

# Gamers' Republic

COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

SPECIAL! 24 PAGE  
DC LAUNCH

GAMING'S

## TREASURE

THE EXCLUSIVE  
FIRST LOOK AT THEIR  
NEW N64 AND PS GAMES, PLUS  
SILHOUETTE MIRAGE AND A REVEALING  
INTERVIEW WITH PRESIDENT  
MASATO MAEGAWA!

### • QUAKE 3

GR GOES ONE ON ONE WITH THE  
GAME'S CREATORS AT ID!

### • DINO CRISIS

LET THE ZOMBIES REST IN PIECES  
NEW TARGET ACQUIRED!

### • EVANGELION

AN ANIME FAN'S DREAM  
COME TRUE FOR THE N64...  
BUT WILL IT COME HERE?

FEAR FACTOR, JET MOTO 3, WIPEOUT 3, WINBACK, DK 64  
DUKE NUKEM ZERO HOUR, SKATE OR DIE, JET FORCE GEMINI

XENA



THOUSAND ARMS



RAKUGAKI SHOWTIME



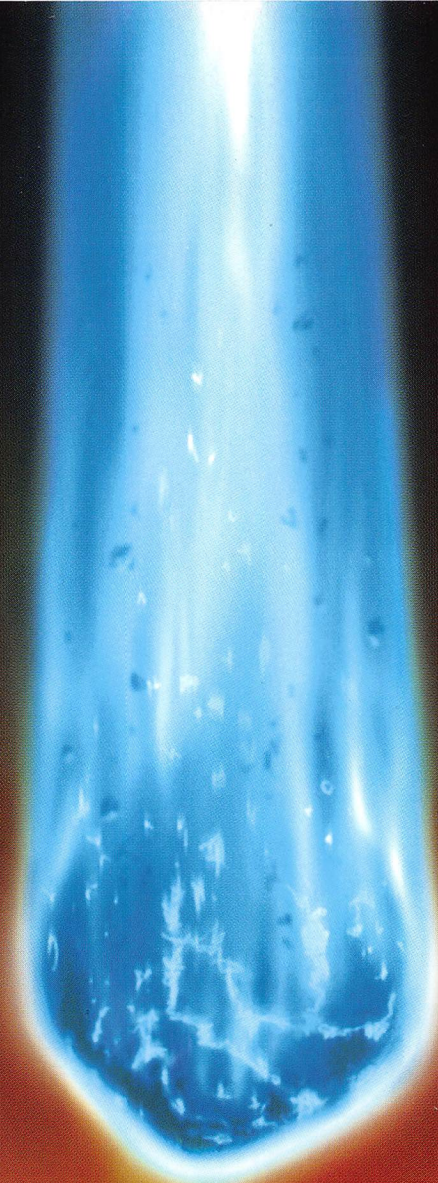
• AN INTERVIEW WITH JESPER KYD • DOLPHIN INFO • ACTION FIGURES  
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Sega Dreamcast



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# **gamers'** **Republic** **MANIFESTO**

Let the breathing begin... The official list has been handed down, and as expected, the DC launch, which is now just weeks away, is going to be the biggest and best video game console launch to date in terms of available software. Decision 9-9-99 is as follows: Sonic Adventure, CART Racing, NFL 2000, The House of the Dead 2, Soul Calibur, Ready 2 Rumble, Hydro Thunder, MK Gold, NFL Blitz 2000, TrickStyle, Power Stone, Marvel vs. Capcom, TNN Motorsports Hardcore Heat, Blue Stinger, Monaco GP, Airforce Delta, KOF Dream Match '99, Armada, and Tokyo Xtreme Racer. A great list for sure, although there are some surprising no-shows, most notably Expendable and Street Fighter Alpha 3, but I'm sure they'll be along shortly. It does make sense to hold some titles back with this many available on day one. What's even more shocking than 19 titles being available at launch, however, is that there are some 30 more scheduled to hit during the ensuing six to eight month period, including at least two epic RPGs: Shenmue and Climax Landers! You can check out the whole lot of them in our 24 page DC launch special beginning on page 20. And that's only the beginning! This month's cover story surprised even us. It is both an honor and a privilege to bring you the US exclusive on both of Treasure's amazing new console games! So have at it, and thanks for picking us up.

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Number of editors sparked with Hot Wheels track... I... we think...

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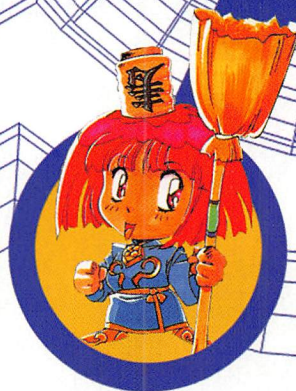
# GR VOL. 2, ISSUE # 4 GAMERS' REPUBLIC

TRANSCONTINENTAL GAMING GUIDE  
A MILLENNIUM PROJECT



## DREAMCAST LAUNCH.20

With over fifty titles scheduled to hit within six months of the Dreamcast's 9-9-99 release date, Sega is on track to orchestrate the most successful system launch in console gaming history...



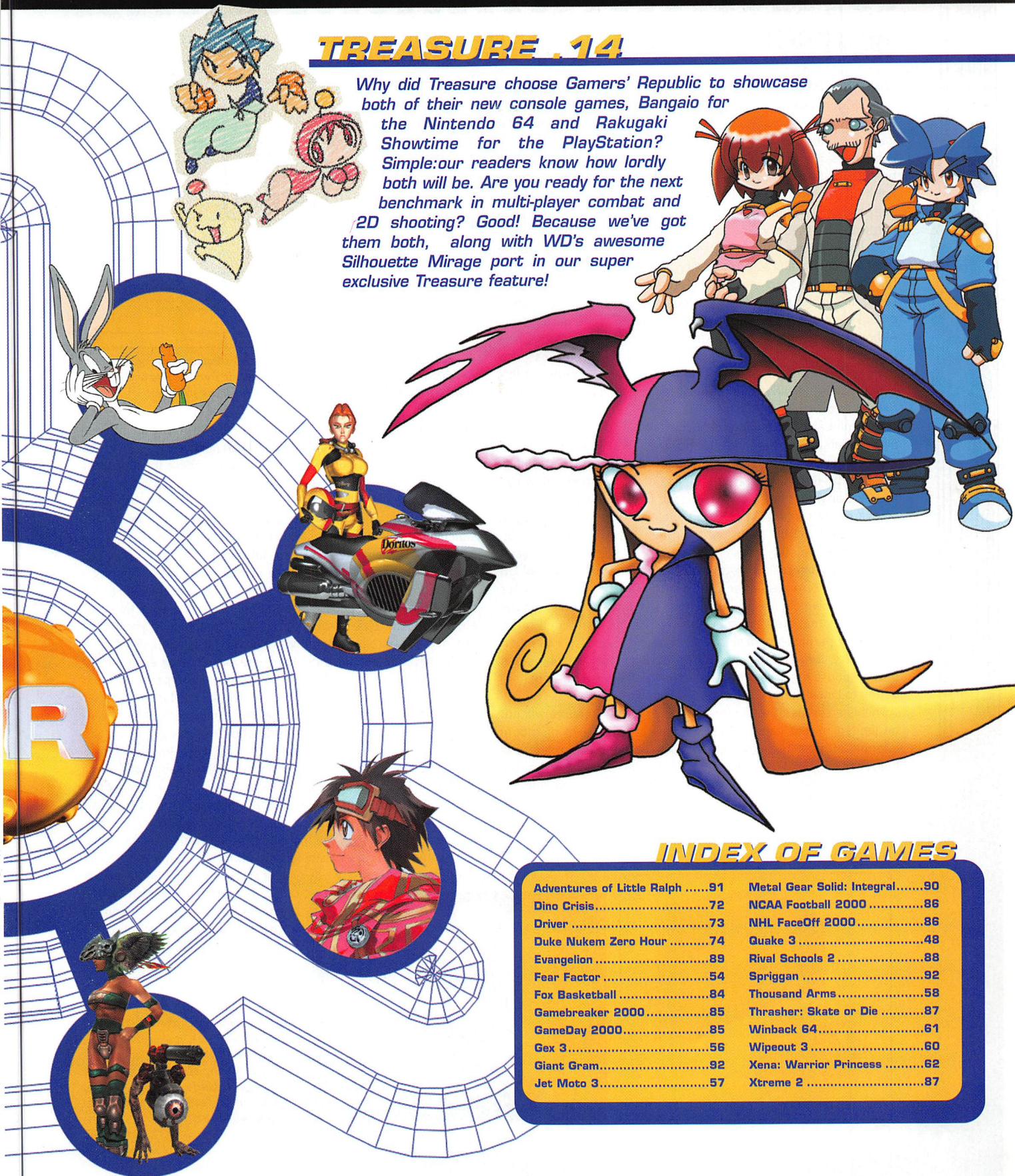
## DUKE NUKEM FOREVER.74

Duke's second outing on the Nintendo 64 not only pushes the ratings envelope, but it's one helluva' action adventure, with vast, complex areas to explore, tons of secrets and one cool sniper rifle. Travel back in time and make some bacon baby! Read all about it on page 74!

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## TREASURE .14

Why did Treasure choose Gamers' Republic to showcase both of their new console games, Bangaio for the Nintendo 64 and Rakugaki Showtime for the PlayStation? Simple: our readers know how lordly both will be. Are you ready for the next benchmark in multi-player combat and 2D shooting? Good! Because we've got them both, along with WD's awesome Silhouette Mirage port in our super exclusive Treasure feature!



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# frontlines

## NINTENDO PLANS TO CAST ITS NET

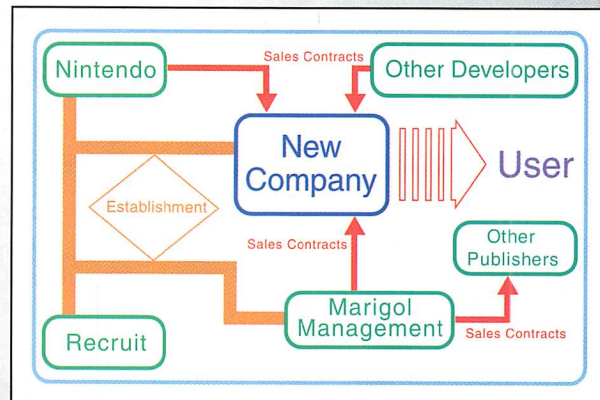
### Nintendo unveils its plan for the Network of the Future

In mid-June, a new business venture was announced by Nintendo and Recruit – causing a shockwave of interest to spread across the gaming world. The new plan, set up by both premiere Japanese companies, has yet to be formally named, but it was established to prepare for a new era of network services. Tentatively called “Enter-net,” this amalgamation of a game company and a network company will provide network services using the 64DD N64 expansion hardware. It’s the very first time such a venture has been attempted in Japan’s game industry. Interestingly enough, even though the company is planning to provide services that center around the 64DD, it is not directly managed by Nintendo. The company has been set up in such a way that any business decisions will not be compromised by the prowess of one of the giants in the partnership. Although it seems inevitable for many multimedia companies (including game companies) to get into the network business, one thing is clear: the establishment of a co-operative venture of this magnitude is indicative of a whole new game industry practice that has yet to be explored in Japan.

The company will provide new content not only for games but also for interactive purposes. Mario Artist, a graphic design program and one of the three scheduled launch titles for 64DD, will be released on December 1st. In the case of Mario Artist, users can post any artwork that they have created (using the 64DD browsing software) to a server so that other people can check out their style. This concept will be taken much further, however, as users can download completely new environments, characters, and secret options for games. This way, you can continue to enjoy cool DD games like F-Zero even when you’ve beaten all the original courses simply by downloading new data via the company’s server. Moreover, games that are still in development can be distributed safely for testing purposes. And since this service is based on a membership policy, it is an efficient way of receiving and tracking direct user response regarding the development of a game (a similar situation to Linux’ current software development).

This is a co-operative venture, however, so the services will not be limited to just games. The company also plans to distribute information that has mass appeal, with an important interactive flair. For example, if users want to know the forecast of a horse race (based on odds), he or she can download the data regarding the race and run a full simulation of it using the game Derby Stallion with complete audio and visual representation on 64DD. The new company is also planning to offer digital publishing by combining audio and visuals into an attractive multimedia format. By exploit-

ing this easily

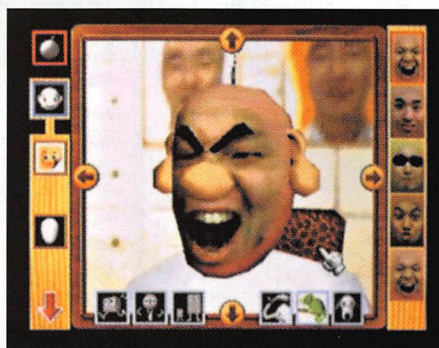


*The new company is being set up in such a way that no single outside force can dominate its direction, and yet it can benefit from the size and strength of the partners involved. A highly efficient business structure.*

attainable function, the company is planning to create an interesting feature for the Sydney Olympic Games next year.

In addition to creating a basic format to run these functions, the company plans to license the technology services to other information providers. The information providers may be important media sources such as newspapers or publishing houses, but smaller, individual providers will be able to acquire the services as well. Basically, anyone can be an information provider. How can this be possible? Well, take horse racing for example: offering a simulation of a particular race isn't unheard of, but providing real-time audio and visual representation is a very attractive new dimension. This type of synergy is a common theme in the company's overall strategy. According to Recruit, "It is relatively easy to realize such a plan, since the hardware and network environment is one and the same – unlike the PC world in which performance is based on the specifications of each individual machine."

By the time you read this article, more information will be surfacing at the Nintendo Space World show regarding the venture. However, the future plans revealed thus far definitely seem ambitious and intelligent. In fact, the company has already asked Sega to develop new VMS peripherals that come with extra memory and a headphone jack to be used for downloading full MP3 music tracks. Although it appears dubious that this new VMS will be compatible with the 64DD, the incredible strength of these two companies and their clear business plan promise enormous potential throughout the industry. The type of service they intend to provide could eventually break into the realm of other consoles, ushering in a cohesive new digital entertainment era.



*(Left) The infamous, rarely seen 64DD expansion hardware. It seems the delay was well worth it, now that Nintendo has chosen a healthy direction for the system. (Right) Mario Paint in action. Upload the fantastic Wakamatsu face cramp for all to see!*

## YOU CAN TUNA FISH; BUT CAN YOU NAB 3 DOLPHINS?

### Nintendo formally announces their next-gen machine

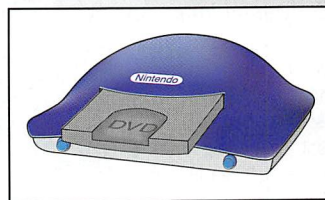
On May 12th, Nintendo held a press conference regarding their next generation console, currently named Dolphin. With no hardware or technology demos in sight, this was merely the formal announcement from Nintendo that they have a concept for their next machine. The most interesting revelation was that there will be three different versions of the Dolphin hardware itself.

First of all, the planned media for Dolphin is to be a DVD-ROM holding at least 4.7 GB of data. Secondly, there will be a simultaneous worldwide release for Dolphin. According to NCL President Hiroshi Yamauchi, "We will be able to release simultaneously in all major territories as long as the launch titles are ready by the end of 2000." Thirdly, there are to be three different iterations of the console. One version, obviously, will be from Nintendo, and rumors are circulating that this stripped-down, game-only machine could cost as little as \$100. This version of the Dolphin will not have the capability to play music CDs or DVDs. The other version of the system will come from Matsushita under the Panasonic brand and will play

music CDs and DVDs in addition to Dolphin games. This more expensive console will compete directly with Sony's DVD-capable PS2. The final version of the Dolphin, tentatively called the X-21, is more of a "set-top" box that can be used for future multimedia services. The manufacturer of this Dolphin variant has not yet been disclosed.

According to Yamauchi, "In-house development has already begun for Dolphin, and by the end of this year, we will start distributing development tools to third parties."

Recent rumblings from Square indicate that they are very interested in developing for Dolphin. If this is the case, and Nintendo can actually pull off launching a PS2-level machine for under \$150, the sky's the limit. However, don't expect Nintendo's new console to debut anytime before 2001.



## THE GAME OF BIG BUSINESS

### Game industry expected to grow at a rate of 18% next year

At a game industry conference held in Minneapolis, Minnesota, Reuters conducted a survey involving numerous game producers and developers regarding the future prospects of the interactive game industry. According to the report, the growth rate of the game software market is expected to be 18% in fiscal 1999, which will bring the total amount of revenue to roughly \$114 billion. Many of those surveyed expected the game market to actually shrink by 2000 or 2001 when Sony's PS2 is released. This is none too surprising when one remembers that each successive generation of home consoles since the NES has sold less and less units. Also, they expect that it will take a year or two to have a healthy growth rate again after the release of PS2. It is interesting to note that most of those who were surveyed also thought that PS2 would overwhelm Nintendo and Sega's next generation consoles. But keep in mind that Americans are sometimes unpredictable consumers and the latest hardware race is in its infancy.

### DOLPHIN SPECS

(Preliminary and subject to change)

Main CPU:	IBM custom processor at 400 MHz (Power PC architecture expansion) 0.18 micron copper technology
Graphics Chip:	Full Custom System LSI at 200 MHz (Co-developed with ArtX). 0.18 Micron DRAM Process
Memory Unit BandWidth:	3.2GB/sec.

## SHAPES OF THINGS TO COME...

### Peripheral dreams commencing...

InterAct is set to compete with MadCatz, Agetec, and Sega's own official peripherals with a complete line-up of Dreamcast accessories of their own. InterAct's gear consists of a standard pad, the AstroPad, (available in black, blue, green, and red), a cool looking shiny alloy arcade stick, the Quantam Fighter, a shapely fighting pad with easy to reach six-button configuration, the StarFire Light-Blaster, for pulverizing the undead, and the

Radius Racing pad, a very interesting looking racing controller. We can't wait to try 'em all out and give you a performance evaluation on each. InterAct also have a/v cables, controller extensions, a fishing rod, an RFU adapter, S-video cable, and a VMU! All of InterAct's releases look solid, but, as usual, the true test will be the hands on go around.



## HOORAY FOR HOLLYWOOD... VIDEO!

*Hollywood Video and Sega combine for a grand event...*

On July 15th, Hollywood Video's publicity machine scored an assist for Sega's Dreamcast by hyping up the Dreamcast early-rental promotion. In LA, the event was announced over the radio airwaves of KROQ, the top alternative rock station in the area. The KROQ plug drew hundreds of folks to Wilshire Blvd for the chance to be the first to rent a Dreamcast.

For the non-gamer, however, the real draw were the stars in attendance and the promise of free stuff. The luscious Jenny McCarthy was set to attend, but she failed to show. In her place we witnessed a low-key Downtown Julie Brown making her way around the store signing T-shirts for fans, Paula Trickey from Pacific Blue, and Natalie Raitano from VIP. Other celebs were on hand too, like Travis Knight of the LA



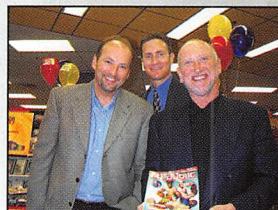
Lakers and Verne Troyer ("Mini-Me" from Austin Powers).

The main event consisted of a random drawing to win a US Dreamcast, and a Sonic Adventure tournament which involved collecting the most rings in the first level. Presiding over the festivities were Bernie Stolar (SoA COO/CEO), Peter Moore (Head of Marketing), and Kazuka-san from Sega of Japan.

Reached for comment, an excited Stolar replied, "We decided to do something like this a long, long time ago, so it's been a long time getting here. We believe we want to do things outside of the box, in a way it's never been done before...so this is the start of that - this is the first time a system's



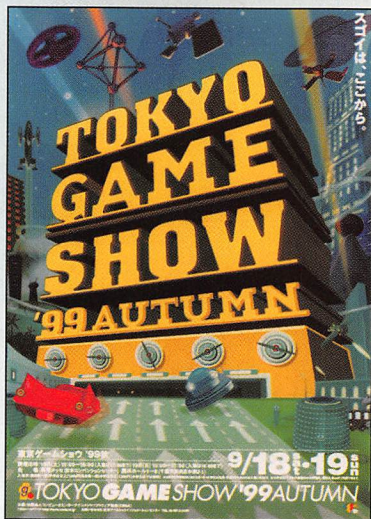
(Top) VIP's Natalie Raitano checks out GR as the crowds file through. (Bottom) SOA execs pose for GR cameras, flashing proud smiles. Peter & Bernie enjoyed the event!



## PLAYING GAMES IN TOKYO

*Tokyo Game Show slated for September 17-19, 1999*

The Computer Entertainment Software Association (CESA) announced that the Tokyo Game Show (the biggest game show in Japan) would be held from September 17-19. The famous TGS has been held six times thus far; each event a massive gathering of visitors and developers, but this fall show will be the smallest one ever (in terms of the numbers of exhibitors). As of today, only 67 companies are planning to display their latest titles and wares at the show, compared to the 82 companies that set up



shop at the last TGS. According to Mr. Kitagami (the Director of Konami and executive chairman of TGS), "Now software developers have entered a transitional period where they have to revise their software development schedule in light of the imminent arrival of next generation consoles like the PS2 and Dolphin." Also, he mentioned that there are various negative aspects to holding a show at this time of the year. On a positive note, as the number of signed-on exhibitors decreases, the space for each exhibitor has in turn vastly increased. This has created a very desirable scenario for the companies displaying products. "There is absolutely no sign that enthusiasm to be at the show has decreased as a result," said Mr. Kitagami. As per the norm, only Sony and Sega will be on hand to represent the 'big three' at TGS, while Nintendo will most likely exhibit little or nothing at all. The theme of TGS Fall '99 is "Super advancement begins now: Network and Communication," and the main visual mascot for the show has been changed from Ferreta to a typographical image (as shown). We are planning to have dedicated correspondents on hand this year so look forward to massive GR reports.

been launched in the rental environment prior to a launch, so for us we believe we're doing the things we said we would do - which is different, unusual, smart, and a little bit more edgy, and I believe that's what we've accomplished today."

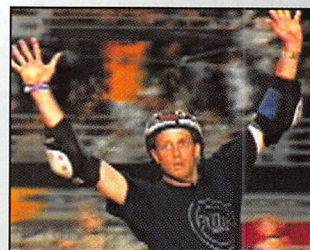
Peter Moore was just as pumped up about the event. "It's great. I mean, there isn't a better place than Hollywood Video to do this type of thing. They're aggressive with their video game marketing and this says it all: Sega Dreamcast, everywhere you look, and we're delighted."

We would have to agree. The vibe was hot and positive, and the stars (especially a gamer like Verne Troyer) seemed to be genuinely happy to check out the Sonic Adventure kiosks. It's offbeat, street-level events such as this one that are going to take the Dreamcast to the top of consumers' minds and hopefully to a competitive position in the video game marketplace.

## X GAMES V HITS SF

*Gamers' Republic covered the action live!*

The X-Games V was held on Piers 30 and 32 in San Francisco June 27th through July 5th and we were there to catch the Vert Skateboarding preliminary, compliments of Activision. The energy surrounding the event was amazing and watching these guys cradle the ramp was incredible. Needless to say, Tony Hawk graced us in his final run with a flawless string of tricks earning a score of 92.5, enough to place 1st. After the evening's events came to a close, Activision held a small get-together and the man himself (Tony) showed up and hung out throughout the night. He talked a bit about the game he is helping create and even schooled one of the games' programmers during a two-player competition. Afterward, he and the rest of us talked, relaxed and naturally... played some more games. Check back next month for extensive coverage on what we saw, a talk we had with Tony, and what we learned from Neversoft, the developers creating his game.





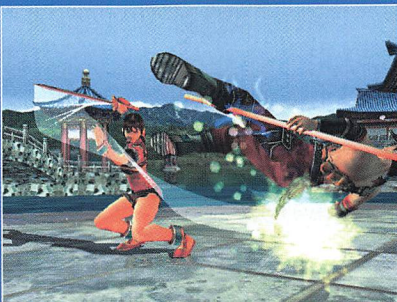
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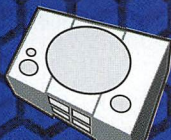
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## top ten selling playstation titles

\*RANKED ON UNITS SOLD JUNE 1999



- |                       |                 |                                |       |
|-----------------------|-----------------|--------------------------------|-------|
| 1. LUNAR: SILVER STAR | WORKING DESIGNS | 6. NEED FOR SPEED: High Stakes | EA    |
| 2. RIDGE RACER TYPE 4 | NAMCO           | 7. MLB 2000                    | 989   |
| 3. SYPHON FILTER      | 989             | 8. BLOODY ROAR 2               | 3DO   |
| 4. WWF WARZONE        | ACCLAIM         | 9. NAMCO MUSEUM VOL. 1         | NAMCO |
| 5. TRIPLE PLAY 2000   | EA              | 10. NAMCO MUSEUM VOL. 3        | NAMCO |

## top ten selling nintendos4 titles

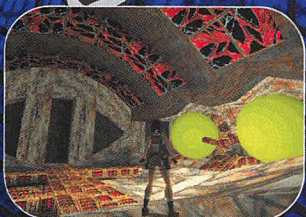
\*RANKED ON UNITS SOLD JUNE 1999

- |                         |          |                           |            |
|-------------------------|----------|---------------------------|------------|
| 1. SW EPISODE 1: RACER  | NINTENDO | 6. A BUG'S LIFE           | ACTIVISION |
| 2. SUPER SMASH BROTHERS | NINTENDO | 7. GRIFFEY JR SLUGFEST    | NINTENDO   |
| 3. SUPERMAN             | TITUS    | 8. ZELDA: OCARINA OF TIME | NINTENDO   |
| 4. MARIO PARTY          | NINTENDO | 9. SW: ROGUE SQUADRON     | NINTENDO   |
| 5. GOLDENEYE 007        | NINTENDO | 10. MARIO KART 64         | NINTENDO   |



## top ten selling saturn titles

\*RANKED ON UNITS SOLD JUNE 1999



- |                    |       |                           |        |
|--------------------|-------|---------------------------|--------|
| 1. TOMB RAIDER     | EIDOS | 6. GRID RUNNER            | VIACOM |
| 2. NHL '97         | EA    | 7. CROC: LEGEND OF GOBBOS | FOX    |
| 3. NBA LIVE '98    | EA    | 8. SONIC R                | SEGA   |
| 4. FIGHTING VIPERS | SEGA  | 9. SPACE HULK: VENGEANCE  | EA     |
| 5. VIRTUA COP 2    | SEGA  | 10. NBA ACTION '98        | SEGA   |

## top ten selling pc titles

\*RANKED ON UNITS SOLD JUNE 1999

- |                             |            |                                |            |
|-----------------------------|------------|--------------------------------|------------|
| 1. STAR WARS EPISODE 1      | LUCASARTS  | 6. SIM CITY 3000               | MAXIS      |
| 2. BALDUR'S GATE: Tales     | INTERPLAY  | 7. CIVILIZATION: CALL TO POWER | ACTIVISION |
| 3. SW EPISODE 1: RACER      | LUCASARTS  | 8. BALDUR'S GATE               | INTERPLAY  |
| 4. ROLLER COASTER TYCOON    | MICROPROSE | 9. HALF-LIFE                   | SIERRA     |
| 5. CABELA'S Big Game Hunter | HEADGAMES  | 10. 40 Games for Windows       | EXPERT     |



## top ten overall console

\*RANKED ON UNITS SOLD JUNE 1999

- |                            |          |                           |          |
|----------------------------|----------|---------------------------|----------|
| 1. SW EPISODE 1: Racer-N64 | NINTENDO | 6. SUPER MARIO BROS DX-GB | NINTENDO |
| 2. POKÉMON BLUE-GB         | NINTENDO | 7. SUPERMAN-N64           | TITUS    |
| 3. POKÉMON RED-GB          | NINTENDO | 8. RIDGE RACER TYPE 4-PS  | NAMCO    |
| 4. SUPER SMASH BROS-N64    | NINTENDO | 9. SYPHON FILTER-PS       | 989      |
| 5. LUNAR: SILVER STAR-PSX  | WD       | 10. WWF WARZONE-PS        | ACCLAIM  |



## world republic top ten games



## Japan

- |                            |    |                            |     |
|----------------------------|----|----------------------------|-----|
| 1. PERSONA 2: Innocent Sin | PS | 6. MGS: Integral           | PS  |
| 2. SHUTOKOU BATTLE         | DC | 7. GRANDIA                 | PS  |
| 3. KING OF FIGHTERS: Dream | DC | 8. PRIVATE JUSTICE ACADEMY | PS  |
| 4. GIANT GRAM              | DC | 9. MARIO GOLF 64           | N64 |
| 5. SARUGETCHU              | PS | 10. FIRE PRO WRESTLING G   | PS  |

\* FROM JUNE 21 ~ JUNE 27 1999

## United Kingdom

- |                           |       |                        |        |
|---------------------------|-------|------------------------|--------|
| 1. DRIVER                 | PS    | 6. DUNGEON KEEPER 2    | PC     |
| 2. V-RALLY 2              | PS/PC | 7. SW EPISODE 1: Racer | N64/PC |
| 3. GRAN TURISMO: Platinum | PS    | 8. METAL GEAR SOLID    | PS     |
| 4. FA MANAGER             | PS    | 9. TOMB RAIDER 3       | PS     |
| 5. ALIENS VS. PREDATOR    | PC    | 10. BRIAN LARA CRICKET | PS/PC  |

\*WEEK OF 7/3/99

## gamers' republic top ten games

\*BASED ON GAMES PLAYED THROUGH JULY 13, 1999



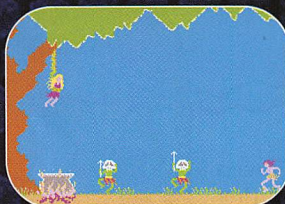
d. halverson



- |                       |     |
|-----------------------|-----|
| 1. THOUSAND ARMS      | PS  |
| 2. FINAL FANTASY VIII | PS  |
| 3. SILHOUETTE MIRAGE  | PS  |
| 4. SPROCKET           | DC  |
| 5. RAKUGAKI SHOWTIME  | PS  |
| 6. EXPENDABLE         | DC  |
| 7. BUGGY HEAT         | DC  |
| 8. TONIC TROUBLE      | N64 |
| 9. WINBACK 64         | N64 |
| 10. EVANGELION 64     | N64 |



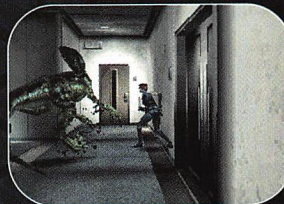
t. stratton



- |                          |        |
|--------------------------|--------|
| 1. JUNGLE KING           | ARCADE |
| 2. WORLD SERIES BASEBALL | SS     |
| 3. GRAN TURISMO          | PS     |
| 4. MUHAMMED ALI BOXING   | SG     |
| 5. RALLY CROSS           | PS     |
| 6. LAKERS vs CELTICS     | SG     |
| 7. NHL '94               | SG     |
| 8. AXELAY                | SNES   |
| 9. EQUINOX               | SNES   |
| 10. SILENT HILL          | PS     |



b. siechter



- |                       |     |
|-----------------------|-----|
| 1. DINO CRISIS        | PS  |
| 2. SF ZERO 3          | DC  |
| 3. EXPENDABLE         | DC  |
| 4. WIPEOUT 3          | PS  |
| 5. SOUL CALIBUR       | DC  |
| 6. RESIDENT EVIL 2    | PS  |
| 7. TOKYO XTREME RACER | DC  |
| 8. NEW TETRIS         | N64 |
| 9. TARZAN             | PS  |
| 10. DYNAMITE DEKA 2   | DC  |



e. sear



- |                        |      |
|------------------------|------|
| 1. POKÉMON PINBALL     | GBC  |
| 2. SURVIVAL KIDS       | GBC  |
| 3. GRAN TURISMO        | PS   |
| 4. TARZAN              | GBC  |
| 5. ACE COMBAT 3        | PS   |
| 6. SUPER MARIO BROS DX | GBC  |
| 7. SW EPISODE 1: Racer | N64  |
| 8. SYPHON FILTER       | PS   |
| 9. KING OF FIGHTERS R2 | NGPC |
| 10. MEDIEVIL           | PS   |



m. hobbs



- |                           |    |
|---------------------------|----|
| 1. DINO CRISIS            | PS |
| 2. SONIC ADVENTURE        | DC |
| 3. SEGA RALLY 2           | DC |
| 4. POWER STONE            | DC |
| 5. RAKUGAKI SHOWTIME      | PS |
| 6. TOKYO XTREME RACER     | DC |
| 7. MGS: INTEGRAL (import) | PS |
| 8. WIPEOUT 3              | PS |
| 9. HOUSE OF THE DEAD 2    | DC |
| 10. BUGGY HEAT            | DC |



pooch



- |                     |        |
|---------------------|--------|
| 1. GOLDENEYE 007    | N64    |
| 2. READY 2 RUMBLE   | DC     |
| 3. MARIO GOLF       | N64    |
| 4. TIME CRISIS 2    | ARCADE |
| 5. BLUE STINGER     | DC     |
| 6. SYPHON FILTER    | PS     |
| 7. SUPER SMASH BROS | N64    |
| 8. POKÉMON SNAP     | N64    |
| 9. APE ESCAPE       | PS     |
| 10. TARZAN          | PS     |



s. mosquera



- |                            |      |
|----------------------------|------|
| 1. TRICK STYLE             | DC   |
| 2. WIPEOUT 3               | PS   |
| 3. TENNIS POCKET COLOR     | NGPC |
| 4. NEO GEO CUP '98         | NGPC |
| 5. READY 2 RUMBLE          | DC   |
| 6. CLOCKWORK KNIGHT 2      | SS   |
| 7. CLOCKWORK KNIGHT        | SS   |
| 8. GIANT GRAM              | DC   |
| 9. METAL SLUG: 1st mission | NGPC |
| 10. EVE BURST ERROR        | PC   |



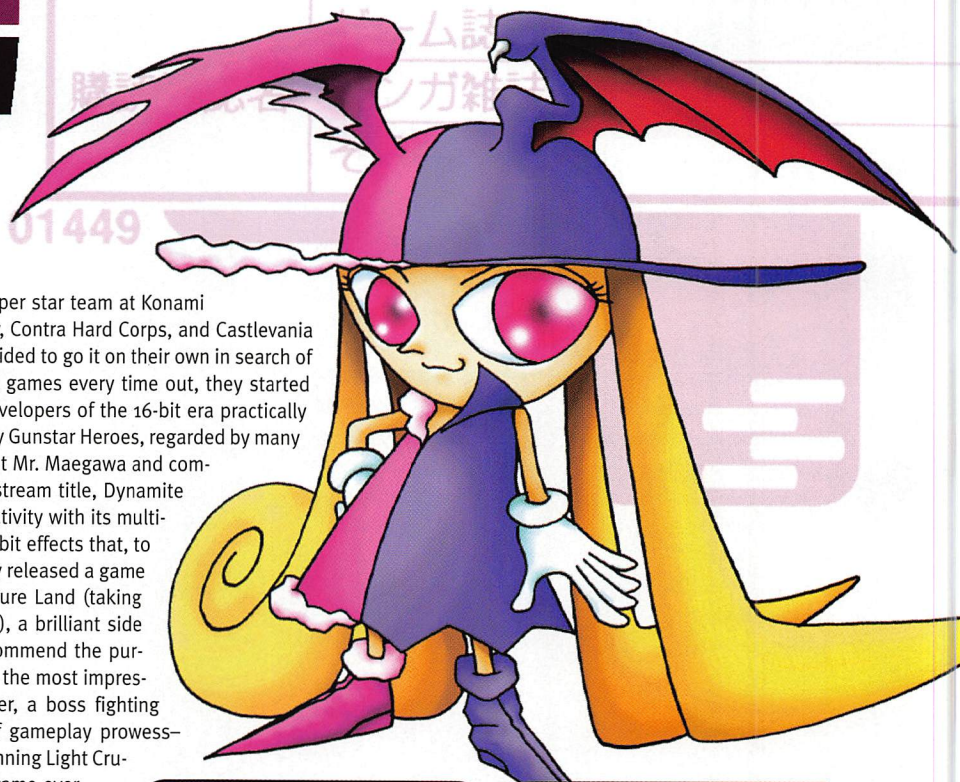
m. griffin



- |                       |    |
|-----------------------|----|
| 1. RAKUGAKI SHOWTIME  | PS |
| 2. EVERQUEST          | PC |
| 3. SONIC ADVENTURE    | DC |
| 4. POWER STONE        | DC |
| 5. SOUL CALIBUR       | DC |
| 6. GRANDIA            | PS |
| 7. TOKYO XTREME RACER | DC |
| 8. SEGA RALLY 2       | DC |
| 9. DRIVER             | PS |
| 10. EVOLUTION         | DC |

# 株式会社 TREASURE

Treasure was formed back in 1992 when the super star team at Konami responsible for such legendary titles as *Axelay*, *Contra Hard Corps*, and *Castlevania IV* became fed up with making sequels and decided to go it on their own in search of creative freedom. Bent on creating new and original games every time out, they started Treasure and became one of the most celebrated developers of the 16-bit era practically overnight, with their first Genesis game, the legendary *Gunstar Heroes*, regarded by many as one of the best games ever created to this day. But Mr. Maegawa and company were only getting started... Their second mainstream title, *Dynamite Headdy*, was a testament to play mechanics and creativity with its multi-headed marionette star, as well as a showcase of 16-bit effects that, to this day, have never been duplicated. In between they released a game for McDonalds Japan, strangely enough, titled *Treasure Land* (taking on the project for the obvious financial implications), a brilliant side scroller. If you ever get the chance, we strongly recommend the purchase; it's a real retro find. Since, they have released the most impressive 16-bit fighter ever, *Yu Yu Hakusho—Alien Soldier*, a boss fighting game which can be considered the ultimate test of gameplay prowess—their own brand of isometric RPG, the peculiar yet stunning *Light Crusader—Guardian Heroes*, arguably the finest Saturn game ever created, and again, one of the best games of all time—*Yuke Yuke Troublemakers* (known in these parts as *Mischief Makers*), the pinnacle of 2D gaming on the N64, and one of my all time favorite games, and *Radiant Silvergun*, probably the best shooter of all time. Most recently, Treasure have been busy creating the games before you, shown here for the very first time in a US publication: *Rakuga-kiki Showtime* and *Bangaio*. How is it that one of the greatest developers in the world is not a household name? That's an easy one. Treasure never, ever, sell out. They could have made a living on any number of previous efforts producing sequels. But their motto is that they do it as well as it can be done the first time, and so they are constantly re-inventing themselves. Not so great for the pocket book, but for their own peace of mind and gamers everywhere, well, a treasure indeed.



*Ahhh, feast your eyes on the splendor of Treasure's artistic mastery and vivid imagination. Silhouette Mirage takes you to another place while you're playing. It may be populated by gigantic flying fish with doll heads and masked limo drivers, but it's a good place to be.*

# SILHOUETTE MIRAGE

*The 2D sensation that never found a home on the US Saturn finally arrives... PlayStation fans with a hunger for 2D are about to receive a treasure...*

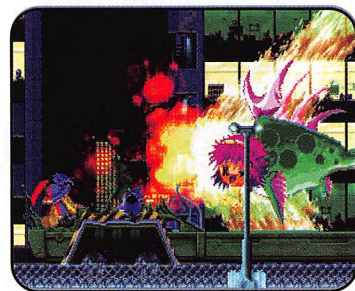
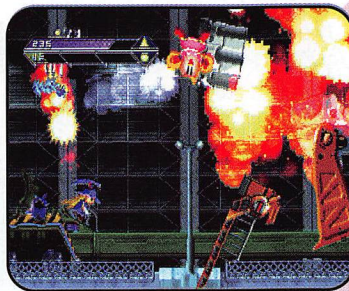
As is their forté, after completing Guardian Heroes, Treasure made a dramatic turn, introducing next an unconventional-looking game that seemed to star a funny little witch, at first. No one knew what to make of Silhouette Mirage when the first shots appeared in the Japanese press... A small dual-colored witch with a winged hat, enemy characters with monstrously long noses, and creepy little dolls and pumpkinheads running around, not to mention a really big fish with a human head... what did it all mean? Well, it turns out Shyna is not a witch at all, but rather a program designed to become the Messenger of Justice, a safeguard to the "Edo" system. Should the system ever fail, bringing chaos to the world, her mission would be to find and repair the source of the failure. The game takes place when she is re-activated after an Edo accident results in a genetic mutation which divides the world's inhabitants into two classes: Silhouette and Mirage. Both are controlled by Hal, as are the perverse enemies that attack Shyna throughout the game. Shyna is soon joined by Mose (a Hal creation who turns to Shyna when Hal's henchman Zofal insults him) who will create the transport Nexus, which Shyna uses as shortcuts to each era, within which we are privy to some of the most ingenious 2D gameplay ever devised.

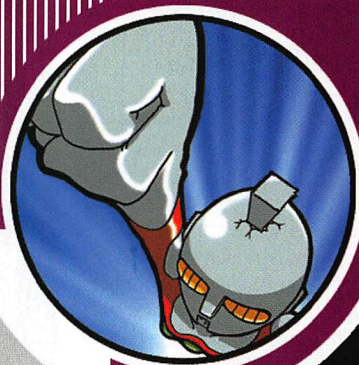
To destroy a Silhouette you must use a Mirage shot or like-colored reflector shield, and vice versa for Mirages. Mirages appear as emotionless dolls, but lift up their skirts to reveal hollow bodies which expel

bombs and a punching arm. Underneath their creepy doll disguises, they're actually hideous looking mutations. Silhouettes are little freaks who throw exploding copies of their jack o' lantern heads. What they are underneath appears to be wiener-like. Let's just leave it at that.

In between you'll meet all manner of perverse Hal monstrosities such as Dorteia, a brain-dead, half doll/half fish giant floral freak who spouts killer tentacles both Silhouette and Mirage. The best weapon for doing in all of these nasties, especially now that your weapon energy depletes in seconds, is the Grattoni, a constant beam that depletes the enemy steadily of their energy. In the original game, as Shyna (or Sil as she was called originally) bought new, more powerful weapons, their force became increasingly stronger. The Grattoni beam, for instance, which begins pencil thin, became a beam as wide as Shyna herself – a brilliant glowing death ray. In an effort to make the game more difficult, WD have seen fit to have the weapons drain rapidly, resulting in longer and more intense grapples with the tricky bosses in the game.

CONTINUED ON PAGE 124 ▶



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# BANGAIO

*The creators of the finest overhead shooter of all time turn their sights sideways  
Treasure's sophomore N64 endeavor attempts to redefine a genre once again*

After producing arguably the best overhead shooter of all time in Radiant Silvergun, Treasure have turned their uncommonly skilled eye toward the side-scrolling genre in their second N64 effort, Bangaio. As expected from Treasure, this latest endeavor is about as different as one can imagine from Radiant Silvergun, trading the polygonal, mechanical feel of that shooter for a far more whimsical and almost comedic take on the genre.

What Treasure were most interested in accomplishing visually with Bangaio was not the typical, wholesale manipulation of polygons, but rather a new level of frenetic intensity by throwing literally hundreds of missiles and bullets around on-screen. One look at the screenshots reveals some measure of success with this concept as swarms of projectile trails can be seen blossoming from Bangaio, your mech and vessel of destruction. Expect absolute 2D madness on a machine designed almost expressly to handle polygons.

Treasure, though known for maximizing whatever hardware they're working on, have earned their reputation as master game developers by always filling their games with fresh ideas, and Bangaio should prove to be no different. For instance, you aren't awarded power-ups by simply destroying enemies. As you explode missiles sequentially and in greater and greater numbers, items appear and your level of firepower increases. In classic Treasure tradition, there is a gamplay concept within something as

basic as powering up.

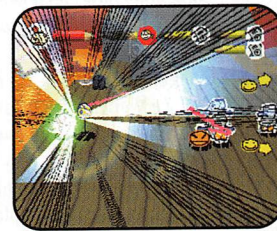
In a time when the majority of developers are content merely delivering on people's expectations, Treasure shine like a jewel in a sea of mediocrity and complacency, with Bangaio set to no doubt continue their tradition of excellence. Dedicated gamers can look forward to a Japanese release this September, with an American debut from a currently unknown publisher hopefully not far behind.



*Treasure were more interested in expressing a great number of projectiles and objects on screen as opposed to cutting-edge polygon manipulation.*



# RAKUGAKI SHOWTIME



*Treasure surprise us again with mad graphic style and original characters*  
***Multiplayer fighting is rarely this precise, strange, or wickedly intense...***

Without perfectly intuitive, immeasurably tight gameplay, a title is worth very little. Treasure games have provided amazing gameplay time and time again, constantly displaying the tightest, most creative and original action play-mechanics in the genre. Sadly, despite delivering pristine gameplay in each of their games, Treasure have yet to receive the universal praise and exposure they rightfully deserve. With Rakugaki Showtime, their first original PS title, they finally have a massive audience to appeal to. This 4-player action fighter is yet another reason to appreciate the Treasure standard of mind-numbingly refined gameplay.

Everybody freaks over the weird paper cut-out style of Rakugaki Showtime at first. This reaction is expected; the unorthodox character design choice is definitely unique. I was surprised myself, but when I discovered that RS was a Poy Poy/Smash Bros.-style multiplayer action fighter, graphic design suddenly took a backseat to incredible gameplay possibilities. With Treasure at the helm of this multiplayer PS fighting game, the collision and control are near perfect, the "hook" play-mechanics (like the bombs in a Bomberman game) are perfectly balanced, while the speed, damage, and flow feel as though they've been play-tested for years. It's just pure, multiplayer (or crazed CPU) action and fun. And before you know it, the strange cutout style is doing the

trick, as each character demonstrates a ton of personality, and the simple, flat-shaded backgrounds become endearing and freaky little arenas to contain the outstanding chaos.

Rakugaki (meaning graffiti, or scribble) Showtime is a world drawn by God Hand. In this hand-drawn existence, heroes Yukio, Sasami, Petan, and Tsubohachi attempt to fend off the attacks of Big Daddy and his crew of nasty cohorts. This comedic fighter is all about throwing stuff at your opponents, in the vein of Poy Poy, but far more immediate and intense. The environments manifest bombs, huge missiles, mines, and boulders for you to launch into enemies or destroy backgrounds. Each of these items can be thrown using homing attacks, powerful direct attacks, or projectile-type attacks that yield specific explosions. For example, the standard blue bomb can home in with a curve, exploding with average damage, it can fly straight and low for decent impact-only damage, or it can be launched slowly with a special effect (in this case, a black hole). You can choose which type of attack to employ during the split-second before releasing a projectile, so strategic combinations of different attacks can be used to great effect. For example, you can lay down a black hole to freeze an opponent, follow it up with a special

CONTINUED ON PAGE 124 ►



# an interview with MASATO MAEGAWA

founder and president, treasure

**GR: How many original members of the Treasure team are still at the company?**

Maegawa: Most of them actually, about ten people.

**GR: How are the team members divided up between projects? Specifically, how were they divided up between Bangaio, your new side-scrolling N64 shooter, and Rakugaki Showtime, your first original PS effort?**

Maegawa: Including the sound engineers and outside creators, about ten people are working on Bangaio and 14 on Rakugaki Showtime. But for Rakugaki Showtime, the FMV scenes were sourced outside of the company.

**GR: For your first original PlayStation game, Rakugaki Showtime, how much work went into getting the PS to do what you wanted? Did you encounter any interesting difficulties?**

Maegawa: Oh, boy... we had difficulties, of course. Actually, we went through many hardships. Rakugaki Showtime was created after much trial and error. With the homing system concept, which was conceived during the initial planning period, I think we have succeeded in what we

wanted to do. Thanks to the system, players can freely move around in the 3D environment and engage in attacking without feeling any stress or jittering.

**GR: How did the original ideas for Rakugaki and Bangaio come about?**

Maegawa: They begin based on initial ideas from each director. Then, after that, all the people on each team come up with and share ideas.

**GR: The exaggerated pixels of Rakugaki produce a very unique and almost classic look. Is this your idea, Mr. Maegawa? Do you think that people will understand your intentions here?**

Maegawa: No, No... It's not my idea. It's the idea of Director Kikuchi. Of course, we want users to like the idea, but there are many elements that should be refined, which we'll deal with in future development.

**GR: Will Rakugaki Showtime be released in the US?**

Maegawa: I'd love for it to be, but we have not yet decided who we are going to sell the rights to.

**GR: Will Bangaio be a one or two player game? Is the game going to play anything like Forgotten Worlds?**

Maegawa: It is a one-player game only that is difficult to compare with any other game.

**GR: Radiant Silvergun introduced many new ideas into the overhead shooter genre, such as the innovative weapons system and boss percentage counters. What new ideas are you exploring in the side-scrolling Bangaio?**

Maegawa: The best point of the game is its diverse visual effects—a large amount of missiles all over the screen, along with scattering sequential explosions. Regarding the game system, we've incorporated a 20-times counter and items that are awarded by succeeding in completing sequential explosions. An all-direction bomb, in which players get more offensive power as they

encounter more enemy bombs or missiles, we feel is also a good idea.

**GR: Sounds great! Moving on, why was development on Gun Beat for Sega's Naomi board halted?**

Maegawa: Mmm...Sorry, I cannot answer that question.

**GR: Will Radiant Silvergun be released in the US on the PlayStation?**

Maegawa: No such negotiation has occurred. The game will not be released in the U.S.

**GR: If Radiant Silvergun was going to be released for PS, do you think the game would be close to the Saturn version?**

Maegawa: Mmmm....I think it would be very difficult to make it happen, because of the many technical hurdles that we would have to clear.

**GR: How do you measure the success of a game? Are sales more important to you than the approbation of fans?**

Maegawa: If I were to say which, I would have to choose praise from the users. However, if the sales of a game are high simply because we won the sympathy of the gamers, I don't mind at all—the high sales. If we cannot sell our games, it will make it more difficult to gain capital for developing the next one, so both aspects are very important.

**GR: Yuke Yuke Troublemakers (Mischief Makers) for the N64 has been your biggest seller yet. Is this what prompted you to make another game for the N64?**

Maegawa: Yuke Yuke Troublemakers was a hit in both the U.S. and Europe. This success led us to our decision to create more games for the N64. But this was not the specific reason why we are going to release Bangaio on the N64. I think it is necessary to select the hardware depending on the title or genre and the Nintendo 64 is best for the job.

**GR: Treasure is known as one of the premiere 2D game makers in the world. Are you reluctant to give up the specific types of gameplay that 2D allows, or are you more interested in expanding your gameplay ideas into the world of 3D?**

Maegawa: Rather than having to adhere to 2D games, I am set on the nature of 2D gameplay. I am always aiming at creating games that possess both properties—the look of 3D, and the nature/gameplay of 2D. Radiant Silvergun, for example, has the nature of a 2D game and the look of 3D. We managed to design Rakugaki Showtime to realize both aspects as well.

**GR: Treasure is regarded by many as one of the top developers in the world, but is not a household name. In the U.S. market, do you think it is important to release sequels in order to become a household name?**

Maegawa: I think it is a good idea, but I consider the creators' side more than the business side. Regarding sequels, unless our creators insist that they really want to do them, it would be impossible to develop good ones that are substantially better than the original game.

**GR: Currently, there are no side-scrolling games released or planned for the Dreamcast. A Gunstar Heroes for Dreamcast would likely sell**

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# THE LEGEND RETURNS IN 3D!

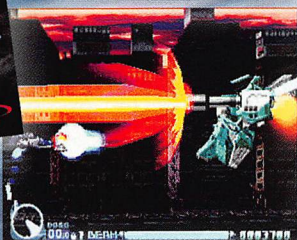


The legendary series that set the standard is back! R-Type Delta returns with more of the frantic finger pounding excitement everyone expects from the R-Type series. Get ready for cool new weapons, more fiendishly clever levels, outrageous enemies, and all new 3D graphics designed exclusively for the PlayStation. This is the game that shooter fans everywhere have been raving about, so get that trigger finger ready and check out R-Type Delta.

- All new 3D graphics for the PlayStation
- Dual Shock Compatible
- 4 ships plus a hidden ship
- 7 levels of frantic trigger finger frenzy
- Top scorers can post and compare scores on the Agatec R-Type Delta Web site

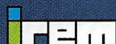
**"You simply must buy this game"**  
-Electronic Gaming Monthly

**"...possibly the best R-Type yet"**  
-PSM



**"Awesome original level design, enemies and bosses"**

-Official PlayStation Magazine



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# tech front

**T**hat's right, it's time for TechFront's 3rd semiannual Dreamcast column. We don't actually plan it this way, but with E3 coverage out of the way, and details on the Dreamcast's looming US launch starting to emerge more clearly, the time is ripe for an in-depth look at what you should actually expect out of Sega's little white box. We'll

try to hit all the highlights, but to keep things interesting, instead of simply doing an overview of its features or recapitulating the spec sheet, we'll do a dual focus, with a discussion of what the Dreamcast's modem will do for you, and then a close analysis of House of the Dead 2's graphics to give you a feel for how Dreamcast games actually look.

## DREAMING ON THE NET: DC INTERNET PLAY

One of the most substantial differences that the Dreamcast offers is the built-in 56K modem, for both browsing the web and playing networked games. Of course, the biggest draw here is the ability to play multiplayer games online, so that's what we'll start off with.

There are four games currently announced for network play: Rally 2, Baldur's Gate (both slated for "just after launch" releases), Slave Zero, and Frontier (both coming out "shortly" afterwards). Rally 2 is, of course, the port of Sega's popular Model 3 arcade racing game, and the sequel to the original Sega Rally Championship, which had a Netlink-compatible version available on the Saturn. It will incorporate a fairly standard competitive network mode (four players were set up to play at E3). Sega is being so tight-lipped on the subject of US network plans it makes the CIA look downright talkative by comparison, but options for Rally 2 include calling a central server, having a high speed dedicated server network, and playing over the internet. The central server option has the advantage of minimal lag, but means people calling from far away will have to pay for long distance. A high speed network would be expensive on Sega's end, but would probably offer the best combination of low latency and lack of long distance fees. Playing over the internet eliminates calling fees entirely, and is minimally expensive for Sega, but would likely have lag severe enough to make it undesirable for high speed games.

Baldur's Gate is a port of a PC role playing game of the same title, and it offers a very different style of network play. Instead of an action-oriented competitive mode, the game allows players to join one another as different members of the same party, playing cooperatively in much the same way as an actual non-computer role playing game, with each character being controlled by a real person. Since it isn't particularly focused on action, lag isn't an issue, so the clear choice is to play it over the net.

Also in the non-action game category is Frontier, an original science fiction exploration title commissioned by Sega and being developed by Turbine Software, the developers of Asheron's Call on the PC. However, its network play will be entirely different from Baldur's Gate; rather than



essentially being a one player game which allows different players to control different party members, Frontier is designed from the ground up as a massively multiplayer game, allowing thousands of players to play together in the same world.

Lastly, Slave Zero is the closest to a networked first person shooter (although it's actually third person) among the first generation of Dreamcast games. Being developed concurrently on PC and Dreamcast by Accolade, Slave Zero is a 3D mech-style action game featuring up to four player competitive play over the internet.

So you have a good idea what kind of network play you'll be seeing this year on the Dreamcast. But what kind of a support network will Sega build up to complement the games themselves? SegaSoft, the creators of the HEAT.NET PC online gaming network, will be helping to construct the Sega Dreamcast Network. It will be designed to complement the gaming experience outside of the games themselves, from giving players a place to meet to set up online gaming sessions, to keeping track of rankings and high scores, which will be automatically updated as online games are played. There will also be the

predictable slew of common-interest online socializing forums, like chat rooms, bulletin boards, and simple online titles like board and card games. Lastly, there will be some games with support for downloading extra frills like extra cars in racing games, dungeon levels in RPGs, team rosters in sports games, or wrestlers in wrestling games.

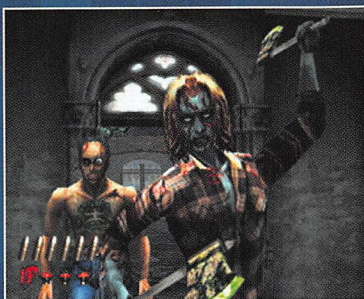
Finally, the Dreamcast will offer full internet capabilities in departments completely unrelated to games as well. It will ship with a GD-ROM of internet software, including a custom web browser, e-mail software, and others. While the web browser may be reasonably usable with the regular Dreamcast controller, anyone who wants to use e-mail on any regular basis should strongly consider the keyboard peripheral Sega will be offering for use with the Dreamcast. Sega is refusing to announce any details of the Dreamcast software, but it seems like a good bet that the browser will have support for all the features that have become standard now, like frames, Java, and Flash.



## GRAPHICS SHOWCASE: HOUSE OF THE DEAD 2



Aside from the built-in online capabilities, there's no question that people will be most drawn to the Dreamcast's graphical capabilities. House of the Dead 2 makes for an excellent study of what sort of graphics you should expect from the Dreamcast, so we'll give it a close analysis. As is now the de facto standard for Dreamcast

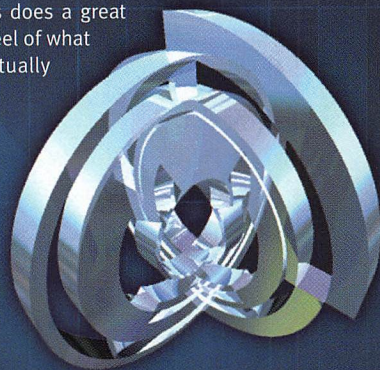
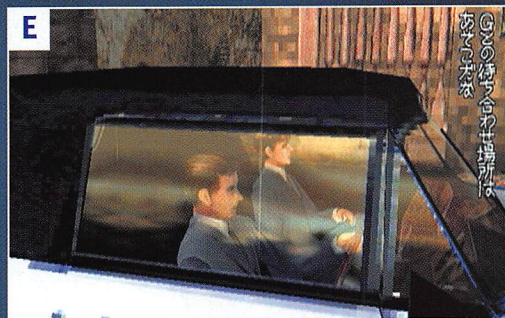
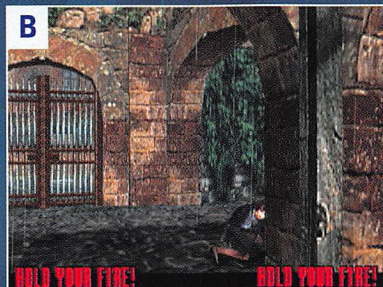


games, it boasts high resolution graphics and bilinear filtering to make textures look smoother (see A & B below). And unlike many Nintendo 64 games, the textures are high enough resolution that the bilinear filtering really just smooths them instead of making them look like big blurs. Of course, it also goes without saying that Dreamcast games won't have any of the unsightly texture warping found in PlayStation and Saturn games. Finally, House of the Dead 2 throws a lot of polygons around; let's face it, it takes a fine combination of lots of polygons and high resolution textures to make zombies look that ugly. All of these features are fairly typical of Dreamcast games, although House of the Dead 2 does them better than many. House of the Dead 2 is also fairly typical in that you'll most likely find that it gives a strong initial impression, but you don't fully appreciate how good it looks until you go back to an older system afterwards—then the difference really becomes apparent.

Many graphical effects aren't as standard on the Dreamcast as the aforementioned ones, but are certainly not unique to House of the Dead 2. Among these, transparencies and reflections are the most prominent. House of the Dead 2 may use these to best effect in the Venice-like canal stage, where the water is sometimes transparent, sometimes reflective, and sometimes both. Certainly neither of these are new to the Dreamcast, but as they tend to require a lot of extra polygon pushing, they have rarely been done to such dramatic effect. Of course, this is not restricted

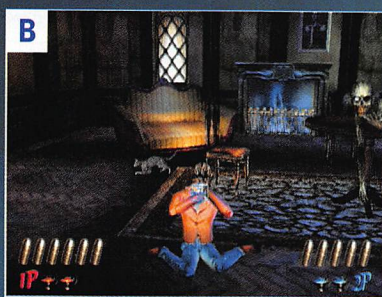
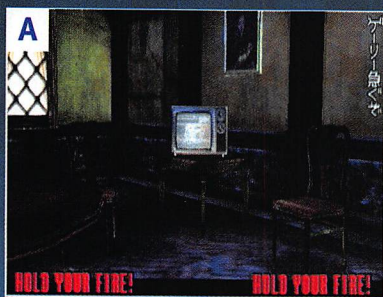
to the water scenes and single transparencies: as with Sonic Adventure's Chaos character, House of the Dead 2's final boss is entirely translucent, and therefore involves the ability to accurately draw several layers of transparencies on top of one another, which, at least for some graphics engines, is substantially more complicated than individual transparent layers. Reflections are also not limited to the mirror-effect used in the water, which is typically done by simply rendering an extra copy of everything to be reflected. There is also a certain amount of environment mapping, where a fixed 'environment' texture is incorporated into an object's texture to make it look like it is reflecting its surroundings. This has the disadvantage of not showing an actual reflection, but the advantage of working on objects of any shape, not just completely flat surfaces. The easiest place to see this used in House of the Dead 2 is on the car windows just as the game starts. This is the same effect used somewhat more effectively on Rally 2's car windows, and on the car bodies of Shutokou Battle to make it look like they are reflecting streetlights at night.

That said, it is House of the Dead 2's lighting effects that put it solidly among the top Dreamcast games graphically. As with many other console games, House of the Dead 2 incorporates real-time diffuse lighting (diffuse is the opposite of specular or reflective lighting, and essentially means lighting that doesn't depend on what angle you look at it from). This is mostly subtle, but occasionally draws attention to itself, as when a television casts a bluish light on a woman in front of it. However, there are two aspects of House of the Dead 2's lighting that really put it beyond other games around. First, it uses varying degrees of specular lighting extensively to make different objects really look like they're made out of different materials (it isn't clear to what extent this is actually computing specular highlights, and to what extent it uses tricks in the textures). The bat-like flying creature you meet at the very beginning looks chitinous, the worms look slimy, and the first boss' metal armor has a realistic dull sheen to it. All of this does a great job of conveying the feel of what the enemies are actually



(A) Textures on the N64 are, let's face it, blurry. But the Dreamcast is set up out-of-the-box to deliver crisp, clean textures (B), and this is the first generation of games! (C & D) The canal stage in HOTD2 showcases the DC's power in displaying transparencies and reflections in water. (E) Does this show off the DC's reflection capabilities or is it merely environmental mapping? Only its programmer knows for sure...

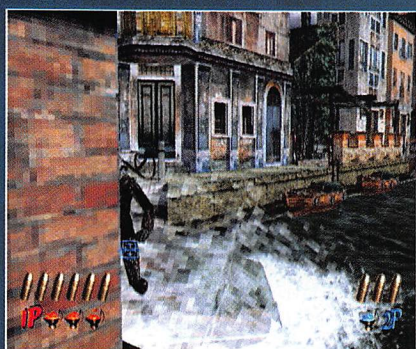




(A & B) In *HOTD2*, watching TV might give you the blues – unless you're a zombie, in which case you'd be looking for that TV dinner. Ah, there she is now! (C) Don't marvel at this boss' armor for too long, or you'll get a nice, close look at his lovely axe. (D) *HOTD2* isn't the only DC game showcasing graphical splendor – observe the "real" looking shadows in *Blue Stinger*.

like, and goes way beyond the simple shape-and-color approach which most games still restrict themselves to. The second special lighting effect House of the Dead 2 uses is a flashlight that follows the gun around, lighting everything within a cone shaped beam. Although noticeable wherever the scenery isn't well lit, it is most dramatic in the dark areas at the beginning of the fourth stage, where it adds a lot to the atmosphere.

All of this probably sounds great, and in fact it is one of the most graphically impressive Dreamcast titles, both from a technical perspective and simply in terms of looking cool. That doesn't mean that it's perfect, or even that other games don't do some things better. To start with, there are a substantial number of textures which don't use bilinear filtering, and tend to look pretty rough as a result.



Reality check: are those chunky (albeit semi-textured) pixels in the water spray? Although the Dreamcast is a monster of a machine, it still has limitations, as shown here.

This is very unusual for Dreamcast games, or even, for that matter, Nintendo 64 games, as they both almost uniformly use bilinear filtering for everything. Another area where House of the Dead 2 is considerably inferior to a number of other games are its shadows, which are of the same, basic, circular variety as in Sonic

and several other games. This is a far cry from accurately shaped shadows that (for the most part) move as they should across uneven surfaces, as in *Blue Stinger*, or, with less success, *Virtua Fighter 3*. It's even inferior to the shadows in the obscure Japanese evolution game *Seventh Cross*, which were circular but at least moved accurately over the terrain.

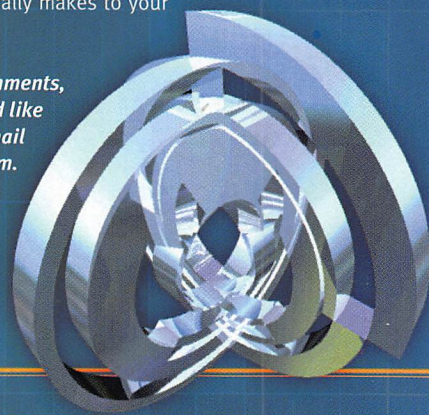
It's not even hard to find specific aspects of House of the Dead 2 which aren't as impressive as certain games on much less powerful consoles. To start with, it doesn't use mip mapping, and with the kind of texture detail it offers, this can make the textures "glitter" quite a bit when they get too far away. A number of Dreamcast games incorporate mip mapping to keep objects looking smooth even at a distance, with *Sonic Adventure* being the most notable example. But one doesn't need to look far for much older examples of using mip mapping; even *Tomb Raider* on the Saturn made some use of it. Lastly, the water's surface is completely flat, relying on animated textures for some appearance of motion. This is a far cry from the beautifully rendered water in *Wave Race 64*, for instance, with its waves crashing against the watercraft.

So does all of this mean that the programmers of House of the Dead 2 didn't take advantage of the Dreamcast, or that the Dreamcast isn't really much more powerful than the Nintendo 64? In a nutshell, no. The simple lesson is that no matter how good the developers are, and how powerful a new system is, no game can have every aspect of it be more impressive than every other game out. When the developers are pushing for the best game they can make, they have to make decisions about which aspects to emphasize. It wouldn't have made sense to put a lot of effort into having great looking shadows in House of the Dead 2 if it would have meant making the zombies look blocky, or not being able to have as many on-screen at once. Likewise, the water is not the emphasis of House of the Dead 2; the detailed zombies and atmospheric surroundings deserve a lot more attention, so that's what they got. The bottom line is that the Dreamcast is a great piece of hardware, but it's not revolutionary. The games look better, but for the most part they won't look fundamentally different, and even if on the whole they're a lot more impressive, there will be no shortage of minor shortcomings for naysayers to pick at. If you're really interested in comparing the Dreamcast to existing consoles, compare games that are as similar as possible: look at *Sonic Adventure* next to *Mario64*, House of the Dead 2 next to *Time Crisis*, and *Hydro Thunder* next to *Wave Race 64* (or, for that matter, next to the other consoles' ports of *Hydro Thunder* itself). Ultimately, this is the best way to understand both exactly how the Dreamcast compares graphically to other consoles, and also how much difference this actually makes to your experience with the games.

If you have any questions, comments, or suggestions for topics you'd like to see covered, please e-mail [techfront@gamersrepublic.com](mailto:techfront@gamersrepublic.com).



# tech front



## SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP



# FALL 1999

Samurai Shodown 2



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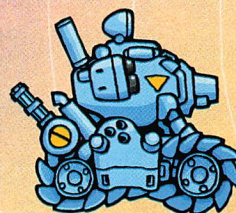
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DEVELOPER/PUBLISHER: SEGA AVAILABLE: LAUNCH

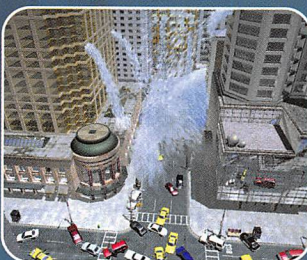
# SONIC ADVENTURE

DC 673-O4198

Expected to sell practically one-to-one with the Dreamcast hardware, Sonic Adventure will be the game that sets the benchmark as we usher in the next era of gaming. And what could be more poetic, coming from Yuji Naka, than the main ingredient missing from the Saturn launch, where Pepperoucha, the brave toy soldier, gave it all he had but fell short of filling Sonic's big red shoes. We wanted so badly to bring you the American version review this month, but the game just missed the issue, showing up the day after we closed. How did we get the US version shots then? Simple, we kidnapped the winner of the Hollywood Video raffle on July 14, Aldo Figueroa, and brought him to the GR offices at 2:00 in the morning. So his first experience with his new Dreamcast was in a room full of tired, caffeine-induced backseat gamers. It wasn't evident whether or not the Hollywood Video version was completely buttoned up (and we're pretty sure it wasn't) so we'll hold off on the review until next month. The changes to the American version include an improved camera (so Sonic won't get jammed into corners, drop from sight, etc.), improved collision detection (Sonic and friends jittered on seams and fell through background holes), and a revised internet area where players can get codes, check out bulletin boards and gather VMU data. I've also heard that SOA were working on the game's balance. SA was on the easy side but I'm pretty sure Mr. Naka intended it be, so that almost anyone could enjoy it. Like most Yuji Naka games, SA is easy to play, but for expert gamers, there is a deeper level. Of course, beating the game with all six



O-21847-003



characters leads to Super Sonic and the true last boss, one of the greatest spectacles in all of gaming.

Any way you slice it, Sonic Adventure is a life-altering experience, a game that will stay with you long after it takes its rightful place in your CD rack. I've played the import to its conclusion and then some, and still cannot wait for an excuse to do it all over again with the American version. So buy the anime, play the game, and revel in the fact that the Japanese Sonic has finally made his way back into our lives. I hope to see him again sometime soon.

By Dave Halverson

SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP

FALL 1999



DEVELOPER: CLIMAX GRAPHICS PUBLISHER: ACTIVISION AVAILABLE: LAUNCH

# BLUE STINGER



DC 673-04198

One of the most popular second-party import Dreamcast titles makes its US debut, looking better than ever under the auspices of Activision. Activision have seen fit to heed the advice of numerous critics and have tweaked Blue Stinger quite a bit for the American Dreamcast launch. Developer Climax Graphics sought to make the game a cinematic experience, and in doing so, created a compelling yet difficult camera system, which emphasized drama over gameplay much of the time. This made for some awesome visual moments but often times you couldn't see objects directly in front of you. The camera also had a tendency to dance about in tight spaces where pinpoint control was a key factor. In these areas, I'm very pleased with the new system, which stays faithfully behind Eliot (the game's lead character) with a clear view ahead at all times. In other instances, though, I rather liked the dramatic angles and so I have mixed feelings concerning the whole issue. Regardless, Blue Stinger is now far more user friendly. Activision also had Climax tweak the bosses, which were far too easy, making them more difficult (and bosses this impressive deserve ample screen time) and even attempted to repair the lip syncing which was way off cue. There obviously wasn't enough time to hire and record new voice actors, though, so prepare yourself for some of the worst dialogue and connotation ever witnessed this side of a cheaply dubbed Kung-Fu movie. Believe me, though, you'll be so taken in by the splendor of it all that you really won't care. The



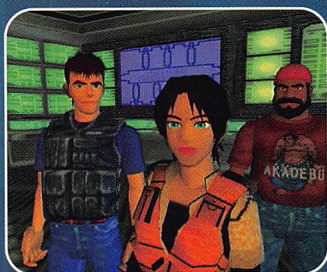
## WE'RE TALKIN' MAJOR FIREPOWER!



feeling you get playing your first Dreamcast titles is one you'll savor for a long time.

The environments in Blue Stinger are a testament to the system's prowess, especially when you take into consideration that this game began development long before the tools being used now became available. Climax' Blue Stinger sequel is going to be phenomenal. This game already is, with two selectable characters (Eliot and Dogs) to choose from and a quiver of short and long-range weapons that are as diverse as they are brutally lethal. Eliot's power mixer is especially effective in turning the mutated islanders into hamburger. Coupled with the 15-20 hours of top-notch task-based gameplay, beautiful visuals and an inspired motif, Blue Stinger is one the most attractive Dreamcast launch titles.

*By Dave Halverson*



- ASTOUNDINGLY WELL-ROUNDED FOR A LAUNCH TITLE
- AWESOME FIREPOWER AND EXPLOSIVE PYROTECHNICS

- CHEESY DUB AND ALL, A GOOD STORY
- IMPROVED CAMERA FOR THE US LAUNCH

REPUBLIC SAYS...

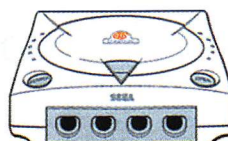
THE OTHER GAME YOU NEED TO BUY WITH YOUR DREAMCAST IS DEFINITELY BLUE STINGER. I ONLY WISH THERE WAS AN OPTION TO SELECT THE OLD CAMERA.

**B+**

0.01::



transmission begins 9.9.99&lt;



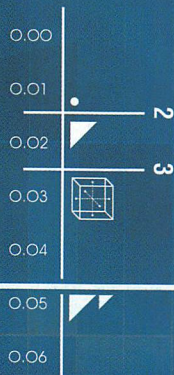
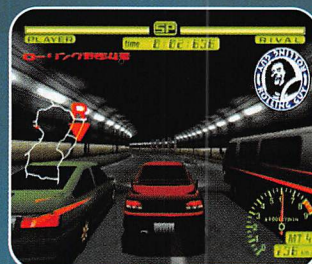
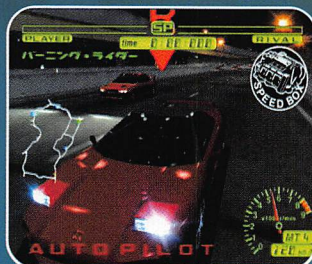
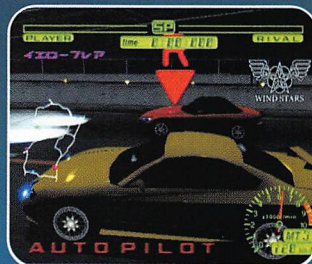
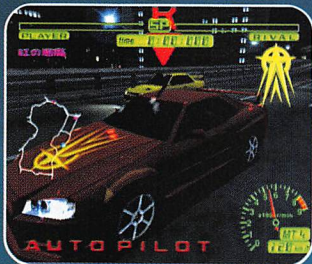
DC673-00348





DEVELOPER: GENKI PUBLISHER: CRAVE AVAILABLE: LAUNCH

# TOKYO XTREME RACER

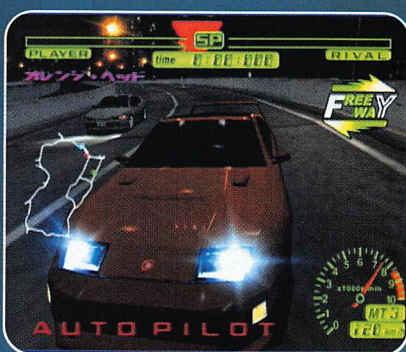


Often, the simple pleasures prove most fulfilling, and Genki's Tokyo Xtreme Racer is a perfect example of this axiom. Built upon the sparest of gameplay concepts, this high-speed game of cat and mouse is in its own way very nearly as exhilarating as Sega's brilliant Rally 2. This is even more astounding when one takes into account that Xtreme Racer has basically no variety in its gameplay, succeeding through the sheer addictiveness of its tight, well-conceived concept and 60 frames visuals. There may be but one course in the game, but Genki, like Namco, have escaped the damnation of a one-course racer through good design and execution.

Tokyo Xtreme Racer begins after you purchase a basic car at the start of the game's Quest mode. From there, you venture out onto the darkened Tokyo highway in search of prey:

fellow street racers with their own tuned-up machines. With over 150 rivals to dispatch, including several "boss" cars, there's no shortage of competition. Pulling up behind a potential opponent, you'll flash your headlights, indicating your desire for a battle. At this, the rival's team logo will appear on-screen and the "life bars" enter the frame. As you pull away from your opponent, their life bar will slowly drop, and the further ahead you pull, the faster the bar will go down. Of course, the same rule applies when you're trailing the opponent, watching in desperation as your meter slowly depletes, the rival disappearing up the road. But whether you're leading or playing catch-up, there's the same electrifying sense of excitement.

## THE TOKYO HIGHWAY IS YOUR BATTLEGROUND



Very, very high speeds can be reached in this game, and weaving through traffic while chasing or fighting off the attack of a rival is an uncommonly addictive experience. There's nothing better than being side-by-side with an opponent at full speed and shoving them into a slow moving truck. And you're going so fast sometimes that a bit of traffic or a nasty turn, barely discernible in the distance, suddenly explodes into view, forcing you to react very quickly and precisely during the heat of battle.

Based upon the difficulty of the rival, the amount of life you've got left, and the length of the battle, you are awarded credit points, which you'll use to upgrade your car or purchase new ones. Engine, chassis, and even the wheels and aero bits on the car can be altered with visible changes to the car model. And there's a great selection of cars to save up for. Though you won't see the proper names of the cars anywhere in the game, there's never any doubt as to what you're looking at. In various stages of tune-up trim, you'll find replica NSXs, Skylines, 300Zs, Eclipses, Lancers, and even a Honda S2000 and Porsche 911 tucked away in there somewhere, each with a very different feel.

By Mike Hobbs

CONTINUED ON PAGE 124

■ SIMPLE YET HIGHLY ADDICTIVE GAMEPLAY  
■ SHINY DREAMCAST GRAPHICS ARE A TREAT

■ FANTASTIC LOOKING REPLAY MODE  
■ THOUGH ISN'T DAMNING, HAVING ONE COURSE IS A LET DOWN

REPUBLIC SAYS...

TOKYO XTREME RACER IS A WONDERFULLY ADDICTIVE GAME. IT LOOKS GREAT AND CONTROLS VERY WELL, THOUGH ITS LACK OF COURSE OPTIONS SEVERELY HAMPER VARIETY.

B

# SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP

# FALL 1999



DEVELOPER/PUBLISHER: SEGA AVAILABLE: LAUNCH

# SEGA RALLY 2



DC 673-04198

There are only two developers in the world capable of designing racing games that defy all preconceived ideas as to how richly satisfying a mere trip around a circuit can be. One is Namco, who with each new Ridge Racer game show the world how to design courses that provides an experience far beyond the sum of their curves. And more importantly, Namco time and again demonstrate with uncanny insight how to make a car feel "just so" as you maneuver it around the track. The only developer with an understanding of racers that approaches Namco's is Sega. From Outrun to Daytona, Sega have crafted some of the finest arcade racers of all time. It's fitting, then, that the Dreamcast is due to receive one of their most enjoyable efforts in recent memory, Sega Rally 2.

Many remember the conversion of the original Sega Rally on Saturn as a high point in that system's much maligned career. It graphically pushed the system and played like a dream. And the twenty or so people who actually had the gumption to enjoy the game over the marketing disaster that was the Netlink were privy to a sneak peek of sorts at what's in store for them with this Dreamcast version of Rally 2. Internet play comes standard this time around, and I trust that this online experiment will be far more successful for Sega.

Like its predecessor, Rally 2 is a great indication of what



## CLOSE TO PERFECTION, RALLY 2 HAS NO EQUAL



its respective hardware is capable of, and when that hardware is Dreamcast, count on the best looking home racing game ever. From the dusty Desert course to the rich-looking Mountain run, you've never seen such texture quality and trackside detail at home. From the in-car view, the wonderfully constructed scenery whizzes by in an exhilarating display of polygonal power that is truly astounding. However, there is a price to be paid. From time to time, the frame rate will sputter, moving in fits and starts before becoming smooth again. It hardly affects the gameplay, thankfully, and is the only flaw in this otherwise nearly perfect game. Everything else, from the fast and satisfying drifting control to the meticulous and expertly designed courses, is spot-on and could not make for a more pleasurable racing experience.

Every good arcade conversion needs a few extras at home, and Rally 2 delivers. The ten year championship mode not only gives you tweaked courses and differing weather conditions, but also allows you to tune your car for each specific track. This can include changing tires or even suspension settings to suit each different environment. There are also many new cars to open up beyond those found in the arcade game, adding great replay incentive.

At the time of this writing, Sega's online network strategy remains a little nebulous, so we're not sure exactly what you'll be able to do with Rally 2 over the net other than play other racers online. Regardless, nothing can take away from the fact that this is just a brilliant racer. Its speed, graphics, and perfect gameplay make for one of the best at-home racing experiences ever.

By Mike Hobbs

■ BRILLIANT CONTROL AND TRACK DESIGN  
■ TONS OF ENHANCEMENTS OVER ARCADE ORIGINAL

■ SOLID SPLIT SCREEN MODE, BETTER INTERNET PLAY  
■ FRAME RATE PROBLEMS MAR THE PERFECTION

REPUBLIC SAYS...

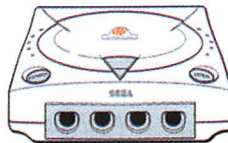
SEGA'S CLOSE TRANSLATION OF RALLY 2 PROVES EVERY BIT AS THRILLING AS THE ARCADE ORIGINAL. IF THE FRAME RATE DIDN'T FLUTTER, IT WOULD BE AN ABSOLUTE "A".

A-

0.01



transmission begins 9.9.99<



DC673-00348





DEVELOPER/PUBLISHER: RAGE SOFTWARE

AVAILABLE: TBA

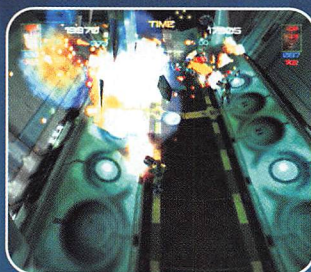
# EXPENDABLE

673-04198

Expendable is an apocalyptic battle ground. Its highly charged energy level is unrelenting, its wellspring of explosive visuals pumping out one scene of mass destruction after another. This is the type of action game that scoffs at moderation.

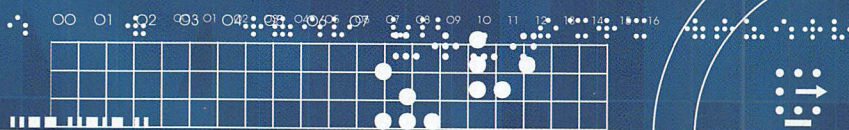
And for that, I am grateful. Here is a game whose essence is defined by raw fury, an action title that has no greater ambition than to cram the screen with giant explosions, flying debris, and masses of aliens dumping out so much firepower that your character is sometimes lost in the chaos. For those of us who champion raw action games like Loaded, Heavy Barrel and Smash TV, Expendable is a luminous sight on the Dreamcast.

In telling the familiar story of a space marine sent to annihilate an alien world to ensure the survival of his people, the game sets the stage for dark, gritty settings where anachronistic technology forms the landscape. Heavily armed ships fly overhead, mechanical



walkers and alien monsters roll along the terrain, gun turrets home in from atop bunkers and strongholds – it's your trademark militaristic future world, light on invention but competently displayed. The game looks undeniably good, highlighted by the brilliant, nonstop explosions pouring out of every corner of the screen, but, as more of a PC port than an original Dreamcast creation, Expendable

years for added details like richer, more varied textures and real-time lighting.



## A LITTLE MINDLESS ACTION GOES A LONG WAY



Oh, but how satisfying this game is, its apoplectic gameplay linked with all the visual chaos. No detailed explanation is required to describe Expendable's missions: you shoot things, you collect discarded keys, and you cut your way through enemy lines towards a boss confrontation. It's as simple and straightforward as a game can possibly be, and this is all part of the mind-numbing fun – strafe and shoot, and enjoy the decimation and chaos.

Expendable is not the epitome of keen design, and the game is full of cheap hits, awkward camera transitions, clumsy cinematics and annoyingly timed check points. And so much weapons fire crowds the screen that the challenge of the game becomes a haphazard affair: enemies sometimes pose a challenge through their sheer firepower rather than intelligent movements and patterns. No matter. Stocking up on a space-age shotgun and dual rocket launcher and ripping through a blinding array of enemy lines is a welcome rush.

By Brady Fiechter

■ TYPICALLY SOLID DREAMCAST VISUALS  
■ ALMOST OVERWHELMING LEVEL OF ON-SCREEN ACTION

■ GOOD NUMBER OF LEVELS FOR AN ACTION GAME  
■ FLORID CONTROL AND OVERALL LACK OF REFINEMENT

REPUBLIC SAYS...

NOT GREAT, BUT IMPOSSIBLE TO DISMISS, EXPENDABLE WINS YOU OVER BY SHEER FORCE. THERE'S ZERO SOPHISTICATION HERE, BUT PLENTY OF ACTION AND TONS OF LEVELS.

B-

SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP



FALL 1999



DEVELOPER/PUBLISHER: CAPCOM AVAILABLE: LAUNCH

# POWER STONE

673-04198



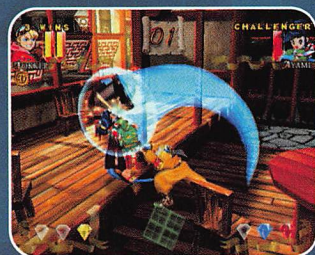
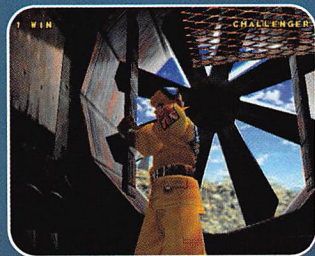
If there are two DC fighters you NEED to be playing on 9.9.99, they're Soul Calibur and Power Stone. Although each offers its own unique brand of gorgeous 60fps combat, directly comparing the two would be unwise. Whereas Soul Calibur emphasizes incredible weapon-based fighting using traditional Tekken-style interaction, Power Stone is a "go anywhere" action fighter that showcases environmental interaction and pure reaction combat in 360°. Soul Calibur is equal parts timing, blocking, combo, and counter, while Power Stone is pure timing, with no huge combos to execute and no blocking whatsoever. These apparent limitations are surrounded by a perfectly refined collision system and stunning, instant-response attacking and dodging, leading to totally satisfying action fighting.

Since I have already reviewed the import Power Stone, the identical US version is a testament to the game's incredible replayability. In fact, it has taken this long for me and most of the GR staff to fully appreciate what Power Stone is doing. Initially it appears to be very simple. This is a clever approach, however, as even casual gamers can get into the fighting right away.

Beneath this undeniably accessible gameplay, however, you'll find depth, timing, and gorgeous control the likes of which most free-roaming 3D fighters only dream of. Each meticulously detailed, high-res environment offers its own unique inter-

active 3D element – places to climb, jump to, and objects to crush and destroy or use against your opponent. Throughout the intense battles, items appear for you to use against your opponent. This is Power Stone's defining play-mechanic. Machine guns, extending poles, bombs, swords, tables, chairs and more can be grabbed and turned against your foe, and the satisfaction of a direct hit is immediate. The most important items by far are the glowing 'power stone' jewels. Collect three of these during a match-up and your character transforms into an all-powerful fighter capable of mass destruction. The pace is fierce, the damage is intense, and the flow of gameplay is almost perfectly measured.

With polygonal detail and animation this solid and seamless, control so tight and intuitive, and play-mechanics this focused, Power Stone is an absolute spectacle to behold and a wickedly fun gameplay experience. Once you've beaten the game and revealed all of its secrets, Power Stone continues to provide some of the finest two-player versus battles in any fighter, on any system. **By Mike Griffin**



■ GORGEOUS 60 fps SPEED AND SWEET TEXTURES  
■ GREAT CHARACTER DESIGN AND 3D MODELS

■ NEAR-PERFECT CONTROL AND INTUITIVE PLAY-MECHANICS  
■ COOL VMU OPTIONS, AMAZING 2-PLAYER REPLAYABILITY

REPUBLIC SAYS...

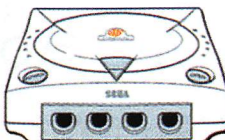
THIS IS AN ABSOLUTE, REQUIRED PURCHASE AT LAUNCH. NOT TO BE COMPARED TO SOUL CALIBUR, POWER STONE'S ACTION-FIGHTING STYLE IS UNIQUE AND TOTALLY SATISFYING.

A-

O.01:•



transmission begins 9.9.99&lt;



DC673-00348





DEVELOPER/PUBLISHER: CAPCOM AVAILABLE: TBA

# STREET FIGHTER ALPHA 3

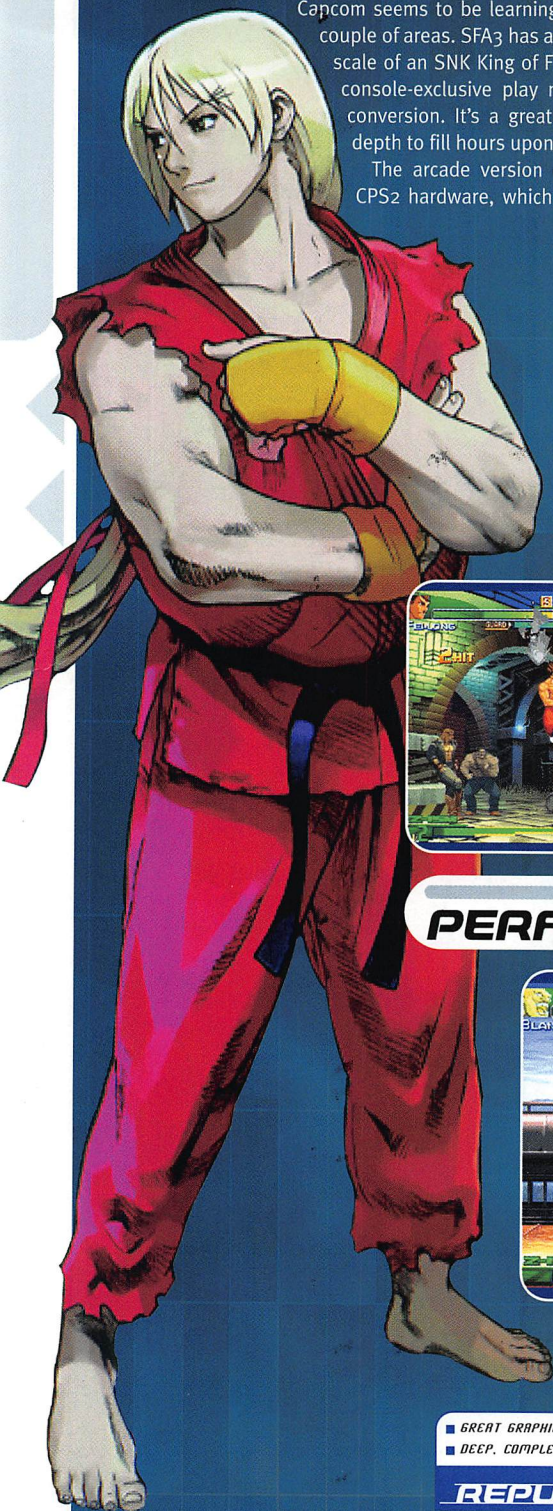
Marvel Vs. Capcom brought over-the-top Capcom fighting to the Dreamcast. Now Street Fighter Alpha 3 (SF Zero 3 in Japan) has arrived to sate more serious-minded fans of two-dimensional fisticuffs.

Capcom seems to be learning from its competition in a couple of areas. SFA3 has a roster of characters on the scale of an SNK King of Fighters game and as many console-exclusive play modes as a Namco home conversion. It's a great arcade port with enough depth to fill hours upon hours.

The arcade version of SFA3 ran on Capcom's CPS2 hardware, which the Dreamcast can easily

outperform. Aside from the inevitable character "shrinkage" that results from the transition from arcade monitor to TV, the backgrounds and animation appear to be intact. Load times are unnoticeable; you barely have time to admire the character portraits, done in the exaggerated Alpha style, in between fights.

SFA3 plays a trifle looser than some other Street Fighters, with a bit of emphasis on juggling and other cheese-tinged activities. Still, it's fathoms deeper and much more balanced than Marvel Vs. Capcom. With three fighting styles to try (contemporary A-ism, old-school X-ism, and quirky V-ism), thirty-four playable characters (you can use vets like Ken and Ryu, returning absentees like Blanka and E. Honda, or newcomers



## PERFECT? COULD BE CLOSE TO IT...



like Sakura's rival Karin), and new play modes like World Tour, which allows you to develop your fighter's skills and save them to the VMU, nobody will master this game overnight. Capcom has gone out of their way to add value to the home version, adding characters that were never seen in the arcade (Guile and returnees from SSFII), and making hidden characters and play modes available from the start (thanks for Juni and Juni; I owe you guys one).

The typical 2D fighter caveats apply, of course. The standard Dreamcast pad doesn't work well with SFA3 at all. Serious fighting fans are advised to play with the DC arcade stick, which allows much easier execution of combinations and special moves. Other than that, Street Fighter Alpha 3 for the Dreamcast could be Capcom's best home conversion yet.

*By David Smith*

■ GREAT GRAPHICS, ZERO LOAD TIMES  
■ DEEP, COMPLEX FIGHTING SYSTEM

■ SCADS OF CONSOLE-EXCLUSIVE EXTRAS  
■ A BETTER FIGHTING CONTROLLER WOULD BE NICE...

**REPUBLIC SAYS...**

CAPCOM'S STREAK ON THE DREAMCAST CONTINUES WITH ANOTHER GREAT PORT. STREET FIGHTER FANS SHOULDN'T BE DISAPPOINTED.

**B+**

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# FALL 1999



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DEVELOPER/PUBLISHER: SEGA AVAILABLE: LAUNCH

# HOUSE OF THE DEAD 2

DC 673-O4198

This pixel-perfect port of the Naomi-powered arcade shooter brings one of the most addictive and challenging light-gun games home in grand style. Blowing apart zombie heads has never looked better, nor has it ever been this much fun. Using a Sega-designed or third party light-gun, you'll be picking off the undead and blasting boss' weak spots with a glee that's probably a little unhealthy. If only the guns were as accurate as GunCons...

In addition to replicating the arcade original, a new Dreamcast-exclusive training mode has been added, offering up an absolutely maddening set of practice levels to hone

your aiming skills to the max. Unfortunately, this is where the light guns' slight inaccuracy proves a little frustrating, as the toughest challenges require absolute precision, something the guns just doesn't provide. But none of the challenges are impossible, just a little more difficult than they're meant to be.

The guns are fine though for the

core game, and once again, Sega's supreme arcade design skill shines through. Moving through the richly rendered environments, your hands will sweat as zombies leap from behind doors or drop down from above, presenting themselves with wonderfully satisfying placement in front of your sights. But the boss encounters prove to be the most thrilling, as their quick and deadly patterns of attack must be learned and mastered if you have any intention of continuing through to the end of the game. Make no mistake, this is a tough, tough shooter.

With added Dreamcast features such as weapon power-ups and the aforementioned training gallery, this is a first-rate arcade translation. There's never been a more challenging or better looking shooter on a home console.

By Mike Hobbs



- PERFECT NAOMI PORT LOOKS AWESOME AT HOME
- INCREDIBLY TOUGH AND ADDICTIVE GAMEPLAY

- MADDENINGLY DIFFICULT NEW TRAINING MODE
- LIGHT GUN TECHNOLOGY NOT STATE OF THE ART

REPUBLIC SAYS...

WHETHER YOU LIKE GUN GAMES OR NOT, THERE'S NO DENYING THE SHEER ADDICTIVENESS OF SEGA'S HOUSE OF THE DEAD 2. MASSIVE DIFFICULTY GIVES IT GREAT LONGEVITY.

A-

DEVELOPER/PUBLISHER: SEGA AVAILABLE: TBA

# DYNAMITE COP



DC 673-O4198

After years of playing console titles that are mere shells of their arcade counterparts, a game like Dynamite Cop is an uncommon treat: it's arcade perfect, a flawless reflection of the formidable, Model 2-housed Dynamite Deka 2.

This is not to say that Dynamite Cop is a visual wonder, but the game is technically strong, running at 60 fps in hi-res, with beefy characters exhibiting excellent animation, and environments that are clean and colorful—everything you expect from a first-run Dreamcast title.

A couple colleagues have ambivalently commented that Dynamite Deka 2 looks like a Model 2 game, but from where I'm standing, any lack of enthusiasm towards the graphics stems from unappealing character and environment designs, which lack a resonance attainable in much simpler engines than this.

Retaining the primary beat-em-up formula of its predecessor, Dynamite Cop has the tone and feel of a stripped-down Virtua Fighter. In fighting through the many rooms of a massive ocean liner, a good variety of simple tap-tap moves, throws, grabs and kick-punch combos are used to defeat the terrorist cell that has kidnapped the President's daughter. Rather than scrolling through levels like in a Final Fight or Double Dragon, the fast-paced combat moves from room to room, linked together by real time cut scenes, many of which are interactive. Most of the opposition will brandish a military-strength weapon or some kind of blunt object, and after a good pummeling, the dropped weapons are yours for the taking. Using some sort of object as a weapon perfectly complements the hand-to-hand strategies, and some of the most fun to be had in the game is in the use of the huge array of injury-inducing objects that are littered on the ship: pepper, frozen meat, lawn chairs, toilets, mannequins, and basically anything that is light enough to handle can be used as a weapon.

Nearly everything in Dynamite Cop is handled with competency, but if the series is to continue, this development team needs to find a new breath of inspiration.

By Brady Fiechter



- A GREAT LOOKING CONVERSION OF MODEL 2 POWER
- SATISFYING VF-LIKE CONTROL MECHANISM

- UNINSPIRED DESIGN AND VISUAL STYLE
- WAY TOO SHORT AND MONOTONOUS

REPUBLIC SAYS...

DYNAMITE COP IS A FUN GAME FOR A TIME. IT'S SOLID AND CONTROLS WELL, BUT IS COMPLETELY LACKLUSTER IN EXECUTION. FINE AS AN ARCADE GAME, BUT LIMITED AT HOME.

B-

SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP



FALL 1999



DEVELOPER/PUBLISHER: CAPCOM AVAILABLE: TBA

# MARVEL VS CAPCOM

DC 673-04198

With Capcom's latest installment to the "vs." universe, Marvel vs. Capcom for the Dreamcast, many doubts have been squashed regarding the DC's ability to handle sprites, moreover handle a 2D beast like MvC, which up until now, only a CPS2 motherboard could properly deliver.

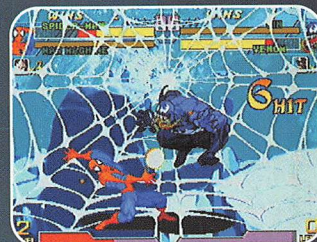
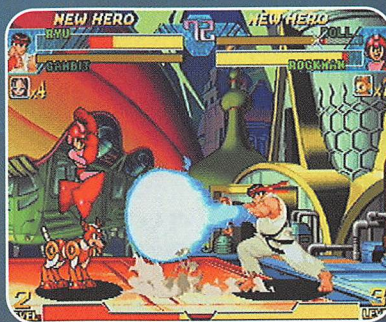
It seems that working on systems with restraints have acclimated Capcom to using every resource the hardware has to offer, and this is evident as MvC is perhaps the best coin-op conversion in Capcom's history. In a display of raw muscle, MvC brings many a smile to the faces of fighting fanatics with its almost nil load times (comparable to the loading in the Tekken series for PS), and faithful reproduction of the overly animated and highly taxing, huge on-screen sprites.

With a melange of characters from the best of the Marvel and Capcom universes, MvC is the pinnacle of the "vs." series. This all-star roster tips the 15+ mark with the addition of hidden "Shadow" characters, as well as familiar faces in the form of "Helper" characters which can be summoned for a single attack. The action in MvC never slows down, even when in the "Variable Cross" mode, which places both players' chosen tag-team partners on the battlefield at once for twice the on-screen damage. Although more of a technical feat than a useful move, the Variable Cross and the other available supers are simply a sight to behold as countless frames of animation fly by at high speed.

As luck would have it, many of the features specific to only the

"vs." universe simply cannot be accomplished via the stock DC controller. Many moves require that you simultaneously depress a punch and kick button of the same power, or two punch or kick buttons all while executing a command on the D-Pad. More of a chore than the pleasure it was meant to be, MvC crumbles into just another chain and aerial-rave combo-fest rehash which Capcom has tried so hard to avoid with this franchise. Ultimately, if you have adequate controllers, or an insatiable hunger for arcade perfection, MvC is a much-needed title to add to your growing DC collection.

By Frank Martinez



- THE BEST HOME CONVERSION FROM CAPCOM YET
- LIGHTNING FAST LOAD TIMES

- HOME ONLY "CROSS FEVER" MODE
- CANNOT BE FULLY ENJOYED ON THE STOCK DC CONTROLLER

A-

REPUBLIC SAYS...

CAPCOM HAVE DELIVERED WHAT LOOKS TO BE THEIR FIRST TRUE 100% ARCADE TO HOME PORT. WITH OVER 15 CHARACTERS AND 4 MODES OF PLAY, MvC HITS THE MARK.

DEVELOPER/PUBLISHER: SEGA AVAILABLE: LAUNCH

# SEGA BASS FISHING

DC 673-04198

There's nothing quite like settling into a game of virtual fishing. This nearly spot-on conversion of Sega's Get Bass arcade game proves very enjoyable in the home, even if the arcade original doesn't have much depth to pass down.

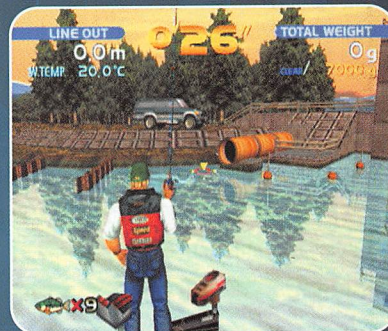
Though it could never be accused of pushing the Dreamcast hardware, Sega Bass Fishing manages to impress here and there, most prominently in its depiction of light refraction, which creates a convincing illusion of being underwater. The fish are well modeled and animated and the above-water graphics are clean and attractive. Lures dangle and flick about in the water with satisfying realism, allowing you to manipulate them with great skill – the key to hooking the big ones. And that's what it all boils down to in the end, as

you are graded on the size and number of fish caught in each zone.

Because a straight port of the arcade game could have gotten old quickly, the home version has been given some much needed long-term-play value with the inclusion of a consumer, or tournament, mode. This simply allows you to progressively earn different lures and new fishing environments and gives you some incentive to keep playing, even though the basic fishing action is fun and satisfying in its own rite, if a bit simple.

This isn't the sort of game that one buys a system for, but it's a perfect game for those lazy Sundays, and it's just the sort of game that non-gamers get a big kick out of. This is especially true when played with the Ascii-designed rod, which features a built-in vibrating feature. Who wouldn't enjoy that?

By Mike Hobbs



- GREAT LOOKING UNDERWATER GRAPHICS
- SIMPLE AND ENJOYABLE FISHING ENGINE

- ADDED DREAMCAST MODE HELPS LONGEVITY...
- BUT THE GAME'S A LITTLE TOO BASIC FOR EXTENDED PLAY

B-

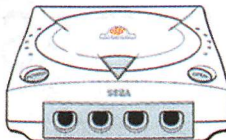
REPUBLIC SAYS...

SEGA BASS FISHING IS A SOLID AND ENJOYABLE CONVERSION. ITS ARCADE HERITAGE COMES THROUGH, BUT THE EXPERIENCE DOESN'T LAST AT HOME.

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transmission begins 9.9.99&lt;



DC673-00348



**AERO WINGS**

DEVELOPER: CRI PUBLISHER: CRAVE AVAIL: LAUNCH

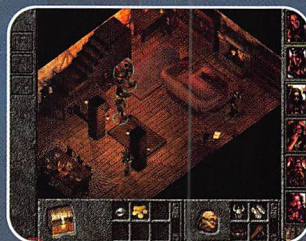


Sitting at the opposite end of the flight game spectrum from Konami's Air Force Delta, Aero Wings eschews the predictable Ace Combat-style of action in exchange for a unique simulation of precision formation flying. Featuring a highly realistic flight model, great airborne graphics, and tons of challenging formation maneuvers to master, Aero Wings is the perfect antidote to the typical airborne blast-a-thon.

**BALDUR'S GATE**

DEVELOPER/PUBLISHER: BIOWARE AVAIL: Q4

One of the finest PC titles of the year, Bioware's Baldur's Gate was an enchanting adventure game built on the foundation of modern AD&D role playing. Its deft mixture of absorbing atmosphere, beautiful visuals and rich score brought a sprawling story to vivid life. Now that Baldur's Gate is migrating to the Dreamcast, console players will get to taste the best the PC has to offer.

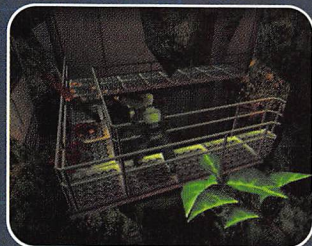


DEVELOPER/PUBLISHER: JALECO AVAILABLE: Q1 2K

**CARRIER**

DC 673-O4198

Jaleco's Carrier can be best summed up as Resident Evil on a ship. The game follows the story of Jack, a navy special-forces officer who has been sent to the carrier on a mission to get to the bottom of why the ship's crew has started to hallucinate and kill each other. On the way to the carrier, Jack's helicopter gets shot down, separating him from the rest of his special-forces team and leaving him with two objectives: fulfill the original mission and find out what happened to the rest of his team.



Carrier's hook is the first-person viewing mode, wherein Jack can take a look at his environment at will (normal gameplay is viewed via a static camera); when in the first-person mode, Jack can identify



whether members of the carrier's crew are dangerous or safe, allowing the player to know which crew members need a good blasting and which need to be communicated with.

As the game takes shape, Jaleco continues to add diverse environments and unique puzzles, including my favorite so far—blowing up doors with dynamite to open new paths!

By Fernando Mosquera

**ALONE IN THE DARK**

DEVELOPER/PUBLISHER: INFOGRAMES AVAIL: TBA

The game that started the whole survival-horror phenomenon is getting a revival on Dreamcast courtesy of Infogrames' Alone in the Dark 4. Putting the title on the proper hardware is a good start, but one has to wonder whether a series that's been out of circulation for so long can really compete with the Resident Evils of the world.

Early screenshots are promising but inconclusive. The game will take place in creepy old mansion, maintaining the original, haunted house theme of the survival-horror genre (no dinosaur islands or police stations here, folks!). By returning to the genre that they created, the Alone in the Dark team hope to show the new guys on the block that they still have a trick or two to learn when it comes to scaring the pants off game players. Turn off the lights, it's time to be Alone in the Dark once again.

**AIR FORCE DELTA**

DEVELOPER/PUBLISHER: KONAMI AVAIL: LAUNCH

Konami takes on the likes of Ace Combat with this mission-based flight shooter. Featuring over 30 different airborne machines of destruction, including F4 Phantoms, stealthy F22s, and F-14s, Air Force Delta should offer no shortage of firepower. Especially enticing is the replay mode where you can save and edit entire missions for later viewing. Due to launch with the system.



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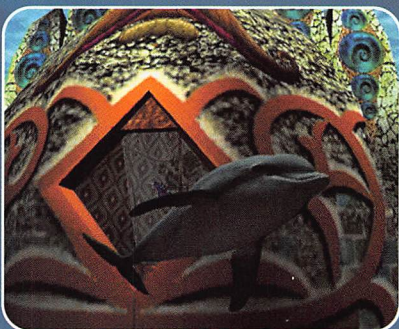
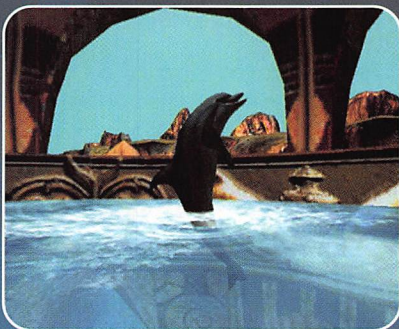


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**ECCO THE DOLPHIN**

DEVELOPER: APPALOOSA PUBLISHER: SEGA AVAIL: TBA

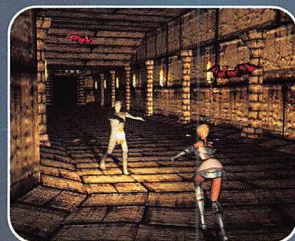
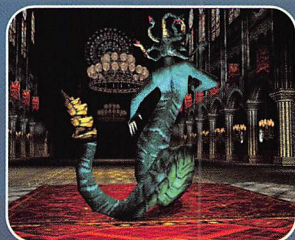
Sonic's finally back in remarkable form, but Sega still doesn't have the sense to bring back its other classics. With Ecco the Dolphin gracing the Dreamcast toward the end of this year, Sega is at least taking a step in the right direction. Developed by Appaloosa, Ecco the Dolphin follows the same gameplay path as its 16-bit predecessor with puzzles, action and deep adventure linked together with delicate and ethereal underwater settings. Moving through the effects-laden water with over 100 distinct animations, the dolphin model we've seen in the early demos looks extraordinary, and the developers already seem to have a grasp on the serene ambience that was so strong in the original.

**CASTLEVANIA**

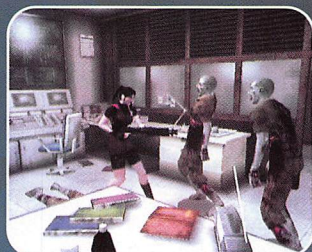
DEVELOPER/PUBLISHER: KONAMI AVAIL: TBA

What do you get when you take a matchless video game series and relegate its last two conceptions to American craftsmanship? A bad version of Contra—Contra: Legacy of War—and an abysmal version of Contra—C: The Contra Adventure.

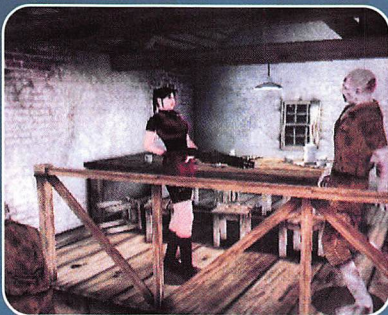
Contra has essentially been crippled beyond healing, and now an America-based team's hands are dipping into the creation of Konami of Japan's other masterwork, Castlevania. First announced as a Dreamcast launch title, then pushed back to late November, and now floating around the first-quarter-'00 mark, the latest interpretation of Castlevania seems to be undergoing intensive work. The version we've seen so far is extremely early—so early, in fact, that we can't comment on much, other than the jolting appearance of Sonya Belmont as the lead character. There's a stray team member from the phenomenal Castlevania IV on the project, so let's hope his influence is no small thing.

**CODE: VERONICA**

DEVELOPER/PUBLISHER: CAPCOM AVAIL: TBA



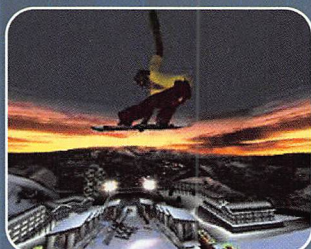
Capcom's awesome Resident Evil series is about to make its way to the Dreamcast. The so-called Code: Veronica is an all-new real-time adventure starring Claire Redfield. In this latest RE, Claire must track down her brother Chris, who's gone missing. Featuring an all new European setting, look forward to some incredibly moody and atmospheric locations this time around. And judging by the incredible graphics that Capcom were able to pull off for the real-time Dino Crisis on PlayStation, expect a stunning looking Dreamcast game, with rendered-on-the-fly backgrounds that should rival the best pre-renders. RE fans are going to be in for a real treat this winter.

**COOL BOARDERS**

DEVELOPER/PUBLISHER: UEP SYSTEMS AVAIL: TBA

UEP Systems' Cool Boarders Burrn for Dreamcast is finally taking form; no one has doubts that this will be a graphical beast, but now that the gameplay elements are in place, it looks like there will be something worth playing as well as looking at.

Gameplay modes are of the usual snowboard game variety. Free play lets you cruise the slopes without any specific goal—just let it rip and perform tricks or whatnot. Super pipe lets you take to this big, long ice-pipe and perform tricks like the ones seen in skateboarding and snowboarding competitions. There's a tournament in the pipe mode that ranks competitors by trick points. Match race is a two-player split-screen racing mode and both vertical and horizontal split-screens are available. Now it's time to see some of that tournament racing with multiple snowboarders on the screen—soon, I hope.



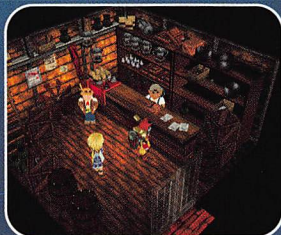


## EVOLUTION

DEVELOPER: STING PUBLISHER: TOMMO AVAIL: TBA

As the sole traditional RPG available for US Dreamcast owners this fall, Evolution may capture a respectable audience. It's not the powerhouse Final Fantasy-type multi-disc epic that we're all dying for on Dreamcast, but it is a very playable dungeon RPG that offers a fun 20 to 25-hour quest.

Evolution uses a randomly generated dungeon system, so each of the six main "levels" features all-new map layouts each and every time you enter. There's a main town for restocking, upgrading, and receiving new missions, and a few other key locations. You'll explore and fight in the dungeons, progressing through 20+ floors (using an auto-map and quality battle menu systems), before engaging in a tough Boss battle to cap off the dungeon. The resolution is gorgeous and the polygonal characters are sealed up tight, while the backgrounds (notably the beautifully textured main town) are lush and bright. The dungeon music is excellent and atmospheric, all the enemies are visible and can be engaged from different angles for different effects, and the process of raising character levels (yielding very cool special attacks) is addictive. Evolution arrives before powerhouse titles like Climax Landers, Shenmue, and Grandia II, but it deserves to launch your Dreamcast RPG collection.

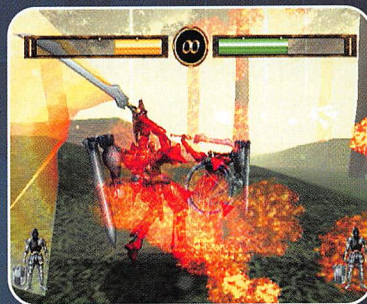


## FRAME GRIDE

DEVELOPER/PUBLISHER: FROM SOFTWARE AVAIL: TBA

From Software continue to indulge in their mech fetish with this vaguely Virtual On-ish one-on-one fighter. Taking place in vast, open areas and featuring customizable mechs, Frame Gride attempts to put a slightly different spin on the genre. This carries over to the look of the mechs themselves, which feature scrollwork detailing and a rather medieval look overall. And with a number of unique short and long range attacks for each machine, count on plenty of strategy and room for players to discover their own gameplay style.

From Software know their mech games, and Frame Gride should deliver some delectable mechanical fighting action with the added bonus of highly detailed Dreamcast-powered imagery.



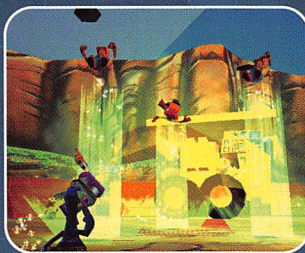
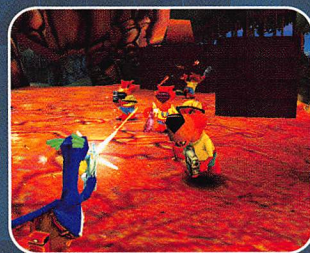
## FUR BALLS

DEVELOPER/PUBLISHER: BIZARRE CREATIONS AVAIL: Q1 2K



They're cute, they're furry, and they're packing heat. This is the premise of Bizarre Creations' 3D action/adventure game known as Furballs. As the player, you must take a team of six furry critters, consisting of Roofus, Juliette, Bungalow, Chang, Rico, and Tweek, and get them past a 3D environment full of perils.

The game plays out like a Tomb Raider but with on-the-fly character switching enabled. This feature allows for fresh puzzles that only certain characters with their unique special abilities can solve. Fighting the bad guys consists of shooting it out with powerful machine guns, laser beams, and missile launchers—frag the nasties and watch them explode into a cloud of cotton stuffing! We'll have more on this promising title as it nears its Q1 2000 release date.



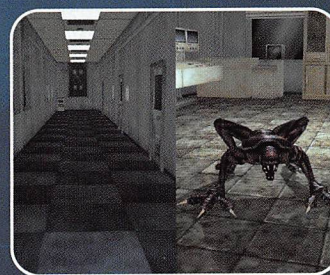
## SEVEN MANSIONS

DEVELOPER/PUBLISHER: KOEI AVAIL: SUMMER 2K

The genre of survival horror is starting to run its course—Resident Evil clones are getting old, and the gaming public is clamoring for something new. In comes Koei, known for their historical war simulations in the 16-bit days, with Seven Mansions: The Uncanny Grimace. What differentiates this from other 3D adventures is the unique "pair-con system", a fancy way of saying that two players can explore the game's creepy mansion simultaneously.

That's right, using a vertical split-screen, two gamers can enjoy Seven Mansions at the same time! This allows for previously inconceivable teamwork elements to come to life, as, depending on the situation, you will need the aid of your partner to stay alive, or vice versa.

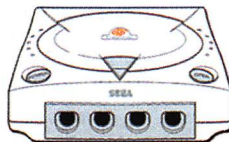
With unique game play elements already in place, all that's left to be done is provide the puzzles, story, and graphics to put together the complete product. With a summer 2000 release date, Koei has more than enough time to mold the great concept of Seven Mansions into a capable game play experience.



O.OI:•



transmission begins 9.9.99<



DC673-00348



**GUNDAM 0079** 𐄂 𐄂 𐄂 𐄂 𐄂

DEVELOPER/PUBLISHER: BANDAI AVAIL: TBA

The long-running Gundam series gets its first Dreamcast title and its first shot at mainstream US success. While past Gundam games on PS and other systems have been inconsistent, preliminary video on this has proven promising. Showcasing a stunning zoom feature, highly detailed mechs and an impressive looking cockpit view, 0079 could just turn out to be the Gundam game that fans have been waiting for. A firm US date has yet to be announced for this title.

**RAINBOW SIX**

DEVELOPER/PUBLISHER: RED STORM AVAIL: OCTOBER

Rainbow Six, from Tom Clancy's Red Storm Entertainment, was a hit on the PC, and now it's making its way to the Dreamcast courtesy of Majesco Sales, who you may remember as the marketers of the Genesis 3. Not a great deal is known about the DC version so far, but a perfect port is well within the Dreamcast's capabilities. The PC version's mix of first-person shooting and team-based strategy should certainly remain intact, and Windows CE might make net play possible as well. As quiet as Majesco have traditionally been, details should emerge as the DC launch nears.



DEVELOPER/PUBLISHER: INFOGRADES AVAILABLE: LATE '99

**SUPREME SNOWBOARDING**

DC 673-04198

As one of Infogrames' most important DC titles of 1999, Supreme Snowboarding is sure to capture the attention of many snowboarding fans once the marketing blitzkrieg begins. It's also sure to meet stiff competition from Uep Systems' Cool Boarders Burrn and Acclaim's TrickStyle; Dreamcast owners will have some tough decisions to make when shopping for a boarding title.

SS in its current state appears to be very slow. The engine has yet to

be optimized, so the rendering speeds right now are slow. This is unfortunate, as the characters, textures, and track lighting appear to be very strong, while the animation, including the all-important body motion (leans, impact reaction, trick realism) is well on its way to matching the likes of 1080° on N64.

Once it's done, Supreme Snowboarding on the DC should match its PC counterpart, being developed simultaneously by Housemarque for accelerator-equipped Pentium IIIs. Nine tracks, four stunt areas, and six characters (built of 2300 polygons apiece plus "skins" for a smooth look) and a championship mode will make for plenty of replay value. Here's hoping the game is worth playing for that long.

By Dave Smith

**MAKEN X** 𐄂 𐄂 𐄂 𐄂 𐄂

DEVELOPER/PUBLISHER: ATLUS AVAIL: Q2 '98

Atlus' first-person hack-fest Maken X drew some attention when it was first announced due to its violence and controversial themes (lots of blood and swastikas in evidence), but enthusiasm died once E3 attendees sampled a playable demo. The graphics were sharp and the frame-rate was fast, but the gameplay was slow and dull and the progression was pretty firmly railed. Information on this one has dried up since; unless something new is revealed in the near future, expect to seek first-person action elsewhere.

**KING OF FIGHTERS** 𐄂 𐄂 𐄂 𐄂 𐄂

DEVELOPER/PUBLISHER: SNK AVAIL: LAUNCH



SNK's character-fest King of Fighters 1999 may just find a few fans on Dreamcast. Featuring tons of animation and over 30 characters, there's no shortage of variety to the 2D action here. But the coolest feature of this Dreamcast version has to be the backgrounds. Though they are polygonal, they are textured in such a way as to resemble traditional hand-drawn backgrounds, making for a truly unique appearance.

SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP



FALL 1999



DEVELOPER: BLOWARE PUBLISHER: INTERPLAY AVAILABLE: Q4 '99

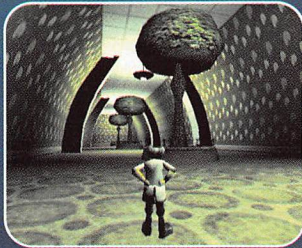
# MDK 2



DC 673-04198



Talk about trial by fire: the makers of Baldur's Gate are switching gears and developing their first action-adventure title, the sequel to Shiny's hit PC title (and the last game programmed by ex-Shiny star Nick Bruty, who went on to help form Planet Moon) MDK. MDK 2 milestones are crossing the desk of David Perry, but otherwise, Bioware have the reigns in terms of the game's concept, which looks to be changing somewhat. "Both Interplay and Shiny have been very supportive of the work that we've been pursuing and they've been nice enough to let us pursue our own vision for MDK2," said a spokesman for the company. In MDK 2, characters sidelined

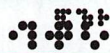


in MDK—Doctor Fluke Hawkins and Max, the six-legged robotic dog—will actually get involved in the action. Each has his own levels, powers and items, along with a totally unique set of play mechanics. Kurt is still all about stealth and sniping, the Doctor has few direct attacks but does have the ability to create items and effects out of simple household objects, and Max is a cigar-smoking, quad-gun-toting demolition squad on paws. Due out this 4th quarter, MDK 2 is definitely one of the most desirable action/adventure titles announced for the system. With a winning concept and top-notch developer at the helm, this is one title worth getting excited about.

By Dave Halverson

# METROPOLIS

DEVELOPER/PUBLISHER: BIZARRE CREATIONS AVAIL: Q4



DC 673-04198

Bizarre Creations, known for their successful F1 games on the PlayStation, decided to tackle a much more difficult project when Sega of Europe signed them up as a 1.5-party developer. Metropolis will feature a garage full of convertible sport coupes from around the world (including the muscular Jensen SV-8 and the gorgeous Renault Spider) and "living, breathing virtual cities" to drive in. London, San Francisco, and Tokyo will all be lovingly represented thanks to Bizarre's copious research as tens of thousands of photographs and hours of video were shot to capture the environments perfectly. The cars and tracks are both gorgeous beyond belief, and the game is confirmed for the European DC launch, 9/23.

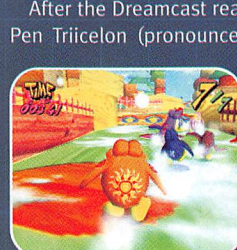


# PEN PEN TRIICELON

DEVELOPER/PUBLISHER: SEGA AVAIL: OCTOBER



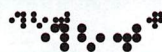
DC 673-04198



After the Dreamcast reaches a higher level of maturity, games like Pen Pen Triicelon (pronounced "tri-ice-a-lon"—really!) will reveal their true nature: Fleeting launch titles with inherent flaws. Quite honestly, it's a bit surprising to see Pen Pen making it to the American Dreamcast, but this quirky, passably entertaining racing game—mutated penguins waddle and slide toward the finish line—is more than capable of drawing a niche crowd this fall.

# PSYCHIC FORCE 2012

DEVELOPER/PUBLISHER: TAITO AVAIL: TBA



DC 673-04198

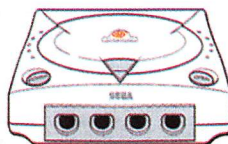
Although no US company had officially announced Psychic Force as of press time, it seems a no-brainer that eventually someone will. Based on Taito's latest arcade version, 2012 does not include anime cinemas but does feature characters from the series. The gameplay, which takes place within 360° playfields, revolves around charging, guarding, dodging and countering, and is distance-sensitive. You can dodge, then counterattack by pushing the right combinations of buttons with stunning pyrotechnic results. Combos are performed by connecting standard moves with specials and include some impressive finishing moves as well. An interesting and unique anime-based fighter, with hot babes no less.



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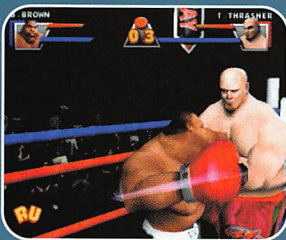


**READY 2 RUMBLE** ⚡ ⚡ ⚡ ⚡

DEVELOPER/PUBLISHER: MIDWAY AVAIL: LAUNCH

Many left E3 knowing full-well how much fun Ready 2 Rumble Boxing (R2R) is in two-player fights, but unsure of what the game had to offer after the excitement of bashing your buddy's head in a couple hundred times finally wore off. Thankfully, Midway realizes that a game cannot succeed on two-player bouts alone and is taking the time between E3 and the game's release date to shore up the one-player aspects of R2R.

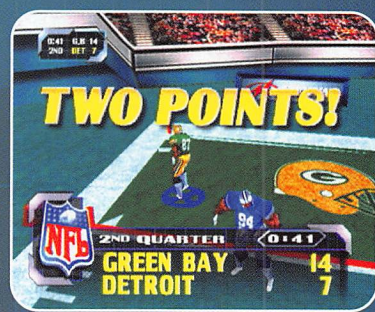
A complete championship mode is where the bulk of the one-player action in R2R is going to take place. In this mode, you take your lowly fighter and rise through the ranks, all the way up to the game's as-of-yet unrevealed bosses. The R2R development team is taking a very Punch Out approach to the one player mode, trying to stock the game with as many memorable characters as possible. When the game is finally completed, there should be over 20 unique characters to keep you fighting in the ring well after the last bell.

**BLITZ** ⚡ ⚡ ⚡ ⚡

DEVELOPER/PUBLISHER: MIDWAY AVAIL: LAUNCH



When it comes to sports games with an arcade slant, Midway has the market covered. NFL Blitz 2000 for Dreamcast is a perfect example of this, as gamers experience what NFL football would be like if speed were a required daily supplement. The name of the game here is "go long" and "hold onto your turbo button"—slowing down is not an option.



As expected, the Dreamcast version of Blitz is arcade-better, featuring identical graphics to the luscious coin-op with the addition of a console-exclusive season mode. The season mode is an ingenious addition by Midway, as it gives players an excuse to keep blitzing from the initial kick off of the season to the final touchdown of the Super Bowl.

**MK GOLD** ⚡ ⚡ ⚡ ⚡

DEVELOPER/PUBLISHER: MIDWAY AVAIL: LAUNCH

MK Gold is an MK fan's dream—all the characters one could ever hope for are included, the game's graphics are as good as MK 4 arcade, and Midway has taken the time to add Dreamcast-exclusive features. The new features include drool-inducing CG endings and tailor-made party fun in the new Team Battle mode.

So what's an MK-head to do in these exciting times? Hit the arcades and practice his fatalities, of course! Now, was it down, back, forward, down, run for Shinnok's fatality or did I need to hit punch at the end?

**HYDRO THUNDER** ⚡ ⚡ ⚡ ⚡

DEVELOPER/PUBLISHER: MIDWAY AVAIL: LAUNCH

In Hydro Thunder, it's all about the turbos—without them, you're just a helpless little craft trying to fight the waves; with the turbo engaged, you're a water-shredding rocket vying for first place. Going after the turbo power-ups isn't as easy as it would seem, as they're often placed in the most out-of-reach places. Case in point: in the Lost Island track, one of the key turbo power-ups is directly in the line of fire of the lava being spewed by an underground volcano. Of course, it's not just the environmental hazards that keep you away from the turbo power-ups, but your competitors as well. They push, cut in front of you and just generally cause havoc, making your quest for the turbos that much more difficult. We guess you'd better sharpen your turbo-acquiring capabilities—Hydro Thunder crashes onto Dreamcast at launch.



SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP

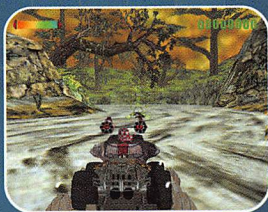


FALL 1999



## RED DOG

DEVELOPER/PUBLISHER: ARGONAUT AVAIL: Q4



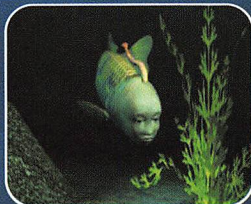
Argonaut, another European 1.5 party, is promising "StarFox in a tank" for their DC debut; fitting, since they developed the original StarFox and the Super FX Chip that powered it. Expect high-quality shooting action as the developer returns to their roots after fine platformers like Croc.

## SEAMAN

DEVELOPER/PUBLISHER: VIVARIUM/SEGA AVAIL: Q4

Sega is going to release Seaman to an unsuspecting American public in an effort to secure a solid and diverse Dreamcast game line-up. The game, which stars a wisecracking man-fish dubbed "Seaman", consists of you interacting through voice input and gamepad manipulation of a fish. Seaman develops according to how he is treated by you with the ultimate goal being to get him to look as humanoid as possible.

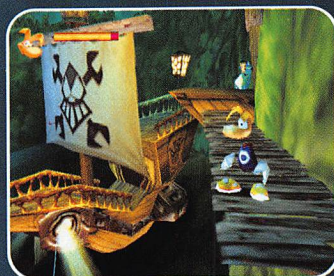
Unfettered by public objection to such a strange hero, Sega will put Seaman where it belongs: in the hands and mouths of American gamers.



## RAYMAN 2

DEVELOPER/PUBLISHER: UBISOFT AVAIL: Q4

The magical one is coming to the Dreamcast in what is sure to be one of the young console's brightest moments of '99. Setting the benchmark for those who follow, Rayman 2 incorporates all of the mystical surroundings of the Rayman universe along with the complex gameplay maneuvers you've come to expect from the team responsible for the original Rayman. They've done an amazing job of bringing the game to life in a 3D world. The Dreamcast game is said to be enhanced beyond the PC and N64 versions, although details on exactly how are still sketchy. Regardless, 40 hours of intriguing gameplay awaits, laden with secret paths, hidden worlds, particle and atmospheric effects, real-time lighting, morphing, deformation and mirroring. Look for Rayman 2 around Christmas.



DEVELOPER/PUBLISHER: INFOGRAMES AVAIL: FALL

## SLAVE ZERO



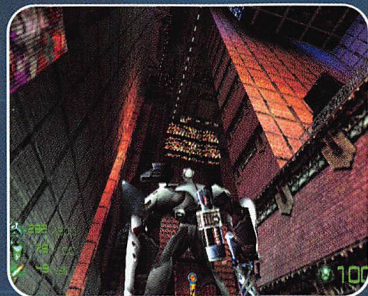
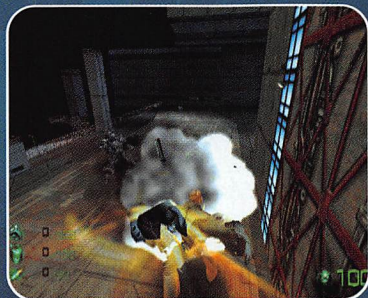
DC 673-04198

Due to hit the Dreamcast console this fall, Slave Zero from Infogrames puts you in control of a sixty-foot mech as you trundle through futuristic cityscapes blasting enemy forces into oblivion. Running under the blissfully named Ecstasy Engine, Slave Zero promises a solid 30 frames per

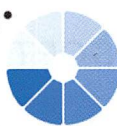
second while rendering densely populated environments teeming with moving vehicles and tiny little humans running for their lives.

Set 500 years in the future, your goal in Slave Zero is to overthrow the evil despot SovKhan, who's taken control of a city called S1-9. You'll come up against all manner of heavily armed opponents, like the 100 foot tall Titan with an appropriately scaled up rail gun. But naturally, you'll have more than a peashooter at your disposal. Rocket launchers and cannons are but two of the more conventional weapons in the game, and you'll even be able to pick up buses and tanker trucks and use them as devastating clubs. Apparently peace comes at a price for users of public transportation.

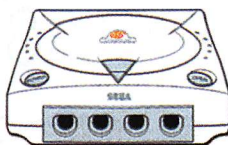
By Mike Hobbs



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DC673-00348





DEVELOPER/PUBLISHER: NAMCO AVAILABLE: LAUNCH

# SOUL CALIBUR



DC 673-O4198

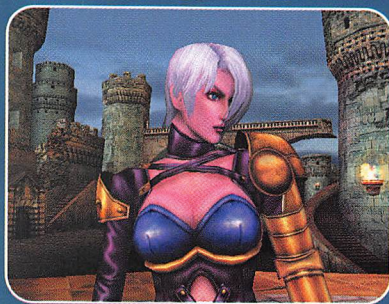
Voted "Game of the Show" by legions of E3 attendees, Soul Calibur on the Dreamcast promises to be Namco's finest home conversion yet and a contender for best fighter of all time. The System 12 original's 60 FPS graphics will be put to shame by the Dreamcast version, which will feature higher polygon counts, improved animation, higher resolution and more special effects. Add that to the original's fully 3D movement, fathoms-deep fighting system and console-

exclusive extras like the world-spanning mission mode, and you have a game guaranteed to sell systems.

Favorites like Taki and Mitsurugi will join newcomers like Ivy and Maxi as at least seventeen warriors return to the stage of history and battle over the destiny of the demonic blade Soul Edge. The beauty of seeing these fighters in action is hard to over-emphasize. Soul Calibur honestly looks better than practically anything yet seen. Devotee's of the arcade original have given the thumbs-up to this version's control as well. The Dreamcast pad, while frustrating to use with 2D

Capcom fighters, handles Soul Calibur like a dream. The analog stick makes eight-way running easy, with the D-pad reserved for attacks and precision movements. For even casual fighter fans, this will be the game to get in September.

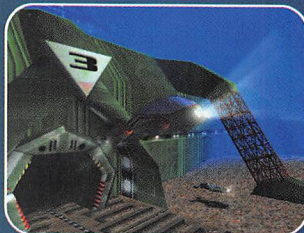
By Dave Smith



## TSUNAMI FIGHTER

DEVELOPER/PUBLISHER: UBISOFT AVAIL: Q4 '99

Sub Culture fans already know how much skill Ubi Soft have underwater, but soon DC users will too. In Tsunami Fighter, a 3D adventure incorporating dog-fighting, exploration and reconnaissance, you're part of the Deep Fighters, commissioned to keep the enemy at bay, among other things, while a mothership designed to save an entire underwater civilization is being constructed.

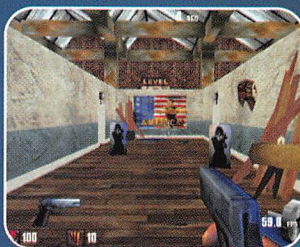


## TAKE THE BULLET

DEVELOPER/PUBLISHER: RED LEMON AVAIL: 2000

A light gun game that's playable after the thrill of shooting target practice at virtual humans is over? The impossible becomes reality thanks to the unique Dreamcast light gun and the developers of Take the Bullet (TTB), the first game to take advantage of the DC's light gun's built-in D-pad.

Playing the role of Jack Travis, a bodyguard for an American presidential candidate in the 60's, you are able to shoot through 12 levels with 18 different weapons. This won't be your typical shoot and destroy affair, as, using the d-pad on the gun, you'll have to navigate your character around the 3D environments, accomplishing such crucial goals as protecting your employer from attacks carried out by the gang "Children of Gabrielle". If Red Lemon's TTB experiment is a success, we could see the birth of a brand new genre: gun-shooting adventure.



## SUZUKI ALSTARE

DEVELOPER/PUBLISHER: CRITERION/UBISOFT AVAIL: OCTOBER

Ubisoft has wisely taken Criterion Studios' Redline Racer (released in Japan by Imagineer) into the mechanic's shop for some much-needed repairs. In the interim, they managed to secure a five-year deal with Suzuki Alstare Racing, and voila! What looked like a mediocre road romp at best is becoming a racing tour de force! The game will now sport official riders Fabrizio Pirovano, Stephane Chambon, Pierre Francesco, and Katsuaki Fujiwara, as well the Suzuki Alstare factory machines, the GSX R600 and 750. Look for new tracks, better balance and a more polished game overall.



SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP

FALL 1999



**BREAK THE RULES!**

CHOW YUN-FAT

MARK WAHLBERG

# THE CORRUPTOR

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play by  
the rules  
when  
there  
aren't any.

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DEVELOPER/PUBLISHER: UBI SOFT AVAILABLE: OCTOBER

# SPEED DEVILS

☆☆☆

DC 673-04198



SD. Vast hills to the left and right, huge waterfalls, intense Mayan temples, huge riverboats—Speed Devils packs many extra touches into its graphic presentation. Oft-times the environments are bustling with activity and you'll have to adjust your driving to make it through safely. These pitfalls range from simple distractions (formation planes swooping low with smoke trails) to downright painful track covering objects like landslides or a giant King Kong in Hollywood. While the style isn't overly fantastical, Speed Devils is definitely not striving for realism.

The cars themselves are excellent models of every variety, from hefty luxury cruisers to speedy roadsters, and each is resplendent with shiny texture shading effects and loads of color and detail. Speed Devils also offers many tracks, cool opponent AI, and a great soundtrack. We have high hopes for this solid UbiSoft racer, coming this fall!

By Mike Griffin

This conversion of the popular PC racer Speed Busters is looking very, very good on Dreamcast. Although the texture quality is slightly reduced, and the frame rate is now locked at 30 fps (as opposed to 40+ on a high-end PC), the game is definitely at home on a powerful console like DC.

The key word in this equation is "console." With the DC you have a good console controller and Speed Busters/Devils has always begged for quality control to handle its 100% arcade gameplay. The DC version we've been playing also contains improved car upgrade options, cool set-up screens, and a great car garage to shop for new wheels. All in all, it really feels at home on the system, and the quality analog control tops it off.

Graphically, Speed Devils provides incredible panoramic depth. You can see so much at once on all sides (much like their last PC port, Monaco Racing), but there's infinitely more detail in



## TEST DRIVE 6

☆☆☆

DEVELOPER: ACCOLADE PUBLISHER: INFOGRAMES AVAIL: Q4

This is clearly the most ambitious Test Drive game ever, and it will definitely be the best-looking console Test Drive game seen thus far. Incorporating a vastly modified physics engine (unlike the slight changes made between TD 4 and 5), this sequel is designed for new play-mechanics from



the ground up. The developers have opted to take Test Drive 6 down the route of interactive environments, intricate police pursuits, and massive collisions, jumps, and dangerous cross-traffic. Obviously, this is a reaction to the non-stop popularity of Need For Speed and Driver, but it's also a wise decision considering that gamers are loving the new trend.

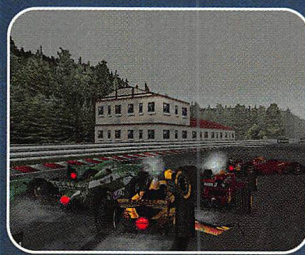
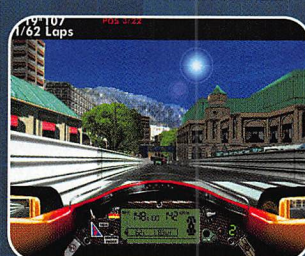


## MONACO GP

☆☆☆☆

DEVELOPER/PUBLISHER: UBI SOFT AVAIL: LAUNCH

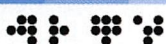
You'll want to pass on CART racing and go directly to Monaco GP for your DC launch racing needs. Monaco looks great and has arcade and simulation modes, full season racing, three levels of difficulty, an engineering workshop for fine tuning, 16 international tracks, and it even has a cool retro mode featuring vintage 1950's racers. Coming to terms with the handling is easy as well. The US version has newly added checkpoints in the Arcade mode, clearer track markings and has been tweaked for your optimum enjoyment compared to the import version. Don't worry about cameras either. There are five



options to toggle through. The controls are adjustable as well if you prefer your throttle on a button rather than the right shoulder (the new DC default gas pedal). After you grab the checkered flag, MGP has a nice replay feature as well.

SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP



FALL 1999

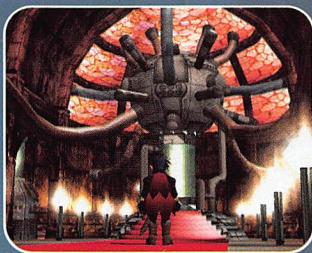


DEVELOPER/PUBLISHER: CLIMAX/SEGA AVAILABLE: Q1 2K

# CLIMAX LANDERS



DC 673-04198



As the only RPG officially confirmed for the US Dreamcast this year, Climax Landers will have a lot to live up to. Just like Evolution, Climax Landers involves randomly generated dungeons, but it offers much deeper role playing elements and many different locations to visit and admire.

Climax Landers puts you in the role of Sword, wandering adventurer. Sword is inexplicably plunged into a strange world and is sent off on a mission to discover the origin of the bizarre dimension. This world contains six main lands, and each offers serious dungeon adventure. Central is a mysterious unpopulated continent buzzing with a magical energy that is practically tangible. Clock Tower is where it all begins, as both Sword and the tower itself are warped into the strange world simultaneously. Luluan resembles a medieval Europe. Here, a huge ancient castle city is incorporated into

the world. The Z33 Colony is part of a massive futuristic city that was warped into the world. Here, everyone wears silver, eccentric scientists like Dr. Allen and Dr. Anna create robot pets like Tama, and metallic structures line the streets. The Forest of Battlefield is a barren land filled with sorrow. This barren land is constantly at war, and it's the only place in the world where weapon development technology

has advanced, thanks to the volatile Rau inhabitants. This is also where the dangerous phantom zone is located (in a dense forest close to Rau territory). Finally, in Noiman, Sword will be presented with many adventure options when he speaks to a rabbit/human couple who live on a giant flying turtle. Yep, Climax Landers' premise is loaded with weirdness, but it's all brought to life with the incredible storytelling and luscious imagery that Climax is famous for.

In addition to multiple plot twists and constant exploration, CL also includes several downloadable VMU games. Tsudoku IV is a portable sequel to Shining in the Darkness (hence the '4', after three Climax-developed Shining games), and comes complete with automapping, a full RPG menu with stuff like Status and Equip, and tokens earned in battle that can be used to buy items in the main game. Yogurt (based on the freaky character from Shining Force CD) is the obligatory virtual pet style game, while Ecstasy Editor is a mini illustration program that lets you draw up to four images which can be pinned up in the main game.

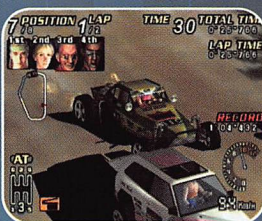
Climax Landers is an intriguing RPG developed by an amazing team. We are very anxious to play the final!

By Mike Griffin

## TNN Hardcore Heat

DEVELOPER/PUBLISHER: CRI/ASC AVAIL: LAUNCH

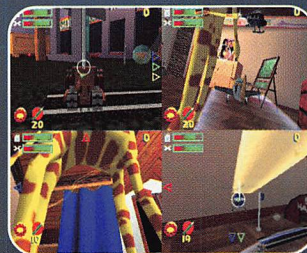
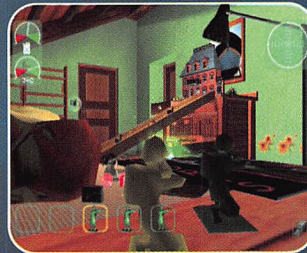
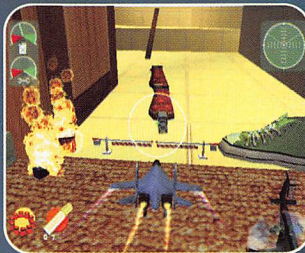
TNN Motorsports Hardcore Heat is actually a juiced version of CRI's Buggy Heat released in Japan this July. Since I'm playing that game now I can tell you that it is both graphically appealing, with slick replays, four cameras and no clipping, and deep in the options and gameplay departments as well. Each distinct vehicle has equally distinct physics based on weight and power, along with many surfaces for you to contend with during each race. Tracks range in texture from gravel, to road, to sand, to cobblestones, and more, and each presents a completely different driving challenge. Floor-it-and-steer this is not. Modes of play include Time Attack, Champion, vs. Level Checker (a driver AI feature) and Training. There's even an internet feature should you feel the need to expand your horizons. We'll bring you a full blown TNN MHH review as soon as ASC complete the game for the DC launch. Looking great though!



## TOY COMMANDER

DEVELOPER/PUBLISHER: NO CLICHÉ AVAIL: Q4

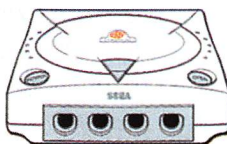
After two years of development in basic obscurity, No Cliché has revealed a pleasant surprise in the form of Toy Commander, which works off the wonderful premise of toy combat in a miniature world. Taking control of a child's toy collection, you'll wage war in a battleground that spans the many colorful rooms of an enormous house, dropping bombs on submarines in the kitchen sink and storming enemy lines across a living room floor. Imagination is definitely alive in this one.



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DC673-00348



**WILD METAL COUNTRY**

DEVELOPER: DMA DESIGN PUBLISHER: ROCKSTAR AVAIL: Q4



DMA Design, the makers of Grand Theft Auto and Silicon Valley, are currently converting this well-received 3D tank shooter to Dreamcast, and if their PC version is anything to go by, players are going to be in for a treat.

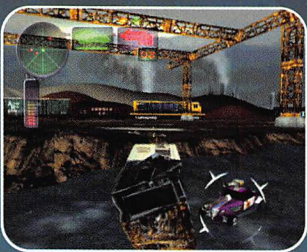
Apart from the game's sure-to-be-solid graphics (which are said to improve on those found in the PC iteration), Wild Metal Country boasts a highly advanced physics engine.

Basically, every object in the game can be affected by physics, lending an eerie realism to the fast-paced shooting action. For instance, a nearby blast can send your tank right over onto its top and you can right yourself by rotating the turret and propping the tank up and then over onto its treads. The weapon paths in the game also benefit from realistic physics as you must carefully judge the distance of targets and use the elevation of your turret to get the desired range out of a shot. Other weapons can be rolled down hills or even bounced into targets.

**VIGILANTE 8**

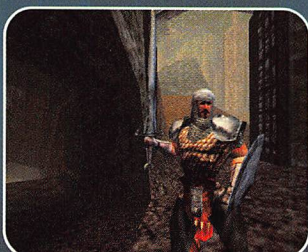
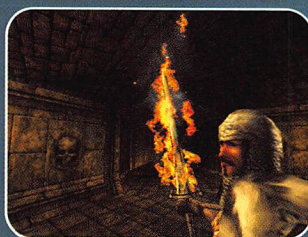
DEVELOPER: LUXOFLEX PUBLISHER: ACTIVISION AVAIL: NOV

Although we were firmly sworn to secrecy, GR knew about a possible Dreamcast version of Vigilante 8: Second Offense back in the winter months—way before its announcement. Since it's all out in the open now, we're happy to report that the developers over at Luxoflex were preparing for Activision's go-ahead on the project well before it was set in stone. Besides the fact that their important sequel would find a home on a third system, the DC offered a powerful set of 128-bit tools that would ensure 60 frames per second of intense vehicular combat. V8: Second Offense loves the superior hardware, and fans of the series are going to love this enhanced sequel when it hits Dreamcast this fall!

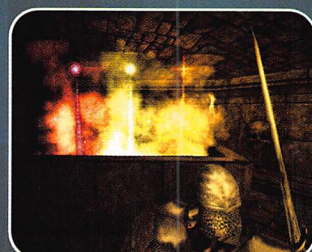
**DRACONUS**

DEVELOPER/PUBLISHER: CRAVE

AVAIL: Q4



Originally known as Blades of Vengeance, Crave's ambitious adventure game Draconus: Cult of the Wyrm is, like so many Dreamcast games in the works, immediately interesting for its rich presentation alone. In an effort to promote a soaring sense of adventure, natural indoor and outdoor fantasy environments are being fashioned, with an emphasis on monsters that react to various situations in a variety of ways. Exploration and discovery are being emphasized, and the fighting is being handled in a way that doesn't break the player's suspension of disbelief.

**VIRTUA FIGHTER 3: TB**

DEVELOPER/PUBLISHER: SEGA AVAIL: Q4

The Virtua Fighter series never achieved the same following in the States that it enjoyed in its homeland, but the incredible Dreamcast conversion might just become as universally known as Tekken. Currently undergoing a few changes over the original Japanese version, most notably the addition of a much-needed versus mode, VF3 should prove to be yet another high point in the Dreamcast's already

impressive software line-up. Hopefully, American players will finally warm to the game's more realistic fighting style, which trades the flash of most 3D fighters for a more precise and methodical style of gameplay that is in no way less exhilarating or powerful.



SEGA DREAMCAST

OFFICIAL SOFTWARE LINEUP



FALL 1999



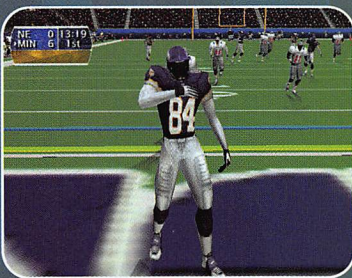
## NFL 2000

DEVELOPER: VISUAL CONCEPTS PUBLISHER: SEGA AVAIL: LAUNCH

In my opinion, the release of this game is going to be the video game highlight of the year. There are no two ways about it: NFL 2000 will be heralded as the most innovative and playable football game ever.

One of the single most impressive attributes it offers is the satisfying feeling you'll have playing the one-player game through an entire season. Until now, every football game felt only half as genuine while playing alone.

Many of the new AI schemes, streaming commentary and other nuances are yet to be seen and heard. Visual Concepts has taken respectable steps in keeping the integrity of the game at heart, not releasing a reviewable ROM of the game until the it ships to Sega for final approval. For now, ogle at these pictures and imagine them in motion. Next month, we will have the review.



## TRICK STYLE

DEVELOPER/PUBLISHER: ACCLAIM AVAIL: LAUNCH



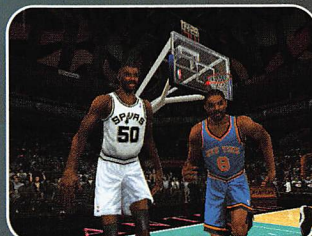
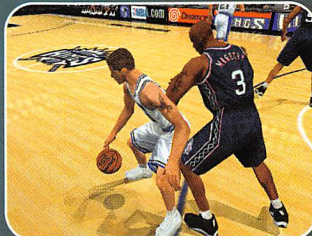
A departure from the more traditional sports titles being lined up for the launch of Dreamcast, Trickstyle combines racing with hover-type skateboards to create a wickedly cool game. The demo version (shown here) had only one track available, which contained freestyle elements like bowls, quarter-pipes and dirt inclines to attack while straying from the beaten path.

Racing is going to be the underlying premise of the game, but different challenges and competitions are guaranteed to keep the action refreshing. So far, everything, from visuals to control, is liquid. This is one to watch.



## NBA 2000

DEVELOPER: VISUAL CONCEPTS PUBLISHER: SEGA AVAIL: NOV



You might have read it last month in our news section: NBA 2000 has been delayed slightly from the expected system launch in September. This is not a bad thing: It gives you time to save up money and spend adequate time with other games so they won't feel neglected sitting on the shelf. Visual Concepts does not feel that compromising the game's potential is worth making the drive too early. So expect to see the game released at the start of the NBA season.

Besides the landmark modernization in presentation, gameplay and AI, look for a remarkably deep create-a-player feature. This gift from VC will allow you to create a plethora of different players, manipulating body parts like head size and arm length, among other things.

The game isn't even out yet and I find myself shuddering to think what next year's offering will bring to the genre.

## NBA SHOWTIME

DEVELOPER/PUBLISHER: MIDWAY AVAIL: FALL '99

Want to be like Mike? Well in NBA ShowTime, everyone is! So skip the pair of Nikes, forget the Gatorade and go for a controller. In a surprisingly quick translation from the arcade comes the Dreamcast version of NBA ShowTime: NBA on NBC by Midway.

Everything found on the arcade game looks to be intact. Player models are not tailored or scaled down and control is tight, even though it's only working with the digital pad at this time. The streaming audio and color commentary has not been implemented, which will add a lot to the game's experience, and a simple outdoor court replaces team-specific stadiums, which are also absent at this time. Despite these yet-to-be-implemented features, the game is a lot of fun.

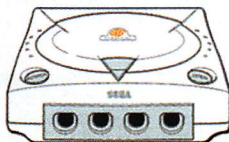
The intelligent move to bring this game out so soon after the arcade release is sure to capture the hearts of the Sega faithful.



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# STEP INTO THE ARENA.

*The grand-daddy of all gibfests is about to land... GR tele-frags id software in an exclusive Q&A about Q3A!*

JOHN CARMACK-Founder/Co-Owner/Lead Programmer

**GR:** Curved surface geometry is one of the most outstanding features that brings Quake 3 Arena's graphics to the forefront of rendering technology. Did you set out to break new ground with this feature?

JC: After Quake II went final, we spent a little bit of time in maintenance mode getting some of the earlier patches out. Then I spent about three months doing research on a lot of different technologies – really interesting things which turned out not to be all that relevant to the current engine technologies. But I did spend a lot of time going over all of the different curve technologies that there are now. The conclusion that I came to after doing all this work with curved stuff is that curved surfaces aren't nearly as cool as people think they are. They may have some advantages as a modeling primitive, but as a rendering primitive, they're really not that great, which is why there's a big push from a lot of people to put curved surfaces into hardware and get hardware-accelerated bezier patches or NURBS and all that. And the people that have actually gone in and done a lot of work with these things tend to acknowledge that it's not a par-

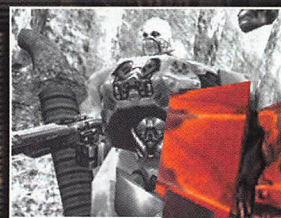
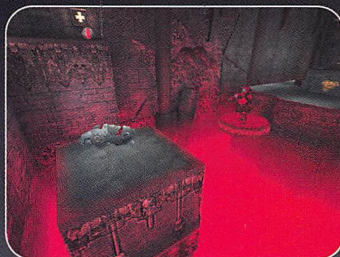
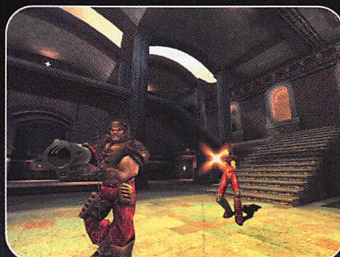
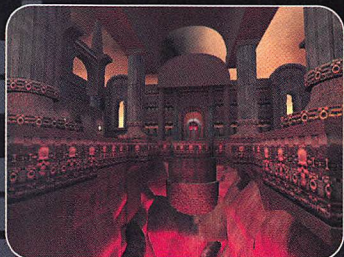
ticularly good idea. They have some benefits, but they're just really not as good as most people would like to think that they are.

**GR:** Can playing Q3A still be a pleasurable experience to modem users suffering from packet loss and frame rate drops, or will some users have to sacrifice graphics in favor of speed, especially players that suffer from a mediocre internet connection?

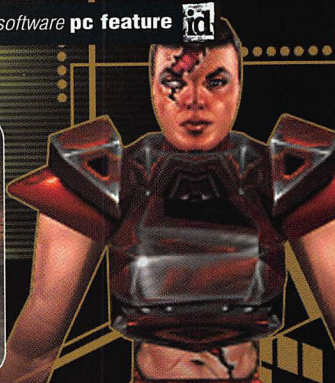
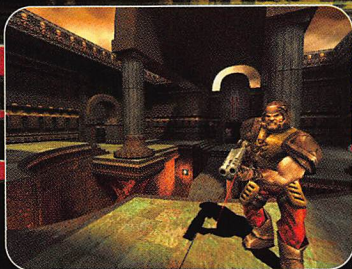
JC: The quality of the rendering doesn't really have much impact on the networking issue. All that the quality of rendering has an effect on is your frame rate, which in turn effects the actual gameplay. Speaking on improvements in the networking, there have been evolutionary steps taken towards going to a low bit-rate coder and some statistical modeling to actually reduce the bandwidth. The biggest change that has come to light is that in previous games, I have always tried to make all of the intelligence on the server side while keeping the client side as dumb as possible, and that seems to give you the most flexibility. If your client has no knowledge of what the game is, then you can make a completely different game on the server side. That was the way Q1 was, but ever since that, there has been a march towards more sophistication on the client side because it allows you to do more things locally and not have to worry so much about the network connection. QW and Q2 had client-side movement prediction, which generally made the gameplay a whole lot smoother for people that didn't necessarily have good network connections.

**GR:** And that's gone now?

JC: No. It's actually much improved past there but the downside in Q2 or QW was that with the client-side prediction hard-coded into the client, you couldn't do really different means of locomotion – what some of the people would do, for instance, in Q1 mods like making jeeps and tanks. You couldn't really do that in Q2 because the movement always had a fixed amount. What we've done in Q3A has pretty much taken it to its maximum conclusion where the server now just controls the rules of the game and all of the presentation is done on the client side. Now, if this was like Q2 where all that was built into the executable, that would kill the flexibility of being able to do different types of mods because we would have too much of the



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game frozen into it. But we've now got a way to load client behavior dynamically, which is being done through an interpreted language, so it's safe to download over the networks without having to worry about downloading some sort of virus automatically so to speak. The server just says, "Player, you're here," and the client then says, "OK, based on this angle, we're going to put the player's legs like this, his torso leaning over, his head up here, play a muzzle flash and have smoke drifting out." All of that's done without any network interaction. Whereas in Q2, or previous games, a lot of these things would be separate network messages. For example, the server side would say, "OK, we want a little puff of smoke here, and we want this thing to fall off here." Well, now all of that is done by sending the event that happens, and the client side takes care of all that. And all of those features will be readily available for modification at the time of the game's release, along with the source code.

**GR: Are you aware of the network capabilities that the Sega Dreamcast has to offer? Any chance of ever seeing a Dreamcast version of Q3A?**

JC: Our situation with Sega has been really weird. Way back when the DC was still code-named Katana, they came down and they talked with us when it was originally all 3dfx based and it sounded pretty cool, and we were talking about it in early development because of the networking aspect, which I am a big proponent of. But then they switched over to the PowerVR technology and there was a little bit of a heated debate over a few things and Sega just kind of disappeared. I think at the time they thought we were particularly pissed at them because there were some outstanding issues over PowerVR threatening to sue Scott Sellers of 3dfx over some comments that he made. And we told the PowerVR people basically that if you're going to act like litigious children, we don't really want anything to do with you. No lawsuits ever came out of it or anything, but I think that at that time, Sega thought we were pissed at them or we didn't want anything to do with the situation, so we didn't hear from them for another six months. Then we hear from them again and they wanted to arrange to come down and sort of brief us on a bunch of things. They ask us to sign their NDA, and we say let's sign our normal mutual NDA, which we do with everybody, and Sega wouldn't sign it. We told them to go

home. That was just weird to us because nobody has ever refused to do that before. So then more months pass and then they're all hot again to get Q3A as a modem pack-in on the DC, which I would love to do. A console game with a fixed function network interface moving Q3A with really good modem level networking and everything would be great. You'd get better performance modem-wise on the DC, mainly because you wouldn't have a bunch of other operating systems fighting for space and interfering with the network capabilities of the system. I still think it's a good idea, and they basically had a deal on the table which we were ready to sign and they mysteriously pulled out at the last minute, perhaps because they lost a quarter of a billion dollars last quarter and they just didn't have any money. I don't really know.

**GR: Are you anxious to take a crack at programming any software for the Dreamcast? If so, would working within the constraints and limitations of the system be an issue for you?**

JC: I actually think that Q3A would go over quite well on the DC. It doesn't have quite as much memory as we would like, but it's close. When we pitch out all the other overhead, it would come out really nice.

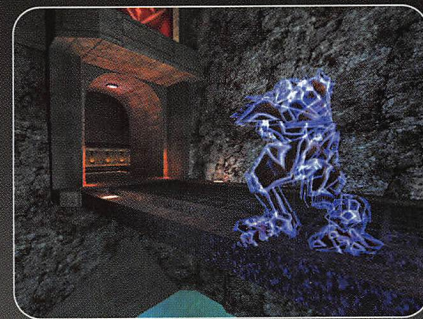
**GR: How much memory would you need?**

JC: Well, to do it without swapping in the PC space, it depends on what graphics options you turn on. If you've only got 32 megs, you swap, and the DC only has 24 megs total, so there would have to be changes made as far as simplifying the levels a bit. But the graphics could use the DC's texture compression and we can fit all the same amount of graphics in there and have no texture swapping situations. But we are PC-focused here and we're not planning on changing any of our business plans around anything console-based, but if Sega puts that deal they had proposed back on the table, we'll be ready to jump on it.

**GR: So what is your main goal with Quake, and how far do you plan to take the series?**

JC: Our next game is almost certainly going to be another Quake game. It will include something with 3D and networking probably, and we are more than likely going to focus on something with more emphasis on the single player experience, but there are two directions that we can go from there. We could go in the direction of having a persistent online world

like Everquest and combining it somehow with the first person shooter genre, but it's not clear that it's really the right time to do that yet. The modem play adjunct in a single player game is intriguing, but I'm not sure that it's enough to base an entire game off of because of times when you just couldn't get a decent connection. And to have a game that you couldn't play effectively during that time might not be a very good plan, but it would be fun to do a game like that. In fact, we had a plan laid out at one time which involved a partnership with Microsoft and a huge online world, but it fell apart. I was kind of disappointed with that because I was really psyched about it and it could have been really cool. But I still believe Q3A will be fairly definitive in terms of what it's doing with the multiplayer style of play. I don't think that there's another game you could do as a sequel which could provide anything new. Graphics can always get better, but in terms of the actual gameplay, with Q3A for instance, there's almost nothing that hasn't been present in some form or another and we're to the point where the possibilities in first person shooters have been explored fairly well. If you go out and figure you're going to do something new, you're just beating a dead horse.



## GRAEME DEVINE-Project Manager

**GR: It is known that Q3A is a first person shooter with a big emphasis on new technology. What is the actual game design focus?**

GD: The game design is actually much simpler than id's previous products in the sense that it is focused purely on Deathmatch, so even in the single player game, the overall feel will be that of an arcade game. All of the design rules up to this point have been to try and implement a sort of "fighting game" feel to the action – you versus another opponent or the computer. In that sense, it's very different from previous id games where your job was more or less to go from corridor to corridor blasting away monsters and solving puzzles. We have abandoned that idea and gone in the direction of simplicity. We have been focusing a lot on the actual level design in order to ensure that there are plenty of areas for people to actually fight in instead of places where people will snipe and hide. We're trying to generate game-play that is constantly kinetic and dynamic. With Q3A, we are concentrating on keeping the action moving and trying to balance the weapons from the very beginning of the game. We are also trying to bring a wider audience into the game by introducing a game scale which is much simpler than previous id games from the very beginning levels. Bringing characters into the game which can teach you how to play is another aspect we are introducing.

**GR: With the implementation of the Bots (computer controlled AI opponents), will you be adopting the idea of introducing a character select screen reminiscent of a fighting game? For example, something like the versus screen that you would see when playing a game like Street Fighter II or Mortal Kombat? Will you be able to choose your opponent before fighting him?**

GD: Your opponent will be automatically chosen for you based upon your ranking, but you can select which ones you'll actually play against. For instance, on a six player map, it will basically be you versus six other Bots, or on a one-on-one map, it will be you versus one other opponent. In a sense, it will be very similar to arcade/console fighting games in that way. The Sega Dreamcast has been appearing

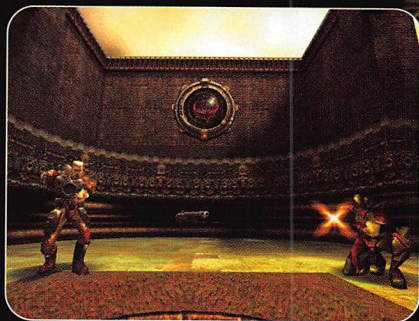
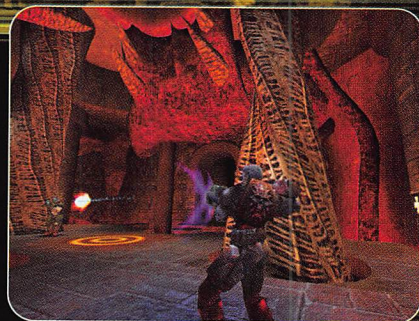
quite frequently in our offices here, which has given us a chance to look at games like Virtua Fighter and Power Stone as a reference to the "arcade/fighting-game-feel" which we are trying to adopt for Q3A. We are also playing around with the idea of changing the interface for Q3A, perhaps introducing an energy bar to display your remaining health, armor, and ammo in favor of the traditional numbers on the H.U.D., which will in turn be a fully customizable skin, similar to the way someone would make, for instance, a Winamp skin.

**GR: Will the game be able to determine when you have made significant improvements in skill level and track them accordingly?**

GD: Yes. Q3A will be keeping a constant record of your progress. A few of the categories will include shot accuracy, average health, and your ability to stay alive, which is basically your dexterity. All of this goes towards your ranking, which other players will get a chance to see before challenging you. When you start, your stats will be completely empty and you will be given the choice to start at two levels: one will consist of a training course and the other will be the start of the actual game itself. The first choice will be a "trainee" map, which will have a "Help Bot" that can actually guide you through the basic functions of the game. Here, you will be able to familiarize yourself with teleporters, learn about sound cues, have a crack at target practice with the various weapons, and get to know the power-ups and the special abilities they bring to the player.

**GR: In Q3A test, the weapons and ammo respawn times have sped up drastically. Will controlling ammo and weapons even be a factor anymore?**

GD: The respawn times will vary for each map and it will all depend on the rules which you are playing under. For instance, if you're playing a tournament map, the respawn times will be significantly slower. The tournament settings in GXmod and Rancor, which most Quake players are familiar with, will be fully integrated into Q3A, and we are also looking to finalize official tournament rules and set the standards for tournament and teamplay. We are also hoping to have CTF implemented into the game by the time it ships, and a spin off of the classic game of "IT" which will be a bum-rush style game.

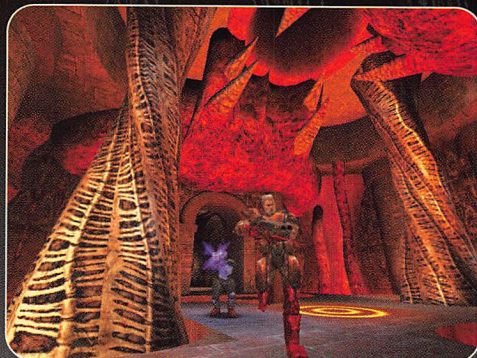


**GR: What is holding you back from releasing Q3A? How much work is still left to be done?**

GD: We have a lot of work left on the completion of the levels, but the basic geometry layout is done for all the levels. We still have to go through and deal with texturing the levels and coming up with a lot of individual textures for the maps. That stuff is still underway. We also need to go through and look at all 21 models that we have in the game and make sure that they animate properly and finalize the overall look of the models.

**GR: What are the most frequent questions and/or responses that you have received after the release of Q3A test?**

GD: It's pretty varied: The rocket launcher is too slow for players that are used to Q1, but it's too fast for players that are accustomed to Q2; the railgun is too weak for players that are accustomed to Q2's railgun but it's too powerful if you're used to Q1 in terms of weapon domination; and starting with 125 health is too much of an advantage, and so on. I think it proves that the game balance is actually very good. Weapon complaints have been by far the most numerous. People are also concerned with weapon lag, as a lot of players seem to remember QW being very good as far as weapon lag goes, but when we pulled out Q3A and stuck it next to QW, it was quite clear that Q3A was far superior to QW in the category of weapon lag.

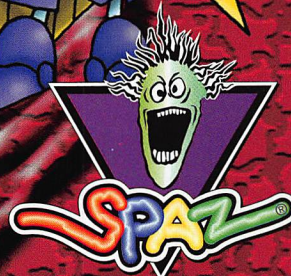
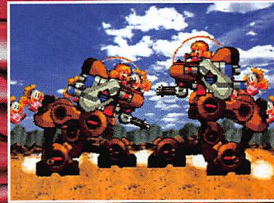


**SPECIAL THANKS GOES OUT TO THE STAFF OF ID FOR THEIR TIME AND PATIENCE.**



Between a Sinister World of Shadow  
And a Dangerous Dimension of Fantasy  
Lies a Twisted Battle for Reality

# SILHOUETTE MIRAGE™



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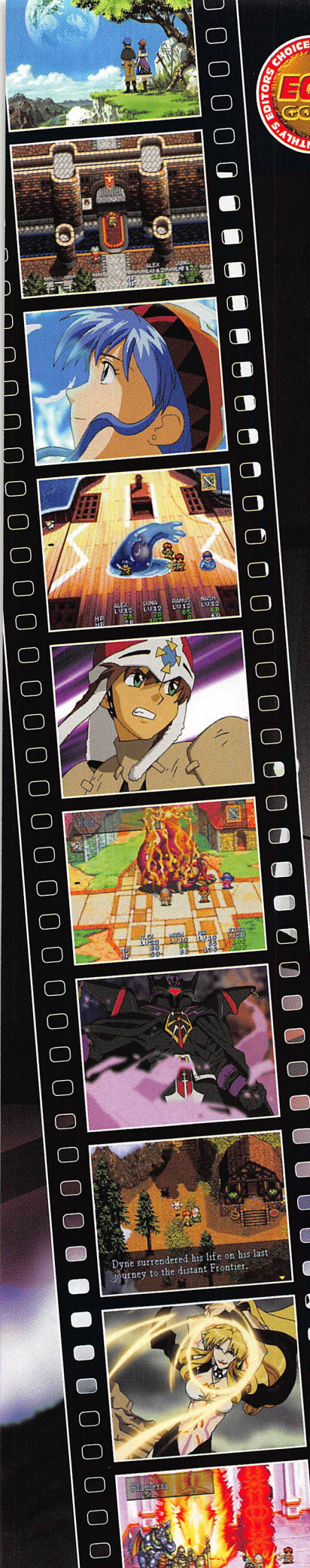
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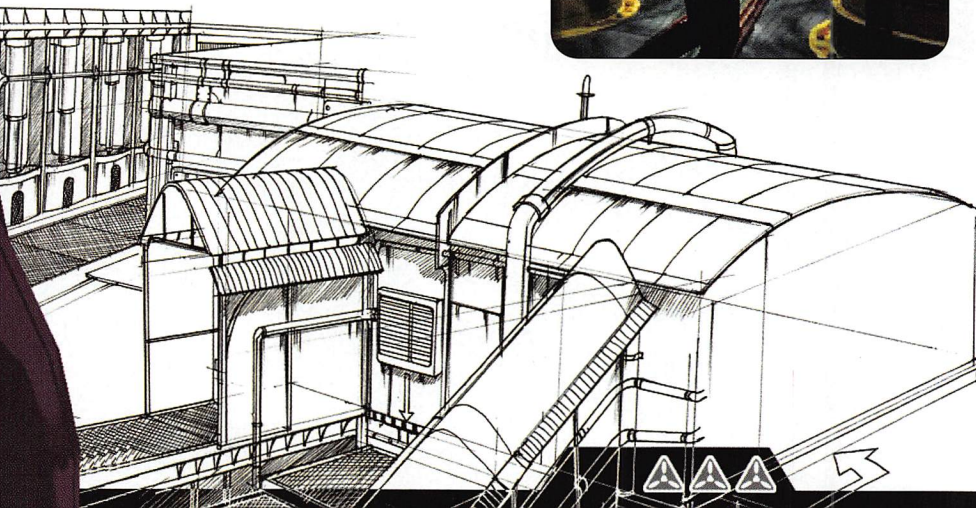
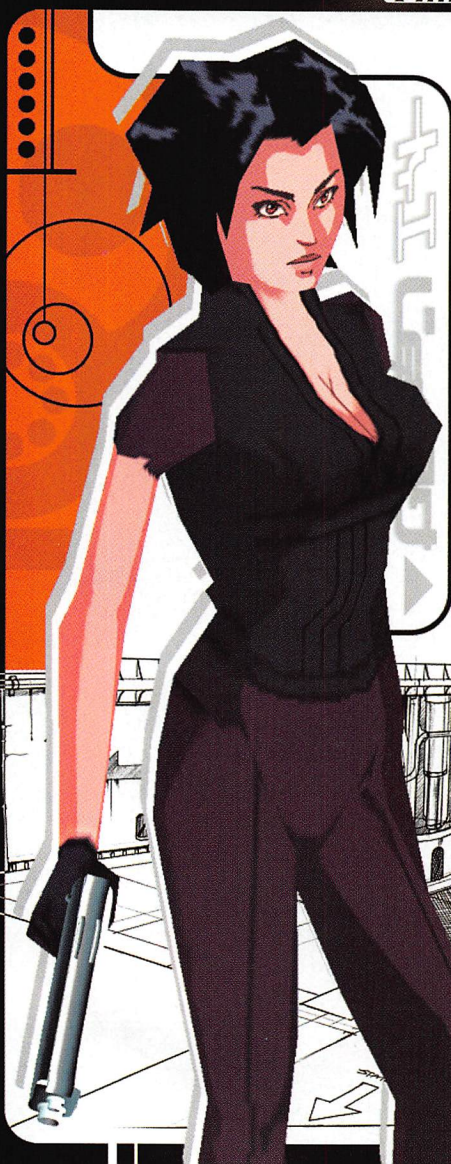
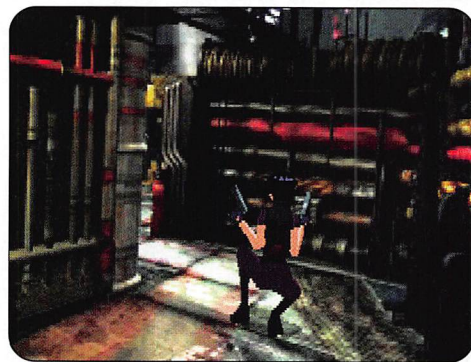


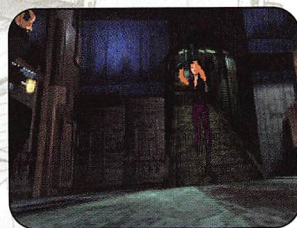
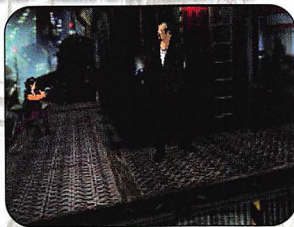
# FEAR FACTOR

BY DAVE HALVERSON

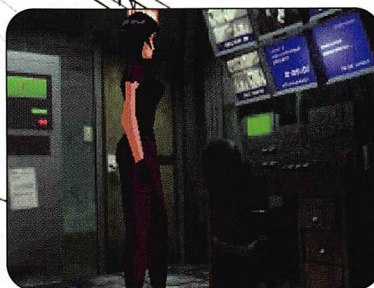
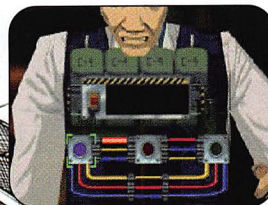
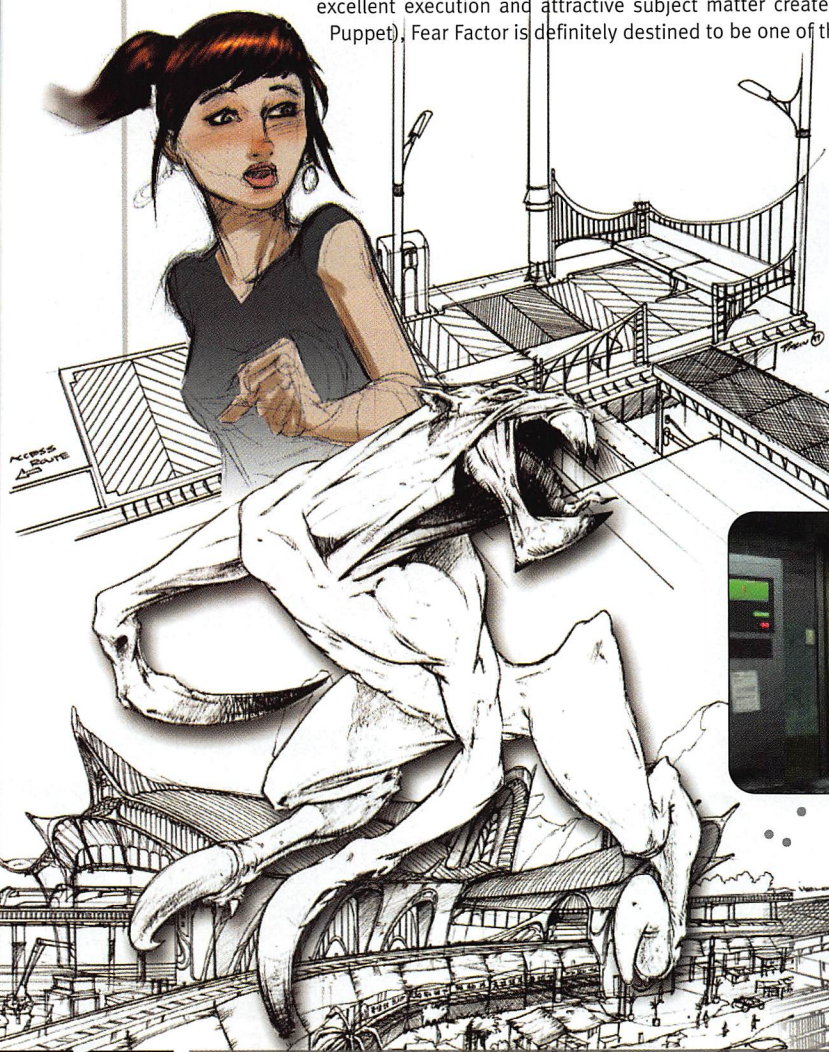
*The atmosphere of Blade Runner and cinematic 3D gameplay come together with spectacular results in Kronos' latest...*

**F**ear Factor took a lot of people by surprise when it debuted at this year's E3. With its anime-style polygonal characters poured over a pre-rendered neo-Hong Kong veneer, who could resist? Kronos melded the two styles brilliantly, integrating the effect into the game and CG cinemas as well. The scenario is a sci-fi delight: As part of a team of mercenaries, your job is to find, secure, and collect a huge reward for the safe return of the daughter of a powerful Chinese businessman who's run away (or disappeared, at least) into the epicurean and dangerous Shan Xi Territory (an alternate-reality China) under mysterious circumstances. Of course, you'll have to beat daddy's henchman to her, and they're not exactly thrilled that you're out to snatch her ahead of them. What begins as a simple retrieval, however, quickly escalates into much, much more as the team find themselves involved in a mission of grave importance. Shan Xi, it turns out, is more than just a villainous colony—it is the gate to Hell itself, and the king of Hell is planning to release the ultimate evil onto the Earth... purification.



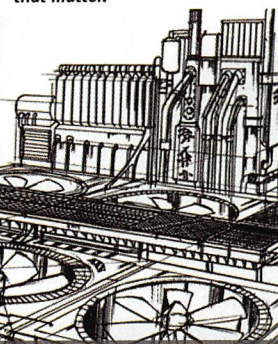


tion by cleansing fire! Finding her and stopping him are somehow connected, and so the race is on! The gameplay in Fear Factor is best described as a cross between Out of this World and Resident Evil. You begin the game playing as Hana Tsu-Vachel, a sexy, half French, half Chinese covert operative raised and trained in the Province Military Theater. She looks a little like Aeon Flux and she moves with a memorable swagger—hot to trot and built for action! Though the controls are complex, they serve the player well once mastered, with separate buttons for drawing, using and holstering weapons, creeping, running, and activating commands. Targeting is simple too, as a symbol appears at the top of the screen prompting you when you have an enemy in your sites. Interaction with items in the backgrounds is clear, as is picking up items and using them at key locations. The collision between the player and the oft-animated pre-rendered backgrounds is very good. I know you've heard this before, but Fear Factor may be the closest you'll come to playing a movie on the PlayStation. The integration of full-motion CG, anime-style polygonal characters, and pre-rendered locales is seamless. Incredibly engrossing and satisfying, with excellent execution and attractive subject matter created by Kronos (makers of one of my favorite PC games, Meat Puppet), Fear Factor is definitely destined to be one of this fall's must-have PS games. ⚡



As you can see (above), situations are played out to their conclusion and then shift to real-time FMV for dramatic effect using the same models.

This guy won't be home for the holidays, or any other day for that matter.



# GEX 3 DEEP COVER GECKO

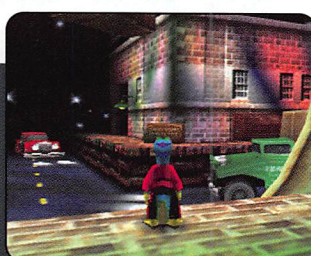
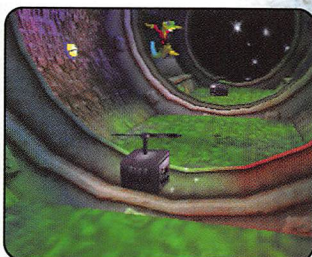
BY DAVE HALVERSON

*Dana Gould slips into his lizard skin one more time...  
And the Nintendo 64 finally gets a good game o' Gex!*

When the Nintendo 64 version of an existing or multi-platform game comes out, it's supposed to be the best one, right? At least, that was the deal when the N64 was introduced. So often though, this has not been the case. Never was this more apparent than with Gex: Enter the Gecko. The 64 game paled in comparison to the PS version with its missing levels, reprehensible redraw and one exclusive level that was, well, budget to say the least. Well, it's payback time this time around, or at least, that is plan with Gex 3 Deep Cover Gecko: 256 megs, one liners that never repeat in the same level (!), three extra levels that don't suck, a new move (the "tongue swing", a favorite with the ladies), an improved camera, a faster frame rate, and comparable redraw to the PS. Heck, the music's even good! Beyond these enhancements, the game remains the same (save the cinematic intro). Gex' mission is to save the big-breasted Baywatch babe, Agent Xtra, played by Marliece Andrada. Marliece has lost some color via the cartridge FMV but she's lookin' pretty good nevertheless. To accomplish his goal, Gex gets into more get-ups than ever

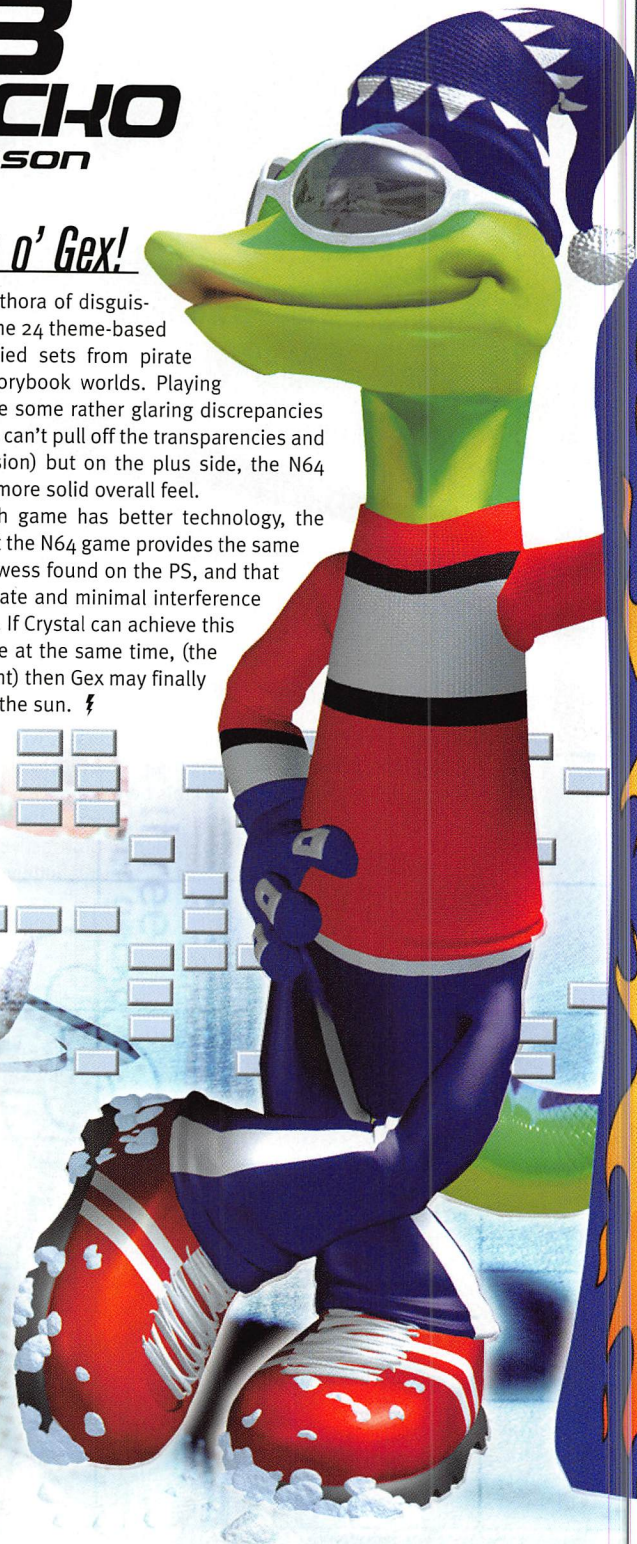
before, donning a plethora of disguises as he traverses some 24 theme-based levels – movie-parodied sets from pirate ships to anime to storybook worlds. Playing the game, I did notice some rather glaring discrepancies in the effects (the N64 can't pull off the transparencies and flames of the PS version) but on the plus side, the N64 game does provide a more solid overall feel.

Regardless of which game has better technology, the important thing is that the N64 game provides the same level of gameplay prowess found on the PS, and that means a solid frame rate and minimal interference from draw (or fade) in. If Crystal can achieve this and enhance the game at the same time, (the new levels are excellent) then Gex may finally have his 64-bit day in the sun. ⚡



GEX 3 CRYSTAL DYNAMICS '99

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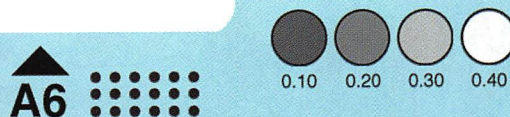
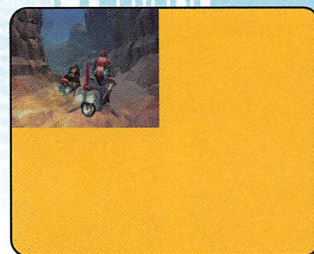
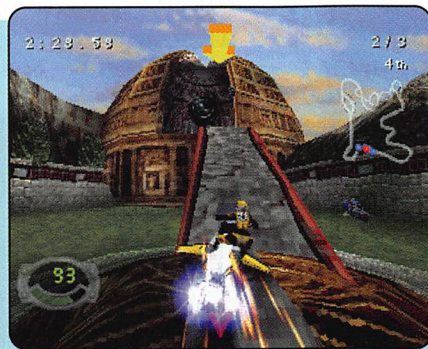
# JET MOTO 3

BY DAVE HALVERSON

*Can new developers Pacific Coast Power & Light finish... what Singletrac started? The Moto lives on... we hope*

I wonder if Singletrac had the slightest clue that four years after the creation of the sensational Jet Moto, we'd be looking at the third incarnation on the same platform. Probably not. But lo and behold, the Moto is back and this time out (and I'm not sure this is a good thing), it's a whole new game. I'll begin with what I like about the new Jet Moto (which is what this game ought to be called) thus far in its development, like characters and sponsors. Nicely rendered rotating models and bios accompany each racer, complete with sponsors like Slim Jim, Doritos, Mountain Dew, Kawasaki, 989 (the publisher), Pacific Coast Power & Light (the developer), and Body Glove! Hey, if you're gonna go commercial... go all the way! The intro's cool too, because it's what the game ought to mimic in action, and the character designs are excellent. And finally, speed: Jet Moto is illegally fast, which may be the cause for some of the things I don't like so far, like the manic style of the racing. Remember that feeling of competition you got in Motos 1 & 2 when you made one too many mistakes and it cost you the win? Or, when a competitor was close, how you could see exactly who it was and from which team they hailed? That sense of competition is no more. The other bikes have been reduced to small innate objects most of the time, ricocheting off of every-

thing in sight (including you). "Hey, there's Bomber from team Doritos, or it could be a toaster with wings on it!" And as far as balance goes, it seems like no matter how much you crash, they crash just as much. Whether I put in a perfect performance or fell in every hole, most of the time it came down to who still had turbo boost 100 yards or so from the finish line. I suppose the races themselves can be best described (at this point) as somewhat of a mess. The environments themselves are impressive: wide expansive tracks littered with obstacles and massive polygonal structures, but they lack the detail of both former games, again, likely a by-product of the game's speed. Also different are the hover bikes themselves, which don't really feel as if they're floating but rather are tethered to the course much of the time. The physics seem to have been altered in an effort to keep the bikes on the track. Z-buffering problems are also along for the ride, bending and warping all around you every inch of the way. So while Jet Moto 3 does bring to the table more sponsors, excellent vehicle and character design, and greater overall speed, it does so at the expense of what made the game great in the first place. It will be very interesting to see where the developers go from here. I hope they can make a game of it. With 989's commitment to quality I have a feeling they will. ⚡



ジェットモト



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SER-01  
JET MOTO 3



Four years in the making, Red's first RPG for the PlayStation is almost ready for its US debut, courtesy of Atlus, who have done a fine job localizing the game. I fell in love with Thousand Arms within minutes of playing it for the first time. And now, having completed the first leg of the localized version, I'm here to say that this game breathes new life into the genre. Everything you'd expect of a great RPG—the overhead navigation, towns and how you interact in them, the fighting engine, character art, and music—are all orchestrated brilliantly. But it is what lies beyond these attributes that makes Thousand Arms so special. In addition to the melding of hand drawn 2D with polygonal environments and the game's CG, Thousand Arms features a compelling and very novel story. The lead char-

# THOUSAND ARMS

BY DAVE HALVERSON

*An epic and unique RPG from one of Japan's premier developers... Thousand Arms comes alive in true anime style!*



acter, Meis Triumph, starts out as somewhat of a wretch from a cowardly, rather than noble, bloodline. And he's not a swordsman, but a blacksmith of all things (and a womanizer at first). There's also a dating engine in the game.

That's right—Meis can take girls out. He can even buy them presents beforehand to impress them. It's not mandatory for Meis to date, but it's pretty cool answering the girls as they ask questions and voice their opinions. Insult your date and she'll slap you across the face; impress her and she'll give you a kiss and ask that you call on her again. Where does it all lead? Well, I'm not sure yet, but I can't wait to find out.

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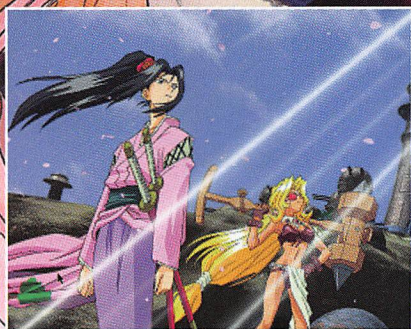


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# WIPEOUT 3

BY MIKE HOBBS

No developer has ever come close to delivering a futuristic racer to rival Psygnosis' Wipeout. Over the course of two games, the series' irresistible blend of speed, design, and music has kept all other would-be competitors quietly at bay. This winter, Psygnosis are set to deliver the third entry in this incredible franchise, and all indications point toward this being the perfect evolutionary step for the series.

In an effort to produce a fresh version of Wipeout, a practically all-new team has been assigned to this latest entry. Thankfully, they've not abandoned everything that's made the series what it is today. Instead,

a number of well-judged enhancements have been implemented, both to bring the game technologically up to date and provide an experience that feels new without alienating fans.

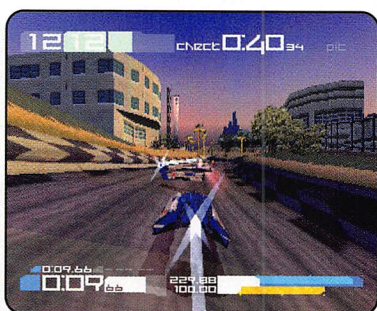
On the first front, the resolution of the game has been upped considerably. This has the benefit of lending Wipeout 3 a clean-

er, more refined overall look. And amazingly, this has not come at the expense of frame rate or detail, both of which are at an all time high.

As far as gameplay enhancements go, there are now twelve offensive and defensive weapons in Wipeout 3, with seven of these being all new. Multiple homing missiles and energy barriers are but two of the new weapons. A manual speed boost feature has also been added.

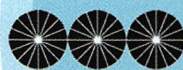
The courses this time out feature quite a substantial shift in tone from one environment to the next. Bright, airy courses are contrasted by the dark and gritty circuits that everyone has come to expect. There are stomach-dropping spirals and often awe-inspiring trackside scenery, like a massive video screen made up of dozens of individual monitors.

Wipeout 3 is currently penciled in for a winter release, and our impressive preview version leaves little doubt as to the caliber of game we can expect. With a soundtrack being overseen by progressive house guru Sasha and graphic design contributions once again coming from Designers Republic, all the elements are coming together to produce a worthy successor to Psygnosis' most accomplished series. ▶



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# WINBACK 64

BY DAVE HALVERSON

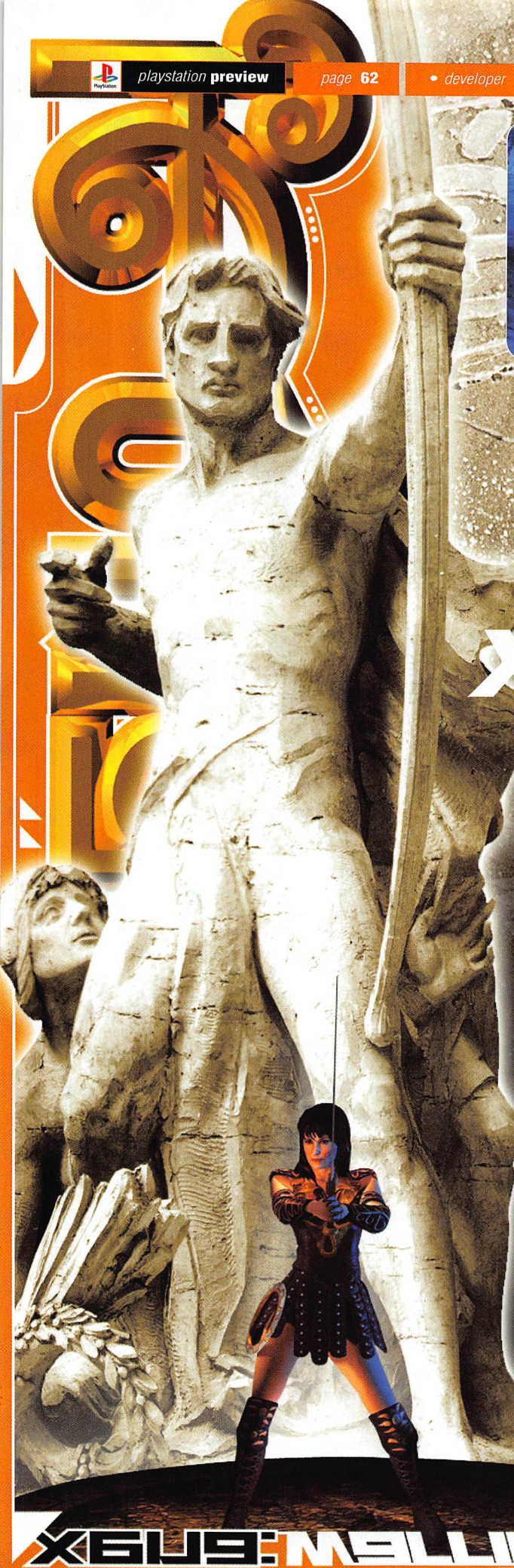
*Take aim at Koei's Winback, the closest thing to Metal Gear Solid for your Nintendo 64...  
It's time to take down some terrorists, S.C.A.T. style!*



If I dared to compare Winback to Metal Gear Solid, hoards of people would undoubtedly run for their keyboards and begin to fire off nasty e-mails, and rightfully so. MGS is in a league of its own, but I can't help point out certain similarities between MGS and Winback. Highly stealthy game play, terrorists a-plenty, military covert ops; it's obvious that Winback is set to fill the gap for N64 fans with a Metal Gear jones. A group of terrorists have taken over a US satellite weapon capable of levelling whole cities with one laser blast. Just to prove they mean business, they vaporize the Center for Space Research. Since the weapon takes four hours to charge between firings, S.C.A.T., a special military unit called in when national security is threatened, must retake the weapon before the terrorists, a group which calls itself, "Crying Eagle", can fire it again. The terrorist demands? An apology for the US invasion of their crummy little third world country Siroczia, along with the immediate withdrawal of US troops and an agreement to never interfere with them again. Yah right, the US doesn't negotiate with terrorists! As the S.C.A.T. squad is ascending via chopper over Fort Windham, where the weapon control center is based, they are attacked by ground fire and the

team must vacate ahead of schedule. Split up, each will work to maintain the mission objective. Meeting and interacting with each of them (via real time cinematics) throughout the game is just one of Winback's many shining moments. Prepare to do a lot of sneaking around, peering around corners, lining up your sights, and poppin' a cap in hordes of terrorists.

Winback's control mechanism for sniping is excellent, and more importantly for this type of game, so is the camera. Picking off targets from long range or up close, aiming is precise enough to place your laser sight on the back of a target's neck from 50 yards. Thunk! Jean-Luc is armed with a pistol with unlimited ammo, an M16, and a Shotgun. Heavier fire power is sprinkled throughout, as is C4 for those extra special situations. The game's engine is up to the task as well. Smooth, buttery frame rates make controlling Jean-Luc a snap, and although the textures aren't all that sharp, detail and color is rendered skillfully. The game has an excellent overall look with comic book-style-dialogue and first-rate character design. Koei have obviously taken their time creating Winback, no doubt based somewhat on the success of MGS. Currently the game stands at about 80% ready, the most recent changes being new (and very effective) background music, training mode, deathmatch play for 2-4 players, new puzzle elements, enhanced enemy AI, and added depth as the game is now 3-4 times larger than the game originally scheduled to release in March. Winback looks set to do some major business on the 64 this Fall. ⚡



# XENA

BY DAVE HALVERSON

*It's time to get Medieval with the queen of...  
vanquishing evil! Time to Play with Xena!*

I have a difficult time watching network TV. Ever since those contemptuous Burger King commercials began to air (you know, the ones that showcase plastic food while drilling bad music into your head), I've relegated my TV viewing almost exclusively to cable. Admittedly, though, when I do happen to skip over to the WB's *Xena: Warrior Princess*, I still can't help myself. There's something about the production, even though the effects are cheesy and the dialogue contrived and over-acted, that draws me in. Perhaps it's the fact that the actors' hearts seem so in it, or maybe it's just Lucy and her shapely, medieval goddess portrayal. Either way, I find this type of fantasy TV extremely watchable. Along with *Buffy*, *Futurama* and the like, these types of programs are the last bits of interesting programming left on network TV and so it's fitting that they are transcending the tube, branching out through licensing into such cross-over realms as action figures and video games.

We've previewed *Xena: Warrior Princess* twice before in capsulated form, touching on Lucy Lawless' and Renee O'Connor's dedication to the project, Mrs. Lawless'

over 100 frames of animation, and the use of new villains exclusive to the game. But this is the first hands-on reporting we've done, so take heed *Xena* fans.

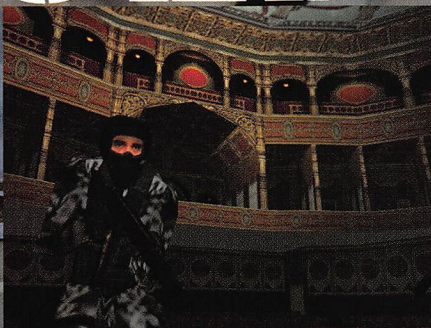
The game opens with an impressively edited flurry of clips from the show, offering a brief overview of the premise—who *Xena* is and what she's fighting for. From there I suggest you make your way directly to the configure menu and change *Xena*'s default scamper from walk to run. Holding down a shoulder button to run while manipulating the analog and performing *Xena*'s four basic moves (kick, sword, jump, and block) is too much to deal with. When *Xena*'s running, her attacks hit forcefully and she can connect them easily. Once you have your buttons suitably arranged, *Xena*'s got a nice quiver of combos and special moves to learn and master. Controlling *Xena* is somewhat of a snap—she's nimble, responsive, and nicely animated, although the camera does require some getting used to. Should *Xena* find herself facing away from the action, you'll need to swing the camera around manually or click it into place using the right analog. After extended play however, you'll be able to sense the enemies' position and

CONTINUED ON PAGE 124 ►

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## ARMY MEN: SARGE'S HEROES

• developer/publisher: 3DO • available: fall '99

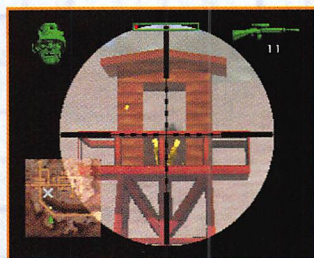


I really want to like Army Men: Sarge's Heroes, because like most red-blooded American boys, I collected the little green plastic men and spent countless hours playing war in the backyard, in my bedroom, throughout the kitchen, in my sister's dollhouse (oops, a little too much self-disclosure). And playing this game brings back those childhood memories by providing a variety of humorous environments to battle in, such as a living room, a bathroom, a kitchen and a sandcastle. And the game features all of the famous toy army men poses: the miner guy, the grenade guy, the lying-down-on-the-ground sniper guy, the on-one-knee guy, the mortar guy, and the flame thrower guy. But I'm

afraid that when it comes time to review this game, the problems I'm having with it now—the cumbersome character control, the lackluster graphics, the enemy AI, and most of all, the slow and awkward auto-perspective camera—will still be there.

For now, let's just get the details down. Army Men: Sarge's Heroes is a one-player, mission-based game pitting the green army against the tan army. The overall objective is to defeat the tan army leader, Plastro. There are 14 different missions utilizing an arsenal of 13 weapons, including a shotgun, grenade launcher, M-16 rifle, sniper rifle, bazooka, flame thrower, mine sweeper, grenades, TNT, and mortar. It also includes some humorous weapons like a magnifying glass, bottle rockets and a spray paint can.

Army Men: Sarge's Heroes also includes a multi-player battle mode for up to four players and a training mode called Boot Camp where you can practice using most of the weapons and learn the ins-and-outs of controlling Sarge. Look for a review in the October GR. 🐾



## BATTLE TANX 2

• developer/publisher: 3DO • available: winter 1999



The popularity of 3DO's Battle Tanx is evident in the fact that less than a year after the game was released, a sequel—appropriately titled Battle Tanx 2—is nearing completion. After spending some time with a preview version of the game, BT2 looks to stay true to its heritage with a fast paced feel incorporating good vehicle control. The game is plain and simple, no-holds-barred tank combat and destruction. The emphasis here, as with the first release, is on multi-player gaming, as six of the seven different modes of play in BT2 are designed for up to four people.

The levels are designed for fun. Is a building in your way? No problem—just take it out. Pretty much everything can be destroyed. There are a variety of arma-

ments, including nuke bombs, guided missiles, grenades and swarms (simultaneous triple missiles). Health and money power-ups are scattered throughout each of the 20 levels. There are three tanks returning from the first game and seven new ones, including a hover tank that glides above the ground, a quick tank with gatling guns, a tank that can flip from side-to-side and fire from both top and bottom, and a tough, workhorse tank called The Rhino.

Although the background music fits the pace of the game, it started to grate on my nerves after a while. On the other hand, the sound effects for the tank movements and explosions are an aural treat.

Stay tuned for a complete review coming soon. 🐾

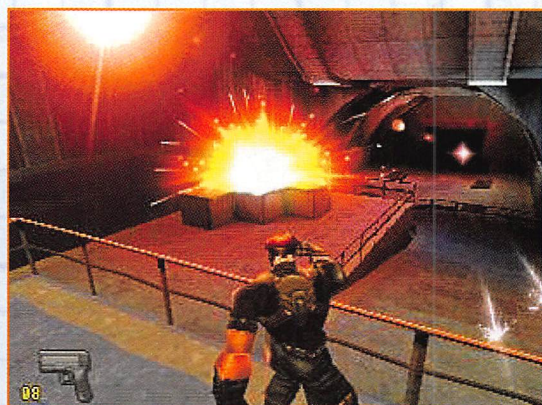
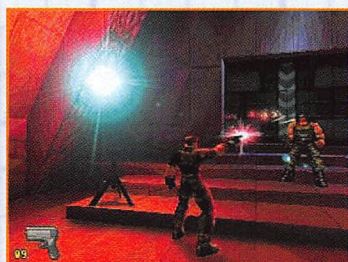


## FIGHTING FORCE 2

• developer: core • publisher: eidos • available: winter 1999



Core's brawlers are back in an all new beat 'em up that promises to put the first Fighting Force to shame! The original concept behind FF1 was a 3D Streets of Rage for the Sega Saturn and so the initial design didn't amount to much in the way of stellar 3D gameplay (for obvious reasons). Coming later this year for the PlayStation and Dreamcast, look for deeper play mechanics, bigger, more interactive environments, special effects galore and of course, the ability to play as one (or two) of three bad-ass futher muckers. ⚡

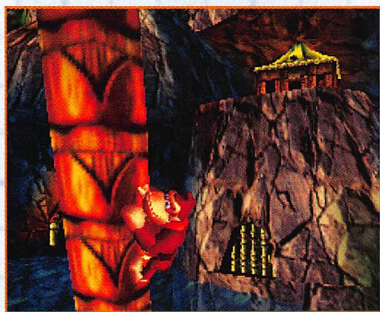


## DONKEY KONG 64

• developer: rare • publisher: nintendo • available: november



Just as we were about to put this issue to bed, these new DK64 shots arrived, so I woke up Edd and had him ditch some budge PC game and insert these impressive pics. Even more so than at E3, where the game won me over with its deep play mechanics, DK64 looks amazing. The textures look better than ever in these new shots and the lighting is obviously beautiful as well. I'd climb a tree for this game. ⚡



## JET FORCE GEMINI

• developer: rare • publisher: nintendo • available: september 27



One of '99's most anticipated games, as it will surely set a benchmark for 3D action/shooting, is Jet Force Gemini. As you can see, Rare have re-designed the characters (hey, where are my saucer eyes!), but I'm told it's for the best. We'll have a JFG review in the Oct. GR. ⚡



## G-POLICE: WEAPONS OF JUSTICE

• developer/publisher: psynosis • available: sept. '99

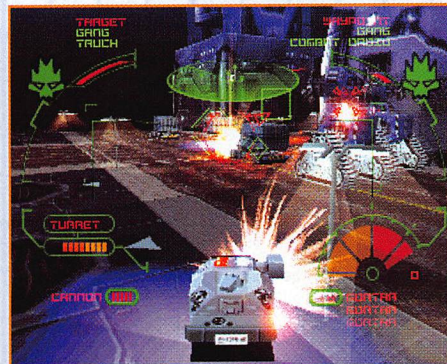
Okay, so we're doing another preview of Psynosis' G-Police: Weapons of Justice. That's because the release date for the game has been pushed back and it's now scheduled for release this September. Despite the delay, we're looking forward to a finished version of the game, because with each preview version we receive, new elements continue to make the gameplay more user-friendly and connect the story more tightly with its highly successful predecessor, G-Police.

The story of G-Police: Weapons of Justice takes place almost two weeks after the end of the first game. The year is 2097, and with a severely depleted force, the G-Police have paid a steep price in winning the lengthy and brutal war against the corporations of Nanosoft. The G-Police are now in charge of the cities of Callisto, but civil unrest is at hand, as several underground Nanosoft rebel gangs are creating new and powerful crime syndicates. The marines who helped in the Nanosoft war are being called upon to once again assist the G-Police, but their arrival isn't entirely welcomed.

In the gameplay department, GP:WOJ towers over the original with a variety of vehicles to control instead of just the two police helicopters.

There are now ground-based missions where you will take control of two different types of armaments. The Rhino is a heavily armored car, complete with a top-mounted gun turret that takes care of airborne enemies, and the Raptor is a quick, vicious mech-walker that has the ability to jump high and fire while soaring. The third new vehicle is a space fighter called the Corsair. Also improved over the original, all five vehicles now have more responsive control and detailed targeting interfaces and there are 25 different weapons to use throughout the game—nearly twice as many as GP1.

There are a number of other advances over the original game, as well as a couple of minor but noticeable flaws, but we'll reserve touching upon those until our review next month—we hope. 🐾





## HOT WHEELS TURBO RACING for nintendo 64

• developer: stormfront studios • publisher: EA • available: sept



The Hot Wheels brand of toy cars, tracks and accessories has been around since 1968. It seems unusual then that the first console-based video games featuring the popular license are finally being released in late 1999. But with the games being developed and published under the EA banner—both for PlayStation and N64—rest assured the license is in good hands.

Hot Wheels Turbo Racing is a stunt racing game featuring more than 40 different Hot Wheels cars, five different modes of play, tons of shortcuts and multiple pathways, dangerous obstacles, music by hip-hop and alternative bands, and high speed runs around extremely colorful, twisting and turning courses. By completing the Hot Wheels Cup tournament mode, you will be able to unlock additional courses.

The key element of the game is earn-

ing turbo points by either collecting turbo power-up icons or by performing airborne stunts—the more difficult the stunt, the more points you will receive. The turbo boosts are constantly used throughout the game in order to power your free-wheeling Hot Wheel. The strategy lies in the timing of the turbo boosts. The stunts, including the Double Front-Flip and the 1980 Tornado, are fun to perform, although sometimes it is difficult to successfully land the more complex stunts.

In addition to being modeled after those memorable orange Hot Wheels race track pieces (the same ones my mother used to spank me with), the courses include classic Hot Wheels peripherals such as the loop-the-loop, four-way interchanges, danger changers and jump ramps.

One other point of interest in HWTR is the soundtrack. EA has enlisted the talents of many popular bands for the game's music. The bands include San Francisco Bay Area power trio Primus, Reverend Horton Heat, and the Beastie Boys' DJ Mix Master Mike.

Both this and the PlayStation version are due out in September, so look for full reviews and comparisons in next month's issue.



## HOT WHEELS TURBO RACING for playstation

• developer: stormfront studios • publisher: EA • available: sept



"Give me fuel, give me fire, give me that which I desire." So begins the PlayStation version of Hot Wheels Turbo Racing. That's right, the game opens with a 30-second snippet of the Metallica song "Fuel" (from their album Reload), accompanying an impressive FMV of several smooth, shiny and fast Hot Wheels cars speeding on tracks through a desert environment before they take a four-way jump and crash in mid-air.

The gameplay of HWTR for PSX is identical to the N64 version. The differences, as they almost always are with the two systems, are in graphics and sound. But this being a preview, I shall reserve comparison comments until review copies of both games arrive.

The nostalgia value of the Hot Wheels license is evident in that there are more than 40 cars from the Hot Wheels line, spanning all the way back to 1968. At the beginning of the game, there are only 22 cars available, including Snake, Deora, Purple Passion, and the classic Red Baron. The other 20 cars need to be found throughout the courses of the Hot Wheels Cup mode. If

you view the selection of cars from the garage area, as opposed to the main menu area, a text box will inform you of the year each car was made. The display information also includes a list of the individual strengths and weaknesses of the car, and will provide tips on each car, such as "fast and powerful" or "slide the corners and flip the jumps."

While playing this preview copy (and the N64 version), I realized that there are two things missing in HWTR: an option to select the number of laps needed to win (currently set at eight laps) and a track map that charts the position of each car.

Lastly, I should probably mention that both versions include a split-screen, two-player, simultaneous race mode, as well as a two-player, simultaneous stunts-for-points mode.



## HYPE: THE TIME QUEST

• developer/publisher: ubi soft • available: oct



Okay, so, they look like Weebles... Get over it! Ubi Soft's much-ballyhooed Hype the Time Quest is the real thing and then some when it comes to action/RPGs. In fact, don't be surprised if you see a DC logo on this one sometime in the near future. The game, which boasts some of the most beautiful 3D graphics you've ever seen, plays somewhat like a Zelda adventure and has a great storyline as well. Hype, (our hero) is turned to stone while attempting to save the kingdom from the evil Black Knight, and subsequently, time passes him by. Awakened in the future by a powerful wizard, he must now travel back to his own time and thwart the Black Knight's evil doings. We'll have the full story of Hype and complete coverage in the October GR.



# STARCRRAFT

• developer/publisher: mass media/blizzard for nintendo • available: sept



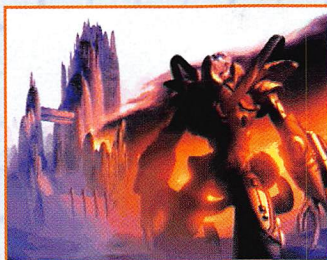
Our friends from Nintendo dropped by for a visit and brought with them several of their second-half titles, including a 70 percent complete version of StarCraft – an impressive port of the best-selling, real-time strategy (RTS) PC title. For those already initiated into the engrossing fraternity of RTS games, you will be pleased as this looks to be an exact reproduction of the original, although there are a few obvious exceptions that illuminate the differences between the PC and console worlds.

StarCraft for Nintendo 64 includes more than 50 one-player missions, including all those from the original game, as well as special journeys culled from one of the StarCraft expansion disks. Additionally, StarCraft includes several two-player, split-screen games played on specially designed maps. We played a two-player game against two computer-controlled armies and it was quite satisfying and amusing to build up our individual armies and then join forces to take out the computer before turning on each other.

The control scheme is laid out quite nicely on the N64 controller, enabling the quick input of individual commands – a welcome advance over the PC version. The game also starts immediately – another advantage of a console game.

The most noticeable differences are the lack of crisp, high-resolution graphics found on the PC, the omission of the FMV mission briefings, and the high-quality background music. We're told that the game will include voice-over briefings in lieu of the FMV.

All in all, the game seems to have captured the essence of the RTS genre and plays nicely. We will delve further into StarCraft when we get a chance to review a completed version of the game. In the meantime, for those of you who've never played an RTS game before, go ahead and get acquainted with this genre with Nintendo's release of Command & Conquer, reviewed elsewhere in this month's issue. 🐾



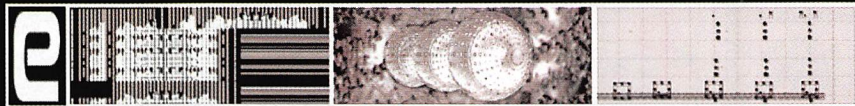
# TAZ EXPRESS

• developer/publisher: infogrames • available: fall



Infogrames is putting its Looney Tunes license to use yet again with Taz Express, a puzzle/action title featuring the entire cast of classic cartoon characters. Marvin the Martian, Wile E. Coyote, Bugs Bunny, Yosemite Sam and others are all here, conspiring to beat down the star of the show, the Tasmanian Devil. After a lazy Taz gets berated by his lovely roommate, the She-Devil, he is forced to get a job delivering packages. In the game, the primary task is to protect one of these parcels—a large ACME crate—while avoiding the many environmental hazards inherent to the Looney Tune world. Instead of losing lives, the box becomes the primary target, and finding safe spots is key to completing a level. But what's in the box? Beat the game four times and the secret is revealed. 🐾





## TOMB RAIDER 4

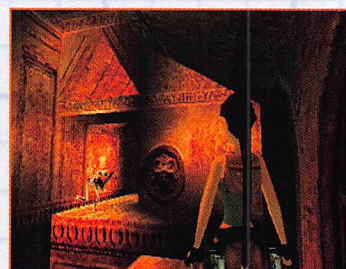
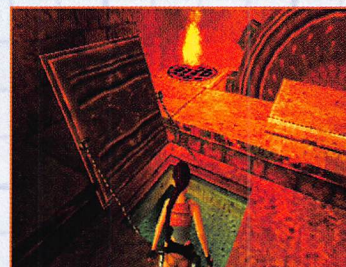
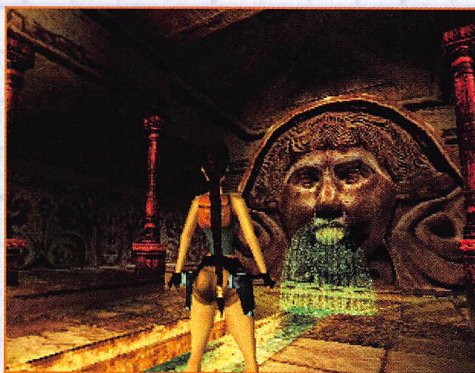
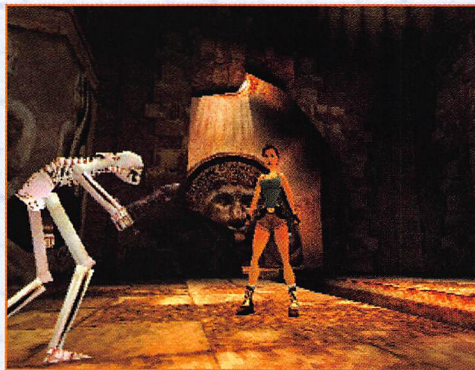
• developer: core • publisher: eidos • available: winter



Yes, it had its fair share of problems, but Tomb Raider 3 was one of my favorite games of 1998.

No game on any system has yet offered the kind of sprawling adventure found in a Tomb Raider title; show me a game that can match TR's breadth of level design and then I'll lower my enthusiasm for the continuation of the series. For now, I remain thrilled that the fourth game is in the works, entitled Tomb Raider: The Last Revelation. Set in the heart of Egypt, the game continues its presentation without load-time interruption.

About the only thing I can say about the game is that it will offer new puzzle mechanics, interface and inventory items, and a single-skin technology for Lara. Note to Eidos: Next stop-Dreamcast. ✖



## MAG 3

• developer/publisher: vcc/crave • available: fall



In an attempt to grab some of the Wipeout faithful I suppose, Crave will soon release Mag 3, which features similar futuristic tracks, a Designers Republic-style interface, techno sounds, and unique, futuristic vehicles in the shape of tripods. Pivoting on the razor sharp center axis, the feel is definitely an acquired taste, and while nowhere near as intuitive as Wipeout, it is, shall we say, unique. The tracks are quite gorgeous with amazing detail, and sometimes, almost too much color. And the roller coaster-like sensation they achieve almost makes you hurl. Cool. We'll have more on Mag 3 soon. ✖



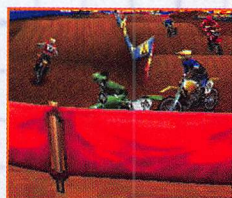
## SUPERCROSS 2000

• developer/publisher: ea • available: winter



Yet another Motocross game will soon cross my path, continuing my struggle for the ultimate game-related MX sensation. I spent the first half of my life

on one of these, and since my gaming career began, I have been in search of the game that would get it all right, capturing the violent, raw, and poetic nature of motocross and 30 bikes squishing into the first turn. Will EA's Supercross 2000 finally fill the bill? Well, I could fill you with a bunch of press info, but I know better in this case. Hopefully, I'll be able to bring you a hands-on-the-grips preview in the October GR. ✖

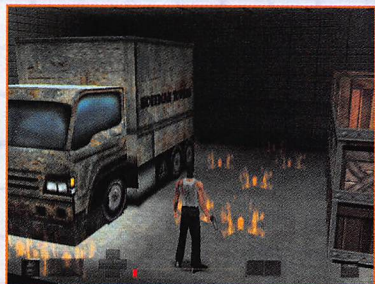


## DIE HARD TRILOGY 2

• developer/publisher: n-space/fox interactive • available: fall



For its time, Fox' Die Hard Trilogy was somewhat of a technological breakthrough, a three-in-one game with action, light gun, and driving modes that all worked very well. With Die Hard Trilogy 2, Fox hopes that lightning will strike twice as they recruit John McClane once again to do their bidding in the burgeoning console wars, only now to a much more 3D savvy audience. To achieve their goal, DHT2 will again sport three engines but will also support advanced AI, a plethora of peripherals, and an all new original story. We should have playable in time for a preview in the October GR. ✖

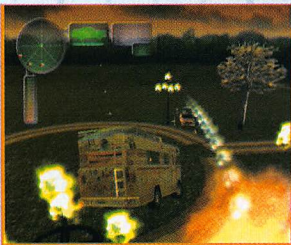


## VIGILANTE 8: SECOND OFFENSE

• developer: luxoflux • publisher: activision • available: winter



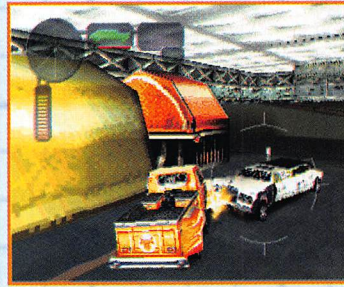
As a rabid fan of the original V8 on PS & N64, I approached this sequel with visions of car-combat glory in mind. There was a very satisfying element to the original that fans can attest to, and if this sequel can recapture that feeling and take it a step further, there's no doubting its potential success.



V8: Second Offense is shaping up to be a great sequel. The latest preview copy of the game (on both systems) is showcasing better gameplay and a somewhat erratic physics engine that is well on its way to completion. These versions are currently a little further along than their DC counterpart (see page 46), and they're both looking very good. The vehicles are all new, favorite characters are back in new wheels, and the tracks are bigger.

In terms of play-mechanics, V8: Second Offense offers so much more depth. When you "Total" (using a special attack for the final blow) an opponent, tokens appear which later count as points that you can use to upgrade your vehicle. These upgrades go beyond the standard acceleration/handling/top speed type of deal by offering visible modifications. Your ride begins to build up powerful new body attachments to accompany the weapon attachments, yielding a very cool, robust look. The whole effect is made sweeter thanks to Luxoflux's new specular lighting effects, casting pretty, shimmering hues across each unique vehicle.

In this update and in both versions, three levels and about half a dozen vehicles were fully playable. They have collision, power-ups, and active opponents. It feels like the original V8, but better! I'm still waiting to see more levels, but I'm sure I'll be playing this sequel regardless of when it's ready to go.

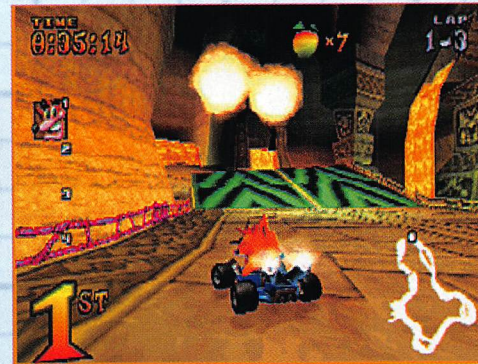


## CTR: CRASH TEAM RACING

• developer: naughty dog • publisher: sony • available: fall



I can't wait... I know, it's been done before and it's being done by a few right now, but when it comes to cart racing, something tells me that Naughty Dog's game is going to be king, even though I'm a big South Park fan. Hey, what do you call it when Crash wrecks? A Crash! ⚡



## WU TANG: SHAO LIN STYLE

• developer: paradox • publisher: activision • available: november



Wu-Tang is about to bust loose, and Activision is supplying the act right juice! Okay, so you're asking what in the world is that supposed to mean. Well, the provocative members of the Wu-Tang Clan have used some persuasion (the records state that no guns were involved) to get an able developer and respectable publisher to create a game based on their passion for old school kung-fu action.

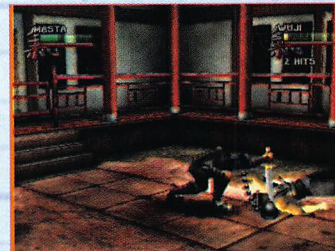


Though many might agree that a title based on some of the real-life controversy surrounding the group would be more interesting, the game concept is great none the less. Even after the novelty of the Wu-Tang name wears off, players will still find a solid, fun, and addictive game to kick it with.

Each member of the Wu-Tang Clan told the developers what he wanted to see his character do. And if you guessed that Old Dirty Bastard wanted to have the skills of a drunken master, take a sip of that 40 oz. It was important to each of the guys that none were more powerful than the other, so as to ensure equal stature across the Domino table.

Playing the game alone has you knuckling up against a triad of Chinese fighters inside a chamber. There are currently 35 of these chambers in the game (with the possibility of more in the final), and the action is off the hinges. The camera is focused tightly on the fighters, revealing character models that are nicely detailed and animated.

The game's big selling point is the fact that it's possible to have a four-player squabble, and this is also when the game becomes the most fun. Moves are simple to perform and chain into combos. When the winner gives the final hit to the last man standing, he/she can pimp slap 'em with a number of different finishing moves. Aww yeah! 🙌



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"As for screenshots, we can tell that the editors made sure they got what they really wanted to show. I could feel the deep love of the editors for Metal Gear Solid. Even the forklift and gun cameras in the game are given extensive explanations. This is what a true guidebook should really do - effectively supplement the game to follow up on details that could not be done in the game itself.

"Above all things, I am extremely touched that this "game" called Metal Gear Solid, created by a group of Japanese people, is very sincerely dealt with as a piece of art.

"I would like to express my utmost gratitude to the staff who have put together this wonderful guidebook.

"Thank you very much."

Hideo Kojima

Creator and Director of Metal Gear Solid

"[a] terrific... and rather thorough Metal Gear Solid strategy guide [with] clever reading and helpful data. This book has it all."

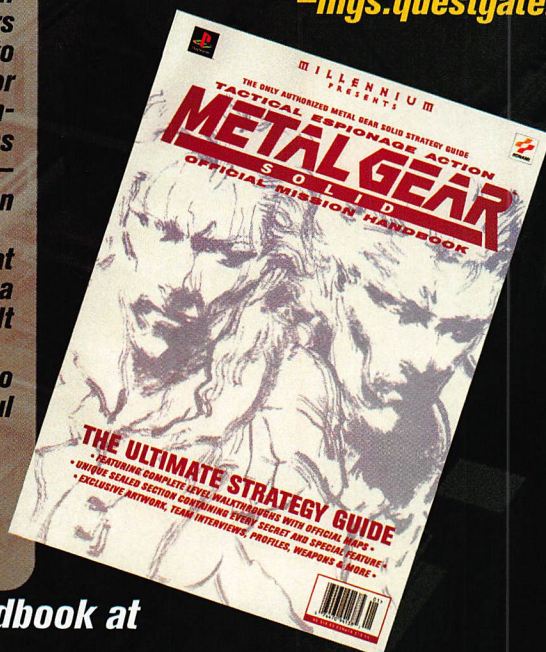
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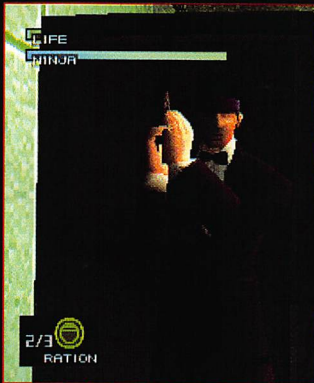
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# GAMERS' REPUBLIC REVIEWS



## GAMERS' REPUBLIC REVIEW SYSTEM

- [A+ to A]** Games in this bracket are the best of the best. They feature the highest quality 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: Silent Hill*
- [A to B]** Excellent, solid, and highly playable pieces of software, although they lack minor polish to become truly outstanding. Slight frame rate problems, a marginally disappointing ending or any number of small quirks may take an otherwise exalted release down a notch. *Example: Ridge Racer T4*
- [B to C]** Games in this bracket are generally very good, but may have one or more flaws. 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 plus a couple more. Very good to average entertainment. *Example: Lode Runner 3D*
- [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: Sengoku Turb*
- [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: Turok 2 GBC*

## GAMES REVIEWED THIS ISSUE

### DOMESTIC REVIEWS

BUGS BUNNY: LOST IN TIME	C-
COMMAND & CONQUER N64	B
DINO CRISIS	A A- B+
DRIVER	B+
DUKE NUKEM ZERO HOUR	B+
NEW TETRIS	B
POKÉMON SNAP	B-
RC STUNT COPTER	C+
SOUL OF THE SAMURAI	C-
TARZAN	B-

### IMPORT REVIEWS

ADVENTURES OF LITTLE RALPH	B-
EVANGELION	B+
FATAL FURY: WILD AMBITION	C
GIANT GRAM	B-
METAL GEAR SOLID: INTEGRAL	B+
RIVAL SCHOOLS	B
SPRIGGAN	D

### SPORTS REVIEWS

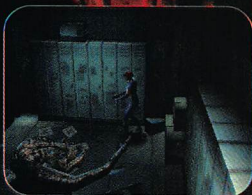
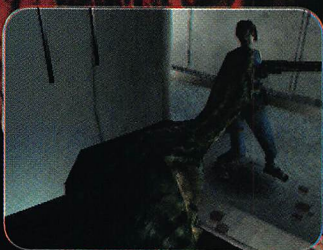
NFL XTREME 2	B
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### GAME BOY COLOR REVIEWS

POKÉMON PINBALL	A-
SURVIVAL KIDS	B-

1. Games marked in **RED** are highly recommended for your gaming collection.
2. Games marked in **YELLOW** 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 day. Games scoring a low D or F should be microwaved for three seconds and returned.]



# DINO CRISIS

BY BRADY FIECHTER

One of the first striking images we see in *Dino Crisis* is a dismembered body lying in a pool of blood, its legs separated from the torso. Regina, the game's lead character, observes that an animal must have been the culprit. We find out soon enough that the animal she refers to is, of course, a dinosaur. And where there's one, there's bound to be more.

Exactly why dinosaurs are terrorizing a military experiment facility builds to the entertaining story to *Dino Crisis*, a game that is so genuinely, unrelentingly and delightfully intense that my heart raced more times than I can recall. There are utterly convincing confrontations with the dinosaurs: they crash through glass windows, leap across tables, batter down doors, jump out of ventilation gratings. Confrontations with these splendidly realized creatures are set up masterfully, and when we least expect it, our backs are up against the wall, a giant T-rex thrashing its screen-sized head in our direction, its eyes glistening with anger, a close-up of its gaping mouth revealing rows of spike-like teeth.

This game is thrilling. So often we play games that succeed as good entertainment, but we are not enveloped in the experience. But *Dino Crisis* is a rare achievement in emotional game making. Spectacularly effective in its presentation, strengthened by an uncommon grasp of cinematic presentation, the game is absorbing. Credit part of this to one of the best-looking real-time engines on the PlayStation. A cold visual texture makes everything atmospheric and more effective, drawing us into the chilling gray of the laboratory, and the

occasional use of an active camera deftly frames a scene in ways that provide a greater impact.

Splendidly crafted and inventively conceived, the labyrinthine halls of the research facility are much more than a distant backdrop. There is a true sense of exploration and involvement, and when moving from one area to the next—taking elevators, opening locked doors, accessing terminals, continually backtracking—uncovering new points becomes entertaining in itself. Most of the sections in the lab are locked out by some sort of security system, and cracking the codes requires some of the most creative, highly cerebral, and deeply involving puzzle solving contained in a video game.

*Dino Crisis* was made by Shinji Mikami, the inventive mind behind the *Resident Evil* series, and this remarkable achievement in game making takes the RE formula to a higher plateau. DC is propelled by countless touches, like the use of security fields to trap fiercely pursuing dinosaurs—what a rush it is to reach a switch just in time and watch two raptors hit the beams and fall back, screaming—and a brooding musical score that intensifies during confrontation, boiling the tension of the moment to critical. The highlight list is endless, forged by a group of game designers that are masters of their craft. ✱



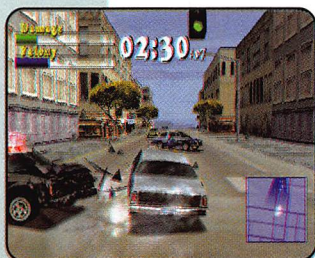
■ BEAUTIFULLY MODULATED SENSE OF TENSION  
■ HIGHLY ORIGINAL AND REWARDING PUZZLE DESIGN

■ REAL TIME ENGINE GIVES UP NOTHING TO PRE-RENDERS  
■ PERFECT ATMOSPHERE AND TONE THROUGHOUT

REPUBLIC SAYS...

THE LATEST WORK FROM SHINJI MIKAMI IS ANOTHER MASTERPIECE OF SURVIVAL HORROR. FAR FROM BEING JUST A *RESIDENT EVIL* WITH DINOSAURS, DC IS AN INSTANT CLASSIC.

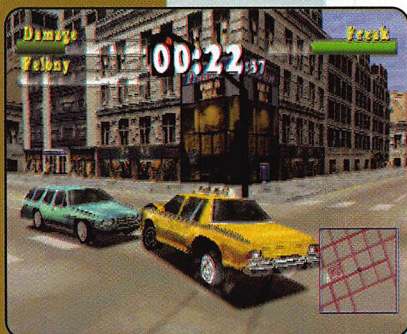




# DRIVER

BY MIKE GRIFFIN

*The bad guys have found the ultimate wheelman  
This undercover cop is looking to bust 'em all*



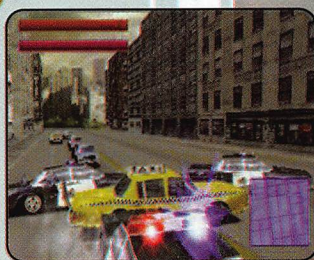
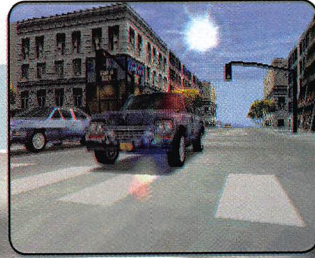
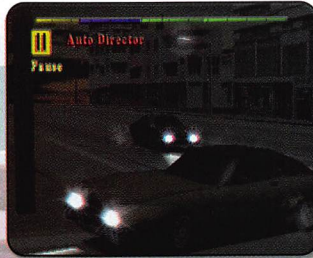
When I had my stint with preview versions of Driver, I was totally engulfed in the game. It had some rough edges though, as most any preview game does, so after a solid week of playing, I felt it was best to let the addictive gameplay slip in anticipation of a fresh experience with a completed Driver. Man, am I happy I exercised such resistance. This final Driver is buttoned up tight in almost every way, and I'm swiftly working my way through a wickedly fun driving

experience. I felt it before, but now I'm convinced that all PS racing fans should play Driver.

It's easy to recommend Driver to virtually any racing fan. Personally, I lean towards the "alternative" side of vehicular gameplay. I get a lot of my kicks from the V8, Carmageddon, and the Twisted Metal games, but I enjoy powerful arcade-style racers like R4 and Sega Rally 2, and hybrid racers like Tokyo Extreme Racer. That list spans many game-

play types. Driver offers an element of gameplay that each one of these games possesses, complimented by its own unique strength: vast, intelligent level design. The massive urban environments provide the perfect playground to showcase intricate interaction, raw, wheel-to-wheel combat, incredibly flexible driving action, gorgeous physics and satisfying variety. You really do feel like you're immersed in a giant city landscape, every edge defined by chunky, concrete collision, and the control is a beautiful companion to an all-encompassing physics engine. Together they evoke a genuinely impressive feeling of body roll, over and understeer, and mad, real-life speed. The urban environments are modeled after major US cities, so you'll find a monster metropolis like San Francisco or Miami realistically flanked by alleyways, side streets, bridges, freeways, even a monorail system and loads of oblivious bystanders on foot and in vehicles. Reflections' custom 30 fps streaming engine dumps a ton of environment around you at once to contain all this detail, and despite some distant clipping, the levels (or tracks, if you will) are extremely realistic and thus very

CONTINUED ON PAGE 124 ►



DRIVER

■ STRONG STREAMING ENGINE HANDLES PS-KILLING ACTION  
■ PHYSICS AND CONTROL ARE TRULY SUPERIOR EFFORTS

■ MISSIONS OFFER GREAT VARIETY AND LEVEL DESIGN  
■ GENRE-DEFINING, ADRENALINE-PUMPING DRIVING STYLE

REPUBLIC SAYS...

DRIVING/RACING FANS OWE IT TO THEMSELVES TO CHECK OUT DRIVER. THE GAMEPLAY IS HYPER-SOLID, THE LEVEL DESIGN IS FANTASTIC, AND THE MISSIONS ARE VERY FUN.

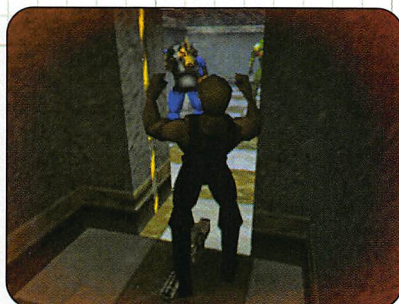
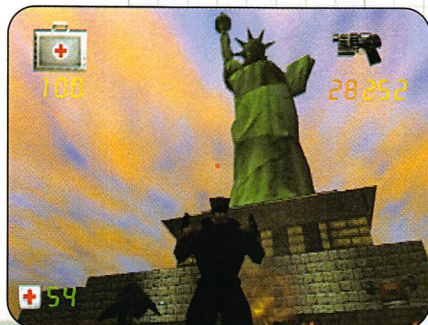
B+



# DUKE NUKEM: ZERO HOUR

*So, you think you've seen all that the Duke has to offer?  
Think again partner. His second foray on the N64 kicks ass!*

BY DAVE HALVERSON



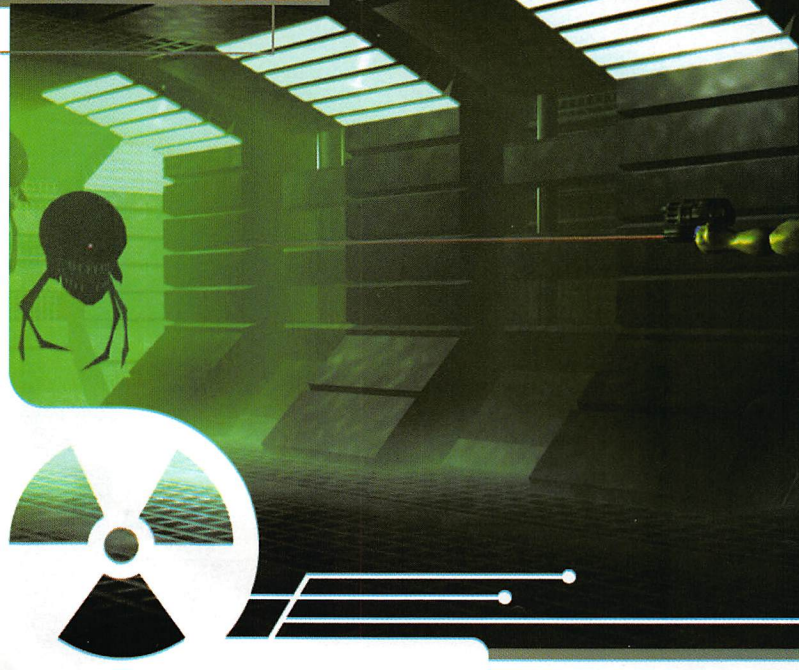
**A**re you Duked out, or perhaps tired of first person shooters altogether? I know I am. That's why I'm quite enthused about GT's latest incarnation of Duke for the Nintendo 64. More an action/adventure than a first person shooter, Zero Hour is high on raunchy comedy, puzzle elements, and pluggin' away at bad guys (via third-person cam, complete with laser sighting), and light on corridor skipping and mindless shooting. Bravo. A prescription for success is in the air, and if not for a frame rate that moves like Stuttering John talks and Duke's rather stiff animation (Duke jumps like he's lodged on a popsicle stick), it's all good. In this latest outing the alien scum have returned yet again, as alien scum do, but this time around they've hijacked a time machine. If Duke doesn't get back to the future (and the past) and stop them, history will forever be changed. Not to mention that Duke himself could cease to exist should the aliens wisely prevent his birth. The time travel guise is put to excellent use here, much better than the previous PS outing which attempted to meld too much Tomb Raider-esque gameplay with classic Duke run 'n gun. The

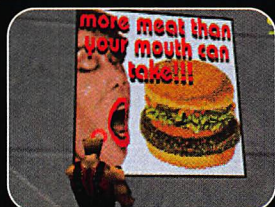
first trip through time in Zero Hour, to a post-apocalyptic New York, finds Duke standing face to face with a partially submerged Lady Liberty in a placid frozen wasteland. Parapsyche aliens float in the air, firing psychic beams that warp Duke's mind (and the screen) and suck his life-force, while flesh-hungry zombies cry out for brains. The ambient noise coupled with the dark, dreary landscape create a fittingly dire mood. You know you're playing Duke, though, when amidst the frozen streets a scantily clad babe tied to a stake begs for her release. Speaking of freeing babes, you're not going to believe the extent to which Eurocom push the sexual envelope on the N64. Hamburger ads, with women's mouths agape, their voluptuous lips approaching a juicy burger, read "more meat than your mouth can take" and one of the babes' many rescue lines is "Oh Duke, I knew you'd... come." Whew! And those are some of the tamer ones. The controls in Zero Hour are totally made to order. Never have I seen so many control modes in one game. Of the eight (!) offered, "Duke" mode, which offers a classic Turok configuration, suited me best, making use of every button on the controller including the D-Pad (for cycling weapons and items). Of Duke's numerous weapons, the new sniper rifle is the most spectacular, with its Goldeneye-style 8x zooming feature. There are 19 weapons in all, ranging from pipe bombs to radium cyanide launchers.

Some of them take some time to find, but I suggest you arm yourself to the teeth for each mission. There's

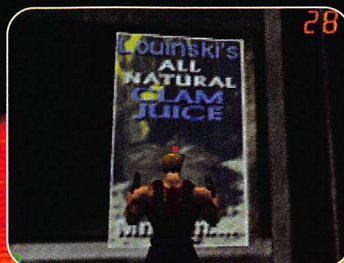


ZERO HOUR

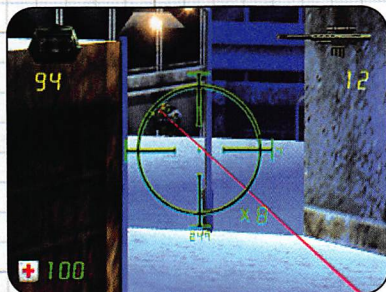
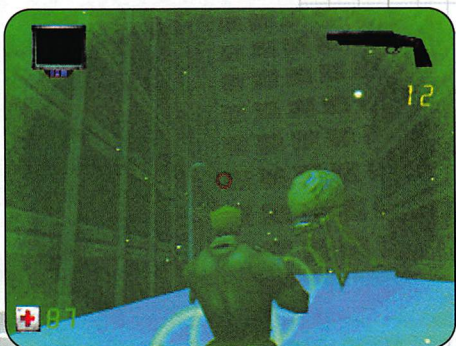




A sign of the times? Notice a theme here in any way? Anything Mr. Clinton might like? Those Brits at Eurocom sure let their imaginations run wild! But how did they ever get it past Nintendo? Makes ya hungry, don't it!

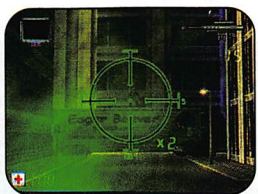


*Gotta get back in time Duke, or else!  
The aliens have bagged a time machine and they're not right in the head!*



nothing worse than getting taken down at the end of a level for lack of the right weapon. In this respect, Zero Hour is extremely well thought out and executed. For this type of game it really delivers the goods. The game's not overly difficult if you play smart, but if you start to feel like Bruce Willis and get careless, you will always pay with your life, or most of it at least. For your visual pleasure, you can choose between three resolution modes: low, medium, and high (of which medium and high both look amazing) and although the frame rate can get pretty chuggy, it

rarely interferes with the gameplay. Using Turok 2 as a barometer, Zero Hour shouldn't irk you all that much. The trade off—gorgeous textures and stellar effects such as realistic fire, mist, and smoke—seems a fair exchange. Be careful admiring all that beauty, though; it's a long time between saves. Whole missions must be completed before a save can be initiated, and these are some long missions, especially if you go after all the babes and secret areas. You'll need a Ram Pak and 17 pages for each save, and by the way, Duke is without battery back-up. When all is said and done, I'd have to say that Duke Nukem: Zero Hour is a resounding success. It brings something to the system it desperately needs (a hard-core 3D action adventure with mature themes) and is incredibly hard to put down. If Eurocom could have somehow managed a steady 30fps while maintaining this level of graphic prowess, it would be hard to find a single flaw in the game. I guess that means you should buy it... if you're old enough. Hey, there's always that homeless guy... ♪



Pictured above, Duke finds all kinds of uses for his new sniper rifles. He can make some bacon, or zoom in to get a look at the babes and see if they're worth rescuing... They certainly are appreciative, if you know what I mean.

■ HUGE ENVIRONMENTS, HOUR-LONG LEVELS  
■ HI-RES TEXTURES

■ GIRLS, GIRLS, GIRLS, THEY'RE EVERYWHERE  
■ FRAME RATE CHUGS A BIT

REPUBLIC SAYS...

I'M THE LAST GUY YOU'D EXPECT TO LIKE A DUKE NUKEM GAME, BUT ZERO HOUR IS JUST TOO GOOD TO RESIST. IT'S A HILARIOUS ROMP THROUGH TIME. THE 64 NEEDED IT, TOO.

B+

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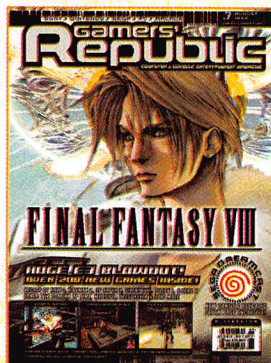
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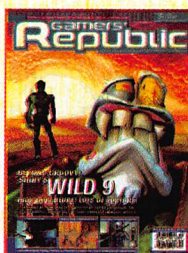
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## BUGS BUNNY: LOST IN TIME

• **developer:** behaviour interactive • **publisher:** infogrames • **available:** now



Bugs Bunny: Lost in Time is a clunker of a game, scraped together from the spare parts of countless other superior platformers. The final creation is awkward and sloppy, with the lifeless heart of the Jersey Devil engine puttering the game along.

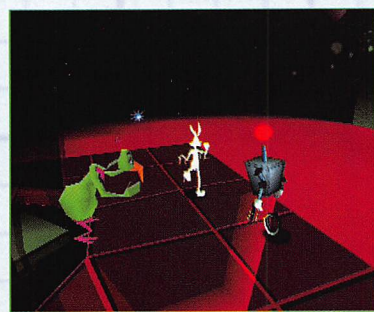
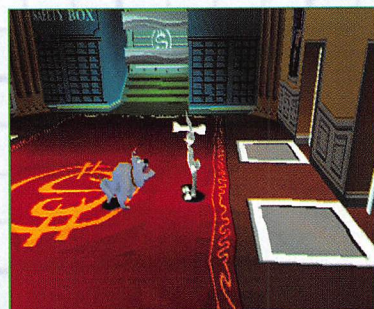
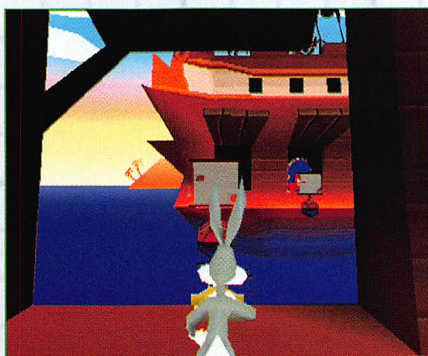
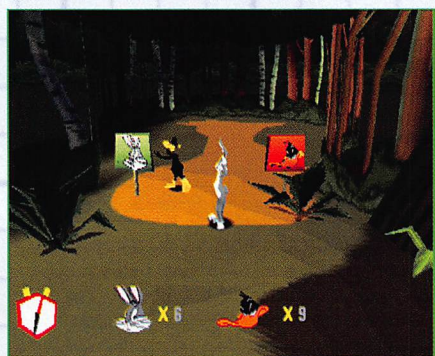


Lost in Time is full of durable play mechanics: Bugs Bunny kicks, jumps, climbs, stacks, flips switches, head-bounces and rolls, faithfully following the Guide to Platform Design handbook. Occasionally revealing hints of invention, Lost in Time uses its Looney Tunes inspirations to fashion amusing scenarios, such as a hunting encounter with Elmer Fudd, in which Bugs races against Daffy Duck to see who can reveal the most signs with the other's picture; and a cannonball shootout with Yosemite Sam on a pirate ship, which eventually leads to Bugs fanning sticks of dynamite floating on sails back towards Yosemite Sam's ship.

There are other moments of good intentions, but the game is forever caught in a dull rut, forgetting to develop any of its stronger ideas into anything memorable. Compounding problems, the camera is never where it should be, and the soft collision and imprecise control makes combat feel like shadow boxing. Many ill-timed jumps and miscalculated attacks can be credited to poor programming, so the developers have implement-

ed infinite lives into the game to ease the pain – a badly mishandled idea that leeches any motivation for careful gameplay.

To the eye of someone who does not appreciate the Looney Tunes, the level design will appear sparse and boring, and the game is indeed a technical dud. But as a Looney Tunes fan, I couldn't help but marginally enjoy such cartoony settings as a 1930's town populated by bulldogs and thugs, a futuristic outer space where robots scurry around, and a loafing-giants-infested medieval castle. In an effort to collect alarm clocks, most of these areas require later backtracking after magical power is gained to grant special abilities with which to reach deeper ground – as if meandering through these levels once wasn't enough. ❄



# THE NEW TETRIS

**developer:** h2o/blue planet • **publisher:** nintendo • **available:** now

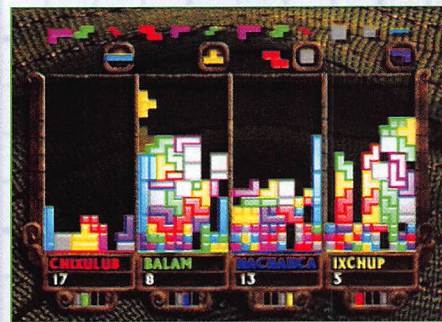
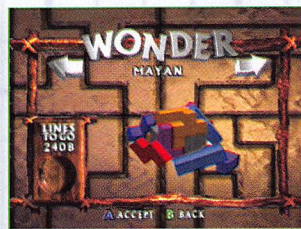


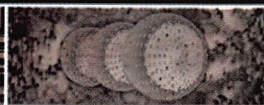
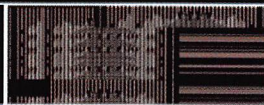
It is called The New Tetris, but, like so many incarnations before it, this latest Tetris is essentially only new in title alone. Some will bristle at The New Tetris, claiming that it is indeed a rehash, and others will play the game like I did, enjoying the nice graphical touches and minor gameplay twists, hopelessly lost in the ingeniously simple, perfectly classic Tetris gameplay.



All the standard ingredients are here, but they are presented effectively enough to be fresh and entertaining. At the top of the features list is the ability to earn bonuses by spinning pieces into place and a box-building strategy that creates a giant square piece for extra points. But the most substantial addition to the Tetris mode of play is a swap technique, during which a falling puzzle piece can be interchanged with one that is stored away. This promotes taking a slightly different approach to the familiar Tetris strategy, and offers enough variation to support extended interest in the game. Various other game modes are also here, like vs. CPU, marathon, sprint, and the excellent four-player battle, which slightly alters the durable puzzle-game approach of sending unwanted blocks into an opponent's field by allowing a player to pass the incoming "garbage" on to another competitor.

What I like most about The New Tetris is its pleasing visual style: this is the best-looking game of Tetris available, and it even betters the limp Dreamcast version. Nice touches abound: backgrounds are colorful and richly drawn, weather effects create atmosphere and the blocks sport cool little animations. There are seven distinct environments in which to play, such as Japan, Egypt, Greece and Russia, but a considerable number of lines must be accumulated to actually build a new stage. This challenge alone was enough incentive for me to devote hours of my time to yet another game of Tetris. ❄





## POKÉMON SNAP

• developer/publisher: nintendo/hal • available: now



I passed on the Japanese version of Pokémon Snap when it found itself getting kicked around the office. Frankly, the idea of taking snapshots of Pokémon in their native habitat sounded dull, and in this one instance, I doubted Nintendo's ability to deliver a fun game, no matter the concept. This was a little presumptuous on my part, for in being introduced to this game properly in its English form, I finally understood what Nintendo were trying to do here. How foolish I was to doubt that Nintendo would deliver anything but a fun game.

**B-**

In Snap, you move through eight different Pokémon environments on predetermined paths. At its most basic, you simply look around and take snapshots of Pokémon going about their business, trying to frame them well and catch them in interesting poses. As you progress, you will earn new abilities which allow for more creative photo opportunities. Eventually, you'll be able to throw Pester Balls and Pokémon Fruit, luring the little fellows out or knocking them around to create unique situations. You'll also get a flute to make beautiful music with, leading to even more Pokémon cuteness. And as these new abilities come into play later in the game, you'll have to go back to earlier levels to discover new Pokémon.

At the end of each level, you select the best image of each different Pokémon that you've taken, and are then graded on the quality of the framing, the size of the creature in the frame, and the visual interest of their pose. Best of all, you can take your cartridge into your local Blockbuster Video to print out a sheet of stickers depicting your favorite shots. Snap should provide hours of fun for Pokémon fanatics. =X=



## RC STUNT COPTER

• developer: shiny • publisher: titus • available: now



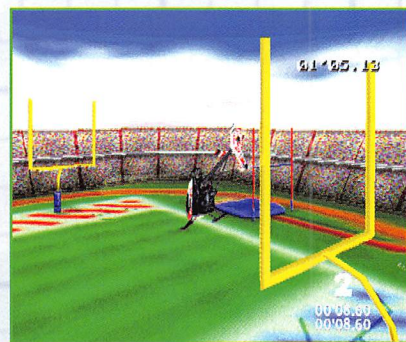
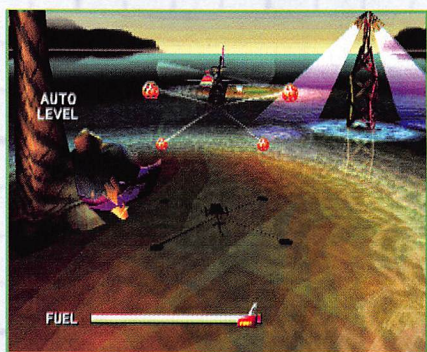
**C+**

I suppose one has to respect the purity of the idea behind RC Stunt Copter: the absolute re-creation of a radio-controlled helicopter's physics. Mimic the particulars of miniature helicopter flight closely enough, and the game should be fun as a heightened-physics experience. The result of

David Perry's singular idea proves to be just that, though the frustration encountered in the first hour or so of play is extreme. Part of this stems from the fact that the Dual Shock controller, though seemingly well suited to the task with throttle and rudder on the left stick and cyclic controls on the right, simply does not have the stability and sensitivity of a proper RC controller.

As a game, there's not that much to Stunt Copter. The one-player experience is broken up into a series of flight-skill events such as precision hovering, slalom, target shooting, and checkpoint challenges. Additionally, there's Free Flight, in which you are allowed to fly around the different areas unencumbered by objectives, though the environments are quite small and not that much fun to fly around in.

Thankfully, this experiment of a game is to be priced around twenty dollars; David Perry understands its limited appeal. I doubt that many will be able to get used to the control enough to have any fun at all, though mastering the flight model is very challenging and often addictive. =X=



## SOUL OF THE SAMURAI

• developer/publisher: konami • available: now



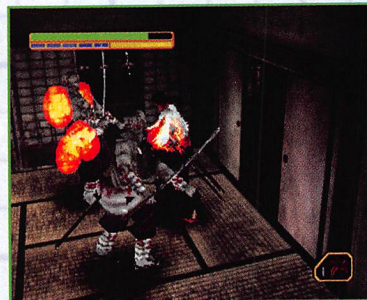
After creative feasts like Symphony of the Night, Suikoden, Silent Hill and Metal Gear Solid, it is all the more disappointing when Konami gives us ponderous leftovers like Soul of the Samurai. Here is a game that would like to be Resident Evil with samurais, but it doesn't have a clue how to carry out its admirable ideas and inspirations. I love the idea of samurai sword fighting, traditional Japanese music and settings, and heavy use of backstory, but there is barely a thread of solid design to tie it all together.

The asinine story gives us a male and female samurai, both wielding a wide assortment of swords with which to eviscerate the enemy—monsters and fellow masters of the

sword who are stricken by the (gasp) soul bug. As you move deeper into the bland, depressingly gray Old Japan setting, your character will increase his or her knowledge of the art of the sword, and a load of vintage techniques can be used, along with special magical attacks.

It sounds promising enough, but the execution leads to dreadfully slow and cumbersome combat; it almost seems as if the developers were searching for a more deliberate, realistic form of weapons combat. Or maybe I'm being generous and overlooking the fact that good old fashioned inept programming is the reason behind the tedium: lumber from one prerendered screen to the next, senselessly struggle to hack away at poorly animated, tattered enemies that exhibit annoying selective collision, move on to the next boring chapter.

So many of Soul of the Samurai's problems just come down to inexcusably bad game design. Even the "boo" moments when the enemies break through walls and windows are so rawly mishandled that a hearty chuckle is unfortunately the only response. ✖



## COMMAND & CONQUER

• developer/publisher: westwood studios for nintendo • available: now



Command & Conquer is a great addition to the growing Nintendo 64 library. A large contingent believe that RTS games separate the men from the boys. They're not filled with quick gameplay, 'WOW!' graphics and audio, or cute and huggable characters. They're not eye-candy games; they're mind-candy games. They're all about algorithms. They stress tactical maneuvering and war-based strategizing over quick run 'n gun.

Based on the 1995 PC game, the N64 version of C&C includes all of the original one-player missions as well as four exclusive missions. The wartime storyline is involving and the control is intuitive as expected, but best of all, the game is now in 3D. The basic gameplay, of course, remains the same; collect Tiberium (a natural resource used as currency), build bases and armies, defend your base, and attack the enemy. The missions are played on a map that is shrouded in black until you explore those areas.

In addition to the engrossing missions, I was impressed with the amount of voice samples used in the game, both in mission-briefing screens and from the soldiers themselves. There's also the heavenly voice of the on-line computer Eva, who informs you when you've lost, or need to do something. I also found the "squish" sample as my tanks ran over enemy soldiers quite satisfying. As I said before, C&C doesn't deliver big thrills, like a driving or a beat 'em-up title. Rather, this is the type of experience that you find yourself thinking about while you're away from the game. 🐾



## TARZAN

• developer: eurocom • publisher: sony • available: now

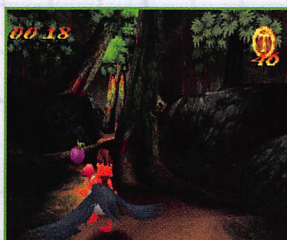


The delicate, lush beauty of Disney's Tarzan was a grand inspiration for this video game adaptation. One of the most visually exciting games I've seen on PlayStation, Tarzan does a remarkable job of capturing the look and tone of the film, and the game is awash in organic tones, rich colors, soft lighting and gorgeous artwork. Everything is vivid and alive: waterfalls spill over ledges, superbly animated animals run in and out of the trees, and colorful birds are everywhere.

Most of the gameplay hinges on classic platforming elements: Tarzan throws fruit, stabs with a spear, swings on vines and does a lot of jumping from ledge to ledge. The dynamic Wild 9-like presentation adds extra charge to the entertainment level, eschewing the typical confines of a 2D setting for an active jungle that is constantly shifting; the effect works espe-

cially well in the energetic tree surfing scenes, in which Tarzan zooms into the screen through a wild course of winding tree trunks. A few levels switch to chase scenes that move into and out of the screen, where Tarzan is riding an elephant or running from a pack of charging elephants. Toward the end of the game, the environments are sprinkled with free-roaming elements, but they feel a bit awkward; the detailed engine is not suited for a fully 3D presentation.

Tarzan packs a load of positives, but it loses its way with unresponsive control. It is very frustrating early on to play the game, and only with a lot of anticipation and guessing can you begin to compensate for the crippling time it takes to toss fruit and make jumps. There are other problems with Tarzan as well—cheap hits and short levels head the list—but finding the good in the game is an easy thing to do. ✖





# COUNTER + POINT



## Blue Stinger • Climax Graphics • Activision



Originally Reviewed By Dave Halverson [page 25]

THE OTHER GAME YOU NEED TO BUY WITH YOUR DREAMCAST IS DEFINITELY BLUE STINGER. I ONLY WISH THERE WAS AN OPTION TO SELECT THE OLD CAMERA.

### B+



ラギ

- SOLID ENVIRONMENTS, FLASHY WEAPONS, AND EXCITING BOSSES ARE ALL PART OF THE FUN
- LACK OF INTERACTIVITY WITH 3D ENVIRONMENTS BOTHERS; REGULAR ENEMIES ARE UNINSPIRING

**Fernando Mosquera: B-**

BLUE STINGER IS ONE OF THE ONLY "COMPLETE" GAMES IN THE DREAMCAST LAUNCH LINE-UP - IT'S NOT A SPORTS GAME, IT'S NOT A RACER, AND IT'S NOT A FIGHTING TITLE. THE GAME GIVES ME GREAT CONFIDENCE ABOUT THE FUTURE OF ADVENTURE TITLES ON SEGA'S NEW CONSOLE, BUT FLAWS I CAN'T IGNORE TAKE THE LETTER GRADE DOWN A NOTCH. WITH MORE TIME TO ADD THINGS SUCH AS CHARACTERS BUSTING THROUGH WALLS AND ENVIRONMENT-RELATED EFFECTS AND PUZZLES, THIS COULD HAVE BEEN A GREAT ONE.



- A GOOD ACTION/ADVENTURE EXPERIENCE WITH THE ADDED BONUS OF DREAMCAST GRAPHICS
- SLUGGISH CONTROL AND STIFF ANIMATION BELIE THE DEVELOPER'S LACK OF EXPERIENCE

**Mike Hobbs: B-**

CLIMAX GRAPHIC'S FIRST EFFORT IS A MIXED BAG THAT ULTIMATELY PROVES ENJOYABLE. CREDIT THE GOOD-LOOKING DREAMCAST-POWERED ENVIRONMENTS FOR MUCH OF THE GAME'S APPEAL, ALONG WITH SOME EXCELLENT BOSS DESIGN AND ACTION SET-PIECES. BUT WHEN IT COMES TO SUBJECTIVE QUANTIFICATIONS LIKE CONTROL FEEL AND GAME FLOW, BLUE STINGER LOSES ITS WAY A BIT. CHANGES MADE TO THE AMERICAN VERSION HAVE ALLEVIATED ONE OF THE MORE GLARING FLAWS IN THE JAPANESE ORIGINAL (POOR CAMERA POSITIONING) BUT IT'S STILL NOT PERFECT. BLUE STINGER IS A FULL GAME, HOWEVER, AND IS SOMEHOW MORE APPEALING THAN THE SUM OF ITS MANY PARTS.



## Dino Crisis • Capcom • Capcom

Originally Reviewed By Brady Fiechter [page 72]

THE LATEST WORK FROM SHINJI MIKAMI IS ANOTHER MASTERPIECE OF SURVIVAL HORROR. FAR FROM BEING JUST A RESIDENT EVIL WITH DINOSAURS, DC IS AN INSTANT CLASSIC.

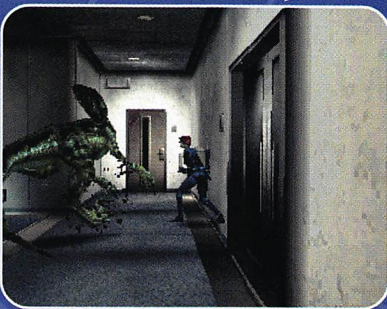
### A



- CAPCOM SCORES WITH THIS BRILLIANT NEW TAKE ON THE SURVIVAL HORROR GENRE
- THE LEAP TO REAL TIME IS WHOLLY SUCCESSFUL, THOUGH IT COULD BE TAKEN EVEN FURTHER

**Mike Hobbs: A-**

PLUGGING RAPTORS INTO THE RESIDENT EVIL FORMULA SEEMS A RATHER OBTUSE AND OBVIOUS GAME CONCEPT, BUT AS HANDLED BY SHINJI MIKAMI AND HIS "BIO-TEAM", DINO CRISIS TURNS OUT TO BE A TRULY INSPIRED GAME-PLAY EXPERIENCE. MORE THAN JUST RE WITH DINOSAURS, DC HAS A VERY DIFFERENT FEELING OF TENSION ABOUT IT AND A DISTINCTIVE LOOK WITH A POLISHED REAL-TIME ENGINE ALLOWING FOR SOME CONSERVATIVE CAMERA MOVEMENT. DC IS ALSO HOST TO SOME OF THE MOST ENJOYABLE PUZZLES I'VE YET ENCOUNTERED IN A GAME OF THIS TYPE, WITH HIGHLY SATISFYING LOGIC-BASED SOLUTIONS. THE DINOS MAKE FOR LETHAL AND FRIGHTENING FOES, AND YOU WON'T BELIEVE THE SCENES INVOLVING THE T-REX.



- CAPCOM HAS FINE-TUNED THEIR SURVIVAL HORROR SKILLS; THIS IS THE GENRE AT ITS PLAYSTATION BEST
- LOADING TIMES BETWEEN ROOMS IRK AFTER SEEING LESS LOADING IN DC TITLES; STORY IS B-MOVIE ALL THE WAY

**Fernando Mosquera: B+**

CAPCOM HAS ALWAYS BEEN A FIRM BELIEVER OF STICKING WITH WHAT WORKS - TWEAKING SUCCESSFUL FORMULAS UNTIL THE MARKET DICTATES THAT IT'S TIME TO MOVE ON TO SOMETHING ELSE. DINO CRISIS DEMONSTRATES CAPCOM'S UNDERSTANDING OF WHAT MAKES A GOOD SURVIVAL HORROR TITLE; IT IS SAFE TO SAY THAT ANYTHING LOOKING TO TOP DINO CRISIS WILL HAVE TO TAKE THE STEP INTO THE NEXT GENERATION CONSOLES (DC, PS 2, N128). FANS OF THE GENRE NEED TO EXPERIENCE THIS GAME AS SOON AS THEY CAN.



## Dynamite Cop • Sega • Sega

Originally Reviewed By Brady Fiechter [page 32]

DYNAMITE COP IS A FUN GAME FOR A TIME. IT'S SOLID AND CONTROLS WELL, JUST COMPLETELY LACKLUSTER IN EXECUTION. FINE AS AN ARCADE GAME, BUT LIMITED AT HOME. IT DOES, HOWEVER LOOK SUPERIOR TO THE ARCADE GAME.

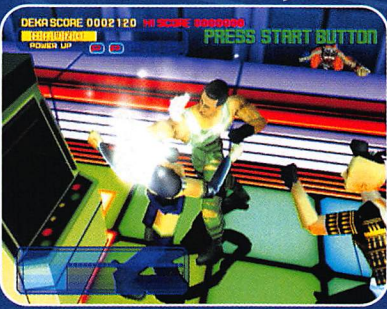
### B-



- GOOD ENGINE, BEYOND PERFECT ARCADE TRANSLATION, AND 60 FRAMES PER SECOND ALL THE TIME!
- SHORT-LIVED ONE PLAYER GAME. TWO PLAYER MODES AND GOOD GAMEPLAY. SAVE THE DAY, BUT NOT BY MUCH.

**Mike Griffin: B-**

I AM PLEASED WITH DYNAMITE COP AS A CONVERSION, BUT IT UNFORTUNATELY DISAPPOINTS, JUST LIKE THE ORIGINAL DIE HARD ARCADE, IN TERMS OF REPLAYABILITY. THE ACTION ITSELF IS FINE, OFFERING A BUNCH OF COOL ATTACKS AND SOME WICKED BONE-SNAPPING GRABS, AND THE VF-STYLE CONTROL IS EASY TO MASTER. ENEMY VARIETY IS PRETTY HIGH, THE ENVIRONMENTS ARE GOOD QUALITY BY DC STANDARDS, AND THE WHOLE SHOW MOVES ALONG AT 60FPS...WHICH IS ALWAYS NICE. SADLY, EACH OF THE THREE MAIN LEVELS CAN BE RIPPED THROUGH IN ABOUT 20 MINUTES, LEAVING MUCH TO BE DESIRED. IN THE END, A SINGLE PLAYER WILL DEFINITELY GROW TIRED OF THIS REPETITION, BUT IF YOU LIKE THE TWO-PLAYER CO-OP ANGLE (AS I ALWAYS DO) DC IS A WORTHY TITLE.



- THE GAMEPLAY, WHILE FUN AT FIRST, GETS TIRING DESPITE THE VARIETY OF MOVES AND COMBOS
- THE GRAPHICS ARE TECHNICALLY FINE, BUT THE CHARACTER DESIGN IS DULL AND UNINSPIRING

**Fernando Mosquera: C+**

DYNAMITE COP TRIES TO FOLLOW THE LEAD OF GENRE CHAMPIONS STREETS OF RAGE AND FINAL FIGHT BUT FAILS DUE TO DESIGN FLAWS. BY LIMITING YOU TO ONE ROOM AT A TIME, YOU LOSE THE SENSE OF EXPLORATION AND DEPTH THAT SIDE SCROLLING OFFERS. THE LOOK OF THE ENEMIES HURTS AS WELL - MODERN DAY PIRATES WEARING EYE-PATCHES AND SKULL-CROSSED CAPS MAKE ME GAG. SORRY AM1, NOT EVEN TUNA SLAPPING CAN SAVE THIS GAME.



## Expendable • Rage • Rage

Originally Reviewed By Grady Fiechter (page 28)

NOT GREAT, BUT IMPOSSIBLE TO DISMISS, EXPENDABLE WINS YOU OVER BY SHEER FORCE. THERE'S ZERO SOPHISTICATION HERE, BUT PLENTY OF ACTION AND TONS OF LEVELS.



- SPECTACULAR PYROTECHNICS SET A NEW BENCHMARK IN BLOWING 5H% UP!
- EXPENDABLE IS A LONG, INVOLVED SHOOTER THAT REQUIRES MEMORIZATION. NOT A WALK-THROUGH!

**Dave Halverson:**

**B+**

WHAT I APPRECIATE MOST ABOUT EXPENDABLE IS THAT IT'S NOT JUST A LOT OF EYE CANDY THAT YOU'LL STROLL THROUGH THE DAY YOU GET IT HOME. RATHER, THIS IS A VAST, WELL-THOUGHT-OUT SHOOTER THAT YOU WILL NEED TO PLAY MANY TIMES TO REACH THE END. I FOUND GREAT FULFILLMENT IN THE RAW INTENSITY CONTAINED IN EACH OF THE OVER 20 DIVERSE LOCALES. WAVES OF ENEMIES AND OBSTACLES LAY BEFORE YOU. THERE ARE SWITCHES TO THROW, PATHS TO FIND, AND ALL THE WHILE THE SOUND-TRACK PUMPS AS THE PYROTECHNICS BLAZE AT A PREVIOUSLY UNSEEN LEVEL. THE BOSSES ARE MEATY TOO, MAKING EXPENDABLE A COMPLETE PACKAGE. IF YOU'RE INTO 3D SHOOTING, YOU'VE ARRIVED.



- "KILL EM' ALL, AND LET GOD SORT EM OUT" WOULD BE THE BEST MENTALITY TO HAVE WHEN PLAYING EXPENDABLE.
- A BETTER TARGETING SYSTEM WOULD HAVE BEEN NICE, BUT THE STRAFING FEATURE SEEMED TO WORK JUST FINE.

**Jeremy Coreby:**

**B+**

WHEN I REMINISCED ABOUT MY DAYS OF HAVING MOOT SKILLS FOR THE GAME CONTRA, I REALLY GOT A CHANCE TO REDEEM MYSELF WITH EXPENDABLE. ONE OF THE FEW DC GAMES THAT I HAVE PLAYED SINCE THE SYSTEM'S RELEASE IN JAPAN, THIS TITLE KEPT ME THOROUGHLY ENTERTAINED. AFTER FAMILIARIZING MYSELF WITH THE VAST ARSENAL OF HUMAN/ALIEN WEAPONS (INCLUDING AN ERASER-ESQUE RAILGUN WHICH WAS MY FAVE HANDS DOWN), IT BECAME TIME TO WRECK SHOP. TRYING MY DEAREST NOT TO GIB THE LITTLE NAKED GUYS WAS QUICKLY BECOMING A TASK IN ITSELF, BUT I JUST STUCK TO MY ROOTS AND KILLED EVERYTHING IN SIGHT AS FAST AS POSSIBLE. PACKED WITH COOL LITTLE SECRETS AND A COUPLE OF NERVE-RACKING BONUS LEVELS, EXPENDABLE IS SURE TO BE A HIT IN THE STATES.



## Sega Rally 2 • Sega • Sega

Originally Reviewed By Mike Hobbs (page 27)

SEGA'S CLOSE TRANSLATION OF RALLY 2 PROVES EVERY BIT AS THRILLING AS THE ARCADE ORIGINAL. IF THE FRAME RATE DIDN'T FLUTTER, IT WOULD BE AN ABSOLUTE "A".



- GREAT CONTROL AND EXCELLENT COURSE LAYOUT PROVIDE DEEPLY IMMENSE GAMEPLAY
- IN THIRD PERSON, YOU DON'T STAND A CHANCE IN THAT HOT PLACE OF BEATING THE GAME

**Dave Halverson:**

**B**

IT'S HARD TO BEAT SEGA RALLY 2 IN TERMS OF REALISTIC PHYSICS, PIN-POINT CONTROLS, COURSE DESIGN AND SHEER RACING PLEASURE. THE GAME HAS AN INTUITIVE FEEL THAT IS HARD TO DESCRIBE: THE MORE YOU PLAY THE MORE YOU BECOME ONE WITH YOUR CAR AND THE TERRAIN AHEAD, BE IT SNOW, MUD, OR OTHERWISE. MY ONLY QUALMS ARE: THE GAME IS AT ITS BEST BY FAR IN THE FIRST PERSON MODE, AND I PREFER TO SEE MY VEHICLE; AND THE NIGHTTIME TRACKS ARE ANNOYINGLY HARD TO NEGOTIATE IN THE TWO-PLAYER MODE. THERE DOES EXIST SOME MILD CLIPPING AS WELL BUT IT IN NO WAY EFFECTS THE GAMEPLAY. FOR A NEAR-LAUNCH TITLE, YOU COULDN'T ASK FOR MUCH MORE, THOUGH. SR2 HAS GREAT DEPTH AND IS ILLEGALLY FUN WITH A FRIEND.



- THE SAME ADDICTING GAMEPLAY OF THE ORIGINAL RETURNS FOR A SECOND GO-AROUND
- GRAPHIC QUIRKS TAKE AWAY FROM THE EXPERIENCE; NEW TRACKS AREN'T AS WELL-DESIGNED AS THE ORIGINALS

**Fernando Mosquera:**

**B**

ARCADE-STYLE RALLY RACING DOESN'T GET ANY BETTER THAN THE SEGA RALLY SERIES, AND RALLY 2 DREAMCAST DEMONSTRATES THIS IN STYLE: THE GAMEPLAY IS DEAD ON WITH THE DC PAD AND THE CAREER MODE KEEPS YOU COMING BACK TO EARN THE SECRET TRACK. SADLY, IT SEEMS THAT THE COMBINATION OF THE USE OF WINCE AND THE FACT THAT THE GAME IS A FIRST-GENERATION TITLE LIMITS THE GAME'S GRAPHIC APPEAL. THE FRAME RATE DIPS AT TIMES AND SOME OF THE TRACKS USE AS MUCH FOGGING AS AN N64 TITLE. A FEW MORE MONTHS OF DEVELOPMENT WOULD HAVE DONE RALLY 2 A WORLD OF GOOD.



## Tokyo Xtreme Racer • Genki • Crave

Originally Reviewed By: Mike Hobbs (page 26)

TOKYO XTREME RACER IS A WONDERFULLY ADDICTIVE GAME. IT LOOKS GREAT AND CONTROLS VERY WELL, THOUGH ITS LACK OF COURSE OPTIONS SEVERELY HAMPERS VARIETY.

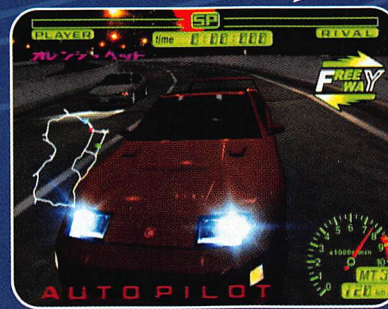


- TONS OF RIVALS AND A FAIR SELECTION OF CARS AND MODIFICATIONS MAKE FOR LONG LASTING GAMEPLAY
- THERE'S ONLY SO MANY RIVAL CHALLENGES YOU CAN DO BEFORE IT'S TIME TO EXPERIENCE SOMETHING DIFFERENT

**Fernando Mosquera:**

**B-**

THIS IS THE PERFECT GAME FOR MOTORHEADS WHO LOVE TO SOUP UP THEIR WHEELS. THE CAREER MODE ALLOWS YOU TO CHALLENGE A WIDE VARIETY OF RIVALS (AROUND 150) TO EARN CURRENCY FOR PURCHASING CAR MODIFICATIONS OR A BRAND NEW SET OF WHEELS. THE TWEAKS ARE EXTENSIVE; YOU CAN SELECT FROM DIFFERENT MUFFLERS, BUMPERS, GEARSHIFTS, ENGINES, AND SO ON. IT'S QUITE SATISFYING TO PURCHASE A NEW SPOILER FOR YOUR CAR AND THEN ACTUALLY SEE IT ON THE VEHICLE WHEN YOU HIT THE REAL-TIME GAME. SADLY, ASIDE FROM RACING THE RIVALS AND TWEAKING THE CARS, THERE'S NOT ALL THAT MUCH TO DO. A NEW TRACK OR TWO AND SOME SORT OF OBSTACLE MODE WOULD HAVE HELPED.



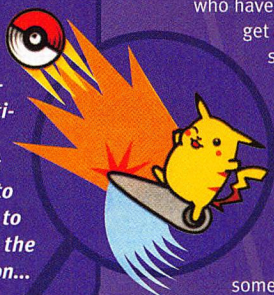
- AMAZING GRAPHICS COMPLEMENTED BY EQUALLY LUSCIOUS REPLAYS THAT YOU CAN SAVE AND PLAY AGAIN AND AGAIN
- ONE ENVIRONMENT. IT'S A DAMN GOOD ONE BUT IT'S ALL YOU GET. LOTS OF CARS, THOUGH, AND COOL BOSSES.

**Dave Halverson:**

**B-**

FIRST AND FOREMOST, TOKYO XTREME RACER DOES ONE THING THAT NO OTHER DRIVING GAME HAS COME CLOSE TO DOING AS WELL, AND THAT IS PROVIDE A TRULY ADRENALINE-BOOSTING SENSE OF CHALLENGE AS YOU CALL OUT YOUR SELECTED OPPONENT AND BEGIN TO WEAVE YOUR WAY THROUGH THE BEAUTIFUL TRAFFIC-FILLED LANES OF LATE-NIGHT TOKYO. VISUALLY THE GAME IS STUNNING, WITH GORGEOUS REFLECTIONS AND EFFECTS THAT LOOK MORE LIKE REPLAYS THAN ACTUAL GAMEPLAY. MY SORE SPOT? ONE ENVIRONMENT AND NO WEATHER CHANGES, EVER. THE SUN NEVER COMES UP IN TOKYO XTREME, BUT IT IS DEFINITELY ONE WILD NIGHT!

This month, we got our hands on some great games, and just in time to try out our new Game Boy-to-N64 conversion cartridge (also known as the WideBoy). Just don't go looking at your local Toys R' Us for this bit of hardware; we had to practically sign away our souls to get it! But that's a small price to pay when it comes to giving our readers the best coverage. Read on...



## POKÉMON PINBALL

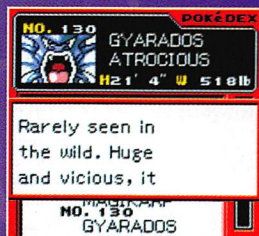
I'm no Tommy, but this is a great game. Sure, it's just (!) pinball, but it's pinball Nintendo-style! You choose from Red or Blue playing boards (just like the Pokémon carts), and all 150 Pokémon are here for you to collect in Nintendo's first Rumble Pak-enhanced cartridge for Game Boy Color.

Nintendo is obviously reaching for the Pokémon fans out there, but even folks who haven't a clue about that phenomenon will love this game, and you'll get a crash course in Pokémon culture to boot! Each board displays a series of "cities", and different Pokémon are found in the different cities. Once a Pokémon is collected, it can be trained and evolved into other creatures, all of which is done by shooting the ball into traditional pinball-type switches, buttons, and chutes. And there's a Pokédex, which starts out blank, but quickly fills up as you collect all 150 Pokémon. It also displays their attributes and plays their distinctive sounds.

In addition, you can stop a game at literally any time, save it to memory, and then return to it later to finish that game—quite useful for when it's time to go (or the boss comes creeping around...).

The down sides? Only these: it's a deceptively easy game that will eat up a lot of your free time, and sometimes the balls get a little carried away and don't respond the way they should. More than once I've

NINTENDO  
AVAILABLE NOW



wanted to throw my GBC against the wall when I missed catching a rare Pokémon by one hit—but then there's always time for just one more try... **A-**

# GAME BOY COLOR OUTPOST

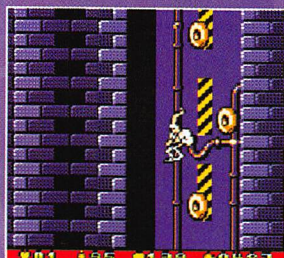
## SURVIVAL KIDS

KONAMI  
AVAILABLE NOW

## EARTHWORM JIM

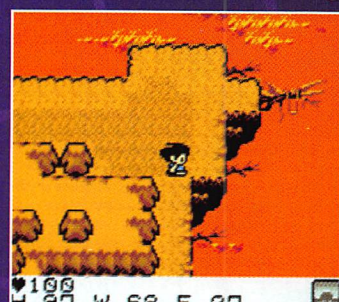
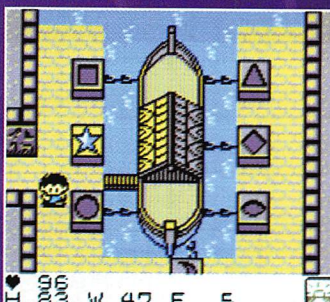
CRAVE  
AVAILABLE FALL

Worming his way onto the Game Boy Color courtesy of Crave and developer David A. Palmer Productions(!), Earthworm Jim's handheld debut, *Menace 2 the Galaxy*, is shaping up nicely. The gameplay consists of extreme platforming with all the trimmings (falling floors, obstacles, tricky enemies, moving platforms, etc.) as well as collecting what appear to be discs of some kind. Jim can use an assortment of guns just like in the big game and has eight-way shooting as well. No parallax, I'm afraid (and somewhat bummed about) but the animation is quite good, and the control is excellent. It's addicting, that's for sure. More soon.



This is a great game to pass the time at a doctor's office—a fairly simple and straightforward RPG with plenty of searching and puzzle-solving. As mentioned last month, you play a kid stranded on an island, starting with nothing but a knife and the will to survive. This island is populated with plenty of wild game (tasty!) and one friendly monkey, and you'll come across many signs of other inhabitants; an old hut, burnt out fire circles, and a skeleton in a cave (search it diligently!), but the overwhelming goal is to get off the island.

Konami are pretty good about sprinkling hints throughout the game as to what to do next (as in "If I only had an axe" or "I could cook that with fire"). The only problems I had with this game involved the pop-up text screens: I often wished for a quick way to bypass the same three or four screens of text every time I looked at the grass or other common obstacle. Sometimes it became tough to see where to go or what to do next, but then that's the nature of life, isn't it? I've found myself putting this game away several times, but I always return to it a couple days later, because I want my little Kaji to come home... **B-**



# Vatical

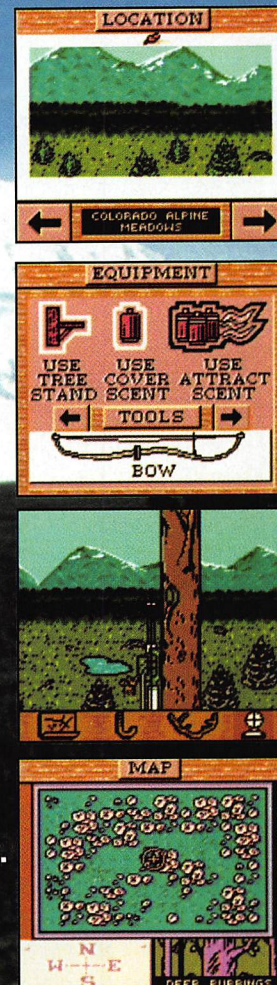
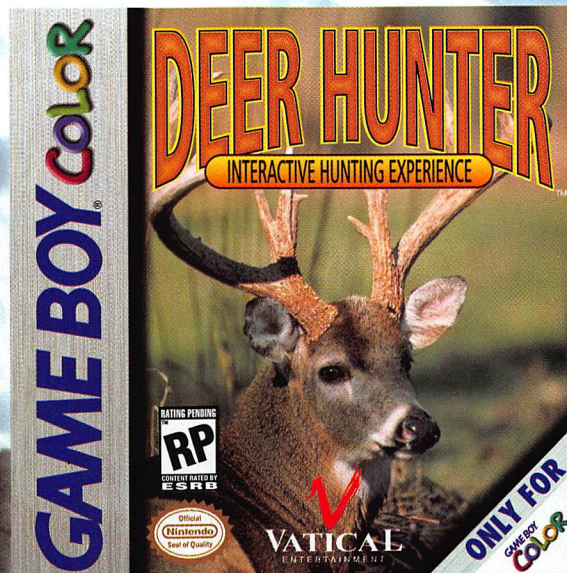
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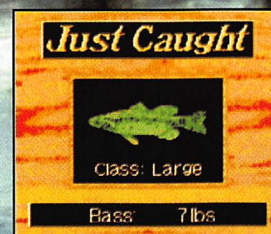
great

outdoors

portable.



- HUNT in varied locations and target ranges.
- ATTRACT deer with professional calls and scents.
- CHOOSE from Rifle, Shotgun, Bow.



- FEEL the fish bite with built-in Rumble Pak technology
- CHOOSE from eleven lures & two lakes.
- LAND Old Nessie and become a legend of the Twin Lakes!

SUNSTORM  
INTERACTIVE

ACTIVISION®

WIZARD Works

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When one thinks of Fox Sports, Saturday and Sunday programming comes to mind. The approach to each sport covered by the network rivals that of seasoned veterans. With that same approach and attitude in mind, Fox Interactive has drafted Radical Entertainment to bring a rightful basketball game to the PlayStation. Right away, those who are familiar with Fox Sports broadcasting will recognize the presentation when the game starts up. This same look is flaunted throughout the game as multiple camera angles, quick cuts and instant replays (including the Fox Scope) all simulate that of an actual telecast.

Graphically the game touts a look comparable to other fourth-generation games. Impressive and eye-catching player models move appropriately as they run backwards to cover, take off-balanced fade away jumpers and simply act naturally overall. No matter what camera angle is chosen, the players always look impressive. Often sidestepped, the courtside is convincing as well, sporting the popular rotating billboards, active score tables and a more realistic crowd in terms of visual dimension.

Given all of the presentational prowess, it causes one to wonder if all of this is to hide hideous game play. Having admittedly played the game for more than 20 hours (not straight, mind you) I can contend that this is not the case. The game I have is in pre-alpha form, the AI is not fully implemented, and I still love to play it. Why? The

pace that the game moves at is accurate, the ball physics are incredible and the innovations in play mechanics are noteworthy. To put it simply, I like it because it's fun.

One of these innovations is a "go-to guy" button. At the start of a game you can assign this particular button to dish the ball to your key player. He will always set himself in choice locations to hit buckets. Otherwise, passing is accomplished through directional positioning toward the player you want to pass to. An ambience-enhancing trinket is the head tracking that players have. When Sprewell shoots a three, other players will watch the ball travel through the air. This now brings me to my final observation, the Rebound Marker. When a brick is headed for the backboard, a small crosshair will appear on the hardwood giving the player the location of where the ball is going to land. This takes away from any guesswork in trying to successfully scurry for the moneymaker.

Fox has come out of nowhere with this game. From the time of this report, the team that created it has had a total of six months from paper to what I have at my desk: very inspiring. Many might be apprehensive of straying from a series they have become fond of, but one outing with an open mind will cause them to reconsider.



gamers' republic sports '99

## FOX NBA CHAMPIONSHIP 2000

developer: radical publisher: fox interactive available: september




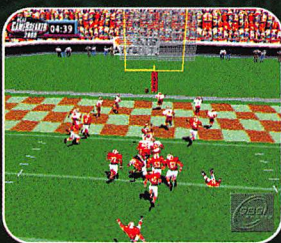
Every year, the NCAA games borrow improvements made to its professional big brother, and it has continually helped the series become more refined and playable. This year's update is no exception. The game has never looked better, and the player has never been given so much interaction. Keeping the polygonal characters, crashing hits and classic playbooks, RedZone has elutriated the key elements of gameplay and pushed the game into Ivy League status.

Last year's endeavor captured the invigorating spirit of college ball, and 989 has helped to keep that winning formula without losing the game's integrity. Blue Chip Trading, which is destined to be a traditional feature of the series, really adds to the authenticity of the politics of college football by allowing you to choose your team and make trades before you begin the season. Then, by using pre-existing plays, you can configure your own routes with the Customize Play feature to keep the opposition guessing. Of course this feature can be utilized while on either side of the ball. This single

attribute is quickly becoming adopted across the board and without a doubt adds to the game experience.

The action seems to hover around 30 frames and the player models appear to be a bit smaller than last year, probably to keep the game running at its pressing pace; a conscious decision no doubt, since previous versions had disconcerting hiccups during the heat of action. Some of the features more relevant to season mode still need to be implemented, although button mashing through the front end to get a quick game started and get a feel for the action is satisfying. The AI is smart, but it is hard to tell if it gets increasingly smarter through constant play patterns. It had better, though.

In the console sports market, football has to be the most hard-nosed game to develop, but the energy behind this game is bar none. 989 missed the bus last year, shipping relatively late in comparison to other college football titles. This year they are camping out in the parking lot, waiting to be first on the bus and ready to be first on the shelves. 



gamers' republic sports '99

## NCAA GAMEBREAKER 2000

developer: red zone interactive/989 sports • publisher: sony available: fall '99




Many still refuse to recognize GameDay as a more balanced and accurate game than any other football title on the PlayStation. This isn't to say that the game doesn't have its obstacles, just that to date, it holds the title in fun and playability. For me in particular, the original GameDay is still the king of the series, though that opinion may be swayed as it appears that 989 are pulling out all the stops for the coming millennium. In fact, the year of two-triple-zero looks to be the company's most triumphant. Though it's taken a few outings to get the poly-pushing engine to run smoothly and uninterrupted, those attempts have brought the title to this plateau. It's hard to imagine a game of football getting any better on the PS.

Like any action-oriented video game, character control is a key element; without it a game can only hold the interest of players for a short time. This attribute was my main beef with the later two GameDay titles; visual flare took precedence over mechanics and had me digging for my 16-bit glory games of football. Although the graphics have gone through yet another striking evolution, the gameplay has been restored as well. Both of these virtues are complemented by a tricked-out AI system.

A feature called "Attack AI" has the offense essentially smelling the defensive tactics (well...at least recognizing them) and making necessary

adjustments on the fly, while on the defensive side the computer will initiate "Pre-Snap AI" which will shift the defensive line to best counter the offensive strategy you might be using. So the AI is more perspicacious to what is going on out on the field. To me, these should just be considered regular AI routines and been implemented from year one. Regardless, these added AI features are going to make single player games interesting and tough through an entire season.

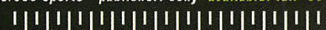
During every moment of the game, the player is going to have the ability to do some sort of player manipulation. Unfortunately, interrupting a ref making a call isn't a part of that, though choosing a celebration after a play or rushing to or out of a huddle is as easy as pressing a button. Focus groups must have addressed a disturbing need to have a huge number of cheerleaders from different teams, because they are caught posing during every loading screen of every game transition. I guess eye candy in any form is good. 



gamers' republic sports '99

## GAMEDAY 2000

developer: red zone interactive/989 sports • publisher: sony available: fall '99





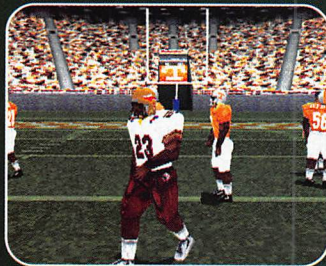
It's going to be hard for other developers to recreate the authenticity Electronic Arts hope to establish with this game. As if the kingpin of sports titles couldn't monopolize any more of the subtle but distinctive traits that make the sport of college football what it is, they go out and secure practically everything but the rights to the locker rooms. Check this out: they have licensed all 23 bowl games, including exclusive rights to the Fiesta Bowl, the Orange Bowl and the Sugar Bowl. It doesn't stop there, though: the coveted Heisman Trophy has been licensed by the top dog, too. As Fran Tarkenton would say, "That's incredible!"

The opening movie of the game is going to stir heartfelt emotion in even the most hardened football fan. Vintage footage from as early as the 60's is strung together with the more progressive carnal play styles of the 90's and everything in between. There are over 200 teams to choose from, with 140 of these being divisions 1-A and 1-AA teams; the other 60 or so are classic teams. So don't be surprised if you come home on a nice day during the weekend to see pop reliving his college years while in his recliner, when he should be out doing some home improvements.

While on the subject of good weather, the virtual effects achieved in this title are refreshing. The sweltering sun swings from one end of the horizon to the other, changing the locality of the shadows cast by players and lend-

ing a very ambient and clever effect to the game. If nothing else, it's a truly cool technical feat—too bad they didn't spend equal time improving gameplay. And though the crowds are suspiciously flatter than ever, the crowd chants are intense. The flat spectators may be due in part to the fact that the sidelines are crowded and active. You'll notice benched players, coaches and even cheerleaders, each doing what they should.

All of these sanguine improvements have unfortunately not hidden the fact that the game just does not react the way it should. Computer AI appears to have gone through a tolerable overhaul and player models are reasonably tight, though they lack any true definition. Even the camera presentation seems hindered, inadmissible for a game of this pedigree.



gamers' republic sports '99

## NCAA FOOTBALL 2000

developer/publisher: electronic arts available: fall '99



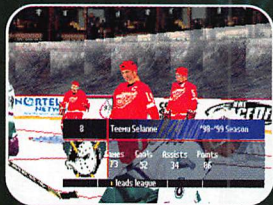
Thanks to crucial and detrimental meltdowns at other software companies last year, FaceOff '99 took to the virgin ice with no contenders to check. It is a mystery as to what happened at other camps, but even with its flaws, FaceOff was able to rise to the occasion and steal the hard edge audience with its easy interface and quick pace. There are more companies joining the ice-capades of console hockey this year, so 989 has opted to keep the formula unchanged in terms of game play and has dolled up the presentation of the entire package in hopes to build toward a hat trick. A huge draw this year are the clarified visuals.

Currently the game hosts over 150 new animations to give the player more control and technique. A lot of these animations are used toward making the goalie react and perform like he would in real life. Depending on how and where the puck is shot at the goal, he will stretch out his glove to make a save. In desperate situations he will use his

stick, and when nothing else will work, sacrifice his body. Watching the goalie do his job is intense and accurately represented. There are even animations where the scorer can take a top shelf snap, and the puck, if placed on target, will knock the goalie's water bottle off the top of the goal.

Add to the goaltending action the unbroken look of the game which mimics that of television respectably well. Quick camera pans, pull-backs and zoom-ins are arranged in a manner that does not hinder you from getting a full view of what is going on around the action. The intelligent camera work enables the developers to squeeze as many polygons into each player and stadium as the PlayStation will allow. It is this specific characteristic that makes it tough to envision any future innovation in terms of graphics. As far as AI goes though, there is still a long road ahead.

In its preview state, the game is missing actual play strategies used in the NHL, another new feature 989 is bringing to the ice. These are being implemented with the help of Scotty Bowman. He is the current coach for the Detroit Red Wings and also happens to be the winningest coach in the NHL. Let's hope he has the ability to address some of the sloppy AI found in last year's version.



gamers' republic sports '99

## NHL FACEOFF 2000

developer: 989 studios • publisher: sony available: fall '99



Skate and Destroy is an attitude that has gotten many skateboarders into trouble. Basically, the belief held by outsiders is that skaters do not feel that common rules and laws when skating on public property apply to them. Of course, those of us that do (or did) skate know that the overzealous police are always on the beat, quick and ready to issue citations. The term isn't exchanged as often nowadays and many of those who used to shake a stick when a skater whizzed by now crack a smile. The progressive spirit of skateboarding is winning much reverence. Now enter Z-Axis and Rockstar.




Skateboarding is back to square one. Now when you see a cop, you don't stop skating and look at him bewildered. Heck no! You carve out the best line you can, forcing him to chase you until you finally get away. If you don't, let's just say you'll be in for a shocking awakening. You see, he's not chasing you to reprimand you. He's got a tazer to knock you off your board, and then he's

going to snatch the thing away from you. So when you do see the cops coming for you, think... skate or die.

The game borrows some prime skateboarding locations from all over the globe. Loosely based on the real



world scenes, places like China Banks in San Francisco are available to peck apart. Choose any of these spots, then work out your line until you feel fit to flaunt them in front of any would-be cop. Start the timer (you'll have two minutes) then hit all your best tricks in hopes of racking up big points. Score the points then head for the exit before time runs out and the man in blue runs in.

Control at first is a bit labored, and suspiciously enough, each skating escapade occurs during the night. Is this a weak engine or a dark and gritty urban representation? Either way, what you can see moves along gracefully and the skater uses a cool physics model. The game demands constant button finessing, and if you miss a step your character will lose balance, swinging his/her arms around to stay rolling. There are slated to be multiple play modes, including one to produce the most head-turning wreck. Hey, I can do that. 

gamers' republic sports '99

## THRASHER: SKATE & DESTROY

developer: z-axis • publisher: rockstar available: fall '99



The hits are harder, the trash talking is requisite and the ref... well, there isn't one. This is NFL Xtreme 2 and 989 have done an excellent job of capturing the distinct look and feel of arcade-style gameplay. There is no attempt at getting the user to make conscious and methodical play strategies. Choose a series of deep pass routes, garnished with a running play or two for the surprise element, and score with no more than four play calls.


You will find that the game feels great and the graphics are sharp and fresh as well. The playbook is about twice as large as last year's, though this still doesn't stop me from choosing a mere handful of proper plays and exploiting them during every game I'm challenged to. Some might find this a bit monotonous, but if I am going to be allowed to successfully trample my opponent with the same pattern, then too bad for them. I am not interested in using any sort of tactics other than getting the ball in to the end zone. If I want intelligent gameplay I'll switch to a football simulator.

I like the new features integrated this year, all of which are a noticeable leap past the previous version. Instead of aborting through the tired player sound bytes, it actually feels satisfying to let the guy who completely creamed the ball carrier roll



through with his verbal droppings. It goes without saying that after the play, a hit is still gratifying.

Single player games are a bit wearing, as the computer makes no effort at becoming increasingly wise to my scheming ways, so the first game played during a season is going to feel the same as the Super Bowl. One must understand that this game is not intended for one player. It just doesn't generate the same amount of excitement. Get a friend, one you are comfortable degrading, and let the smack fly from your lips.

989 have taken an admirable approach to fashioning a game that is different from any other gridiron arcade football titles. When it first appeared last year, it seemed as if they were looking to make a quick buck. Instead the game has found a pair of strong feet to land on and plow through the competition with. I tend to spend more time with the truer takes of the sport, though for people in the run-n-gun frame of mind, Xtreme offers that hit-to-hurt spirit. 

gamers' republic sports '99

## NFL XTREME 2

developer: 989 studios • publisher: sony available: fall '99



# world republic

**[i]** Good stuff for the PlayStation and Nintendo 64 (for a change) this month. On the anime front, Neon Genesis Evangelion soared while Spriggan's good intentions were marred by serious camera flaws... the first DC wrestler's pretty cool though!

World Republic Review • developer/publisher capcom • available in japan now

## justice schools 2



The sequel may be more of the same, but why fix what isn't broken?

As far as sequels go, Justice Schools 2 is more of an upgrade than a progressive new design. The cast is mostly identical, as are the levels. The extensive date/school mode, including the simple (but cool) mini soccer and track events, are all on board the single disc package along with a new storyline. It's disappointing to see the basic fighting mode taking a backseat to the drama/comic side of things, but this new emphasis has brought along with it some interesting character training play mechanics, enhanced even further by the Pocketstation.

I appreciate Capcom's intent when it comes to the design of this series. The JS style of gameplay is obviously not quite as deep as other Capcom fighters, and yet it plays accurately and it's fast and satisfying. The gameplay offers a little dose of Street Fighter EX linking, a dash of the Marvel formula (aerial attacks), and the series' patented tag team super moves. The control is tight, and although matches are generally short due to the crushing power of the tag-team moves, it becomes apparent that the characters and damage are well balanced. All the moves involve pad rotations (1/4 and 1/2 circles, etc.), you block by pressing away, and there's a side-step button to quickly avoid hand-to-hand attacks. It's the Capcom standard we've come to know, stripped down to a simple design almost any fighting game fan can enjoy. Mind you, the lack of serious depth may be a turn off to hardcore gamers, but Justice Schools 2 isn't trying to be the most hardcore fighter out there.

JS2 has the mini-game element going for it, a major part of the whole package that directly affects the main game. You'll compete in various high school sports and conversations that mold and shape your character, both in terms of how he or she develops socially and physically. You can save parts of this "training" to the Pocketstation and further the progress of your character on the go. Although some may consider the mini-games to be an embellished date sim and a pointless addition to a fighting game, they do enhance the limited range of one- and two-player fighting modes.



A. Synchronized swimming? B. Yes, Nagare's specialty is synchronized swimming. Fear it. C. The original's insane team-up supers return. D. Victory through tabloid-tossing. It's about time Paperboy's contribution to video games was recognized.

World Republic says "Probably unnecessary if you have the original, but it's a solid fighter with some entertaining extras." **B**



World Republic Review • developer/publisher Bandai • available in japan now

## evangelion



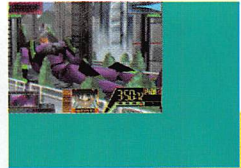
## Bandai do the anime justice, delivering a great video game adaptation

Arguably the greatest TV anime series ever created, Neon Genesis Evangelion has finally spawned a game that's not a digital comic! Rather, Evangelion for the Nintendo 64 is a hybrid fighting/action/reflex/music (!?) game, and if you're a fan of the series, you're in for a real treat.

The gameplay is simple yet complex as it mirrors each TV episode and the battles that ensue, along with such memorable moments as Shinji and Asuka's amazing tandem assault, set to classical music in Genesis 0:5.

In the straight fighting portions of the game, the better your offensive strikes, the more Shinji synchronizes with Eva 01, and as the synch ratio goes up, so do your attacks, performed with a series of button presses and analog moves prompted on the screen. In 3D play, Shinji (you) must struggle to line up complex targeting assignments under the scrutiny of time and pressure, and in the musical portions, you must coordinate with the on-screen prompts and hit notes in the allotted time, kind of like Parrapa, but a bit simpler. Unless you're a fan you can't possibly realize how special all of this is, especially given that all of the sights and sounds from the series (dialogue, cinemas, music and a feeling you can't really describe) are along for the ride. Bandai are to be commended for capturing the essence of Evangelion in a video game. The only thing missing is "Fly Me to the Moon," the original closing theme as sung by Frank Sinatra. Otherwise, everything a fan could possibly want is in here. It takes a little while to grasp if you don't know Japanese (which I don't) but it's well worth taking the time to learn.

If there's any justice left in the world, the game will make an appearance here. If it does, you can bet we'll do a full blown feature when and if that time comes. For those of you who haven't experienced Neon Genesis Evangelion, do yourself a huge favor: go buy all 13 tapes, and experience one of the greatest science fiction dramas of our time.



Los Angeles  
ロサンゼルス



A. Shinji and Asuka must become one and fight in perfect harmony. B. As their synch ratios grow they band together as one. C. Shinji lays down some heavy fire as a result. Just one of the many aspects of gameplay in Bandai's faithful video game translation of this epic anime series.

Tokyo  
東京



World Republic says "Evangelion is a testament to how an anime adaptation should be crafted. It's faithful, and just user friendly enough that non-gamer fans can pick it up." B+

World Republic Review • developer/publisher konami japan • available in japan new

## metal gear solid: integral



Hideo Kojima remixes Metal Gear Solid for Japan, adding English voice-acting and over 300 VR missions!

The VR training missions of the first Metal Gear Solid were but quick hors d'œuvres before the main course of gaming that was Hideo Kojima's masterpiece. Many didn't even play them, preferring to start their meal straightaway.

But with the

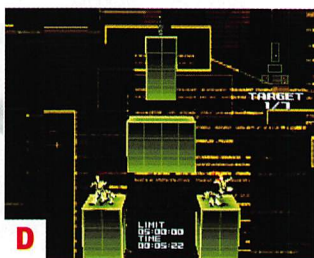
recent Japanese three-disc re-issue of MGS, the VR training has become a game (and CD) unto itself. With over 300 missions to master, your MGS skills will be stretched to the absolute breaking point with challenges where the frustration is matched only by the measure of fun you're having.

Whereas the original game's VR training missions sought only to teach you basic weapon and sneaking skills, Integral's challenges are infinitely more diverse as there are now missions for every weapon in addition to puzzle based maps and hair's-breadth time attacks. There's literally no end to the variety of missions at hand, and you'll even gain access to the ninja for a few of them. But best of all, one senses delight in the design of these new missions, as their creators obviously relished in the difficulty with which they've imbued these cleverly conceived tests of controller manipulation.

But there's more to this version of Metal Gear Solid than just new training missions. Upon completing the core game once, new modes are opened up, including a PocketStation game and a first person gameplay option. And since Hideo Kojima so liked the English voice acting, this version features the American voice and the option of either Japanese or English subtitles, meaning there is no difficulty in playing this import whatsoever. This is especially enticing when one considers that Konami are reportedly only going to release the new VR training missions here this October, so this will be your only chance to check out the challenging first person view mode and PocketStation missions.

Integral is a must have for MGS freaks, though its true that this version has more currency in Japan because of the voice acting switch. Personally, I find any excuse to play through Metal Gear Solid again a good one, but if you can live without the smattering of additions to the core game, wait for the American release of the VR disc this October. >=

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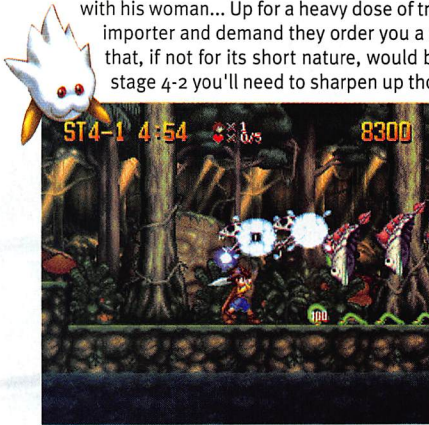
This selection of screens highlights a mere fraction of the new VR training missions (A) One of the new FAMAS missions (B) In this grenade challenge, a number of reappearing diamonds must be taken out (C) A new time attack mission (D) Puzzle challenges are all new, such as this example which requires you to knock the top guard off his post in such a way as to topple those below.

World Republic says "The changes made to MGS are more significant to the Japanese, but the enhancements are worth seeing for the MGS freak. Great VR missions." B+

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World Republic Review • developer/publisher **new corporation** • available in japan **new****adventures of little ralph****A beautiful albeit short hand drawn 2D platformer, Little Ralph's a great way to spend an afternoon...**

The evil demon Valgo has come to town, turned the strapping young swordsman, Ralph, into a quivering naked child and made off with his woman... Up for a heavy dose of traditional 2-D platforming? If so, pick up the phone and dial your local video game importer and demand they order you a copy of this game! The Adventures of Little Ralph offers an old school 2D romp that, if not for its short nature, would be quite the sensation. None of that sissy-boy forgiving 3D fare here. Beyond stage 4-2 you'll need to sharpen up those reflexes to see the next stage. And isn't that what gaming is all about? Too



bad, by that point, the game's almost over. Beautiful art, excellent animation, lots of misty transparencies and effects: it's all here. New Corporation pull out every timing trick in the book; a frantic mining cart ride right out of Marvel Land and Hermie Hopperhead, vertical descents while under waves of attackers, icy floors among swinging obstacles, falling platforms, moving platforms, disappearing platforms... "the cabinet minister all of it!" And then when you least expect it, Ralph returns to normal size for the boss fighting, which is classic 2D fighting complete with Street Fighter-esque moves and traditional blocking. New remind me a little of Yukes when they started out. Their first game (Hermie Hopperhead) was a masterful 2D platformer, (okay, so the music blew) but they went 3D after Hermie and haven't impressed me nearly as much since. Ralph's not half the game Hermie is,

by the way (in case you were wondering). I hope New finds an audience for their 2D entry, but then again, with a name like The Adventures of Little Ralph the odds are stacked against them. Oh well, enjoy it while it lasts! ⚡



World Republic says "If only the game weren't so short, The Adventures of Little Ralph would be a real find. Still, if you're a 2D junkie it's well worth owning." **B-**

World Republic Preview • developer/publisher **enix** • available in japan **new****pop'n tanks****Intense and comical tank action is coming to the PS and it's looking good!**

Enix's impressive-looking tank shooter is quickly becoming one of the most anticipated PS titles among import gamers here at GR. Not only does the Megaman Dash-esque engine appear to be bright, smooth, and colorful, but the design of the tanks and the enemy vehicles is highly original and graphically intense.



PnT is a refreshing little 3D-action shooter starring various cute, comical tanks that you control across virtually all terrain. Obstacles are no problem for your powerful vehicle, whether it's steep, rugged terrain, windmills, buildings, telephone poles, or bystanders' cars and trucks. The collision and impact are extremely satisfying, providing an adrenaline rush that only the feeling of invincibility can evoke.

Each tank is comprised of over 450 polygons, and realistic effects have been implemented into the tank dynamics. For example, the effect of caterpillar movement, suspension stroke, tread physics, and engine exhaust are all represented realistically, and yet in a comical fashion. The main vehicular motion feels like you're controlling an RC tank, and they respond this quickly and intuitively thanks to the development team's dedication to fast gameplay.

A total of eight tanks are initially available. There are 160 different types of cannon upgrades, 30 different parts to change the tanks' special attacks, and another 70 accessory parts. When you switch cannon parts, the appearance of the tank changes. To obtain all these cool parts you have only to win vs. battles. The more you win, the better the loot. One great feature allows you to save your customized tank onto a memory card to do battle with a friend's personal tank.

Pop 'n Tanks has been designed to be as user-friendly and accessible as possible. You don't even have to lock-on to enemies manually – an auto-targeting system is in effect full-time. Although this appears to be very limiting, the variable terrain and massive quantity of different upgrade parts leads to dozens of unique strategies. We'll have a full Pop 'n Tanks review in WR next month, along with plenty of new shots! ⚡

**Playstation Review****fatal fury: wild ambition**

GAME BY SNK

From the moment you place this CD into your drive, you're greeted by quality FMV depicting the childhood of Fatal Fury's main character, Terry Bogard. Done with the same level of quality found in Resident Evil 2, one would expect this standard to carry over to the game itself. Unfortunately, this just isn't the case; as FFWA is SNK's first polygonal outing for the PS, there is much to be forgiven and learned.

Looking more like an early first-generation game, FFWA does little visually and carries this theme throughout. From its poorly constructed polygons to the muffled sound samples which are of an even lower quality, FFWA is just simply "too little, too late" on a machine with already established 2D/3D fighting franchises like Tekken and Street Fighter EX.

This game will obviously only appeal to SNK fans, as they will lightheartedly find some joy in this feeble attempt at a 64-bit conversion. In its defense however, FFWA actually controls quite nicely, offering to that "floating" feeling found in SFEX. But at what price? Unless you owe your life to SNK, this is one game your collection can do without. **C**

Angeles  
ナンゼルスTokyo  
東京

GR

01  
10

World Republic Review • developer/publisher from software • available in japan now

## spriggan lunar verse



From Software get everything right but the camera and botches one of the year's best licenses

From Software, makers of Armored Core, a decent if not over-done mech action series, and King's Field, a tragically slow and cumbersome dungeon adventure game, somehow were granted one of '99's most coveted anime licenses, Spriggan. And while they put together a nice package graphically, man did they botch the gameplay. Spriggan

features the single worst camera I have ever come across in an action/adventure game. It is so bad that even after the extensive, nearly hour-long training that it takes to come to terms with the game's awkward controls, you still cannot possibly enjoy the game. It's a real shame too, because the story, character design, engine, and soundtrack are really quite good. I labored on through the fourth stage to write this review and decided there and then what needed to be done: An opportunistic US third party needs to bring this game over, localize it, and fix the camera. It's as simple as that. Only then will I complete this game. It's just not worth getting frustrated these days when there are so many good games to choose from. I will personally put the word out on this one because what should have otherwise been one of the year's best is tragically, nearly unplayable. ⚡



World Republic says "You can try playing with the D-pad or attempt to come to terms with the camera as is, but either way frustration ensues. In its current form you'll want to pass on this one." D

World Republic Review • developer/publisher sega of japan • available in japan now

## giant gram



Jeffry, Kage, and Wolf take time off from VF to grapple with Japanese men in short shorts!

Wrestling is getting unstoppably big in the States, which is why the release of Giant Gram for Dreamcast probably means more for US publishers and US wrestling fans than it does for the Japanese gaming public. I'm sure THQ and friends are drooling over what Giant Gram would look like featuring a WWF license with American wrestlers and announcers in place of the current All Japan Pro Wrestling ensemble. Of course, us brave importers are more than willing to put up with and enjoy the middle-age men in tight shorts and Virtua Fighter characters grappling with each other.

Giant Gram plays like a slow version of Virtua Fighter with complete 360 degree freedom of movement and grappling techniques. The grappling is the deepest facet of Giant Gram; once you lock on to your opponent with the "A" button on the DC pad, the possibilities are endless. You and your opponent tussle back and forth, setting up for the proper position to unleash an attack. It sure beats the all-out button smashing of wrestling games past!

Adding to the excitement of the game is the way Sega's programmers have been so capable of recreating the presentation of an actual wrestling match on Dreamcast. Your well-crafted polygonal wrestler walks up to the ring in costume and to the tune of his theme music. Once inside the ropes, he strips down to his tight shorts and gets to work while every move in the ring is announced by a well-done play-by-play man. All in all, the spirit of Japanese wrestling is captured, creating a feast for the eyes and ears while the proper gameplay keeps your hands and mind entertained.

All positive notes aside, I cannot recommend Giant Gram to non-fans of the AJPW. The game play, while fun, just isn't enough to overcome that the game is a simulation of Japanese men wrestling (with the token Virtua Fighter characters). So while the game play is competent enough to keep AJPW fans enthralled, other gamers will want to wait until an American publisher brings more recognizable wrestlers into the ring. ラギ

World Republic says "Fans of AJPW will want to pick up this title, no questions asked, while more casual gamers may want to wait until a US port incorporates wrestlers they recognize." B+



[publisher] success  
[genre] 3d shooter  
[system] mega-drive  
[year] 1995

page 93

retro archives

# panorama cotton



Back when 3D shooting was equated with chunky re-drawn sprites and horrific depth perception, there lived a little-known game from Sunsoft Japan that, if you could find it, would dazzle you to no end. The scaling sprites resembled those reserved for arcade titles, the game moved swiftly and smoothly, and to make matters even better, it starred Success' hungry little witch, Cotton. Appearing previously and afterward solely as a 2D shooter, Cotton's 3D debut was a big deal among the import savvy—a fairly wide audience at that time—but alas, the game was made in limited quantities and was nearly impossible to find. Fans waited and waited for a US version to surface (it seemed like a total no-brainer) but it was never

meant to be, and one the greatest 16-bit 3D shooters left no mark on the industry. For those of you h-core old-schoolers out there with enough tenacity to hunt down even the hardest-to-find collectible software (got Phantasy Zone and Batman in the pygmy box?) here's one to add to your ebay list.

What makes Panorama Cotton so special is the way the designers stray from the Genesis/Mega Drive's typical, horizontally striped plains and incorporate instead a wonderful pastel color palette plugged into animated backgrounds laden with color-cycling and multiple twisting plains painted with vertical stripes and assorted patterns. Amidst all of this wonder, the scaling is shockingly smooth for a 16-bit title and, with the screen nearly filled, there is nary a hint of slowdown or flicker (the precursor to chugging frame rates). As noteworthy as the game's technical accomplishments are its visuals, as Success managed to give archaic, sprite-based 3D a distinct personality and filled the game with a host of ingenious boss designs as well. The music, too, is right on the money with that deep, distinct sound that few Mega Drive developers could achieve. Diving deeper into the game's modus operandi, an impressive array of magic ability is in effect for Cotton to discharge (which you obtain and increase by shooting colored scrolls) along with three difficulty settings to master and the ability to invert the controls. This is the pinnacle of 3D shooting on the system, and if you're into 'em, Panorama Cotton could be your find of the decade.



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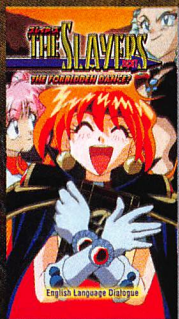
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ENGLISH DUBBED

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**MSRP \$19.98**

SaBER Marionette R © Satoru Akahori • Hiroshi Negishi / BANDAI VISUAL • MOVIE



## SaBER MaRIONETTE J Again

ENGLISH DUBBED

SaBER Marionette J Again is the direct to home video sequel release (Original Video Animation) of the hit Japanese Animation TV series SaBER Marionette J. Lime, Cherry, and Bloodberry, female-like androids called marionettes, have returned to Otaru's side. The somewhat reformed marionettes of Faust (Tiger, Luchs, and Panther) are sent to stay with Otaru and friends to learn more about being human. Enter a seventh marionette named Marine, who has mysterious power... and they all possess the special maiden circuit that allows a marionette to feel emotions!

**MSRP \$19.98**

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REVIEWED BY DAVE HALVERSON  
•1998 MANGA/PALM PICTURES  
90 MINUTES•DUBBED IN ENGLISH  
 **DRAMA**

**Story:** Perfect Blue is so mainstream it almost doesn't fall under the anime guise. Based on a novel by Yoshikazu Takeuchi and produced by members of the Memories production team, it's more an animated feature film than an anime per se. People who don't care for anime will love this film. In fact, I can't think of anyone who wouldn't. This is a beautifully orchestrated psycho-drama that can hold its own against the best Hollywood cinema has to offer. The story deals with pop star Mima Kirigoe, the lead singer of a Spice Girls-like trio (without the chart-topping hits) Cham, and her decision to give up singing for acting. Mima's agents land her a role on a soap opera portraying a character that is brutally raped (*Accused*-style) and her fans begin a rebellious assault on her persona. One in particular, or so it seems, has started a web page about Mima that is all too real. Soon, the line between reality and TV begins to blur and the viewer is thrown in to a back and forth psycho-drama that never lets up until the very end. Winner of the Public Prize for Best Asian Film at Fant-Asia, and best Animation Film at the Fantasporto 1998 Film Festival, Perfect Blue is to be savored by all. An amazing 50 minutes of anime is at hand. What's better is that the second part is reported to be even better, which boggles the mind.

**Character Design:** Realistic for the most part with some creative license on the more, shall we say, twisted cast members.

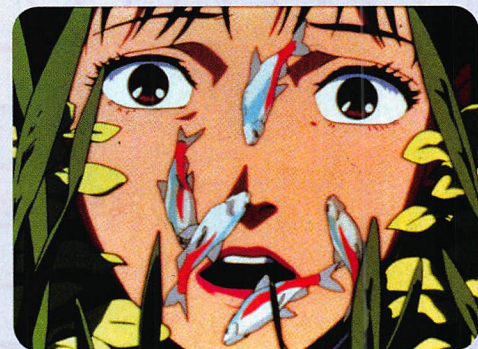
**Animation:** Not quite Akira or Ghost in the Shell, but then again Blue is not a sci-fi picture. The animation is, for the most part, beautiful and of the utmost quality. Some crowd scenes are still but they are few.

**Dubbing:** Top quality voice actors and sound effects producers give *Perfect Blue* a big budget movie feel.

**Soundtrack:** Befitting a production of this quality, the soundtrack is like an audible road map of what's going on on-screen.

**Highlight:** The last ten minutes of the picture. Perfect Blue is a real nail biter with a shocking conclusion.

**Final Analysis:** I only wish there were more every year like it. Perfect Blue is an animated work of art. With the right marketing, Perfect Blue could become as legendary as Akira and Ghost in the Shell, only on a different level, bringing animated drama to the forefront.



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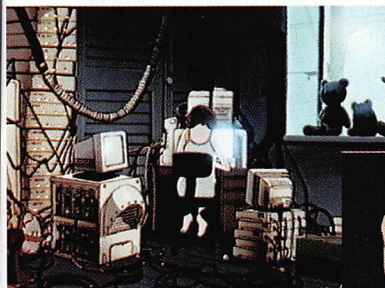


Dub/Sub

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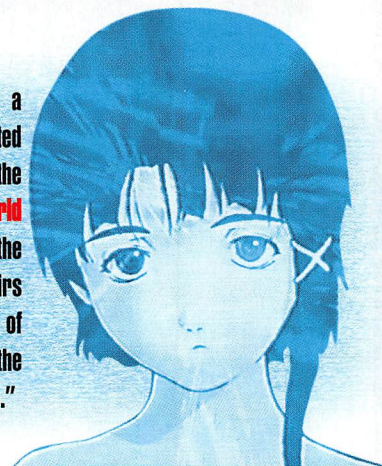


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DVD/Dub

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## SONIC THE HEDGEHOG: THE MOVIE

REVIEWED BY DAVE HALVERSON  
 •1999 ADV FILMS (USA)  
 60 MINUTES • DUBBED IN ENGLISH



ACTION/ADVENTURE

**Story:** Summoned to appear before the president of planet freedom, Sonic and Tails instead find Robotnik. He's holding the President and his daughter, Princess Sara, captive, demanding that Sonic and Tails take care of Metal Robotnik, whom he swears has driven him from Robotropolis and sabotaged the Robot Generator which supplies electricity to the entire region. If Sonic and Tails

don't reach it in time, it will explode and devastate the planet, or so he says. After warping to Robotropolis a la Sonic CD, they run into more than few large, metallic problems as well as Knuckles (who saves their furry butts) and soon discover Robotnik's diabolical plan... To lure Sonic into a trap and implant his persona into Metal Sonic who will then destroy Sonic!

**Character Design:** It's the Japanese Sonic! Archie Sonic... Die! The animators have done a superb job of bringing the Sonic universe to life as it was meant to be seen under the direction of Sonic Team.

**Animation:** Great quality throughout with moments of sheer greatness. Many, many, memorable moments you'll want to replay over and over. ADV need to release a DVD version.

**Dubbing:** How do you voice a character that has no voice? Dic Entertainment chose Urkel and annoyed gamers and fans everywhere, until they saw the piece of crap and decided they'd

never watch it anyway. ADV do a far better job with Martin Burke, though I think in the end it is highly selective. I also found Tails' nasal squeak well suited, but the finest portrayal is Edwin Neal's Robotnik. Surprisingly, Knuckles doesn't have an Australian accent.

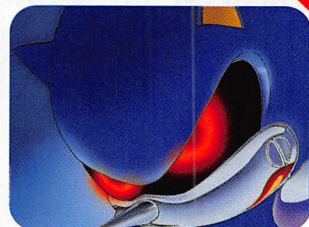
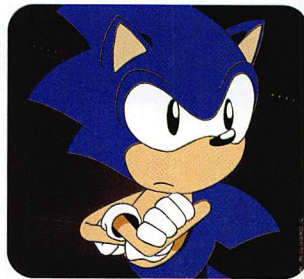
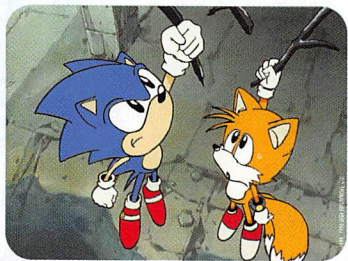
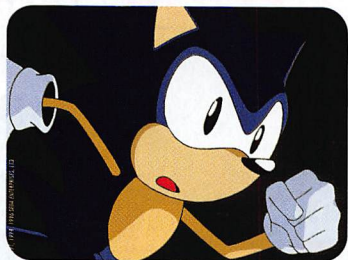
**Soundtrack:** Trademark Sonic CD percussion and keyboards accompany the catchy techno/rock/classical game-like ensemble. Yuji Naka and Gen-

eral Entertainment's influence really comes through.

**Fight Scenes:** Sonic and Tails get medieval on all of Robotnik metal maniacs. Excellent.

**Highlight:** The entire battle with Metal Sonic is awesome, but the T2-like finale between them is a great moment.

**Final Analysis:** The quality that evaded his persona in the US, where a low budget cartoon and second-rate toys have plagued the ultimate mascot, has been resurrected. Just in time for round two, with Sonic making his debut on the Dreamcast, ADV has skillfully readied Sonic: The Movie for his next generation of fans. I would say, let's hope Sega's more careful with him this time, but ironically, the Sonic Adventure toy contract has been awarded to one of the worst action figure producers in the business, Toy Island, rather than Resaurus (Crash, Gex 3), one of the best, and the TV series is being done by the same butchers that brought us the first. ReSaurus will be doing the figures based on the new TV series so at least one quality US product will emerge. Obviously, Sega still has a lot to learn about licensing. Aside from the Resaurus toys, Sonic seems doomed again in the US. They ought to take a lesson from Ubi Soft, whose Rayman TV show is a CG masterpiece.



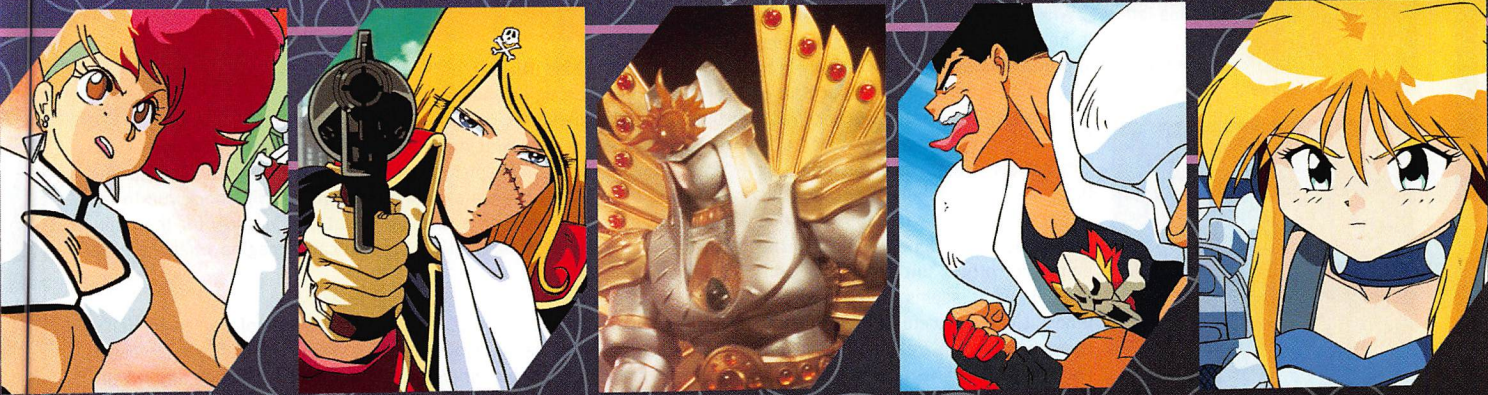
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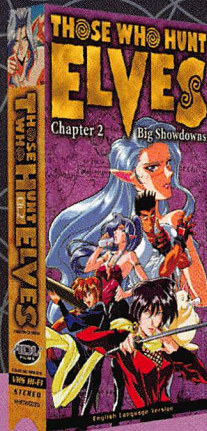
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**NINJA RESURRECTION HS**  
 REVIEWED BY DAVE HALVERSON  
 •1998 ADV FILMS (USA)  
 50 MINUTES •DUBBED IN ENGLISH  
 ★★★★★ HORROR/DRAMA

**Story:** In the opening moments of *Ninja Resurrection-Hell's Spawn*, we are witness to Jubei's banishment from his Father's house, and learn why he wears a patch over his left eye. When Jubei kills after his father had strictly forbade it, he forces Jubei to draw against him, and in the heat of battle plants a shuriken directly in to Jubei's left eye. His father had sought to teach Jubei what it takes to be a true warrior, insisting that a true Samurai must learn to win battles without ever unsheathing his sword. But Jubei is not like his father. Seeking the ultimate wisdom, Jubei has since killed many in the employ of others but now seeks solitude in what seems to be peaceful times. Living peacefully in the Yagyu castle we find him training the son and two daughters of Jushin Sekiguchi who has returned home with a strange mandate. Lord Yorenobu Takugawa has ordered all unmarried daughters of noble families between the age of 15 and 22 be brought to him in Keshu. As he and his daughters depart for Keshu, the scene changes dramatically to one of unspeakable evil and carnage. Beginning with a violent rape, we discover that deceased warriors, some of the greatest in history, are being resurrected. The scene depicts Mataemon



Araki (a man killed three months prior) whom after being stabbed dozens of times, uses his intestines, which have poured out onto the rooftop, as deadly piercing tentacles, nearly decimating an entire army of Yagyu Ninja spies. What comes next though, one of the single most evil birthing scenes ever seen, anywhere, will shock you to no end. The undead army that is forming is but a side show for the main attraction... Jubei best sharpen his blade. I can't imagine what the next episode has in store.

**Character Design:** Scary monsters. Super freaks.

**Animation:** Downright inspired. There are two types of scenes in *Hell's Spawn*, and they are handled in contrasting styles. The dialogue intensive portions are very good, but when the story switches to action and blood-letting the animation reaches a seldom seen level of integrity. The way in which these scenes are colored and animated is truly amazing.

**Dubbing:** As with *The Revenge of Jubei*, ADV again do an incredible job. Travis Dean does an excellent job as narrator.

**Soundtrack:** Ominous, biblical, makes your heart race. Makes what's happening on screen all the more daunting.

**Fight Scenes:** Not good, not great, but utterly intense. Many, many minutes of shred-tastic action with an amazing climax.

**Highlight:** Satan's rebirth. I've never had so much fun watching something so evil take place.

**Final Analysis:** The finest series of its kind by far. It may freak viewers under 17 but for the rest of us *Ninja Resurrection* demands an audience.



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**SORCERER HUNTERS V4**  
 REVIEWED BY CHRISTINA ALEXANDER  
 •1999 ADV FILMS (USA)  
 60 MINUTES • DUBBED IN ENGLISH  
 ★★ ★ ACTION/ADVENTURE

**Story:** The Sorcerer Hunters are first assigned to investigate the murder of another sorcerer hunter named Opera. But the man they are investigating seems to be a well-liked sorcerer with only good intentions for his fellow humans. Strangely, Gateau has a personal stake in this assignment. Opera was his first partner as a sorcerer hunter, and he is convinced that the evil sorcerer Croissant murdered her. After confronting Croissant, he claims that he isn't the murderer. He claimed that he was actually helping Opera and trying to rescue his true love, Anna from the evil sorcerer, Bagel. But the team soon learns that there is more than one side to this story.

**Character Design:** The character design is extremely flashy. Can we say 'bondage' boys and girls? Chocolate and Tira clearly have some dominatrix issues that they need to work out. Gateau and Marron help meet the slender, good-looking-male quota. And so far, most all of the sorcerers that the team has been assigned to fight have all been burdened with horribly good looks. The only down side to this is that the characters start to become carbon copies of each other. The two women partners of the sorcerers in these episodes could have been twins except for their hair color. So while the characters are flashy and good looking, they don't vary nearly enough.

**Animation:** The animation is very average, as the animators cheat a little during the action scenes by doing stills. But when the animation really gets moving, it looks great with the dramatic poses that the Japanese are known for. It definitely resembles Dirty Pair Flash in this aspect.

**Dubbing:** I was fairly satisfied with most of the voices. I was prepared to be mightily annoyed by Chocolate's and Tira's voices, but they were actually quite good. I thought Carrot's voice was hilarious. His screams of angst were great too. The only one that was intolerable was Gateau, or as I like

to think of him... "monotone man" (shudder)

**Soundtrack:** The rock soundtrack is practically the same as in the older episodes. It changes slightly in each episode to fit the theme. It appropriately took on a western tone during the gambling episode.

**Fight Scenes:** It was slim pickins on the fightin'. Not much of anything blew up, and the evil sorcerers in

both episodes went out in the "101 Stupid Ways to Die" book. The Sorcerer Hunters didn't have to kill anybody!! They could have sat down and watched the morons kill themselves with their own stupidity. Anyway there really wasn't any fighting to be seen.

**Highlight:** Carrot screams like a girl as he tries to get away from Chocolate....sad but true...

**Final Analysis:** This tape comes off like a bad Sailor Moon episode. There was no overall plot advancement, which I was expecting by this point. And all that was served up was a little background on Gateau. The love stories were cheesey to put it mildly. I can put up with a lot of cheese, but even this was too much for me. The plot of the first episode was way too frenetic to follow. The second episode was useless and, it lacked a good Sorcerer hunters vs. evil sorcerer fight. They should have spent more time on the first episode (maybe making it an hour long) and completely dropped the second episode altogether. Gateau was almost too much to deal with this time. He was better as the silent strong type. The less he opens his mouth the better. I hardly laughed at all (unlike the first three tapes of Sorcerer Hunters). So this action/comedy was missing both action and comedy. This is by far the weakest volume of Sorcerer Hunters yet.



**DEBUTANTE DETECTIVE CORPS**  
 REVIEWED BY DAVE HALVERSON  
 •1999 ADV FILMS (USA)  
 35 MINUTES • DUBBED IN ENGLISH  
 ★★ ★ ACTION

**Story:** The Debutante Detectives are five rich (very rich) high-school chicks. They are also extremely well endowed... extremely, and more than a little stuck-up. In fact, they make stuck up look like Mother Theresa. When their lives are threatened, the police respond immediately and place them in protective custody. Their attempt to protect, however, is thwarted when the girls decide they need more luxurious surroundings for their house arrest and ditch the cops so they can make



Sorcerer Hunters

a break for a posh hotel downtown. No sooner than the cops are diverted, of course, the freaks that want to turn them into make-up stains show up and go in for the kill. One's a freakin' giant, one brought a fighter plane along and, well, we've got ourselves a big ol' chick war. And that about sums up this episode, save the plot twist at the end which sets up the girls ultimate decision to form... The Debutante Detectives!

**Character Design:** Big eyes, big boobs, and big explosions. Everything a growin' boy needs.

**Animation:** It's good quality throughout and there are a couple of nice surprises.

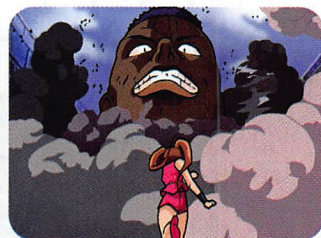
**Dubbing:** ADV are at their best voicing girls with attitude. They are in Texas after all. You figure it out.

**Soundtrack:** Be-boppy sit-com fare fits, but doesn't really excite.

**Fight Scenes:** Really good actually, and funny.

**Highlight:** Breasts.

**Final Analysis:** 13 year old boys are going to love this series.



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## BUBBLEGUM CRISIS TOKYO 2040

REVIEWED BY DAVE HALVERSON

•1999 ADV FILMS (USA)

90 MINUTES • DUBBED IN ENGLISH

★★★★★ 1/2 ACTION/ADVENTURE

**Story:** Tokyo 2040. It's been six years since the big Earthquake that nearly decimated Tokyo, and it's Linna's first time in the city since it has been completely reconstructed by Boomers, cybernetic servants manufactured by the Genom Corporation, where Linna happens to be starting work this very day. Boomers do the human's dirty work.

They serve as construction workers, waitresses, maids, etc. The more intelligent models have been introduced into corporate life. Genom is also overseer of the Shohan project which promises to solve energy problems around the globe. Linna's somewhat intrigued by stories circulating of a rogue vigilante group, faster and stronger than anything local law enforcement has to offer, the Knight Sabers. Rogue Boomers are supposed to be handled by the AD Police, but the Knight Sabers seem to always arrive on the scene first and take care of business in stunning fashion. Since Genom is the company of Boomer technology, you'd think they'd be less than thrilled with the Knight Sabers, but since they do destroy the evidence, they do nothing to stop them. The AD Police on the other hand despise them for obvious reasons. Initially there are only two Knight Sabers, Nae Nae, an AD Police dispatcher, recruited when she hacked into the Knight Sabers operating system, and Priss, who's chance encounter with Linna leads to her becoming the third and potentially most lethal Knight Saber. We don't know much about Silia who runs the Knight Sabers under the cover of the Silky Doll Boutique, other than the fact that she hates Boomers and Genom. As the first three episodes play out, Boomer activity heightens to potentially disastrous proportions and we begin to see

through the guise of Genom, whose ultimate goal begins to surface.

**Character Design:** The Knight Saber's Heart Suits are amazing, and the way the girls get into them is especially well devised. The Boomers, especially in their mutated forms, are incredible as well. BC 2040 has a distinct futuristic overall look with characters that bridge the gap between reality and sci-fi anime perfectly.

**Animation:** Unbelievably high quality for a TV series, especially when Boomers go mental. Crowd scenes are understandably motionless, but otherwise the animation is excellent.

**Dubbing:** Anime dubbing has come a long way. Once considered taboo by the anime purist, ADV obviously take dubbing very seriously. Like Evangelion, Bubblegum Crisis 2040 is dubbed beautifully.

**Soundtrack:** Excellent opening and closing themes along with an excellent mix within each episode. From bluesy guitars to rock to techno, the mood is set and sustained perfectly by the music.

**Highlight:** Rogue Boomers – all of 'em!

**Final Analysis:** Along the lines of Evangelion, it looks like ADV's got another epic on its hands. Yet another anime series to love, follow, and savor.



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# ANIME • REPUBLIC

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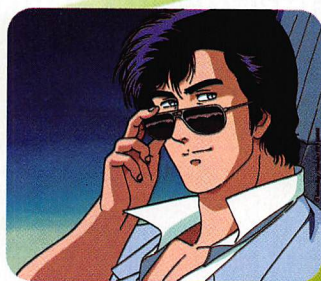
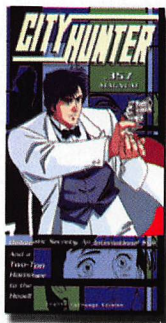
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UNRATED  
STRONG ADULT CONTENT





**CITY HUNTER .357 MAGNUM**  
 REVIEWED BY CHRISTINA ALEXANDER  
 • 1999 ADV FILMS (USA)  
 80 MINUTES • DUBBED IN ENGLISH  
 ★★1/2 ACTION/ADVENTURE

**Story:** The plot starts moving immediately and is intriguing like most all of the City Hunter plots. However, this one could stand to be a bit shorter. The story would have moved better had there should have been some action scenes to move it along. Scenes where Joe is showing the true depth of his perversion and people with bad German accents trying to be sneaky just isn't enough to keep you interested until the end.

**Character Design:** Realistic for the most part with some creative license on the more, shall we say, twisted cast members.

**Animation:** The animation is once again smooth, but it quickly becomes boring without any action to liven it up. You can't find fault in any of the car chase sequences or the scenes where Joe beats another gunman to the trigger. And the animation when Joe gets into trouble with Kaori is so funny you have to laugh.

**Dubbing:** This is by far not the worst dub I have ever heard, but it isn't the best by any stretch of the imagination. Joe's voice was both good and bad. His voice had a horrible (Australian??) accent which just made him sound completely unconvincing as a native Japanese citizen. I was just waiting for him to say 'G'day', wrestle an alligator, and drink a Foster's Beer. On the good side, his voice was able to take on the appropriately goofy and giddy tones needed for Joe's little fits of freakish perversion. But when the situation called for a serious and down-to-business Joe, the voice actor just couldn't cut it. And the accents for the German/Northern European voices... hmmm... the word atrocious comes to mind. If I were European, I'd be insulted. These horrendous accents were painful to listen to and almost ruined the whole film for me. Replacing the first letter of every word with a "v" does not constitute a passable European accent. On the sunny side, the rest of the voices were great!! Kaori's and Falcon's voices were very well done.

**Soundtrack:** As always, the music is well done. The score mostly contains classical piano pieces that go with the plot very nicely. Even the final fight scene has Nina's piano concert music playing in the background.

**Highlight:** Joe's little chant while he does his morning stretching and calisthenics.

**Fight Scenes:** I'm sure they would have been good if there had been any. Actually there was really only one. It consisted of a car chase closely followed by a great fight scene. The car chase scene is almost laughable since it involved Joe's little red Yugo.

**Final Analysis:** This installment of a normally great action/comedy series is lacking the a vital part of it's charm. There's no action. Yeah, you get a nice big "shoot everybody, blow stuff up" ending, but that's provided you're still awake by that point. Watching the disgusting antics of Joe and listening to a good story developing is fun, but only to a certain point. There was no good balance of comedy, story, and action. A few token fights would have been nice.....sigh..... And it was even a little shy on the comedy. Joe could stand to be hit on the head by a large wooden mallet a few more times, too. And getting real Europeans to do the foreign accents would have made an immense improvement. But it wasn't all bad, because I definitely had a good laugh quite a few times and it was still a good story (which can be oh-so-rare in anime). So overall, I was exceedingly disappointed in this installment, 'cause normally I really like City Hunter. Hopefully the next one will be better.

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**GAMERS' REPUBLIC EDITORS' TOP 5****D. Halverson**

1. Outlaw Star bandai
2. Cowboy Bebop bandai
3. Bubblegum Crisis 2040 ADV
4. Ninja Resurrection V2 ADV
5. Perfect Blue Manga

**C. Alex**

1. Escaflowne bandai
2. Neon Genesis Evangelion ADV
3. Bastard pioneer
4. Slayers Software Sculptors
5. Dragon Half ADV

**D. Smith**

1. Trigun Madhouse
2. Nadesico Zebec
3. Bubblegum Crisis 2040 ADV
4. Rev. Girl Utena Soft. Sculptors
5. Outlaw Star bandai



# **Gamers' Republic** COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE anime**top5**

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**READERS' TOP 5**

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2. Vision of Escaflowne Bandai
3. Queen Emeraldas ADV Films
4. Ghost in the Shell Manga
5. Knights of Ramune Software Sculptors

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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 will receive: A Sony PlayStation & Tekken 3, A Tekken Action Figure, The Tekken Movie From ADV, and a 1-YEAR Subscription to Gamers Republic. Second place will receive The Tekken movie, a Tekken action figure, and a 1-year subscription to GR, and third place will receive the Tekken Movie and a 1-year subscription. Good Luck everyone! For your free ADV catalog (and this is one cool catalog) write to: AD Vision, 5750 Blinff #217, Houston, TX 77036.

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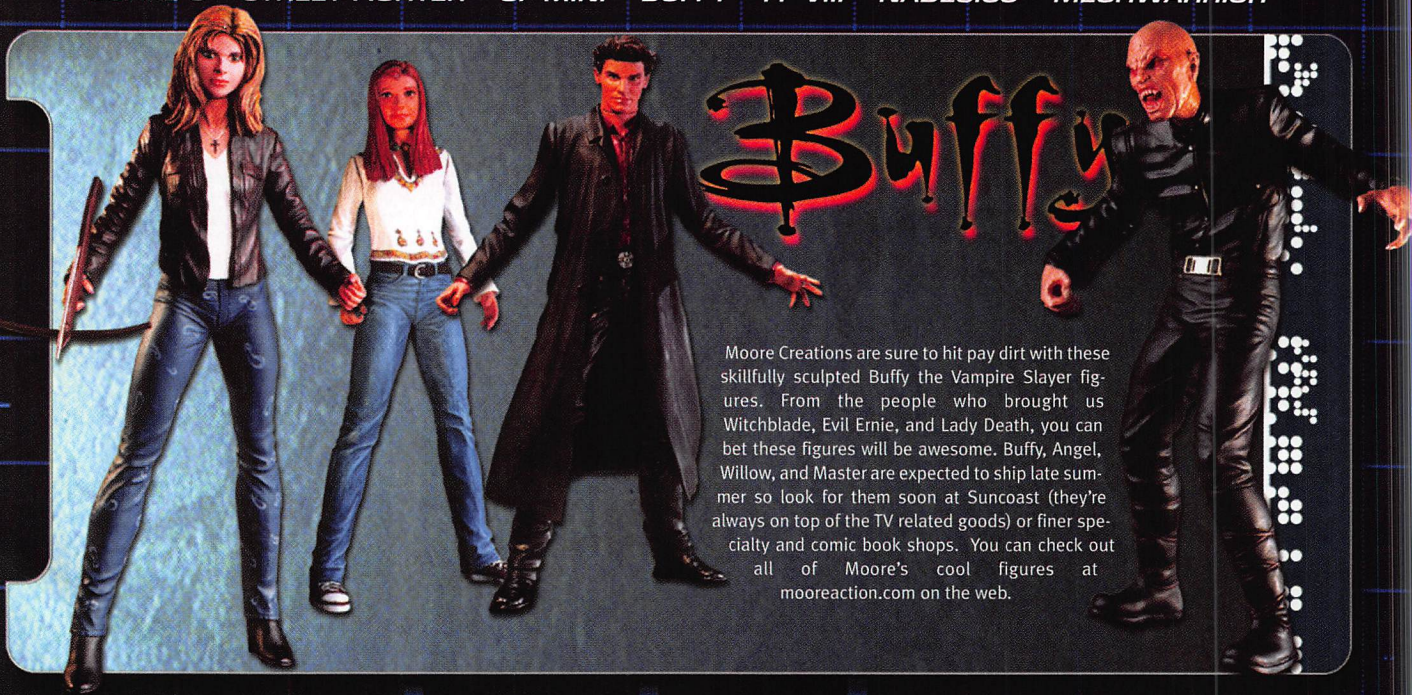


Resaurus continue to crank out the highest quality game-related action figures on the planet. And to think they almost had Sonic Adventure! Whaddaya' doin' Sega? Their Street Fighter series, both super deformed (American style!!) and regular will be arriving later this year. Preceding Street Fighter's eminent place-

ment at Babbages, Toys 'R Us and other fine specialty retailers, Quake 3 figures will be hitting the stores. Klesk, Sleg, the Male Marine and female bot, pictured above, will hit first, and hit hard!

# GR SYNTHETIX

QUAKE 3 • STREET FIGHTER • SF MINI • BUFFY • FF VIII • NADESICO • MECHWARRIOR

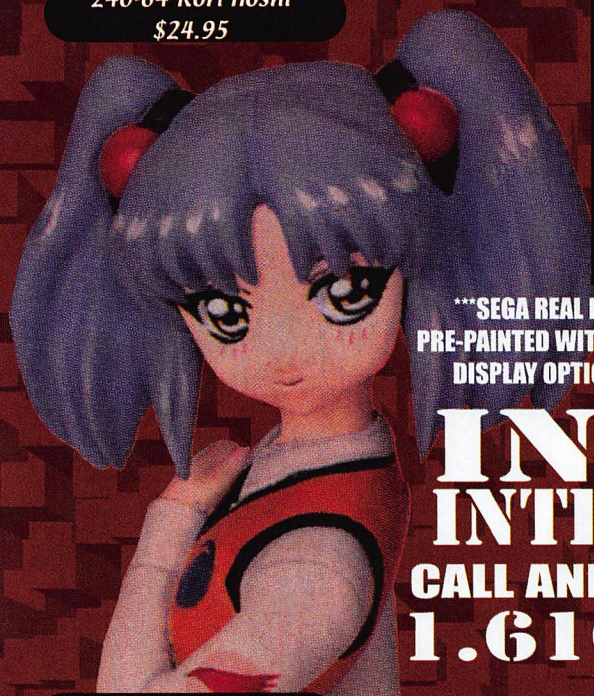


Moore Creations are sure to hit pay dirt with these skillfully sculpted Buffy the Vampire Slayer figures. From the people who brought us Witchblade, Evil Ernie, and Lady Death, you can bet these figures will be awesome. Buffy, Angel, Willow, and Master are expected to ship late summer so look for them soon at Suncoast (they're always on top of the TV related goods) or finer specialty and comic book shops. You can check out all of Moore's cool figures at [mooreaction.com](http://mooreaction.com) on the web.

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Bringing with them the same high quality that made their Final Fantasy VII figures some of the most sought after by gamers ever, Bandai's FF VIII characters are due to hit stores alongside the game this September. My advice is to buy two sets, one to unpack and display proudly and one to stash away. Final Fantasy goods, with the movie coming, and eminent sequels on either the Dolphin or PS2, are highly collectible.



Anime fans will recognize these beauties from the highly regarded TV series Martian Successor Nadesico. Originally created by Studio Tron, with art by Kia Asamiya (Silent Mobius, Detonator Organ), the anime appeared on Japanese TV November '96 to April '97 and will be coming to America soon. These stunning figures come with interactive CDs and are painted with the utmost care, and Bandai is bringing them in to the U.S. so look for them in all of the usual places that specialize in import figures.



This familiar fellow is of course from Activision's MechWarrior 3. Crafted by Palisades Marketing (and looking authentic enough to fire off a few rounds), look for this meaty little sucker to march his way into stores this summer.

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# Gamers' Re(public) Music Interview

BY MIKE GRIFFIN

IN THIS, PART 2 OF OUR FOCUS ON THE MUSIC TALENT OF MESSIAH, WE SPEAK WITH JESPER KYD, ONE OF THE MAIN CONTRIBUTORS TO THE GAME'S FANTASTIC SCORE. WELL KNOWN FOR HIS CLASSIC CHIP-BASED GAME SOUNDTACKS, JESPER HAS BEEN PUSHING CONSOLES TO THE LIMIT EVER SINCE THE COMMODORE 64. HAILING FROM COPENHAGEN, HE IS CURRENTLY A DEDICATED GAMER, A SKILLED COMPOSER, AND A PROMINENT UPCOMING BREAKBEAT ARTIST IN NYC. SHINY'S MESSIAH DEVELOPMENT TEAM HAS CALLED UPON JESPER TO PROVIDE UNIQUE DANCE MIXES AND COOL INCIDENTAL SOUNDS FOR THEIR POWERFUL GAME.

## GR: HOW DID YOU GET INTO MUSIC PRODUCTION?

JK: Well, I started way back, on the Commodore 64. That was the first computer music I started creating. But actually, before that I had been playing all kinds of musical instruments, so I began when I was young, like seven years old. First I did some guitar playing, for about five years. Then I did piano playing for another five years, intensive composing studies and note reading, and finally the Commodore 64 came along and it's all been a pattern since then.

## GR: HAD YOU ALWAYS KNOWN THAT YOU WERE DESTINED FOR A CAREER IN GAME MUSIC?

JK: Well when I was younger, doing demos with my friends on the Commodore and then Amiga, things began to pick up. Our demos started to have a certain quality to them, so we were like, "OK, screw this, we're going to make our own game now." So we did our first game, which was Subterrania on the Sega Genesis, and at that point I figured that this was what I was going to go for. We all made that decision together, at the same time. As soon as we started Subterrania, we were pulled out of Copenhagen into Boston, and we knew we just had to go for it.



Jesper Kyd's original Sega Genesis soundtrack for Subterrania was hailed as one of the system's best at the time. It was impressive work.

## GR: SO YOU'VE ALWAYS CREATED GAMES AND MUSIC WITH CLOSE FRIENDS?

JK: Yeah, they're all very close friends. We were living in the same apartment,

you know, always together. There are a lot of crazy stories in our past. We were constantly moving around Copenhagen (laughs). It wasn't just like we made Subterrania in a typical situation. There was some struggling; we did different games before Subterrania that never really, you know, "happened." There were many different experiments.

## GR: THE GENESIS WAS YOUR BIG BREAK, THEN?

JK: Yeah, Subterrania came through pretty good. Suddenly we just decided to go for the Sega Genesis instead of doing an Amiga game, which is what we originally had been trying to do for some time. We were bored with the Amiga, so we looked towards the Genesis and saw all the success that the machine was having. We thought it could be really fun to do something completely different. I know I was tired of the Amiga, any-

way...four sound channels isn't too good. One of our programmers created this great FM program for Genesis that could, back then, offer six channels of CD-quality FM sound. After more work on the Genesis and 32X, we had totally enhanced versions of that sound program running with six FM sound channels and three additional sample channels.

## GR: WE DIDN'T KNOW THE SUBTERRANIA TEAM WORKED ON 32X TITLES! WHICH ONES, AND DID YOU ENJOY WORKING WITH THE HARDWARE?

JK: Well, they never got released. Our X-Men game for Sega was cancelled when the 32X wasn't doing too well. The hardware has more sound channels and better sample quality, and our program wasn't Sega Sound Simulator, which 99% of 32X games used. I really didn't think this program was good because people were using samples, and on Genesis, it's not the best way to get the best sound out of the chip. There are better ways to do it. I also did music for another 32X game, which was actually completely finished. The coder of Messiah also did that game. It was called Nitro Wrecks, and it never appeared.

## GR: HAS THE RELATIONSHIP WITH SEGA THUS FAR BEEN HIT-AND-MISS AS A RESULT?

JK: No, I think it's been pretty good. I think they've always liked us because of Subterrania and RedZone. I also worked with Sega on Batman & Robin, a Sega Genesis game. I did the soundtrack, and it was some of my hardest FM sound ever. Sega contacted me after my Subterrania soundtrack and they told me to go crazy, and they love techno. The game was kind of like Gunstar Heroes, you know, total action, so they just wanted something really intense.

## GR: HAVE YOU EVER CONSIDERED REMIXING YOUR GENESIS MUSIC AND STICKING IT ON A CD?

JK: Nah, I'm not into that. I know a lot of people want me to do it, but I always want to create some new music that sounds better. Those themes are years and years old now, and hopefully every year you get better at what you do.

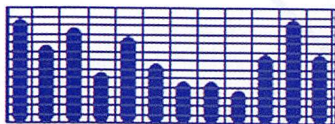
## GR: WHEN YOU WORKED ON SATURN, WAS IT THE FIRST TIME YOU MIXED CHIP & CD MUSIC TOGETHER?

JK: Well, with Scorchers on the Saturn, there was really no other way to have in-game music because the graphics were loading off the CD constantly while you were racing. That's why the graphics were so impressive, because the textures were loading like crazy. We could have made a complete game with CD music, but as soon as you began playing the game the way it was, there was no other option but to find a way to use the chip for music. I remember it was a pretty nice mix in the end (laughs), but it was a nightmare to get it all working. We were working with four different programs, switching from PC to sequencer all the time, when I was supposed to do everything on the Mac.

## GR: THE SATURN'S SOUND MEMORY WASN'T QUITE SUFFICIENT, WAS IT?

JK: Well those tracks were only, like, 300-400k each. What makes them sound so good is obviously the Saturn's 32 channels, which is pretty good, and it's all samples. It also has this incredible effects simulator that generates cool sounds.

## GR: HAVE YOU CHECKED OUT THE NEW SOUND HARDWARE IN SYSTEMS LIKE DREAMCAST?



# JESPER KYD

Right: More of Kyd's past game soundtrack projects: *Batman & Robin* and *Scorcher*. B&R had a shocking 16-bit techno score!



JK: Hopefully I'll be checking out the Dreamcast's chip music soon, but I haven't worked on it yet.

**GR: DO YOU HAVE ANY FAVORITE OLD-SCHOOL CHIP MUSIC ARTISTS?**

JK: Of course I grew up with people like Rob Hubbard and Tim Folin, and then on Amiga, Maniacs of Noise did some cool shit. Charles Stein over at Interplay did some cool songs for the Amiga back in the day. Yuzo Koshiro was an influence on me for my Genesis music. When you listen to *Streets of Rage 3*, and the madness of that soundtrack, which I though was totally brilliant, and you listen to *Batman & Robin*, they're both crazy techno soundtracks.

## MESSIAH

**GR: HOW DID YOU GET INTO THE MESSIAH SOUNDTRACK PROJECT?**

JK: I worked with the guys at Scavenger, and we all worked on games together. When shit happened and Scavenger crashed, many of those people went off to Shiny for *Messiah*. We're good friends, so it made sense to keep the working relationship going. They really like my music, so I'm on the project now.

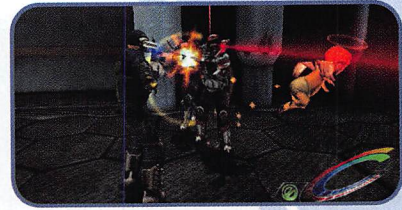
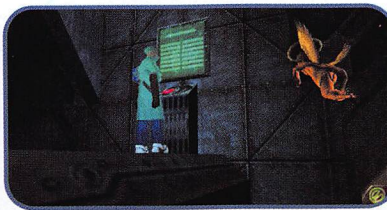
**GR: MANY GREAT ARTISTS ARE WORKING ON THE MESSIAH SOUNDTRACK. WHAT DOES YOUR PART CONSIST OF?**

JK: It's actually pretty simple: Tommy Tallarico does the sound effects, Side Effekt [interviewed last month in GR Music] does the ambient tracks, and I do additional in-game tracks and the Fear Factory remixes.

**GR: IS YOUR MUSIC ALL REDBOOK OR ARE YOU DOING "INTERACTIVE" MUSIC AS WELL?**

JK: Almost all of it is redbook, but yes, there is some interactive music. We also use a streaming technology where you have compressed WAV files within the game. So if somebody starts attacking you and you have to fight, we can play this WAV file loop instantly. In that aspect, it is interactive. Obviously these tracks aren't as long as the redbook tracks.

*Jesper's work on Messiah includes fast-paced dance remixes of Fear Factory's industrial tunes. He is also crafting interactive loops to accompany specific action in the game - situations like this (see right).*



**GR: ARE YOU ABLE TO SEE OR PLAY MESSIAH AS YOU CREATE THE TRACKS?**

JK: Yeah, I get lots of screenshots and video tapes of different sections I'm working on, and it really helps my work.

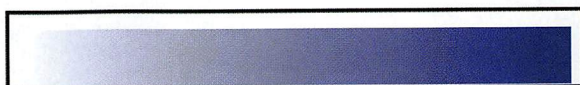
**GR: IS YOUR MUSIC A FILM-STYLE SCORE, CONSIDERING THE CINEMATIC NATURE OF MESSIAH'S DESIGN?**

JK: Well, I guess you could say that. The Fear Factory tracks are obviously not like that. They're intense, like mad dance music. With these we figure out which scene is being played to, and then the intensity of the track, so I know how I'd like to make it a dance remix. The Messiah team is not afraid of letting me do something really violent to match the gameplay, and I like to broaden my range.

## AND FINALLY...

**GR: WHAT IS IT LIKE CREATING MUSIC FOR GAMES AS OPPOSED TO ARTISTS WHO RELEASE COMMERCIAL MUSIC?**

JK: The good thing is you don't always have to find what it takes to be inspired, because if you get a lot of screenshots or video tapes, or if you get the game and play it...all that shit just happens by itself. You can come up with tracks very comfortably. When I'm working on a CD project with my breakbeat band, that's a lot tougher to make tracks for. You have to sit down and plan the project, whereas game music comes easily.





## VIGILANTE 8

All of the following codes are inputted at the Passcode Option. At the Main Menu screen, select Options. At the Game Status screen, select Passcode. Enter the codes below. When finished, press the Z trigger or A button. You can input more than one code. Press Top C button to exit the menu.

## NO TIME TO UNLOCK THEM ALL

Input GANGS\_UNLOCKED. This will grant you access to all of the vehicles in the game except for the flying saucer.

## MULDER'S DREAM COME TRUE

To play as the Flying Saucer, type in GIMME\_DA\_ALIEN.

## THE WHOLE KIT-AND-KABOODLE

The following code will give you all of the cars, including the flying saucer, and all of the hidden levels: JTBT7CFD1LRMGW

## NO MORE MR. NICE GUY

The following code will give you invincibility: LIVING\_FOREVER. If you did this correctly, when you press the Z trigger or A button, you will hear a voice say, "Funky."

## GROOVIN' ON A SUNDAY AFTERNOON

To access the trippy, ultra-colorful, hidden level in California called Super Dreamland 64 (I'm guessing in San Francisco's Haight-Ashbury district) enter: DDDDDDDDDDDDDDD



In keeping with our real-time strategy (RTS) theme in this issue (well, for me anyway), I thought it'd be fun to give some codes for this classic, masterful RTS game. The following codes can be used at the same time in each level. They must be reentered after the completion of each mission. To enter each code during gameplay, press the ENTER key. A "CHAT" text bar will appear. Enter the code into the text box and press ENTER.

To see the whole map

REVEAL MAP

To get rid of the fog (a grey overlay on the revealed map)

NO FOG

To add 1,000 points of food

PEPPERONI PIZZA

To add 1,000 units of gold

COINAGE

To add 1,000 pieces of wood

WOODSTOCK

To add 1,000 pieces of stone

QUARRY

To build structures instantly

STERIODS

To win your mission instantly

HOME RUN

To create a rocket launcher car

BIGDADDY

To add 600 points and a speed level of six to a priest

HOYOHOYO

To turn the horse archers into black riders

BLACK RIDER

To create a stealth archer that's disguised as a tree when motionless

DARK RAIN

To have invisible soldiers

ZEUS



## AGE OF EMPIRES



There may be times when you need to use more pages of Nintendo 64 Controller Pak memory than is available on your memory pak. This tip will help you check your Controller Pak to see what games are saved on it. With this help, you can delete unwanted files and save time and money by not having to buy new Controller Paks.

Simply hold down the Start button on the N64 controller. With the button held down, turn the system on. A menu screen will appear listing all of the games that are saved on the memory cartridge, as well as how many pages each game is using and how many free pages are left. Erase any games that you no longer play or have finished. BE CAREFUL, AS YOU WILL NOT BE ABLE TO RETRIEVE ANY ERASED FILES.

## N64 CONTROLLER PAK

### GET THE HONDA S2000

There is a plethora of fast, smooth, agile cars in Shutokou Battle, but to really let loose, you need to take a spin with the Honda S2000. Get the hidden car by defeating all the cars from the Four Devas team at the end of Quest mode to successfully finish the game. Once that is accomplished, the next time you go to the car shop, you will be able to purchase the Honda S2000.

### GET THE PORSCHE 911

To drive a Porsche 911 in real life is one thing. To drive a Porsche 911 in a video game is another. But hey, we can dream, can't we? To get the Porsche 911, successfully obtain the Honda S2000 and finish the game in Quest mode by defeating the four Devil cars. Once that is accomplished, the next time you go to the car shop, you will be able to purchase the Porsche 911. Sigh.



## SHUTOKOU BATTLE



## SYPHON FILTER

## R-TYPE DELTA

In order for you to be able to access any level in R-Type Delta, you will need to use the bombs more than 10,000 times.

To add Nine Credits, simply log more than three hours of playing time. If you log in six hours, you will access Free Play Mode, which will entitle you to unlimited continues.

There are two different ways to access the ability to have Power Armor for your fighter: finish the game in "Human" or a higher level of difficulty, or play the game over 100 times.

You can instantly refill your Power Force by pausing the game and holding down L2 while inputting the following code on the control pad: Left, Right, Up, Down, Right, Left, Up, Down + Triangle.



### FLOWERS AND BUTTERFLIES

The following code will grant you access to all of the weapons available in a given level and an unlimited supply of ammunition. First, pause the game. Highlight the Weapons option. Press R2 + Circle + Square + X. If done correctly, all available weapons will appear in your inventory. This will only give you all the weapons available in the current level.

### GO ANYWHERE

To access the level select menu, pause the game and choose the Options option. Then highlight the Select Mission option. Press and hold each of the following buttons: Left (cross pad) + R1 + L1 + Select + Square + X. If performed correctly, all 20 areas will appear in the inventory area. Now you can go anywhere you please.

### YOU LITTLE GIRLY MAN

This code will allow you to play against inferior enemies. First, pause the game and select the Map option. Then press and hold the following buttons: Right (cross pad) + L2 + R1 + X. If you performed this correctly, you will hear a laugh.

### MAKE MY DAY

The following code will allow you to defeat all enemies with a single bullet to the body. First, pause the game and select the Weapons option. Highlight the Silenced 9mm weapon and press and hold the following: Left (cross pad) + L1 + R2 + Select + Square + X. If performed correctly, you will hear "Understood." Enjoy your day.

### LIGHTS, CAMERA, ACTION

This really cool code will let you view all of the FMV scenes in the game. In the very first level of the game, go into the theatre, and go to where you jump through a window to go behind the theatre. Go out the window and proceed forward until you are out of the alleyway and in front of a building with three doors separated by two posters. Go stand in front of the middle door where there is a box with a flak jacket. Pause the game. Highlight the Map option. Press and hold the following buttons: Right (cross pad) + L2 + R1 + X. If you performed this correctly, you will hear "Got it." When you go back to the game, you will now be in a movie theatre. You can view all of the FMV scenes in the game by going behind either of the two red curtains. Press X to advance to the next scene, or Start to exit the theatre.



## RIKI-OH: THE STORY OF RICKY

TOKYO SHOCK

Giving a movie a "cult following" status can sometimes be another way of saying, "OK, it sucks, but there's a large group of freaks that like it anyway." Think Rocky Horror Picture Show, Plan Nine from Outer Space, Barbarella; the movies you watch, can't believe you've just watched, and then get other people to watch in order to pass on the experience. Well, Riki-Oh is better than that, but has a similar sensation.

This is the story of a young man with superhuman strength who gets sent to prison for killing the drug lord who caused his girlfriend's death. In Riki's new home, the warden and assistant warden have four bosses, or head prisoners (one for each wing of the prison) who run things as they see fit. Riki doesn't approve of their way of doing things, and uses his great strength and martial arts skills to back up his opinion. And when he discovers an opium-growing operation within the prison's walls, reminding him of his lost love and the destruction that the drug has caused, all hell breaks loose.

While he isn't an exact "Christ" character (Riki tries unsuccessfully to save another prisoner from death on a cross, and survives burial for seven days), the connection is there, if you care to reach for it. Or you can choose to just follow the action along and take it for what it is.

I can't believe I've watched it, and what's more, I know I'll see it again soon. Does that constitute a cult following?

**For ages 15+; Available on VHS**



## RAYMAN THE TV SERIES

UBI SOFT

While the plump U.S. Sonic enjoys his low budget 'toon with Urkel on his back, Ubi Soft are treating their mascot to a slightly superior form of entertainment. If you think the CG-rendered Donkey Kong television adventures look good (and they do) wait 'til you get a load of Rayman TV!! Looking more like *A Bug's Life* in terms of quality, not only is this series (13 half-hour episodes featuring two 15 minute shows each) visually stunning, but you will also find the writing and voice acting a cut above the competition (that being the aforementioned DK, Reboot, and Beast Wars). The unmistakable trademark Ubi Soft look and feel really comes through in the design with its swirls in the architecture, cool, warped doorways, and



surreal dwellings amidst lush fantastical landscapes. As times and schedules become available, we'll of course keep you posted, but keep your eyes peeled just in case. You don't want to miss a single episode of this one!

**For all ages; Syndicated TV  
Coming soon**



## MOON OVER TAO: MAKARAGA

TOKYO SHOCK

Let me start by saying that this is a great movie. It's about a roving priest and a samurai in 17th century Japan who team up with a forest-dwelling orphan girl to find a sorcerer who heads a group of bandits who possess magically sharp swords made from the iron of a fallen meteor that houses an evil creature, the Makaraga, that is being hunted down by three female aliens from its home world. Take a deep breath! And these three ladies possess the only weapon capable of defeating the beast, the Tao. Did I mention that it's a great movie?

Okay, the story line is a little over the top, but the truth is that Suikyo the priest, played by Toshiyuki Nagashima, and Hayate the samurai, played by Hiroshi Abe, are portrayed so well that I found myself believing that much of this movie could have happened. The idea of a meteor falling to earth and its ore being magically strong are feasible I suppose, and their friendship and rivalry as the story moves along is as strong as any I've seen on the big screen. Even Marien, Abira, and Kuzto, the three alien warriors played by Yoko Moriyama (although I had to convince myself of this as all three characters are totally different), make a perfect fit into the story, as unlikely as their roles may seem.

The final battle where the Makaraga comes to life combines some pretty good computer graphics and life-sized models (or at least life-sized models of feet & horns), and I swear I spotted stop-motion animation as well. It's this final bloody battle sequence that earns this film an advisory to limit viewership to those fifteen and older. While the monster isn't *that* realistic, it will frighten younger viewers, and the depictions of what it does in the bandits' home camp is fairly graphic.

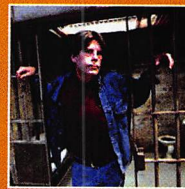
That being said, anyone who enjoys plenty of action, swordplay, and sci-fi elements, especially when the script is good and the acting better, would do well in picking up Moon Over Tao: Makaraga.

**For ages 15+; Available on VHS**

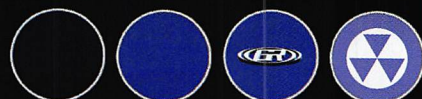


## THE CUTTING ROOM FLOOR

• **KISS THE MONSTERS:** Kiss bass player Gene Simmons is teaming up with director Adam Rifkin to produce *Real Monsters*, a comedy/horror movie about the misadventures of a pair of dock workers who accidentally unleash three monsters in New York and go about recapturing them. This should lead to a joke about New York City, but I won't go there... • **KING OF PAIN:** For those who didn't catch the story, horror author Stephen King was hit by a van while walking along the roadside June 19th in North Lovell, Maine and was in the hospital for three weeks, undergoing two surgeries to fix his broken leg and hip and repair a collapsed lung. Again, I'll forego any attempts at humor here and just wish my favorite author a speedy recovery... • **SHAGGING BLOOPERS, BABY:** Word has it that when the DVD release of *Austin Powers: The Spy Who Shagged Me* hits the stores on Nov. 16, it'll include many additional scenes and bloopers, including a cut ending-credits scene with young and old Number Twos in a shagfest. Behave!



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## FALLOUT



Should you wish to put pen to paper (or finger to keyboard), please write to:

Fallout, Gamers' Republic, 32123 Lindero Canyon Road, Suite 111,  
Westlake Village, CA 91361 USA (editorial@gamersrepublic.com).

### To Whom It May Concern,

Recently I visited my neighborhood Toys R Us to pre-purchase the Sega Dreamcast. As I was moving through the checkout line I was confronted by a Toys R Us employee. With a puzzled look on her face, she asked me if I was pre-purchasing the Sega Dreamcast. I told her, "Yes, I was," and her response was, "I can't believe you're going to buy the Dreamcast. You should wait for the PlayStation 2, it's going to be a much better system." As much as I wanted to, I did not respond to her uneducated comment. I have dealt with people like her in the past, constantly wanting to bash the system I support. I am tired of people fighting amongst themselves about what system is best. I am a HUGE fan of video games. The key words are video games, not systems. I do not care what system they come from, I just care about the quality and fun factor of the games. I own a PlayStation and a Nintendo 64 and plan to own any system that will provide me with fun and enjoyable games. If you wait around for the perfect system, you will be waiting for a very long time. Technology is growing at an extremely fast rate and the gaming industry is right along beside it. History has proven that there will always be new systems that outshine the old ones. So why not purchase the systems available to you and stop waiting for the gods to drop you the perfect system. My response to the disgruntled Toys R Us employee should have been, "Yes, PlayStation 2 is a better system, but if you could have the best of both worlds, why would you settle for just one?" I know not everybody has the money to go out and buy every system that's on the market, but for those who want to experience everything gaming has to offer, you might want to start saving up.

Sincerely,  
Anthony McSwain

Dear Anthony,

Hey, Saddam could get the bomb and we'd all be gone by the time the PS2 hits. The Dreamcast is here now, and at 200 bucks, it's a lot of fun for the money in comparison to almost any other home electronics item. This here Toys R Us Kid obviously doesn't earn enough dough to buy herself a Dreamcast and so she's playing it down by talking trash...What a sad little girly-girl. She obviously plays games, though, so she can't be all that bad. Hey, what does she look like? Anyway, you're right in the points you make and are definitely going to love your Dreamcast. It breathes, you know....

Stop the presses and hold the phone! Now I have heard it all! In the July #55 issue of a mag we all know, an interview with EA's Bing Gordon

took place. The question was asked if Sega could survive in the long run without Electronic Arts, and Bing answered a flat-out "No!"

Hey Bing! Get off your high horse! You may have been there from the beginning, but who gave you your beginning, you ungrateful rat? I admit that I loved the Genesis John Madden(s), but that was not my peak of gaming bliss. Fantasy Star was. I loved all of 'em. And when Dreamcast brings the newest chapter forth, I think anyone who's even remotely aware of Sega's RPG genius (if not, you should have played Panzer Dragoon Saga; it was worth buying the Saturn just for that game alone, and Shining Force 3 didn't hurt either!) will shudder at the thought of a new Fantasy Star even half as good as the originals.

We have forgotten how great a new Shinobi or Golden Axe or even Altered Beast(!) would be on the Dreamcast. Or how about a new Streets of Rage? The music on that cart is more fun to listen to than most CDs. Remember Outrun? How about After Burner? Thunder Blade? The fact is Sega set the first standard in video gaming greats. (Including 3-D fighting! Don't believe me? Check out the Smithsonian.) Their innovation and attention to gameplay is what sets them apart. What I'm about to say may amount to sacrilege, but I'm starting to see that graphics don't bring me the bliss I love about gaming. (But the Dreamcast has plenty of graphic power to spare! And they still got the time advantage with their upcoming DVD.) I recently unearthed a Genesis from my closet of console tombs and gravesites and I played for hours without having a clue that I spent so much time in front of my TV! The point is that I get giddy (!) when I think of what's to come when Sega goes full steam ahead. And I don't get as excited with the future of Sony's games. After all, many games we love (minus Final Fantasy!) on the PlayStation will make their appearance on the Dreamcast. But if they don't, who cares?! I'll be too busy playing the new Chakan or Toe Jam and Earl or Castlevania or (dare I say it) Wonder Boy?!

So Mr. Bing Gordon, I would urge you to remember that Madden is not the best football game anymore and it may not even be no. 2 (compared to the likes of Blitz, Club, and Game Day.) Besides, Sega just made their own football game (remember SEGA SPORTS?) and it rocks. When the hype dies and people finally realize your company has lost its creative edge, and won't be making the best games because you can't make the best games, maybe then you'll realize you need Sega more than they need you.

Noel Goodman  
Williamsburg VA

(PS-I would talk about the rest of Mr. Gordon's

ludicrous interview, but I just ate lunch, and like our smart Bing, I wouldn't want to risk anything.)

Dear Noel,

He did wedge his foot deeply into his mouth, didn't he? How can one discount such a noble bloodline as Sega? Unless you've only just begun to play video games, thoughts of vintage Sega should make you tear up. People think the Saturn failed and blame Sega as a whole, not realizing it was a great success in Japan with over a hundred unforgettable titles. SOA simply didn't know how to market it to their enthusiast audience over here, and that is where the system failed. I'll never forget games like Astar, Silhouette Mirage, Radiant Silvergun, Panzer RPG, Princess Crown, and Guardian Heroes (I could go on for days). SOA failed the Saturn, not the other way around. The new SOA is obviously bent on winning us all back and everyone else in between. You'd have to be blind to not see that. And what about NFL 2k... you gotta recognize! Cool letter. Thanks.

Mr. Dave Halverson,

I'm typing up this here e-mail to express my thanks. Being a native of Vancouver, British Columbia, Canada, you cannot fathom my shock and excitement when I turned to the CD review page of the latest GR and found a review for ... Econoline Crush! Yikes! It's fantastic to see your magazine spreading the word on one of Vancouver's (maybe even Canada's) finest mainstream bands, and the impressive grade you gave it didn't hurt either!

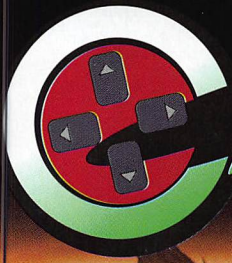
Now, I'm not going to go on and plug Canadian bands mercilessly, but I \*know\* you've heard of the Tea Party - had two songs on the "Road Rash 3D" album, they did. If you've never sat down and listened to them before, I think you'd be pleasantly surprised. (Note: perhaps "The Edges of Twilight" is a better entry than "Transmission" or the just-released "Triptych.")

But I digress. You guys down south have as fine and open-minded a magazine as I've ever seen before, and I congratulate you!

Scott Jones

Dear Scott,

I've got half a mind to review Oleander next! A child of 80's Metal, the Industrial and revival rock (such as the new Scorpions CD) of the 90's I'm finding even better. I'm thrilled that pop- and rap-inspired music is becoming less bloated (and better... Kid Rock) and great new rock acts like VAST, and Econoline Crush have entered the picture to get me through between new Rush CD's. Tool's cool too. I spend a lot of time at listening stations. Glad you're reading. Music and gaming are two of life's greatest gifts. ♪



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**SILHOUETTE MIRAGE** ▶ CONTINUED FROM PAGE 15

Part of me welcomes the challenge, while the other part misses the pyrotechnics. Either way I'll live. The sheer fact that they're bringing the game over makes me very happy. For the first time, the massive PlayStation audience will have the chance to witness the brilliant 2D splendor that is a Treasure game, an overall package divided between the compelling soundtrack, whimsical yet feverish nature of the gameplay, the circumstances and environments they take place in, and a cast of characters you will never forget. There's nothing quite like it in all of gaming. Any Treasure fan will tell you that. The PS version of Silhouette, while not quite as stunning as the Saturn original, is incredibly close. Save some background animation and extra layers of parallax it's amazingly a carbon copy. Subtitled Reprogrammed Hope, one can't help but wonder if that means hope to reach a bigger audience than its Saturn counterpart did, which was released near the end of the system's good times in Japan and never even made an appearance Stateside. Will Silhouette Mirage finally become the hit it deserves to be? One would certainly hope so. My two cents? I'll guarantee you three things: a side-scrolling adventure unlike any you have ever encountered, some truly unforgettable circumstances, and some of the most epic bosses you have ever seen or fought. Guaranteed. The game also features multiple paths and endings, as well as an exclusive PS boss. In other words, go buy it, and embark on (or continue) your adventure into the wonderful world of Treasure. ⚡

**RAKUGAKI SHOWTIME** ▶ CONTINUED FROM PAGE 17

effect missile shot, then cap it off with a standard homing shot so your opponent is still reeling as the missile drives home. There is a block button, however, as well as a counterattack move (requiring impeccable timing), so in the midst of it all, there are several fair escape options. You'll also be able to zip around the environment avoiding attacks and grabbing goodies using the homing jump move to hop from glow pad to glow pad (see shots).

The main power-up, however, is the Smiley Ball. During the course of a match up, a set number of little yellow balls will appear. They act like any projectile, but the Smiley Balls also stay on the board and become more potent as they are used, changing from a happy expression to a sour grimace. Eventually the ball will peak, glowing fiercely, and a loud "Hallelujah" sample announces that the Super Smiley is ready to be used. By grabbing the Super Smiley, each of the 17 characters can use one of three unique special attacks, causing massive damage, special close-ups, and cool angles. Graphic effects fill the screen, and everyone dives for cover. ⚡

**INTERVIEW WITH MASATO MAEGAWA** ▶ CONTINUED FROM PAGE 18

**very well and we think that the game would be huge here in the US. It is obvious that you are against making sequels too, though. Can't you make one exception?**

Maegawa: Actually, we are thinking about releasing games for the Dreamcast. Also, I am not totally against making a sequel to Gunstar Heroes. I would say that the game would likely be successful. But, as to whether or not releasing sequels is good practice, I think it is important to have a consensus from all of our creators before embarking on the production of a sequel.

**GR: So there is a chance, great! It seems Sega never really knew how to market your titles. Guardian Heroes, for instance, is considered one of the top ten best games of all time by many of our editors, yet its popularity is regulated to enthusiast gamers only. Are you working with Enix on the N64 and on the PS and PS2 as a result of this?**

Maegawa: We consider the US market our top priority because there are so many players that like our titles there. Also, US game players like to play more action games compared to the Japanese. So, it is sort of wise for us to release games for the current, most dominant hardware in the US. If DC becomes successful, we will of course release games for it. Right now, Nintendo and Sony are strong.

**GR: Do you ever think about Headdy, Marina, or the Guardian and Gunstar Heroes when you brainstorm for new ideas?**

Maegawa: We do, but if we were to choose from the titles that you have mentioned, Gunstar Heroes would have the best possibility of being released in the future.

**GR: What does the future hold for Treasure? Tell us your vision. How many platforms will you be able to support financially?**

Maegawa: We are thinking about releasing two or three titles per year and we are not limiting them to any specific platform. We are planning to release games for as many platforms as possible. As for our vision for the future, we will continue pursuing our motto of "creating fun games". It's all about the user's enjoyment. ⚡

**TOKYO XTREME RACER** ▶ CONTINUED FROM PAGE 26

But perhaps most enticing to players is that Tokyo Xtreme Racer is on Dreamcast, and those hoping for a graphical experience far eclipsing PS and N64 will not be disappointed. The resolution and polygonal solidity is astounding by current console standards. Cars move realistically in and out of light and specular highlights make them absolutely glisten. However, the trackside scenery is nothing special, as you're treated to darkly-lit buildings and a simple 2D backdrop, but you really don't have time to look around, and the immediate view of the course with its multi-level architecture is plenty stimulating. And you'll be treated to an incredible looking replay mode where you can really enjoy the quality of the car models.

Rounding out the game is a Quick Race mode, where you'll have immediate access to several cars, and a two-player split screen game. Though the traffic is deleted from the two-player mode, and a lot of the scenery is gone, it's fast and smooth and well worth playing, especially since cars that have been tuned up in the Quest mode can be loaded off of the VMU.

Tokyo Xtreme Racer is a simple and highly addictive bout of highway racing that should find more than a few fans. For such a simple concept, I was surprised at my level of interest in the game. For a launch title, it succeeds beautifully by offering up truly next generation imagery and fun and accessible gameplay. If you can live with the one course, you owe it to yourself to check it out. ⚡

**THOUSAND ARMS** ▶ CONTINUED FROM PAGE 58

Beyond everything I've mentioned, the game also features over 12 hours of recorded voice – by real voice actors, no less. Also, Red have really taken advantage of the non-polygonal characters, animating them in all sorts of ways throughout the game. Even in their super-deformed overhead guise, Red inject them with great emotion. As far as the visuals go, prepare to be blown away. Red do things with PlayStation you have to see to believe. There's a lot more to say about Thousand Arms, so join us next month when we review the game and go behind the scenes with the developers. ⚡

**XENA** ▶ CONTINUED FROM PAGE 62

strike before they appear on screen.

Xena's coolest attack is her Chakram throw. While the free-look button is being held, Xena can launch it like a frisbee from hell and the camera follows it all the way to the target. Taking out an archer from 100 yards away is a satisfying achievement.

Xena looks good too – think Lara with better movement and more attacks. The swordplay is true to the series, right down to Xena's hyena-like battle cry and 360° spins. Also impressive are the game's structure and level design, both fittingly episodic in nature. Each area is fitted with an assortment of tasks that are anything but straightforward. Much of the time, Xena will need to seek out hidden scrolls for hints or strategy. Basic information is left out in the open while pivotal clues are well hidden.

Straight hack-and-slash the game is not. The environments are large and enemies numerous, but the rather impressive engine is almost always up to task. In close quarters such as corridors, the walls and floors twitch and shudder profusely, but otherwise the architecture is solid and the frame rate holds at a steady 30. The textures are rich in detail and color, and fade-in is used effectively to avoid clipping. The bosses are equally impressive, and thankfully, prove a formidable challenge. All things considered, EA were wise to acquire Xena, as it will likely find a broad audience between fans of Tomb Raider looking for the next adventure to hold them over until TR4, and the show's faithful following, of which I'm sure most have PlayStations (doesn't everybody?). A few tweaks here and there and Ms. Croft may have some company. ⚡

**DRIVER** ▶ CONTINUED FROM PAGE 73

exciting to tear across at insane speeds. And since the cars control so well within these complex levels filled with traffic and pedestrians, it's almost like you're getting the Jack of all Driving Games with Driver.

Of course, no other driving game up to now has so fully captured the movie-style "cop chase". Driver will have you (as an undercover specialist) tearing through the streets running all manner of seedy "jobs" for the bad guys, and the unknowing city cops hunt you down like the criminal you appear to be. As you shuffle wanted felons to safe houses, destroy other cars, and deliver stolen guns, the police will always be on hand to tail you through the busy, twisting city streets. Jumping over cars at a steep intersection in San Fran is too fun (as cops smash into traffic), while narrow metal-scraping passes between roadblocked police cars always gets the blood pumping.

Driver is an essential purchase for PS driving game fans. There are a ton of good missions, huge levels, and the production quality (plus the good voice acting and minus to the crappy intermission movies) is generally high. The cars offer satisfying control, the graphics are good, and the traffic and cop AI is very impressive. It's fun! Best of all, you can design and save complete replays of those killer escapes through rush hour traffic... ⚡



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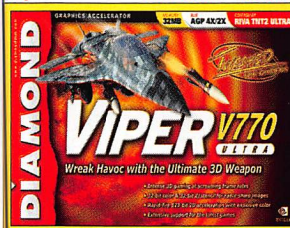
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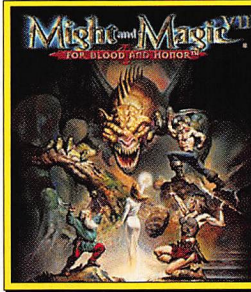
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**Squaresoft (Roleplaying)**  
Release: 8/99  
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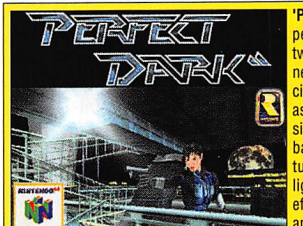
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Release: 9/99  
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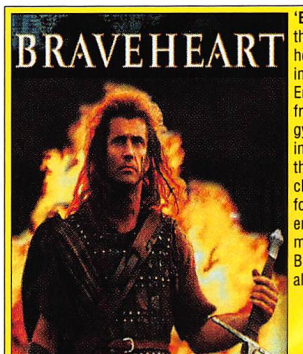
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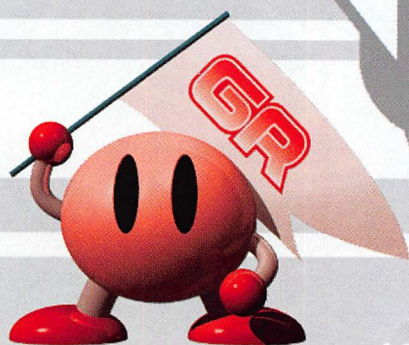
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OCTOBER 1999

Next month's issue is special for many reasons, one of which will be our review of the year's most anticipated RPG, Final Fantasy VIII. Square's follow-up to 97's epic installment, FFXVIII introduces a plethora of new elements to the legendary series and is already being hailed by many as the best FF yet. We'll also continue our tradition of first-rate Dreamcast coverage with reviews of Frame Gride, the U.S. Sonic Adventure, Air Force Delta, Touken Retsuden, Climax Landers, Marionette Handler, Seaman, Soul Calibur, all of Midway's launch titles, NFL 2000 and more. Jet Force Gemini should also find its way into issue 17, and we have some other surprises in store as well, so stay tuned for a truly memorable issue of Gamers' Republic.

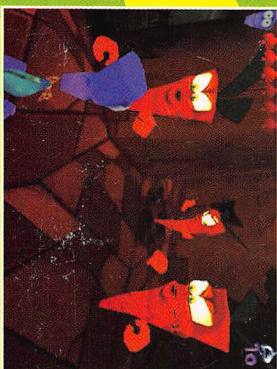
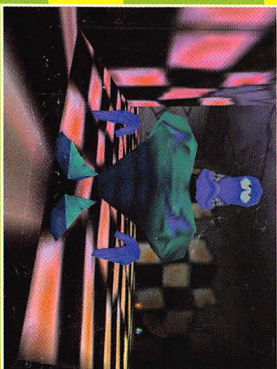
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