekken 3™ - PSX • Final Fantasy VII™ - PSX • Tenchu: Stealth Assasins™ - PSX • Resident Evil 2™ - PSX Metal Gear Solid™ - PSX

CALL FOR UPDATED LIST!!!

GAMESHARK™

Available for:
PSX®
N64™
Sega Saturn™ - **$42.99** plus S&H
GameBoy™ & GameBoy Pocket™ - **$29.99** plus S&H

ABUSE THE POWER!!!

Take gaming to new levels of fun and excitement! Gain access to new levels and weapons with the press of a button. Even the odds with infinite health, endless ammo and unlimited time. GameShark™ takes you where you want to go!

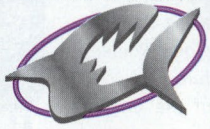
WHAT'S NEW

- **GAMESHARK™ Upgrade Service $19.99** plus s&h

If you don't have a GameShark™ Version 2.0 or higher you are missing out on cheats for the hottest games, cool utility programs like Memory Manager, CD image viewer, movie player, and Rocket's GameShark Enhancement CD's!

- Upgrade your PSX®, & Sega Saturn™ GameShark™ to the latest version!
- We'll upgrade your GameShark™ cheat code library! Simply send us your GameShark™ in a package titled " Rocket Upgrade" to the address below, and we'll do the rest in 14 days or less!!!

**Call to find out latest version upgrade available!



- **PSX GAMEBOOSTER - $49.99** plus s&h

Its true, now play all your favorite GameBoy® games on your PlayStation® console! Games are viewed full screen in full color!! Loaded with GameShark codes to help beat your favorite Game Boy® games, code creation software, and much more.

- **SHARKLINK - $49.99** plus s&h

The hacking tool the pro's use to create unique and powerful GameShark™ codes for N64™, Playstation® or Sega Saturn™, copy and transfer game save data from your console to your PC and vice versa, and upgrade your GameShark™ to the latest version from the web!

*Requires IBM compatible PC with expansion slot and Win '95.
*N64™ systems requires Cheat Development Kit.

- **N 64 CHEAT DEVELOPMENT KIT - $89.99** plus s&h

A powerful cheat training system for a GameShark™ owner. When combined with SharkLink, you'll have the ability to create your own N 64 GameShark codes. The Development Kit includes 4MB RAM expansion (increasing your N 64 memory to 8Meg!), and a special cartridge for connecting SharkLink to your PC.

*Requires SharkLink Package, PC that is IBM compatible and Win'95.

- **INTERACTOR VEST** - For any console or home computer. - **$29.99** plus s&h

Add force feedback to your favorite N64™, PSX®, Saturn™ or home computer games! Punches, kicks and collisions now feel REAL! Complete with jolt interface to release ' Jolt ' effects from within N64™ 'Rumble' titles.

*Requires TV, Console or Home Computer to have audio output jacks

"Voted best peripheral at E3".

DexDrive

$37.99 plus s&h (both systems)

DEXDRIVE for PSX® & N64™

Copy and save stored game saves from your consoles compatible memory card to the hard drive of a PC. With help from software, email saves to other gamers, download saves from the web and transfer saves to memory cards!

*Requires IBM compatible PC & Win '95

PLAYSTATION

- **GAMESHARK™ ENHANCEMENT CD** - for PSX® **$19.99** plus s&h

This CD adds a new range of features to your PSX® GameShark™. Contains the latest cheat libraries, version upgrades, game save cheats & much more! Simply load the CD and your GameShark does the rest!

*Requires Version 2.0 GameShark™ or higher

- **CHEAT FACTORY** - For use with IBM compatible PC and PSX® console **$19.99** plus s&h

Create your own cheat cartridges with this powerful utility.Select from the hundreds of game save cheats supplied or download from the Internet. Send and receive game saves over the Internet and much more!!!

- **Game Champion Compilations - $19.99** plus s&h

Racing Champion & Combat Champion Cheat Cartridge. A classic compilation of awesome game saves to help break your Racing or Combat games wide open - specially designed for the racing or combat fanatic!

- **GameKiller - $29.99** plus s&h

A classic compilation of KILLER game saves for dozens of the biggest and best Playstation® games. Skip levels, meet hidden characters, gain maximum scores!

NINTENDO 64

- **GAMEBOOSTER** - for N64™ - **$49.99** plus s&h

Play all your favorite GameBoy™ games on your N64™ system. Games are viewed full screen in full color! Loaded with GameShark codes, code creation software, and much more.

- **SHOCKWAVE - $29.99** plus s&h

Force feedback brings your N64™ controller to life. Punches, kicks, collisions now feel real! Compatible with ALL N64™ games!!

ALSO AVAILABLE FROM ROCKET

INTERACT GAMING ACCESSORIES

N64

- **Arcade Shark** - Allows precision control in ANY type of game. Offers removable joystick, Four way view control, Independent auto-fire, and much more!

$39.99 or two for **$49.99!** plus s&h

- **Shark Pad Pro 64** - Encompasses all of the features of the Shark Pad Pro 64, this time around with a unique"stingray" shape for easier analog control during gameplay! **$24.99** plus s&h

PSX

- **Light Blaster** - Auto-fire, Auto-reload, Intelligent reload, Special reload knob, Set mode, Hyper button, and Memory card slot right at your finger tips! **$22.99** plus s&h
- **PS Arcade** - REAL arcade joystick control and giant fire buttons you can pound on! **$44.99** plus s&h
- **Barracuda** - "Total control controller" features analog stick that can be used in digital games. **$23.99** or two for **$29.99** plus s&h
- **Program Pad** - 10 easily programmable fire buttons, programmable digital direction control, slow motion and more!! **$19.99** plus s&h

MULTI PLATFORM

- **Ultra Racer 64** - For Nintendo 64 and PlayStation Combines analog steering with digital control. Features a Controller Pak™ slot **$24.99** plus s&h

- **V3 Racing Wheel** - For Nintendo 64 and PlayStation300 degree wheel rotation, adjustable wheel positioning, programmable fire buttons and separate analog foot pedals. **$54.99** plus s&h

ORDER ONLINE NOW!

Call for Shipping & handling rates.
Mail your check/money order to:

Rocket Game Products
13131 56th Court Suite 303
Clearwater, Florida 33760

Please include: Your name, return address, telephone number, product and type of game system.

www.rocketgameproducts.com
email: sales@roocketgameproducts.com

7 days delivery on stock items

EXCHANGES ONLY

ORDER NOW!

TEL: (727) 572-1096
FAX: (727) 572-1455

MasterCard · Discover Cards · VISA

tomb raider 3

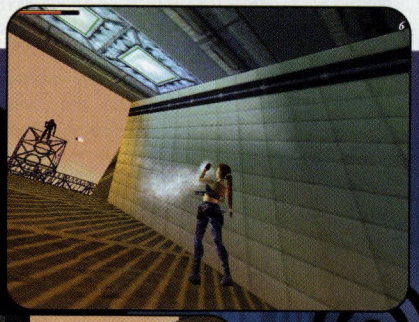
by Dave Rees

While it is technically similar to its origin...
An undeniable adventure beckons us all...

A mere issue ago, we mentioned *Tomb Raider 3* for the PlayStation, but what about the PC version? As one would expect, it is the exact same game but with dramatically enhanced graphics and frame rate. But this fact leads us to another question: Why didn't Core make further improvements to the PC version? Why not smooth out Lara's curves or add unique features? After all, when it comes to rendering and pushing polygons, a Voodoo 2 machine goes well beyond the PlayStation. Right? It is ironic that the gaming heroine of the '90s has changed so little. Besides the apparent breast reduction (sorry folks, she's a B-cup in the preview) and a few new outfits, Lara still has the same blocky frame, which is made even more evident when she is crouching on all fours or performing her new crawl maneuver.

Without harping on a relatively meaningless point for too long, it is perhaps more appropriate to talk about the fact that the third installment is definitely more of the same, which in this case is a good thing, but contains many new subtleties that differ enough to warrant its consideration by any gamer. Even those who have been with the series from the start will find it refreshing enough. New settings, moves, vehicles, enemies, and weapons were all expected, but what about varying weather conditions, smoking guns, rippling water, or a trail of footsteps left in the snow? These may seem to be rather simple enhancements, but at best, they are effective in making the environments and atmosphere of *Tomb Raider 3* seem more alive than ever before.

Remembering the magic of the original *Tomb Raider* brings about a revelation: Keeping the changes to the *TR* series subtle in nature is perhaps an act to preserve the adventuresome soul of Lara Croft. While we know what to expect from a technical viewpoint (the engine employed is essentially a slightly enhanced version of the original), it holds true that each sequel that Core creates will rely more on its production than its technology. Sounds good, doesn't it?



lara interviewed!

We chat with the English adventuring temptress!

by David Hodgson

We recently journeyed deep into the English Countryside for a meeting with Lara herself...

GR (Gamers' Republic): Looks like you've done a little renovating since the last time we took a look inside your abode.

LC (Lara Croft): Yes, I had the painters and decorators in for a full revamp recently as the décor had taken a bit of a battering at the end of my last adventure... bullet holes in the bed, blood on the walls, that sort of thing. I also got some new bedsheets; the last ones were Victorian. Very impractical. I inherited the house from an aunt, you see, and it had half the family heirlooms in it. I put most of that into storage a long time ago... they were rather tame antiques I thought. I've just made a few more alterations to the garden too. Particularly the hedging...

[*At this moment, Winston, Lara's family butler, rattles up and offers tea and crumpets*]

GR: Mmmm... Earl Grey. How long have you been in the service of Miss Croft, Winston?

[*Winston mumbles, sucking air noisily down his windpipe in reply. Then he farts and shuffles away. Lara offers a translation;*]

LC: Winston sort of comes with the house. He's been rattling about for a fair while now.

GR: So how many staff does it take to perform upkeep on a house of this magnitude?

LC: There is only Winston here full time because it's empty so often. There used to be a housekeeper too, but she kept insisting on hoovering the 10 Commandments out of the Ark. So I had to let her go...

GR: When you leave the mansion, you tend to end up travelling a lot. Where did you do most of your adventuring this time around?

LC: Well, I started in India but events then led me on to London, the South Pacific, Area 51, and finally, Antarctica.

GR: How did it compare to previous quests?

LC: The tombs seemed to be lit more subtly, the baddies were more intelligent and calculating, the terrain more diverse, the maps more open, the weather more uncompromising, and lots more. It was tough, though my guns looked and sounded a lot better, so that helped.

GR: Just who pays for this sort of thing? Are you lecturing at universities to pay the bills?

LC: I funded my own expedition to India by auctioning those Victorian bedsheets, then the research company who subsequently employed me covered the rest of my expenses. I can't imagine Universities wanting me to encourage their students with my methods; archeaologists are very attached to their toothbrushes and trowels...

GR: Any new moves you've learned that you're proud of?

LC: I've mastered a nifty monkey swing and a crawl. Of particular use has been my sprint training which has saved me a few times. I've also been driving some new vehicles...

GR: How do you stay in such great shape?

LC: I keep fit for travelling by basically doing just that. But when I am at home, I just amuse myself on my assault course. My training is fairly loose and based strictly on having fun; shooting, swimming, vaulting... nothing more scientific than that...

GR: You've got some rather natty outfits this time around. Who designs your adventuring and formal wear? Any favorite designers?

LC: Various designers have been putting together my recent outfits; Darren Wakeman, Pete Duncan, Andy Sandham, Rich Morton... They do the best line in adventure clothing, while my more formal wear is generally seen to by Matt Charlesworth and Mark Hazelton.

GR: Moving on, er, I hope you don't mind me asking a personal question...

LC: Go on...

GR: It seems that you're slightly less well-endowed in the game this time. Any comment on the rumored breast reduction?

LC: I don't believe there's been any polygon re-shaping done there at all. And I imagine I would be the first person to notice... it's an integral part of my balance...

GR: What music are you listening to now?

LC: I was brought up on classical music and as I only ever listen to music while I'm at home relaxing, I often come back to this. To be honest, it takes a bit of a while to retune from the sound of gunfire anyhow. I do have a liking for easy listening such as Nine Inch Nails and Daft Punk which an Aunty of mine is into - but apart from that, I don't know much about contemporary music.

GR: We heard a rumor of a movie...

LC: I've heard that too. To be honest, I'm not worried too much about who would play me... just so long as they look at ease in a dark tomb with a rocket launcher in their hands.

GR: Anything you'd like to say to your American fans?

LC: I hope you manage to get through my third adventure in one piece!

GR: Thank you for your kind hospitality. We wish you every success in this adventure!

TOMB RAIDER 3.0001b
TR sae.01

total annihilation kingdoms

by David Hodgson

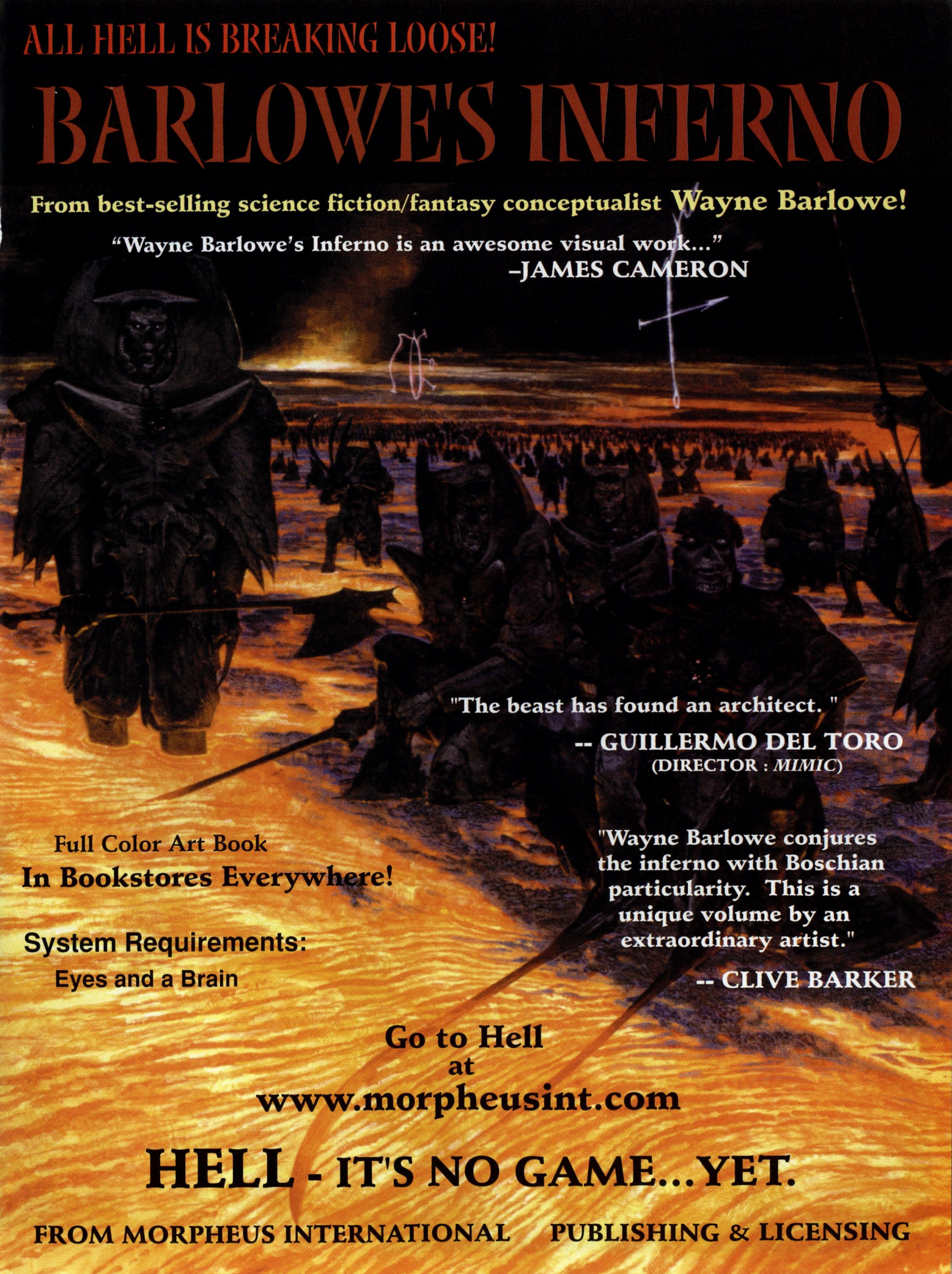
RTS fantasy strategy, full of flair and strategic fun!

Slap on a "Kingdoms" suffix to an already massive RTS system and you're bound to create interest in the series, especially as *Kingdoms* indulges the other predisposition of many RTS fan's interest, the fantasy setting. And like Blizzard's success with *StarCraft* and *WarCraft*, Cavedog hopes to emulate this kind of excitement while keeping the game's roots firmly tangled in the Real Time soil.

Although *Kingdoms* uses the same basic engine as *Total Annihilation*, it improves the detail courtesy of a 16-bit color palette, allowing players to exactly determine where their troops are standing. The land of Darien seems a little more solid than before, as you're not able to deform the landscapes; the main focus has been getting the movements of the individual characters of your forces up to speed.

These troops include not only the usual fantasy fare of skeleton archers and dragon riding knights, but also the wandering monsters and appearing characters that add a sense of uniqueness to each confrontation. Four "elemental" races are able to be chosen, and all have their own expected strengths and weaknesses. Unlike previous stabs at the RTS genre, there are no materials to mine in *Kingdoms*, as you start with a township that already generates enough money. To expand, you must gain control of magical stones (placed in areas of great strategic importance), and then receive the monetary benefits while fending off enemy incursions.

Other features include experience for troops that survive an ongoing campaign scenario and an attempt to halt "rushing" by an enemy in the initial stages of the game. This is made possible by the strengthening of your main base so that it can withstand all basic attacks and even fire upon its enemies with arrows. These implementations, along with subsequent, new units made available each month after the game ships and Cavedog's own online gaming service (Boneyards) could make *Kingdoms* fit to sit on the throne of RTS gaming...


ALL HELL IS BREAKING LOOSE!
BARLOWE'S INFERNO
From best-selling science fiction/fantasy conceptualist Wayne Barlowe!
"Wayne Barlowe's Inferno is an awesome visual work..."
–JAMES CAMERON
"The beast has found an architect."
-- GUILLERMO DEL TORO
(DIRECTOR : MIMIC)
Full Color Art Book
In Bookstores Everywhere!
"Wayne Barlowe conjures the inferno with Boschian particularity. This is a unique volume by an extraordinary artist."
-- CLIVE BARKER
System Requirements:
Eyes and a Brain
Go to Hell
at
www.morpheusint.com
HELL - IT'S NO GAME...YET.
FROM MORPHEUS INTERNATIONAL PUBLISHING & LICENSING

turok 2

by David Hodgson

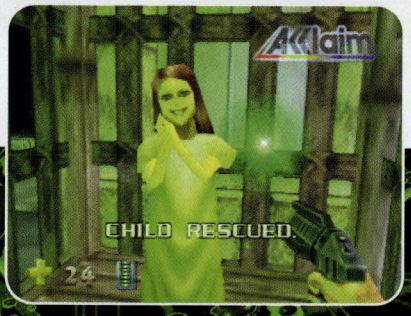
Contrary to what you may have read elsewhere, *Turok 2* is definitely not complete, and certainly not able to be reviewed in its current form (as of 10/11/98). We're going the objective route, and actually waiting for a final game before we pass judgement on Acclaim's most ambitious title to date – especially after extensive playing of the most recent build of the game, which, although technically very impressive, suffered from a number of shortfalls. The first time gamers are likely to see this game anywhere near completion is by playing a sanitized (i.e. non-bloody) version as part of Acclaim's massive in-store marketing. We tore through the demo and present our findings (note that all the screenshots are taken from the actual game demo in progress) below. The results may surprise you.

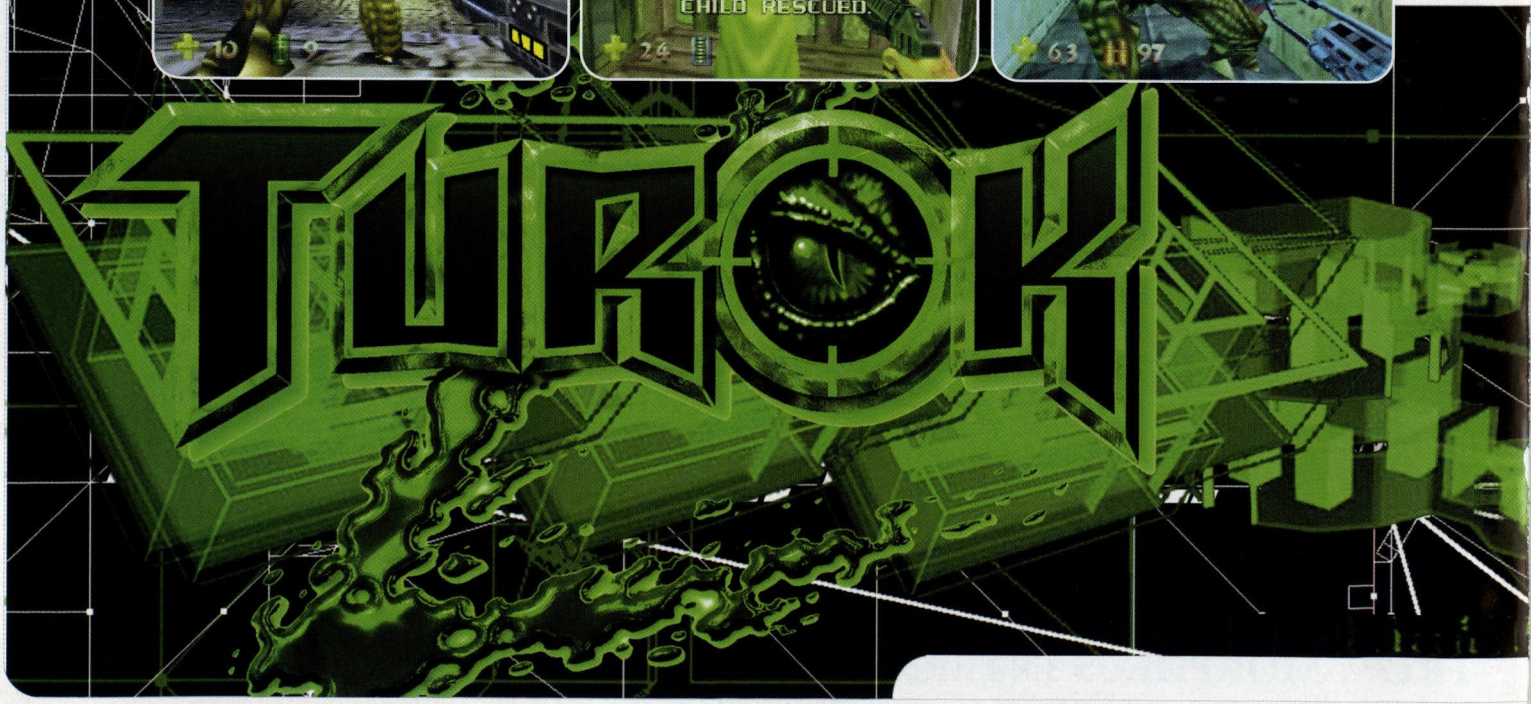
Forgetting the lack of blood for a moment (gushes of crimson gore actually does add immeasurably to a gaming experience of this nature), we find Adon waiting patiently for Joshua Fireseed to tumble through a warp gate before briefing him on his ensuing mission: to wander the port of Adia, rescuing trapped little girls, switching on distress beacons, and, of course, murdering numerous reptilian dinosoids with two-dozen different weapons, some sacred, some familiar, some futuristic, and all deadly in the right hands.

Which brings us neatly into the game. Opting for the fantastic *Turok*-style control (which takes half an hour to perfect, but then provides marvelous movement) over the alternative *Goldeneye* setup, I started my infiltration of the port. From the very beginning, I experienced the single most annoying problem of the entire game: slowdown. The sail boat exploding, with shards flying everywhere, would be excellent to watch had the game not slowed to 10 frames per second when I turned slightly to the right. Forgiving this problem for a second, I ran about the environments in a general state of satisfaction (the fog, although heavy, wasn't quite as dense as before), and certain areas of the game experienced decent frame rates and lighting without any mist whatsoever. The inertia on the falling was odd (there's no real sensation at all), but what really became my biggest concern with the game was the chugging frame rates during battles.

Diving into a beautifully rustic outhouse, complete with axes racked up and tropical plants draped over the walls, I ran into the path of two green and scaly dinosoids armed with grenades. Reacting instinctively, I attempted to strafe to the right, turning inward and firing at the enemy, and this is when *Turok 2*'s bugbear roared out of the woods. The game stalled, literally, for a second, before juddering back to life, with the rest of the fight resembling a series of

A stunning engine with one major flaw... ...when the action heats up, the frame rate slows down.





rapid-fire photographs from an automatic camera (full of vibrant color and explosions with cool particle effects, mind you) rather than a smooth 3D first-person simulation. This severe frame-rate loss only happened a couple of times, but it was enough to snuff out the believability of the game. I pray that the finished version of the game loses this terrible affliction.

Motion on the monsters, although mostly impressive, also suffers from loss of frames, with the Raptors lolloping towards you without the smoothness of those in the original game. Couple this with a rapid-fire weapon and you've got yourself another bout of frame skippage. Okay, so the frame rate isn't up to par, but the rest of the adventure had me enjoying the detailed environments immensely, despite some (you guessed it) lack of vision. There are some genuinely cunning areas to negotiate, with particular weapons suited to particular environments, and a whole load of levers to pull before subsequent areas are entered – exactly the level layouts I was expecting.

The weapons are a stunning collection of beautifully animated killing pieces, with the Tek Bow impressing me the most. Stick an arrow into an advancing creature and it howls, staggering back and clutching an appropriate area (I'd say there are around five different body parts you can aim at), then continues its attack with the arrow still embedded in it! The sniper capability of the Tek Bow still needed a little work, as there was a couple of occasions where I aimed at a dinosoid up on a parapet in deep mist, zoomed in and the mist was still as thick. Still fun to use, though.

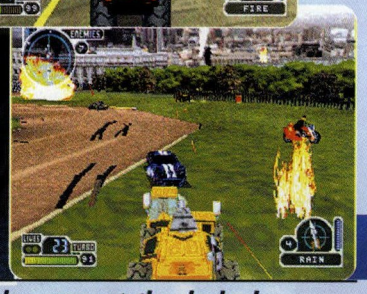
Enemy AI is setting new standards, as lumbering hulks hide behind boxes and play "chase" with you, running around to the opposite side of a crate as fast as you try to catch them. However, startle two creatures (especially those without ranged weapons) on the other side of a narrow door, and they'll sometimes reach the doorway simultaneously, stick in their running animation (as they both are unable to fit through the door), and continue to lope forward into the door supports. Punt a grenade through the legs of a creature walking away from you (unaware of your presence), and there's no reaction (except when the creature rockets skyward after detonation). More glitches are to be addressed before the final game appears.

Certainly, the criticism leveled here is harsh, but it is fair and warranted, and needs to be addressed before the game is rushed out, especially on a title of this caliber. I'll certainly cover many more of the game's better points when a newer version arrives, but for *Turok 2* to succeed, this point needs to be hammered home: Acclaim, please delay this game until the frame-rate issues are solved.

Target acquired! Although you can't jump, full movement is possible when the sniper Tek Bow is in effect. This adds immeasurably to the plinth trek of some levels.

Demonstrating some of the impressive (but least bloody) weapons of the game, swiping at moving targets becomes a choice in ordinance selection. The sheer number of weapons makes loading one up time consuming. However, the effects are worth it; check the arrows piercing the sides of the toppling beast (below), and the burning fire of the excellent flame thrower (below far right).

TWISTED METAL 3

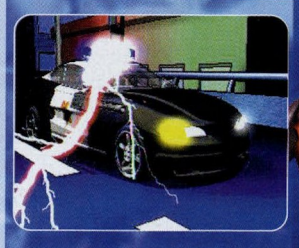


The now legendary series has never looked so good!

And a staff of Twisted Metal rookies are at the helm!

twisted metal 3

by Mike Griffin



When *Twisted Metal 2* hit the market, it didn't have any competition. As a sequel, *TM2* provided the basics: A new engine, characters, and vehicles, new play mechanics, and a fresh theme. It was the pinnacle of vehicular combat on the PS. Eventually though, the competition arrived. Activision/Luxoflux provided us with *Vigilante 8,* a game that continues to reign as King of Vehicular Combat, and the new Singletrac/GT effort, *Rogue Trip,* is a competent addition to the genre. Now, 989 Studios, minus *TM's* original developers Singletrac, attempt to secure the coveted number one spot once again. *Twisted Metal 3* will arrive just before the holiday season decked-out in a set of jolly new threads, bearing violent gifts for the good little boys and girls anxiously awaiting a sequel.

TM3's biggest change involves the handling. 989 have opted to virtually transform the series' physics model from an arcade-style 'twitch' schematic into a realistic, four-wheel suspension, skid- and drift-sensitive tour de force. This move, in response to V8's intense physics model, adds extra meaning to those vehicle stats we all sift through before deciding on a character. Thumper, South Central's last hope, now leans his cruisin' pneumatic monster into corners and the effect of steering such a tub is finally true. The same goes for long-time favorite Sweet Tooth, who now digs deep into turns as he delivers manic, flaming death to all the world. The handling seems to be going in the right direction (the lamest of puns not intended), offering a good balance between realism and twitch requirements. 989 have also supplied new vehicle designs, such as the hippie-tastic tree hugger Flower Power, crazed construction worker Auger, and the new tazer-happy flat foot team on board Outlaw 3. This brings a heavily armed beetle, a massive drilling rig, and a futuristic cop car into the fray, joining a Monster truck driven by a golden age madwoman and a beach buggy piloted by a pyromaniac 'dude'. Ah-ha. It's good to know 989 is preserving *TM's* patented cast of bizarre contestants.

The brand-new engine is looking great right now. It's chucking around loads of explosions with impressive colored lighting and giant, sweeping environments, all at 30 fps. *Twisted Metal 3* is the only game designed in the same scope as *Vigilante 8* (big vehicles and environment models), and the characters and weapons have huge potential. I hope 989 can turn this one into another PS classic!

uprising 2

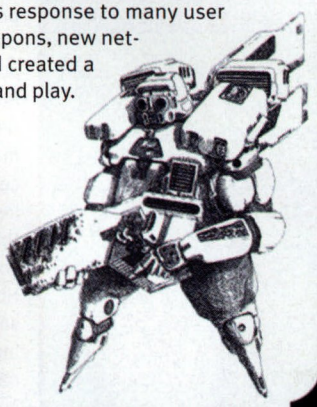
by Dave Rees

With the release of *Uprising* in 1997, Cyclone were the first developers to attempt a true 3D RTS game for the PC, but that fact actually worked against them. The reasons have less to do with their ability to create great games and more to do with the difficult task of migrating such an intricate genre from the familiar world of 2D to the complex and taxing world of 3D. But what the relatively tiny company learned from their original pioneering effort has now proved to work for them: *Uprising 2: Lead and Destroy* is looking very impressive.

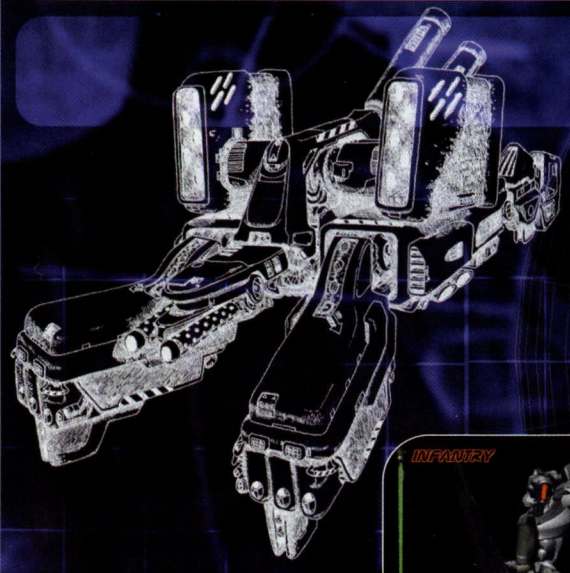
Just after the overthrow of the Imperium in *Uprising* 1, a somewhat disorganized alliance was formed to ensure a secure future for mankind. But a time of reorganization and planning is also a time of instability and vulnerability. From the shadows, a fearless race of alien beings that feed on the DNA of other species, the Trich, were watching with anticipation, waiting for the right moment to strike. Without warning, they broke their silence and invaded the alliance. It is you who are chosen to lead a squadron deep into enemy territory and relinquish the enemy spawning ground, thus eradicating their species and saving your own.

While the theme sounds familiar, Cyclone are focusing on delivering a campaign that is submerged in a highly dramatic unfurling of events which should heighten the overall experience.

But it is not just the story that will grip players who partake in the game, it is the gameplay: fine-tuned, intense, volatile, explosive, cataclysmic action strategy. The sort of action that keeps you on the edge of your seat and causes you to lose track of time. The sort of strategy that requires cunning maneuvers and quick thinking. And, as a generous response to many user requests, Cyclone have also added new weapons, new network modes (including a racing mode!), and created a new HUD that makes it easy to just pick up and play. It looks like they are on the right track.



Combining excellent technology with a deep story and intense action, Uprising 2 raises the bar that it first created in 1997.



PROGRAM INITIATED: LOADING FILES ://

The Imperium were nothing compared to the highly evolved Trich. Driven by an insatiable lust, they feed on the foundation of all life – DNA. To stop them, you will have to use every trick in the book, and there is little room for error.

Just beyond the fall of Imperium, an alien race emerges from the shadows of space...
The Trich strike without warning; the New Alliance is under attack!

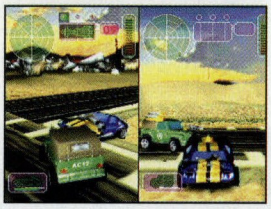
activision previews

nightmare creatures

An atmospheric romp through Victorian London provides the backdrop for Kalisto's attempt at a *Tomb Raider*-style experience, but with more in the way of combat, critter dismemberment and a host of frightening creatures shambling out of the fog. Being a fan of the original (except for the jumping and limited horizon), I was expecting a little less in the Nintendo game. However, I was overjoyed to see a faster frame rate, smooth non-warping, pixel-free textures on the buildings, floors and walkways, and all the gore of the original. Only the lack of sound hardware has affected the game, as the threateningly ambient music now sounds as if it's being played through a $30 Casio synth instead of a cathedral organ. Other changes are the option to remove the adrenaline bar, and the fact that some items only affect certain beasties. Most impressive.

vigilante 8

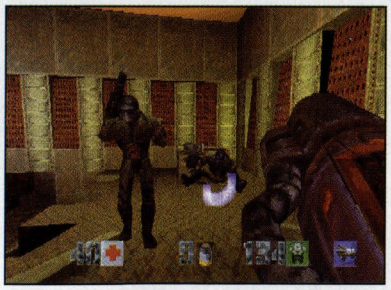
Clearly one of the best PS titles Activision have ever produced, *Vigilante 8* is the top console vehicular combat game. With awesome play mechanics and realistic yet arcade-like controls, *V8* blazed onto the scene and immediately seized the spotlight from *Twisted Metal 2*. In an attempt to spread the brand name of *Vigilante 8*, Activision have commissioned *V8*'s creators, Luxoflux, to have an N64 version of the game ready by March '99. After an extensive test of a very early version of *V8* for the N64, we've come away with the impression that yes, the N64 needs a game like this, but no, it probably can't handle the game as well as the PS. Mind you, Activision have gone the extra mile by providing several cool two- to four-player split-screen modes and a Quest Mode for the secret Alien character. The game will also use the 4-meg pack for high-res display. Now about that low frame rate...



quake 2

Yes, these are PlayStation shots, and yes, they do move fluidly, with little slowdown. This shockingly impressive conversion took our resident *Quake II* clan members by surprise, as did the lack of pixelly wall and floor textures up close, the smooth frame rate and the two-player Deathmatch aspect, which was fully implemented in the one-level sample build we played for around an hour. Expect 20-30 PlayStation-exclusive levels and half-a-dozen Deathmatch-specific levels when the game finally gets a release.

Additionally, id are finally getting their act together and helping out (they call it "directing") with the port-over (presumably after seeing the state of Saturn *Doom*), as well as toying with the idea of adding new weapons from the PC *Quake*'s duo of mission packs. One thing's for sure: the particle effects (although slightly blocky) and the lighting both add a previously unseen level of detail for a PlayStation first-person shooter. If the rest of this superb conversion of the king of first-person shooting games looks this good, we'll have an almost perfect game here. Almost? Yep, there's one small shortcoming – no link-cable play is planned.



TITANS SPHERE

For ordering information check out our website at

www.SGRL.com

or call 1-888-330-7525

Coming soon to a retail store near you!

... control the game ...

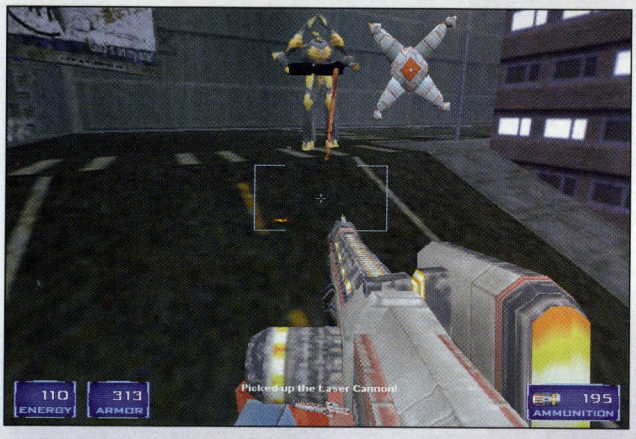
© 1998 Second Generation Research Laboratories, Ltd. All rights reserved. SGRL, SGRL logo, Titans Sphere, Titans Sphere Logo and "... control the game ..." are registered trademarks of SGRL, Ltd.

SHOGO

DEVELOPER: MONOLITH PUBLISHER: MONOLITH AVAILABLE: NOVEMBER

PC CD ROM

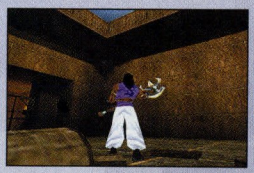
Despite the overall Japanese anime style and stomping mech combat, *Shogo* is from home grown talent set to appeal to more than just the irresponsible pictures crowd. The reason is simple: it's an absolute blast to play, features some of the most impressive lighting and explosions outside of *Unreal*, continuously thrusts you into *Quake 2*-style environments either on foot or in the cockpit of a gigantic mech, and forces you to react to dozens of enemy footsoldiers, tanks and mobile battle suits amid breathtaking pyrotechnic displays. We've romped though a complete version of the game, but the title is so impressive that we're saving the full review for next issue. Despite some problems with the "witty banter" of the game's characters, Shogo delivers a marvelously fresh and new style of first-person gaming, more than successfully taking the winning formula of *Quake 2* and adding towering mechs to a 3D graphics engine that just doesn't know when to stop being impressive.



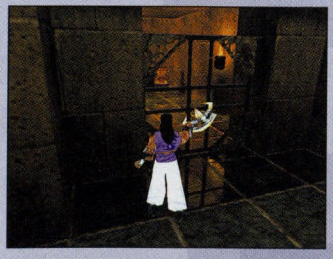
AKOLYTE

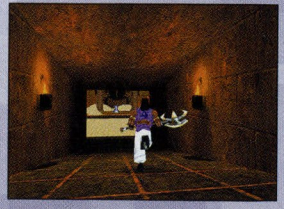
DEVELOPER/PUBLISHER: REVENANT AVAILABLE: 01 '99

Take on a triad of evil gods in *Akolyte*, another stab at the 3D action adventure made popular by the bouncing Croft woman. This time, however, skin-tight vest tops are discarded in favor of flowing pantaloons and massive two-handed weaponry, sort of a cross between *Prince of Persia* and *Heretic 2*. In the increasingly crowded genre, *Akolyte* offers over 50 monsters and non-player characters populating over 25 mystical zones of questing. Four different adventurers are available, and a full complement of spells and sharp, pointy melee weapons are promised. Also of note are the "years of research" (according to the press release) undergone to flesh out a storyline that borrows from Greek, Norse, Egyptian and Chinese folklore and mythology to create an amalgam of cultures, which is readily apparent in the scenery. Other noteworthy features include "bones" technology, and no, this doesn't feature DeForest Kelley grumbling, but instead allows dynamic deforming of the character's limbs while maintaining low animation sizes and fluid motion without the infamous 'moonwalk' that afflicts other games of this ilk. Overall, extremely promising.



PC CD ROM





ASSAULT: Retribution

DEVELOPER/PUBLISHER: MIDWAY AVAILABLE: 04 '98

Every now and then, a straightforward, mindless shooter is just what the doctor ordered. *Assault: Retribution* from Midway tries to be just such a game, combing elements of the classic *Contra* series with those of more recent titles such as ASC's *One*.

Players will get to choose from one of two characters. First, there's the big and buff Reno Washington, whose in-game character model bears a vague resemblance to Robocop. Then there's the requisite female, Kelly Doyle, who in turn resembles a Stormtrooper without a helmet.

Truly an amalgam of the aforementioned titles, the view in *Assault: Retribution* switches from your standard side view to more dynamic overhead and isometric perspectives. In true *Contra* fashion, your characters can aim up or down while running to take out nasties above and below. And are there ever a lot of nasties in this game, all with the same sort of bio-mechanical look that graced Konami's seminal series.

PlayStation

For either one or two players, *AR* does its best to keep the action moving along, and it is indeed truly mindless. In our preview copy, you basically never stop shooting. We'll just have to see if the high action quotient will be enough to hold a player's interest through the entire game.

ASTEROIDS

DEVELOPER/PUBLISHER: ACTIVISION AVAILABLE: 04 '98

Asteroids. Not another meteor-infested movie starring a balding egomaniac, but a video game harking back to the earliest and purest days of video gaming itself, back when vectored graphics looked stunning, and flashy visuals weren't able to mask substandard product. Now Activision, after granting PlayStation owners their very own collection of Atari 2600 classics, has attempted an updated version of *Asteroids*. The name remains the same (as does the gameplay, still one screen big), but the graphics certainly do not, changing to detailed polygon models of icebergs floating in space and rocks of granite gracefully spinning through the cosmos.

After twenty or so levels of this old-school action, one becomes dazed, entering a period of intense gaming so prevalent back in the day. For all the lighting effects in the world aren't going to change the premise of the game (blow large asteroids into smaller chunks while dodging them), which remains as addicting as ever. A few new touches (such as resolidifying asteroids) and those pesky aliens round off the this heady vintage. We'll toast the success of this in the next issue, after many more levels of testing.

CENTIPEDE

DEVELOPER: LEAPIN' LIZARD PUBLISHER: HASBRO AVAILABLE: 02 '98

The updated *Frogger* was a fairly big hit for Hasbro, so it is no surprise to see another arcade classic getting the 3D treatment. This time around, the seminal *Centipede* receives the polygonal infusion.

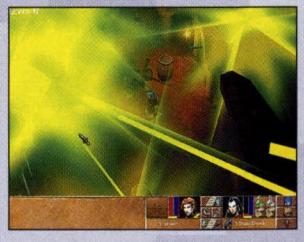
Two modes of play will be on tap for would-be exterminators: Arcade and Adventure. Arcade mode basically re-creates the original with tiny little polygon graphics. Considering the make-overs that some classic titles have received, this portion of the new *Centipede* is disappointing; it looks bland and would have benefited from some lighting effects and some kind of sparkle. The Adventure mode, on the other hand, is more noteworthy, as it takes the classic's gameplay and throws it into a 3D landscape of sorts. Dropping into each new zone, you'll perform tasks such as rescuing people and protecting structures while a centipede makes its way down through the mushrooms. You can jump and collect powerups, just like in a 3D platformer, but the action remains very much tied to the first game. But it's not exactly a free-roaming environment, as you are basically trapped within little mini areas that you must clear out of enemies before moving on to the next part of a level.

PS and PC versions are forthcoming, though we were only privy to an 80% PC build. But I doubt that the PS incarnation will suffer even in the face of an accelerator card. It's a simple looking game and should provide fast, basic thrills on either platform.

DARK STONE

DEVELOPER/PUBLISHER: DELPHINE/TAKE 2 AVAILABLE: 01 '99

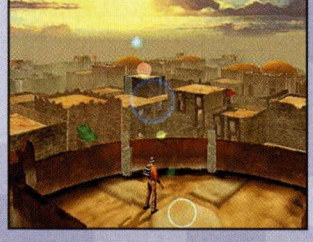
With the popularity behind *Ultima Online* and the building excitement following *EverQuest*, it's hard not to notice the latest fad in PC gaming: real-time internet RPGs. And now French developers Delphine, the minds behind *Fade to Black* and *Moto Racer*, are jumping into the mix with *Darkstone*. But in the attempt to differentiate their latest release from the competition, players can expect the online quest to be accompanied by a strong single-player mode as well – which the PlayStation version will surely be based on. Delphine is also promoting the facts that each time you play you'll face a unique mission, thanks to their random Quest Generator; that the game gives you full camera control at all times; and best of all, you'll be able to control two characters at once. Yeah, we don't know what the hell that means either. Well, I guess we'll see early next year.

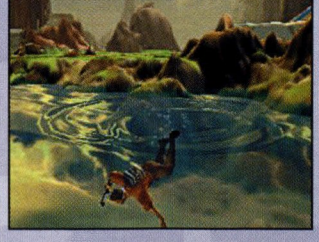


OUTCAST

DEVELOPER/PUBLISHER: OCEAN AVAILABLE: 01 '99

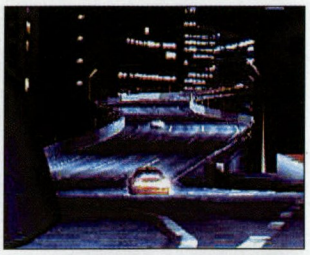
It's rare that you can describe a game as beautiful – maybe realistic, with awesome accelerated graphics, but rarely beautiful. But that's what *Outcast* is; it's probably the most graphically gorgeous game I've seen in a long time. This non-linear action adventure revolves around Cutter Slade, a covert ops commander. Cutter must prevent the destruction of Earth by an out-of-control scientific experiment. *Outcast* features six unique worlds, a 360-degree camera, over 20 character types, and is completely non-linear, giving near-limitless exploration of the stunning environments. The animation techniques used give a very realistic feel – the game's engine actually allows the blending of two motion-capture sequences onto a single character, which provides simultaneous moves such as running and shooting. The 3D effects are achieved in software, so amazingly that you won't even need a 3D accelerator card; however, the engine adapts to the power of your PC, so a more pumped up PC will give better graphic representation. But as we know, looks aren't everything – it's gameplay that counts. Thanks to advanced AI, each character has its own personality, meaning that if you go firing your weapon at will, don't think everyone will run away...the braver ones will come right for you. With the way it's looking so far, with the depth of gameplay, superlative AI and cinematic feel, *Outcast* could set the new standard for games in this genre.

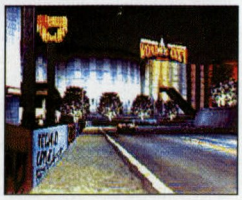




RIDGE RACER 4

DEVELOPER: NAMCO PUBLISHER: NAMCO AVAILABLE: TBA USA

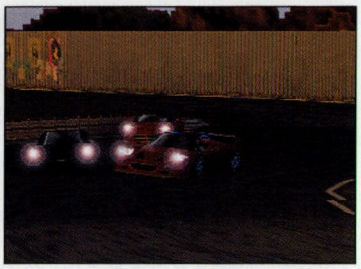




After some TGS playtesting, we came away very impressed with Namco's delayed high-octane racing fest, and this was in the light of the graphical dazzlement experienced from *Sega Rally*. Think *Gran Turismo* with even more bells and whistles and you're on your way to realizing the visual punch that *RR4* delivers. Replays are actually more impressive than *Gran Turismo's*, with cars in high resolution (complete with an overabundance of reflections) but with extra effects like working front and rear lights (the rear lights in particular leave tracer effects, giving a real sense of speed). As you can see, the scenery is pure *Ridge Racer*, as is the gaming. Choose from Grip (if you always brake at corners) or Drift (if you're in the business of powersliding), and after additional coaching from a manager, start those engines and rocket around lengthy courses set in a perfect learning curve. Finally, the *Republic* is thankful that the intense techno is back, allowing the maximum racing speeds to be reached with frenetic dance-beats ideally suited to the *RR* series.

ROADSTERS

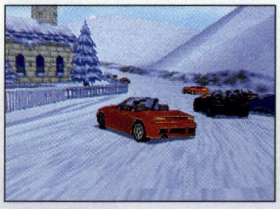
DEVELOPER/PUBLISHER: TITUS AVAILABLE: 01 '99



You could call *Roadsters '98* a sequel of sorts to Titus' better-than-average-looking *Lamborghini*. It's by the same team and it shares parts of that particular game's engine. It does not, however, share the license, or any license for that matter. *Roadsters* features a bevy of convincing look-alikes, which promotes the sense of a particular car without Titus having to deal with a load of legal wrangling and licensing fees. The roster of impostors shown to us in preview form included well-modeled simulacrums of Vipers, Renault Spyders, Mercedes SLKs, and Ferrari F355s. The all-important courses were looking pretty good as well, with nice weather effects and often-vibrant scenery. Draw-in was kept to a respectable minimum with fog leading the charge in this regard.

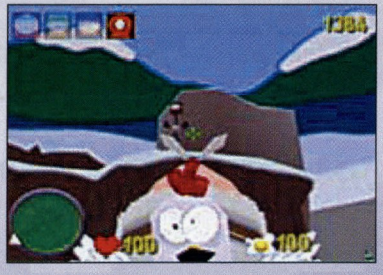
Unfortunately, the control was not yet up to spec and gauging the potential for greatness proved difficult. Mainly, the cars were way too responsive with regards to control-stick movements and it was all too easy to get crossed up in the corners. Let's hope a lot of tweaking goes on in the handling department. Also, reverse was in a ridiculous position - the D-pad - but we were assured that this and other small problems would be rectified.

When finished, *Roadsters '98* should prove to be at least as good as Titus' last effort and maybe even a whole lot better. A good spit and polish is all it needs.



SOUTH PARK

DEVELOPER/PUBLISHER: ACCLAIM AVAILABLE: 01 '99



Ah, the "Spirit of Christmas" episode must be the most infamous so far. You know, the one where Cartman says, "Pigf@#$er" in front of Jesus. That's right, folks, those four angelic little boys from *South Park* are landing on the N64 sometime soon. They have made the transition between "2-D Moomin" land to "3-D Fat Bloke" land as they waddle around being obnoxious to everyone. It seems as though the mighty Nintendo might have a problem with some of the mature content of the game, because let's face it – the TV show is hardly suitable for youngsters. This said, it will be interesting to see how the content of the N64 version stands up to that of the more relaxed attitude of Sony and the PC market.

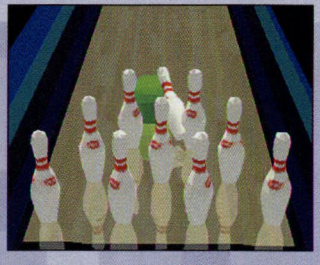
ANIMANIACS TEN PIN ALLEY 2

DEVELOPER: SAFFIRE PUBLISHER: ASC AVAILABLE: 04 '98

Here's a bowling game the kids out there are sure to love. ASC's popular *Ten Pin* has been transformed into *Animaniacs Ten Pin Alley* and features a cast of regulars from Warner's hit animated show; Yakko, Dof, Wakko, Dr. S, Ralph, CEO, and Brain are all immediately selectable characters. And judging by the animated intro, the wry and self-referential sense of humor that is such a hallmark of the series has been kept intact. When one of the Animaniacs asks, "What's 3D?" the other replies, "Digitally developed for dollars."

Obviously designed with kids in mind, a few tweaks have been implemented to allow tiny brains to come to grips with bowling. For example, gutters can be turned off and replaced by bumpers, so no more embarrassing gutter balls for the little ones. You'll also see some wacky FMV cut scenes depicting certain pin strikes.

It remains to be seen though just how many young *Animaniacs* fans are also bowling fans, or rather, video game bowling fans. And we'll have to wait for a final to see if the *Animaniacs Ten Pin Alley* can deliver the goods across all age groups.



dark vengeance

by dave rees

The PC is about to fill your mind with a chaotic emotion of rage and murder!

The power of vengeance is ominous. It can drive a well-balanced mind to the fringes of lunacy, make a murderer of a saint, or stain the purest of souls. But what happens when a character of wicked predisposition – a sleuthing trickster, battle-worn gladiator, or powerful sorcerer – falls under such a chaotic state of mind? If Reality Bytes' upcoming game, *Dark Vengeance*, is any indication, then the answer would surely include words such as "catastrophic," "murder," and "decimation." Truly dark in its presentation, the game answers that question in full, and perhaps allows us to exploit the effect that such an altered state might have on our own mind. But before we discuss the game further, a dip into the history of its purveyors is necessary.

The lurid appeal of Dark Vengeance is realized through its dimly lit environs and foreboding ambience.

Reality Bytes' first game, *Sensory Overload*, was released at a time when *Doom* was the most talked about PC game in the world, but on the struggling Macintosh, the FPS market was wide open. Being the first FPS adventure to push the Mac's 32-bit hardware, its representational style was far more advanced than anything previously seen. Unfortunately, the marketing of *Sensory Overload* was understated, and the game soon fell victim to the long shadow of Bungie's superior effort, *Marathon*.

As pioneers, Reality Bytes were early to jump onto the PC bandwagon when Windows '95 was introduced. They soon began to develop *Havoc*, a 3D vehicular combat game for Mac and PC, which eventually became the foundation for *Dark Vengeance*'s engine. The *Havoc* engine rendered its real-time world entirely of 3D polygons. It used pure client servers that allowed jump-ins and voyeurs. For its time, these features were on the bleeding edge, and the product to this day has sold over one million units worldwide. But the development of *Havoc* was under time constraints, and thus, rushed in the end. Reality Bytes were not quite satisfied.

The development of *Dark Vengeance* literally began days after Havoc shipped towards the end of '95 and has been a serious labor of love for the company to this day. Early encouragement came naturally as the company showed off their 3D prowess to the press and various publishers, and

The illuminating effects are a mesmerizing testament to the fine skills that exist at Reality Bytes.

The Trickster, Sorcerer and Gladiator request your help...

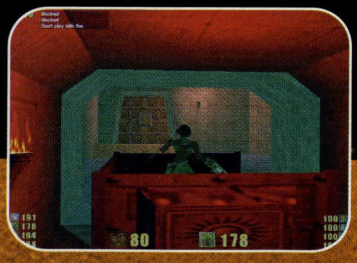
Each character provides a unique challenge and experience...

soon enough, GT Interactive picked it up. But in 1995, technology was still in a state of infancy; today's technology is much more forgiving.

Reality Bytes' goal with *Dark Vengeance* is one shared among many developers: to bring a new type of experience to the third-person-perspective adventure. By incorporating three completely unique character types – the trickster, sorcerer, and gladiator – with completely unique weapons and abilities, and a physics model that properly differentiates objects based on mass, they have managed to accomplish their goals in theory; execution, however, is another matter.

As an experiment in gaming from the third person, *Tomb Raider* easily managed to make believers of us all, even with its now-glaring faults. But perhaps what had us turning away from *TR*'s low points was its pace: Intentionally slow-moving, the game exuded more moments of drama and exploration than it did action. However, the discovery of items, solving of puzzles and climbing of obstacles are all secondary to the slaying of enemies in *Dark Vengeance*. Thus, with an unavoidable resemblance to the likes of *Heretic 2*, issues such as line of sight and aiming both become key. Reality Bytes have devised an auto-targeting system that takes care of this potential threat to its playability. A cursor that normally depicts your line of sight will lock onto enemies when within proper proximity, and any projectile, spell, or slash will greet your foe with accuracy. But, depending on which character you play as, there are significant variances in the experience.

With three distinctive characters to select from, Reality Bytes' most demanding challenge was in the delicate balancing of the characters – not only in the weapons they employ, spells they cast and abilities they have, but also the jumping dexterity, overall quickness, health

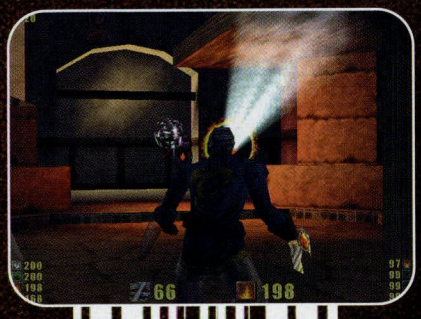


and constitution, and even how inertia affects progress when running and turning. The trickster is a tough wench, armed with stealth and a cunning arsenal of blades and bizarre weaponry. The Gladiator is a hulking mass, fast and durable and ever so experienced at slicing and dicing those who impede his progress. The sorcerer is frail and slow, and thus must rely on the conjuring of various spells to defeat his enemies from long range. And as he runs away, leaving a few stun runes in his wake will keep him safe from particularly agile attackers. The goal herein was to differentiate the characters enough to warrant replay value, to cause players to wonder how they might solve a puzzle or get through an area with a different character. Some enemies fly, which would be tougher for the hand-to-hand combat. Some are fast and very tough to avoid. Some even use crates or barrels to block long range attacks. Others, like the highly imaginative stained-glass-window knights, surprise you as they piece together in front of your very eyes, leaving you no choice but to fight.

A horde of vicious goblins and orc-like beasts are your first adversaries. Use your skills wisely – their IQ is a bit higher than that of your average Quake thug. Avoid the arrows at all costs, or become a human pin-cushion and die painfully.

Using various tactics and teamwork in multiplayer mode can result in some hilarious victories...

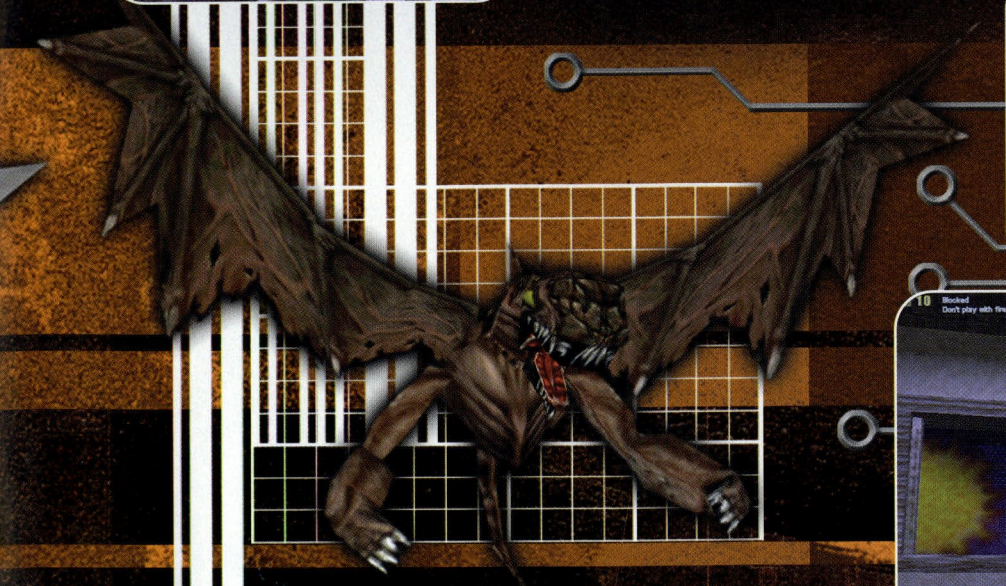
Multiplayer deathmatches are a test of skill and wit...



But while all.three characters have their own innate style of combat, how fast they move, how far they jump, and the items that they carry (dubbed "Uniques") are also parts of the equation. In addition, each has his own back story, his own reason for journeying through the game. All have the same goal of finding the evil menace that caused the eclipse that now plagues their homeland.

For deathmatch purposes, Reality Bytes have created a collage of weapons and items that can be used in combination to provide for some awesome, entertaining strategies. For example, using the invincibility in tandem with the Trickster's sticky bombs creates an intelligent remote-control bomb! The Gladiator can use the Stomp Unique to stun opponents while his teammates hack them to pieces! Truly satisfying, and well thought out, this type of play is tough to pull off, but worth the effort.

The preview version of *Dark Vengeance* is but a small sampling of what is to come, but it already has a very solid engine that emanates some exceptional lighting and particle effects and never loses a single frame in the process. However, the game controls are a bit stiff, particularly because of the omission of mouse-driven controls, but this issue is definitely being addressed.



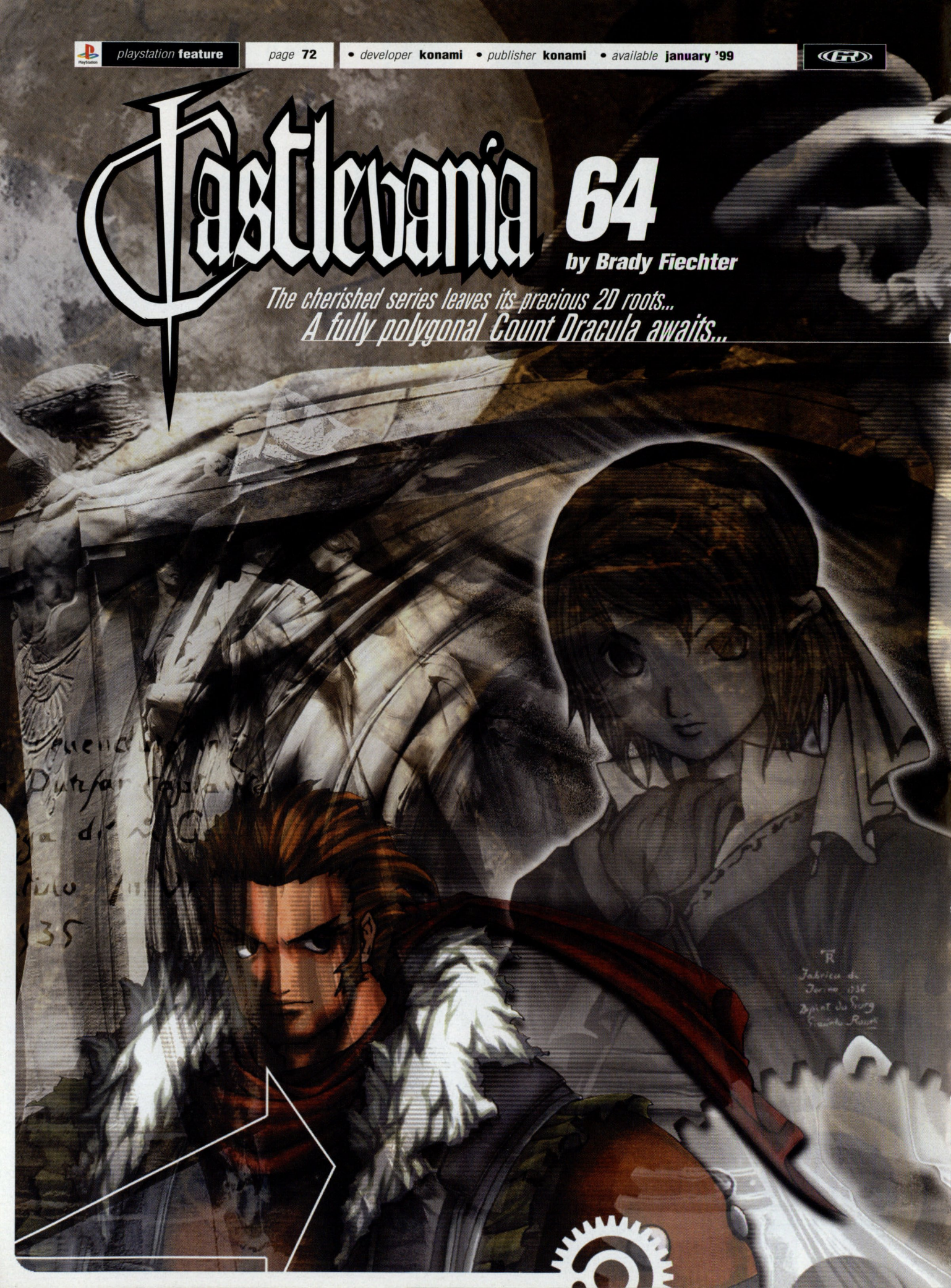
Incendiary mist spews from rigged walls, enemies catch fire and burn to death before they reach you.

Castlevania 64

by Brady Fiechter

The cherished series leaves its precious 2D roots...

A fully polygonal Count Dracula awaits...



Schneider forms the sign of the cross across his chest in hope that the evil lurking in the ominous forest before him will be tamed. It is a fitting opening to the newest *Castlevania* adventure, a curious metaphor for a game that, for the first time in its immortal history, is being ripped away from its 2D roots and transplanted into the threatening unknown - the third dimension. The evil that awaits this newest *Castlevania* is the limited artistic scope imposed by current 3D console technology. Ask any passionate fan of the series just how suitable polygons are for a *Castlevania*, and invariably you'll get the answer tinged with an air of vitriol: *Castlevania* belongs in 2D, and that's indisputable fact.

At least it was until now. If, like me, you are one of the skeptics, prepare for a pleasant surprise: *Castlevania 64* is not only a great game in the making but, even in its extremely early condition, remarkably true to the soaring spirit of the series. From the moment the opening cinema of the game – a distant shot of the castle grounds shrouded in a blanket of mist - dissolves to the young female character, Carrie, passionately playing a beautiful piece on a viola, an evocative *Castlevania* atmosphere is awakened.

This setup to the game is in fact quite telling: There is an immediate sense of uncompromising style and poignancy, the technically impressive music and polygonal character and backdrop a strong indication of a compelling journey to come.

And so the journey begins at an iron gate in front of Count Dracula's sprawling castle grounds. The setting is a marvelous fusion of bleak artistic style and technical prowess: detailed textures form sheer cliffs and crumbling bridges and tombs, the stormy sky flashes with lightning dancing between multiple layers of clouds and fog. It's a fantastic scene, one of many to follow.

Soon the scene moves inside a capacious, antiquated building and eventually back outside into the yard of a mansion located on the rim of the castle yards. As each setting changes and we move deeper toward the dwellings of Dracula, there remains a unifying, decadent quality to the solemn visuals: impressive gothic art-work adorns the cracked, weathered walls; statues rest on grand, intricate iron fences and elegant fountains.

The classic Castlevania atmosphere refuses to get swept away by the winds of technological change...

The construction of the castle is exceptional in that there is a feeling of a contiguous world, a place that we believe in and never feel separated from. Credit part of this to the great visual presence, but also to the inventive level design. Each area requires deep exploration and backtracking, and there are many points that are interconnected; the feeling of actually navigating an enormous castle estate is compelling.

Some familiar, some entirely new, the servants crawling through Dracula's kingdom are an awesome variety of skeletons, ghosts, bats, and demons that take their expected place within the threatening confines of the ancient castle. To dispose of them, the familiar long- and short-range attacks can be made with a basic snap of a whip - when using Schneider - or magical projectile - when using Carrie, and when in close proximity, both characters employ a quick swipe of a sharp weapon. When approaching an enemy, a small target appears on it, which slightly draws the weapon in the creature's direction. This dispels the frustration inherent in a 3D combat stage, making the disposal of a foe fairly smooth and intuitive.

In what is obligatory in a *Castlevania* adventure, destroying torches reveals various objects to aid in the quest; here, gems replace the hearts, and items and other weapons such as knives, crosses and spears are gathered and stockpiled in an items menu. Unlike *Dracula X* on Playstation, *Castlevania 64* does not focus on RPG elements, and most items collected are solely for transient powerups and access to sealed areas; action and exploration are the game's primary mechanic – and, of course, platforming. Intense, focused, and

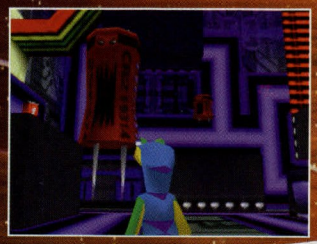
deeply engaging, the platforming elements are another towering achievement propelling the game towards potential greatness.

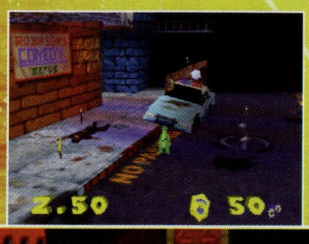
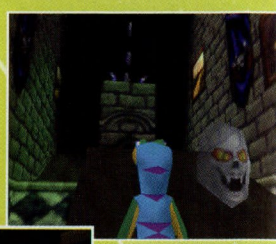
Belying the inauspicious sound trend established by so many Nintendo 64 games, *Castlevania 64* is generating ambient touches and background music that, like its predecessors, is invaluable to the rich atmosphere of the game. Sounds of thunder, howling dogs and swirling winds bring an eerie force to the already piercing presence of gloom in the opening stages of the game, and matched with a cold, distant layer of music, the chilling mood moves in and settles over the game like a thick, lingering fog.

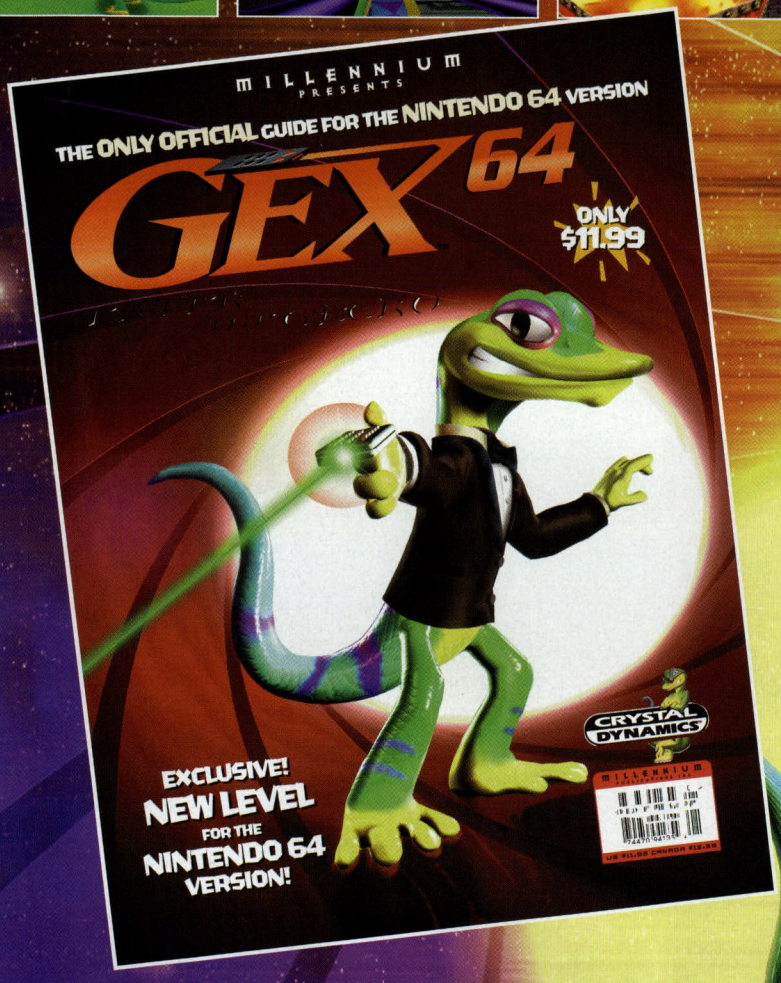
The end of a grand journey or the path to a new beginning?

The original *Zelda*, *Super Metroid*, *Mario* and *Dracula X* – these are the video game masterpieces. To successfully continue with series that mean so much to gamers is inherently a difficult endeavor, a struggle with the forces of nostalgia, evolving technology, and the push for change. When *Mario 64* was first announced, we scoffed at the idea of the beloved plumber shedding his sprites and squeezing into a restrictive mold of polygons and textures; here was a masterpiece in jeopardy. Now, nearly three years after its release, many consider *Mario 64* one of the greatest games ever made. To the developers of *Castlevania 64*: consider that fact a challenge.

Who's the Amphibian with all the action?





He's a lean, green fightin' machine and Millenium's got all his moves in this Official Strategy Guide!

Available Now!!

to order, call: 1.800.691.7886

MILLENNIUM
PUBLICATIONS INC

Par for the course with the holidays just around the corner, this month's reviews section is packed with over 35 games! The best news is that there's a lot more good than bad to choose from this season as well as a few pleasant surprises such as Destrega and Guilty Gear. RPG and action RPG fans alike have a lot to celebrate with Brave Fencer, Xenogears, and Zelda, and action fans will feast on Metal Gear Solid, Wild 9, and Crash 3!

reviews

GAMES REVIEWED THIS ISSUE

5th Element	C+
Bomberman World	D+
Bushido Blade	B+
Brave Fencer	A-
Brigandine	B-
Bug's Life	B
Cool Boarders 3	B-
Crash 3	B
Destrega	B+
Dragonseeds	C+
Duke Nukem:TTK	C+
Guilty Gear	B+
Hedz	C+
Kagero	C+
Lucky Luke	C+
Metal Gear Solid	A
Mr. Domino	B
NBA Live '99	B
NHL '99-PC	A
NHL Faceoff '99	B+
Ninja	B-
ODT	D+
Pool Hustler	C+
ProBoarder	B
Psybadek	C
Quake 2 MP 2	B-
Running Wild	C
Sentinel Returns	B-
Small Soldiers	D+
Streak	C+
Test Drive 5	B
Virtual Pool	B
Wild 9	B+
Xenogears	A-
VR Baseball 2000	B
Zelda OOT	A

1. Games marked in **RED** are highly recommended for your gaming collection.
2. Games marked in **BLUE** should be avoided completely.

[Subject to the reviewer's personal preferences, it can be generally accepted that any game scoring a B or higher is a great way to spend your gaming evening. Games scoring a low D or F should be microwaved for three seconds and returned.]

A+ A A- B+ B B- C+ C C- D+ D D F

[A+ to A] Games in this bracket are the indubitable cream of the crop. They feature the very best in visual presentation, and are excellent in both initial and long term playability. The very best video game of its type, worthy of every gamer's undivided attention. *Example: Medievil*

[A- to B] Games in this bracket are excellent, solid and highly playable pieces of software, although they lack minor polish to become truly outstanding. Slight graphical glitching coupled with a marginally disappointing ending may mar an otherwise exalted release. *Example: F-Zero X*

[B- to C] Games in this bracket are generally very good, but may have one or more flaws. A a game receiving a B- may be a great game that's just too short or has irritating music, while a C may have these same problems and a couple more. Very good to average entertainment. *Example: Iggy's Reckin' Balls*

[C- to D] Games in this bracket require serious help in two or more areas. Perhaps the control responds horribly and the characters animate poorly. Although a game of this caliber may have had a great initial concept, it was never fully realized in the final stages of design. *Example: Mission Impossible*

[D- to F] Very rarely will you come across a game of this lack of quality. A complete dearth of vision, a determination to remove any semblance of gameplay or fun, and particular attention made to use none of the most rudimentary of the system's proprietary tools. *Example: Batman & Robin*

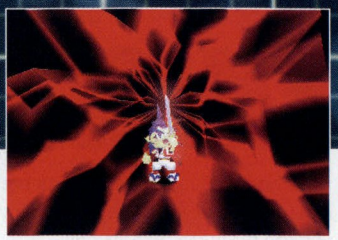
Square mastery at work in a 3d adventure universe!

Experience the saga of the Brave Fencer...

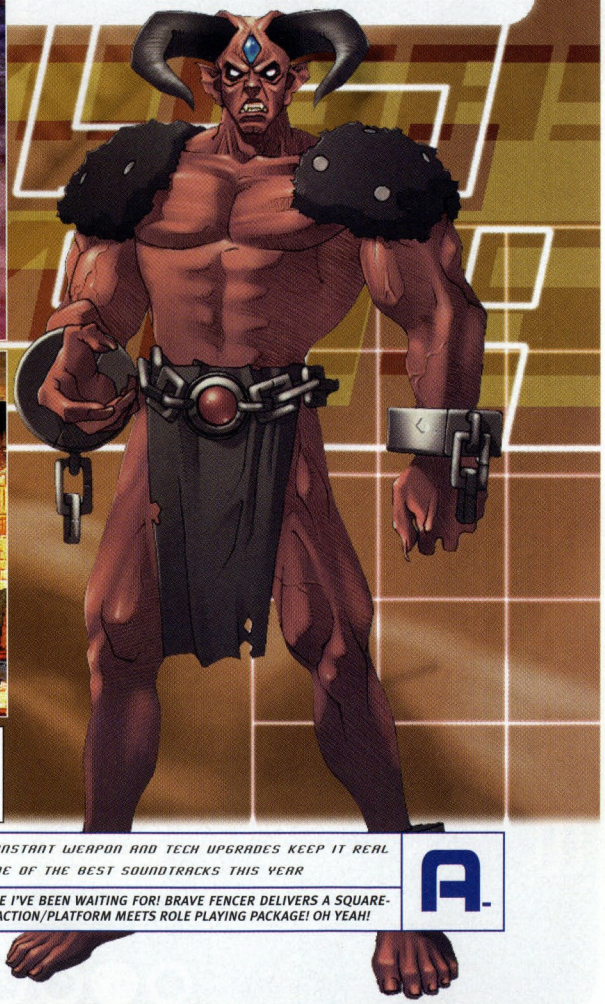
brave fencer musashi

by Dave Halverson

Saturday Morning voice over in tow, *Brave Fencer Musashi* is making its American debut this December. I find myself in an awkward position, having to siphon through a dubious dub to expose the true genius behind a game I've been waiting many years for Square to make. A platform and action/role-playing junkie, I've been spouting off about a Square game like *Brave Fencer* for years. And just as I thought, Square have immense skills in this area. Musashi is one of the coolest characters ever (save the Saturday morning charm) and the game is sculpted masterfully, building constantly and consistently in intensity and playability. After a brief tryst with the import version, I knew that waiting for the U.S. version was inevitable, and so I've been staring at the import CD case and listening to bits of the soundtrack since August. So it is with much angst that I approach this review. I must confess that initially, hearing the play-on-Shakespeare-meets-Valley-Girl dialogue – "Little turd, calmeth down. We doth have a request for thee!" – made me want to fall on my sword, but 12 hours or so into the game I came to understand and appreciate why the producers chose this path for young Musashi. The game is obviously poised for mainstream success, with dialogue fit for a kid, and gameplay fit for a king. Either way you slice it, *BFM* is an inspired, multi faceted game with ample doses of traditional Square magic. The first thing you'll notice, following the live action opening cinema, is how different Square's priorities are in terms of 3D polygonal action; where other companies (and usually reviewers) find fault, Square place little emphasis. Collision detection, for instance, is minimally adhered to by Square. It's as if you're playing in and around "soft" polygons, as Musashi can sink his body half way into just about anything around him – characters, logs, rocks, you name it. They'll let you slide behind a thin door and witness as our hero pops into view behind it. It's as if they're saying, "Hey, it's a game, why are you doing that?" Instead, the emphasis is placed on gargantuan polygonal structures and environments, an overall feeling of immersion, and a deep interactive storyline. If you read this before you begin playing *BFM*, you'll undoubtedly question my opinions as you begin to play, as initially, Musashi's tasks are menial and highly contrived. At



the adventure's commencement, the first tasks you're dealt merely serve as a live example of how the game is to be played. Once you've completed the Steamwood portion of the game, events become more momentous and challenging. I know that's hard to believe when you're in a village named Grillin' ruled by Emperor Thirstquencher in the Allucaneet empire, but trust me, the overemphasized gaiety, while indeed a distraction for anyone over 12, doesn't ruin the game. *Brave Fencer Musashi* grows on you steadily as you progress and eventually look beyond these mistakes. One of the many elements that elevates *BFM* to "A" level status is the real-time aspects of the gameplay. The ability to sleep in front of a shop or dwelling until morning (or it opens) adds a sense of time to the quest. For example, late at night people won't answer their doors and only the Inn remains open. Musashi grows sleepy as well, but rather than checking into the Inn he can sleep anywhere, anytime. Another praiseworthy gameplay trait is the Assimilation technique, which plays a key role in the game. Launching the Fusion blade into any enemy allows Musashi to absorb their special power. Most often, if you find yourself stuck, Assimilation is the key. And finally, (well not really, I could write a novel about this game) I must loudly sing praise to one of the best-ever Square soundtracks. I know that's saying an awful lot, but it's that good. In the end, *Brave Fencer Musashi* breaks new ground for Square and provides the discerning action/role-playing gamer with the most notable quest since the original LandStalker. Square have shown beyond the shadow of a doubt that they possess legendary skills in all walks of gaming.



Epic boss encounters compliment each chapter's conclusion. Multiple attacks require skill and wits to overcome. Old-school pattern fighting and skilled weapon deployment merge into play.

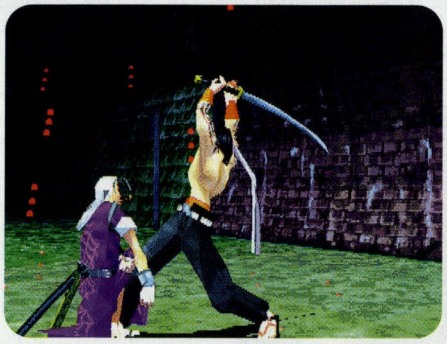
- CHEESY BUT GOOD INTERACTIVE STORY
- MAMMOTH ENVIRONMENTS TOWER BEFORE YOU
- CONSTANT WEAPON AND TECH UPGRADES KEEP IT REAL
- ONE OF THE BEST SOUNDTRACKS THIS YEAR

REPUBLIC SAYS... THE SQUARE GAME I'VE BEEN WAITING FOR! BRAVE FENCER DELIVERS A SQUARE-SIZED EPIC IN AN ACTION/PLATFORM MEETS ROLE PLAYING PACKAGE! OH YEAH!

A-

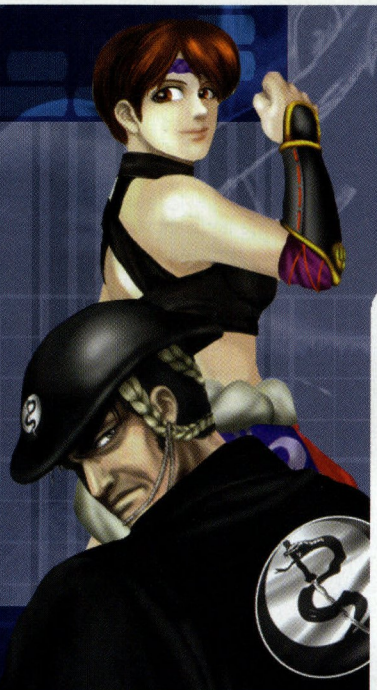
bushido blade 2

by Mike Griffin



Although *Bushido Blade 2* is brand spanking new to most of you, I've been enjoying the Japanese version for many months now. Through all this time, I still I haven't tired of *BB2*. Its fantastic weapon-based combat system is currently unmatched across all formats, and the characters and their accompanying storyline continue to have a solid appeal. This U.S. version should be hitting the shelves soon, and I urge fans of the original *BB* to pick up a copy as soon as possible. You'll like it – trust me. If you're new to the whole *Bushido Blade* formula, however, read on to discover the many high points of this fine sequel.

First up, there's the weapon-combat gameplay. Each of the six weapons performs exactly as it should, with weight, technique, and timing that reflect traditional, real-life combat situations. The collision too is a painstakingly accurate marvel to behold. Fight a viscous Naginata warrior using a tiny Saber and you'll have to find a combination of parries that will push you through the defense afforded by such a long weapon. On the other hand, many characters are able to wield two weapons simultaneously-an incredible offensive onslaught. Match up a pair of these gifted fighters and you'll witness a spectacle of wild clashes and counters so brutal, so undeniably violent, that all other weapon-based fighters pale in comparison. *Bushido Blade 2* immediately receives a passing grade because of its dedicated weapons combat, and thanks to its relatively simple, responsive control system, it goes much, much further. One hit kills have never felt so legit.

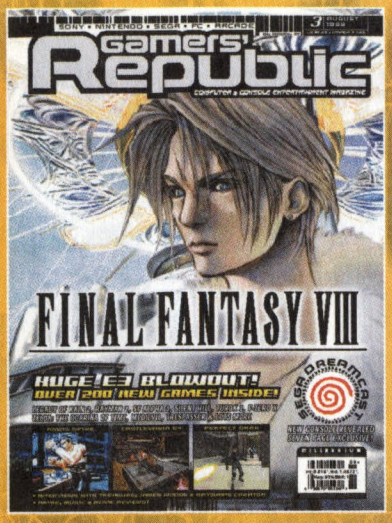


Other pluses include the Story mode, which offers several paths and hidden characters everywhere you go. The English dubbing during the real-time cut scenes is mostly bad, but the plotline is still very cool. Also, the characters look great, the music is very good, and the many play modes keep up the interest-alone or with friends. A warning to *BB* veterans, though: There are only two attack buttons now and a stance change, and the free-roaming levels are all enclosed. I miss the huge loading environments, but the gameplay is so much faster and accurate that I must accept it. Hey, at least they didn't add life bars! Enjoy!

- HEAVY FOG. IN TURN, HIGHLY DETAILED CHARACTERS
- EXCELLENT CONTROLS AND AWESOME COLLISION
- LOADS OF SECRET CHARACTERS TO FIND RIGHT AWAY
- TOTALLY SATISFYING BATTLES V.S. CPU A.I. OR HUMAN

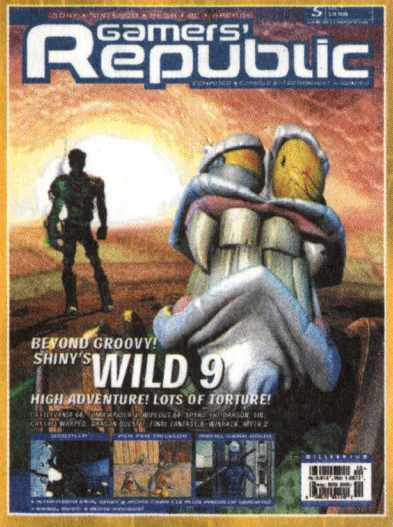
REPUBLIC SAYS... MOST GAMERS CHECKED-OUT THE ORIGINAL BB FOR ITS FREE-ROAMING ENVIRONMENTS. IN BB2, THE FIGHTING'S SO SOLID YOU COULD PLAY IT WITH NO BACKGROUNDS AT ALL.

B+



SAVE OVER 79%!
LOWEST PRICE EVER!

ONLY $1.24
PER ISSUE!



PERFECT GIFT!
GIVE TO A FRIEND!

THE PERFECT HOLIDAY GIFT! ENJOY MASSIVE SAVINGS!

JOIN THE Republic NOW!

SAVE OVER 79%

Sign up for a one or two year subscription for massive savings!

☐ *1 year [12 issues]* $14.99 **ONLY $1.24** per issue!
☐ *2 years [24 issues]* $24.99 **ONLY $1.04** per issue!

please print

Name _____

Address _____

City _____

State _____ Zip code _____

☐ *bill me* ☐ *payment enclosed or call 1-800-691-7886* B81291

Canadian residents add $10.00 (1 year) or $20.00 (2 year), all other foreign countries add $15.00 (1 year) or $30.00 (2 year). Pay in US funds only. Please allow 4-6 weeks for delivery. Make all checks payable to Gamers' Republic. Offer expires 12/31/98.

Gamers' Republic

JOIN THE Republic NOW!

SAVE OVER 79%

Sign up for a one or two year subscription for massive savings!

☐ *1 year [12 issues]* $14.99 **ONLY $1.24** per issue!
☐ *2 years [24 issues]* $24.99 **ONLY $1.04** per issue!

please print

Name _____

Address _____

City _____

State _____ Zip code _____

☐ *bill me* ☐ *payment enclosed or call 1-800-691-7886* B81291

Canadian residents add $10.00 (1 year) or $20.00 (2 year), all other foreign countries add $15.00 (1 year) or $30.00 (2 year). Pay in US funds only. Please allow 4-6 weeks for delivery. Make all checks payable to Gamers' Republic. Offer expires 12/31/98.

Gamers' Republic

JOIN THE Republic NOW!

THE PERFECT GIFT!

Save 79% and give a gift to last all year! Your friend will receive a special gift card for all orders received by 12/15/98.

☐ *1 year [12 issues]* $14.99 **ONLY $1.24** per issue!
☐ *2 years [24 issues]* $24.99 **ONLY $1.04** per issue!

GIFT TO:

Name _____

Address _____

City _____

State/Zip _____

GIFT FROM:

Name _____

Address _____

City _____

State/Zip _____

☐ *bill me* ☐ *payment enclosed or call 1-800-691-7886* BG1291

Canadian residents add $10.00 (1 year) or $20.00 (2 year), all other foreign countries add $15.00 (1 year) or $30.00 (2 year). Pay in US funds only. Please allow 4-6 weeks for delivery. Make all checks payable to Gamers' Republic. Offer expires 12/31/98.

Gamers' Republic

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 98010 ESCONDIDO, CA

POSTAGE WILL BE PAID BY ADDRESSEE

GAMERS' REPUBLIC
PO BOX 469049
ESCONDIDO, CA 92046-9640

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 98010 ESCONDIDO, CA

POSTAGE WILL BE PAID BY ADDRESSEE

GAMERS' REPUBLIC
PO BOX 469049
ESCONDIDO, CA 92046-9640

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 98010 ESCONDIDO, CA

POSTAGE WILL BE PAID BY ADDRESSEE

GAMERS' REPUBLIC
PO BOX 469049
ESCONDIDO, CA 92046-9640

SAVE OVER 79% OFF THE NEWS STAND PRICE!

ONLY $1.24 AN ISSUE!

crash 3: warped

by Dave Rees

Even with its exceptionally modern appeal, the *Crash Bandicoot* series has certainly done well to keep us in touch with the origins of platform gaming. With record-breaking sales, it has been a tremendous success since its inception. This fact has left the door wide open for Naughty Dog and provided them with a tremendous opportunity to build upon the game's simplistic yet endearing gameplay without too much concern for technology. But experimenting with a widely accepted formula was evidently a bit too risky an experiment for Sony. *Crash Bandicoot 3: Warped* is the third, and perhaps final, episode in the series, and it is still by far one of the best looking games to ever grace the PlayStation (beaten only by its closest of kin, *Crash 2*). It represents a strong technical improvement, but the level and character design, and most importantly, feel of the series remain well intact.

The third chapter takes Crash to a new world of sights and sounds, but when playing the game, you'll feel right at home. Crash soars through a sun-struck sky in a bi-plane, disintegrates chickens with an apple-slinging bazooka, torpedoes sharks while scuba-diving through a ferocious coral reef, hops across mummy-infested Egyptian catacombs, and traverses a hazardous, futuristic city, dancing with neon lights and searing laser beams. His sister, Coco, crashes waves on a Jet Ski, skims the Great Wall of China while mounted upon a tiger cub, and wages battle against a Goliath mech boss that launches into space and transforms into a huge dreadnought; the battle that ensues is a blatant, but successful, rip-off of *StarFox 64*. Both characters must also return to their stomping grounds many times to find all of the gems, crystals and the new relics, which must be earned by sprinting through levels and beating the top time. Such crazy antics could never feel out of place in Crash's world.

Ambitious, beautiful but a bit too familiar, *Crash 3* remains a strong tribute to its origins. Crash will surely be back someday.

- MAINTAINS THE DREAMY VISUALS OF THE SERIES
- DIVERSITY IN GAMEPLAY IS HIGHER THAN EVER
- THE 100% FACTOR KEEPS THE GAME CHALLENGING
- THE 100% FACTOR KEEPS THE GAME CHALLENGING

REPUBLIC SAYS... So you want to check up on Crash's latest adventure? You better hurry – it may be his last outing on the PlayStation (today's PlayStation that is)!

B

This year's sleeper classic has arrived from Koei. It's unlike any 3D fighter ever developed

destrega

by mike griffin

A BREATH OF FRESH AIR

Last month, the quiet arrival of a *Destrega* preview disc was an awesome surprise. I was immediately blown away by the explosive gameplay, and it became my game of the month by the next day. Weeks of versus battle ensued. Now I'm playing the final version and loving every minute of it. *Destrega* is a shockingly fun game. The play mechanics are accessible and addictive in an instant, packed with loads of offensive variety and room for unlimited amounts of creativity on the player's part. Despite the fact that it's the first and only game of its kind, *Destrega* excels in so many fundamental areas. Indeed, Omega Force and Koei have taken a bold step forward. *Destrega* marks a new era in free-roaming 3D fighters, and possibly the birthplace of a sub-genre.

DRIVEN BY A DEEP STORY

With an intense Story Mode, *Destrega*'s plot plays a key role in the game's appeal. 1000 years ago the wandering Strega sages settled into the tiny country of Zamu'el. The sages taught the simple folk how to improve their land with metallurgy and agriculture, and they imbued objects with the magical powers of Strega. They had no idea that the people who had been bestowed such gifts would use the objects, called Relics, for greedy purposes. The Zamu'el people mercilessly conquered the entire continent using the Strega, during a dark age called the Jeno War. Eventually the power turned upon itself, and the continent was left in ruin. A millennium passed, and memories faded. Sir Zauber of the new land, Ipsen, built over the site of Zamu'el, has uncovered the Relics. Visions of conquest fill his sinister mind, and he builds an army equipped with weapons forged from the Strega-powered Relics.

The Story Mode chronicles the rest, in lovely real-time 3D. It's important to note that you don't guide any one character through the Story Mode. It's in fact spread out through all the characters, allowing one to experience many angles of one story.

Falma

Defensive technique: Charge Guard

This is your primary method of defense. It eats up the Strega meter very quickly. Carefully decide whether to use the Charge Guard, evade, or attempt a deflection by tapping block just as the projectile hits you.

Team

Offensive technique #1: Magical Strega Attacks

Strega attacks comprise 90% of any solid fighter's offensive output. It's the first play mechanic you should master. Learn how different combinations of Fast, Power, and Span can be linked together, and develop a keen sense of timing. Always check your Strega gauge to determine the strength of each forthcoming attack.

Offensive technique #2: Close-Range Hand-to-Hand Combat

Destrega clearly emphasizes long-range Strega attacks as the primary offensive weapon, but clever surges of hand-to-hand blows can put your opponents away just as easily. Doyle, for example, has an incredibly powerful dash elbow that knocks away almost half of the life bar! Also, many character are able to juggle foes after the final hit of a combo – a stunning sequence. If you follow up quickly with a Strega attack (during the "dizzy") the damage can be insane.

Kuga

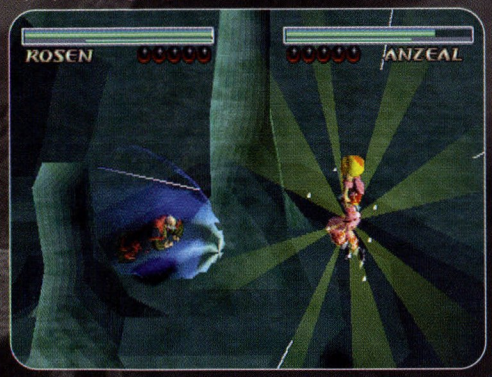
Fueled by lightning-fast gameplay

You honestly won't find a smoother playing free-roaming console fighter right now. At its core, this game is deceptively simple. *Destrega* has three magic buttons: a jump button, a block button, and a dash. Look at these controls as if they were a *network* of gameplay – a totally coherent, self-contained collective of commands. For example, Block combined with any Strega button creates a shield, or merely blocks hand-to-hand blows when used alone. Dash propels your character quickly in a chosen direction, but combined with a Strega button it becomes a Power Dash. The Strega powers can be combined with each other too. Do you like the laser you fire with the Fast button, but wish it was wider? No problem. Tap Fast once or twice as usual, then add an extra tap with Span. Span represents all wide attacks, so suddenly three lasers are fired simultaneously simply because you've combined the straight attack (Fast) with a wide attack. There are loads of cool combinations just like this, so be sure to experiment every time you play (or feel free to e-mail me). Be creative with your Strega and you'll win.

Crafted with skill and dedication

It's a fact. *Destrega* was heavily play-tested by OF and Koei. It lives up to its concept in every way as a result. Plus, the intro CG is good, the in-game graphics are awesome, it has great control, and there's a bunch of modes to beat. If you had a lobotomy you'd still want to play Destrega again. It's *that* fun. Check it out.

Mire



Never underestimate the effectiveness of Power Dashes. They are the key to any last-minute comeback. Not only does the dash automatically home in on opponents (for hand to hand), it also completely deflects Strega attacks when properly timed.

Offensive technique #3: Power Deflecting Dashes

- Extremely powerful engine handles anything
- Big battle stages yield large-scale fights
- Story mode is cool...except for lame U.S. voices
- Some crap infomercial-style tunes. Unsuitable!

Republic says... Witness the power of Omega Force...again! This time they've outdone themselves. If you like hours of V.S. battle in the vein of Virtual-On, buy this game.

B+

duke nukem
time to kill

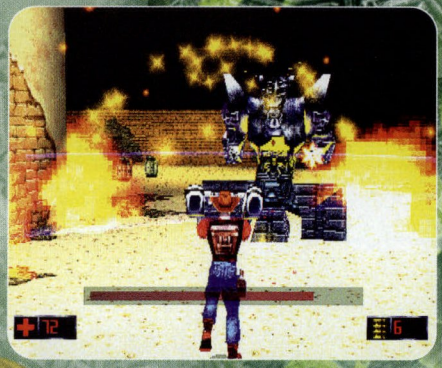
by Brady Fiechter

Scoffing in the face of decency, *Duke Nukem: Time to Kill* is about as politically correct as a group of skinheads at a bachelor party. Wholesome and pure it is not. Nasty is its drawing card: A dominatrix crudely taunts Duke to "turn out the lights and I'll show you the meaning of pain"; in a Western setting, Duke cracks a safe with the combination "36-24-36... now that's my kind of safe"; and in the king's chamber, a medieval setting, a maiden grinds on the bed post with the force and passion of a dog in heat. There's even a little animal loving going on downstairs in the castle yard: Sheep copulate in all their polygonal glory while Duke observes their mating as a sabotage of the chance for good "virgin wool."

As Duke explores the possibility of entertaining us as a 3D action/adventure game, indeed every bit of his relentlessly crude and irreverent attitude continues to drop its sludge wherever the situation seems ripe for comment. It can be entertaining to hear the uncouth Duke make his coarse observations inspired by his gritty world, but too much of the time the dialogue and setup are contrived, relying on raw shock value rather than smart design.

Less is sometimes more, but when it came time to build a world around Duke's persona, more is exactly what was needed: more enemies, more animations, more speed, more detail. The levels, which range from labyrinthine castles to Western towns and the mines running beneath, are expansive and open with lots of climbing, swimming, jumping, and hanging in the midst of energetic action sequences between period-dressed pigs and aliens. There are allusions of a great game in nearly every area, but the pieces just haven't been properly laid in place to put an attention-grabbing finish on the game.

Struggling to find its way in the shadows of the likeness of *Tomb Raider*, *Duke Nukem* knows the comparisons to this vanguard series will be launched its way: In the subway, Duke can use a pay phone that rings through to the heavy breathing and moaning of a female voice who Duke, before scratching his butt, asks sleazily, "Oooh, Lara, is that you?" Yeah, only in your dreams, Duke.



- DECENT SCENERY GRAPHICS AND ARCHITECTURE
- LEVELS ARE LARGE AND VARIED
- DUKE'S COMMENTS COME OFF CONTRIVED AT TIMES
- SLOPPY, REPETITIVE ENEMIES LOSE INTEREST

REPUBLIC SAYS... THE APPEAL OF TIME TO KILL CAN BE BROKEN DOWN IN A FEW OF DUKE'S OWN WORDS: "LITTLE PIG LITTLE PIG LET ME IN OR I'LL HUFF AND I'LL PUFF AND I'LL KICK YOUR ASS IN."

C+

For anyone who thinks only Capcom and SNK deliver, Atlus has a little surprise waiting for you.

by Mike Hobbs

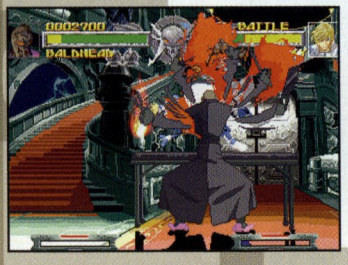
guilty gear

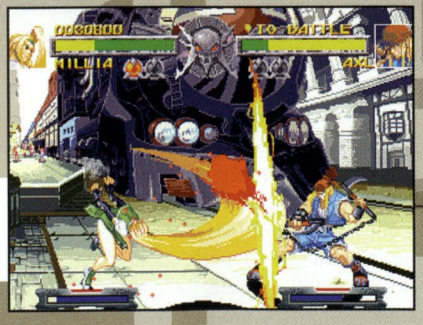
Guilty Gear was given a favorable write up when it was reviewed as an import by yours truly. Unfortunately, space constraints permitted but a cursory glance at this highly playable 2D fighter. Now, with the game coming to the U.S. courtesy of Atlus, we can take a slightly more in-depth look at Arc System Works' eccentric, weapons-based hand-drawn effort. While it doesn't rewrite the book on the genre, it throws so many ideas into the ring that it all feels fresh. This is quite an accomplishment considering that its mish mash of features could have produced a disjointed and awkward play experience. Counters, double jumps, instant kills, and capture moves in the wrong hands could have been simple overkill. Rather, these features and more have all been implemented with emphasis placed squarely on speed and action. The result is a fighter that keeps your mind busy and your thumbs pounding madly.

On top of the fast, combo friendly gameplay, you get inspired hand-drawn visuals with animation that would be impressive on any 32-bit hardware, much less the 3D-optimized PlayStation. The screen scales in and out and there's as much 2D chaos and characters frames as any of Capcom's wilder console entries.

Like any good fighter, the selection of characters is wonderfully diverse, as an eclectic cast of faintly SNK-ish brawlers come together in this melee. All of the characters have devastating supers and one-move kills, many of them truly bizarre. The spry, scythe-toting Dr. Baldhead will throw his victim onto an operating table and perform an impromptu disembowelment, while the shadowy Zato squeezes prey with a giant phantom hand. Crazy stuff indeed.

Virtually unchanged from the import version, *Guilty Gear* deserves a look from anyone who appreciates a good 2D fighter of the frenetic Japanese variety. Recommended.





- GREAT CHARACTER DESIGN AND ANIMATION
- CONTROL IS TOP NOTCH
- GAMEPLAY IS FAST AND ACTION PACKED
- NOT AS POLISHED AS CAPCOM'S BEST

REPUBLIC SAYS... IN WHAT SADLY MAY BE A DYING GENRE, GUILTY GEAR WORKS OVERTIME TO ENTERTAIN AND SUCCEEDS AT BEING ONE HELL OF A 2D FIGHTER.

B+

metal gear solid

by David Hodgson

Groundbreaking gameplay and a superb graphics engine... Experience maximum thrill on a terrorist hunt!

A hype of almost biblical proportions surrounds Hideo Kojima's first "interactive movie," four and a half years in the making with actual gameplay elements and without the balking stigma attached to the phrase. With a weaving and intricate plot more intense than many actual movie scripts, a terrorist attack on a remote Alaskan island provides the backdrop to a cinematic action title that almost delivers the perfect game-playing experience.

Don't assume that *Metal Gear Solid* is an action title, as it's carved out a new niche as a free-roaming espionage game with many additional strategic elements. Simply wading in with ordinance, strong-arm tactics, or other uncouth methods of foe disposal results in a loss of ranking and usually death. The object here is to never alert the guards to your presence. Creeping, hiding, crawling and sneaking up for a quick neck throttle is a much more pleasing and professional way to infiltrate the Shadow Moses Island. Kojima's developers left no stone unturned in creating a realistic (yet entertaining) experience.

Take one small example, the method of strangulation. This isn't just any old choke; Konami's military specialist (Mr. Mori) oversaw the precise movement, timing of the move, and even the correct victim gagging noise to ensure absolute authenticity. Similarly, Solid Snake's FAMAS Rifle is exact, even down to the three tracer rounds fired off after each clip, and the entire gameplaying environment shows unmatched realism and attention to detail, a true testament to Hideo Kojima's originality and strength of vision.

These free-roaming zones are much more than mere backdrops as they contain such a scope of gameplay features that a review of this size can only scratch the surface. From the arctic canyons where an impressive M1 Abrams tank needs to be disabled with grenades to an excursion across an extremely narrow plinth in the searing heat of a blast furnace, there's a sense of completeness (both in your freedom of movement, the guard's reactions and the almost constant radio chatter from your associates) that only a select few of the PlayStation's top echelon of games have achieved. Although not completely free to investigate the sprawling snow base at your leisure (the continuing plot line ensures a slight limit to your exploratory freedom), there's still more than enough freedom of movement to create an enthralling adventure, a feeling of "being there" working in tandem with Kojima's "interactive movie" experience.

And this, without a doubt, is one of the greatest strengths of the game. You're essentially able to move about your "warehouse style" environments in any manner you deem fit, but with a particular set of parameters you cannot infringe upon. For example, weapons cannot be deployed in a nuclear storage chamber and two sniper battles force you to utilize the sights of the PSG-1 Sniper Rifle (complete with random unconscious twitching from your aiming arm!). This slightly different approach to each of the base's areas provides extremely entertaining results. This gently eases you into testing out all 30 of the game's items without creating the same scenario over and over again and enables all of your movement (such as firing and throwing) to be perfected before the final battle with Liquid Snake. And without ruining the entire game, let's just say Liquid refuses to go down quietly...

There are so many commendable aspects to the game that I'm left with a miniscule amount of room to list only a few of them. They include exceptional voice-overs (Solid Snake sounds like a gravelly Gary Busey and Mei Ling's lisping Chinese accent is delightful) and this adds greatly to the believability of the operatives you're dealing with.

There are seven associates you can contact via the ingenious Codec, and some (such as Nastasha Romanenko) provide optional information of such depth, it alone must have taken months of development and research. Fleshing out the game's characters to a degree of detail never seen before in a video game has been Kojima's crowning achievement. Indeed, any game which consistently prickles the hairs on the back of your neck throughout the entire playing experience is a must-have title in my book.

I'll round off this unequivocal recommendation of a stunning piece of software with a few almost insignificant shortfalls. Firstly, the translation, although almost faultless, has been toned down for the American market. Solid Snake was a little more leering and potty-mouthed in his Japanese incarnation. Secondly, the shortcomings of the PlayStation hardware mar the cut-scenes, creating realistic but mannequin like characters (with glitching joints and non-moving mouths) that no amount of motion-capture magic can overcome. Finally, some may moan about the ease of completion, and indeed, ten hours of intense gaming seems to be a little less than most gamers require, but the American version has combated this by introducing three more difficulty settings compared to the stunningly easy Japanese version. For those complaining of the easy difficulty, I challenge you to complete the game in less than two hours on Extreme difficulty setting... a task that takes weeks. You'll still have to flick through the huge amount of Codec transmissions that cannot be skipped (another problem), and there's no prize for completion of the game on Extreme, but the replay value is still exceptionally high and you'll still quiver with the strength of the graphical engine, the time and work Kojima's team undertook to provide us with this game, and Kojima's eventual triumph at creating a truly believable cinematic experience you're not only a part of, but fully immersed in. And that is what *Metal Gear Solid* is all about.

There's many a secret to uncover, including a special Tuxedo, Bandana and even Stealth Camouflage! Kojima went all out to deliver America with an improved version.

- AN EXCELLENT SUB-GAME ENFORCES YOUR TRAINING.
- PERFECT SOUNDS. WITH SPEECH, SFX & TUNES.
- A DETAILED CAST YOU REALLY CARE ABOUT.
- NUMEROUS SUBTLE TOUCHES ADD EVEN MORE.

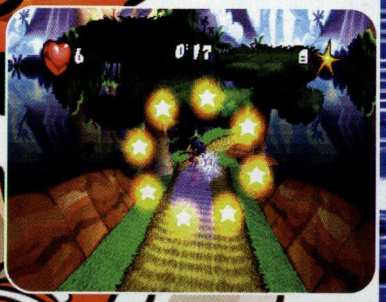
REPUBLIC SAYS... METICULOUS CARE FROM A TEAM OF DEDICATED VISIONARIES HAS YIELDED DIVIDENDS. AN ABSORBING VIDEO GAME WITH THE EMPHASIS FIRMLY ON QUALITY AND ENTERTAINMENT.

A

psybadek

by Dave Halverson

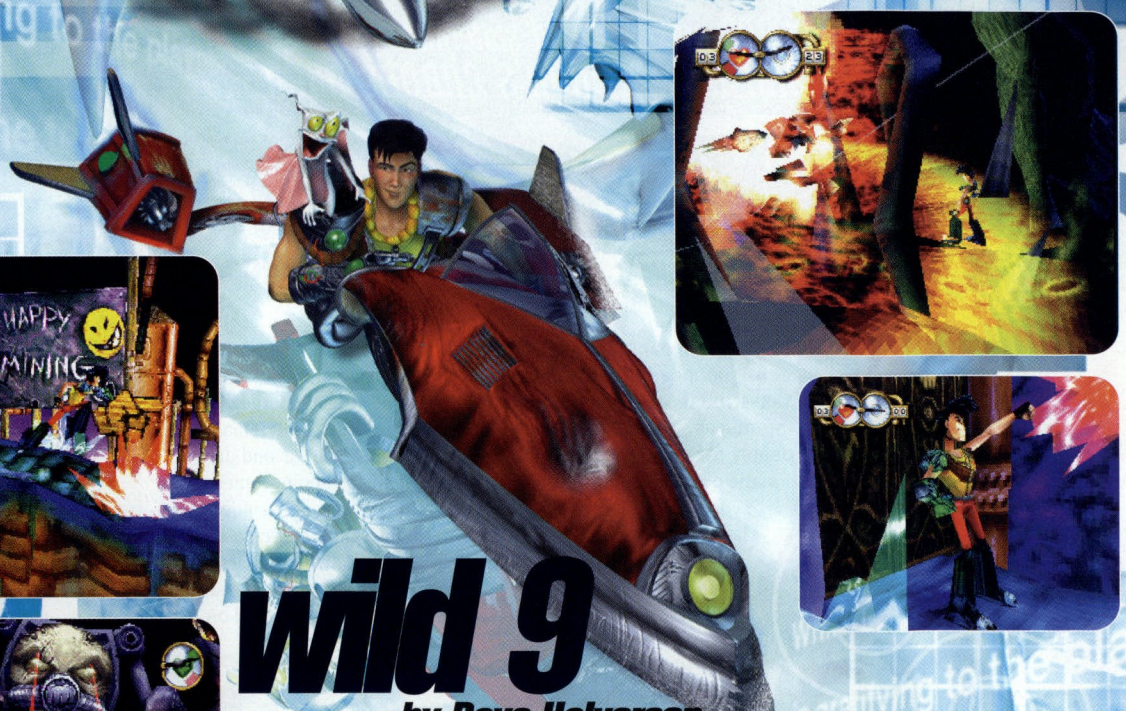
In my preview I spoke of two possible scenarios regarding the outcome of Psygnosis' much-ballyhooed new game, *Psybadek*. It would either be a revolutionary new experience or a case study on the effects of developing a game on crack. Well, although I believe they switched drugs on me (moving on to hallucinogenics), the latter has seeped into the inner workings of this peculiar yet somehow playable game. Allow me to explain... The engine, a clippy but smooth 60 fps 3D serpentine Las Vegas act, is like a Lite-Brite hooked to a car battery. It's highly colorful and privy to some pretty ambitious special effects, like long stretches of transparency, and buoyantly bouncing foliage. However, certain levels are crawling with bugs. You easily get snagged on the edges of polygons, witness vivid clipping fore and aft (although switching camera angles does help) and sometimes fall right through the floor as you try to wrestle back on course. It's easy to go off-trail, and rather than restrict you, the developers allow you to jam yourself into some sticky nooks and crannies that should be closed or instantly throw you back on course. This is one of those games in which you must compensate for many factors to successfully traverse. In other words, it's not tweaked for optimum user friendliness. Next, there's the downright absurd nature of it all. Race a fat chicken on a big ball, shoot happy eggs at a sucking beast, and penguins... penguins everywhere – not to mention bent over elephants pooping out noxious gasses. I understand where the designers meant to go, mixing character-driven, manga-inspired platform gameplay with fluid boardin' action. It's a good idea, and could have made a really good game. The basic game mold is a diversity of areas within several themed domains. Gorgeous obstacle courses laced with mild yet haphazard platforming usually start things off, leading to psychedelic puzzle-laden terrain, followed by an odd-looking being challenging you to a race. Your winning angers the freak, and so then you must confront it as a boss. These levels, especially the Bowlo Ape sequence, I have serious issues with; the control isn't nearly precise enough for the tasks at hand. In the end, Shades of goodness do pop through now and then, but never take hold. Pluses include some beautiful graphics, hot CG and animation, and a fantastic soundtrack. The saddest thing is that *Psybadek* had the potential to be so much more.



- LUSH VISUALS AND COOL CHARACTER DESIGNS
- EXCELLENT CG ACCOMPANIMENT TUNES
- LEARN NEW TECHNIQUES AS YOU PROGRESS
- GLITCHES AND POOR COLLISION CRASH THE PARTY

REPUBLIC SAYS... PSYBADEK'S BEEN IN DEVELOPMENT FOR QUITE SOME TIME, SO I AM ESPECIALLY PUZZLED AS TO WHY IT SEEMS TO HAVE HAD NO FINE TUNING WHATSOEVER. A SHAME, REALLY.

C



wild 9

by Dave Halverson

Wex has the tools if you have the talent..

Karn's pain is your pleasure... Fry the bastard!

Grab a friend and gear up for high powered action! Don't grind the gears!

For its time, *Earthworm Jim* was a marvel. The combination of spot-on gameplay, fluid hand-drawn animation, 3D level segues, a Hollywood soundtrack, and a cast of unforgettable characters launched David Perry's then-start-up Shiny Entertainment into superstar status. There was a lot of magic in the house for that debut. Back then, I was just getting initiated into the stress-filled halls of publishing and as one who hungers for action platformers to a mental degree, I became a sworn member of the worm nation. Now, some four years later, there's a new Shiny in town. *Wild 9* is their road test, and Wex is my new worm. In true Shiny tradition, *Wild 9* is a no-frills ride jam-packed with high intensity gameplay and little else. Shiny create the universe around their games and supply beaucoup art beforehand, leaving in-game cinemas to the imagination. At the soul of *Wild 9* lies Wex Major and The Rig, a lethal weapon of infinite torture. It is used not only to torture and manipulate prey, but as a grappling device as well, connecting Wex to swing points that serve as a means of progression, lead to power-ups, or to assail lofty perches. This single feature by itself kept me glued to the action, much like *Bionic Commando* did years ago on the NES. Most of the games challenges, such as keeping a Grunt alive long enough in your beam to thrust him into a cluster of far-away gears (using him as a moving meat hook) revolve around Rig etiquette. Added diversity, like riding the Beast (oh I want one of these) and the two types of 3D segues, put the whole shebang over the top. Visually, *Wild 9* delivers vividly arresting polygonal structures, and a completely unique look that throbs with intensity. Furthermore, the characters animate beautifully and the pyrotechnics and effects are off the charts cool. It's all tied together with a gallant Tommy T. soundtrack that at times will cause you to stop, look around, and ponder how mere mortals traverse life without video games. Drawbacks? There are but two: the hurtin' background in the Crystal Mines, and the fact that little of all those character profiles really shine through... Perhaps we'll learn more in a different form of media...

- INNOVATIVE PLAY MECHANICS DELIVER BIG TIME FUN
- ANYONE WITH A PULSE WILL PLAY MORE THAN ONCE
- COMPLEX, ANIMATED POLYGONAL STRUCTURES AMAZE
- EPIC SOUNDTRACK FROM TOMMY TALLARICO

REPUBLIC SAYS... I WISH IT WERE A TAD LONGER, BUT OVERALL, I COULDN'T BE HAPPIER WITH SHINY'S 2ND PLATFORM EXTRAVAGANZA. WILDLY FUN AND WICKEDLY INNOVATIVE, WILD 9 DELIVERS!

B+

Square's next RPG makes a bold statement...
A gripping, controversial tale of man's chaotic nature...

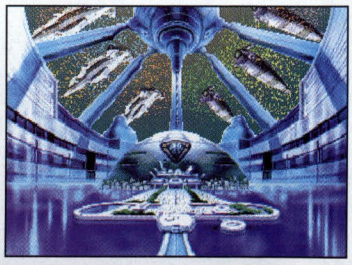
xenogears

by Dave Rees

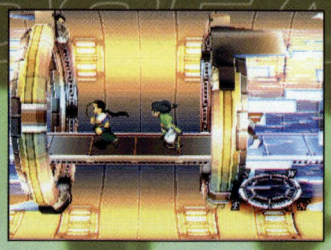
By all means, *Xenogears* is a spiritual experience that tests boundaries and leaves you almost stunned in its wake. It takes you to inexpressible places that you will not soon forget. It introduces you to people and personalities that will remain deeply rooted in your mind. It weaves its sights, sounds and dramatic plot line into the recesses of your memory, and becomes a part of you. As if spearheading the maturation process of the videogame, its theme reaches deep into some of life's most intricate and teetering of topics: God, the antichrist, religion and the meaning of life. Leave it to Square, powered by an impressive development team that includes some of the folks that worked on *Chrono Trigger*, to bring us such a deep, distinctly polemical game. Leave it to Square to do it with this much affection.

The ground that *Xenogears* covers, its sheer length and expansive, twisting plot line, is overwhelming at a glance, but it flows without so much as a ripple. Not too long after it begins, the memories of your first encounters, your mishaps in the quaint town of Lehan, soon become a faint blur. Events that transpire, and the knowledge they provide you with are so many in number that you will struggle to recall them all. But while the game is very long (there is upwards of 80 hours of gameplay for the hard-core RPG player), it never dares to become long-winded. The many dramatic events occur so rapidly and with so little pause in-between, there is never a need to spend pointless hours powering your characters up. Your purpose is continually defined and then redefined, the truth seems endlessly uncertain, but one thing is always clear: the world of *Xenogears* is a spectacle of beauty filled with many profound secrets.

Every location in *Xenogears*, including the towns, dungeons and world map, is founded of polygons. While this has been done before, you'll be hard pressed to find a more intricate level of detail in both the textures and architecture in any game's world. Visiting the aerial city of Shevat for the first time leaves you temporar-



While the color scheme is sometimes a bit faded, the creatively sculpted environs and attention to detail are extraordinary.

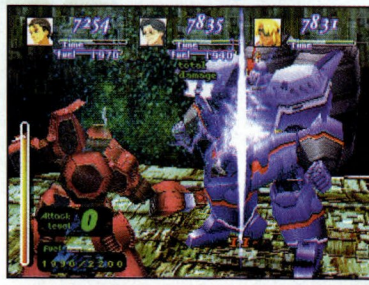


Wonderfully diverse, masterfully constructed and deeply meaningful – Xenogears is a fine example of an RPG of the '90s.

ily breathless: Clouds kiss you as you cross the town's dangerously narrow bridges, ride its elevators and leap onto platforms to reach its scenic heights. A stunning palace of steel and concrete rests at its heart. The habitat of Nisan is peaceful in its earthy appeal: A luxuriant chapel textured to a surprising level of detail is perched atop a nearby mountain. Mysteriously cloaked until close to the end of disc 1, the advanced city of Solaris is a skyward metallic nightmare in disguise: Huge processing plants employ complex machinery that hide a terrifying secret. And while traveling between these wondrous places, you'll soar the skies in an airship, ride a motorcycle across sand dunes, glide through sand and water in a huge submarine, and stomp across the seamless landscape in your gear – all depicted on an *FFVII*-style polygonal map.

Deviating from the norm in a big way, *Xenogears*' battle system is highly innovative and exceptionally diverse. In fact, the game has three distinct modes of battle: turn-based while on foot, turn-based while controlling your gear (giant mechs), and real-time while controlling your gear, which is much like *Destrega* (see pg. 82). On top of the traditional spell-casting and items, the turn-based combat methods, both on foot and while in your gear, rely on a clever system of points for each strike. Upon using the various physical attacks (strong, medium or weak) your character will build combat experience and eventually learn combos similar to a fighting game. Each mode has its distinctions, all have many options and prove to be great fun.

The best way to judge the overall value of a role-playing game is to ask yourself, in hindsight, whether the game moved you. Whether you felt involved in the plot, or if you cared about the characters as they faced death. Did you feel saddened when someone died, elated when a victory was won, or shocked when you first learned that a friend was actually a traitor. Ask me and I would say a resounding "yes" to all of the above. *Xenogears* comes viciously close to matching the splendor of *FFVII*.



- A controversial theme that has deep meaning
- The game is long. The pace never slows down
- Wondrous graphics depict a beautiful world
- A diverse and innovative battle system

REPUBLIC SAYS... Xenogears easily wins the best RPG of the year for any console system. Titles such as this are what make the genre a continuing success.

A-

A BUG'S LIFE

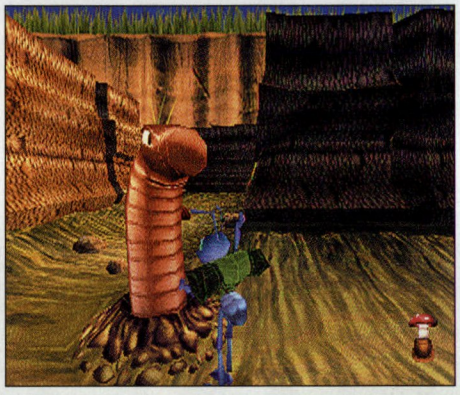
DEVELOPER: TRAVELER'S TALES PUBLISHER: SONY AVAILABLE: NOW

B

PlayStation

It may be junk to you or me, but to Flik, the ant in *A Bug's Life*, a few discarded decks of cards, scattered aluminum cans and old soda bottles are the landscape to a city a treacherous, intricate, finely realized city at that. In fact, every level in this game, which is based on the Disney/Pixar upcoming feature film, is an excellent achievement in design and imagination. Roaming his huge, interesting world of dried-up river beds, twilight mountain ranges and underground caverns, Flik does what in essence any good character in a 3D adventure game should: makes a lot of jumps over a lot of cracks and ledges, stomps and shoots the enemy with powered-up bug juice, uses his head to navigate his expansive world full of obstructions and mazes. Much larger bugs such as worms, beetles, and wasps as well as an occasional animal predator serve as Flik's torment in his journey, and like the miniature world they populate, all are sharply designed, entertaining us with the convincing plight of such a tiny creature.

Riding along with the excellent, imaginative visuals, creative gameplay touches give the trip longevity. Action is fairly simple and mechanical, but the system of growing plants to reach higher ground is where the fun really surfaces. There is no single area in which the game breaks away to become anything special, but with an exceptional theme and stellar music, *A Bug's Life* is a pleasant surprise.

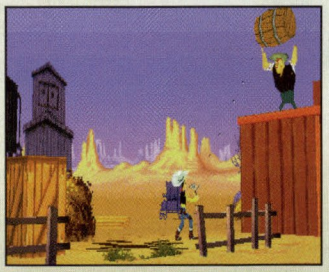


LUCKY LUKE

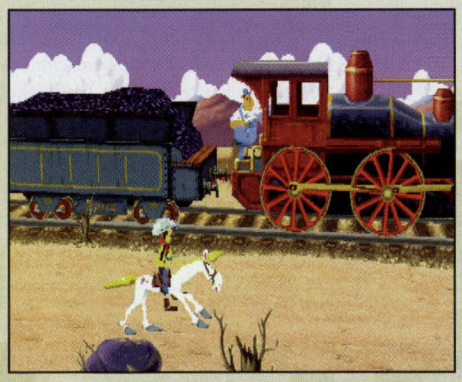
DEVELOPER: INFOGRAMES PUBLISHER: OCEAN AVAILABLE: NOW

C+

PlayStation



And now for something completely different... PlayStation gamers with 20 bills on hand and a hankerin' for some old-school-meets-new-school-meets-playskool gaming are in luck! Presenting Infogrames rootin' tootin' 2D-in-3D *Lucky Luke*. After reading the release that came with *Luke*, announcing the low price and young target demographic, I held little hope as I fired up the game. I was pleasantly surprised, however, to find a formidable old-school side scroller on hand. Initially, Luke tends to mosey a bit, as he ricochets shots from his pistol to take out the bad guys in the background, but soon you find yourself riding Luke's trusty steed aside a speeding train, riding the train, and then moving into and out of the playfields during some mild but entertaining platform and maze gameplay. Ultimately, you'll face quick-draw gun fights, high-stakes card games, and mine-shaft rail-car races reminiscent of *Indiana Jones*. Graphically the polygonal landscapes are assembled quite well, and, although tongue-in-cheek, the hokey western tunes fit like a glove. The whole game has a great cartoon look and feel and even a host of real-time cinemas to tie it all together. Intense high-speed action this ain't, but for a laid-back hoot through the wild west, or, as an appetizer for new gamers, *Lucky Luke* hits the bull's-eye. Happy Trails!

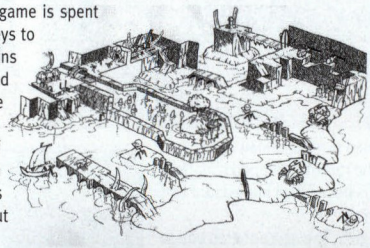


NINJA

DEVELOPER: CORE PUBLISHER: EIDOS AVAILABLE: NOW

I first played *Ninja* back in 1996 before Core and Eidos joined forces, which gives you an idea of how long the game has been rattling around. When you've got a hot property like Lara Croft in your midst, I suppose a game like *Ninja* is bound to take a back seat, but after many a sorry looking early versions, I'm happy to report that *Ninja* has turned out to be a very good game. Its saving graces are its diversity, classic play mechanics mixed with polygonal environments, excellent lighting, high-dollar CG, and quality soundtrack. Success in *Ninja* revolves around mastering the terrain and the many pitfalls that lie within. The more you master your Ninja, the easier conquering the vast levels becomes. Once you find a finely crafted sword or scepter, you can carry it through levels, and as long as you don't die, you're an owner. Certain weapons mow down enemies in one hit that would otherwise take several blows to put down, so holding onto weapons is key.

Ninja's not solely about combat, however. Much of the game is spent searching for hidden goods like money and food and keys to unlock gates that block your path. You'll need a lot of coins for the shop to purchase items such as extra lives and smoke bombs from the toothless old fart that runs the joint. There are also quite a few platforming elements in *Ninja* and, as you can see, some pretty nasty bosses, of which I suggest you save your powerful magic (which grows with experience) for. While quite enjoyable, *Ninja*'s biggest obstacle may be overcoming its own drawn-out gestation period. Otherwise, it is most desirable.



BOMBERMAN WORLD

DEVELOPER: ATLUS PUBLISHER: HUDSON AVAILABLE: NOW

This game is sacrilege. I have always been a HUGE *Bomberman* fan, and I continue to support the series even as it goes through various transformations. The N64 *Bomber* games I can handle. *Bomberman Fight* is pretty good, too. Sometimes, however, my charity and understanding can go no farther: The buck stops at *Bomberman World*. Trounced by the Japanese press and consequently marred by poor sales, *BW* is a bad dream for *Bomberman* fans everywhere. Poorly animated rendered bombers? No thank you. *Bomber* games look great when hand drawn with sprites, and the characters and worlds tend to lend themselves well to polygons, but not crappy renders. The next atrocity: Isometric environments. What the heck was Hudson thinking? The stages look awful and don't play well at all thanks to the limited view and design. What really lets me down, however, is the fact that *BW* contains all the modes, cool music, and multiplayer action that we've come to expect in a *Bomberman* title. These familiar features are unfortunately stuck in a poorly conceived game. As a devout fan of the series, I'll go as far as investing in the cool soundtrack. Other than that, I want nothing to do with this abomination.

QUAKE II: Mission Pack 2

DEVELOPER: ROGUE **PUBLISHER:** ACTIVISION **AVAILABLE:** NOW

B-

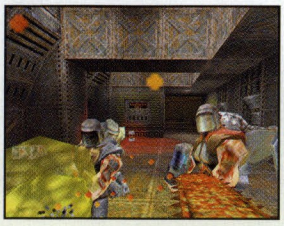
PC CD ROM

Quake 2 receives its second jumper shot of longevity from Rogue. The second mission pack adds new weapons, monsters, AI, and twisted death-match levels.

The obligatory additions included in an expansion pack, such as powered-up versions of familiar beasts and new introductions to the Strogg Wild Mutant Park, create a challenging roster of FPS adversaries. In addition, the AI of all enemies has been tweaked a bit to enable running and ducking shots from the Guards and the ability for Berserkers to hop atop crates during their instinctually relentless pursuits.

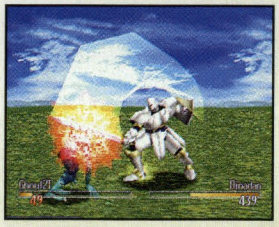
Unfortunately the levels aren't that interesting and a problematic element was added: annoyingly accurate and well-armed spherical pests in the form of wall-mounted turrets. Small and stupid but dangerous and tediously difficult to destroy, turrets (especially the rocket-equipped variation) are better left in operation if you wish to succeed in your mission. This became an unpleasant test of will for me, and took away from the overall single-player experience.

As always, Death Match is a fabulous fragfest filled with glorious gibs. The new spheres add to the deadly game of skill, but the additional weapons are mediocre, and the multiplayer maps, much like the package in general, falls noticeably below the quality of Xatrix's *Mission Pack #1*.



BRIGANDINE

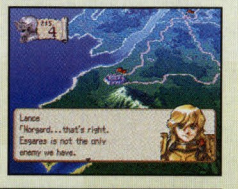
DEVELOPER: HEARTY ROBIN **PUBLISHER:** ATLUS **AVAILABLE:** NOW



How much importance do you place on a game's graphics? That's the question you must ask yourself as you look at *Brigandine*, Atlus' new turn-based strategy title. If graphics are low on your list and you like the genre, this mostly 16-bit looking title can provide its fair share of fun.

In *Brigandine*, you're battling for control of Forsena. As the game begins, you're given a choice of one of four domains and personas: Leonia and Lyonesse, Norgard and Vaynard, New Almekia and Lance, and Caerleon and Cai. Each offers a unique conquest and set of lead characters to guide you through your quest for domination. Starting from a fixed number of knights and castles (or domains), you'll organize troops, summon monsters, and mount attacks on neighboring forces as you attempt to spread your power throughout Forsena.

The overworld map where troop movement is handled is no more than a Mode-7-type flat plane with little colored flags denoting different domains. Once a battle begins, a slightly more detailed flat plane becomes the backdrop and you'll move your troops in a turn-based fashion over a typical hex grid. Once two opposing units encounter each other, a real-time engine takes over and renders the battle with first-generation 3D results. These graphics are not sloppy or ill conceived in any way, they just lack the sparkle one would expect this late in the 32-bit game.



But if graphics aren't that important to you, there's decent, Japanese-style turn-based strategy here. I had fun with it, but once I turned off the battle scenes for speed's sake, I could very well have been playing a 16-bit game. Provisionally recommended. >:[<

PlayStation

C

DRAGONSEEDS

DEVELOPER/PUBLISHER: JALECO **AVAILABLE:** NOW

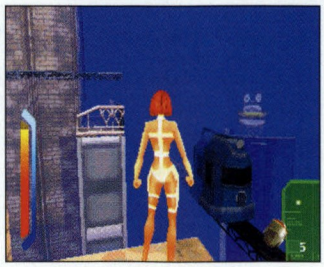
Dragonseeds is a *Monster Rancher/Tamagotchi*-type game, but don't let that turn you away. You see, the U.S. absolutely destroyed the whole electronic pet phenomenon in a matter of one shopping season, and many of us are completely burnt-out on the concept. The truth of the matter is that half of the crap you may have seen or played (not including *Monster Rancher* – that was pretty good) was uninspiring garbage designed to ride the bandwagon all the way to profit town. Personally, I'm only attracted to these monster breeding sims when the whole package is tight, creative, and easy to navigate. *Dragonseeds* is one such game. For starters, the menus are comprehensive and blessed with excellent music. Creating (or "Cloning") monsters is a cinch: You can store loads of your creatures at the Biobank, and training and equipping them is no problem. There's also some interesting options around town, besides shops and training facilities. For example, once your creature's life cycle approaches expiration, you may generously release it into the wild to die among its kind instead of destroying it. Ideas such as the one I've just described combined with *Dragonseeds'* unique background story give it a decidedly darker edge than most of the sugar-coated games in the genre. You'll be pleased to hear that once you're through with all the preparations, the fighting itself is pretty fun; it's beyond simplistic, and yet it requires a decent amount of strategy. The polygonal fighting scenes look O.K., and most of the artwork in the game is detailed. *Dragonseeds* is above average and very playable, especially if you start pitting your beasts against a friend's in the v.s. mode (via memory cards).

PlayStation

C+

FIFTH ELEMENT

DEVELOPER: KALLISTO PUBLISHER: ACTIVISION AVAILABLE: NOW

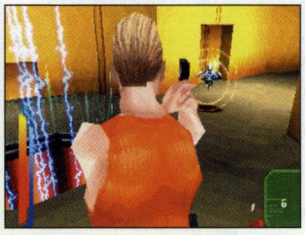


I love a game that can make my heart beat a little bit faster, give me a quick rush of adrenaline in a precarious situation. *The Fifth Element* accomplishes this in a big way in a scene in which Lee Loo, the alien beauty seen in the film from which the game is based, must run along a network of narrow beams that support a sky tram at vertiginous heights. In the hazy distance, flying taxis zip around ledges protruding from explorable apartment buildings that extend into the clouds. It's a great level.

If *Fifth Element* were more technically savvy, a truly excellent game would be at hand: level layout is top-notch, sound and music are strong, exploration- and action-based missions never fail to entertain, the atmosphere is rich. Lee Loo, who employs primarily hand-to-hand combat, and Korben Dallas, who deals with the heavier shooting aspects of the game, alternate mission tasks through futuristic levels set against backdrops of several distinct locations, including Egyption temples, a floating vacation spot, and the office halls of a future New York. The parallels to the film are channeled well into *Fifth Element*, and there is a driving force to the game that can be enticing. But despite the many fine aspects supporting every level, the glossy finish needed to underpin the adventure has been reduced to a rough interpretation of locales from the film—and the game fails to reach a higher peak as a result.

PlayStation

C+



HEDZ

DEVELOPER: VIS INTERACTIVE PUBLISHER: HASBRO INTERACTIVE AVAILABLE: NOW

Scottish developers VIS Interactive have created a very weird collecting/shooting game in the form of *Hedz*. The idea is that aliens have been abducting people from Earth and removing their heads. You are an alien headhunter participating in a competition to see who can collect the most "hedz." There are 225 different hedz to collect, over four different asteroid worlds, each containing five Dans (levels). The game plays well in a rather basic 3D environment, but the control is good and the addictive quality of collecting the hedz is fairly strong. You can battle with five hedz at a time, and they each have different abilities such as flying, bombs, machine guns and even guitar shockwaves! Featuring online multiplayer action, this cool, bizarre title deserves a look if you are seeking a new experience. Now then, where did that Elvis head go?

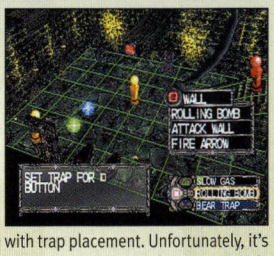
PC CD ROM

C+

KAGERO: Deception II

DEVELOPER/PUBLISHER: TECMO AVAILABLE: NOW

Tecmo have always put out interesting games, and here we have a sequel to *Deception*, one of their more unique offerings. *Kagero: Deception II* attempts to put more of a simple, action spin on the trap setting antics of the original, no doubt in a calculated attempt to attract new gamers to the admittedly offbeat series.



As in the first game, your goal is to lure victims into traps that you've set up from room to room. The biggest difference here is that you now play from a third-person perspective. From a selection of upgradeable traps, you choose three unique floor, ceiling, and wall traps that can then be set up anywhere within a room. You can be as clever or a straightforward as you like with trap placement. Unfortunately, it's a small problem that you don't have to be overly clever, and the game ends up being a little easy, especially in comparison to the first.

PlayStation

C+

Kagero is not for everyone, just as its precursor was not, but there's a good concept hidden behind the uninspired graphics and control. Trapping some poor bastard in a devious multi-hit trap setup is deliciously evil in its execution – for a time at least. Fans of the first may be disappointed with *Kagero*'s ease and comparative simplification, but for others, this unique melding of action and almost free-form puzzle solving might prove entertaining.

MR. DOMINO

DEVELOPER: ARTDINK PUBLISHER: ACCLAIM AVAILABLE: 01 '99

Once in a while, a game sprouts up out of nowhere and makes you stop and think. *Mr. Domino* is one of those games. Created by the Japanese company Artdink (makers of surreal titles such as *The Aquanaut's Holiday* and *Tail of the Sun*), *Mr. Domino* is a charming puzzle/racing game that puts you in control of one of many different domino-shaped creatures. You have to guide your domino-man through obstacle-laden courses while laying dominos behind you. The idea is to set up a cascade of dominos that will trigger switches when knocked over. Not as easy as it sounds, but thanks to a good control method and really cool environments, it is really good fun. *Mr. Domino* is a fantastically original game, and these days, this is a rare and beautiful thing.

PlayStation

B

O.D.T.

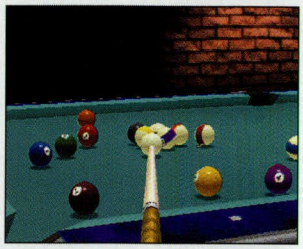
DEVELOPER/PUBLISHER: PSYGNOSIS AVAILABLE: NOW

When an airship transporting a magical life-saving pearl crashes on the grounds of a mysterious, foreboding tower, the crew members must set out to locate several canisters of a helium-like gas to inflate the enormous balloon of their disabled vessel. Fortunately, everyone in the *O.D.T.* universe follows the same technological arc and keeps stockpiles of the gas lying around. So off we go to confront the variety of tall, slender aliens and lumbering mechanical creatures (the one ray of light in an otherwise black hole of a game) inhabiting the decaying tower of cold concrete and steel.

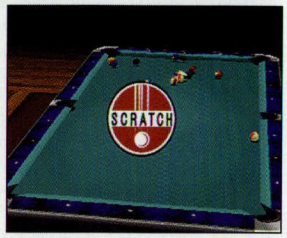
Things get complicated when the captain forgets that when all alone bad things happen, and he sends away his crew so that an alien can come by and kidnap him. The pearl is lost, and our mission becomes even more complex: now we must also find the pearl and shards of its container, which means we must travel even deeper into the dull rooms of the tower to gain additional inconsequential experience for our quasi-RPG characters, struggle even more with the controls, see the questionable gameplay and screen-turning presentation become even more of an annoyance, and take time to find another CD to put in the stereo to replace the in-game music and attempt to lessen the numbing ineptitude of the game.

POOL HUSTLER

DEVELOPER/PUBLISHER: ACTIVISION AVAILABLE: NOW

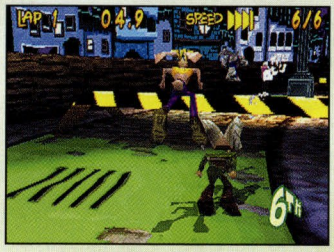


It's time to polish your trusty cue and enter the smoky, seedy world of pool hustling with Activision's latest 3D pool sim. As you aspire to become the ultimate pool shark on the circuit, you have to start at the bottom with a limited amount of cash and slowly work your way up by beating down the pros. Fortunately, the game has great physics and a cool 3D engine, so after making use of the Practice mode, you will soon be sinking the 8-ball and start reaping in the cash. Different modes of play include a Trick Shot mode allowing you to practice some truly outrageous moves to impress your friends with. Master the backspin, English and Masse techniques in order to really rub their noses in the dirt. A 2-player mode gives you the opportunity to slap down a human opponent, while the Story mode guides you through the underworld challenges of modern day pool hustling. *Pool Hustler* is a great little game, and if potting shiny balls appeals, then check it out right now!



RUNNING WILD

DEVELOPER: UNIVERSAL INT. PUBLISHER: 989 AVAILABLE: NOW



A racing game can get away with more than it should if it speeds by at a beguiling 60 frames per second. If not for its fast tracks, *Running Wild* would fall sharply in its attempt at inviting players into its cartoon racing circuit, but because it can be somewhat exciting taking the steep, winding courses at such convincing speeds, there are moments when the game pretends to be better than it really is.

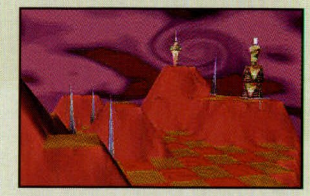
But the truth is uncovered quickly. Take a run in the more difficult setting, and the shallow racing becomes more detrimental as it is attacked by opponents who enjoy displaying extraordinary feats of racing you could only dream of. And if you find the thought of relying on limited, innocuous powerups instead of skillful racing to beat your animal opponents to the finish line, *Running Wild* will only present you with a more intense annoyance.

Taking place over sheer mountains of ice and lava, through whimsical city streets, thorn-infested deserts and water-soaked jungles, the racing, which is done on foot, is heavily dependent upon the avoidance of environmental hazards: incessant jumps over and around obstacles such as fire, tornadoes, brush patches, and anything else indigenous to the courses is the only path to victory. This takes *Running Wild* into a constant battle with the reflexes, and for that if for little else, I marginally enjoyed it.

SENTINEL RETURNS

DEV: NO NAME GAMES PUB: PSYGNOSIS AVAILABLE: NOW

Originally released under the UK Firebird label on the Commodore 64 in the mid '80s, *The Sentinel* took Europe by storm, as Geoff Crammond's bizarre and surreal strategy game totally hooked the first wave of true gamers. Over a decade later, utilizing the enormous technological advances, Psygnosis saw fit to remake the game for PC and PlayStation platforms. The gameplay remains exactly the same, seeing the player desperately trying to move from low ground to a higher vantage point than the omnipotent Sentinel in order to absorb its physical form and proceed to the next fractal-generated landscape. It has not enjoyed as much success in the U.S. as in Europe, but this can be attributed to the fact that most U.S. gamers were weaned on consoles and not on the old-school home computers of the eighties. A great challenge and worthy of many hours of your time.



SMALL SOLDIERS

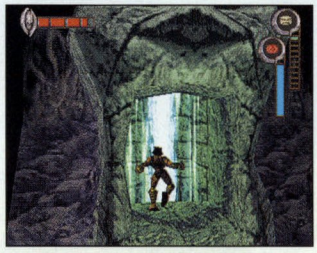
DEVELOPER: DREAMWORKS PUBLISHER: EA AVAILABLE: NOW

Early in *Small Soldiers*, you'll find your character faced with a daunting jump to a tree branch well into the distance, hanging above a lake of slime. The jump is seemingly impossible, but the collision is so inexcusably poor and the field of depth so artificially manipulated that the distance is basically cut in half. When the jump is actually made, the character incredulously hangs onto the very bottom of the thick branch, exhibiting a feat of dexterity not even a cat could accomplish. This is only one example of the incompetence that grows up like a patch of thorns, squeezing out any life the game might have been able to express.

The collision, which rivals some of the worst displayed in a 32-bit title, is not even the game's fatal flaw; there are a number of dents that by themselves are annoying problems but when added up completely total the project: A sheet of blackness is right in front of your face no matter where you turn; the control feels like the character is tethered to a wire fixed at the center of the constantly rotating screen; enemies exhibit such inane movements they become annoying distractions in a game where action is the foundation; level design is mechanical, gravely simple, an afterthought in design. Whatever copies of *SS* are left over from deplorable brand-power sales can be dropped into the movie-to-game-translation landfill.

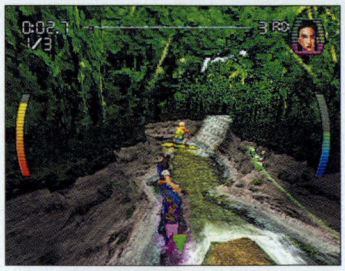
PlayStation

D



STREAK

DEVELOPER: SINGLETRAC PUBLISHER: GT AVAILABLE: NOW



The parade of unspectacular American titles continues with SingleTrac's latest, *Streak*. This futuristic racer based around *Back to the Future*-ish hoverboards has some good ideas lurking about, but the rough presentation and overall lack of refinement get in the way of what could have been a more impressive experience.

It's not for a lack of trying on SingleTrac's part. The wildly varied courses are brimming with movement and interesting scenery, while the gameplay benefits from some clever touches. For instance, performing tricks during a race earns you extra speed. Pulling off moves builds up a confidence meter that has a direct relation to your character's performance. Wipeout and your confidence and performance drop. Unfortunately, the pop-up-masking, twisting and turning courses make this a bit more of a chore than it needs to be for optimum fun. While some may find this challenging, most will probably find it frustrating, and rightly so. Also, the frame rate is inconsistent and there are some z-buffering problems, which isn't too surprising considering the expansiveness of some of the courses, but it remains distracting.

PlayStation

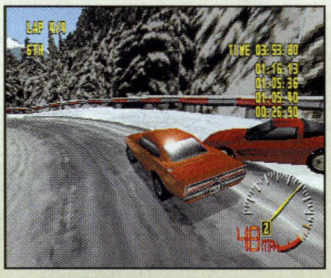
PC CD ROM

C+

Otherwise, the game's up to spec with a good two-player split screen and the always classy link-up mode on tap. There's a good sense of speed to be had at times in *Streak* as well. It's just too bad that the core gameplay falls flat due to a conspicuous lack of polish.

TEST DRIVE 5

DEVELOPER: PITBULL SYNDICATE PUB: ACCOLADE AVAILABLE: NOW



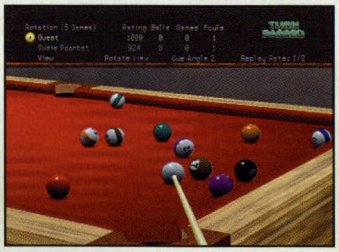
Test Drive 5 is almost in the same league as *Need For Speed 3*. This, in effect, puts it out of the league of *Gran Turismo*. This is a good base for comparison, as most of you have played one of these games before. *TD 5* has an excellent environment engine, especially true for the vast streaming courses. The levels still pop in a little, but you'll be astounded at times by the deeply constructed roadside panorama. The car models look excellent, reinforced by quality details like reflections over the windshields. Unfortunately, for all these fine details, a couple of glaring omissions tend to frustrate me easily each time I play. First, there's no custom control option, just the pre-sets given. I'm living proof that they haven't given players every desirable configuration, because I can't find the one I need. Secondly, they've left out a Restart Race option in the pause menu. Why?! I hate reloading the freaking tracks after I've screwed up! Well, except for these two flaws, *TD 5* has a bunch of cool race modes (like Drag Racing and Cup races), an awesome two-player mode, and really good track design. Also, the handling is realistic and very responsive, and the inclusion of plenty of traffic adds a healthy dose of chaos to the gameplay. Definitely recommended.

PlayStation

B

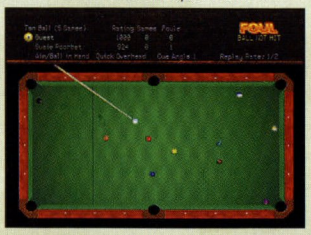
VIRTUAL POOL

DEVELOPER: CELERIS PUBLISHER: CRAVE ENTERTAINMENT AVAILABLE: DEC.

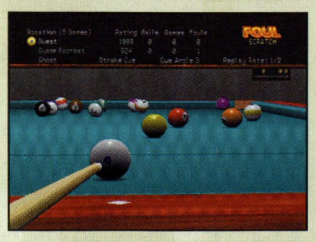


As the sole pool title on N64, *Virtual Pool* could have been crap and still have been the best pool game on the system. Thankfully, it's far from that, and stands as a fine conversion of the popular PC title. Not that this is likely to set too many people's hearts aflutter, but there's no denying that this is a great playing, great looking game of pool.

For those with a taste for more than the standard eight ball, nine other styles of billiards are on hand: 8 Ball, 9 Ball, Straight Pool, One Pocket, and others. Even regional rule sets are implemented, so you can check out American Bar, English Pub, or APA rules. Also, everything is highly configurable – you can alter the speed of the table and even its color and pocket size.



With only a simple room and table with some balls to render, the developers have blessed *Virtual Pool* with a great looking resolution. With apologies, the balls in this game look great, and in conjunction with the realistic physics, have a tangible sense of reality. As you move the camera around the table to line up a shot, you're treated to a wonderfully solid 3D presentation.

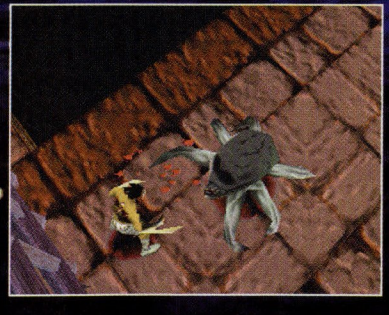


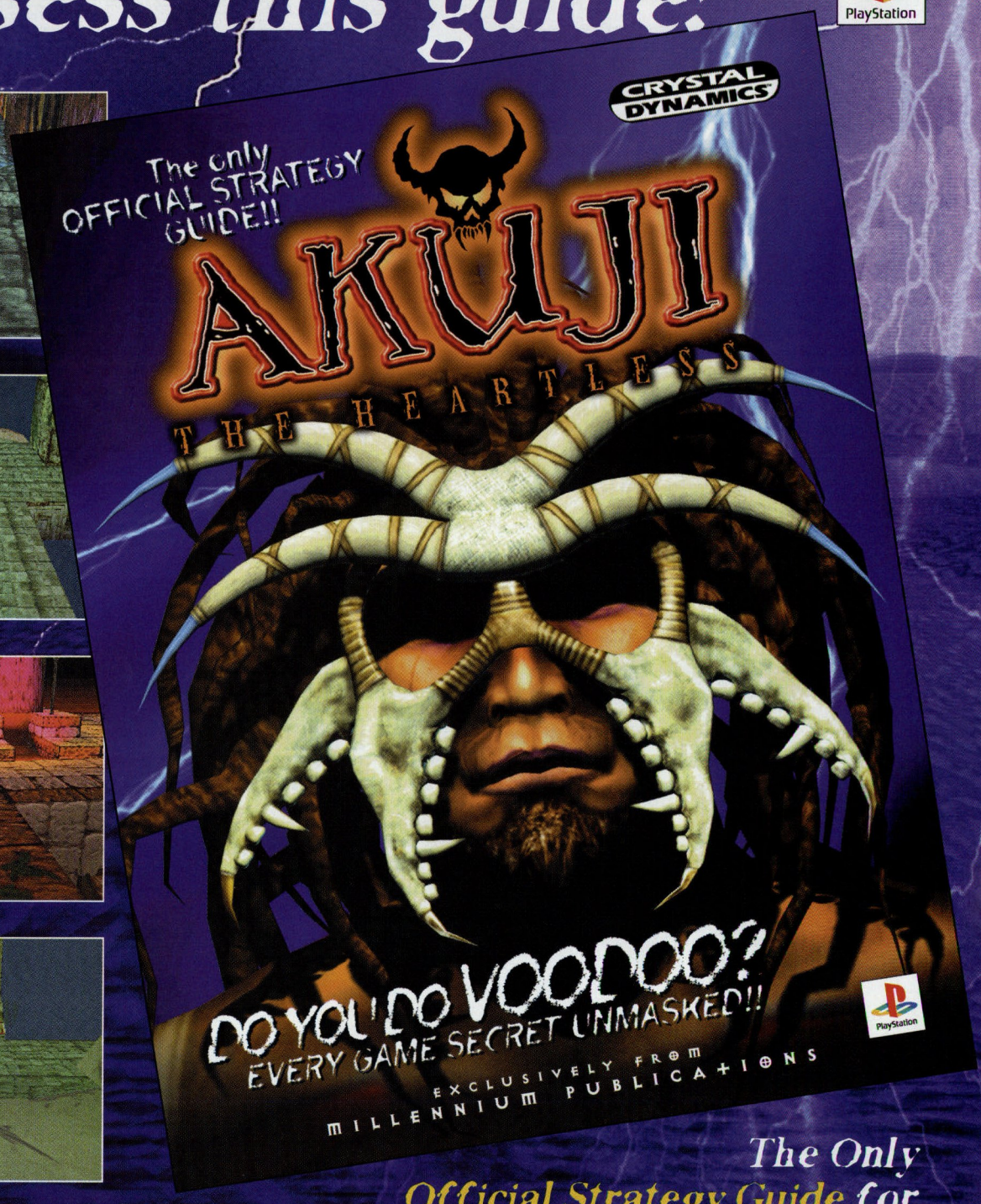
While the lack of any on-screen characters makes the game feel a little cold, you can't really fault the rest of *Virtual Pool* in its execution. If you want a pool game for your N64, this is your only choice, and it's a good one.

NINTENDO 64

B

Possess this guide!





PlayStation

The Only Official Strategy Guide for

Akuji the Heartless!

On sale November 1998

Call for pre-book special!

To order, call: 1.800.691.7886

MILLENNIUM
PUBLICATIONS INC

[PROMOTIONAL CONTEST]

PSYBADEK CONTEST

WIN

Vans

Gamers' Republic

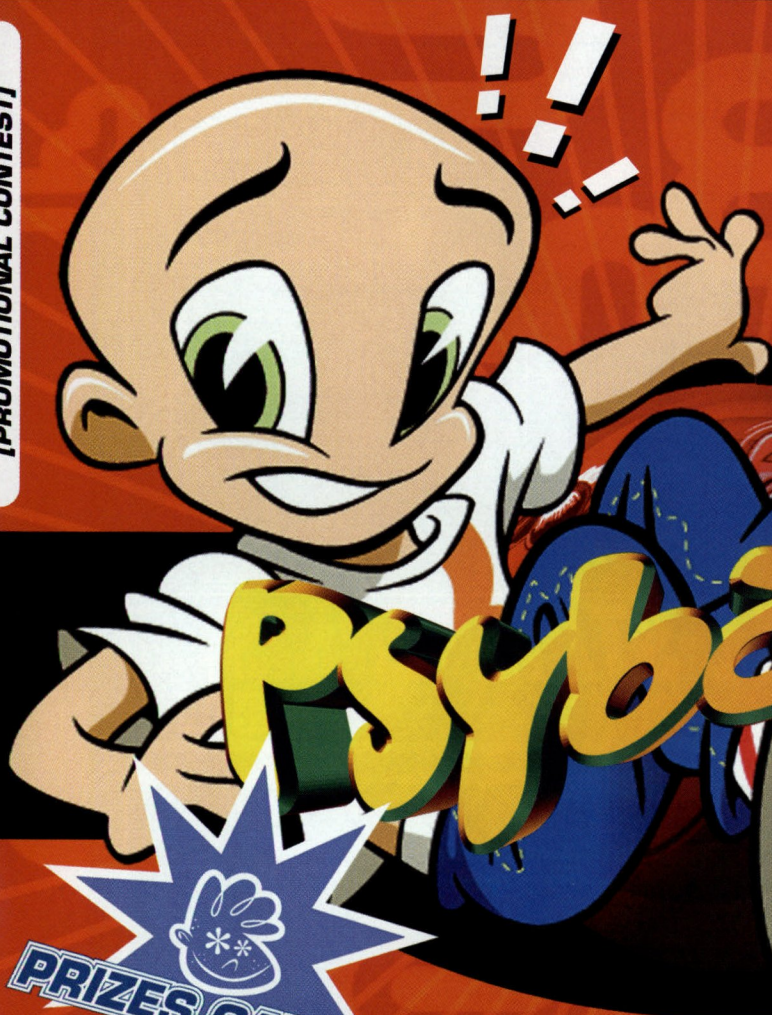
PSYGNOSIS

GAMERS' REPUBLIC

Psybadek

GR|PSYGNOSIS|1998

Wanna win some seriously cool stuff?



Just fill in the form below and mail it our way to be entered into the "Psybadek Sweepstakes." The Grand Prize winner will be the proud owner of a Joyride Snowboard, a pair of Vans shoes, and a Psybadek game and t-shirt! Five First Prize winners get a pair of Vans shoes, plus the game and t-shirt. Twenty-five 2nd Prize winners get the t-shirt and game, and 50 Runners-up will get the game. And hey, you lucky winners... ALL of you will also win a 1-year subscription to Gamers' Republic!

So get scribbling!

psybadek

PRIZES GALORE!

WIN

PRIZES INCLUDING:

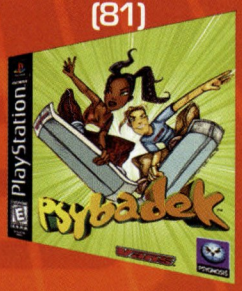
vans shoes (6)

psybadek t-shirt (31)

JOYRIDE 158

(1) *joyride snowboard*

psybadek games (81)



Send Entry To: Gamers' Republic: Psybadek Contest,
32123 Lindero Canyon Rd. Suite 218 Westlake Village, Ca 91361

NAME: ■■■■■■■■■■■■■■■■■■■■

ADDRESS: ■■■■■■■■■■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■■■
■■■■■■■■■■■■■■■■■■■■

TELEPHONE NUMBER: ■■■ + ■■■■■■■

AGE: ■■ SHOE SIZE: ■■

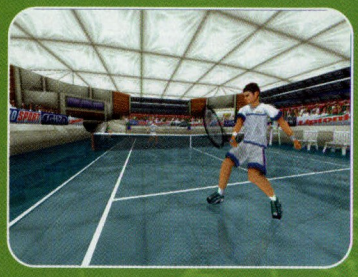
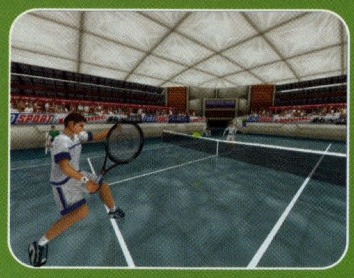
HEIGHT/WEIGHT (FOR SNOWBOARD): ■■ ■■■ LBS.

ALL ENTRIES MUST BE RECEIVED BY JANUARY 31,1999 TO QUALIFY. NO PURCHASE NECESSARY. CONTEST VALID IN ALL 50 UNITED STATES, OPEN TO RESIDENTS OF THE UNITED STATES. ONE ENTRY PER PERSON. WINNERS WILL BE CHOSEN AT RANDOM. ODDS OF WINNING BASED UPON NUMBER OF ENTRIES SUPPLIED. WINNERS NEED NOT BE PRESENT AT DRAWING TO WIN. ALL FEDERAL, STATE, AND LOCAL LAWS AND REGULATIONS APPLY. OFFER VOID WHERE PROHIBITED, TAXED OR OTHERWISE RESTRICTED UNDER FEDERAL, STATE, OR LOCAL LAWS, RULES OR REGULATIONS. GOOD LUCK!

The sport of tennis is set to receive its first "true to life" simulation on the N64 and PlayStation this fall with UbiSoft's *All Star Tennis '99*. Featuring eight international tennis juggernauts – Michael Chang, Jana Novotna, Jonas Björkman, Amanda Coetzer, Richard Krajicek, Gustavo Kuerten, Philippoussis – and authentic rendered courts – Wimbledon, Mediterranean, California, Paris, Rome, Saudi Arabia, Tokyo and Sydney – there will be no doubt about the game's appeal to the loyal tennis fan. But its playability is what might push it over the top. Capturing the individuality of each superstar was a priority of UbiSoft.

In reality, not one player exudes the same passion on the court. Michael Chang and Conchita Martinez are both relentless players, and both display their signature shots. This sentiment is echoed in the game, as the characters will have unique moves and distinct AI that reflect their playing styles. But while the game focuses on providing a real simulation, those craving an arcade experience will not be disappointed at all. *All-Star Tennis* will feature action replays and three modes of play – smash, arcade and bomb – to spice up the fun factor.

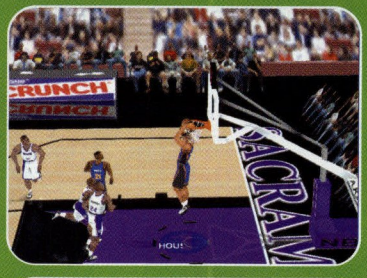
Overall, *All-Star Tennis* is looking like it will easily be the new pinnacle of console tennis.

These lovely, sweeping court environments will house some of the finest names in Tennis. Get ready for highly detailed pro players on the PS & N64!

ALL-STAR TENNIS

developer/publisher: ubisoft available: fall '98



While not the most graphically stunning title in the genre, NBA Tonight offers surprisingly solid NBA gameplay. The control is right on the money almost every time.

ESPN Digital's *NBA Tonight* forgot the importance of the first impression. The presentation isn't exactly stellar material, just plenty of shameless ESPN plugs everywhere you go, and the play-by-play is practically worthless. It's more like "Coaches Corner" as they blather on about anything other than the action at hand. I prefer not to have the arena's history described as I slam a fine baseline dunk home, but maybe that's just me. The pre-game part of *NBA Tonight* is saved by a player introduction sequence backed by good music and plenty of mad light sourcing.

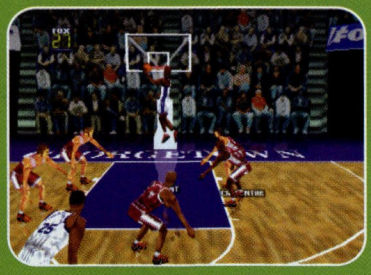
It's really once you're at the tipoff that the game's passing grade is earned. *NBA Tonight* controls really well. It's a degree of response that I haven't felt in any other basketball game this month. An extremely consistent frame rate really helps matters, unlike the noticeable chug of many N64 b-ball games. When it runs smoothly and controls well, you start looking for 'da big moves because you're not worrying about the pad anymore. *NBA Tonight* has plenty of quick moves. It's strange, though: the game has an artificial sensation of speed overall. It takes less time to animate and execute a pass or shot than other b-ball games, and the speed boost allows for copious amounts of quick scoring. It feels like an arcade basketball game that's trying to be a sim.

So then it becomes a question of NBA-sim value over fun basketball-game value. Well, I might prefer a game like *NBA Live '99* because it has great presentation, options, it's very playable, and it feels like you're playing an official product. *NBA Tonight* is even more playable than *Live*, but considering what it's trying to be (read: big-time NBA game), it becomes more of a side purchase for multiplayer action later. Real NBA fans might not appreciate the unrealistic controls and instant response.

ESPN NBA TONIGHT

developer/publisher: espn digital Ggames available: now

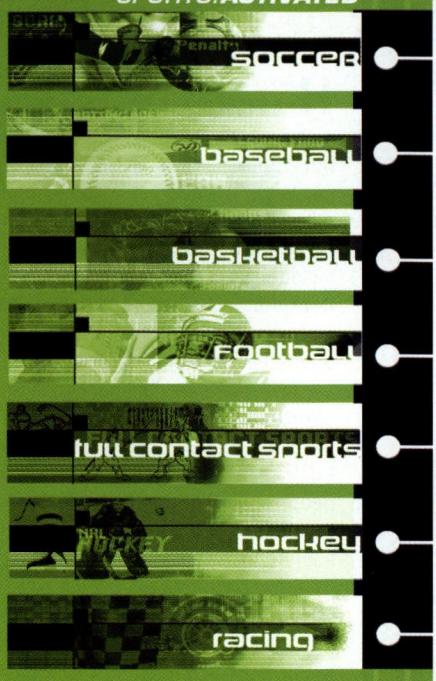
This is a painfully average basketball game that just happens to fill a gap on the N64. The pain involves uninspiring gameplay and fluctuating frame rates, and the gap filled is licensed college basketball, which has yet to be addressed on the N64. There is a paltry selection of play modes, and several key options are left out. In Season mode, for example, you have no way to simulate games (to move the season along), so you're playing the game for days just to advance. Sometimes I really enjoy the "simulate game" feature in b-ball games...it gives me an idea of the stats the developers have payed attention to. Also, the control is mostly sluggish, in part due to the frame rate, in part due to poor design. Every player is represented well enough, and the presentation is straight outta' Fox Sports (including screen overlays, replays, highlights), but the fundamentals aren't addressed very well. If you need a college basketball game and you have an N64, *College Hoops* is the one and only choice you have. That's the reason why I recommend it.



FOX SPORTS COLLEGE HOOPS

developer/publisher: fox sports interactive *available: now*

SPORTS: ACTIVATED



GAMERS' REPUBLIC SPORTS

COMPUTER DESIGN MATRIX

hockey

• *developer* **ea** • *publisher* **ea** • *available* **now**

nhl '99

by Dave Rees

Three systems, one hockey game...
But do all three live up to EA's crowning reputation? Not quite...

The high-res graphics of the PlayStation version certainly look good, but in the end prove a bit too taxing.

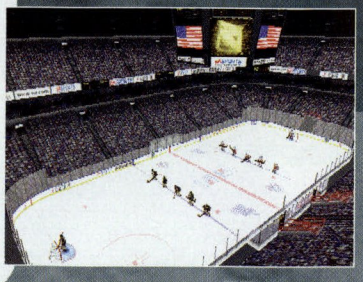
Have EA stumbled a little bit with *NHL '99* on the PlayStation? Last year's effort was a dramatic improvement over the miserable *NHL '97*, but it appears that the trend did not quite continue. Yes, EA have put a tremendous amount of effort into perfecting the look of the game, rendered all of the arenas as seen in the now-famous fly-bys, included some clever new modes of play, and improved the AI. But for a hockey game to be great, it must have solid control and playability. For technical reasons, this is where *NHL '99* on the PlayStation has slipped a bit.

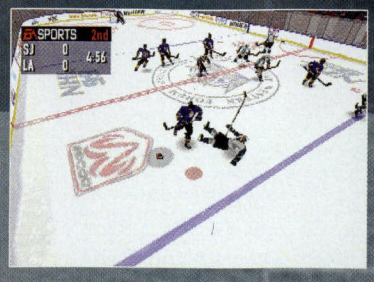
I love the sport of hockey, and I greatly appreciate the efforts that EA have made in covering all of the bases. The inclusion of coaching drills and shootouts is a clever and helpful way to practice, the stats are all here, the options are deep, the motion capture is impressive, the checking and fighting are solid, and the presentation is second to none. But something else is not quite right.

I appreciate the fact that EA have upped the resolution and increased the polygon count; however, it affected the frame rate a bit too much. It certainly is acceptable, but not quite as good as I had hoped. And what good is every feature, stat, and option in the world when the game plays slowly? Too many times, I found myself pressing the speed-burst button with excessive force (not recommended), trying desperately to catch up to the play. Oh well.

Sure, everything is "in the game" here, and *NHL '99* pushes the PlayStation harder than any other hockey game has before. But perhaps a wee bit too hard.

Playstation Version





Nintendo 64 Version

A huge leap for Hockey on the N64, NHL '99's gameplay is solid as ice. But it lacks the speed I so desire.

Where the PlayStation version falls just shy, *NHL '99* for the N64 succeeds without question: the frame rate is consistently high, the game never skips a beat, and the resolution is sharp. Because of this, the finer details, such as the motion captured animations and overall flow of the game are fully realized, leaving almost nothing to the imagination. Even when the action becomes intense, the players gracefully pull off skating maneuvers joined by seamless transitions in-between. Forwards to backwards skating, cross-overs, checking, speed bursts and stopping (replete with a misty spray of ice) are all emulated perfectly. While the overall action still suffers from being a bit slow (HOCKEY IS A VERY FAST SPORT!), the overall feeling of *NHL '99* on N64 is much more authentic than that of its PlayStation counterpart.

But the N64 version is certainly not flawless. For one, I have never heard more laughable play-by-play calling in my life. Sounding more like a cross between a surfer dude who doesn't know when to shut up and an obnoxious radio DJ, the outrageous articulations and ridiculous word usage is exceedingly annoying. And the Coaching Drill mode is curiously missing from the list of game options. It appears that the N64 version is not targeted to the serious hockey fan. Too bad, because it would have scored higher otherwise.

Even so, *NHL '99* still remains the undeniable champ of hockey games on the N64, and if you can get over the ludicrous play calling (turn it off!) and unhurried pace, you can't go wrong.

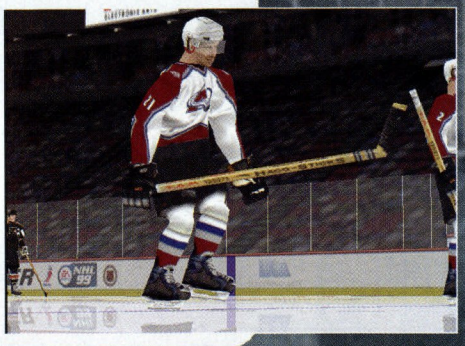
PC Version

It's a great day for hockey: *NHL '99* on the PC is perhaps the finest hockey game to date – even surpassing the likes of *NHL '94* on the Genesis. What more can be said? Every detail is included, every corner is covered, and for the first time, the 3D factor does not impede upon the gameplay at all. This game is everything the PlayStation version was aspiring to be, and more.

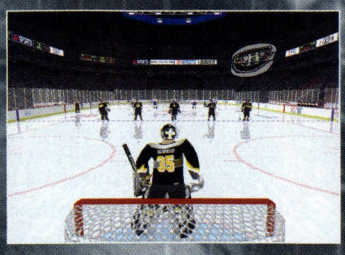
Perhaps it is because the PC is currently a superior vehicle of gaming, allowing EA to focus on the game rather than the technology, that the final product turned out to be so phenomenal in so many areas. Every skating motion, play-by-play call, pounding check, face-off, fight, pass and goal is undeniably beautiful to watch and ultimately satisfying to execute.

But beyond its excellent playability and presentation features, the game has one feature that cannot be touched by its console siblings. Console sports titles of all types have allowed multiple players to enjoy a game on the same screen, but with PC networking (and soon enough, Dreamcast, so console bigots can relax) each player can view the ice from a personal perspective that is always fair. It also gives players an opportunity to focus on an offensive or defensive play style to greater degree. This added dimension, along with the extraordinary detail within every aspect of the game, makes it unbeatable.

NHL '99 for the PC represents a stunning improvement over its predecessor, and while EA have made excellent use of PC technology, they have proven that their knowledge of the great sport of hockey is unsurpassed.



An encouraging example of what the future holds for sports games, the PC version inherits the crown.



- ALL VERSIONS ARE DEEPLY ROOTED TO THE SPORT
- THE VISUAL PRESENTATION HIGHLY EFFECTIVE
- THE PC VERSION OVERTHROWS THE COMPETITION
- THE PLAYSTATION VERSION IS A BIT SLUGGISH

REPUBLIC SAYS... THIS IS TRULY A GREAT YEAR FOR HOCKEY. THE EVOLUTION OF THE NHL SERIES IS GLIDING STRAIGHT TOWARDS PERFECTION. WHAT WILL THE YEAR 2000 BRING?

Playstation	Nintendo 64	PC
B	B+	A

basketball

• developer **ea sports** • publisher **electronic arts** • available **now**

nba live '99

By Mike Griffin

EA Sports' robust N64 engines have all showcased massive playfields and good frame rates this year, and their capacity for cart music and sound has been remarkable. This trend continues in their new N64 b-ball title *NBA Live '99*, which has fantastic sound and graphics right from the start. The pseudo-sampled music is top quality, straight-from-the-disc versions. It's funky stuff, too. Also, from the "It's in the game" screen and onwards, every image that meets your stare is high res. It's a treat to see these crisp 3D images on the N64, unlike the slightly filtered blur of other basketball games on the system, like College Hoops.

Beneath the brilliance of these crisp visuals and system-defying sounds, there's also a sweet menu system chock full of cool options like Monster Dunking, arcade or sim ball physics, score catch-up, and a Create Player mode. In this respect, *NBA Live '99* is the most customizable b-ball game on the N64. The gameplay, although not as smooth as it should be, is extremely controllable. I love the passing system whereby teammates are each assigned a button on the pad, and the speed boost allows for spectacular plays in the paint.

One of the strongest points of *NBA Live '99* is its Arcade Mode, which is so wide open it approaches *NBA Jam*. Streaking balls, huge dunks, inconsequential penalties, it's all here (sort of like a free mini-game hidden within a simulator). This game's only real problem is slightly lagging controls, probably due to the often twitchy animation, which in-turn occurs when the game drops a few frames. It's nothing too severe. Ultimately, EA have crafted an extremely attractive, lavishly detailed NBA sim. Their reputation stands.

High resolution graphics always look great, but it makes one helluva difference on the N64. NBA Live '99 takes advantage of this feature, offering a lush cartridge presentation.

NBA Live 99

- GRAPHICS ARE DEFINITELY ADVANCED FOR THE N64
- CONTROLS ARE INTELLIGENT, YET SOMETIMES SLUGGISH
- ARCADE RULES ADD A WHOLE NEW, FUN DIMENSION
- REALLY GOOD MUSIC, SPARSE BUT WELL-TIMED VOICE

REPUBLIC SAYS... THIS IS A 100% WORTHWHILE PURCHASE FOR NBA FANS WITH AN N64. IT'S VERY EASY TO GET INTO, AND CUSTOMIZING IS A CINCH. HOPEFULLY EA CAN DO EVEN BETTER NEXT YEAR.

B

I still find myself playing *1080* and *Steep Slope Sliders*. Owners of either of these games can attest to their stylish presentation, cool tracks, music, and play mechanics – everything it takes to make a good snowboarding game. While not in the same league as both these great snowboarding titles, *Cool Boarders 3* does offer a bunch of cool licensed products like Burton and Swatch boards, other "hip" sponsors, and its numerous tracks (tracks like Devil's Butt...bah!) contain all the required rails, jumps, and high-speed corners. *CB3* has a great 30 fps two-player mode, too. There's also fighting, and with up to four other competitors racing alongside you, the punches are frequent and amusing. All good – but this game still needs

flow. Tricks feel twitchy and weird (although the power meter is decent), rail slides look fake and require minimal effort, and simple carving feels artificial. The tracks never really evoke a sense of jeopardy, which is important. In the end, *CB3* is aesthetically very solid, but lacks any memorable personality.

COOL BOARDERS 3

developer: Idol Minds publisher: 989 studios available: Now

B-

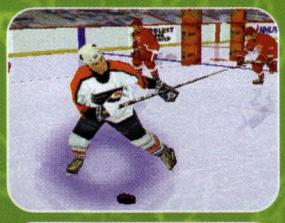
Time and time again, American developers are proving that control feel ranks far down on the list of game design priorities. Case in point is Radical's new Xtreme snowboarding title, *Pro Boarder*. While the technical aspects of this particular game are up to snuff (most notably in its graphics), a decidedly wooden feeling mars the vital aspect of control. Compared with Nintendo's *1080* and, to a lesser extent, Sony's *Cool Boarders* series, *ProBoarder* lacks the kind of satisfying response required to inspire repeated play.

On the plus side, the split-screen mode works well and you can occasionally get some sick air. But when it comes right down to it, there's just not enough fun to be had because you never feel properly connected to the game. Games like this are all about control feel, and this one's second rate.

XTREME PROBOARDER

developer: radical publisher: ESPN digital available: now

C



While last year's *Faceoff* was a huge improvement over *Faceoff '97*, its faulty AI and average presentation was not enough to rival the likes of EA's *NHL '98*. This year, 989 have focused on fixing the game's glaring faults, and the results make it a favorable choice.

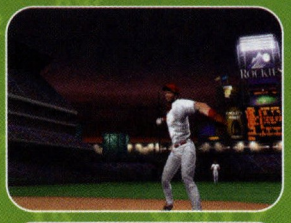
With a superior engine, *Faceoff*'s biggest advantage is realized in its speed and responsive control; it 's the fastest, smoothest, and most playable hockey game to date. It just feels like the real thing. This year, Icon Passing, 989's revolutionary passing system, throws a nasty blow at EA; you can now choose a specific player when on defense. And other than presentation, which doesn't really matter, *Faceoff '99* pretty much rivals EA's latest offering in every category. The war rages on, but this years' battle is won by 989.

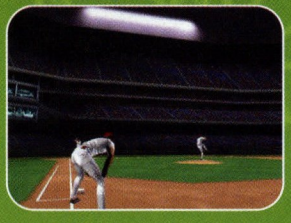
NHL FACEOFF '99

developer/publisher: 989 studios available: now

B+

What would a good baseball game be without solid gameplay? VR Sports has addressed this age-old requirement first and foremost in the design of *VR Baseball 2000*. They've accomplished this by using the *Messiah* engine to full effect before even Dave Perry and crew could have a chance to show it off in the game itself! As a result, the characters look incredible. Rippling muscles, stupendous animation, fully 3D accelerated stadium panning... this game looks very, very good.





That's all nice, but many game companies can achieve visual euphoria. *VR Baseball 2000* excels due to its great control system and vast amount of fundamental season options. This game truly represents the old "pick up and play" adage, while delivering a quality package of pro

VR BASEBALL 2000

developer/publisher: vr sports/interplay available: now

B

WORLD REPUBLIC

A sizeable selection of titles to peruse this month, including that ever-so-important list of Dreamcast titles to purchase. Role playing games featuring stunning visuals and even a Bandai fighting game with actual game mechanics – what a month!

WORLD REPUBLIC PREVIEW • developer **RED** • publisher **ATLUS**

THOUSAND ARMS

Character design gurus Red and RPG masters Atlus team up for a potentially epic title...

Reportedly over three-and-a-half years in the making, Atlus and Red have been pouring their hearts and souls into *Thousand Arms*, an ambitious RPG undertaking for PlayStation due to hit store shelves in Japan this December.

Thousand Arms tells the tale of Myce Triumph (voice acted by Yamaguchi Kappei, for those who are interested), the latest in a long line of spirit blacksmiths living in the town of Cant. As so often happens, the peaceful Cant is attacked by the Dianova Empire and the Triumph family is scattered to the wind. With his home destroyed, Myce begins a roving and lost journey until he happens upon a beautiful girl named Sodina Dornfreed (voice acted by Kawaue Tomoko). She has the ability to communicate with spirits, and together they embark on an epic quest.

Utilizing a combination of real-time 3D backdrops and 2D characters, the world of *Thousand Arms* is brought to life. As in almost every 3D RPG, the free-floating camera can be rotated to view the towns and major areas from almost any angle, and sometimes takes a life of its own when showcasing special events, introducing new characters, or just shows off the amazing landscape of the four unique countries that make up *TA*: Traggald, Miscantonia, Langard, and, of course, the Dianova Empire.

The all-important battle scenes use what has been dubbed Animation Battle, which basically means that your characters remain 2D in the battle scenes. You can have up to three members in your party, with one of them functioning as the advance guard during battle with the other two forming the rear guard. Only the character in the front can engage in direct attack while the two bringing up the rear can utilize only magic attacks – a novel approach.

With its lush environments and unique looking battle system, the fruits of Atlus' and Red's endeavor should no doubt prove rewarding. With the growing popularity of the genre in the U.S., look forward to more coverage as details emerge and a Japanese review as its release draws near.

サウザンドアームズ
Thousand Arms

(A) The impressive towns can be viewed from any angle. (B) Spells are performed in these 3D battle scenes... (A) ...and feature some nice effects. (B) Conversations with major characters have an anime touch.

WORLD RXP .0012.110. 675559 050.69

IMPORT RELEASE SCHEDULE

PLAYSTATION

NOVEMBER
Capcom Generation - Capcom
Another Mind - Square
Smash Court - Namco
ADVAN Racing - Atlus
Bu Gi - Konami
Boldyland - Bamprest
PoPologue - SCE
Libero Grande - Namco
G-Police - SCE
FIFA WORLD CUP '98 - EA Square
Vampire Savior EX Edition - Capcom

DECEMBER
Ridge Racer Type 4 - Namco
Tamamayu Monogatari - Genki
Dance Dance Dance - Konami
Bomberman - Hudson
Ehrgeiz - Square
J League Winning Eleven - Konami
Chocobo 2 - Square
Tales of Fantasia - Namco
Genso Suikoden 2 - Koei
Thousand Arms - Atlus
Street Fighter Zero 3 - Capcom
Crash Bandicoot 3 - SCE

SEGA SATURN

NOVEMBER/DECEMBER
Wizardry - Locus
Farlandsaga - TGL
Shukyugensokyoku - Mediaworks
Sakura War Graph - Red Company
Seven Secret Houses - Koei
Noel - Pioneer LDC

SEGA DREAMCAST

NOVEMBER
Godzilla Generations - Sega
Sega Rally 2 - Sega
Virtua Fighter 3 tb - Sega
Pen Pen Tri-ice-alon - GE
July - Forty Five

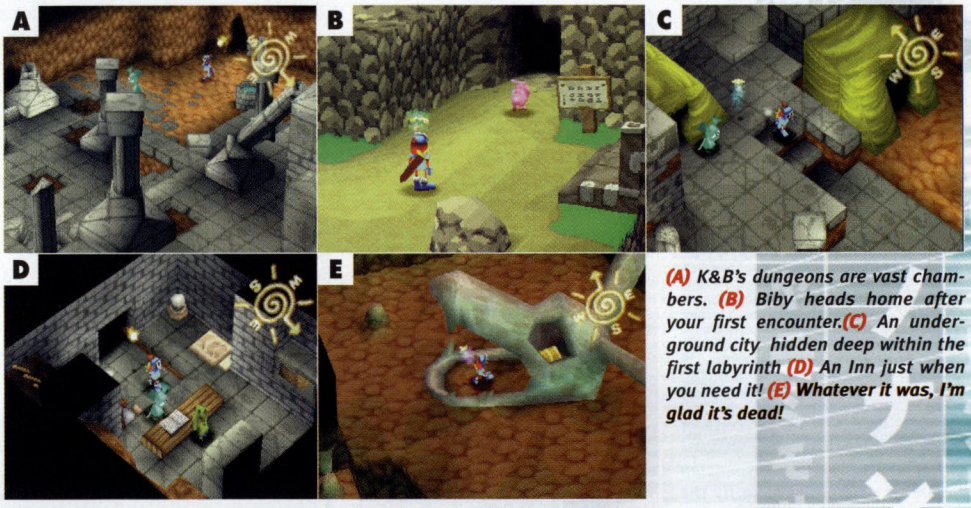
DECEMBER
Blue Stinger - Sega
Geist Force - Sega
Sonic Adventure - Sega
Last War of Human - Imagineer
Evolution - Sting
Seventh Cross - NEC Home Electronics
Monaco Grand Prix Racing - UBI Soft

WORLD REPUBLIC REVIEW • developer/publisher TAMSOFT

KNIGHT & BABY

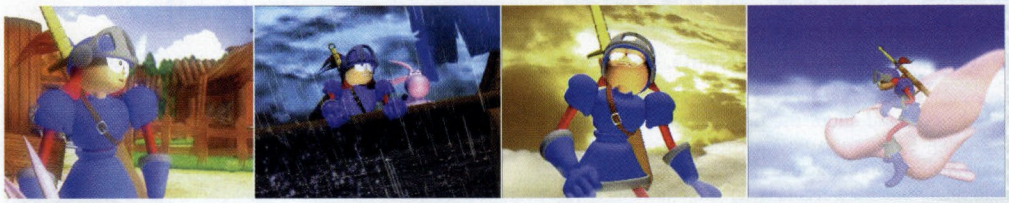
Tamsoft try their hand at role-playing and the results are exemplary! Import RPG fans apply within!

I wear my affinity for Tamsoft like a fluorescent green polyester leisure suit. As the creators of *Toshinden* and *Choro-Q* – both benchmarks for their time, Tamsoft have shown time and again that no matter what the genre, they put their best foot forward. Similar to many prominent developers, Tamsoft brand their games distinctly in a fashion that I personally find exceptionally fascinating. With an emphasis on tight, buttoned-up control, extra polish, and instantly recognizable musical stylings, they are fast becoming one of Japan's premiere developers. Knight and Baby further corroborates this fact as one of the freshest RPGs I've played this year. It doesn't look like anything else but it plays like the best of the breed. The moment the opening cinema begins to unfurl you know you're in for a great ride filled with interesting characters and top-notch production qualities.



***(A)** K&B's dungeons are vast chambers. **(B)** Biby heads home after your first encounter.**(C)** An underground city hidden deep within the first labyrinth **(D)** An Inn just when you need it! **(E)** Whatever it was, I'm glad it's dead!*

The game has a very crisp and clean look and feel. There are no sloppy seams or textures anywhere – quite remarkable taking into account you can spin the map at anytime for the appropriate perspective. The color palette is also much to my liking, for even in dank areas, the colors are vibrant and befitting of the locale. And, of course, it goes without saying that the character design is masterful. Love it or leave it (I love it), it is distinctly unique for a Japanese-bred game. Most of you, sadly, will never see *Knight and Baby* in motion (although I plan to run it by every company I possibly can) but those of you who dare to traverse the inner workings of an import RPG will be amazed by the fluid animation of the characters in the overworld and the amazing attention to detail throughout. The closest comparison I can draw in terms of the battle engine would be to *Wild Arms*, as it exhibits similar viewpoints and an instantly recognizable (and user friendly) interface. The only problems you're bound to experience, playing sans the ability to understand Japanese, will be event based. The standard rules apply: talk to everybody you can, explore all open areas, and look for evolving characters in the text when talking to someone you've already spoken to. I got through the first two chapters rather simply and I don't understand a lick of Japanese. It isn't often these days that I'll dedicate the time needed to complete a Japanese RPG, but I plan to enjoy every second of *Knight and Baby*.



If you buy import RPGs, this should be your next purchase. *Knight and Baby* came in just two days before press time and my plate was already full, so I only had a couple of hours to enjoy it before writing this. Based on that short time my score falls just short of an A, although I am admittedly somewhat jaded in this case. Must be the suit. Is it the suit?

***(F)** The battles in K&B are extremely user friendly and like Wild Arms, feature multiple camera views. **(G)** Baby casts a healing spell.*

WORLD REPUBLIC SAYS "A beautifully animated, inventive and meticulously detailed RPG from the creators of *Toshinden*. Great characters, and a superb overworld and battle system. K&B has to come out here!" **A-**

WORLD RXP .0012.110. 675559 050.69

SATURN REVIEW

COTTON BOOMERANG

GAME BY SUCCESS

Saturn users looking for their last side-scrolling shooter fix, turn your attention to sweet little Cotton's final flight on the Saturn. The little witch we've come to know and love will likely show up on the Dreamcast sooner or later, so you'd better get acquainted with *Magical Night Dreams Cotton Boomerang*, the most ambitious 2D *Cotton* game to date. You can choose three of eight Cotton cast members at the outset and then, during play, change form to the one you deem most appropriate for the situation. Beyond this interesting mechanic, the shooting dynamics have been tweaked for optimum resistance, featuring 8-way firing capability, grab and throw techniques, and charging maneuvers.Graphically, *Boomerang* is what you've come to expect from developers Success - rich in parallax with convincing transparencies, quality animation, and big multi-jointed bosses. For me personally, the pinnacle of *Cotton* games has always been and remains the ultra-hard-to-find 3D Mega Drive wonder-Cart *Panorama Cotton*, but for 2D thrills on the system that does it best, I'll take all the Cotton magic they throw my way. **C+**

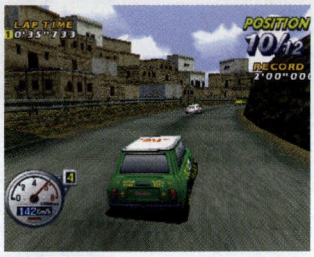
WORLD REPUBLIC REVIEW • developer/publisher PRISM ARTS • available in japan NOW

RALLY DE AFRICA

Prism Arts surprising new rally game may just be the playstation's best!

How on earth can anyone justify the purchase of another rally game, let alone an import? Well, I suppose that depends on how many you currently own, or how much of a racing fan you are. For those of you who'll take a spin whenever a quality racer presents itself, or if you dug *Sega Rally* but never owned a Saturn, have a look at Prism Arts' *Rally De Africa 1998*, an unexpectedly strong entry into the category.

This well-rounded racer comes to us with three classes: K, A, and S, with four cars in each. K class takes you through a three-race series, A class around four tracks, and S class features all five courses. Locations include the scenic Lake Victoria, architecturally rich Casablanca, a serene, ash-laden Kilimanjaro, coastal Drakar, and the rugged Congo. Before each race you can toggle your musical selections (including such instant classics as "Fullspeed Ostrich") and then, as the rally commences, choose from the dreaded hood cam or my personal fave, the tried and true (but seldom fully realized) 3rd-person cam. Don't ask me who Prism Arts is, but *De Africa* has a solid 3D engine with very minimal clipping and visible seams, splendid physics, and excellent car models. The balance is spot on as well. It's as if these guys were veterans of the genre. In fact, I'm hard pressed to conjure memories of a better off-road racer on the PS. One gets a truly fluid, absorbing feel (dual shock in hand) as the cars softly weave their way around the tracks, each feeling as it should in contrast to respective body style, speed, and attributes. A real surprise! I only wish the game had *Gran Torismo*-like staying power. That aside, this is an import racer no genre fiend should be without. A highly recommended purchase.



(A) Realistic feeling suspension insures a safe landing, so fly the African skies! (B) Sega Rally style replays allow you to view the action from four vantage points!

WORLD REPUBLIC SAYS "The fact that I had no expectations made Africa De Rally all the sweeter. A formidable entry into a PS genre bathed in mediocrity." **B**

WORLD REPUBLIC REVIEW • developer KAZE • publisher BANDAI • available in japan NOW

MASKED RIDER

Cheese fighting reaches new heights. Enjoy bout after bout of pure Japanese monster karate!

Back in the '70s, before *Power Rangers* and around about the time we were all watching *Hong Kong Phooey*, the Japanese were raving over men clad in lucre body suits and luminous rain boots who engaged in mock martial arts battles. Rubber-masked foes known as Cactus Man and Parrot Man clashed with Hiroshi Fujioka (who now plays Segata Sanshiro in the Japanese Sega Saturn commercials), producing Chuck Norris-quality kicks (i.e. almost never over knee height) to the tune of what can only be described as "Ennio Morricone meets the Beach Boys after a run-in with Lalo Schifrin."

Now transcribe these elements into a fighting game with a *Tekken 3* engine (complete with hit explosions, moves and backgrounds exactly like the Namco fight fest), a couple of Story modes that have you clad in full '70s polyester suits and sideburns, ready to roundhouse half a dozen "ninja" guards before you transform into the Masked Rider and defend yourself against your hated enemy ("Frog Man!" "Beehive Head Man!" "Man-with-yellow-rubber-boots-and-giant-Maggot-head Man!"). A high-camp clone of *Tekken 3*, there are dozens of humorous touches, numerous juggle combos, hilarious music and sound effects, and even an interactive "sticker" collection that you add to after you uncover more of the game's secrets. No wonder this is taking Japan by storm; this is one Bandai translation like none before. It actually couples high intensity 70s Japan pop culture with actual gameplay. A must buy.

(A) Select classic Rider characters or foes. Hidden creatures become available when you beat certain modes. (B) Prove your superiority to the evil organization by defeating other villains. (C) Practice mode delivers the usual features. (D) Battle multiple foes in the Story mode.

WORLD REPUBLIC SAYS "Superbly comical with super slo-mo karate action. Crazy costumed characters and a nifty fighting engine add extra polish. Not a Tekken beater but just as enjoyable." **B+**

WORLD RXP .0012.110. 675559 050.69

PLAYSTATION PREVIEW

DANCE, DANCE, DANCE

GAME BY KONAMI

KCE Shinjuku are busting out some killer grooves of their own, in the shape of the forthcoming *Dance! Dance! Dance!* Although firmly rooted in the *Bust a Move* style, a differing play system allows a little more depth this time around. You can make your character dance anytime you want by entering commands as well as changing the music to a CD of your own choosing. However, the main feature is that you star as Subaru in a story mode to find the "secrets of dancing." Various characters divulge information before you tackle each "dance master" of a particular style. More points are awarded if you can do combination dance techniques, and by dancing precisely

Rally De Africa © Prism Arts. 1998. Masked Rider © Bandai. 1998. Dance, Dance, Dance © Konami. 1998.

WORLD REPUBLIC REVIEW • developer/publisher CAPCOM • available in japan NOW

CAPCOM GENERATIONS VOL.2

Classic arcade action is propelled into the '90s with Arthur and friends. Enjoy these timeless classics once again.

Sir Arthur's video gaming adventures are now as legendary as his heroic deeds of yore, and so Capcom of Japan have released the next in their promising Generations collection for the 32-bit community to prove that retro games are still as popular as ever. *Vol2* sees the *Ghosts and Goblins* trilogy reproduced perfectly. The first thing you notice is just how incredibly challenging the games are. The initial difficulty will be a sharp reminder for older gamers of just how tough those old arcade classics really were. With cruel midway points, relentless bosses and insane time limits, you will soon be wondering how you ever completed them back in the day! *Ghosts and Goblins* remains a superb challenge, but with the addition of *Ghouls and Ghosts*, and, of course, the Super Famicom *Super Ghouls and Ghosts*, you will soon be guiding Sir Arthur through familiar terrain and assaulting those nasty hell-spawn! Other features on the disc include original artwork galleries, cast members, profiles of the games and the all-important game tips. Being pixel -perfect conversions of the originals enables new gamers to revel in the heady aroma of such classics, so with this said, I await future volumes from Capcom with much excitement.

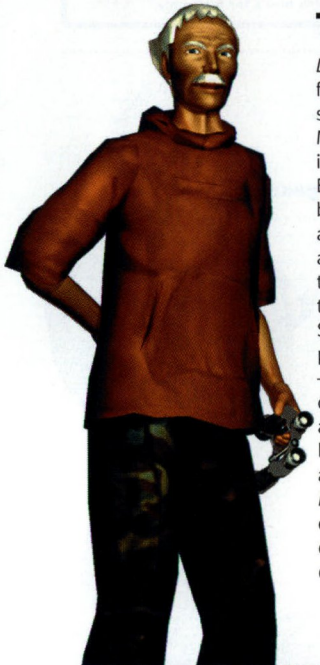
(A) Ghosts and Goblins was the one that kicked it all off (B) Arthur prepares to nuke a bunch of undead reapers with his golden armor powerup (C) Super Ghouls and Ghosts appeared on SNES but was still awesome!

WORLD REPUBLIC SAYS "An absolute classic compilation of Capcom's finest platforming days. Arthur is king!" **A**

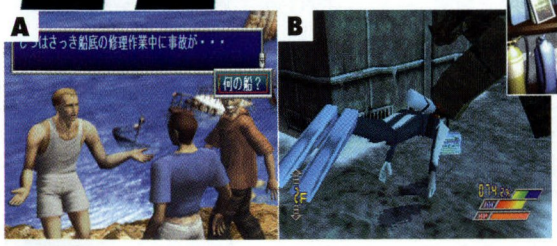
WORLD REPUBLIC REVIEW • developer/publisher KONAMI • available in japan NOW

DOLPHIN'S DREAM

Search for sunken treasure in Konami's underwater exploration game



The tale of *Titanic* seems to be spawning a shoal of underwater exploration games, and *Dolphin's Dream* could be the best so far. You are a young, fresh-faced diver, ultimately in search of hidden treasures aboard the sunken ocean liner Gigantic Matilda. You must first train by diving and recovering items from the ocean floor and underwater caverns. By selling the treasures you find, you can afford to buy items such as harpoons, wet suits, oxygen tanks and even underwater mobile vehicles. The game has a distinct movie feel (such as *The Deep*) and is a totally engrossing experience, with a subtle soundtrack and reasonably competent graphics. Sometimes the graphics engine struggles with mapping and clipping but these are small discrepancies – especially when you are caught in an underground current that sends your body spinning out of control, and you wind up in a chamber swimming with two large Great White sharks! While not being the most advanced game graphically and aurally, *Dolphin's Dream* is a highly enjoyable walk through some aspects of a world that very few of us will ever see in person. I nearly forgot, but the dolphins are your friends! They will help you out on your dangerously epic quest for the treasure!



(A) Dramatic cut scenes lead John Cave into each new mission. (B) Pick up spears for your harpoon gun in order to defend yourself against sharks. (C) Stock up on essential ocean-going garments from this bloke. (D) You can see a trapped diver, but how the hell do you free him before he drowns?

WORLD REPUBLIC SAYS "An atmospheric descent into the depths, and certainly the best undersea adventure to date.." **B**

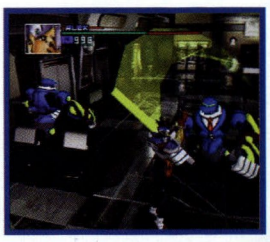
WORLD RXP .0010.010. 67859 000.67

PLAYSTATION PREVIEW

HARD EDGE

GAME BY SUNSOFT

The year is 2046. Military and space suppliers, Machinery Gear Inc., has a crisis on its hands. The privately owned Togusa building has been taken over by terrorists. An ex-employee named Miguel Crawford leads the gang. It is still unknown what the intentions of the terrorists are, but seeing how the R&D section of the company is concerned with advanced military hardware, the future doesn't look too bright. Crack SWAT team members Alex and Michelle are assigned to neutralize the situation. Featuring pre-rendered locations similar to the *Bio-Hazard* series and a comprehensive control and combat system, this looks like it could be huge. More info soon.



Capcom Generations Vol 2 © Capcom 1998. Dolphin's Dream © Konami. 1998. Hard Edge © Sunsoft. 1998.

WORLD REPUBLIC REVIEW • developer/publisher TGL

ADVANCED VG 2

2D hand-drawn anime style ladies out for blood – Advanced VG continues to thrive in Japan, but should you?

(A) Rapid-hitting special attacks are standard (B) Skirts are flying, and successful hits sparkle with an impressive explosive shower.

Chick fighting – as old as the dinosaurs and as much fun to watch. If you're up for such quality entertainment there's none much better than *Advanced VG 2*. All of the elements that make up a good 2D fighter are present and accounted for in this anime-inspired chick brawl, including a vast assortment of splendidly drawn anime-style babes, accurate collision, a plethora of unique moves, and a gauge to build up and unleash nasty super attacks on your opponent, sucking the color out of their life bar like a vampire in a blood bank. Accompanying the super attacks, *Advanced VG* spews some convincingly realistic light explosions that contrast the hand-drawn nature of the game nicely. While not on par with Capcom's best in terms of animation, the movement in *VG2* is good overall, although not as fluid as I deem necessary in terms of buoyancy, if you know what I mean. Undoubtedly fans will be quite happy with this installment of *VG*, while hard-core fight fans will likely hold out for the upcoming *Marvel* vs. *Street Fighter* game due out Oct. 23. We'll review that game in the January *World Republic*.

WORLD REPUBLIC SAYS "A solid 2D fighter with good animation but with *Marvel* vs. *SF* so close, this one's for fans only." C+

WORLD EXP .0012.110. 675559 050.69

PLAYSTATION REVIEW

TOUGEI MAX 2

GAME BY ATLUS

There's nothing like the feeling of drifting sleek racing cars from one corner to another along a winding road, and your ability to perform this exciting maneuver is essential in this game. While the graphics and various game modes are simply standard, the Story mode (not usual for a racing title) is amusing and entertaining, and includes the excitement of driving a vacuum truck to a disposal facility for a driver stricken with diarrhea! However, the viewpoints and sound need improvement, as the first-person view is much higher than the actual view, and the gear shifting sounds are terrible. This needs more refinement. C-

Should you be on the market for a decent (rather than mediocre) racing title, may we suggest a spot of *Rally De Africa*? This doesn't cut it.

WORLD REPUBLIC PREVIEW • developer/publisher KONAMI

KENSAI

These fists of fury are sacred! Can they leave a mark in a well-worn genre?

Konami's been working their magic on the PlayStation these last couple of years, and it is perhaps somewhat surprising that they've waited this long to attempt a one-on-one 3D fighter on the system. *Kensai: Sacred Fist* is coming at the end of this year, and thankfully, it's not from the same team that brought you the dreadful *G.A.S.P.* (*Deadly Arts*) on N64.

Developed at Konami's Tokyo studio, *Kensai* is said to feature over twenty characters, and judging by press materials, four of these will take center stage. There's Allen, orphaned since birth and with a big chip on his shoulder, Hong Yuli, a disciple of a druken master, Yugo Sangunji, a karate master on a quest of self discovery, and the young Saya, who is on a quest for her father.

With the 3D-fighting genre so mature, look for Kensai to feature some innovative gameplay with a unique counter system that puts the emphasis on a more realistic style of fighting action. We'll be bringing you more on this promising title as it becomes available.

(A) Characters have some similarity with some of Hollywood's more colorful fighting superstars. Allen has a Crow-like quality. (B) Douglas, on the other hand, is a Steven Segal if ever we saw one.

Advanced VG2 © TGL. 1998. *Kensai* © Konami. 1998. *Torque Max 2* © Atlus. 1998.

WORLD REPUBLIC PREVIEW • developer/publisher GENKI

TAMAMAYU MONOGATARI

Incredible animation scenes and lush game graphics could make Tamamayu Monogatari an unforgettable title!

A

Following on from last month's news report, we can now bring you more gameplay details of what promises to be one of the most eagerly awaited video games in Japan. The story develops around the main character Lebant (the master of Mayu), who has the ability to capture the evil spirits, and a girl called Marbu (of the Nagi people), who has the ability to purify the evil spirits. After capturing an evil spirit, they must be purified by facilitating the emotional and spiritual powers of a Nagi female (in this case, the player uses Marbu). Once a spirit has been cleansed, its powers may then be harnessed in a battlefield environment to aid our heroes in their quest. Each spirit has its own unique special power or magical ability, and they even gain experience and develop skill levels when engaged in combat. These entities are the key to defeating the more powerful evil spirits that the heroes would not usually be able to defeat by themselves. As the player, you will need to understand the characteristics of your pure, captured spirits, and you must be able to employ certain tactics if they are to be triumphant against foes. One way to enable the spirits to become more powerful is to use a technique that physically combines two or more together. Their appearance will change and they may even develop totally new skills or powers, depending on what their original abilities were. The key to winning is to find the best combinations and the most effective balance of power and skill for the spirits to really succeed. Tamamayu Monongatari features exquisite, fully rendered backgrounds and utilizes polygon-modeled characters and enemies. Through interaction and conversation with other characters met in the game, players are able to glean important information that is vital to the success of the mission. Combat takes place using a command-input turn-based system, which gives the player a distinctive, realistic battle experience. There is a very exciting buzz in the air for *Tamamayu Monongatari;* we'll have an update of this possible masterpiece next month.

B C

(A) The in-game anime is stunning to say the least; in fact, it is likely the highest quality ever seen in a game! (B) The blending of rendered backgrounds and meticulously detailed polygonal models is compounded by excellent animation. (C) Even close up the models retain exquisite detail.

D

E

F

(D) Leaving nothing to chance, Genki are obviously including advanced pyrotechnics and extreme effects into the battle engine. (E) Another example of the modeling prowess on hand. (F) A bird's-eye view of a village no RPG fan can wait to thoroughly explore!

G

(G) Rivaling any RPG to date in terms of detail, shops and other village locales look amazing inside and out.

WORLD RXP .0010.2310. 60059 220.64

PLAYSTATION REVIEW

MAGICAL MEDICAL

GAME BY KONAMI

Have you ever thought about how viruses affect your body and how your body reacts to it? You will after playing *Magical Medical*, an excellent glimpse of immunology in RPG form with cute graphics. Your mission is to eliminate foreign objects that enter a patient's body with the help of T-cells and Macrophage, as well as obtain information from the cerebellum and create some of your own powerful antibodies to repel viruses efficiently. The uniqueness of the game sets it apart. Considering the cute graphics, this is good for educating and entertaining children, but the title is interesting for adults as well. **B**

WORLD RXP .0010.2310. 60059 220.64

PLAYSTATION REVIEW

GORGEOUS STREET

GAME BY ENIX

Essentially, a multiplayer board game where you try to buy out all the businesses you land on. The more you have in total assets, the better the chance of winning the game. Up to four players can play the game (or lone gamers can play against AI). The interface is well designed (except for rather primitive graphics), and the fact that the game is suitable for a party means the mediocre graphics can be disregarded somewhat. The most important point is whether or not the game is fun, and provided you read Japanese fluently and enjoy playing board games on your PlayStation, it is – thanks to the ingenuity of Yuzo Horii, a creator of *DragonQuest*. **B**

Advanced VG2 © TGL. 1998. Kensai © Konami. 1998. Torque Max 2 © Atlus. 1998. Magical Medical © Konami. 1998. Tamamayu Monogatari © Genki. 1998. Itadaki Gorgeous Street © Armor Project/Tomcat System/Shinsuke Okawa/Enix 1998.

WORLD REPUBLIC *INTERVIEW*

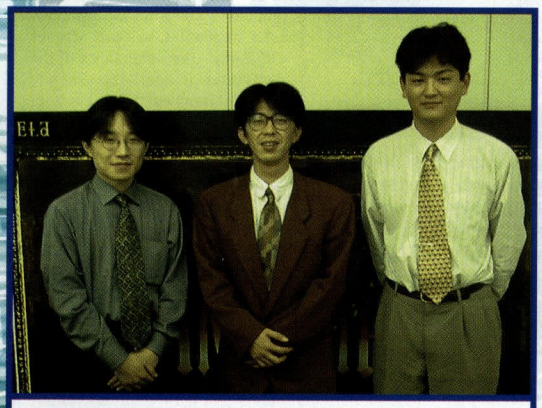
THE CREATORS OF THE KING'S FIELD SAGA

FROM SOFTWARE

SHINICHIRO NISHIDA (Associate General Manager) Section 2 CS Development Team
YASUYOSHI KARASAWA (Associate General Manager) Section 1 CS Development Team
TOSHIFUMI NABESHIMA (Chief) Production Division

When was From Software Founded?
It was founded in 1986, but at that time we were only making home application software such as accounting programs. We started producing game software four years ago and our first title was *King's Field*. We're still making home application software now, but our core business has become game software.

Why did you decide to start making games?
When we were making home applications there would sometimes be periods of free time between our customers' orders where we had no work to do. Of course we couldn't sit around doing nothing, so we sometimes wrote PC games. Anyway, at the time when the 3DO, Sega Saturn and PlayStation came out we decided to have a go at producing a game for real. In the end we chose to develop on the PlayStation because it had the highest spec.



THE TALENT BEHIND FROM SOFTWARE

From the left, Toshifumi Nabeshima, Shinichiro Nishida, and Yasuyoshi Karasawa. All ***From Software*** *titles have involved these chaps in one way or another. Amongst other things they have been responsible for the classic King's Field saga, the Armored Core series, Shadow Tower and their most recent release, Echo Knight. What's next from* ***From Software****?*

What influenced your choice to make a dungeon-based RPG?
Up to the release of the PlayStation, we'd only been using 16-bit PCs, so we hadn't created any games using polygons. However, at that time we really liked a game called *Wizardry* and we thought that this kind of game would be suited to the PlayStation's polygon ability.

How many people do you have developing games?
In the beginning there were only three of us making games. That rose to seven for *King's Field* and now we have about thirty people working just on games. From hereon we'll probably grow a little larger, but not much.

What's your production setup?
Currently we have four production lines who are all active in game development. Each one is working on a different project. That doesn't mean that they will all be able to produce a game we can sell, but they are always working on something. However, we couldn't release four games at the same time. We are slightly limited by our CG movie and sound sections, which means that we have to offset our releases. But each line can produce one title a year, so we can release a game every three months or so.

Your past games have mostly been concerned with character development and exploration in an RPG sense. Will this continue, or do you have plans to diversify into different genres?
We'd like to do both. We'll certainly continue the *King's Field* kind of game but we'll also try to create new titles such as *Armored Core*. I think we're certainly capable of creating equally good games in different genres.

Will any of your future titles be available on other formats, or are you exclusively developing for the PlayStation?
Even though we've been working all this time on just the PlayStation, it doesn't mean that we are a PlayStation-only company. Of course, we have a very good relationship with Sony but we aren't limited to just their hardware forever. The PlayStation era will end at some time.

When you were creating *King's Field*, did you expect it be such a hit?
To tell the truth it sold about twice as much as we thought it would. However, we did expect that it would become a series, and even while we we working on the first King's Field we were thinking about *King's Field II*.

How did you come up with the name for *King's Field*?
Actually, when one of our directors was in England he found a golf club called King's Field. As soon as he saw that name he decided that it was going to be the title of our first game. At first some of the gamers commented that the name lacked impact, but most people have become used to it by now.

Will the *King's Field* series always be a dungeon RPG?
As long as it's on the PlayStation, then it will always be a 3D dungeon game. As for how it will appear on another platform, I don't know.

With *Shadow Tower*, has the *King's Field* series come to an end?
The *King's Field* era hasn't finished yet. We still want to do another *King's Field*, but for *King's Field 4* we need a marked difference between it and the previous episodes – even more than *Shadow Tower*, which would be difficult. It's very likely that we'll release it on our next platform.

Will *Shadow Tower* become a series just like *King's Field*?
At the moment we have no such plans at all. Originally we wanted to make *Shadow Tower* scenario one in a new series instead of continuing with *King's Field*. However, although we kept saying that it was different from *King's Field*, it was unfortunately not different enough. Many

THE KING'S FIELD ERA HASN'T FINISHED YET

We still want to do another ***King's Field,*** *but for* ***King's Field 4,*** *we need a marked difference between it and previous episodes – even more than Shadow Tower...*

MR NISHIDA REVEALS FUTURE FROM SOFTWARE TITLES

*Fans of **From Software** will be pleased to hear that a fourth episode of King's Field is planned. However, the developers are unsure as to which platform it may appear on. Dreamcast maybe? Sega or Sony's next system is also the likely choice for the Armored Core 2, although another enhanced Armored Core is planned for PlayStation sometime next year. **From Software** also revealed that they have three other projects is some stage of development. What could they be?*

users considered it to be equivalent to *King's Field 4*.

Is the *Shadow Tower* CG engine the same as the one in *King's Field*?
The base is the same but we improved it considerably. The engine we created for the first *King's Field* was very good and we've used it as the base in all our games, including *Armored Core* and *Echo Night*. Of course, we make changes to the program to accommodate the different data, but the basic logic is the same.

***Armored Core* was a big departure from your hit RPG series. Were you worried that your fans wouldn't like it?**
Sony actually said to us that a robot fighting game would have a much smaller base market for our target user, and that concerned us. However, while creating *Armored Core*, we genuinely enjoyed playing with it and we were fairly confident that it would do well, and when we showed it at the PlayStation Expo, we received a lot of positive feedback from the gamers.

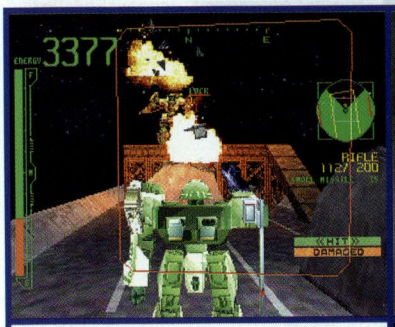
When can we expect to see *Armored Core 3*?
Actually, *Project Phantasma* wasn't really *Armored Core 2*. The story for the first *Armored Core* was a little fragmented, so we made a more complete version with *Project Phantasma*. *Armored Core 2* will be a lot different. We have a lot of ideas we would like to put in, such as having the mechs being able to transform into planes, but this kind of feature is really processor intensive and would be difficult on the PlayStation. We might wait and do it on another platform. Instead, our next game will be another improved *Armored Core* sequel, which we'll probably release in March of next year.

***Echo Night*, much like *Armored Core* before it, is a very unique game for From Software, where did the inspiration come from?**
In the beginning it wasn't an actual game that we had in mind. In *King's Field* there are a lot of enemies around and various magic being employed which all take up a lot of polygons. This meant that in the rooms we couldn't, for example, add a table that had a drawer in it which could be opened. From this limitation we experimented to see whether we could create this kind of detail in a game. Once we had proved this could be done, we then decided to make this kind of game.

Did you decide on the game's theme before the *Titantic* movie was released?
Most adventure games tend to be situated in large Western-style mansions, so we wanted to do something different. One of our ideas was for a ship, which is the stage we eventually chose. After that, while we were still in development, we then heard that *Titanic* was enjoying a lot of success and at that time we wondered whether or not it would come to Japan. In the end, it was actually a very good reference for us because it portrayed the items of that era very accurately. However, it didn't influence our story.

Has the team who created Echo Night worked on anything for From Software before, or was this its first project?
At first there was just one team for *King's Field*. Then we split this team into two and increased their numbers. Then later on we split these two teams again and enlarged them with new staff. Thus, there are both new people and people who have worked on the *King's Field* series in this team.

Thank You.

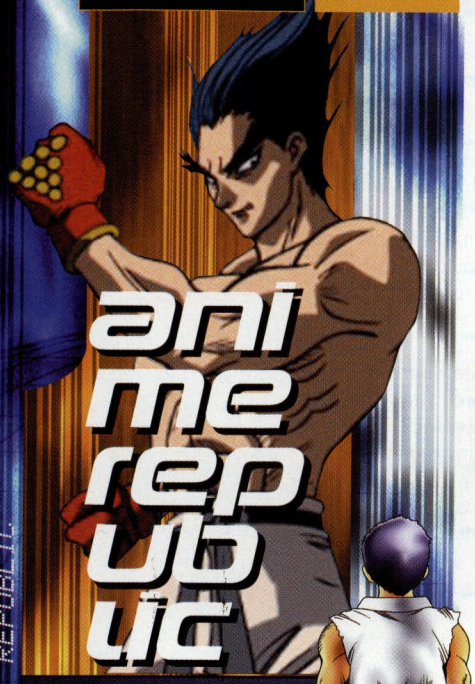


THE SOFTWARE OF FROM SOFTWARE

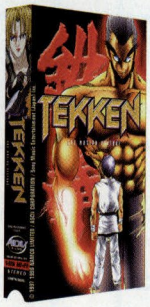
Starting with the acclaimed King's Field (right), From Software have always been at the entertaining edge of game creation, pushing their 3D graphics engine as far as it could go. This resulted in more often overlooked classics, such as Armored Core (above) and the deeply atmospheric Echo Night (above right). But now, From Software have reached the limits of the PlayStation, feeling that their gaming vision is better suited to a more powerful console... such as the Dreamcast.

ARMORED CORE 2 WILL BE A LOT DIFFERENT

We have a lot of ideas we would like to put in, such as having the mechs being able to transform into planes. We might wait and do it on another platform.



TEKKEN: THE MOTION PICTURE
Original Japanese Release: *1997 Namco Ltd./ASCII Corp./Sony Music Entertainment Japan Inc.*
Released in America by: *A.D.V. Films*
Length: *60 minutes*
Dubbed in English
Action/Fighting
Review by Bryn Williams

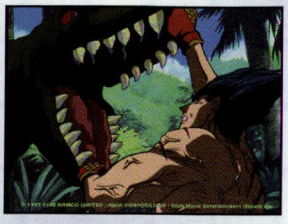


Story: Based on the highly popular fighting series *Tekken* from Namco for the Sony PlayStation comes a tale of family betrayal and dishonor. In the beginning, the evil Hiehatchi Mishima, head of the Mishima Corporation, teaches his son Kazuya a life and death lesson. Kazuya manages to survive the hideous attack, and vows to get revenge on his father. Many years pass, and the Mishima Corporation grows into a worldwide military R&D center. Local police become suspicious of the activities occurring on Mishima Island, and send in two field operatives to investigate under the guise of entering the Iron Fist tournament, held by the Mishima family. Then the fun really begins.

Character design: Reminiscent of the *Street Fighter* series. Quite normal and realistic for the most part.

Animation: The overall animation quality is pretty much standard. Slightly better than the *Street Fighter* series overall, and better during fights.

Dubbing: Reasonable western voice overs, but some of the characters' voices seem a little too serious. There is even a slight lisp in there!

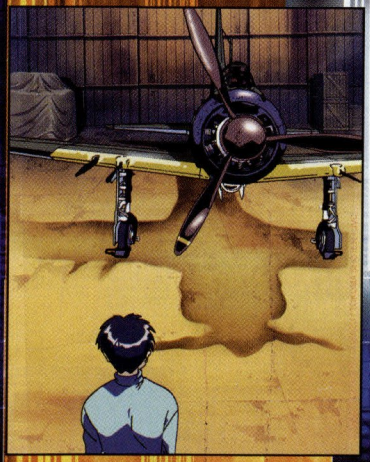


Soundtrack: An excellent classical score mirrors the high adventure on screen.

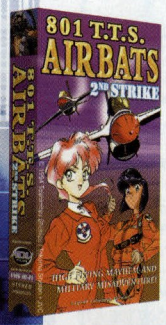
Fight Scenes: Very good action and fighting sequences, with the fighters performing their signature moves, but these scenes tend to be few and far between.

Highlight: Jack the robot takes out some P.Jack enemy robots in style. There are also some cool, but brief, CG sequences.

Final analysis: A fair attempt at making the transition from game to movie. I would have liked to see a little more of each character, but it was an acceptable attempt, and can only get better in the future. ★★★



801 T.T.S. AIRBATS 2nd STRIKE
Original Japanese Release: *1996 Tosimitsu Shimizu/Tokuma Shoten - JVC*
Released in America by: *A.D.V. Films*
Length: *60 minutes*
Dubbed in English
Action/Comedy
Review by Dave Halverson



Story: On their way to the base to host the Thunderbirds – world renowned aeronautical acrobats – the Airbats go for a little R&R at a hot springs resort that turns out to be haunted – hijinx ensue. Later, the Airbats and Thunderbirds lock horns as things back at the base get a little, no, a lot, out of hand. It's the U.S. vs. Japan in a no-holds-barred chick war!

Character design: Excellent. Vibrantly colored and highly detailed throughout. The attention to detail never waivers.

Animation: Good overall.

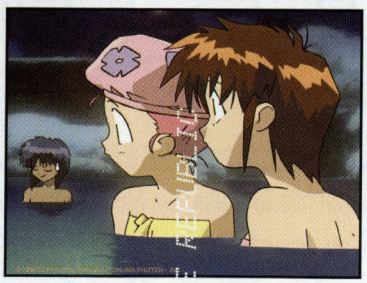
Dubbing: The Airbats being Japanese don't sound so, but otherwise a fitting dub.

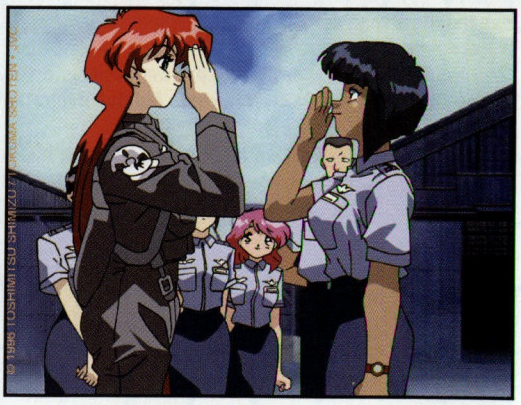
Soundtrack: Nothing to write home about. It fits the action well though. '80s rock, *Top Gun* style.

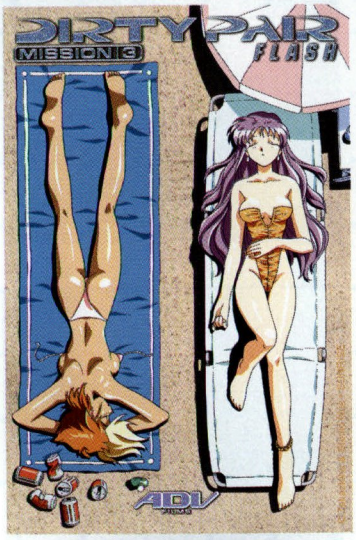
Fight Scenes: Excellent dogfight scenes once again. Check the lighting during loops and spins. Very nice.

Highlight: Love those hot springs!

Final analysis: Although not quite on par with episode one in terms of comedic value, *2nd Strike* successfully delivers more excellent military mayhem, comedy, and camaraderie. It's a little touchy feely at the end, though. ★★★½



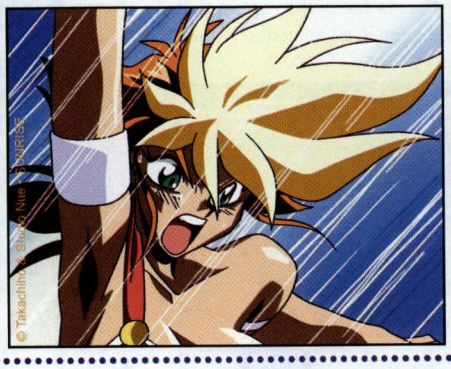




DIRTY PAIR FLASH MISSION 3 ACT 1
Original Japanese Release: *1997 Takahiho & Studio Nue - Sunrise* ***Released in America by:*** *A.D.V. Films*
Length: *90 minutes*
Dubbed in English
Action/Adventure
Review by Dave Halverson

Story: As Act 1 opens, the plane Kei is on is mysteriously attacked and goes down in rugged snow-covered terrain. The sole survivor, Kei barely escapes with her life and manages to rescue a baby. Little does she know that the little tyke is involved in a web of deceit that his enemies will kill for. Mommy and daddy are already dead! Episode 2 revolves around a psychotic little girl carrying out a hit out on the Dirty Pair (can you imagine!?) and Act 3 has the Pair going under cover as professional Beach Volleyball Champions! Love those leotards!

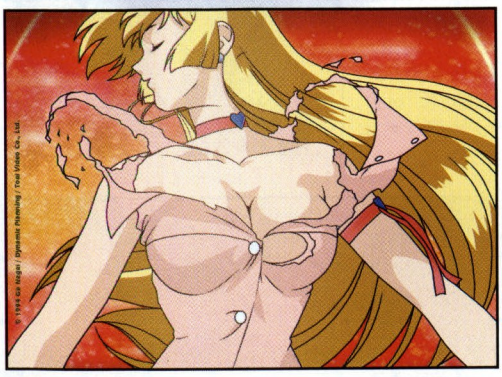
Character design: It doesn't get much better. Not only are the characters a delight but the different types of craft and architecture are also stunning.
Animation: Very good. The first episode actually harnesses the best of the series thus far. A rarity.
Dubbing: ADV continue to improve the series as it evolves.
Soundtrack: Slightly cheesy but it fits the action rather well.
Fight Scenes: Guns, guns, guns! The bullets fly often and in excellent visual style.
Highlight: Remember the first 20 minutes of A *View to a Kill*? They do an excellent rendition in episode 1. The huge killer teddy bear ain't bad either!
Final analysis: This is the best *Dirty* pair I've seen yet. The stories are getting better and the quality is actually improving. All three episodes contain brief nudity, so kiddies beware. ★★★★



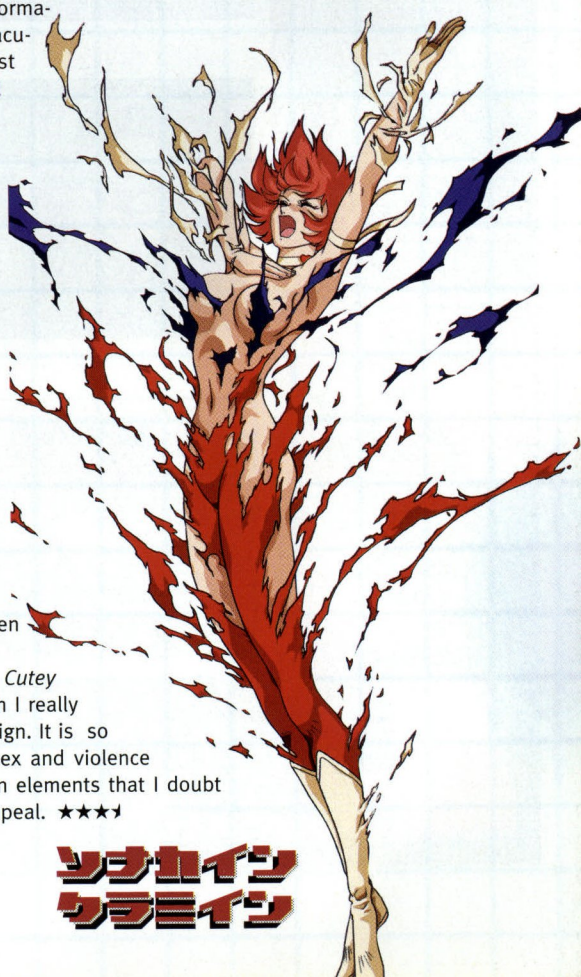
シニスカン セチニス ルリチトウ

CUTEY HONEY VOLUME 2
Original Japanese Release: *1994 Go Nagai/Dynamic Planning Inc. -Toei Video Co., Ltd.*
Released in America by: *A.D.V. Films*
Length: *60 minutes*
Dubbed in English
Action/Adventure
Review by Dave Halverson

Story: Cutey and the Hayami Family continue their assault on the shapeshifting Dolmeck army, but when Cutey's weakness is exploited, the Family loses her forever. Or do they?
Character design: Classic style, very well drawn and animated. As usual, Grandpa's teeth take center stage and mere mortals transform into hellaciously deviant beings. The producers have done a fantastic job bringing the classic art into the modern day. Highly sexual.

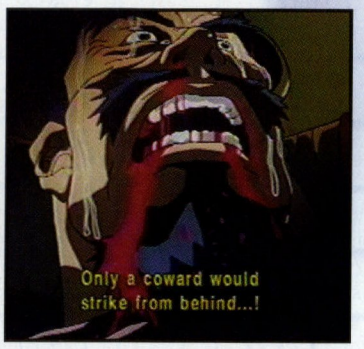


Animation: Cutey's transformations are, as usual, spectacular, exhibiting the highest quality imaginable. Overall the entire 60 minutes is animated extremely well, although the concert scenes feature some repetitious moments. For a truly seamless experience, check out the end of the opening credits.
Dubbing: Good overall.
Soundtrack: *Cutey Honey* features a Hollywood-style action-movie soundtrack. Spared no expense.
Fight Scenes: Clothing sheds, shapeshifting demons and violence swell out of control. Cutey's fights are spectacular and highly demonic.
Highlight: The final battle between honey and Dolmeck.
Final analysis: The more I watch *Cutey Honey* the more I like it, although I really don't care for older character design. It is so wonderfully over the top in its sex and violence and features such creative demon elements that I doubt anyone will be able to resist its appeal. ★★★½



ソナカイン クラミイン

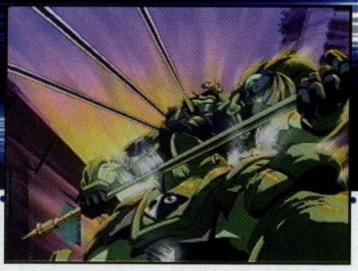
VISION OF ESCAFLOWNE
Original Japanese Release: *1996*
Sunrise
Released in America by:
AnimeVillage.com
Length: *98 minutes*
English Subtitles
Adventure Drama
Review by Dave Halverson

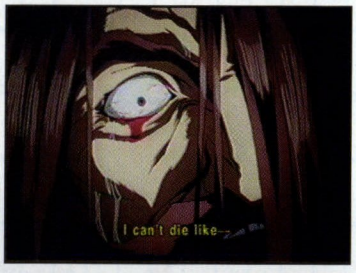


Story: Hitomi Kanzaki, a popular high school girl, seems normal in every way. She runs on the track team, has a crush on the campus jock, and happens to enjoy reading tarot cards. However, Hitomi begins to harbor wild visions of a time and place she does not know. When these visions take shape and invade our world, her life is changed forever as she is whisked away to a land where the earth is but one of two moons. Together with Prince Van, whom she meets here on earth in a dragon battle that you'll want to watch a hundred times, she embarks on her first of many adventures in *Fateful Confession* - the first act in tape 1, which covers four episodes.

Character design: Probably the hottest mecha designs I've ever seen along with an overall style that blends everything I love about anime. The dragon in the first act is one of the coolest things I've ever seen in an animated feature.

ヒニトニラミ ラル イトソチルリラテミイ





Animation: Years in the making, *Escaflowne* features countless scenes of seamless animation. Even when the story is calm, the utmost care is taken. Spectacular.

Dubbing: Available online only thus far. Escaflowne is currently only available in Subtitled form, although a dubbed version is planned. Don't wait.

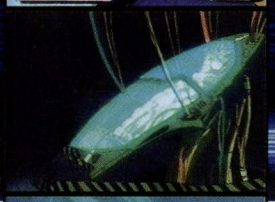
Soundtrack: Excellent. The highest quality available.

Fight Scenes: Truly a thing of beauty. The sword play and mecha battles are breathtaking.

Highlight: To many to list. This whole tape is a highlight.

Final analysis: Joins *Akira*, *Wings of Honniamise*, *Evangellion*, *Memories*, *X*, and *Ghost in the Shell* in anime heaven. A treasure that I will unearth often to remind myself that human creativity can still uplift, and take us to a higher place. Skip that network crap for one night and see what I mean. ★★★★★

*Suggested Retail Price (prices may vary in Canada). Action/Adventure. Original Japanese language dialogue with English subtitles. English language dialogue (dubbed). Unrated. Suitable for most audiences. ©1998 Central Park Media Corporation. Original Japanese version "Revolutionary Girl Utena" ©1997 B-Papas/Chiho Saito/TV Tokyo/Shonenn Iinkai. English version ©1998 Enoki Films USA, Inc. Software Sculptors and logo are trademarks of Software Sculptors, Ltd. Mangamania and logo are trademarks of Central Park Media Corporation. All rights reserved.



SABER MARIONETTE

Original Japanese Release: *1996 Satoru Akahori-Hiroshi Negishi-Tsukasa Kotobuki-Kadokawa Shoten/Bandai*

Released in America by: *AnimeVillage.com*

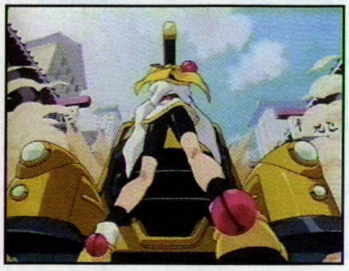
Length: *100 minutes*
English Subtitled
Action/Comedy series

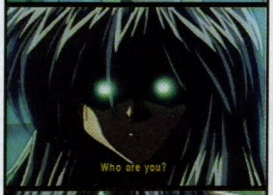
Review by Dave Halverson

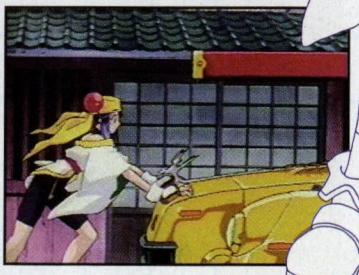
Story: Japoness is a society made up completely of males, the only female element being high performance androids, or "marionettes." As our story opens, we meet young, hard-working (he sells fish) Otaru who normally could never afford a marionette of his own. When he is swept away by a fast-moving current and wakes up in front of an ancient museum, he accidentally awakens Lime and, like it or not, now owns a super marionette as we soon find out the likes that Japoness has never seen. Meanwhile Lord Faust and his cyber dolls are planning some sort of global domination. Matters get worse when Otaru awakens a second marionette, Cherry. You can guess the rest.

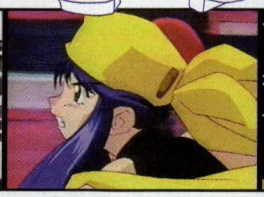
Character design: From the master of *Toshinden* and *Go Kaiser,* this is the work of Tsukasa Kotobuki.

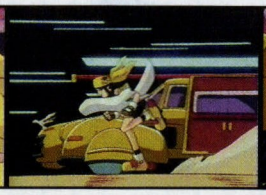
Animation: **Originally** a TV series, *Saber Marionette j* features fair to good animation, comparable to *Evangellions*.











Dubbing: *Saber Marionette j* is currently only available in subtitled form, though a dubbed version is planned; however, I don't see how anyone could ever mimic Lime.

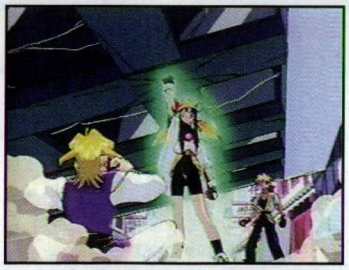
Soundtrack: Cheerful and happy. Matches the story very well.

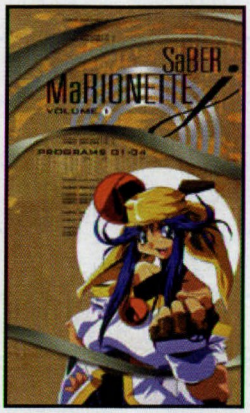
Fight Scenes: Much attention is paid to the action and fights in *SMj*. They are fast paced and excellently executed.

Highlight: Don't get Lime dirty...

Final analysis: I waited two years for this one to come out in the U.S., and it was worth the wait. I love these characters and this whole series.

★★★★





DRAGONBALL Z™

THE NAMEK SAGA CONTINUES

VHS - English Dubbed $14.98
(three episodes - approx. 65 min. running time) each

The Ginyu Force
Volume16 - Episodes #47-49 Vegeta, Krillin and Gohan decide to call a truce when they learn that Frieza's brutal Ginyu Force is coming to Namek. However, the Ginyu Force thinks so little of our heroes that they decide to attack them one at a time!

Super Saiyan!?
Volume 17 - Episodes #50-53 The incredible Recoome, of the Ginyu Force, defeats Krillin, Vegeta, and nearly defeats Gohan, when suddenly, Goku arrives! Goku instantly defeats Recoome with his new power leaving Vegeta to wonder. "Did he become a legendary super Saiyan!?"

Dragon Ball Z Movie Box Set
Featuring the english versions of each uncut movie, a starter deck for Dragon Ball Z Ani-Mayhem, a poster featuring the box art, collectible cards from Amada, and a mini-action figure! All for $59.98!!

Dragon Ball Z Ani-Mayhem™ is the collectable card game based upon the #1 weekly syndicated TV show Dragon Ball Z seen twice weekly on the Saban Kid's Network.

Starter Pack $8.98 each
Booster Pack $1.98 each

SUNCOAST MOTION PICTURE COMPANY *WE KNOW MOVIES*

Virgin MEGASTORE MUSIC · MOVIES · MULTIMEDIA · MORE

TOWER RECORDS

Also available at comics shops, for your nearest one, call 1-888-COMIC BOOK

Call Pioneer Customer Service at 800-421-1621 for more information or check out our *new* website: www.pioneeranimation.com

All Dragon Ball Z characters, names, logos and images © 1997 BIRD STUDIO/SHUEISHA, TOEI ANIMATION
Licensed by FUNimation Productions, Inc. All Rights Reserved.

PIONEER®
The Art of Entertainment

THE UNCUT MOVIES!

DEAD ZONE

THE WORLD'S STRONGEST

THE TREE OF MIGHT

VHS - English Dubbed $19.98 (PIVA-0110D)
VHS - English Subtitled $24.98 (PIVA-0110S)
DVD - $29.98 (PIDA-0110V)
Laserdisc - $29.98 (PILA-0110A)

VIDEOS FROM THE HIT TV SERIES!
approx 65 min. each
$14.98 each!

DRAGONBALLZ #1 ARRIVAL

DRAGONBALLZ #2 THE SAIYANS

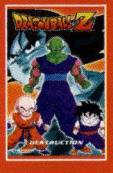
DRAGONBALLZ #3 SNAKE WAY

DRAGONBALLZ #4 PENDULUM ROOM

DRAGONBALLZ #5 DOOM

DRAGONBALLZ #6 IMMORTALS

DRAGONBALLZ #7 DESTRUCTION



DRAGONBALLZ #8 SHOWDOWN

DRAGONBALLZ #9 DEPARTURE

DRAGONBALLZ #10 REBIRTH

DRAGONBALLZ #11 NAMEK

SLAYERS: DRAGON SLAVE
Original Japanese Release: *1996 Kanzaka Hajime-Araizumi Rui/ Slayers production commitee*
Released in America by: *ADV Films*
Dubbed in English
Action/Adventure
Review by Dave Halverson

Story: First, a nutball alchemist, Chimera, wants to use Lina's head on a hideous beast he's creating. Lina, of course, has other plans for her head. What's this? An army of Nagas! That laugh! Argh! Will Lina become a mere ingredient? Will all those Nagas ever shut up? Next up Lina and Naga take a job training a mama's boy (Jeffrey the scrawny) to become member of the royal guard. Jeffrey's, er, mommy, a fat, insane, beast of a woman, wreaks havoc in highly comedic fashion. She's tons of fun!

Character design: The absolute best there is. Pure mastery.
Animation: Excellent. The best you'll find this side of a major theatrical release. Better in episode 1 than 2 but excellent overall.
Dubbing: Surprisingly high quality. ADV does Slayers complete justice.
Soundtrack: Again, simply the highest standards are adhered to.
Fight Scenes: Spellbinding. Lina and Naga unleash the usual earth, wind, and fire.
Highlight: In a spectacularly animated sequence, an army of Naga rise out of a fountain.That's a lot of breast action!
Final analysis: So far, ADV's two *Slayers* releases – *Dragon Slave* and *Slayers the Motion Picture* – rank among this year's best releases. It's easy to see why Lina and Naga remain two of anime's brightest stars in both Japan and the U.S. *Dragon Slave* comes highly recommended – it's funny, action packed, and splendidly written, acted, and animated. Do not miss it. Heeere's Josephine!! ★★★★½

POKEMON I CHOOSE YOU PIKACHU!
Original Japanese Release: *1995 Nintendo/Creatures/Game Freak/TV Tokyo*
Released in America by: *VIZ VIDEO*
Length: *75 minutes*
Dubbed in English
Fighting/Action for kids 3 & up
Review by Bryn Williams

Story: Ash Ketchum has just turned 10, and so his dream to be the world's best Pokemon trainer can finally be realized. He gets his first Pokemon and license, and begins the epic task of finding and defeating all 150 Pokemon that are known to exist. Ash somehow manages to be late to the first day of training, and subsequently misses out on selecting one of the three Pokemon available to beginners. Instead, he has to accept an electric mouse called Pikachu. The pair don't get along to well at first, and Ash's attempts to capture wild Pokemon like Pidgee and Caterpie fail miserably, but soon enough Ash and Pikachu get into all kinds of dangerous situations, such as meeting the evil Team Rocket (Pokemon kidnappers). Together, they set out on a huge adventure as they try to become Pokemon masters!

Character design: Based on the Nintendo GameBoy classic, all the characters are exceptionally cute and lovable, especially Pikachu (I want one!). Ash and friends are well rounded characters and Team Rocket are sufficiently camp and evil.
Animation: Standard TV-quality animation, featuring exceptionally vibrant color and great battle sequences.
Dubbing: The dialogue is excellent, and never irritating. Of course, the Pokemon make downright huggable cute noises.
Soundtrack: Great music. There's even a Pokemon rap which mentions all 150 Pokemon!
Fight Scenes: The sequences between battling Pokemon really made me want to pick up the game and play! Everything is executed in true anime style, with special attacks and effects everywhere.
Highlight: When the overconfident Team Rocket get thrashed by a weak and feeble Caterpie, owned and trained by Ash!
Final analysis: While this is obviously aimed at a very young audience, there are aspects that appeal to everyone, given the Japanese nature of the characters and the Pokemon. It's like those excellent cartoon series you watched when you got in from school. Fantastic stuff indeed. ★★★½

A.D.V. FILMS PRESENTS

TOP FIVE ANIME

GAMERS' REPUBLIC EDITORS' TOP FIVE

D. Halverson

1. Escaflowne - AnimeVillage.com
2. Saber Marionette J - AV.com
3. Slayers Dragon Slave - ADV Films
4. Utena - Software Sculptors
5. Dirty Pair Flash Mission 3 - ADV

B. Williams

1. Escaflowne - AnimeVillage.com
2. Pokemon - VIZ
3. Tekken - ADV Films
4. New Cutey Honey - ADV
5. El Hazard - Pioneer

M. Griffin

1. Dirty Pair Flash Mission 3 - ADV
2. Crystania - ADV Films
3. Golgo 13 - Urban Vision
4. Slayers/Motion Picture - ADV
5. New Cutey Honey - ADV

GAMERS' REPUBLIC READERS' TOP FIVE

1. **Evangelion** (series)
   ADV Films
2. **Ninja Scroll DVD**
   Manga
3. **Sailor Moon**
   DiC
4. **Macross Plus**
   Manga
5. **Ruin Explorers**
   ADV Films

TOP FIVE ANIME CONTEST!

This Month's Winners:

1 **Memo Nuche**
Laredo, Texas

3 **Cad Broom**
Vero Beach, Florida

2 **Chheang Kou**
Lynn, Ma

Congratulations to this month's winners!

To enter the *ADV/Gamers' Republic Top Five Anime Contest*, simply send us a list of your favorite five anime, new or old. Make sure to include your name, address and age, and send it to: ***Gamers' Republic Top Five Anime, 32123 Lindero Canyon Road, suite 218, Westlake Village, CA 91361.*** First prize is Shinji's EVA-01 (which stands over 20 inches tall) and *Evangelion 1* through *13*!! Second Prize: Any two ADV releases and an ADV T-Shirt. Third Prize: Any 1 ADV release. All three winners receive a *GR* subscription. For your free ADV catalog (and this is one cool catalog) write to: ***AD Vision, 5750 Blintiff #217, Houston, TX 77036.***

No purchase necessary, void where prohibited, not responsible for lost or damaged luggage, so speak up and tell me right now!? d'ya hear? Do it now....Bay 12 please...

codex republica

We're back to our two-page format again this month, and have filled it chock full of great codes for your playing pleasure!

tenchu: stealth assasins

Restore health
Press Start to pause game play and enter Left x2, Down x2, Square x2, Triangle, Square. You should hear a scream to confirm correct code entry.

Carry up to 99 items
Hold L1 and press Left x2, Down x2, Square x2, Triangle, Square at the item selection screen. The sound of a shout will confirm correct code entry.

Increased item inventory
Hold L2 and press Left x2, Down x2, Square x2, Triangle, X at the item selection screen. The sound of a shout will confirm correct code entry. One more of each item will be available every time this code is enabled.

More types of items
Hold R1 and press Left x2, Down x2, Square x2, Triangle, Circle at the item selection screen. The sound of a shout will confirm correct code entry.

Level select
Select a character, then hold R2 and press Left x2, Down x2, Square x2, Triangle, Square at the next screen (mission select). The sound of a shout will confirm correct code entry.

Layout select
Select a character, then hold R1 and press Left x2, Down x2, Square x2, Triangle, X at the next screen (mission select). The sound of a shout will confirm correct code entry..

Alternate Ayame costume
Press Left x2, Down x2, Square x2, Triangle, Circle at the item selection screen. The armor icon will automatically be selected. Begin game play as Ayame and select her third costume.

PlayStation

PlayStation

Play as Nightshade
Enter R1, R2, L1, L1, X, Circle

Play as Alien Saucer
Enter R1, Square, X, Square, L2, Circle

Play as Helicopter
Enter L1, Triangle, R2, Triangle, Triangle, R1

Play as Goliath
Enter Triangle, L1, R1, X, L2, L2

Double pick-ups
Enter L1, L2, Circle, L1, R1, Square

Increased armor
Enter R1, Triangle, R1, Triangle, L1, Square

Funtopia level
Enter X, Circle, L2, X, Square, L1 as a password to enable the Funtopia level under challenge mode.

Gulch level
Enter X, Square, Circle, L1, L2, Square as a password to enable the Gulch level under challenge mode.

Unlimited turbos
Enter Square, X, Circle, Triangle, R1, R2 as a password. You'll see the bar deplete. Donít mind this, alright.

rogue trip

toca-touring car championship

PlayStation

CHEAT MODE
ENTER ONE OF THE FOLLOWING PLAYER NAMES TO ACTIVATE THE CORRESPONDING CHEAT FUNCTION. YOUíLL HEAR TIFF NEEDELL SAY, "CHEAT MODE ENABLED".

DISABLE COLLISION DETECTION
ENTER CMNOHITS AS A PLAYER NAME.

BETTER TRACTION
ENTER FLEXMOBILE AS A PLAYER NAME. A PINK CAR WITH REAR WHEEL DRIVE AND BETTER TRACTION WILL BE SELECTABLE.

VOLCANIC TRACK
ENTER CMDISCO AS A PLAYER NAME.

ALL TRACKS UNLOCKED
ENTER JHAMMO AS A PLAYER NAME.

HELICOPTER VIEW
ENTER CMCOPTER AS A PLAYER NAME.

CARTOON BACKGROUND
ENTER CMTOON AS A PLAYER NAME.

STARRY SKY BACKGROUND
ENTER CMSTARS AS A PLAYER NAME.

BONUS CARS
ENTER CMGARAGE AS A PLAYER NAME. THE NEW VEHICLES ARE IN THE TWO EMPTY GARAGES AFTER THE RENAULT LAGUNA.

ALL CARS UNLOCKED:
ENTER GONGOGO AS A PLAYER NAME.

GO-KART MODE
ENTER CMCHUN AS A PLAYER NAME.

AGGRESSIVE CARS
ENTER CMMAYHEM AS A PLAYER NAME.

cruisin' the world

NINTENDO64

MOON TRACK
SUCCESSFULLY COMPLETE THE GAME ON "CRUISE THE WORLD" MODE UNDER THE EASY DIFFICULTY LEVEL. THE BONUS MOON TRACK MAY NOW BE ACCESSED AFTER THE CREDITS.

POWER LEVEL 1
OBTAIN AT LEAST 8 POINTS IN CHAMPIONSHIP MODE. THEN, PRESS C-UP OR C-DOWN ON THE CAR SELECTION SCREEN.

POWER LEVEL 3
OBTAIN AT LEAST 100 POINTS IN CHAMPIONSHIP MODE. THEN, PRESS C-UP OR C-DOWN ON THE CAR SELECTION SCREEN.

TWO-TONE COLORS
OBTAIN AT LEAST 150 POINTS IN CHAMPIONSHIP MODE. THEN, PRESS L OR R ON THE CAR SELECTION SCREEN.

spice world

NEW DANCE MOVES
HOLD START AND PRESS SQUARE, TRIANGLE, CIRCLE, TRIANGLE AT THE MENU SCREEN WHEN A SPICE GIRL WALKS ACROSS THE PLANET. ENTER THE TELEVISION STUDIO AND YOU'LL SEE THE SPICE GIRLS SURROUNDING A GROUP OF PURSES INSTEAD OF STANDING IN A LINE. NEW MOVES SHOULD NOW BE AVAILABLE IN THE DANCE STUDIO.

ALTERNATE TITLE SCREEN
HOLD START AND PRESS CIRCLE, TRIANGLE X2, CIRCLE AT THE MENU SCREEN. PRESS L1 + L2 + R1 + R2 + SELECT + START TO RESET THE GAME. AN ALTERNATE TITLE SCREEN WITH THE SPICE GIRLS SITTING UNCLOTHED BEHIND A SET OF CHAIRS WILL APPEAR, JUST LIKE THEIR LIVE PERFORMANCE OF NAKED!

PlayStation

HAVE YOU EVER ERASED A FILE FROM A MEMORY CARD ONLY TO GO DOH! AND REALIZE THAT WAS A HORRIBLE MISTAKE? WELL, THEREíS A FIX FOR THAT. PROVIDED THAT YOUíRE STILL ON THE MEMORY CARD SCREEN,AND YOU HAVENíT RESET THE MACHINE, YOU CAN RETRIEVE THAT SEEMINGLY LOST FILE. ADMIT IT. YOUíVE DONE THIS AT LEAST ONCE.

UNDELETE SAVED GAME FILE
IMMEDIATELY AFTER ACCIDENTALLY DELETING A SAVED GAME FILE, PRESS L1 + L2 + R1 + R2.

PlayStation

playstation hardware

Gamers' Re[public] Music Reviews

I've been waiting for this album for sooo long. I love Q-Burns' music style. If any of you sampled his initial outing into the "Abstract Message" on the EP, you know Mr. Donaldson is on it. His closest Brother in Downtempo is Pimp Daddy Nash, another artist who presents surreal, funky soundscapes on the mellow tip. Q-Burns is a little different, though. With "Feng Shui," he combines a very organic drum and percussive sound with bizarre synthy-sonic layering that will at once have you wrapped up in the experience. Why? For several important reasons. Q-Burns has always had a certain identity as far as musical construction goes. He tends to begin a track with a very clear and memorable theme – it's the driving force behind the song. You are convinced that with this sound the song may never build. Suddenly, layer after layer is revealed and smoothed over the gorgeous bass and slow tempo rhythm. He guides each offering with genuine keyboarding skills as opposed to random sounds merged into rhythm. For this reason, Feng Shui will never disgrace a party. It's simply too captivating most of the time to argue with.

Mike Griffin

Feng Shui
Q-Burns Abtract Message
Astralwerks, Domestic
B+

During his stint as the Antichrist Superstar I couldn't listen to MM. He was just too pissed off. As someone who also endured the rigors of Catholic school I could understand his rebellion – I just couldn't join it. On *Mechanical Animals*, however, Marilyn has shed the demonic persona which he used so masterfully to acquire superstar status, and created one of the year's best records. As far as the look goes, I dig the glam/sci fi theme he's adopted, although I find the fake white breasts a bit much. No one finds all this more puzzling than me, the last person anyone ever expected to like an MM record. But one can't help but draw the vintage Bowie/glam rock/metal comparisons – sensations that I once embraced, before they began dying a long, slow death. Manson brings to these long-lost sounds the elements that have kept them from mainstream status in the late nineties: showmanship, and a heavy (yet cryptically poetic) hand. He does so with cunning elegance as well. Don't judge *Mechanical Animals* by *Dope Show* – most of the songs are much better, and there's only one you'll have to skip for fear of being struck by lightning ("Posthuman"). Especially check out "Mechanical Animals," "Speed of Pain," "The last Days on Earth," and "Coma White."

Dave Halverson

Mechanical Animals
Marilyn Manson
Nothing Records, Dometic
A-

If you haven't heard of James Lavelle's label, Mo' Wax, you are either: named Jethro, love to two-step, got feathered hair, still listen to Crüe, and drive a Camaro usually parked on your front lawn. Mo' Wax has brought us DJ Shadow, Money Mark and UNKLE, renown for their excellent array of artists that avoid the pitfalls of commercial cliche. Though the album is an older sibling of Shadow and Lavelle's UNKLE über project, *Psyence Fiction*, *Ape vs. Mo' Wax* is a different beast altogether. Comprised of two separate CDs with (re)mixes from the Mo' Wax catalog, the album deftly probes various quadrants of the hip-hop universe with more of a humorous vibe (including a masterful sample of Ratt, samples of Tie-fighter engine screams and tongue-in-cheek answering machine messages) opposed to *Psyence Fiction's* more serious cinematic aura. Lavelle starts things right with an excellent Dust Brothers remix of "Money Mark's *Cry*," a soulful and beat driven track that is sure to get the kids jumping and grandma looking to tear up a rug. What follows is a delicious buffet of vitamin-fortified aural goodies from Shadow, UNKLE, Liquid Liquid and Groove Robbers that will rock you on and on till the break of dawn.

Gregory Han

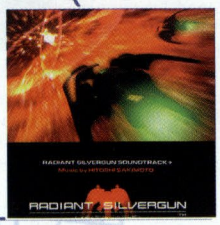
Ape vs Mo' Wax
James vs Nigo
Mo' Wax, Japanese Import
A

From the Tappy-induced overkill of the storming "Main Theme," it soon becomes evident this is exceptional game music. The two other "Main Theme" remixes are an "E3 Edit" (complete with didgeridoo solo and authentic Japanese moaning!), and a Quadra mixed six minute epic where spot effects, Japanese game speech and clarinet warbling combine. The rest of the in-game music inspires the game's genre perfectly. This includes "Discovery," a Vangelis-like watery theme (complete with radar blips and seismic percussion), "Encounter," the Alert Mode featuring an excellent orchestral pursuit, and the ambient machinery of "Warhead Storage," an echoing choir with a pitter-pattering snare, chirruping hi-hat, and concurrent drums to keep up the adrenaline. "Mantis Hymn" is exactly as it sounds, a layered cacophony of somber souls, while strong minor key violins of "Duel" emulate the continuing chase, with the now-familiar choir closing in after you. The penultimate soundscape, "Rex's Lair," is almost Germanic in its military nature; and the final "Escape," a frantic culmination and flight into the light with a quickening tempo readies you for a haunting Celtic melody – a traditional Irish folk tune evoking the power of nature. Stunning stuff.

David S.J. Hodgson

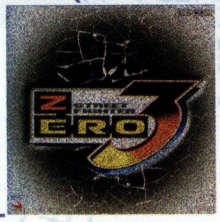
Metal Gear Solid
Original Game Soundtrack
Konami, Japanese Import
A

Hitoshi Sakimoto's soundtrack is perhaps the most original ever to grace a shooter. More important, he has scored the best shooter of '98. If you haven't heard the music in the game, you might want to invest in this soundtrack. Excellent, spine-shivering symphonic tracks abound on this fine companion CD. Extra tracks are also present, since Sakimoto-san made quite a bit of music for the game that didn't make it in. If you were to listen to this soundtrack without prior experience with *Radiant Silvergun*, I'd say you might think it's a little bizarre in parts. Then again, just like a good film score, RS' music conveys emotion, adventure, even action! And you don't have to see the movie or play the game to feel it. **MG.**



Radiant Silvergun Soundtrack
Treasure, Japanese Import
B+

Capcom's latest arcade *Street Fighter* now has a two-CD soundtrack, and Takayuki Iwai, Yuki Iwai, Isao Abe, Hideki Okugawa and Tetsuya Shibata have taken the CPS-3 capabilities and created some truly average electronic techno with little homage to a particular character's stage or cultural identity. A rather mechanical sound has been achieved, leaving you numbed around ten tracks into this 47-course meal of mechanical electro beats fused with heavily synthed guitar wailings. There are some slightly older-school tunes such as "Mach-Smasher," which harken back to the original *SF* tunes, but the repetitive nature and similar resonance leaves one with a tinny sensation in the ears. **DSJH**



Street Fighter Zero 3 Original Soundtrack
Capcom, Japanese Import
C+

A selection of harp, piano and violins paint an eerie and rather epic ambience – a descent into madness, if you will – with tracks like "Wandering Ghost" perfectly replicating a tragic loss at sea. Shrill high-pitched violin screeching, faint chiming, sounds of a child's music box and staccato plucking can get a little too intense. Later, a jazz vibe picks up, with excerpts of church organ recitals, but eventually the eerie clatter of unnerving violins beckons you back. Although some of the natural sounds are a little false and electronic, there's a high production value and obvious talent at work here. If you were to find yourself stranded on the Marie Celeste, this would be the gramophone music wafting faintly over the stale sea breeze... **DSJH**

Echo Night Original Soundtrack
FROM Software Inc, Japanese Import
A-

GAMERS' REPUBLIC MUSIC TOP 5 ALBUMS OF 1998

DAVE HALVERSON'S TOP PICKS

1. **V.A.S.T.**
Melt into a chair listening to this superb gothic/metal/ambient melee. V.A.S.T. Seeps into your mind and sets you free.
2. **Marilyn Manson: Mechanical Animals**
The dope show beckons. A truly addictive record that sticks to you like a stray dog.
3. **DLR Band**
David Lee Roth's indie record that smoked the new VH, which blew chunks.
4. **Madonna: Ray of Light**
Hot videos and feel good electronica from the goddess of the nineties.
5. **Keoki**
Highly diverse, non-repetitious, masterful techno.

MIKE GRIFFIN'S TOP PICKS

1. **Q-Burns-Abstract Message EP:**
Awesome collection of early stuff and bonuses from Q's impressive repertoire of downtempo.
2. **Loop Guru-Loop Bites Dog:**
Another totally unique experience from LG. Tight production, chants, beats, funky ambience. Great follow-up to their fantastic '96 album.
3. **Kruder&Dorfmeister-DJ Kicks**
Superior chill-out remixes, top-quality original stuff, and the coolest album creation story ever.
4. **Global Communication-P. Metamorphosis**
The best ambient album released this year by the masters of the craft. Stunning depth.
5. **Beastie Boys-Hello Nasty**
Gotta' like it. The beats are nonstop, their lyrical prowess never fails, and MMM kills.

GREGORY HAN'S TOP PICKS

1. **Jurassic 5 EP:**
The old-school flow and rhymes from LA's own reawakened my taste for hip-hop.
2. **Renaissance Presents (Ossia & Dawson):**
The superlative compilation of British house and trance of 1998.
3. **Money Mark-Push the Button:**
Pop gems from the Beastie Boys' own keyboard terrorist has yet to cease to please.
4. **Ape vs. Mo' Wax:**
An album that delivers the beats with more gusto than the more-hyped UNKLE project...
5. **Lauryn Hill-The Miseducation of Lauryn Hill:**
Undeniably profound in content and delivery, defying its mainstream appeal, Hill is the queen of hip-hop.

A BUG'S LIFE PIXAR/DISNEY RATED G IN THEATRES NOV. 25

This seems to be the year for computer-generated insect movies, and *A Bug's Life* takes things to the next level. Directed by John "Toy Story" Lasseter, the story stars Flik, an individual kind of ant, who dwells peacefully on Ant Island. All that changes when the Grasshoppers, led by Hopper (Kevin Spacey), invade to steal all the ants' food. Flik decides to gather an army of bugs to take on the unscrupulous hoppers, but what he ends up with is a bunch of rejects from a flea circus.

Toy Story really started something, being the first totally CG animated film. The talents behind that film have now created an incredible looking movie. In fact, *A Bug's Life* has a staggering 10 times more computer power behind it than *Toy Story* to generate the images. The colors, textures and animation are truly amazing ñ even down to the facial expressions of the creatures, it seems no stone has been left unturned. The humor's pretty spot-on as well, featuring the vocal talents of Denis Leary, Julia Louis-Dreyfuss and David Hyde-Pierce.

Will this be the beginning of the end for traditional animation? Somehow, I don't think so.

THE NEGOTIATOR

Rated R•Warner Bros•
Available Nov 24 on VHS; Dec 15 on DVD

It's the classic case of the hunter becoming the hunted in this stylish action thriller starring Samuel Jackson as top hostage negotiator Danny Roman. The newly married Roman soon finds his life turned upside down when he is framed for murder and discovers that the corruption comes from within his own precinct. Someone unknown to him has been pilfering from the fund and is trying to set Roman up to take the fall. A desperate man, determined not to go down for something he had no part in (or did he?), turns the tables and takes his own hostages, including an Internal Affairs Cop (played by the late T.J. Walsh). Roman insists on dealing with the only man he feels he can trust, a negotiator from another precinct, Chris Sabian (Kevin Spacey).

OK, so there's plenty of action in this movie, but it's definitely not your usual mindless Hollywood car chase and explosions stuff; there's a real story here. The only downside was if you saw the theatrical trailers: a case of giving way too much away, which is something I won't do in this review, just in case you haven't seen it yet! Definitely worth watching.

DONKEY KONG COUNTRY

Now on the Fox Family Channel
Sundays at 10 a.m.

Donkey Kong gets rendered! Yes, if you haven't caught it already, then switch on to the Fox Family Channel to catch Donkey Kong in all his CG glory. The episodes follow Donkey Kong and his pals as they take on the evil King K. Rool and his reptilian sidekick Kremlings in search of the Crystal Coconut. Reboot really started something with CG animation, and *Donkey Kong* is certainly impressive. Medialab, the extremely talented company responsible for *DKC*, uses a technology called *performance animation*, which starts with animators making wire frames of the characters and adding a computerized molding. Then they give the characters textures, and they go all out here. One Medialab rep stated "one could even see the various strands of hair on his fur." Then real-time animation uses a similar technique used in games like *Super Mario 64* to bring them to life – only in this case, a real guy dresses up in a skin-tight suit and romps around a blue-screen studio (hmmm, don't take him home to meet Mother). Everything is then put together to create the amazingly fluid movement and look of the TV series. Wouldn't it be cool to actually have a game that looks like this? Maybe some day.

CUTTING ROOM FLOOR:

Tolkien fans get ready! New Line Cinema has committed some $130 million to make a trilogy of movies based on *The Lord of the Rings*. The three movies, which will be directed by Peter Jackson (*The Frighteners*), will be shot simultaneously early next year in New Zealand and are slated for summer and Christmas 2001 release.

Sonic fans who need even more of a fix than the Dreamcast can tune in next year for a new TV series, *Sonic Underground*. Although judging from early pictures, Sonic looks as though he's put on a ton of weight – well, he's been off the scene for a while, what did you expect? We'll have an in-depth look in the next issue.

SONIC UNDERGROUND

If you enjoyed *Total Recall* the movie, then catch the TV series coming soon. There are 22 episodes planned of this SFX-saturated sci-fi extravaganza. It's set in the year 2070, and a new interplanetary order has taken over a devastated Earth and a newly colonized Mars.

TOTAL RECALL 2070

On September 25, George Lucas answered the much-asked question: *What's the title of the first Star Wars episode?* The officially announced title of the upcoming first episode is to be: *Star Wars: Episode I-The Phantom Menace*. The announcement followed Lucas' previous comment that the film would only be released to theatres that fulfilled a "quality presentation, and a positive group experience" (most likely referring to the THX audio standard). The film is set to be released nationwide on May 21, 1999.

readers 01001

FALLOUT

Should you wish to put pen to paper (or finger to keyboard), please write to:
Fallout, Gamers' Republic, 32123 Lindero Canyon Road, Suite 218, Westlake Village, CA 91361 USA (editorial@gamersrepublic.com).

Dear Gamers' Republic,

I would like to point out that there has not been a game company that did not screw over its customers in one way or another. Here are some examples:

ATARI – 5200 and 7800: Both were not supported. Jaguar: Lack of game support.

NINTENDO – 8-bit: Their robot – it was more money to get it and it was worthless.

16-bit – The Super Scope Six again was not supported. 64-bit: Promised quality over quantity, got neither.

SEGA – 8-bit: Came with a gun, neither the system nor the gun was supported.

SEGA CD – The next level? 32X? Blast processing? The only thing that got blasted was my wallet!

SATURN – They did not support it. There are hundreds of games in Japan that should have been brought to U.S. but were not. Dreamcast: In my opinion Sega of America has lost all respect and trust in the U.S. Their track record speaks for itself. So why would anyone trust a company who, when their system does not do as well as they would like it to, just stop game support and hose all of the people who were dumb enough to trust them yet again?

SONY - PlayStation: Defective run of systems, the lens overheats causing sound and full motion video skipping. What I can not understand is why Sony would not admit there was anything wrong. But, for 80 dollars, they will fix it for you.

COLECOVISION - Adam? Can you say doorstop.

NEC - TurboGrafx 16, and their CD add on. Both bombs.

One of the reasons I wrote this was that I am tired of getting burned by the video game companies doing this to me and everyone else. Also, I read that 32 million PlayStations have been sold worldwide. I thought, yeah, but how many of those are actually still working? I have enjoyed playing video games since *Pong*. What we need to see is the video game companies backing their systems better than they do now.

···From Steve Umek

Dear Steve,

Take a minute and look at it from another perspective. Video game consoles are relatively inexpensive compared to other forms of electronic entertainment, and because technology continues to evolve, companies know if they don't answer the call, they'll be left in the dust. So often, the best-laid plans are never fully realized. To some extent it is the consumer who is at fault. If everybody ran out and bought a Jaguar or 32X or any of the other systems you mentioned and then, when new technology came along, balked and chose to stick with what they had, those systems would still be thriving and we wouldn't be looking at 128-bit consoles. But gamers are constantly looking for the next big leap in technology – that heightened experience, better than the last. Also, think of all the excellent classics you just mentioned. If you really loved any of that great old technology, it is readily available used at good prices. Sure, in a perfect world there would still be developers working on 8th-generation Genesis games and the like, but sadly, there just aren't enough users out there to support the high cost of developing a game. If companies didn't try new things that run the risk of failing, the industry would stall. People spend hundreds or thousands of dollars a year on clothes because fashion evolves, and the same goes for cell phones, micro electronic gizmos, and a plethora of other devices. It all depends on where your priorities lie. Some people still have dial phones and some are still playing the NES because they are either financially challenged or simply not fond of change. The beauty of it is that in a country as rich as ours you have the choice and options to do and purchase whatever you want with your entertainment dollar. Personally, I like my 32X, Virtual Boy, Jaguar, Neo-Geo, Nomad, and SNES and still play games on all of them. And, at the same time, I am hyped for the Dreamcast.

So you see, there are two ways to look at it. In your defense no one was as upset as I was when Nintendo ditched the Virtual Boy, which I absolutely love, and I'm equally upset to see cheap N64 ports when we were promised waves of A titles initially. But I'll get over it.

Dear GR,

First of all, thank you for providing extensive coverage of the entire video gaming world rather than limiting exposure to what sells well. Secondly, I have more than a few questions that I hope you can answer. I recently purchased *Radiant Silvergun* and was pleased to see it live up to every expectation I had and more. I was wondering what significance the hidden dogs throughout the game had. I currently have found only nine and have a rating of "feeder." Does the dog master rating have anything to do with the hidden features on the options plus screen? Also, in your recently published interview with Treasure, a question was asked in reference to any title in development for the upcoming Dreamcast to which a response of "unable to comment at this time" was given. This led me to believe (hope) that a 128-bit Treasure game was in the works. Unfortunately, I have not heard any mention of Treasure developing anything for Sega, even rumors. Have you heard anything in regards to this matter? Finally, on the subject of the N64, is the low number of consoles in the Japanese market contributing to the lackluster development of titles? Is it just not worth it for a publisher to back anything short of a *Zelda* (guaranteed sales)? I would hate to see another system die before we are able to see its true power. I hope that you are able to respond to my questions. I would like to thank you in advance for your continuing quality coverage of the video game industry.

···From Chris Rul

P.S. I have serious envy for your career paths.

Dear Chris,

We're getting tight on space but here goes. Treasure have informed us that they are working on a NAOMI game (the arcade version of the DC), which will inevitably end up on the Dreamcast, but won't say what it is. The tension mounts! In regards to N64 development. Yes, the slow movement in Japan means less Japanese development and ultimately less games here. It is very costly to develop and manufacture a cartridge game and with so many alternatives available to publishers, Nintendo is going to have to sweeten the pot to stay vital with the N64. On the other hand, with RARE and first party Nintendo games selling in the millions, and the Gameboy Color about to hit, along with Pokemon fever, I doubt they're very worried about anything. Nintendo are a strange company. We're as curious as you to see what they do next. Oh, and there are 30 dogs, although we've only found 29. I'll get on that one and bury the answer somewhere next month! P.S. I accept resumes anytime.

advertiser index

ASC GAMES 9
BANDAI 13
BRE SOFTWARE 130
CENTRAL PARK MEDIA 117
CHIPS N BITS 128
CORNER DIST. 129
CRAVE 3,16-17
GAMES ETC. 129
INNOVATION 45
JAPAN VIDEO GAMES 123
MICROWARE 39,51
MORPHEUS 59
NAKI 11
PIONEER 119
RMC INTERACTIVE 47
ROCKET GAMES 45
SGRL 65
TITUS 15
UBISOFT BC
VIRGIN INTERACTIVE IFC-1
WIT 132
WORKING DESIGNS 20-21,23

CHIPS & BITS INC.

POB 234 DEPT 11079
ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382

www.cdmag.com/chips.html
or call 1-800-600-4263
Source Code 11079

PLAYSTATION

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
ASCII Aftershock Wheel	10/98	$49.99	Destreger	01/99	$46.99	Kartia	08/98	$44.99	Pac Man 3D	01/99	$44.99
ASCII Sphere 360	10/98	$42.99	Devil Dice	09/98	$36.99	Kensei Sacred Fist	11/98	$44.99	Parasite Eve	09/98	$49.99
Activision Classics	10/98	$46.99	Diablo	03/98	$36.99	Legacy Kain Soul Reavr	01/99	$46.99	Pool Hustler	10/98	$36.99
Alien Resurrection	01/99	$44.99	Dragon Seeds	10/98	$46.99	Madden Football 99	09/98	$42.99	Poy Poy 2	12/98	$44.99
Apocalypse	11/98	$39.99	Dragon Warrior	12/98	$46.99	March Madness 99	02/99	$44.99	RC Stunt Copter	01/99	$43.99
Armored Core Proj Phan	10/98	$36.99	Duke Nukem Time Kill	10/98	$44.99	MarvelSprHero Vs. SF	11/98	$42.99	Rally Cross 2	11/98	$42.99
Army Men	12/98	$42.99	ESPN Natl Hockey Nite	09/98	$44.99	Master of Monsters	10/98	$42.99	RayMan 2	02/99	$51.99
Asteroids	11/98	$39.99	Earthworm Jim 3	12/98	$42.99	MediEvil	10/98	$42.99	Resident Evil 3	12/98	$51.99
Backstreet Billiards	10/98	$36.99	Eggs of Steel	11/98	$44.99	Mega Man Legends	09/98	$39.99	Rival Schools	10/98	$42.99
Bass Landing	01/99	$42.99	F1 Racing Sequel	10/98	$46.99	Mega Man X4	10/97	$39.99	Rogue Trip	10/98	$44.99
Battleship	10/98	$39.99	FIFA Soccer 99	11/98	$39.99	Men in Black	10/98	$44.99	Saga Frontier	03/98	$42.99
Big Air	11/98	$42.99	FOX Sports Hockey 99	11/98	$42.99	Messiah	11/98	$42.99	Shadow Gunner	10/98	$46.99
Black Bass/Blue Marlin	11/98	$44.99	Fifth Element	10/98	$39.99	Metal Gear Solid	10/98	$49.99	Shao Lin	01/99	$44.99
Body Harvest	11/98	$46.99	Final Fantasy 8	08/99	$54.99	Mortal Kombat 4	06/98	$44.99	Silent Hill	01/99	$44.99
Bomberman Phantasy Race	01/99	$44.99	Final Fantasy VII	09/97	$52.99	Moto Racer GP 2	09/98	$39.99	Silhoutte Mirage	01/99	$43.99
Bomberman World	10/98	$44.99	Freestyle Boardin 99	11/98	$42.99	NASCAR 99	09/98	$42.99	Small Soldiers	11/98	$42.99
Breath of Fire 3	05/98	$41.99	Future Cop LAPD	09/98	$39.99	NBA Fastbreak 99	11/98	$44.99	Sony PSX 7000	06/98	$139.99
Brunswick Bowling	10/98	$44.99	G Darius	09/98	$36.99	NBA In the Zone 99	02/99	$46.99	Spyro the Dragon	09/98	$42.99
Bushido Blade 2	10/98	$42.99	Game Shark	03/96	$39.99	NBA Jam 99	12/98	$43.99	Suikoden 2	12/98	$45.99
C&C Red Alert Retal	09/98	$46.99	Game of Life	10/98	$39.99	NBA Live 99	11/98	$42.99	T'ai Fu	11/98	$39.99
C:Contra Adventure	09/98	$29.99	Global Domination	11/98	$42.99	NBA Shootout 99	11/98	$42.99	Tales of Destiny	10/98	$44.99
Cardinal Syn	08/98	$29.99	Godzilla	10/98	$43.99	NCAA Football 99	09/98	$42.99	Team Losi RC Racing	10/98	$46.99
Centipede	11/98	$39.99	Grand Theft Auto D.C.	11/98	$44.99	NCAA Game Breaker 99	10/98	$42.99	Tenchu	09/98	$42.99
Clock Tower 2	11/98	$42.99	Granstream Saga	07/98	$44.99	NFL Blitz	09/98	$44.99	Test Drive 5	10/98	$43.99
Colony Wars 2 Vengeance	11/98	$41.99	Guilty Gear	11/98	$44.99	NFL Game Day 99	08/98	$42.99	Thrill Kill	10/98	$46.99
Cool Boarders 3	10/98	$42.99	Hardball 99	11/98	$43.99	NHL Face Off 99	10/98	$42.99	Thunder Force 5	10/98	$36.99
Crash Bandicoot Warped	11/98	$42.99	Heart of Darkness	09/98	$42.99	NHL Hockey 99	09/98	$42.99	Tiger Woods/PGA Tour	11/98	$42.99
Croc 2	12/98	$44.99	Intl Rally Champion	12/98	$44.99	Ninja:Shadow Darkness	10/98	$44.99	Tomb Raider 3	11/98	$49.99
Dead Ball Zone	09/98	$41.99	Intl Super Soccer 98	09/98	$44.99	O.D.T.	10/98	$42.99	Twisted Metal 3	11/98	$42.99
Dead Unity	11/98	$44.99	Jeff Gordon Racing	01/99	$46.99	OddWorld Abe's Exodus	10/98	$44.99	Uprising X	12/98	$42.99
Dead in the Water	10/98	$39.99	Jeopardy	10/98	$39.99	Other Life Azure Dreams	07/98	$46.99	WCW NWO Live	12/98	$45.99
Death Crusader	10/98	$44.99	Kagero:Deception 2	10/98	$43.99	PaRappa the Rapper 2	10/98	$44.99	Xenogears	10/98	$46.99

NINTENDO 64

Title	Release	Price	Title	Release	Price
AirBoardin' USA	11/98	$54.99	Hype:Time Quest	01/99	$66.99
Banjo-Kazooie	07/98	$52.99	Int'l Super Soccer 98	09/98	$56.99
Blues Brothers 2000	12/98	$66.99	Jeff Gordon Racing	03/99	$66.99
Body Harvest	10/98	$58.99	Jeopardy	03/98	$54.99
Bomberman Hero	09/98	$52.99	Knife Edge	09/98	$49.99
Buck Bumble	10/98	$62.99	Legend Mystical Ninja 64	06/98	$59.99
Castlevania 64	02/99	$56.99	Legend River King	02/99	$54.99
Chopper Attack	07/98	$49.99	Legend of Zelda	11/98	$64.99
Conker's Quest	01/99	$53.99	Lost World	10/98	$66.99
Cruis'n the World	10/98	$52.99	Madden Football 99	09/98	$53.99
Deadly Arts	09/98	$56.99	Magical Tetris Mickey	12/98	$64.99
Diddy Kong Racing	12/97	$42.99	Micro Machines	11/98	$52.99
Dual Heroes	09/98	$69.99	Mission Impossible	08/98	$64.99
Earthworm Jim	12/98	$58.99	Mortal Kombat 4	06/98	$52.99
Extreme G 2	10/98	$64.99	NASCAR 99	09/98	$54.99
F1 World Grand Prix	07/98	$62.99	NBA Live 99	11/98	$54.99
FIFA Soccer 99	12/98	$54.99	NFL QB Club 99	10/98	$64.99
FOX Sprt Coll. Hoops 99	11/98	$68.99	Perfect Dark	02/99	$62.99
Fighting Force 64	10/98	$59.99	Roadsters 98	11/98	$66.99
Flying Dragon	10/98	$54.99	Snowboard Kids 2	02/99	$56.99
GT Racing	09/98	$55.99	Top Gear Overdrive	11/98	$54.99
Golden Eye 007	09/97	$42.99	Turok Dinosaur Hunter 2	10/98	$64.99
Hercules	01/99	$66.99	WCW/NWO Revenge	10/98	$64.99

SATURN

Title	Release	Price
Albert Odyssey	07/97	$36.99
Burning Rangers	06/98	$49.99
Crypt Killer	04/97	$19.99
Dark Savior	12/96	$26.99
Darklight Conflict	08/97	$39.99
Enemy Zero	12/97	$31.99
FIFA Soccer 98	12/97	$44.99
Hexen	04/97	$19.99
House of the Dead	05/98	$44.99
Legend of Oasis	08/96	$45.99
Madden FB 98	11/97	$43.99
Magic Knight Rayearth	10/98	$52.99
Mega Man X4	10/97	$37.99
NBA Live '98	12/97	$43.99
Nights w/3D Control Pad	08/96	$34.99
Panzer Dragoon Saga	05/98	$52.99
Road Rash	06/96	$49.99
Sega Ages	11/97	$39.99
Shining Force 3	08/98	$42.99
Shining Holy Ark	07/97	$46.99
Sonic R	11/97	$42.99
World Series BBall 98	07/97	$32.99
Worldwide Soccer '98	11/97	$29.99

BOARD GAMES

Title	Release	Price
1830 RR & Rbbr Brons	12/94	$22.99
Airlines	08/98	$34.99
Awful Green Things	05/96	$17.99
Axis & Allies	11/94	$42.99
Battletech 4th Ed.	12/94	$21.99
Cthulhu Cults Across Amer.	09/98	$36.99
Deluxe Diplomacy	12/94	$41.99
Dinosaurs Lost World	01/95	$29.99
Hercules Legndry Journy	08/98	$24.99
Hobbit Adventure	06/95	$32.99
Lionheart	10/97	$35.99
Monopoly Deluxe	05/98	$29.99
Monsters Ravage America	08/98	$32.99
Necromunda	11/95	$59.99
Prncss Ryan Star Marines	07/97	$44.99
Risk	03/96	$32.99
Robo Rally	01/96	$36.99
Samurai Swords	04/97	$39.99
Scrabble Dlx	08/97	$39.99
Starship Troopers	03/96	$29.99
Stratego	07/96	$19.99
Warhammer Fantasy	10/96	$59.99
Wizards Quest	01/95	$19.99

COMPUTER GAMES & HARDWARE

Software								
1943 Euro Air War	09/98	$45.99	Grim Fandango	10/98	$39.99	Starcraft Brood Wars	10/98	$29.99
Age of Empires	10/97	$29.99	Half Life	10/98	$48.99	Starcraft Bttl Chest	10/98	$65.99
Asteroids	11/98	$35.99	Heavy Gear 2	11/98	$45.99	Starcraft Retribution	10/98	$19.99
Baldur's Gate	11/98	$44.99	Heretic 2	11/98	$47.99	Starcraft Stllr Forces	10/98	$18.99
Beavs & Btthd Bhle in 1	12/98	$16.99	Heroes of M & M 3	11/98	$44.99	Starsiege	11/98	$45.99
Big Air	12/98	$37.99	Indy Jones Infrnl Mchne	02/99	$48.99	Tiger 99	08/98	$42.99
Blood 2	10/98	$39.99	KQ8:Mask of Eternity	11/98	$48.99	Tomb Raider 3	11/98	$39.99
C & C 2: Tiberian Sun	10/98	$48.99	LEGO MindStorms	11/98	$149.99	Ultima Online: 2nd Age	10/98	$44.99
Carmageddon 2	12/98	$44.99	Madden NFL 99	09/98	$42.99	Unreal	06/98	$34.99
Centipede	10/98	$37.99	Mega Man X 4	09/98	$39.99	Unreal Mega Pak	12/98	$47.99
Choplifter	12/98	$44.99	Might & Magic 6	04/98	$37.99	Warcraft 2 Platinum	11/98	$39.99
Commandos	09/98	$29.99	Monster Truck Madnss 2	07/98	$46.99	World Cup 98	05/98	$44.99
Curse of Monkey Isle	11/98	$19.99	Motocross Madness	08/98	$44.99	WW II Fighters	10/98	$44.99
Descent 3	12/98	$48.99	Myth 2	11/98	$43.99	X-Wing Collector's Srs	06/98	$29.99
Descent Freespace	06/98	$29.99	NBA Live 99	10/98	$42.99	**Hardware**		
Descent Freespc Exp Pk	09/98	$19.99	NCAA Football 99	09/98	$42.99	Canopus Pure 3D 2 12MB	06/98	$299.00
DF Jedi Knight W/ Sith	09/98	$39.99	Need for Speed 3	09/98	$42.99	Canopus Spectra 2500	10/98	$189.99
Diablo 2	03/99	$48.99	NHL Hockey 99	09/98	$42.99	CH Pro Throttle	03/96	$84.99
Drakan	01/99	$39.99	Quake 2	12/97	$39.99	Diamnd Viper V550 PCI	01/99	$189.99
Duke Nukem Forever	12/98	$48.99	Quake 2 Bundle Pack	01/99	$47.99	Logtch WingMan Force	10/98	$94.99
Dune 2000	09/98	$39.99	Quake 2 M Pk 1 or 2 ea	06/98	$24.99	Mad Catz Panther XL	01/98	$62.99
EverQuest	02/99	$44.99	Quest for Glory 5	11/98	$48.99	MS SideWinder FF Whl	09/98	$169.99
Fallout 2	10/98	$44.99	Rainbow Six	08/98	$29.99	MS SideWndr Prc Pd USB	09/98	$65.99
FIFA Soccer 99	11/98	$42.99	Return to Krondor	11/98	$45.99	PDPI L4 Dig Game Card	08/98	$79.99
Final Fantasy VII	06/98	$32.99	Settlers 3	10/98	$35.99	Saitek R4 Frc Fdbk Wl	10/98	$169.99
Force Commander	02/99	$49.99	SimCity 3000	10/98	$44.99	Saitek X-36 Cont Sys	05/98	$107.99
Grand Prix Legends	10/98	$44.99	Sin	10/98	$45.99	TM Frag Master	10/98	$65.99
Grand Theft Auto	03/98	$37.99	South Park	04/99	$43.99	TM Nascar Racng Whl	11/97	$118.99
			Starcraft	04/98	$36.99	TM Nscr Frc GT Rcg Whl	09/98	$149.99

HINT BOOKS

Title	Release	Price
Alien Resurrection	01/99	$10.99
Armored Core Proj Phntsm	09/98	$11.99
Bomberman World	10/98	$10.99
Breath of Fire 3	06/98	$13.99
Brigandine	12/98	$11.99
C & C Red Alrt Retltn	09/98	$11.99
Castlevania 64	11/98	$17.99
Conker's Quest 12 Tales	01/99	$10.99
Final Fantasy 7	11/97	$14.99
Fifth Element	10/98	$16.99
Goldeneye	10/97	$10.99
Granstream Saga	06/98	$12.99
Kartia	09/98	$12.99
Legacy Kain Soul Reaver	01/99	$10.99
Legend of Zelda 64	11/98	$12.99
Lunar: Silver Star Comp	09/98	$11.99
Metal Gear Solid	11/98	$10.99
Mission Impossible	07/98	$16.99
Mortal Kombat 4	06/98	$11.99
Ninja	09/98	$10.99
Silent Hill	01/99	$10.99
Spyro the Dragon	09/98	$11.99
Suikoden 2	11/98	$12.99
Tomb Raider 3	11/98	$11.99
Turok 2	10/98	$9.99
Unholy War	10/98	$11.99
WCW/NWO Revenge	10/98	$11.99
X-Men Vs. Street Fighter	07/98	$10.99
Yoshi's Story 64	04/98	$9.99

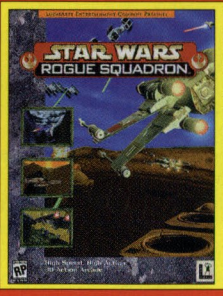
Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warrantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed, the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order $10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

	Standard U.S. Mail 7-10 Days	Priority U.S. Mail 2-3 Days	Express 2 Day	Express 1 Day	Mail To Canada 4-7 Days	Mail To The World 7-14 Days
Per Order	$1.00	$2.00	$2.00	$2.00	$2.00	$2.00
Per Shipment	$1.25	$1.00	$5.00	$13.00	$2.00	$2.00
Per Item	$0.75	$1.00	$1.00	$2.00	$2.00	$6.00

©1998 CHIPS & BITS, INC.

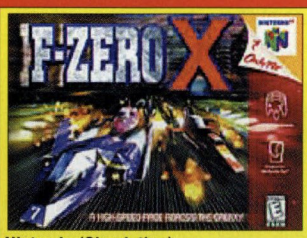
'LUNAR SILVER STAR' Join Alex as he begins a quest to save the land from the crushing advance of the Magic Emperor. Explore dungeons, fight monsters, & gather information as you advance toward the explosive confrontation with the Emperor himself! Features menu-driven combat & over 45 minutes of awesome animation sequences!

Working Designs (Roleplaying)
Release: 12/98
PSX
$46.99



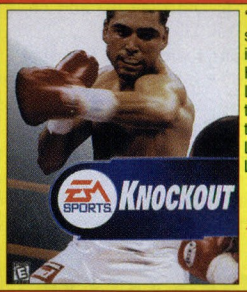
'STAR WARS: ROGUE SQUADRON' Defend the Rebel Alliance in X-Wings, Y-Wings, A-Wings, & V-Wings against TIE Fighters, AT-ATs & AT-STs. Many missions ranging from rescue to reconnaissance, dogfights to search & destroy. Explore the planets Kessel, Tatooine & Mon-Calamari. Multi-objective missions & precise control make this game stand out.

Lucas Arts (Simulation)
$64.99 N64 12/98
$46.99 PC CD 11/98



'F-ZERO X' If you got queasy from playing the original F-Zero, wait til you play F-Zero X! Part of the reason F-Zero X screams so loud is the game's 60 frames per second frame rate. Even with 30 hover cars on the screen, there is no sign of a slow-down. Four player split screen is perhaps the most playable multi-player race ever.

Nintendo (Simulation)
Release: 11/98
N64
$52.99



'KNOCKOUT' features an impressive array of 38 famous boxers, including Muhammad Ali, Evander Holyfield, Sugar Ray Leonard, Larry Holmes, & more. See how today's boxers would fare against the greats from the past (Joe Louis, Rocky Marciano, Jake LaMotta and Jack Dempsey).

EA Sports (Sports)
$42.99 PSX 11/98
$44.99 PC CD 11/98

'BRIGANDINE' Featuring fully polygonal 3-D battle scenes, proportional sized characters, over 30 hours of gameplay for each of the five characters, multiple class changes even for monster characters, participate in side quests to enhance the story & gain special items. Become a Knight of the Rune & participate in the war.

Atlus (Roleplaying)
$44.99 Release: 11/98
PSX

'BRAVE FENCER MUSASHI' is an action RPG with pure fun and excitement. The two-sworded, left-handed fencer named Musashi is a summoned hero who must go through various fields to solve puzzles. Acquiring his opponents' fighting tactics through the "Learning System," he struggles to return to his original world.

Electronic Arts (RPG)
$46.99 Release:11/98
PSX

GR1298

G.E.M. International

A Division of Games etc.

SPECIALIZING IN JAPANESE VIDEO GAMES

Playstation

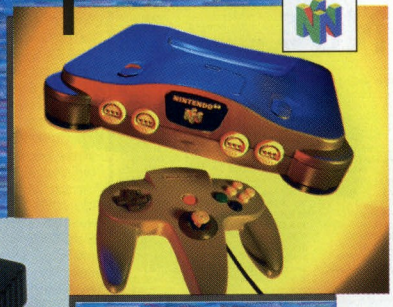
- Metal Gear Solid
- Rival Schools
- GunBarl
- K.O.F. KYO
- B.F. Musashiden
- Star Ocean
- Overblood 2
- Kagero
- Japan Womens Pro Wrestling
- TrapGunner
- SD Gundam G Generations
- Crisis Beat
- Powerful Pro '98
- Guilty Gear
- Tobal 2
- 3D Fighting School
- Silhouete Mirage
- Bust a Move Dance
- Real Bout Spcl D.M.
- Sol Divide

Saturn

- Marvel vs. St. Fighter
- Deep Fear
- Lunar 2
- Radiamt Silvergun
- Pocket Fighters
- Vampire Savior
- Castlevania X
- Astra Superstars
- Samurai Collection
- Real Bout Collection
- Sol Divide
- Guardian Force
- Shining Force #3
- X-men vs. St. Fighter
- Saturn Converter (USA/JPN)

Nintendo 64

- Zelda 64
- F-Zero X
- Super Robol Spirits
- Choro Q 64
- Pocket Monster Stadium
- Sumo 64 Wrestling Pt 2
- N64 Converter (USA/JPN)
- Powerful Pro Baseball 5
- Star Soldier



Neo Geo

- Real Bout Spcl 2
- Metal Slug 2
- KOF '98
- Blazing Star

THIS MONTH'S SPECIALS

KOF '97 (PS)	$39
Pocket Fighters (PS)	$29
Bushido Blade 2 (PS)	$49
Choro Q3 (PS)	$49
Front Mission Alt. (PS)	$49
Burning Rangers (SS)	$29
Panzer Dragon RPG (SS)	$29

CHECK WITH US FIRST! WE GET THEM FAST AND OVERNIGHT DIRECT FROM JAPAN!

CALL NOW: 415-731-1683

Visa, MC, C.O.D. Wholesale Welcome

Retail Shop: 1810 22nd Ave., San Francisco, CA 94122
Phone:415-731-1683 Fax: 415-564-8738

CornerDistributors

VIDEO GAME DISTRIBUTORS — Over 43 years of quality service

Stocking the most diverse product selection to make you the most $$$ now and through the millenium!

Superman by Titus *PS/N64*

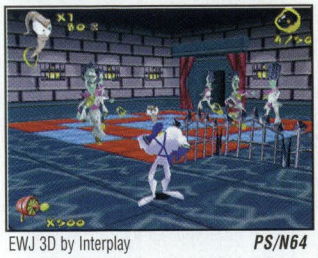
Let our Sales Force of gaming experts direct your business ahead of the competition! Ask for Todd, Rudy, John, George, Garth, Jason, and Little Gary.

Dealers Only	Int'l. Order Line
800-966-0852	718-881-7800

Fax us at: 718-881-7959

South Park by Acclaim *N64/Gameboy*

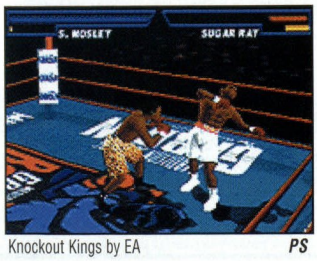
CALL FOR STORE OPENING PACKAGES



EWJ 3D by Interplay *PS/N64*

Street Fighter Collection #2 *PS*

- Prebooking
- No Allocating
- Full Line of Accessories and Guides
- Call for Imports
- Se habla Español



Knockout Kings by EA *PS*

email us at : cornerdist@aol.com

AWESOME SHIPPING RATES!
We ship UPS & FedEx Air Saver- Guaranteed 2-3 Days anywhere. You pay only Ground Rates!

BRESoftware.Com

E-Mail: info@bresoftware.com / Automated Info: sales@bresoftware.com

Win a Dreamcast

See Details and Enter on our website

Credit Card Orders (209) 432-2684

$5.00 OFF

Return this coupon with your next mail order (not valid on phone or online orders) and receive $5.00 OFF your purchase. Please list alternative titles when ordering by mail. Not valid with any other offers, sales or specials. This coupon is valid through 12/31/98. No copies accepted. GR12

CA$H for your old games/systems

Receive a check back or purchase other titles of your choice - Prices in this ad good thru Dec 31, 1998

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

PlayStation

We Sell Used / We Buy	
2XTREME	17.95/7.00
ADIDAS PWR SOCCER	17.95/7.00
AIR COMBAT	17.95/7.00
ACE COMBAT 2	29.95/14.00
ACTIVISION CLASSICS	29.95/14.00
AKUJU HEARTLESS	34.95/16.00
ALIEN TRILOGY	19.95/7.00
ALL STAR TENNIS '99	29.95/14.00
ALLIED GENERAL	19.95/10.00
ALONE IN THE DARK	19.95/8.00
ALUNDRA	29.95/14.00
ANDRETTI RACING	19.95/10.00
APOCALYPSE	34.95/16.00
ARCADE'S GREAT #1	29.95/14.00
ARCADE'S GREAT #2	29.95/14.00
AREA 51	19.95/10.00
ARMORED CORE	24.95/12.00
PROJECT PHANTASM	34.95/16.00
ARMY MEN 3D	34.95/16.00
ASSAULT	34.95/16.00
ASTEROIDS	29.95/14.00
ATARI COLLECT. #1	29.95/14.00
ATARI COLLECT. #2	29.95/14.00
AUTO DESTRUCT	19.95/8.00
AZURE DREAM	34.95/16.00
BACKSTREET BILLARDS	34.95/18.00
BALLBLAZER CHAMP	17.95/6.00
BASS LANDING	39.95/20.00
BASS MASTERS CLASS.	39.95/18.00
BATMAN & ROBIN	29.95/14.00
BATMAN FOREVER	24.95/12.00
BATTLE ARENA TOSH 2	19.95/8.00
BATTLE ARENA TOSH 3	29.95/14.00
BATTLE STATIONS	19.95/10.00
BATTLESHIP	34.95/18.00
BATTLESPORT	19.95/10.00
BEAST WARS	19.95/10.00
BEAVIS & BUTTHEAD	34.95/16.00
BEYOND THE BEYOND	29.95/14.00
BIG AIR SNOWBOARD	34.95/16.00
BIG BASS WRLD CHMP	34.95/16.00
BIG RACE USA	34.95/16.00
BIOFREAKS	24.95/12.00
BLACK BASS	34.95/18.00
BLACK DAWN	17.95/6.00
BLAST RADIUS	34.95/16.00
BLASTO	29.95/14.00
BLAZING DRAGONS	19.95/10.00
BLOODY ROAR	29.95/14.00
BOGEY DEAD 6	29.95/14.00
BOMBERMAN	
FANTASY RACE	34.95/16.00
BOMBERMAN WORLD	29.95/14.00
BOTTOM OF THE 9TH '97	19.95/8.00
BRAHMA FORCE	19.95/8.00
BRAVE FENCER	34.95/16.00
BRAVO AIR RACE	24.95/12.00
BREATH OF FIRE 3	34.95/16.00
STRATEGY GUIDE	9.95/2.00
BRIGANDINE	34.95/16.00
BROKEN HELIX	24.95/12.00
BROKEN SWORD	24.95/12.00
BRUNSWICK BOWLING	39.95/18.00
BUBBLE BOBBLE	29.95/14.00
BUBSY 3D	24.95/12.00
BUGRIDERS	29.95/14.00
BUGS LIFE	34.95/16.00
BUSHIDO BLADE	19.95/10.00
BUSHIDO BLADE 2	34.95/18.00
BUST A MOVE 2	24.95/12.00
BUSTER BROS COL.	29.95/14.00
C CONTRA ADVENTURE	24.95/10.00
CAESARS PALACE	34.95/14.00
CAESARS PALACE 2	39.95/20.00
CAPCOM GENERATIONS	
1942 SERIES	29.95/15.00
SF 2 COLLECTION	34.95/16.00
CARDINAL SYN	29.95/12.00
CARMEGEDDON 2	34.95/16.00
CARNAGE HEART	24.95/12.00
CAROM SHOT	34.95/16.00
CART WORLD SERIES	24.95/10.00
CASPER	19.95/8.00
CASTLEVANIA	29.95/14.00
CENTIPEDE	34.95/16.00
CHESSMASTER	24.95/12.00
CHRON. OF SWORD	29.95/14.00
CIRCUIT BREAKERS	34.95/16.00
CITY OF LOST CHILD.	29.95/14.00
CLOCK TOWER	29.95/14.00
CLOCK TOWER II	34.95/18.00
CODENAME: TENKA	19.95/10.00
COLONY WARS	29.95/14.00
COLONY WARS VENG.	34.95/18.00
COMMAND & CONQUER	24.95/12.00
RED ALERT	29.95/14.00
RETALIATION	34.95/18.00
CONGO	24.95/8.00
CONSTRUCTOR	34.95/16.00
CONTRA LEGACY WAR	24.95/12.00
COOLBOARDERS	19.95/8.00
COOLBOARDERS 2	19.95/10.00
COOLBOARDERS 3	34.95/16.00
COURIER CRISIS	24.95/12.00
COVERT WARS	34.95/16.00
CRASH BANDICOOT	17.95/8.00
CRASH BANDICOOT 2	19.95/8.00
CRASH BANDICOOT 3	34.95/20.00
CRIME KILLER	34.95/16.00
CRITICAL DEPTH	24.95/12.00
CROC	24.95/12.00
CROW CITY OF ANGELS	24.95/12.00
CRUSADER NO REM.	19.95/8.00
CRYPT KILLER	19.95/8.00
D	29.95/12.00
DAREDEVIL DERBY 3D	19.95/8.00
DARK FORCES	29.95/14.00
DARK GUNS	34.95/16.00
DARKLIGHT CONFLICT	19.95/8.00
DARKSTALKERS	19.95/8.00
DARKSTALKERS 3	34.95/16.00
DEAD BALL ZONE	29.95/14.00
DEAD IN THE WATER	34.95/16.00
DEAD OR ALIVE	24.95/12.00
DEAD UNITY	34.95/15.00
DEATHTRAP DUNGEON	24.95/12.00
DECEPTION II	39.95/20.00
DESCENT MAXIMUM	29.95/14.00
DESTRUCT. DERBY	17.95/8.00
DESTRUCT. DERBY 2	19.95/8.00
DEVIL DICE	29.95/15.00
DIABLO	29.95/14.00
DIABOLICAL ADVS TOBU	34.95/16.00
DIEHARD TRILOGY	19.95/8.00
DISCWORLD	29.95/14.00
DISCWORLD 2	34.95/16.00
DISNEY'S MAGICAL	
TETRIS CHALLENGE	29.95/15.00
DISRUPTOR	19.95/8.00
DOLPHIN'S DREAM	34.95/16.00
DOOM	24.95/12.00
DRAGON SEEDS	29.95/14.00
DRAGONBALL GT	39.95/16.00
DRAGONHEART	29.95/12.00
DUKE NUKEM	29.95/14.00
TIME TO KILL	39.95/20.00
DUNGEON KEEPER II	34.95/16.00
DYNASTY WARRIORS	29.95/14.00
EARTHWORM JIM 3D	39.95/20.00
EGGS OF STEEL	34.95/16.00
EINHANDER	29.95/12.00
ELEMENTAL GEARBOLT	34.95/14.00
ELMO'S LETTER JOURN.	29.95/12.00
ELMO'S NUMBER ADV.	29.95/12.00
EPIDEMIC	19.95/8.00
ESPN EXTREME GAMES	24.95/12.00
EXCALIBUR 2555 AD	29.95/14.00
EXTREME PINBALL	24.95/8.00
FANTASTIC FOUR	19.95/8.00
FELONY 11-79	24.95/12.00
FIFA SOCCER '97	24.95/12.00
FIFA ROAD TO THE	
WORLD CUP '98	34.95/15.00
FIFA '99	34.95/16.00
FIFTH ELEMENT	34.95/16.00
FIGHTING FORCE	24.95/12.00
FINAL DOOM	29.95/14.00
FINAL FANTASY VII	34.95/14.00
OFFICIAL GUIDE	12.95/3.00
FINAL FANTASY	
TACTICS	29.95/14.00
OFFICIAL GUIDE	12.95/3.00
FORMULA 1	17.95/8.00
FORMULA 1 CHAMP ED.	24.95/12.00
FORMULA 1 '98	34.95/16.00
FORSAKEN	29.95/14.00
FOX SPORTS GOLF '99	29.95/14.00
FOX SPORTS HOCKEY	29.95/14.00
FOX SPORTS SOCCER	29.95/14.00
FOX SPORTS TENNIS	29.95/14.00
FREESTYLE BOARDIN'	34.95/16.00
FROGGER	29.95/14.00
FUTURE COP LAPD	29.95/15.00
G DARIUS	29.95/14.00
G POLICE	24.95/12.00
G SHOCK	34.95/16.00
GALLOP RACER	34.95/16.00
GAME OF LIFE	29.95/14.00
GAME SHARK W/BOOK	34.95/15.00
GAME SHARK	
ENHANCEMENT CD	14.95/7.00
GEX	19.95/8.00
GEX ENTER GECKO	29.95/14.00
GHOST IN THE SHELL	24.95/12.00
GHOST RIDER	29.95/14.00
GHOULS & GHOSTS	34.95/16.00
GLOBAL DOMINATION	34.95/16.00
GOAL STORM '97	19.95/8.00
GOLDEN GOAL SOCCER	34.95/16.00
GOLDEN NUGGET	34.95/15.00
GRAND THEFT AUTO	34.95/16.00
GRAND TOUR RACING	24.95/12.00
GRAN TURISMO	34.95/16.00
STRATEGY GUIDE	9.95/2.00
GRANSTREAM SAGA	34.95/18.00
STRATEGY GUIDE	9.95/2.00
GUILY GEAR	34.95/14.00
GUNDAM	34.95/16.00
HARDBALL 6	29.95/14.00
HEART OF DARKNESS	29.95/14.00
HEAVY GEAR	34.95/14.00
HERC'S ADVENTURE	29.95/14.00
HERCULES	29.95/14.00
HEXEN	24.95/10.00
HOT SHOTS GOLF	34.95/15.00
IGGY'S RECKIN' BALLS	29.95/14.00
IMPACT RACING	19.95/8.00
INCREDIBLE HULK	24.95/12.00
INCREDIBLE IDIOTS	34.95/14.00
INDEPENDENCE DAY	29.95/14.00
INTELLIGENT QUBE	24.95/12.00
INTL RALLY CHAMP	34.95/16.00
INTL SUPERSTAR	
SOCCER '98	29.95/14.00
INTL TRACK & FIELD	19.95/8.00
INVASION FRM BEYOND	34.95/14.00
IRON & BLOOD	19.95/10.00
IRON MAN X-O MAN	19.95/10.00
JEFF GORDON RACING	39.95/20.00
JEOPARDY	34.95/16.00
JEREMY MCGRATH	
SUPER CROSS '98	34.95/15.00
JERSEY DEVIL	34.95/15.00
JET MOTO	17.95/8.00
JET MOTO 2	19.95/8.00
JOHNNY BAZOOKATONE	19.95/7.00
JUDGE DREDD	19.95/8.00
JUMPING FLASH 2	17.95/8.00
JURASSIC PARK L.W.	24.95/10.00
K1 ARENA FIGHTERS	19.95/8.00
KAGERO CASTLE	
OF DECEPTION	34.95/16.00
KARTIA	39.95/18.00
STRATEGY GUIDE	9.95/2.00
KILLING ZONE	17.95/8.00
KING OF FIGHTERS	19.95/8.00
KING'S FIELD	19.95/8.00
KING'S FIELD II	24.95/12.00
KLONOA	34.95/15.00
KNOCKOUT KINGS	34.95/16.00
KULA WORLD	34.95/16.00
LEAGUE OF PAIN	17.95/8.00
LEGACY OF KAIN	24.95/12.00
LEGION	34.95/16.00
LEMMINGS	29.95/14.00
LEMMINGS 3D	24.95/10.00
LETHAL ENFORCER 1&2	29.95/12.00
LOADED	19.95/8.00
LODE RUNNER	29.95/14.00
LUNAR	39.95/20.00
MADDEN '97	14.95/6.00
MADDEN '98	19.95/6.00
MADDEN '99	34.95/18.00
MAGIC CARPET	29.95/14.00
MAGIC GATHERING	29.95/14.00
MAJOR LEAGUE SOC.	29.95/14.00
MARCH MADNESS	19.95/8.00
MARVEL SUP. HEROES	29.95/14.00
MASS DESTRUCTION	24.95/12.00
MASTERS MONSTERS	34.95/16.00
MASTERS TERAS KASI	29.95/14.00
MAXIMUM FORCE	24.95/12.00
MDK	24.95/12.00
MECHWARRIOR 2	29.95/12.00
MEDIEVIL	34.95/16.00
MEGAMAN 8	29.95/14.00
MEGAMAN LEGENDS	34.95/16.00
MEGAMAN X4	29.95/14.00
METAL GEAR SOLID	34.95/20.00
STRATEGY GUIDE	9.95/2.00
MICRO MACHINES	29.95/14.00
MK MYTHOLOGIES	24.95/12.00
MK TRILOGY	24.95/12.00
MLB '98	19.95/8.00
MLB '99	29.95/16.00
MONKEY HERO	34.95/16.00
MONOPOLY	29.95/12.00
MONSTER RANCHER	24.95/12.00
MORTAL KOMBAT 3	17.95/8.00
MORTAL KOMBAT 4	34.95/16.00
STRATEGY GUIDE	9.95/2.00
MOTO RACER	24.95/10.00
MOTO RACER 2	34.95/16.00
MOTOR TOON G.P.	24.95/10.00
MOTORHEAD	34.95/16.00
MYST	34.95/15.00
N2O NITROUS OXIDE	24.95/10.00
NAMCO MUSEUM	
VOLUME 1	34.95/14.00
VOLUME 2	34.95/14.00
VOLUME 3	34.95/14.00
VOLUME 4	29.95/12.00
VOLUME 5	34.95/14.00
NANOTEK WARRIOR	24.95/12.00
NASCAR RACING	19.95/8.00
NASCAR RACING '98	29.95/12.00
NASCAR RACING '99	39.95/20.00
NATIONAL HOCKEY NT	34.95/16.00
NBA FAST BREAK '99	34.95/16.00
NBA HANGTIME	19.95/8.00
NBA IN THE ZONE '98	29.95/12.00
NBA JAM EXTREME	19.95/8.00
NBA LIVE '98	19.95/6.00
NBA LIVE '99	34.95/18.00
NBA SHOOTOUT '98	19.95/6.00
NBA SHOOTOUT '99	34.95/16.00
NBA TONIGHT	34.95/16.00
NCAA FOOTBALL '98	19.95/6.00
NCAA FOOTBALL '99	34.95/16.00
NCAA GAMEBRKR '98	19.95/5.00
NCAA GAMEBRKR '99	34.95/14.00
NECRODOME	29.95/14.00
NEED FOR SPEED	19.95/8.00
NEED FOR SPEED 2	24.95/12.00
NEED SPEED V-RALLY	24.95/12.00
NEED FOR SPEED 3	34.95/16.00
NEWMANN HAAS RAC.	24.95/12.00
NFL BLITZ	34.95/16.00
STRATEGY GUIDE	9.95/2.00
NFL GAMEDAY '97	14.95/4.00
NFL GAMEDAY '98	19.95/6.00
NFL GAMEDAY '99	34.95/18.00
NFL XTREME	29.95/12.00
NHL '98	19.95/8.00
NHL '99	34.95/16.00
NHL BREAKAWAY '98	19.95/7.00
NHL FACE OFF '98	24.95/8.00
NHL FACE OFF '99	34.95/15.00
NHL POWERPLAY '98	24.95/8.00
NIGHTMARE CREAT.	24.95/10.00
NORSE BY NORSEWST	29.95/12.00
NUCLEAR STRIKE	29.95/14.00
ODD WORLD	
ABE'S ODDYSEE	19.95/8.00
ODDWORLD	
ABE'S EXODUS	34.95/16.00
ODT	34.95/16.00
OFF WORLD INTER.	19.95/7.00
OGRE BATTLE	39.95/18.00
OLYMPIC SUM. GAMES	19.95/8.00
ONE	19.95/8.00
OVERBLOOD	24.95/12.00
PAC MAN 3D	34.95/16.00
PAC MAN GHOST ZONE	34.95/14.00
PANDEMONIUM	19.95/8.00
PANDEMONIUM 2	29.95/12.00
PANZER GENERAL	24.95/12.00
PARAPPA THE RAPPA	29.95/14.00
PARASITE EVE	37.95/20.00
PEAK PERFORMANCE	19.95/8.00
PENNY RACERS	34.95/16.00
PERFECT WEAPON	19.95/8.00
PERSONA	29.95/14.00
PGA TOUR GOLF '96	19.95/8.00
PGA TOUR GOLF '97	29.95/12.00
PGA TOUR GOLF '98	34.95/16.00
PITFALL 3D	24.95/12.00
POCKET FIGHTER	29.95/14.00
POINT BLANK W/GUN	49.95/25.00
POOL HUSTLER	34.95/16.00
POPULOUS 3	39.95/20.00
PORSCHE CHALLENGE	29.95/14.00
POWER MOVE WREST.	24.95/12.00
POWER RANGERS ZEO	24.95/12.00
POWER SLAVE	19.95/8.00
POWER SOCCER 2	34.95/16.00
POWERBOAT RACING	29.95/14.00
POY POY 2	29.95/14.00
PREDATOR RACING	34.95/16.00
PRO 18 WORLD GOLF	34.95/16.00
PRO PINBALL	19.95/8.00
TIMESHOCK	34.95/16.00
PROFESSIONAL SPORTS CAR	
RACING	34.95/16.00
PROJECT HORNED OWL	17.95/6.00
PSYBADEK	34.95/16.00
PSYCHIC DETECTIVE	24.95/12.00
PSYCHIC FORCE	24.95/12.00
PUNKY SKUNK	24.95/12.00
QUAKE 2	34.95/16.00
RAGE RACER	24.95/12.00
RALLY CROSS	24.95/12.00
RALLY CROSS 2	34.95/18.00
RAMPAGE WORLD TR	29.95/14.00
RASCAL	24.95/12.00
RAT ATTACK	34.95/16.00
RAY STORM	24.95/12.00
RAY TRACERS	24.95/12.00
RAYMAN 2	34.95/16.00
RC STUNT COPTER	34.95/16.00
REBEL ASSAULT II	29.95/14.00
REBOOT	24.95/12.00
REBUS	34.95/14.00
RED ASPHAULT	24.95/12.00
REDLINE	34.95/16.00
REDNECK RAMPAGE 2	39.95/20.00
REEL FISHING	39.95/16.00
RELOADED	24.95/12.00
RESIDENT EVIL	19.95/8.00
STRATEGY GUIDE	9.95/2.00
DIRECTOR'S CUT	24.95/12.00
RESIDENT EVIL 2	29.95/14.00
STRATEGY GUIDE	9.95/2.00
RETURN FIRE	19.95/8.00
RIDGE RACER REV.	24.95/12.00
RISK	34.95/16.00
RIVAL SCHOOLS	29.95/14.00
RIVEN	34.95/15.00
ROAD RASH	19.95/8.00
ROAD RASH 3D	39.95/18.00
ROBOPIT	14.95/6.00
ROGUE TRIP	34.95/16.00
ROLL AWAY	29.95/15.00
ROM. 3 KINGDOMS 4	39.95/18.00
ROSCO MCQUEEN	34.95/16.00
RUG RATS	34.95/16.00
RUNNING WILD	34.95/16.00
RUSH AMERICA	34.95/16.00
RUSH HOUR	19.95/8.00
SAGA FRONTIER	29.95/14.00
STRATEGY GUIDE	9.95/2.00
SAMURAI SHODOWN 3	29.95/14.00
SAN FRANCISCO RUSH	29.95/14.00
SCARS	34.95/16.00
SENTIENT	24.95/12.00
SENTINAL RETURNS	29.95/14.00
SHADOW GUNNER	29.95/14.00
SHADOW MASTERS	24.95/12.00
SHAOLIN	34.95/16.00
SHIPWRECKERS	24.95/12.00
SILENT HILL	34.95/16.00
SILHOUETTE MIRAGE	29.95/14.00
SIMCITY 2000	34.95/14.00
SKELETON WARRIOR	19.95/8.00
SKULLMONKEYS	24.95/12.00
SLAYER	34.95/16.00
SMALL SOLDIERS	34.95/18.00
SOUL BLADE	24.95/12.00
SOVIET STRIKE	24.95/10.00
SPACE JAM	19.95/8.00
SPAWN	24.95/12.00
SPECIAL OPS	34.95/14.00
SPICEWORLD	24.95/12.00
SPIDER	24.95/12.00
SPIRIT MASTER	34.95/16.00
SPOT GOES TO HOLLY.	17.95/8.00
SPYRO THE DRAGON	29.95/14.00
STAR GLADIATOR	17.95/6.00
STAR TREK	
KLINGON ACADEMY	34.95/20.00
STARCON	29.95/14.00
STARFIGHTER	17.95/6.00
STARWINDER	17.95/6.00
STEEL HARBINGER	17.95/6.00
STEEL REIGN	29.95/12.00
STREAK	34.95/16.00
STREET FIGHTER	
ALPHA	19.95/8.00
ALPHA 2	29.95/12.00
COLLECTION	34.95/15.00
COLLECTION 2	34.95/15.00
STREET FIGHTER EX+	29.95/14.00
STREET FIGHTER MOVIE	17.95/6.00
STREET RACER	19.95/8.00
STRIKE POINT	19.95/8.00
SUIKODEN	34.95/14.00
SUPER PUZZLE FIGHT.	34.95/14.00
SUPERMAN	34.95/16.00
SWAGMAN	24.95/12.00
SYNDICATE WARS	24.95/12.00
SYPHON FILTER	34.95/16.00
TACTICS OGRE	34.95/16.00
TAI FU	34.95/16.00
TAIL OF THE SUN	29.95/14.00
TALES OF DESTINY	34.95/18.00
TEAM LOSI RC RACING	34.95/16.00
TECMO STACKERS	29.95/12.00
TECMO SUPER BOWL 2	34.95/15.00
TECMO WORLD GOLF	29.95/14.00
TECMO'S DECEPTION	34.95/14.00
TEKKEN	17.95/6.00
TEKKEN 2	19.95/8.00
TEKKEN 3	34.95/15.00
STRATEGY GUIDE	9.95/2.00
TEMPEST X	19.95/8.00
TEN PIN ALLEY 2	34.95/16.00
TENCHU	34.95/16.00
STRATEGY GUIDE	9.95/2.00
TENNIS ARENA	24.95/12.00
TEST DRIVE 4	24.95/12.00
TEST DRIVE 5	34.95/16.00
TEST DRIVE OFF ROAD	24.95/12.00
TEST DRIVE OFF RD 2	34.95/18.00
TETRIS CHALLENGE	34.95/16.00
TETRIS PLUS	24.95/12.00
THE FINAL ROUND	29.95/12.00
THEME HOSPITAL	34.95/15.00
THEME PARK	24.95/12.00
THUNDER TRCK RALLY	24.95/12.00
THUNDERFORCE V	34.95/16.00
TIGER WOODS PGA TR	39.95/20.00
TIGERSHARK	19.95/8.00
TIME COMMANDO	19.95/8.00
TIME CRISIS W/GUN	49.95/25.00
TINY TANK	34.95/16.00
TNN HARDCORE 4 X 4	24.95/12.00
TOBAL NO. 1	24.95/12.00
TOCA TOURING CAR	34.95/16.00
TOKYO HWY BATTLE	24.95/12.00
TOMB RAIDER	17.95/8.00
STRATEGY GUIDE	9.95/2.00
TOMB RAIDER 2	34.95/14.00
STRATEGY GUIDE	9.95/2.00
TOMB RAIDER 3	39.95/20.00
STRATEGY GUIDE	9.95/2.00
TOMBA	29.95/14.00
TOP GUN	19.95/8.00
TRAP GUNNER	29.95/14.00
TREASURES OF DEEP	24.95/12.00
TRIPLE PLAY '97	14.95/4.00
TRIPLE PLAY '98	19.95/8.00
TRIPLE PLAY '99	29.95/12.00
TRUE PINBALL	24.95/12.00
TUNNEL B1	19.95/8.00
TURBO PROP RACING	29.95/12.00
TWISTED METAL	17.95/8.00
TWISTED METAL 2	19.95/8.00
TWISTED METAL 3	34.95/20.00
UNHOLY WAR	29.95/14.00
UPRISING X	34.95/18.00
VANDAL HEARTS	24.95/12.00
VIGILANTE 8	29.95/14.00
VIRTUAL POOL	34.95/15.00
VIVA SOCCER	29.95/14.00
VIVID RACING	34.95/16.00
VMX RACING	24.95/12.00
VR BASEBALL '99	29.95/14.00
VR FOOTBALL '99	29.95/14.00
VR GOLF '97	19.95/8.00
VS	29.95/14.00
WAR GODS	19.95/8.00
WARCRAFT II	29.95/14.00
WARGAMES	34.95/16.00
WARGODS	19.95/8.00
WARHAMMER	29.95/14.00
WARHAMMER	
DARK OMEN	24.95/12.00
WARHAWK 2	34.95/16.00
WARRIORS OF FATE	34.95/16.00
WCW NITRO	24.95/10.00
WCW VS. WORLD	24.95/10.00
WCW VS. WORLD LIVE	34.95/20.00
WHEEL OF FORTUNE	34.95/16.00
WILD 9S	39.95/20.00
WILD ARMS	24.95/12.00
STRATEGY GUIDE	9.95/2.00
WING COMMANDER 3	24.95/12.00
WING COMMANDER 4	29.95/14.00
WIPEOUT XL	29.95/14.00
WORLD CUP '98	34.95/16.00
WORLD CUP GOLF	29.95/14.00
WORMS	29.95/14.00
WRECKING CREW	29.95/14.00
WWF ARCADE GAME	17.95/8.00
WWF IN YOUR HOUSE	17.95/8.00
WWF WARZONE	34.95/18.00
STRATEGY GUIDE	9.95/2.00
X GAMES PROBOARDER	34.95/16.00
X MEN CHILDREN ATOM	29.95/14.00
X MEN VS ST FIGHTER	29.95/14.00
XENO GEARS	34.95/16.00
STRATEY GUIDE	9.95/2.00

Call for Titles Not Listed

N64®

We Sell Used / We Buy	
1080 SNOWBOARDING	39.95/20.00
AERO GAUGE	39.95/20.00
AEROFIGHT. ASSAULT	34.95/16.00
AIRBOARDIN' USA	44.95/26.00
ALL STAR BASEBALL '99	39.95/20.00
ALL STAR TENNIS '99	39.95/20.00
BANJA KAZOOIE	39.95/18.00
BATTLE TANX	44.95/26.00
BIOFREAKS	39.95/20.00
BLAST CORPS	29.95/12.00
BODY HARVEST	39.95/20.00
BOMBERMAN 64	39.95/18.00
BOMBERMAN HERO	39.95/20.00
BUCK BUMBLE	44.95/26.00
BUST A MOVE II	39.95/20.00
BUST A MOVE III	44.95/25.00
CAESAR'S PALACE	49.95/28.00
CASTLEVANIA	49.95/28.00
CHAMELEON TWIST	29.95/12.00
CHARLIE BLAST CHALL.	34.95/15.00
CHOPPER ATTACK	34.95/16.00
CLAY FIGHTER 63 1/3	34.95/16.00
CONKER 64	44.95/26.00
CRUISIN USA	34.95/16.00
CRUISIN WORLD	39.95/24.00
DARK RIFT	29.95/12.00
DEADLY ARTS	34.95/14.00
DIDDY KONG RACING	39.95/20.00
DOOM 64	29.95/14.00
DOOM 64 ABSOLUTION	39.95/20.00
EARTHWORM JIM 3D	44.95/24.00
EXTREME G	34.95/16.00
EXTREME G 2	44.95/25.00
F ZERO	44.95/26.00
F1 WORLD GRAND PRIX	44.95/24.00
FIFA INTL SOCCER 64	29.95/12.00
FIFA ROAD TO THE	
WORLD CUP '98	44.95/22.00
FIFA '99	44.95/26.00
FIGHTER'S DESTINY	29.95/12.00
FIGHTING FORCE	44.95/26.00
FLYING DRAGON	44.95/24.00
FORSAKEN	39.95/22.00
FOX SPORTS HOOPS	44.95/24.00
GAME SHARK	
WITH INSTRUCTIONS	34.95/15.00
GEX ENTER THE GECKO	44.95/24.00
GLOVER	44.95/26.00
GOLDEN EYE 007	39.95/20.00
GOLDEN NUGGET	49.95/28.00
GT RACING	44.95/25.00
HEXEN	29.95/12.00
IGGY'S RECKIN' BALLS	44.95/24.00
INTL SUPERSTR SOC '98	39.95/20.00
JEOPARDY	39.95/18.00
KEN GRIFFEY JR B'BALL	34.95/16.00
KILLER INSTINCT GOLD	34.95/16.00
LAMBORGHINI 64	34.95/16.00
MACE THE DARK AGE	29.95/14.00
MADDEN 64	29.95/12.00
MADDEN '99	44.95/26.00
MARIO KART 64	34.95/18.00
MICRO MACHINES	44.95/24.00
MIKE PIAZZA'S	
STRIKE ZONE	34.95/14.00
MILO'S BOWL-O-RAMA	39.95/22.00
MISCHIEF MAKERS	29.95/12.00
MISSION IMPOSSIBLE	39.95/22.00
MK MYTHOLOGIES	39.95/18.00
MK TRILOGY	34.95/16.00
MORTAL KOMBAT 4	44.95/24.00
MULTI RACING CHAMP	34.95/16.00
MYSTICAL NINJA	39.95/22.00
NAGANO WINTER OLY.	39.95/18.00
NASCAR '99	44.95/25.00
NBA COURTSIDE	34.95/16.00
NBA HANGTIME	29.95/12.00
NBA IN THE ZONE '98	29.95/14.00
NBA JAM '99	49.95/28.00
NBA LIVE '99	49.95/28.00
NBA POWER FORWARD	49.95/24.00
NFL BLITZ	49.95/26.00
NFL Q-BACK CLUB '98	29.95/12.00
NFL Q-BACK CLUB '99	49.95/28.00
NHL '99	49.95/26.00
NHL BREAKAWAY '99	39.95/20.00
NIGHTMARE CREAT.	44.95/24.00
OFF ROAD CHALLENGE	39.95/20.00
OLYMPIC HOCKEY '98	29.95/12.00
PENNY RACERS	44.95/26.00
PILOTWINGS 64	39.95/20.00
QUAKE	39.95/20.00
QUAKE 2	44.95/26.00
QUEST 64	44.95/22.00
RALLY RACING	44.95/26.00
RAMPAGE WORLD TR	39.95/20.00
RAT ATTACK	44.95/24.00
ROADSTER '98	44.95/26.00
ROBOTRON 64	29.95/12.00
RUSH 2 EXTREME RAC.	39.95/22.00
RUSH AMERICA	44.95/24.00
SAN FRANCISCO RUSH	39.95/20.00
SCARS	44.95/24.00
SHADOWGATE 64	44.95/26.00
SILICON VALLEY	44.95/26.00
SNOWBOARD KIDS	29.95/12.00
SOUTH PARK	44.95/24.00
SPACE STATION	44.95/25.00
STAR FOX 64	
NO RUMBLE PAK	29.95/12.00
W/RUMBLE PAK	39.95/18.00
STAR WARS	
ROGUE SQUADRON	49.95/28.00
STAR WARS	
SHADOWS OF EMPIRE	29.95/14.00
SUPER MARIO 64	34.95/16.00
SUPERMAN 64	49.95/26.00
SURVIVOR DAY ONE	39.95/22.00
TETRISPHERE	39.95/18.00
TONIC TROUBLE	44.95/24.00
TOP GEAR RALLY	34.95/16.00
TOP GEAR OVERDRIVE	44.95/26.00
TUROK DINO HUNTER	34.95/16.00
TUROK 2 SEEDS EVIL	44.95/28.00
STRATEGY GUIDE	9.95/2.00
TWISTED EDGE	44.95/26.00
VIRTUAL CHESS	39.95/20.00
VR POOL 64	44.95/26.00
WAIALAE GOLF	44.95/25.00
WAR GODS	29.95/12.00
WAVE RACE 64	34.95/16.00
WAYNE GRETZKY	29.95/12.00
WAYNE GRETZKY '98	34.95/14.00
WCW VS NWO	34.95/15.00
WCW VS NWO	
REVENGE	49.95/28.00
WETRIX	39.95/20.00
WHEEL OF FORTUNE	39.95/20.00
WIPEOUT 64	44.95/26.00
WORLD CUP '98	44.95/22.00
WWF WARZONE	44.95/26.00
STRATEGY GUIDE	9.95/2.00
YOSHI'S STORY	34.95/18.00
SURVIVAL GUIDE	9.95/2.00
ZELDA	49.95/30.00
SURVIVAL GUIDE	9.95/2.00

Call for Titles Not Listed

CA$H for systems

The following are buyback prices only

Genesis	$10
Super Nintendo	$15
Saturn	$20
Sony PlayStation	
New Style (no RCA AV jacks)	$60
New Style w/Dual Shock	$75

The serial number can be found on the bottom of your PlayStation. If you have any questions about the serial number or how much you will receive for your PlayStation, please call BEFORE sending your system.

Nintendo 64	$70

Systems must include 1 Original Control Pad, AC Adapter and AV/RF Cable. Genesis systems must include CD connector cover. Defective systems will be returned at your expense ($10.00 minimum). $8.00 will be deducted for each missing or defective controller, AC adapter or AV/RF cable.

Call for Super Nintendo Saturn Genesis Games

No Boxes? No Instructions? No Problem!!!

We buy the following games without boxes or instructions. The following are prices for cartridge or disc only.

Nintendo 8 bit (cartridge only)*	$0.50
Game Boy (cartridge only)	$2.00
Game Gear (cartridge only)	$1.00
Genesis (cartridge only)	$1.00
Super Nintendo (cartridge only)	$3.00
Saturn (disc only)	$2.00
PlayStation (disc only)	$6.00
Nintendo 64 (cartridge only)	$10.00

* All Nintendo 8 bit games except Super Mario, Duck Hunt, Gyromite, Hogan's Alley and other zapper gun or power pad games.

The above prices do not apply to demo discs, special offer/limited packaged games (Virtua Fighter Remix, etc.) and games that were included with systems. Extra Nintendo 64/PlayStation boxes and instructions will be purchased for $.50 each. Send your Genesis, Super Nintendo, Nintendo 64, Saturn and PlayStation games without boxes or instructions to the address to the right.

New PlayStation Accessories

Game Shark	39.95
Game Shark Enhancement CD (req. Game Shark)	19.95
Sony Memory Card (1 Meg/15 Blocks)	15.95
Pelican 1 Meg Memory Card (15 Blocks)	9.95
Pelican 8 Meg Memory Card (120 Blocks)	17.95
Pelican 32 Meg Memory Card (480 Blocks)	24.95
Sony Control Pad	14.95
Sony Dual Shock Control Pad	24.95
Pelican Control Pad	9.95
Pelican Dual Jolt Analog Control Pad	19.95
Controller Extension Cable	7.95
Pelican Multi Player Adapter (Multitap)	26.95
Sony Multitap	34.95
Pelican Link Cable	14.95
S-Video/AV Cable	14.95
3rd Party RF Cable	12.95
Sony RF Cable	14.95
Pelican RF/AV 5 in 1 System Selector	19.95
Replacement AC Power Cord	7.95
Cooling Station (keeps PlayStation cool)	27.95
Game Booster (play Game Boy games on PlayStation)	39.95
WWF Champion (Cheat Card for WWF Warzone)	16.95

New Strategy Guides

Breath of Fire III Strategy Guide	14.95
Castlevania Survival Guide	12.95
Command & Conquer Retaliation Strategy Guide	12.95
Final Fantasy VII Survival Guide	12.95
Game Boy Survival Guide	9.95
Gran Turismo Strategy Guide	12.95
Metal Gear Solid Survival Guide	12.95
NFL Blitz Survival Guide	12.95
Ninja Strategy Guide	12.95
Nintendo 64 Survival Guide Vol 2	9.95
Parasite Eve Strategy Guide	12.95
PlayStation Survival Guide Volume 3	9.95
Pokemon Survival Guide	9.95
Super Mario 64 Survival Guide	12.95
Tekken 3 Strategy Guide	12.95
Tenchu Strategy Guide	12.95
Tomb Raider 3 Strategy Guide	12.95
Turok 2 Strategy Guide	12.95
Xeno Gears Strategy Guide	12.95
Warzone Official Strategy Guide	12.95
Zelda Ocarina of Time Survival Guide	12.95

Call for Used Strategy Guides

TO BUY

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the items you would like to order. To speed processing of your order, list an alternative for each title you are ordering.
2. Calculate the total for the games you wish to order, including shipping & handling charges ($8.00 for the first 1 or 2 games, $1.00 for each additional. Alaska, Hawaii, PR, VI, Guam, APO, FPO, PO Boxes add $5). Calif residents add 7.75% sales tax.
3. Allow an additional 21 days for personal checks to clear - send money order for fastest processing. Allow 40 days to receive orders placed with money orders and 60 days to receive orders placed with personal checks.
4. Send your order to the address below.

TO SELL

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the games/systems with the buy back prices you are selling.
2. If you would like to purchase games with the money or credit received, list the titles you would like to order on the same piece of paper.
3. Pack your games, all paperwork and any coupons in a box. Send the box to the address below by UPS or registered mail. Be sure to include the 'Dept #' on the outside of your package. Packages not addressed to the Dept # below or received after the date listed below will be issued our current catalog prices.
4. You will normally receive your check within 7-12 business days after we receive your package.

Send your Games/Systems/Orders to:

BRE Software
Dept. GR12
352 W. Bedford Ave, Suite 104
Fresno, CA 93711

Online Specials / Secure Online Ordering / New Releases & More

www.BRESoftware.com

FREE 56K Modem Drawing Monthly

Titles in *ITALICS* are newer and may or may not be available, please call for availability. All PlayStation games must include box, jewel case, instructions, and any hint books/maps that were included with the game, we will deduct $1.00 for broken CD jewel cases. For N64 games, we will deduct $3.00 for each missing/damaged box, $3.00 for each missing/damaged instruction book and $2.00 for each missing cardboard insert. PlayStation games without box or instructions will be purchased at the "No Box/No Instructions" price above. Games not in resellable condition or with evidence of rental store stickers will be returned at your expense ($6.00 minimum). All games are used, include a 90 DAY WARRANTY and are subject to availability. We reserve the right to refuse any sale or purchase. Allow 40 days to receive orders placed with money orders and 60 days to receive orders placed with personal checks. No refunds/exchanges on opened games. Add $8.00 S&H for the first 1 or 2 games and $1.00 for each additional. Alaska/Hawaii/PR/Guam/VI/APO/PO Boxes add $5.00. Calif. Res.add 7.75% tax. We do not ship outside the US. Prices are for mail order only and based on 1 copy per title, to buy or sell in quantity, contact our wholesale dept. Limit of 1 game per title accepted without proof of purchase. If we do not receive your package by 12/31/98 or your game titles are not listed in this ad, you will be paid from our current catalog. To receive prices in this ad you must include the 'Dept. #' from this ad on the OUTSIDE of your package. If you are unclear about any of our policies, procedures or prices, please call. Individual titles are trademarks of their respective companies. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Super Nintendo, Nintendo 64 and N64 are registered trademark sof Nintendo of America Inc.

JAPAN VIDEO GAMES

YOUR #1 SOURCE OF AMERICAN AND JAPANESE VIDEO GAMES

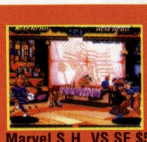
SEGA SATURN

IMPORT

Capcom Gen.vol 1~4
Pia Carrot 2
Falcom Classic II
Lunar 2
Steam Heart
Grandia
Sakura War 2
Evangelion S.G.F.
Cotton Boomerang
Langrissier 5
S. Robot War F Final
Striker 1945 II
Sega Ages Galaxy Force 2
Super Advanture Rockman
Evangelion 2nd Impression

4 IN 1 Action Replay Plus $29

Saturn converter $20


Marvel S.H. VS SF $54

Pocket Fighter $49

Shining Force 3 II $49

King Of Fighter Col. $59

Dracula X $39

Samurai Col. $ 49

Capcom Gen. Vol 2 $49

X-Men vs SF $49

Vampire Savior $49

Shining Force 3 III $49

Deep Fear $54

Guardian Force $39

F. Pro Wrestling $35

Radiant Silver Gun $54

Real Bout F.F.Col $49

DBZ Legend $39

Image Fight $39

PlayStation

Dragon Ball Z Legend $39

DBZ GT $39 (import)

DBZ U.B. 22 $39

New JPN Pro Wrestling 3 $59

IMPORT

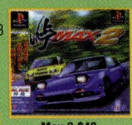
Brave Fencer Musashiden
King of Fighter Kyo
Puzzle Bobble 4
Capcom Gen. vol 1~4
Beat Mania
Destrega
Advanced V. G. 2
Armed Fighter
R-Type Δ
Max 2
Do Don Pachi
SD Gundam G Generation
Star Ocean 2nd Story
Godzilla
Final Fantasy 5
Final Fantasy 8
R4-Ridge Racer 4
Exodusguilty
Kitty the Kool
Vampire Savior Ex Ed.

U.S.

Thrill Kill
WCW/ NWO Live
Rally Cross 2
Twisted Metal 3
Tomb Raider 3
Knockout Kings
Dark Stalker 3
NBA Shootout 99
Crash Bandicoot 3
Brave Fencer
Bushido Blade 2
NBA Live 99

Guilty gear $54

Capcom Gen. vol.2 $54

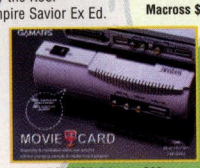

Max 2 $49

Macross $39

King Of Fighters 97 $49

Gunbarl $49

Choro Q Marine Boat $39



PSX VCD Adaptor $69

Saga Frontier $19(Import)

NINTENDO64

IMPORT

Star Soldier
Pokemon Stadium
Powerful Baseball 5
Simcity 2000
Augusta Golf 98
Tamagotchi World
Puyo Puyo Sun 64
Doraemon
Wonder Project J2
Famista 64
F-Zero X

U.S.

Earthworm Jim 3D
South Park
Rogue Squadron
Zelda 64
NBA Jam 99
Turok 2
Wipe Out 64
Rush 2
Twisted Edge
WCW/NWO Revenge

Pokemon Stadium $59

Please call for any titles not listed above.

Now you can play import N64 games on U.S. N64 system with N64 converter $15

Virtual Pro Wrestling 64 $54

Super Robot Spirits $65

Sumo 64 $59

Brave Spirits $29

Super B-Daman $49

Dreamcast

Please call for Prices

Dream Cast

Virtua Memory System (P.D.A) Available Now

New Releases

Sonic Adventure
Virtua Fighter 3
Sega Rally 2
Pen Pen Dry Ice Ron
Seventh Cross
D2
Godzilla Generation
July
Blue Stinger
Monster Breed
Elemental Gimmick Gear
War Turb

Final Fantasy 7 Action Figures Set: $25
(Cloud, Tifa, Aerith, Barrett set of 4)
Vincent, Sephiroth $15/ea.

8" Macross Action Figure (vol 1~12) $19/ Ea
8" Evangelion Action Figure $19/ Ea
3" Rockman Action Figure $15/ Ea

NEO GEO

NEO GEO CART/CD

Fatal Fury Real Bout Special 2
Blazing Star
Metal Slug 2
Last Blade
King Of Fighters 98

NEO GEO Pocket

Pocket King of Fighter R-1
Pocket Chess
Pocket Tennis
Pocket Neo Geo Cup'98
Pocket Baseball Stars

ROMANCING SAGA 3 $39

SFC/SNES CONVERTER $15

Sailor Moon
Dragon Ballz
Yu Yu Hakusho 2
Bomberman 5
Rockman & Forte

SECRET OF MANA 3 $59

RANMA 1/2 $39

Sailor Moon Action Figures

2" Sailor Cute $ 8/ Ea
5" Petit Soldier $ 13/ Ea
11" Sailor Doll $ 22/ Ea
2" Castle set $13/ Set
3" Pachi Cute $ 8/ Ea

DBZ Super Battle Collection Action Figures Volume, 1-38 Price From $12 or up.

VOL.37

WE ALSO CARRY POSTERS, NOVELTIES, WALL SCROLLS, AND GAME MUSIC CDS

ORDER HOT LINE:
626-281-9282

DEALER & WHOLESALERS WELCOME

710-1 W. Las Tunas, San Gabriel, CA 91776 • Fax: 626-458-6845

COD DISCOVER VISA MasterCard

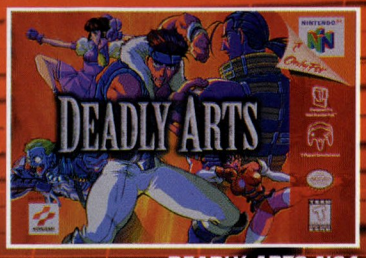
W.I.T. DISTRIBUTORS

YOUR #1 VIDEO GAME DISTRIBUTOR

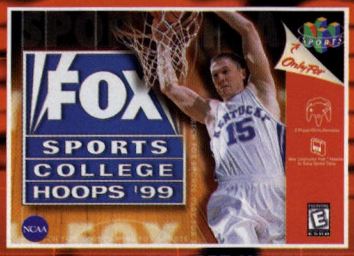
FAX US YOUR NEEDS * PRE-BOOKS
NEW RELEASES * JAPANESE IMPORTS

METAL GEAR SOLID PSX
BY KONAMI

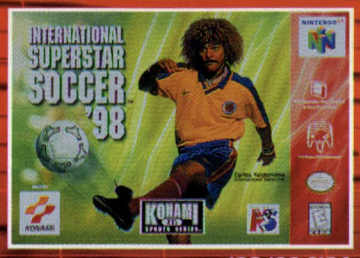
CONTRA PSX
BY KONAMI



DEADLY ARTS N64
BY KONAMI



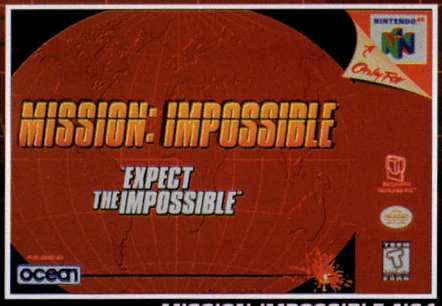
COLLEGE HOOPS '99
BY FOX INTERACTIVE



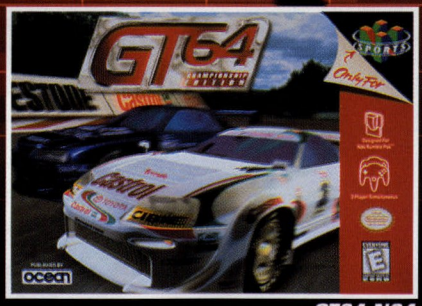
ISS '98 N64
BY KONAMI

FAST SAME-DAY SHIPPING OUR SPECIALTY

UPS · FedEx Federal Express · DHL



MISSION IMPOSSIBLE N64
BY OCEAN



GT64 N64
BY OCEAN

RUSH 2 N64
BY MIDWAY

W.I.T. DISTRIBUTORS 1998

FAX (305) 507-0852

DREAMCAST COMING SOON! CALL NOW TO RESERVE YOUR ORDER:

1-305-507-4588

EMAIL: SALES@WITGAMES.COM CARLO@WITGAMES.COM

PLAYSTATION

DREAMCAST

NINTENDO 64

W.I.T. DISTRIBUTORS
8280 NW 27th STREET, SUITE 515
MIAMI, FL 33122

Raise your sales and profits with our low prices, quick service and extensive inventory.
Just minutes away from the Miami International Airport • All Rights Reserved.
Any and all character names are trademarks of their respective companies.

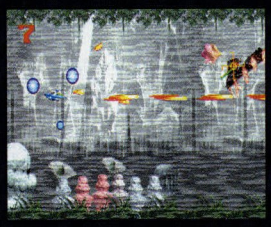
ThunderForce V

Let Gamers' Republic help you win $10,000! Use our continuing strategy guide to master Thunderforce V on PlayStation, brought to you courtesy of Working Designs. Look for a new level every month.

Stage Two

The second stage of Thunderforce V gets you out of the ocean and back onto dry land. Remember to configure your controls to Direct mode. You don't have the time to waste switching through weapons.

Shoot the first Craw powerup and take out the first three guys from top to bottom, grabbing the Craw once near the bottom of the screen (01). Blast your way through the mass of targets that presents itself. Once you've done this, move towards the middle of the screen and use your Back Shot to explode the nasty rear enders who pop in at the left side of the screen (02). Watch out for those bullets! Resume position on the left and eliminate the small enemies before diving down into the foliage. Keep your eyes peeled here for a 1-up hidden within the trees - just keep shooting and look through the gaps in the foliage. Once through, stay up and all the way left in anticipation of the big runner who leaps onto scene. It looks like he'll hit you, but just stay left, and as he's doing the monkey-bar routine through the tree tops, blast him with an over-charged Twin Shot for as long as you can (03). He'll drop down and a few more standard shots should finish him off. Grab the Wave weapon. Next, you'll encounter the first group of hanging sacks. For the most part, avoid wasting your time shooting these down. Zip through the green-laser-dropping pods and grab your next Craw (04). Head for the bottom of the screen and use an over-charged blast to take out the gas jets before quickly moving up to take out the next wave of enemies. When you see the Danger warning from behind, switch to Back Shot for the rear enders (05). Next, take out the small machines on the ground before blasting the top laser droppers with a powered-up shot (06). Stay high and take out the snake above the jets (07). Go low and take out the machine before the next snake comes from the rear (08). Destroy it and zoom through the next two groups of laser pods. After another snake, take out the big group of laser pods. Stay back and use the Wave for the green enemies who pop up (09). Then, stay low and take out the worm with your Twin Shot (10). For the boss, judicious use of over-charged weapons is in order. When he charges, just rise and attack from the other side (11,12). Don't miss the two Craws.



WORKING DESIGNS

Babbage's

software etc

SPAZ

gamers' Republic

Prizes:

Grand Prize (1): $10,000

First Prizes (5): $500 Software, Etc./ Babbage's Gift Certificate

Runner up Prizes (25): One Year Subscription to *Gamers' Republic*

Entry Deadline: February 15, 1999

The top six qualified finalists and a guest for each will be invited to Redding, CA all expense paid from any point in the continental United States or Canada. Finalists will then compete in a playoff competition for the Grand Prize. After the competition, Runner-ups will claim the five (5) First Prizes.

To Enter:

Send a legible photograph or a video tape showing the final status summary screen from the Single-Player Normal Mode of the PlayStation® game *ThunderForce V*, along with a 3x5 card or paper containing your name, address, age, and phone number to:

ThunderForce VTM Contest c/o SPAZ, 18135 Clear Creek Road, Redding, CA 96001.

Hot New & Upcoming Titles

Import Saturn Titles

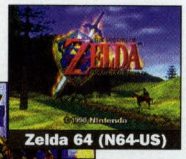
Capcom Generations 4
Marvel Superheroes vs. St. Fighter
Falcom Classic 2
Rox
Densha de Go: EX
Strikers 1945 II
Sega Ages 2
Sakura Wars 3

Marvel Superheroes vs. St. Fighter (SAT-J)

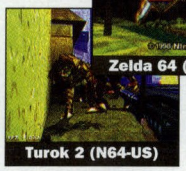
Also available;
Sega Dream Cast
Call for Price & Games

US N64 Titles

Airboardin' USA
Bust-a-move 3
Earthworm Jim 3
Fifa 99
Starshot
VR Pool 64
Golden Nugget
Magic Tetris Challenge
Micro Machines
Milo's Astro Lanes
NBA Live 99
NBA Jam 99
Star Wars: Rogue Squardon
Superman 64
Top Gear Overdrive
Wipeout 64
Zelda 64
Rush 2
Tonic Trouble
Turok 2



Zelda 64 (N64-US)


Turok 2 (N64-US)

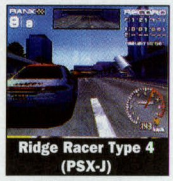
US PlayStation Titles

Akuji the Heartless
Army Men 3D
Clock Tower 2
Contract
Destraga (PSX-US)
Earthworm Jim 3
Fifa 99
Bushido Blade 2
Invasion from Beyond
Messiah
Quake 2
Silhouette Mirage
Tigerwoods 99
Uprising X
WCW/NWO Thunder
Xenogears
Colony Wars Vengeance
Crashed Bandicoot:Warped
Brave Fencer Masashi
Bust-a-grove
SF 2 Collection
Dark Stalkers 3
Guilty gear
Lunar: Silver Star Story
Monster Speed
Odd World 2
Psybadek
Tombraider 3
Apocalypse

Tombraider 3(PSX-US)

Destraga (PSX-US)

For Limited Time
parappa Fig. avail.


Ridge Racer Type 4 (PSX-J)

Import PlayStation Titles

Fighting Eyes
Chocobo 2
Soundarms
Monster Collection
Tales of Phantasia
Suikoden 2
Mitsumet Knight R
Slayers Wonder
R Type 4
Macross VF-x2
Exodus Guilty
Ridge Racer Type 4

Blowout Games

PlayStation

Crash II	$19.99
Tekken II	$19.99
Castlevania	$19.99
Contra	$19.99
Re Evil Dir Cut (Dual shock)	$19.99
One	$19.99
Twist Metal II	$19.99
Dynasty Warrior	$19.99
Megaman 8	$19.99
Road Rash	$19.99
Odd World	$19.99
Wipe Out XL	$19.99
Area 51	$19.99

Price shown does not include **shipping & handling charges**

www.gexpress.com

All our inventories are now online with thousands of pictures and descriptions.
You simply won't regret visiting us on Internet!

General questions answered on:
info@gexpress.com

GAME EXPRESS INC

Direct all Inquires & Payments to the GE Headquarters at: 126 W. 32nd St., New York, NY 10001
Tel. 212-290-0031 Fax. 212-290-0432 **OVER 2500 TITLES IN STOCK, LOWEST PRICES**

Orders 212-290-0031

Showrooms: 167 Glen Cove Rd., Carle Place, NY 11514 Tel.516-248-4911 / 163-18 Jamaica Ave., Queens, NY 11432 Tel.718-739-5045 / 2537 Decatur Ave., Bronx, NY 10458 Tel.718-295-4886 / 534 86th St., Brooklyn, NY 11209 / 32-59 Steinway St., Astoria, NY 11103 / 1464 Rockaway Pkwy., Brooklyn, NY 11236 / 136-04 Northern Boulevard, Flushing, NY 11354

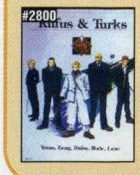
Price and availability are subject to change without notice. We accept all major credit cards, Money Orders and C.O.D. Allow 14 business days for shipping when paying by personal check. All sales are final, we will only replace defective items with the same title. Game Express Inc. is not responsible for misprint. NY residents add 8.25% sales tax to your order. All tradenames/trademarks are the properties of their respective owners.

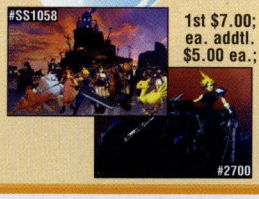
Action Figures v.1-7 as low as $9.99 + up. Bandai,s last limited run. This will be absolute last time you can get your hands on this great collectable figures.
F.F.VII H.G. Keychains 14 Characters, 3" Tall; $9.99 each.
F.F.VII Wall Scrolls $19.99 ea.
F.F.VII Playing Card Deck $6.99 ea.
F.F.VII H.G. Playing Card Deck $9.99 ea.
Xenogear Memorial Album $39.99

#4

FINAL FANTASY VII

Posters: All 7 different characters & more.


#2800



1st $7.00; ea. addtl. $5.00 ea.;

Sailormoon
11" Dolls #1-9 $29.99 & up.
Chibimoon Super 8" Doll
Sailormoon Super 11" Doll
Petite Figures v.1-10 $14.99 ea. & up.
Keychains Sailorstar 6 pc.$19.99
Sailormoon Playing Card Deck $6.99 ea.
Music CDs $19.99 ea.

#6

Sailormoon Posters
1st $7.00; ea. addtl. $5.00 ea.

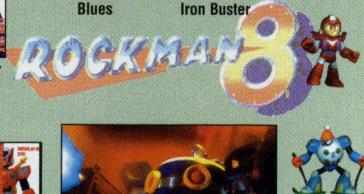
SUPER BATTLE COLLECTION

ACTION FIGURES $14.99 + up
DBZ Super Battle Collection v.1-27
DBGT Super Battle Collection v.28-39
NEW! v.37, v.38 & v.39
Japan Animation $14.99; ea. tape contains a min of 3 episodes. **New!** Rebirth ep. 29-31 & Namek ep.32-34

Dragon Ball Z Posters

S.S.Vegeta 8" Cold Cast Collector,s Figure at $29.99

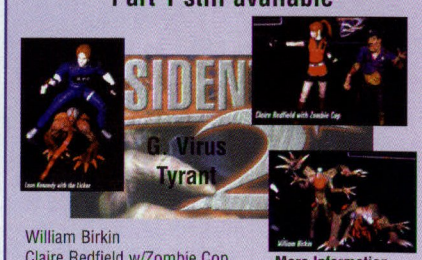
Mega(Rock)man Figures
*Assembly required



Ride Armor

Rockman 12pc. Key Chains $29.99

Resident Evil Part 2 Action Figures
Part 1 still available



William Birkin
Claire Redfield w/Zombie Cop
Leon Kennedy with the Licker

More Information Coming Soon

coming next month

the dawn of a new era

:LOGIN INITIALIZED
:BEGIN TRANSMISSION

As we put the finishing touches on the December issue, it is already evident that the January *Gamers' Republic* is going to be an event-filled issue as well. While in Japan at the Sega New Challenge Conference 2 and Tokyo Game Show Fall '98, we gathered a wealth of exciting information on Sega's Dreamcast and NAOMI as well as new PlayStation games like *Saga Frontier 2*, Sony's new *Legaia Densetsu*, Namco's *R4*, Wolfteam's *Cybernetic Empire* (yes, they're back!), Square's *Final Fantasy VIII*, and Konami's *Suikoden 2*. We'll bring you coverage of *Winback*, *Hybrid Heaven* and *Evangelion* for the Nintendo 64 as well.

Also, as we usher in a new Sega generation with the Dreamcast, so will we say goodbye with our review of the final Saturn release in the U.S. – Working Design's beautiful *Magic Knight Rayearth*, which came in just as we whisked this edition off to press.

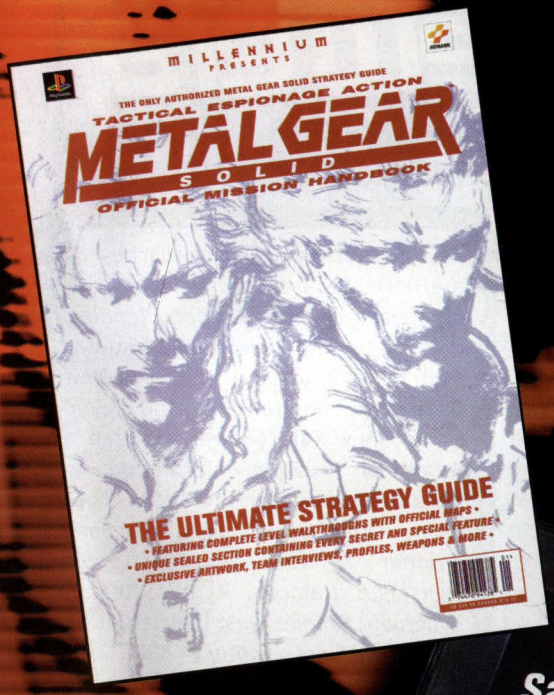
We'll also be bringing you an in-depth report on Shiny's PC game of infinite possibility, *Messiah*, and a review of the first full-blown accelerated platformer for the PC, UbiSoft's *Tonic Trouble*. We look forward to seeing you back here next month. Until then...

:REPUBLIC OUT
:TRANSMISSION COMPLETE
:LOGOUT

ISSUE 7:
STREET DATE:
DECEMBER 15, 1998

Presenting the **Ultimate** and only **Official** Guide
to the video gaming event of the year!
Beware of incomplete imitations!

"By far the best strategy guide out there."
– metalgear.net



Sample our special Metal Gear Solid handbook
at www.gamersrepublic.com/mgs

Gain a tactical advantage with essential gear for extreme espionage action!

ON SALE NOW! CALL 1-800-691-7886 TO ORDER!

NOW AVAILABLE... NOW AVAILABLE... NOW AVAILABLE... NOW AVAILABLE...

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

OFFICIAL MISSION HANDBOOK

THE ONLY GUIDE TO FEATURE:

- A PREFACE WRITTEN BY HIDEO KOJIMA, CREATOR OF METAL GEAR SOLID!
- EXTENSIVE BACKGROUND NOTES! UNBEATABLE VR TRAINING TIMES!
- TRAINING SECTIONS COVERING BASIC GAME CONTROL AND MARKSMANSHIP!
- PROFILES FOR ALL CHARACTERS, ENEMIES AND BOSSES!
- EXTENSIVE WEAPONS TESTING OF ALL AVAILABLE ORDINANCE!
- FULLY COMPREHENSIVE LEVEL WALKTHROUGHS WITH OFFICIAL FULL COLOR MAPS, ITEMS AND ENEMY TAKEDOWN TACTICS!
- A SPECIAL "SEALED" SECTION WITH FINAL BOSS STRATEGIES, ALL SECRETS, CODES AND ENDINGS!
- HIDDEN CAMERA PHOTOS! WE SHOW YOU HOW TO TAKE PICTURES... FARTHER!

YOU WANT MORE?

- INTERVIEWS WITH SEVEN MEMBERS OF THE METAL GEAR SOLID DEVELOPMENT TEAM, INCLUDING HIDEO KOJIMA, CREATOR OF METAL GEAR SOLID!
- MASSES OF OFFICIAL ARTWORK!
- COMPARISONS BETWEEN THE JAPANESE AND AMERICAN GAMES!
- A COMPLETE HISTORY OF THE METAL GEAR GAMES!

EXTRA ADDED BONUSES INCLUDE:

- THOUSANDS OF HIGH-RES SCREENSHOTS OF THE HIGHEST QUALITY!
- FULL COLOR, 170+ PAGES BIG, AND PRINTED ON GLOSSY, QUALITY PAPER!
- THE ONLY GUIDE AUTHORIZED AND APPROVED BY KONAMI!
- THE ONLY GUIDE BASED ON THE FINAL AMERICAN VERSION OF THE GAME!
- SOLID, RELIABLE AND 100% ACCURATE!

WARNING! SOME GUIDES MAY CLAIM TO BE "PERFECT," BUT ONLY ONE FEATURES ALL SECRETS AND A COMPLETE WALKTHROUGH TO THE AMERICAN VERSION OF THE GAME!

ON SALE NOW!
AVAILABLE WHERE ALL GOOD BOOKS ARE SOLD.

MILLENNIUM BOOKS – CREATING ONLY OFFICIAL STRATEGY GUIDES WITH THE EMPHASIS FIRMLY ON QUALITY, INTEGRITY AND SATISFACTION.

Buck Bumble

BEE PREPARED

The Herd is attacking and exterminating Earth's native insects! Only Buck Bumble, the most advanced fighting bee ever and the baddest bee in the hive, can save the day. Use Buck's cybernetic implants and stockade of deadly weapons to unmask the power behind The Herd!

- Put the sting on Attack Wasps and Killapillas in 20 unearthly environments
- Complete 360° freedom of movement in a totally real-time 3D environment
- Feel the buzz with Rumble Pak™ play
- Multiplayer deathmatches

EVERYONE E CONTENT RATED BY ESRB

NINTENDO 64

ARGONAUT SOFTWARE LTD

www.ubisoft.com

Ubi Soft ENTERTAINMENT

©1998 Argonaut Software Ltd. All Rights Reserved. Published by Ubi Soft Entertainment. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc.