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# ELECTRONIC GAMING MONTHLY

WORLD  
EXCLUSIVE

STREET  
FIGHTER III



## TWISTED METAL 2

**FIRST INFO:**

- CASTLEVANIA 5
- MECHWARRIOR 2
- ID4

**10** NEW  
NINTENDO<sup>64</sup>  
TITLES  
REVEALED

**OVER**  
**100**  
previews

**EGM UNEARHTS**

# RESIDENT EVIL 2



**NUMBER 88**

November, 1996  
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# ELECTRONIC GAMING MONTHLY

By Ed Semrad

**I**t's trade show time again, and with three major worldwide events occurring in a 30-day period, our editors have been out of the office more than in. We've spent the bucks and fought the crowds to make it easier for you to see the very latest in gaming. This issue, in fact, packs in over 100 new home and arcade previews, including the very first pictures of the long-awaited Street Fighter III. But I'm getting ahead of myself...

The Tokyo Game Show gives us an advance look at the new Nintendo 64, PlayStation and Saturn games that will be coming out next year. Perhaps the best part of the show was having the ability to actually play the first generation of Japanese Nintendo 64 third-party games. While we've run pictures in the past, being able to play the carts gives us an idea as to how well the Japanese N64 developers will be able to fully utilize the advanced capabilities of the N64 (not bad, but we've seen similar products on the PlayStation).

We then moved on to ECTS in London to see what is happening on the other side of the ocean. Apparently, the Brits have really been making progress in PlayStation and Saturn programming as some of the new titles such as Ninja from Core (Eidos) and Tunnel B1 from Team 17 (Ocean) are setting new standards in game development. Other new sneak peeks that we got included a completely revamped Pitfall 3-D, MechWarrior 2 (Activision), The Crow (Acclaim), Speed King (Konami) and Spider (BMG) and the new '97 sports games from EA.

Three days later we had to be in Tokyo for the number-one arcade show in the world—JAMMA. And what a show it was! As mentioned earlier, Capcom really brought out their big guns with a playable Street Fighter EX (used to be SF Infinity, Gaïden, 3-D or a half dozen other code names), X-Men Vs. Street



**Ed tries out the newest 3-D VR game system peripheral.**

Fighter, Red Earth and a short three-minute trailer at the end of their demo tape of none other than the mysterious Street Fighter III which will be running on their new updated CP-System 3 CD hardware!

There are other news at the show. Sega had dozens of playable Virtua Fighter 3 games and you won't want to miss Sushi-X's review of this long-awaited coin-op. In addition, now that Sega is getting into arcade/amusement parks, they had to have their own jet ski and skiing games. They certainly wouldn't want to have their competitor's machines (Namco) in a Sega park.

Konami had the other major announcement. To everybody's surprise, they had brand-new hardware which appeared to rival, if not surpass, Sega's Model 3 arcade architecture. Running with a dual Power PC chip configuration, Konami captivated the show attendees with a long tape demo of perhaps the most fluid looking 3-D polygon fighting game ever. Granted the book is still out on this, as there have been great-looking demos before, and Konami is not exactly known for producing the best fighting games, but if—and it still is an if—this is the M2 hardware, Matsushita may just have the best game system yet especially when it can equal if not surpass the capability of Sega's Model 3 board—something which the Saturn, PlayStation and Nintendo 64 can't do.

More next month.

## NUMBER 9.11 NOVEMBER 1996

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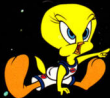
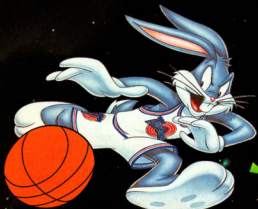
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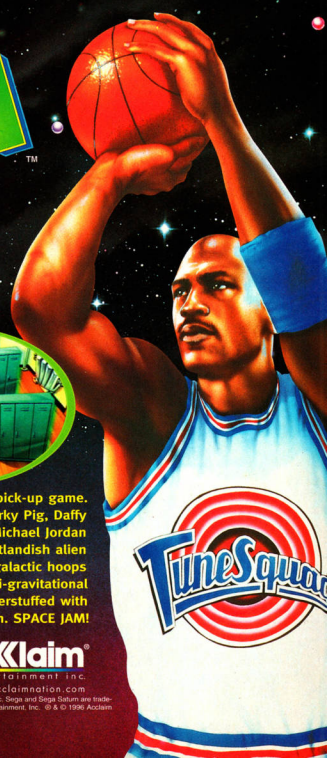
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KAIN

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—PSExtreme

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—Game Fan



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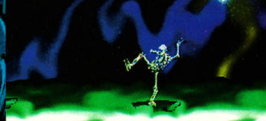
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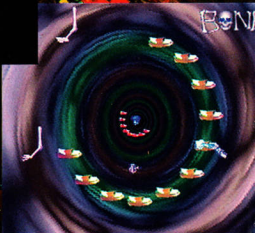
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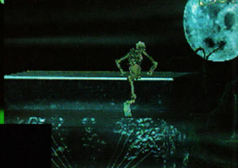
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To win this game  
 you must play  
 from your heart.  
 Or any  
 available organ.



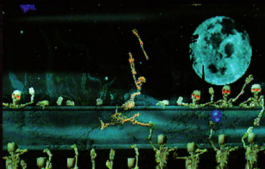
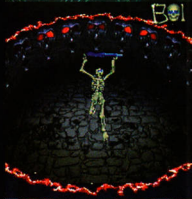


Asst. Mr. Bones would save at home. Dealpin or die.



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Hey, nobody said being dead was an easy gig. But unless you want to give up your bones, you better start banging that six-string like you've still got a heartbeat. Old DeGaulian's got a bad-mannered army of rotten-tooth nastiness that wants to gnaw your bones at breakfast. And your original soundtrack by blues guitarist Ronnie Montrose is the only thing standing in their way. So tune up. And get ready for over 20 levels of sickening sights, sweet sounds, and thank-mercy-it's-just-a-game action that won't quit until you're dead. Again.



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NUMBER

TWISTED  
METAL 2

FIND OUT THE ENTIRE TWISTED STORY LINE BEHIND THE TWISTED METAL 2 CHARACTERS. THE STORY BEGINS ON PAGE 120!

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# FEATURES



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## SATURN HAS A LOT TO OFFER RPG FANATICS!

While PS owners have been complaining about the lack of role-playing games for their system, Saturn owners have been happily playing the genre on theirs. In this issue, check out what fantastic RPGs are coming out for the Sega Saturn! The story begins on page 128!

"Saturn has been crowned the RPG system."

## EGM TRAVELS AROUND THE WORLD FOR GAMING INFO!

The *EGM* editors scoured the globe for international gaming news! First, they traveled to London to find out what was hot at the ECTS show. Then it was on to Japan for the Jamma show where *Street Fighter III* and *Virtua 3* were making mouths drop. The story begins on page 160!

"Can it be true? *Street Fighter III* finally rears its head."



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## FIGHTING GAMES GALORE SPOTLIGHTED IN THIS ISSUE!

With waves of fighters being released, picking out the top-notch game can be a tough choice. *EGM* explores roughly 20 fighters (such as *Toshinden URA* and *X-Men Vs. Street Fighter*), pointing out each one's strong points. The story begins on page 172!

"...the wave of fighting games to come show that the genre has no intent of disappearing..."

# NEXT WAVE



## 184 NINTENDO 64

The system's first killer fighting game comes home!

## 198 SATURN

You won't want to smash the bug in *Bug Tool*!

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It's the end...or is it...in *Final Doom* for the PS.

## 250 SUPER NES

Travel back to Kong Country in *DKC 3*.

## 254 GENESIS

Clean up the globe with *VectorMan 2*.

# PLAY DIRTY!



- Thousands of evil orcs have landed in the big city—make sure they get a rude welcome!
- Choose a dwarf (Greg, Taconac or Corthag) and one of their trusty weapons (baseball bat, bowling pin or shotgun).
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to increase  
your time.

## The Kickers

Kicking these  
rotates the  
chamber  
90 degrees.

## The Reactors

Drop the crystal  
in an opponent's  
reactor to drain  
his Kill-Clock.

## The Power-Ups

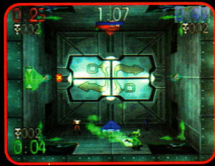
Hi-Jumps,  
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Turn the wall into a floor.



Your goal is survival...  
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Your opponent is time...  
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THE BEST VIDEO GAME NEWS

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START

N64  
CLIPSOdds  
and Ends  
to Chew  
on as  
the N64  
Makes  
Its U.S.  
Debut

## ready for launch

It's possible Nintendo could raise the initial supply of N64s to as high as 600,000 instead of the 500,000 previously estimated by the company. The main factor, according to a Nintendo of America official, is whether its chip suppliers (especially NEC) can provide enough chips for production. Also, Nintendo dropped a major bombshell by making



Andrew Litepio/EGM Photowire

## N64 Test Drive Booths

Video game addict Scott Augustyn tries out the U.S. version of Nintendo's Super Mario 64 at a local Toys 'R' Us. Nintendo has set up booths like this in retailers across the country to give gamers their first look at the system. Toys 'R' Us President Roger Goddu touted the test stations as a major factor for N64 sales, claiming the chain could sell "125,000 [systems] on the first day alone."

U.S. Super Mario 64 UI  
Changes From Japanese

Continued from Page A-7

sources who state Nintendo has made changes to the U.S. version of Super Mario 64, from the Japanese version.

Perhaps most noticeable is Mario's voice; namely, he's got a lot more speech than in the original version. With some phrases, it seems he's got an even higher-pitched tone than before.

While it seems all of the levels remain more or less intact, sources close to the game claim Nintendo has also made changes to the texture



While the game's visual brilliance remains intact, Mario has expanded his repertoire with more sound bites.

maps, fixed some minor bugs, and improved the end boss Bowser's artificial intelligence and patterns to make him tougher to beat.

Subject: N64 System Sales  
Top 1 Million in Japan  
Date: Sept. 9, 1996

N64 sales broke the 1 million mark just 10 weeks after launching in Japan, according to a company statement. In addition, more than 90 percent of all N64s shipped to Japanese retailers have "sold through to customers." The statement comes in the wake of reports that N64 sales have slowed dramatically in Japan, mainly because of a lack of new software.



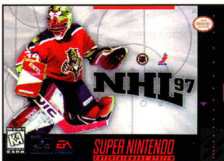
PRESS START

# 16-BIT'S FINAL HURRAH

**Still, Nintendo, Sega and Others Are Making Sure Systems Go Out With a Bang, Not a Whimper**

In all honesty, this year will probably be 16-Bit gaming's final year to shine. Funny thing is, that's what most industry experts and companies were saying about this time last year.

Despite a major slowdown of hardware sales and reduced third-party involvement, a string of strong 16-bit titles has kept this market on strong legs. So while most readers may be already moving on to better rendered pastures, those who refuse to abandon 16-bit gaming have more than their fare share of surprises headed their way for the end of this year—and yes, even 1997.



T<sup>H</sup>Q, partnering with EA Sports, will satisfy sports gamers with a full lineup, including hockey and golf (above).



## still in the game

While most third parties have abandoned expensive 16-Bit carts for cheaper-to-make CD-based games, a few hardy third parties remain in the mix.

The greatest effect of this trend for gamers is twofold. First, the expensive nature of cartridge production forces companies to release (in their eyes, anyway) high-quality titles with great appeal. Second, it reduces the number of overall titles. In essence, less quantity but more quality.

"Millions of consumers in the U.S. and worldwide markets have not moved up" to 32-Bit systems, noted T<sup>H</sup>Q President and CEO Brian Farrell. A lot of companies are "leaving them abandoned too early."

That doesn't include third parties such as T<sup>H</sup>Q and of course, Nintendo and Sega, which have made efforts to keep 16-Bit gamers happy. For example, Nintendo has bought or is purchasing the rights to

games third parties hesitated to bring out on their own, such as Disney's Maui Mallard and Capcom's Street Fighter Alpha 2.

On Sega's end, in addition to its first-party software efforts (including new Sonic and VectorMan titles) it has made the Genesis a viable portable system with the release of the

(Continued on Page 22)

## 16-Bit Shopper<sup>®</sup> Holiday Guide

Whoever says it isn't cool to play 16-Bit games hasn't seen the upcoming 1996 titles (see story for additional games not listed below):

### Sega Genesis

- Oct. **Pinocchio** (T<sup>H</sup>Q)  
**Ultimate MK3** (Williams Entertainment)  
**Lobo** (Ocean)  
**Madden NFL '97** (EA)  
**NBA Live '97** (EA)

- Nov. **NBA Hang Time** (Williams Ent.)  
**Bass Masters Classic: Pro Edition** (T<sup>H</sup>Q)  
**FIFA '97** (EA)  
**Sonic Blast** (Sega)  
**VectorMan 2** (Sega)  
**X-Women** (Sega)

### Super NES

- Oct. **PGA European Tour** (T<sup>H</sup>Q)  
**Mr. Do!** (T<sup>H</sup>Q)  
**Arcade's Greatest Hits** (Williams Ent.)  
**Ultimate MK3** (Williams Ent.)  
**Lobo** (Ocean)  
**Madden NFL '97** (EA)  
**Marvel War of the Gems** (Capcom)

- Nov. **NHL '97** (T<sup>H</sup>Q)  
**SimCity 2000** (T<sup>H</sup>Q)  
**College Football USA '97** (T<sup>H</sup>Q)  
**NBA Hang Time** (Williams Ent.)  
**NBA Live '97** (EA)  
**Star Wars** (Nintendo)  
**Donkey Kong Country 3** (Nintendo)  
**FIFA '97** (EA)

We interrupt your regularly scheduled tidbits to bring you this headline news: The **3DO** Co. has decided to restructure its ranks to focus on Internet games and software development. The move involves some higher-up shuffling. Company President Hugh Martin will take operating control of the company, while

Chairman and CEO Trip Hawkins will assume the role of creative director, according to a company statement. As a result, **3DO** plans to sell off all or part of its hardware business by the end of the year. "Hardware and software are very different businesses, and **3DO** needs to simplify its efforts," Hawkins said. "Our potential hardware technology customers would like broader access to **3DO**'s proprietary technologies and a closer partnership, and that argues for a potential joint venture." The company went out of its way to note that the company's departure from the hardware business will in no way alter its plans to support

**Matsushita's** M2 projects, including software development. The cost-cutting moves resulting from the reorganization also include trimming the company staff from 450 to 300. The move to focus on software development comes as little surprise to the industry, as **3DO** began its shift from hardware to software last year with the sale of M2 technology to **Matsushita**.

# FLIGHT FOR N64

## InterAct First to Make 64-Bit Flight Sim Stick

With high-powered flight sims such as PilotWings 64 and Ultra Descent heading for the Nintendo 64 system, it's a given that some virtual ace pilots will clamor for something more than Nintendo's tiny analog stick.

Fortunately, companies like InterAct Accessories are coming to the rescue. The company's Flight Force Pro 64, is a programmable analog controller for use expressly with games such as PilotWings.

The joystick is actually a version of a successful peripheral the company has used for the PC and PlayStation platforms. The Nintendo version will have



The realistic flight joystick design that InterAct Accessories used with the PC and PlayStation now comes to the Nintendo 64.

up to 10 programmable Fire buttons as well as programmable view buttons (the equivalent of the yellow C buttons on the N64 pad) and programmable digital direction control.

Plus, it'll have slow-motion, auto-fire and total three-axis analog control. A memory chip in the joystick will save the programmed button settings.

The Flight Force Pro 64 will retail for \$69.99, and should currently be in stores. Look for a review in an upcoming issue.

In addition, InterAct plans to support the N64 this holiday season with the N64 Memory Card Plus, which gives gamers 1 Megabyte of save space—four times the capacity of Nintendo's standard memory card. ■

## THE BIG STORY

### 16-BIT'S FINAL HURRAH

(Continued from Page 21)

Nomad—effectively giving new life to the Genesis' game library.

#### why even buy?

For those still skeptical about keeping a commitment to 16-Bit gaming, here are some issues to take into consideration:

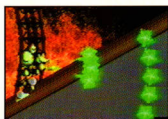
■ **Cost:** While new carts often hover around the \$60 range, the great majority have or will certainly fall in price come next year. This will be a prime time for gamers to round out their "keeper" collections for cheap, as well as check out games they may have missed out on.

■ **Retro Gaming:** On that note, companies such as T\*HQ, Nintendo and Williams are

A string of strong 16-Bit titles has kept this market on strong legs.

releasing 16-Bit classic titles—either conversions of arcade hits or rereleases of best-selling games (notably, T\*HQ plans to release Return of the Jedi and The Empire Strikes Back in February, when the movies are rereleased in theaters). At the very least, holding onto 16-Bit games now will mean you won't have to pay \$100 for a DVD collection of "classic" 16-Bit titles 10 years from now.

Ultimately, it'll be up to Nintendo and Sega to decide how much longer the 16-Bit market will last. "Hopefully, they



This season's best bets are both sequels: Donkey Kong Country 3 (above) and VectorMan 2.

can find ways to keep these products alive through 1997," Farrell said. ■

How does **Sony** feel about its first year in the video game market? Pretty damn good. By selling nearly 2 million PlayStation systems and 9 million games, the company boasts the most successful next-generation system launch to date. Of course, **Sony** is far from resting on its laurels. In fact, the company will embark on new ventures related to the PS. For example, the company plans to work with **Lightspan Partnership**

to develop educational PS software, expressly for use in the classroom. The software, along with the systems provided to schools, could be freely used by students as a teacher's aid either at home or at school! (We can hear the cries now: "Mom, can I get a PlayStation? I want to learn more about math and science. Really!") In addition, **Sony** is considering bringing "Net Yarouze" to North America. The program, which launched last June in Japan, gave "hobbyist" programmers a special PS console (a cool black model, below) and software kit. The kit would let gamers design and play their own PS games. In addition, **Sony** would set up an online forum for gamers to view other homemade PS games and share programming tips.





You blasted your way through an onslaught of undead marines and

hell-spawned hordes in Doom, Ultimate Doom and

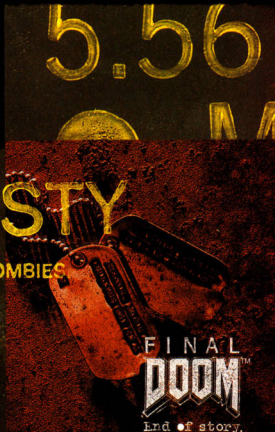
Doom II. Now you can ~~MM~~ retire, right? Wrong.

Seems flesh-eating mutants have the mortality rate of a cockroach and are alive and kicking in Final Doom—the last of the ~~MI~~ legendary Doom products.

It's two new 32-level episodes complete with new stories (Evolution & The Plutonia Experiment), new frighteningly realistic graphics and new pulse-~~MEM~~ pounding music. It's time to finish what you started.

OLD SOLDIERS NEVER DIE,  
THEY JUST TURN INTO  
BLOODTHIRSTY

MUTANT ZOMBIES



MIDWAY. id  
SOFTWARE



Now available on  
Sony PlayStation

FINAL  
DOOM™

End of story.

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# MIND GAMES

## IBVA Taps Brain Waves As a New Way to Play

Whoever called video games mindless entertainment obviously never heard of IBVA Technologies. The company, a maker of equipment and PC software designed to monitor brain wave activity, recently announced an expansion kit to its current system that lets gamers play the Genesis, Super NES and PlayStation through brain waves (see sidebar).

"The tremendous advantage of this [kit] is that normal video games can be used for brain wave interaction and control," contended Drew DeVito, the firm's executive vice president.

Each kit comes with a special joystick customized for each system. Gamers can decide which moves they want to control by brain waves and which by the joystick. It's supposed to work for any game.

More information on this new technology is available at this Web site: <http://www.opendoor.com/pagoda/ibva.html>. ■



### How Does It Work?

Here's how brain waves turn into game control: The player sports a blue wireless head-band that's hooked up to a PC. The computer reads the brain's electrical activity, and converts the signals into actions (a button press or directional move) based on the user's settings. A specially made joystick finishes the link between PC and game console.

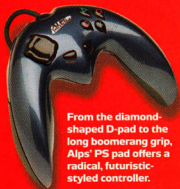


The driving technology behind the video game control has been used to monitor brain activity.

Of course, you know that **Nintendo's** Super Mario 64 reached the top of the sales charts in Japan when it was released in June. But do you know what game knocked it off the top spot just weeks afterward? **Sega** certainly wants you to know: It was NIGHTS. For those who have yet to experience this 3-D flight adventure, the company has set up 5,500 Sega Saturn demo units in stores across the country.

Gooooooooooooooooooooo! Gooooooooooooooooooooo! Sorry, just had to get it out of my system. After all, **EA Sports** has obtained exclusive rights (outside of Japan) to incorporate the 1998 World Cup in its future soccer video game and computer titles. **EA Sports** has already built a solid reputation with its FIFA Soccer series; the addition of the World Cup license only gives the company more ammo in making a true-to-life title.

While we're on the topic of **Electronic Arts**, the company also inked a deal with **Blizzard Entertainment** to develop and publish Warcraft II and Diablo for home consoles. No announcement has yet been made regarding release dates. This makes official **Blizzard's** push into the 32-Bit market; it previously made 16-Bit games such as the Death and Return of Superman with the now-defunct **Sunsoft**.



From the diamond-shaped D-pad to the long boomerang grip, Alps' PS pad offers a radical, futuristic-styled controller.

## Alps Interactive Puts Spin On PS Control Design

The company that has manufactured products for the likes of Nintendo and Sony has now struck out on its own.

The company, Alps Electric, has rolled out an Alps Interactive product line, starting off with a radically shaped PlayStation Gamepad. The company boasts the fact that its design came about with the input of actual game designers, producers and testers—a result of Alps Electric's close ties to the video game industry. In addition, the final design was worked out by a company Alps hired, which specializes in ergonomically designed hand-held products.

The pad itself is much larger than the standard PS pad, to accommodate gamers who have bigger hands. A smooth D-pad and rubber handgrips both help give gamers a more comfortable playing surface. The four front buttons are tear-shaped, rather than just oval.

No retail price has yet been set, but the game pad should be in stores by the time you read this. ■

NO ORDINARY PAD

## INTERNET

### NETSCAPE SEEKS CONSOLE LINKS

Online kingpin Netscape Communications Corp. has formed a new firm that, among other things, will help bring the Internet closer to next-generation systems.

The new, independent firm, Navio Communications, Inc., will run with Netscape as a major financial backer. Navio's main goal will be to optimize the Netscape browser and other



game players. Once the software is set up, Navio will work with product makers to create new Internet content useful for these new products.

applications for emerging 'Net-related products: phones, TVs, set-top boxes and video

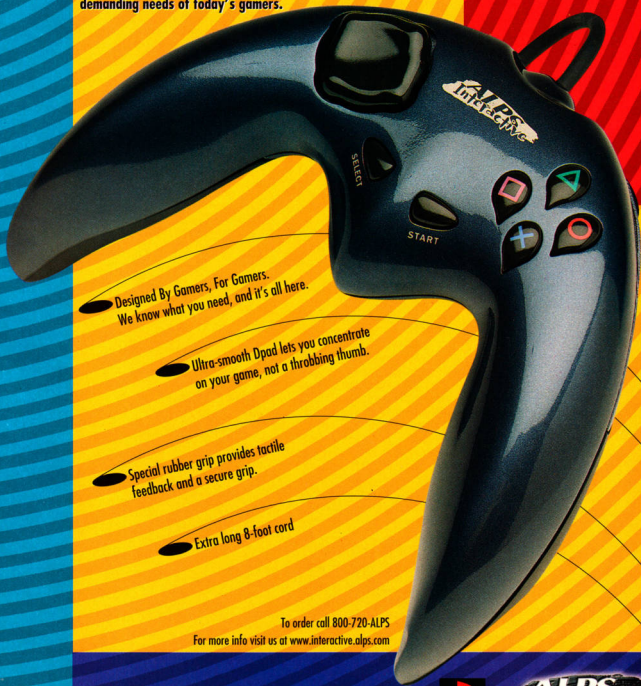
Already, Navio has begun work with Sony, Nintendo, Sega and other video game publishers to bring Internet access to video gamers. However, none of the above companies have made public any specific plans. ■

This story first broke on EGM's Web site, **NUKE**. For the latest video game news and previews, visit <http://www.nuke.com>.



# DESTROY them with **STYLE**

Do you live for the thrill of **CRUSHING** an adversary? Do you savor the success of **SLAMMING** the competition? Are you tired of having a fried thumb? We're here to help. The Alps Gamepad for the PlayStation™ game console offers you the controls you've been waiting for in a fine-tuned, easy-to-hold unit designed by professional game players to meet the demanding needs of today's gamers.



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We know what you need, and it's all here.

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on your game, not a throbbing thumb.

● Special rubber grip provides tactile  
feedback and a secure grip.

● Extra long 8-foot cord

To order call 800-720-ALPS  
For more info visit us at [www.interactive.alps.com](http://www.interactive.alps.com)

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What does **Sega of Japan** do when it's not producing killer arcade games or new Saturn titles? Well, apparently it's taking pictures—digital ones, that is. According to a Reuters news report, **Sega** has decided to jump into the digital still camera market with the Digio. At \$270 U.S., the camera will likely be the lowest-priced model on the market when it debuts later on this month. Instead of camera film, the camera will save pictures electronically. A company spokesperson hinted **Sega** may very well use the camera to bolster arcade visits, by making machines that print pictures taken with the Digio. It's too early to tell whether this product will make it to the United States.

Look out Harvard, Look out Yale: **DigiPen** will begin offering full-fledged bachelor's degrees in video game creation at its Seattle-based campus. The four-year program gives gamers hands-on learning experience in computer animation, programming and interactive game design. For those unfamiliar with **DigiPen**, the firm (with funding support from **Nintendo**) has learning centers set up in Seattle and Vancouver, B.C., expressly for teaching the ins and outs of video game design. In Vancouver, students actually go through the process of designing all aspects of a video game. For more info on **DigiPen**, check out our feature story in **EGM** issue #76.



Could this be the sports bar game of the future? TeamNet lets up to eight players compete against each other or via the Internet in arcade-type play.

## NET PLAY

### Firm Taps Internet As Future Staple of Arcade Gaming

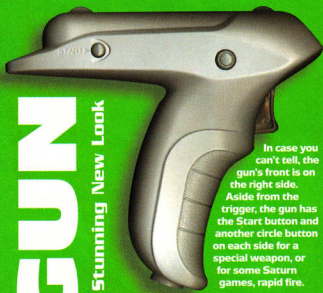
**G**amers beware: Nolan Bushnell is back on the prowl. The man who built Atari (video games) and Chuck E. Cheese (video games plus pizza) now has introduced a slew of new products that may very well define the future of interactive arcade gaming.

Bushnell is the president of Aristo International, which has made public a series of products designed to tap the Internet as a key provider of entertainment. Some of these products have direct relevance to gamers, such as a coin-op machine that not only plays one-player and networked video games, but also can handle interactive chat sessions with machine users in different parts of the world. If it takes off, it could define the look of arcades for the 21st century.

The main question now is how many arcades or entertainment places buy into the idea, and whether it'll have the high-caliber services or Internet video games to sustain interest. ■



If Aristo has its way, this TouchNet box will let gamers shop, chat, send voice mail and even play one-player and Internet-linked arcade games.



In case you can't tell, the gun's front is on the right side. Aside from the trigger, the gun has the Start button and another circle button on each side for a special weapon, or for some Saturn games, rapid fire.

# TOP GUN

Mad Catz' Fazor Gives Guns A Stunning New Look

**T**o be honest, the first time **EGM** editors laid eyes on this light gun, the first thought was "Who ordered the *Star Trek* memorabilia?"

Of course, this new light gun from Mad Catz, titled the Fazor, isn't meant for Trekkies—it's aimed at 32-Bit gamers in the market for a light gun that works with shoot 'em-ups such as *Virtua Cop*, *Area 51*, *Project: Horned Owl* and *Die Hard Trilogy*.

The Fazor, thanks to nifty adapter plugs, is fully compatible for both the PlayStation and the Saturn, making the gun a must for multi-platform owners.

**EGM** editors put the Fazor through its paces with *Project: Horned Owl*, a beta version of *Area 51* and *Virtua Cop*. In all three cases, the Fazor illustrated its advantages.

First off, its gunsight is much thinner (and more realistic) than the *Hyper Blaster's*, so it's easier to actually see and target enemies. Plus, the gun feels lighter and has a smoother grip compared to other guns. The weight difference may not seem like much, but try playing for an hour or two—then you'll see how the Fazor's compact, lighter design is better suited for stiff, fatigued arms.

Overall, the Fazor not only looks cutting-edge, but it gives gamers two 32-Bit guns for the price of one. As light guns go, it's the best deal on the market. ■

### Fazor

\$29.95 (msrp)  
Available now

**Pros:**  
+ works for Saturn and PS systems  
+ thinner gunsight allows for realistic aiming  
+ lack of barrel makes gun lighter

**Minuses:** None, as long as companies continue to make light gun games...

The Fazor's wisest feature is the plug end (middle), which looks like the end of a phone cord. Adapters that plug into the cord make the gun both Saturn- and PS-compatible.

# KA-CHING!



THINK YOU'RE TOO COOL FOR THE POWER RANGERS? WELL, POWER RANGERS ZEO FULL TILT BATTLE PINBALL IS GONNA TURN YOUR HEAD AROUND! WHEN YOU GET A LOAD OF THE 3 EYE-POPPING 3D MODELED PLAYFIELDS, AWESOME SGI RENDERED CINEMAS AND TEXTURE MAPPED GRAPHICS, YOU WON'T BE ABLE TO KEEP YOUR HANDS OFF THE FLIPPERS. THROW IN SOME SMOKIN' SOUND EFFECTS AND ARCADE-LIKE PLAYABILITY, AND YOU'VE GOT A GAME THAT TAKES COOL TO A WHOLE NEW LEVEL--FULL TILT BATTLE PINBALL!



VISIT THE BANDAI WEBSITE AT  
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**BANDAI**

In Japan, **Namco** has released an arcade-quality joystick for the PlayStation, according to various online reports. With top-notch microswitches and a durable metal casing, the joystick aims to satisfy Tekken 2 and Soul Edge fans—two of the company's arcade-to-PS fighting titles. The joystick will sell for about \$58 U.S. As of press time, **Namco** has not announced whether it'll release the joystick in the United States.

From the busy-as-a-bee department: **BMG Interactive** has recruited two new developers to its publishing efforts. The first is European-based gamemaker Delphine. **BMG** will publish two upcoming titles for the PlayStation, *Dragon Blade*, an action/adventure game and *Enduro Rider*, a 3-D racing game. More intriguing is **BMG's** alliance with **Pixel**, the staff of which includes "former Israeli Air Force fighter pilots and game development experts," a statement read. That mix gives **BMG** developers with a strong background in making realistic military and flight simulations. **Pixel's** first title, yet unannounced, is slated for a 1998 release.

The **EGM** staff would like to extend a hearty hello to subscribers of **Videogames**. Our magazine's parent, **Ziff-Davis Consumer Media Group**, acquired the assets of **Videogames** magazine—as well as their subscribers.

# THE BLITZ IS ON

## A Comparison of the Big Three's Fall Advertising



- **Synopsis:** Frame-by-frame action of NIGHTS, coupled with appropriate descriptive text.
- **Battle Cry:** "Prepare to fly."
- **Cheers:** Showing graphics that prove the Saturn can pull off killer 3-D effects no other game has yet to match (below).
- **Jeers:** In the commercial, wasting a perfectly good PlayStation system by dropping it off a building. (Then again, why would anyone at Sega need a PS console anyway?)
- **Biggest Shock:** In the commercial, the belated return of the "Sega" wake-up call/scream.
- **They Said It:** "Think of it as psychodrama, an express escalator into the schizophrenic."
- **What They Should've Said:** "Psychotherapy exam sessions sold separately."



While Sega, Sony and Nintendo vie for your gaming dollars this holiday season, EGM will begin evaluating how companies are making their own unique sales pitches. This month, the ads for each company's hottest game get scrutinized under the microscope...



- **Synopsis:** A costumed Crash visits grunge central: Seattle.
- **Battle Cry:** "u r not e."
- **Cheers:** Crash showing enough moxie to hawk his game—at Nintendo's U.S. HQ (below).
- **Jeers:** Crash forsaking his damsel in distress Tawna to hang out with some local babes.
- **Biggest Shock:** Actually, it's a mystery...who's really underneath that Crash costume anyway? And why have we never seen Bill Clinton and Crash together at the same time?
- **They Said It:** "This is the 'must-have' game of the year."
- **What They Should've Said:** "This is the must-have, must-play, must-beat-at-100-percent, must-go-insane-in-the-process game that will separate the best players from...the rest."



- **Synopsis:** Rendered Marios running around a huge headline, with game screen shots below.
- **Battle Cry:** "Change the system."
- **Cheers:** Showing off the many faces of Mario, including new game moves such as the punch, kick, dive, pole grab—and even losing his trademark hat.
- **Jeers:** In the print ad, using woefully outdated shots of the game at the bottom of the page.
- **Biggest Shock:** No jabs at 32-Bit competitors Sony or Sega.
- **They Said It:** "The way he moves now, you better have a double-jointed thumb."
- **What They Should've Said:** "The way he moves now, you better have a double—one who can assume your normal human duties while you spend the rest of your life playing this game."



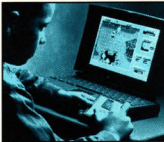
## TECHNOLOGY SPOTLIGHT

# THE MIDAS TOUCH?

## Or, Let Fingers Do the Playing

The future of video game controllers may be as close as the fingers on your hand. That's what DSI Datotech Systems hopes. This year, the company has quietly developed its patented Gesture Interface Control System for use in virtual-reality games—with the possibility of expanding into the video game controller market.

In a nutshell, the technology replaces conventional control with an index card-sized touch-pad operated by three fingers (see picture). Instead of buttons



or D-pads, the user can tap or drag fingers on the pad to control game actions. According to the company, the technology has the potential to provide "instant access to over 200 programmable actions on a small touch pad."

The pad's flexibility is another great plus: Imagine using a touchpad to control a gunsight in a 3-D shooting game. In that same game, the pad can be converted into a keyboard-type input to write e-mail or text. The number and placement of "buttons" on the touch pad could also be customized freely, based on a gamer's preferences.

Datotech is currently hunting for companies interested in licensing the technology. ■

*This begins a series of stories that highlight emerging computer technologies and their possible effects on video gaming's future.*

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8 Awesome Warlords!  
8 Different Storylines!  
150+ Playable Characters!  
60+ Hours of Gameplay!

When Magic Was Young,  
And Swords Carved Laws Of Blood,  
Eight Warlords Forgotten To Time  
Rose to Shape Order From Chaos.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.



SEGA SATURN™



*Our games go to 11!*™

MIDWAY

GENESIS

SUPER NINTENDO

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SCOTTIE PIPPEN 38"

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DENNIS RODMAN 46"

ALONZO MOURNING 45"

HAKHEEM OLAJUWOJI 41"

DAVID ROBINSON 35"

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DAN MARJULE 30"

DIKEMBE MOTUMBO 28"

CHUCK PERSONI 20"

LUKE LONGLEY 15"

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Think you're ready for the NBA? Now's your chance with NBA Hang Time. It's a 2-on-2, non-stop, all-out hoopfest with the hottest names in the league. Choose from over 150 of the NBA's best including Hill, Miller, Malone and Johnson. Or use the Create A Player option to play as yourself (slightly improved, of course). Give yourself dangerous moves like monster jams, perfect three's, or laser-guided passes even Starks or Drexler would envy. So go on. Go head to head with the pros. And show them what your vertical's made of.



IT'S GAME TIME.

A museum display featuring a horned helmet, a sword, and an axe mounted on a stone wall. A sign in the upper right corner contains the text: "Forget everything your mother said about running with sharp objects".

Forget  
everything your  
mother said  
about running  
with sharp  
objects



# HEXEN™



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MACINTOSH and Windows 95

wield lethal weapons, possess superhuman powers,  
be a hero — either a warrior, a mage or a cleric, seek powerful  
artifacts, cast wicked spells, pillage your way through  
earthquakes, crumbling bridges and thick fog, inflict serious  
pain, these are the rules to live by. hexen, beyond evil,  
beyond hope, beyond any 3-d game ever created.



Developed by  
GT Interactive Software



<http://www.gtinteractive.com>

<http://www.idsoftware.com>

- **Sub-Zero's Own PS Game**
- **Will Nintendo Go For CDs?**
- **PS Price Could Drop to \$149**
- **N64 Doom Deathmatch...X4!**
- **Neo-Star Files For Chapter 11**
- **Latest Scoop on SF Infinity**

...The Q has been settling into new digs at the ZD estate while putting the bulls'-eye on this month's rumblings from around the gaming biz. This month yours truly has lined up some sweet rumors from the mill as well as some exclusive scoops you won't even find on the Net...This month's parade of interactive insight begins close to home at Chicago publisher and arcade developer par excellence, Williams Electronics. It appears that the Sub-Zero solo title that the Q filled you in on a few months back is being developed as a PS exclusive, with MK honcho Ed Boon spearheading the project. As a result, the co-designer of the Kombat series won't be focusing on the fourth installment of the popular series, instead leaving the development of that game in the capable hands of John Tobias...In another bit of MK info, rumors are circulating about Williams possibly working with Square or Enix on an RPG-style Mortal Kombat adventure. No pen has hit paper, but the Q picked up some clear signals bouncing off the rumor radar dish that something cool is definitely in the works...

...Get set for the next volley in the console price wars. The Q is hearing rumors that Sony is prepping to cut the cables and let the price of their PlayStation super system drop to the \$149-179 price levels prior to the holiday season. While some retailers are already dishing up the 32-Bitter at under a hundred bucks with games in trade, the new price point would certainly spur interest in new gamers and those unwilling to part with their 16-Bit counterparts...Meanwhile, look for Nintendo to keep up with Sony in the mega machine rat race. Seems the highly competitive Hiroshi Yamauchi nearly had a meltdown when he saw Crash Bandicoot calling on Mario for a fight. Look for Nintendo's comeback this fall...The Q is also hearing that Nintendo is finally starting to listen to third-party developers clamoring for a 64-Bit CD-based delivery mechanism. Nintendo has argued that they aren't happy with the CD format and slow access times that "plague" the format, but the latest batch of PS titles are apparently changing their minds...

...Look for Nintendo to give the go-ahead to Toys, Babbages and EB to presell another round of N64s, adding additional weight to rumors that Nintendo may have more than 500,000 pieces of 64-Bit hardware in warehouses around Seattle...Speaking of Babbages (and protection company Neo-Star who owns both the big 'B' and Software Etc.), the company has dived into Chapter 11 protection in an attempt to reorganize an operation that has lost millions in the last two years. Many industry insiders are openly speculating to yours truly that the reorganization may prevent them from seeing anything more than a dime on the dollar...

...Look for the N64 revs of both Doom and Hexen to feature a four-player split-screen Death Match Mode (similar to the setup on Mario Kart R). Hexen 64 will ship next spring and is being programmed by the creative minds at Software Creations. That company is quite possibly the busiest N64 developer outside of Nintendo themselves, with the roster of titles also including Creator for the big 'N', Ultra Combat for GT Interactive, Dead Ahead for Optical Entertainment and a host of sound tools that Nintendo is likely to package to all outside developers...Check out VectorMan on the Sega Saturn and, possibly, the big screen. With all the hoopla surrounding *Toy Story*, the Q is hearing that a certain Hollywood producer has expressed strong interest in a big-screen VectorMan adventure...While we're on the Sega page, the Q-Mann has heard that the company that Sonic built is going toe-to-toe with Namco on a number of skiing and jet ski sims that rival the titles Namco has already pumped into arcades...

...It now appears that Konami has had a change of heart (gulp!) regarding the second installment of Dracula X (Castlevania V). They are preparing the title for two platforms now, instead of just one as the Q had previously reported. The N64 has been added to the roster with the software due out some time next year. This version will be programmed for the 64DD peripheral and the game may even provide players with a chance to edit characters and create entirely new levels to challenge...By now you've probably heard about or even seen the few screen shots of the 3-D Street Fighter game entitled Street Fighter EX (or Street Fighter II Gaiden in Japan). SF EX was produced by Akira Nitchitani who was also responsible for the original Street Fighter II and Street Fighter II: Championship Edition. Late last year Nitchitani left the company with programmers and producers who had worked on Street Fighter: Alpha and DarkStalkers. Street Fighter EX is due out in arcades this month in Japan, and it runs on PlayStation hardware for a quick, easy and painless port over to the home units. Look for the home version to appear via Digi-Cube, a subsidiary of Square Soft. The Q hears that Nitchitani cut a deal with Capcom for the rights to the arcade game only, while the home rev—at least in Japan—will be a Square Soft game (Square holds a controlling interest in Akira's development company)...

...As you know the Master of the Q is your primary source for fighting game facts and Tekken 3 is no exception. While Tekken 2 burns up the PlayStation (250,000 sold on day one), Quartermann has uncovered some TOP-SECRET info on Namco's next, as well as Mortal 4 and SF3 that you won't believe. Turn to the Q-Page next month for this and other sauce from the guru of gossip himself, and the inside story on Frank Kurtz's very close (and very personal) encounter with an alien joystick...

# -THE Q

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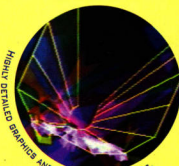
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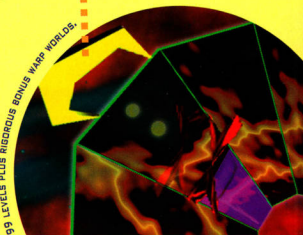
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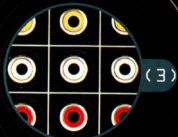


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# New Donkey Kong Land 2

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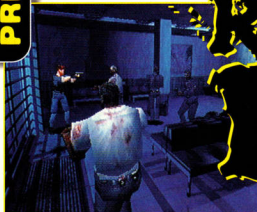


**Nintendo**

# PROTOS

Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.

# RESIDENT EVIL 2



Prepare to return to Raccoon City. Capcom is about to unleash Resident Evil 2 on an unsuspecting gaming world (Well, after the success of the first game, maybe not too unsuspecting) in spring of '97.

The sequel picks up right after the first game. It seems that after the mansion in the first game was destroyed, the residents of Raccoon City have fallen prey to an unexplainable skin disease. Things only get worse when the disease causes everyone who is stricken with it to become a zombie.

In addition to the city being infested with zombies, Umbrella's (the organization behind the biological experiments in the first game) other test subjects are running free. Raccoon City has definitely seen brighter days.

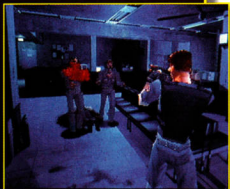
Apparently, our heroes from the first game, Chris and Jill "the master of unlocking," are taking a well-deserved vacation in RE2. The role of the good guys



is left up to two brand-new characters.

Leon Kennedy is a rookie cop who has found a safe haven in the Raccoon City police department, despite the fact that all of his fellow officers have joined the ranks of the living dead. He soon meets up with Elza Walker, a 19-year-old college student who ended up at the police station after dodging zombies on the city streets while she was riding her motorcycle.

Considering that Resident Evil was one of the most popular (not to mention best-selling) PlayStation games ever, Resident Evil 2 is practically guaranteed to be a hit.



PUBLISHER		SYSTEM	THEME	
Capcom		PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
2nd Qtr. '97	1	CD-ROM	N/A	



# CASTLEVANIA 5



For some reason, one of the best things about all of the newfangled, high-tech game systems is anticipating the release of an updated version of your favorite old games. Konami is (finally) getting ready to release a brand-spankin'-new game from one of their biggest and best series from the old days, Castlevania.

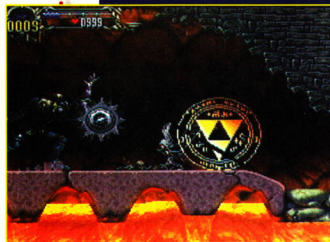
Castlevania: Dracula X 2 (also known as Castlevania 5) continues the saga of the Belmont family that began on the

NES and continued on just about every system ever made, including the Game Boy, PC Engine, Genesis and Super NES.

From what we at *EGM* have seen so far, the new version sticks close to the classic side-scrolling format that made the original games so popular. Expect to feel that same magic you first felt when you played the original Castlevania, only now with mind-blowing 32-Bit special effects. This is Konami at their best.

Your character will once again be armed with his trusty whip as you go against some of the most hideous creatures to ever challenge the Belmont family. In addition to your whip, you can now gain new weapons such as a sword. You can even gain a shield to help protect you from the fierce beasts. In traditional Castlevania style, you can also earn hearts and use special weapons that can be found throughout the game.

It's good to see that in an age of games with more graphics than gameplay, Konami is sticking with what they do best—making games that look good and play great.



PUBLISHER		SYSTEM	THEME	
Konami		 PlayStation	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1	CD-ROM	N/A	



\*working title

PROLOG

## METAL GEAR

It seems Konami just can't stop bringing out all their classic NES games on the PlayStation. First Contra, then Castlevania and now, one of their best games ever, Metal Gear will be coming to the 32-Bit scene.


From what *EGM* has seen so far, Metal Gear for the PlayStation appears to be radically different from what fans of the original game and its sequel, Snake's Revenge, are used to. It appears to be more along the

lines of Resident Evil than the top-down action-adventure game of the good old days.

If the new version can maintain all of the exciting gameplay and strategy of the original as well as sport the incredible graphics that we have seen so far, then everyone is in for a major treat.

Expect to be able to gain a large variety of weapons and items to use in your mission. With such gorgeous graphics mixed with the classic gameplay of the original (Metal Gear is a favorite here at *EGM*), the new Metal Gear could be one of Konami's best games yet.

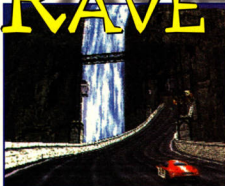


SYSTEM		RELEASE DATE
 PlayStation		2nd Qtr. '97
PUBLISHER		THEME
Konami		Action
PLAYERS		SIZE
1		CD-ROM
		% DONE
		N/A

## RAVE RACER

Gamers may have seen Rave Racer at their favorite arcade. The fast-paced polygon action from the spin-off of Ridge Racer is coming to the PlayStation. From the looks of Rave Racer, the polygon, hi-res racer has all of the elements of Ridge Racer along with the drops and hills of Rave at the arcade. The question

that may come to mind is: Will the PlayStation be able to handle the intense graphics of Rave Racer? What *EGM* saw was still early but a "yes" is what will probably be replied when it comes out. Look for awesome cinemas, a rocking soundtrack and new tracks. Since it's similar to the first, their might just be secret cars and tracks.



PUBLISHER		SYSTEM	THEME	
Namco		 PlayStation	Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1	CD-ROM	N/A	



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# PROTOS

# MECHWARRIOR 2

MechWarrior 2 will be well served on the 32-Bit machine. The PlayStation's polygon-pushing power should make the game run smooth and fast.

MechWarrior 2 will take you to the future, where all wars are fought with giant, mechanized warriors. These mechs range from the small, light, and fast Kit Fox, to the hulking, heavy and monstrous Dire Wolves.

Besides pre-existing mechs, you will be able to customize your own. You'll have to make decisions based on your wants and needs. Do you want to spend a lot of money on heavy armor (and an expensive engine to drive this mech) or a lot of space on weapons (and miss out on other features like jump jets)?

MechWarrior 2 will have you run through a campaign of several scenarios. You will also be able to fight in individual battles to prove your valor in combat.

PUBLISHER		SYSTEM	THEME	
Activision			Action/Sim	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
January	1 or 2		CD-ROM	N/A

# PITFALL 3D

In the beginning, there was Pitfall. And it was good. The age of 16-Bit brought Pitfall: The Mayan Adventure. And it was also good. Now, the 32-Bit era brings Pitfall 3D, the latest game in the Pitfall saga.

Pitfall for the PlayStation will be a far cry from the original Atari 2600 version. Expect to explore a 3-D world with locations ranging from floating temples to the inside of a volcano. The locales will also have many secret areas and bonus levels to discover.

Fans of the original will be excited to hear that such Pitfall mainstays as swinging on vines and jumping on alligators' heads will still be in this new game. However, now the alligators will look a lot more realistic than they did before.

With a production team that includes members of the Virtua Fighter and Virtua Cop games, Pitfall 3D promises to be an excellent update of one of the first hit side-scrollers.

PUBLISHER		SYSTEM	THEME	
Activision			Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
March	1		CD-ROM	N/A



PROTOS

## STARFOX 64

After the massive disappointment of Nintendo canning StarFox 2 for the Super NES, Fox McCloud and his faithful wingmen...er, animals are finally making their grand reappearance on the Nintendo 64.

Easily one of the most anticipated N64 games, StarFox will flex its 64-Bit muscle in multiple levels of shooting action.

Willing fighters will once again take control of the Arwing as they take to the sky in an attempt to rid the galaxy of evil. As before, your teammates will be there to lend a hand, or sometimes, get in the way.

With the incredible popularity of the original game, StarFox 64 should be fantastic.



SYSTEM	RELEASE DATE
NINTENDO <sup>64</sup>	1st Qtr. '97
	THEME
PUBLISHER	SIZE
Nintendo	64-Meg
PLAYERS	% DONE
1	N/A

The Nintendo 64 has been out for just a little while now, and Mario is already starring in his second game. It's the sequel to one of the most popular Super NES games around (especially here at the EGM office), the one and only Super Mario Kart.

The new game, Super Mario Kart R, features the same fun-filled racing action that the original was full of, only now with the power of the N64 behind it. While the original's Two-player Option was a blast, you can now play with up to four other racers simultaneously thanks to the N64's four controller slots.

Another great plus of Mario Kart R is that you can now race as Mario's rival, the truly evil Wario.



PUBLISHER	SYSTEM	THEME
Nintendo	NINTENDO <sup>64</sup>	Racing
RELEASE DATE	PLAYERS	SIZE
1st Qtr. '97	1-4	64-Meg
		% COMPLETE
		N/A

## SUPER MARIO KART R

From the screens EGM has seen thus far, GoldenEye 007 simply looks incredible. The graphics in the game are what the Nintendo 64 will become known for—non-jagged, incredibly textured polygonal graphics. Sure, that sounds like a mouthful, but whether it sounds like hype or not, it's true. 007 puts gamers in the control of the most popular spy around, James Bond. We do know that the Russians are involved and that gamers will find themselves snooping around a military installation as well as other areas. The animation of the characters looks rotoscoped for realistic actions. Supposedly the actors from the movie have been digitized onto the polygons in the game to make them look like the real actors. Plus, the environment will be like the movie.

PUBLISHER	SYSTEM	THEME
Nintendo	NINTENDO <sup>64</sup>	Action
RELEASE DATE	PLAYERS	SIZE
1st Qtr. '97	1	64-Meg
		% COMPLETE
		N/A





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## PROTOS

What more needs to be said about Blast Corps?

The mission is simple: Destroy everything in the path of a runaway missile carrier as it makes its way across the urban and rural areas in the game. This way gamers can destroy literally everything, because if it gets in the way of the carrier, the whole world will blow up. Would we want a little single-family home to cause something like that? No, so gamers can destroy it without feeling bad.

## BLAST CORPS

The graphics are sharp with reflection mapping on the metallic parts and smooth edges all the way around. There seems to be a changing camera view as well. It isn't known if the view is controllable. Gamers can use several vehicles including a dump truck, a front loader and a giant robot of some sort. The game is supposed to have a point system that allows gamers to purchase vehicle upgrades as the game progresses.

PUBLISHER		SYSTEM	THEME	
Nintendo		NINTENDO64	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
December	1		64-Meg	N/A

## KIRBY'S AIR RIDE

Don't let the name fool you. This boardin' game does not feature snow (as far as we know). Green landscapes and obstacles, like trees and houses scattered about, are what gamers will see as they control Kirby to victory as what

seems to be against one opponent or more. If the game controls anything like the other Kirby games, then chances are this one will get a 10 for playability. The graphics are looking as good as many of the other N64 titles that we've seen and scroll smoothly with little or no pop-up. The game also features the Four-player Mode, so split-

screen action will be readily available. Plus, Air Ride has a random level generator so the game could virtually never become old. It's nice to see the puff-ball on the the N64.



PUBLISHER		SYSTEM	THEME	
Nintendo		NINTENDO64	Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1 or 2		64-Meg	N/A

We've only seen some early shots of this one and so far we know that players control Adam Drake through time as he tries to stop an alien race from harvesting humans. The aliens ultimately want to take over. There are over 130 vehicles in the game including tanks, boats and even a mech wasp. This one will mostly be a destructive action title with shaded polygons.



## BODY HARVEST

PUBLISHER		SYSTEM	THEME	
Nintendo		NINTENDO64	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1		64-Meg	N/A



Tetris Phear's claim to fame will be that it's the first puzzle game to hit the Nintendo 64. The object of the game is to take pieces away from the central sphere in order to reach the inner core. Instead of the usual adding blocks to a pile a la Tetris, now players will have to do the reverse. Sounds simple enough, doesn't it?

Most puzzle games have no need of fancy hardware like the N64, but you can bet that Tetris Phear will be one of the best-looking ones around. Expect plenty of special effects and fancy backgrounds.

SYSTEM	RELEASE DATE
NINTENDO64	December
THEME	
Puzzle	
PUBLISHER	SIZE
Nintendo	64-Meg
PLAYERS	% DONE
1	N/A

## TETRIS PHEAR





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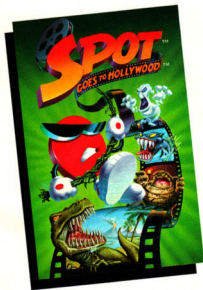
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PROTOS

## FIFA '97



Nintendo 64 owners won't need to worry about whether they'll get to see sports titles on their machine or not. The most popular line of soccer games, FIFA, will be appearing on the 64-Bit machine.

FIFA '97 is EA Sports' newest soccer title in a long line of hits. Ever since the first FIFAs showed up on the Genesis and Super NES, everyone has been trying to duplicate EA Sports' winning formula. The originals had four player modes, great graphics and fantastic gameplay.



Now FIFA '97 will be able to take advantage of the N64's hardware to bring you perhaps the best soccer game yet.

If the past FIFA games are any indications of what to expect, we'll see SGI-rendered stadiums, full rosters of real teams, voice commentaries and motion-captured player animations. Four-player games will not be a problem with the N64's built-in four-player adapter.

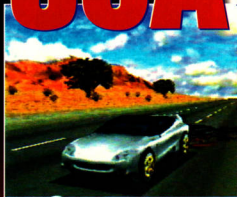
Make sure to keep an eye out for upcoming issues of *EGM* for more on this dream game for soccer enthusiasts. Team EGM will be sure to give you the entire scoop on FIFA '97.

PUBLISHER		SYSTEM	THEME	
EA Sports		NINTENDO <sup>64</sup>	Sports	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1-4		64-Meg	N/A

## CRUISIN' USA

Cruisin' is an ultra-smooth racing game that takes you through a variety of real-life locations. You won't see any race tracks or Indy ovals, just highways and roads.

Take a trek across the United States. While that was extremely expensive to do in the arcades, it won't be for Nintendo 64 owners.



Players can now race at their own leisure, without having to reach for more quarters every three minutes (as they had to do in the arcades).

You will be able to take a variety of fast cars to the roads. Even secret cars will be available, like the famous Cruisin' school bus. And with the N64 controller, you won't be having to buy a steering wheel for analogue driving.

SYSTEM	RELEASE DATE
NINTENDO <sup>64</sup>	November
	THEME
	Racing
PUBLISHER	SIZE
Nintendo	64-Meg
PLAYERS	% DONE
1	N/A

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# PROTOS

# DOOM 64

Sure, gamers have played plenty of Doom in one way or another. Perhaps it was the original or a sequel or maybe even one of the many Doom clones. A new version of Doom, Doom 64 for the Nintendo 64, is on the way and should prove to be something most Doomers have never seen before: a Doom with no pixelized edges or blocky enemies when viewed up



close. The game is to have 24 all-new levels of play with redesigned weapons and monsters. Although it may be the same old Doom at heart, the enhancements should make it a worthwhile title. The N64 and its incredible effects should give graphical delight to all, as well as CD-quality sound for more mood as gamers run through dark corridors.

PUBLISHER		SYSTEM	THEME	
Williams		NINTENDO <sup>64</sup>	Action/Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1		96-Meg	N/A

# WONDER PROJECT J2

Wonder Project J 2 is the sequel to a Super Famicom game that came out a while ago in Japan. As in the first game, you act as a sort of "puppet master" as you take control of a young girl android (a boy in the first game). You attempt to teach her how to live on her own by rewarding or punishing her for her actions.

The game uses hyper-cute anime-style graphics to show you how your "project" advances through her life. Since it's on the PlayStation, the graphics look cartoon-quality.

WPJ2 is certainly not a type of game that Americans see every day. It would be fun to see this "sim game with a twist" come to the States.



PUBLISHER		SYSTEM	THEME	
Enix		NINTENDO <sup>64</sup>	Simulation	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1		N/A	N/A

# TUNNEL BI



The Earth has fallen under a dark cloud of impending doom. A ruthless despot has created a weapon too fearsome to ignore. He must be stopped, as he has shown signs of employing this weapon of ultimate terror. Of course, it's up to you to save the world. Use the B1 craft to take on the evil.

Tunnel B1 has five scenarios comprised of several missions and objectives. You will fight in full, fluid 3-D levels. All elements are light-sourced and texture-mapped. The enemies will all have a form of advanced artificial intelligence that should offer gamers a bit of a challenge.

PUBLISHER		SYSTEM	THEME	
Ocean			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1		CD-ROM	N/A

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GIANT STRENGTH,

A FIREBALL,

THE WALL OF STONE,

REVERSE DAMAGE,

A HILL GIANT,

AND SHATTER.







STRATEGIC WARFARE...  
MASTER PLAN,  
DUST.

SANDRUU

HE'S PACKING

A SERRA ANGEL,

HOLY STRENGTH,

Tsunami,

THE WALL OF AIR,

ARIMAGEDDON,

THE SHIVAR DRAGON,

AND REGENERATION.

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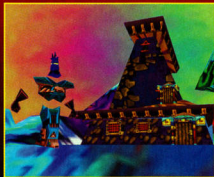
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# PROTOS FREAK BOY



Nintendo 64 owners should get ready for quite an experience...Freak Boy is coming soon for the system.

In this third-person 3-D action game, players take control of Freak Boy himself, a mutated refugee from a conquered alien world. Your goal is to defeat the evil aliens and free your comrades from their captors.

As a mutant, you have the unique ability to absorb items and weapons that you find into your body and then implement them for your use. You can have up to three items at once (in your head, chest and legs). This unique feature promises to be fun.

PUBLISHER		SYSTEM	THEME	
Virgin		NINTENDO64	Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1		96-Meg	N/A

# ID4

The biggest sci-fi event of the summer (no, not *The Island of Dr. Moreau*) will soon become an equally big video game event. Independence Day (ID4) will explode onto the PlayStation with the same fast-paced action that made the movie so popular.

In the levels that we have seen so far, you pilot a jet fighter against the invading aliens. You fly over the city, blasting the aliens' fighters, while the vast city-destroying ships loom overhead.

With so much excitement riding on the ID4 name, you can expect the game to be just as much fun as the movie.



PUBLISHER		SYSTEM	THEME	
Fox Interactive			Action	
RELEASE DATE	PLAYERS	PlayStation	SIZE	% COMPLETE
2nd Qtr. '97	1		CD-ROM	N/A



# STAR TREK GENERATIONS



Now all you Trekkies (or Trekkers, if you will) can put yourself in the middle of the movie that brought two generations together. In *Star Trek: Generations*, you must stop the crazed Soran from destroying a solar system in order to return to the Nexus.

The gameplay includes first-person perspective levels as well as scenes that put you at the weapons control system of the Enterprise itself.

Another feature will be all the major cast members lending their voices to the game.

PUBLISHER		SYSTEM	THEME	
Spectrum Holobyte			Adventure	
RELEASE DATE	PLAYERS	PlayStation	SIZE	% COMPLETE
2nd Qtr. '97	1		CD-ROM	N/A



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SEGA SATURN



# PROTOS

HyperBlade can be best described as a mix of roller derby and *American Gladiators*. This futuristic sports title is a no-holds-barred free for all. Players rush from one end of an arena to another, trying to shoot a ball through a target (as well as trying to shoot the ball past the goaltender).

Of course, this is not as easy as it sounds. Opposing teams will have skaters racing around to knock you on your seat. If they do, then you'll probably lose possession of

# HYPERBLADE

the ball. Various obstacles (minor ones, like spinning blades) are placed around the arena to make your game that much more interesting.

HyperBlade will sport multiplayer modes so you and your friends can compete against each other (or you can play nice and play on the same team). The fast play in the large 3-D arenas will definitely get your adrenaline pumping.

PUBLISHER		SYSTEM	THEME	
Activision			Sports/Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1 or 2		CD-ROM	N/A



# Magic: The Gathering

One of the most popular strategy-oriented card games in history is now coming to consoles. Magic: The Gathering brings the collectible card game to 32-Bit life—and players never even have to buy a deck. This computerized version simplifies the game, since the PlayStation knows the rules, and all players have to do is pay attention to their cards. The game therefore serves as an excellent introduction to this complex and fun card game. But even Magic masters will get into the console version: it offers special forms of advancement, various Quests and Tournament Modes.



PUBLISHER		SYSTEM	THEME	
Acclaim			Strategy	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
November	1-4		CD-ROM	N/A

Once thought to be an RPG-free system, the PlayStation is now amassing a rapidly growing library of role-playing games, and Konami's *Suikoden* is one of them. This combat-filled title has you building an army to topple the evil Red Moon Empire. Troop types include engineers to build weapons, merchants to supply goods, farmers to grow food—even minstrels to entertain the troops. Combat is handled in one-on-one, party-vs.-party or army-vs.-army battles.



# SUIKODEN

PUBLISHER		SYSTEM	THEME	
Konami			RPG	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
December	1		CD-ROM	N/A



Have you ever wanted to be a ninja? How about a cute, little ninja? Now you can be in *Ninja Jajamaru*.

Prepare yourself, in *Jajamaru*, you will have you run around in a true 3-D world (kinda like *Super Mario 64*) and defeat an onslaught of enemies. Rely on your superior ninja jumping abilities and your powerful ninja super- to smite all those foolish enough to oppose you.

While it is a bit on the cute side, *Ninja Jajamaru* could prove to be quite fun.

# NINJA JAJAMARU

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## PROTOS

Couldn't get enough of the scantily-clad, gun-toting warrior woman in the *MTV Oddity* (originally *Liquid TV*) animated series? Perhaps a dose of her on the PlayStation may do gamers some good. This action game has players controlling the star of the show as she fights her way through level after level.

The game features various fighting moves and weapons that gamers may have seen on the show. The maze-like levels are filled with characters that players can talk to and gather information from.

Aeon Flux has elements of adventure and puzzle-type strategy that make it more than just a simple gun-fest. However, when

## AEON FLUX



the game does call for some firepower, it switches to an "over Aeon's shoulder" viewpoint, where you move crosshairs around to aim. This way you can pick off the bad guys without having to move Aeon's entire body.

Since the game may follow some episodes of the TV series, knowing the history of the show could help players get through the game.

The version played was early in development but was improved over earlier versions.

Hopefully Aeon Flux will continue on this upward path and turn out to be as big of a success in video games as she is on TV.



SYSTEM	RELEASE DATE
 PlayStation	April
	THEME
	Act/Adv
PUBLISHER	SIZE
Viacom	CD-ROM
PLAYERS	% DONE
1	N/A

## REBEL ASSAULT 2



Many of you players have been waiting for Star Wars game after Star Wars game. For some reason, the thirst for the universe that George Lucas created can never be quenched. Since there a few SW games being released and the new movies are coming out (along with the enhanced versions of the old ones), Rebel Assault might just give enough of both worlds to help the addiction subside for a while. Rebel Assault has all of the gameplay of the first game—the flying sequences and the shooting gallery sequences—but enhanced. The second installment of Assault also has video sequences that will make players wonder if they're not watching a new *SW* movie. The quality and acting is as good (or darn close) to the big-screen versions. The game also features enhanced graphics over the first one (which only came out for 3DO and PC).



PUBLISHER		SYSTEM	THEME	
Lucas Arts		 PlayStation	Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
November	1	CD-ROM	N/A	

# SUDDENLY, THINGS ARE GETTING PERSONAL.

Now, it's your reputation on the line. And time to leave your mark in this perfect translation of the #1 arcade phenomenon. On your side is the innovative custom combo system, now allowing you to link together your own series of brutal attacks. You'll need every possible advantage to take on a total of 18 fighters, the most ever in Street Fighter legend. Remember, hesitation is deadly. Because in the end, it's all about who's the last one left standing.



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## PROTOS

## MASS

## DESTRUCTION

Does the name of this game give you any indication as to what this title is about? Wander through 24 different levels, destroying everything in sight.

A ton of weapons will be available to use in the destruction. Choose from machine guns, bombs, missiles, flame throwers and many more.

For those who like to travel, there are several locations in which to wreak havoc. Visit snow-covered areas, war-torn battlefields, deserts and make a very big mess.

Even modern-day cities aren't safe from your wrath.

The explosions and fire effects are wonderfully done, making all of that chaos very rewarding.



PUBLISHER		SYSTEM	THEME	
BMG Interactive			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
April	1	CD-ROM	N/A	

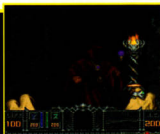
## HEXEN

This is one of id Software's last first-person shooters using the original Doom engine. Hexen is basically a Doom game that takes place in the medieval world of swords and magic.

Hexen has many more features than Doom has. First off, you'll be able to select one of three characters: a fighter, a mage and a cleric.

Each character will have weapons and special weapons unique to the class. Magical potions that are found in each level will behave differently, depending on who you are playing.

Besides that, the levels and creatures are well done, fitting the medieval and mystical mood of the game perfectly. Doom fans should thoroughly enjoy this great title.



SYSTEM	RELEASE DATE
	November
PUBLISHER	THEME
Gt Interactive	Shooter
SIZE	
CD-ROM	
PLAYERS	% DONE
1	N/A

## BEDLAM

The Biomechs are coming and it's the job of gamers to stop them. Bedlam has the feeling of Syndicate with its array of weapons, levels and destruction. Bedlam doesn't feature mega-corps with killer cyborgs though. The people of Earth make a deal with the Spacer race to save them from total annihilation in exchange for precious salvage (what a deal). As gamers play through the isometric levels of the game, the simple but effective control lends itself to completing the missions introduced. There are over 20 missions in five different

zones. There hasn't been any confirmation on the game featuring the link option. The graphics look sharp so far, similar to Syndicate or even A-Train. This coupled with the gameplay could make for one interesting title.



PUBLISHER		SYSTEM	THEME	
Gt Interactive			First-Person Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
November	1	CD-ROM	N/A	



PREVIEWS

# PGA '97

# PROTOS



Time to tee off with Electronic Arts' latest, PGA Tour '97 on the PlayStation. EA takes the game of Golf to a whole new level with this latest installment. Fantastic photorealistic courses complement the digitized graphics of each player. Play as or against your favorite PGA Tour players in the most challenging courses known to see a driver. Included are Sawgrass, the Links at Spanish Bay and many more. Plus play some of the best Championship courses in the sport of Golf—Spyglass Hill and TPC at Avenel.

EA is the only company to have a PGA license, and you can choose to play as any of the 56 golfers on the tour. The computer's AI has been tweaked to be even tougher than any of the previous games! A Multiplayer Option lets you play rounds against the computer or a friend. So step up to the tee and get into the swing of a brand-new golfing challenge!



PUBLISHER		SYSTEM	THEME	
Electronic Arts		PlayStation	Sports	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
Now	1 or 2	CD-ROM	N/A	

## DUKE MAY ROCK BUT RAMSES RULES.

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PROTOS

## HEART OF DARKNESS

If you were a fan of Out of This World or Flashback, then there's no doubt you'll enjoy Heart of Darkness, which is coming soon to the Saturn. In it, you control a young boy named Andy, who must travel through giant maze-like levels full of puzzles and traps in an effort to save your kidnapped dog. Impeding the quest for your pooch will be a legion of demons and phantoms, led by the Master of Darkness himself. One of the highlights of Heart of Darkness is the incredible graphics. Most of the game elements were computer rendered for intense realism, while the characters animate like cartoons.



PUBLISHER		SYSTEM	THEME	
Virgin		 PlayStation	Adventure	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
1st Qtr. '97	1 or 2	CD-ROM	N/A	



## DAKAR



Off-road action is coming to the PlayStation. Similar to Sega Rally at the arcade, Dakar puts gamers in multiple landscapes racing against time to get to the finish. Early versions only show one car, but chances are there will be plenty of opponents as the game comes along. There was no word if Dakar will support a Two-player Option or the link cable. The cinemas aren't just videotaped from the local races, they're rendered in realtime like the intro of Ridge Racer. Fast racing, multiple laps and plenty of obstacles are what Dakar is all about.



PUBLISHER		SYSTEM	THEME	
Virgin		 PlayStation	Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
2nd Qtr '97	1	CD-ROM	N/A	

## TREASURES FROM THE DEEP



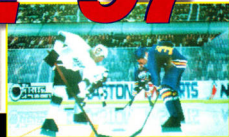
Here's an early one. The Deep for the PlayStation looks like an underwater action/adventure title. The graphics are similar to AH-3 Thunderstrike as far as the landscapes go. The game features a built-in radar/sonar along with multiple views. It seems there are also multiple items that can be selected. A camera is attached to the bottom of the craft possibly to retrieve treasures. From the looks of The Deep, players can go way down into the ocean (or some body of water) and most likely come across some strange enemies or possibly ancient artifacts.



PUBLISHER		SYSTEM	THEME	
Virgin		 PlayStation	Act./Adv.	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
3rd Qtr '97	1	CD-ROM	N/A	

## NHL '97

PROTOS



Want some realistic hockey action? The upcoming NHL '97 for the PlayStation should give gamers just that. The game features all of the NHL teams with over 600 players. Each player has his or her own updated stats and numbers. The game also has trade updates along with the actual team logos. The polygon characters and their movements have been captured to ensure animation that is truly lifelike. This way hipchecks, rushes and slapshots will be like playing real hockey. NHL '97 will have multiple camera angles as well.

Specific player movements will be seen in the game like fancy stick-work or maneuverings. Gamers can also create teams and trade players in the Coach Mode, and then play a quick exhibition game against a friend. Be sure to check out John Davidson hosting the game. It's just like watching real hockey. Chances are neither the graphics nor the gameplay will be slowing this game down.



PUBLISHER		SYSTEM	THEME	
Electronic Arts		 PlayStation	Sports	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1-8	CD-ROM	N/A	

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# SOME WARS AREN'T SUPPOSED TO BE FOUGHT THAT'S WHEN AMERICA USES INVISIBLE SOLDIERS



They can get the order to strike anywhere. Anytime. Against absolutely anyone. They don't have names or faces but are the most fearless, covert, and lethal military task force ever assembled. Or should I say, never assembled. Because according to all official channels, they don't even exist. But for a myth, they do an important job. Things the regular military could never handle. Like going into Russia to make sure the Cold War doesn't heat up again. **Written by Andrea Grey**

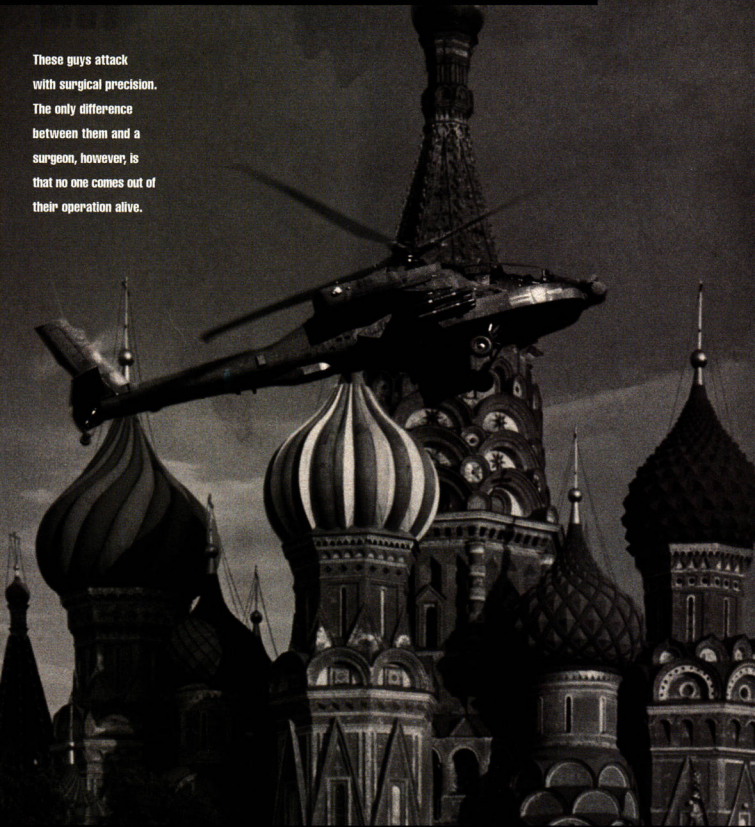


In real life the  
good guys don't  
always win. But  
when this outfit  
gets involved  
that's definitely  
the way to bet.

**This unit has a very simple approach:  
never leave a place the way they found it.**



**These guys attack  
with surgical precision.  
The only difference  
between them and a  
surgeon, however, is  
that no one comes out of  
their operation alive.**



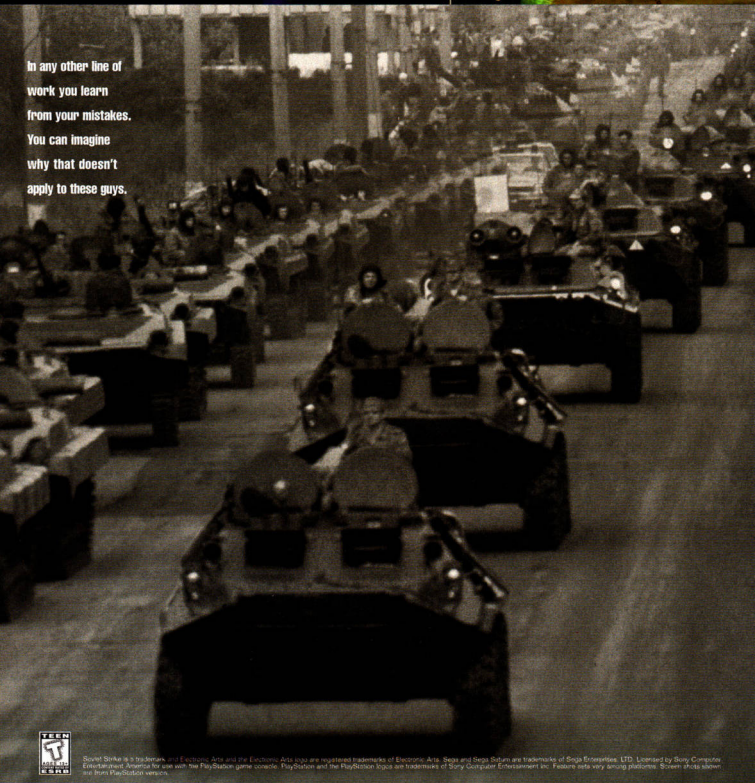


Any idiot can build  
a big concrete  
and steel building.  
But it takes a  
damn good soldier  
to knock one down.

With sophisticated satellite mapping and strike-net intelligence, the unit gets a clear view of the battlefield.

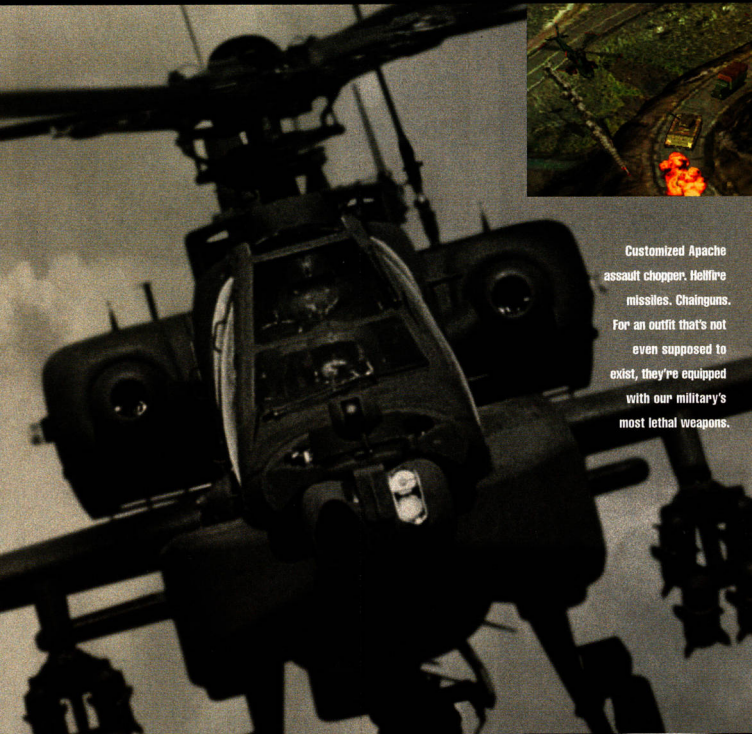


In any other line of work you learn from your mistakes. You can imagine why that doesn't apply to these guys.



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assault chopper. Hellfire  
missiles. Chainguns.  
For an outfit that's not  
even supposed to  
exist, they're equipped  
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most lethal weapons.



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# REVIEW CREW

The Review Crew rates each game in several categories: visuals, sound, ingenuity and replay value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and based on how the games compare to other titles on the same system.

## THE RATING SCALE:

- |                      |                   |
|----------------------|-------------------|
| 10-Perfection        | 5-Average         |
| 9-Virtually flawless | 4-Rent first      |
| 8-Splendid           | 3-Time-waster     |
| 7-Worthy             | 2-Don't even rent |
| 6-Good, not great    | 1-Flush it        |

## SHAWN SMITE

**CURRENT FAVORITES:**  
Shadows of the Empire  
WaveRace 64  
Revelation's Persona

Shawn has been searching for a game that really stands out from the others. There have been some that come close, but Shadows is the only one that really does it for him. After all, it's *Star Wars*.

## DAN HSU

**CURRENT FAVORITES:**  
Star Gladiator  
Tetris Attack (of course)  
Fighting Vipers

Hsu's a bit angry that games nowadays spend too much money on animation and graphics at the expense of gameplay depth. But he is excited to see FF7 and Dragon Force.

## CRISPIN BOYER

**CURRENT FAVORITES:**  
Dark Savior  
Shadows of the Empire  
WaveRace 64

Cris is getting a little tired of the stuff playing Tetris Attack all day. Sure, he likes the game and all, but he worries that it's unhealthy. Everyone who plays it turns into a glazy-eyed addict.

## SUSHI-X

**CURRENT FAVORITES:**  
Star Gladiator  
Kl Gold  
MK Trilogy

Sushi-X has been stalking the video game stores. He's been looking for the weakest person in line with an N64. Will he use his prowess to requisition the system and all the games he can carry?

## EDITOR'S CHOICE

Gold Awards are granted to games with a total average score of eight, while games that average nine or above receive Platinum Awards.

## PLAYSTATION

# STAR GLADIATOR

CAPCOM



GAME OF THE MONTH

CATEGORY: FIGHTING

BACK-UP: MEMORY CARD

BEST FEATURE: SCI-FI SETTING

WORST FEATURE: SIMPLE COMBOS

ALSO TRY: TEKKEN 2

I've always liked 3-D fighters—that is, when they're done well. Star Gladiator is incredible. It's quite a switch from other Capcom games, but for being their first 3-D fighter, they've made a definite contender in the 3-D circuit. The characters have great moves, each having a completely different style (in look and fighting technique) from the others. The weapons they use are brutal. The major flaw is that the game is too easy. Walking through it in 40 minutes (and I'm far from being a master of any fighting game) makes me curious as to why there weren't more characters or more to the game. It's easy and fun to get into.

Capcom's first 3-D fighter kicks. I like good fighters, but I prefer the flashier ones (meaning games with fancy combos, fireballs, etc.—like *Toshinden*). Star Gladiator satisfies those needs and plays well at the same time. The characters are so large and well animated that I thought I was playing the arcade version. I don't like guard buttons, however. I'm too used to pushing back to block. I also don't like the combo system. (It's just like MK3's cheap tap-tap-tap system.) I found myself just hitting the same buttons over and over, without needing to use any real technique. This is a solid title that any fighting-game fan should play.

SG is the 3-D fighting game I like to play when I'm not playing Tekken 2. It's an easy game to get into, since it mixes the basic fighting techniques of Street Fighter II and Battle Arena Toshinden. The combo system is especially simple (and easy to figure out—thanks to the Training Mode). Combos are made up of loosely timed button presses and don't involve any fussing with the joystick. But while pulling off a seven- or eight-hit combo in SG ain't hard, it's not as satisfying as scoring a big-time combo in Tekken 2, whose linked hits require more precise timing. SG's graphics are amazing—even better than Tekken 2's!

After hiding behind the scenes of *Toshinden 2*, Capcom feels it has the ability to tackle a 3-D fighter with their latest title *Star Gladiator*. Their daring pushed Star Gladiator to a level equal to those titles such as Tekken and Toshinden, with little difficulty. The graphics are outstanding as are the diverse combatants. This title is also spaced up tremendously by the incorporation of a move tree that allows the players to practice and experiment with new combos. A great trait for any fighting game. For a quietly announced title, this one looks and plays great. Are we looking at a preliminary engine Street Fighter 3-D?

VISUALS

SOUND

INGENUITY

REPLAY VALUE

9

7

7

8

## SATURN

# KRAZY IVAN

SEGA OF AMERICA



CATEGORY: ACTION

BACK-UP: SYSTEM/CARTRIDGE

BEST FEATURE: THE IDEA

WORST FEATURE: GRAPHICS

ALSO TRY: GUN GRIFFON

This is the hardest part of my job: playing through games that are really bad. I hate to say it, but *Krazy Ivan*, on the Saturn, is really bad. Nearly everything about the game is bad. The acting in the FMV is bad, the graphics are bad, the control is kind of bad and the enemies look bad. The only good things about the game are the rendered cinemas, the mech design and the idea. The graphics break up all the time, and the enemies appear in wire frame then "fade" in. Plus, the backgrounds look dithered. It's terrible to control because half the time the enemy is unseen due to the polygon break-up. Do yourself a favor—don't buy it.

*Krazy Ivan* is the worst case of poor translation that I have ever seen. The problems start from the moment the disc is put in. The cinemas are grainy. During the game, blocky graphics and cruddy control ruin the gameplay experience. The enemies' polygons are breaking up left and right. Sometimes, you won't see the bad guys until they are two feet in front of you! Talk about pop-up. *Krazy* needs fog shading like... *crazy*. This is a horrible conversion. The only bright points are the large enemy mechs, the sound effects and the music. But those points are not bright enough to warrant spending money on this garbage.

I know our reviews are supposed to compare games only with other titles for the same system, but this time I'm making an exception. The PlayStation version of *Krazy Ivan* had fantastic graphics—they were the game's best feature, in fact. The Saturn version, on the other hand, is complete garbage. The terrain and sky are blocky, and the enemy robots look garish and move herky-jerky across the screen. Pop-up is also extremely bad, since no fog effects are used to hide the horizon and distant enemies. (Don't give me any baloney about the Saturn being unable to do fog—Gun Griffon is filled with it.) This one looks like a rush job.

I think we have a winner for the tackiest and most pixelated game cinemas this year. But that was just a start, the real problems make themselves apparent in the pop-up and the missing fog effects that helped mask the pop-up. The levels in *Krazy Ivan* aren't as long as I would have hoped, but it does have intense action packed into the short play stages even though it is extremely pixelated. I really like the Bosses and the requirement of different strategy to defeat them in each level, but this didn't do anything for me. It's still a fair game, but it's missing key elements that made the PS version a hit.

VISUALS

SOUND

INGENUITY

REPLAY VALUE

2

5

6

3

# Welcome to the urban jungle

Crime is out of control, and the cops have been replaced by bounty hunters like you. No courts, no trials... just instant retribution. Fire up one of eight heavily-armed vehicles and buzz through eight zones of digitized devastation. Use guns, grenades, rocket launchers, tire treads...whatever it takes. After all, you don't get paid for being nice.



# CRIMEWAVE



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SEGA SATURN

## SATURN

## VF KIDS

SEGA OF AMERICA



CATEGORY: FIGHTING

BACK-UP: SYSTEM

BEST FEATURE: COMBO MAKERS

WORST FEATURE: POLYGON BREAK-UP

ALSO TRY: VIRTUA FIGHTER 2

The first word that pops into my head is "cute." From the intro cinema where the little VF Kids are beating the pulp out of the life-sized VF characters to the funny, high-pitched voices during the game, this one is definitely a fun title. But if you want blood and gore and hurtful-looking body slams, VF Kids is not what you want. The graphics in the game are in the style of Virtua Fighter, of course, but there are some break-up problems when doing some of the moves. Although this isn't a major flaw, it can be annoying. The sound is great and the control is as good as the regular versions of the game. For fun, VF Kids is a good buy.

The kiddie Virtua Fighter is a difficult one to rate. It's an improvement, but almost an identical version to its great older sibling. The moves are practically the same, which made me feel that this whole project should've been a Secret Mode in the original VF2. I really enjoyed the cinemas (which made it to our top 10 cinemas of all time in the Letters section). The kids were cute, but their small stature took away from the gameplay. I don't like the stubby arms and legs in a fighting game. Each character's reach is so short, they had to stand real close to each other in order to fight. I recommend VFK only to newcomers to the VF series.

This game should've been called VF Midgets (unless its supposedly pre-teen fighters who have serious hormonal problems—whatever heard of a 10-year-old with a beard?). If you're not a fan of VF2, stay away from VF Kids. Its overly cutesy characters and their high-pitched voices will only get to your nerves. But if you like and own VF2, well, still stay away from VF Kids. Besides a way-cool combo-construction tool, it doesn't pack enough new features to warrant its purchase. Die-hard VF fans will get into VF Kids, though. It plays a bit faster than VF2 and has a "Kids" Mode with simplified combos. The AI's smarter, too.

What an idea. Take your best fighting game, replace the graphics with big-headed, unproportioned character files and rerelease it. Snore. Instead of Sega pushing the limits, they kicked back on this one and coasted by. I think they actually made the game worse by shortening the players' arms giving them a reach equal to a F.Rex. This makes play limited and overall not worth playing. I don't see many players rushing out to get this one unless they are just VF freaks who have to have every new title with the VF logo, whether good or bad. Great as a \$10 add-on but retail price? No way. I'd rather use the money for a 32X.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	5	7

## SATURN

## BATTLE MONSTERS

ACCLAIM



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: MUTIMETER ARENAS

WORST FEATURE: EVERYTHING ELSE

ALSO TRY: ULTIMATE MK3

My oh my. This one is bad. From the "intro" sequence all the way to the cheesy gameplay, Battle Monsters screams BAD. I thought these lame digitized fighters died with the 3DO? As far as moves go, BM has many per character. That part of the game is cool. The characters themselves aren't too bad either. There's just far too much going on at once. You have the foregrounds and backgrounds scaling, the various pillars breaking then the power meters and characters. The character animation is very poor, too. Movement is jerky and lacks enough frames for fluid movement. Way of the Warrior was better than this.

I guess some people have been searching for a cure for happiness. Well, they've done it! Enter Battle Monsters. Just because there are a few (very) unique characters doesn't mean it is a good game. The graphics are worse than Way of the Warrior. They are very, very choppy. Battle Monsters tries to cover its faults with some flash, like candles for lifebars, and tons of moves for the characters, but it fails way short. Even the moves are silly. Many of them behave the same way and are different in looks only. I know that the Saturn could do better than this, and just how did this game get past Sega's quality control anyway???

Battle Monsters is one sorry mess of a fighting game, but it is an ambitious mess. BM (an apt abbreviation, by the way) is loaded with scaling; interactive, animated backgrounds; finishing moves; simple combos and huge, multileveled combat arenas. But none of these elements work together very well. For instance, the fight dock covers and hides your combatant when the screen zooms out. The digitized characters look okay when they're seen from up close, but when they scale into the distance, they turn into barely animated blobs. BM's AI ain't too bright, either: one time I beat the game using nothing but repeated fireballs.

One word best describes Battle Monsters: tacky. I like the idea of monsters in a fighting game, but this one's execution is atrocious. With a total number of only 10 frames of animation per character, BM makes the most fighting titles in history look like stars. Bad combat sounds and horrid backgrounds even push this one further into the pipes for me, as well the laughable control that makes players wonder if their controller is even plugged in. As an afterthought, this one would only earn a four if it was for the Game Gear. Who forgot to tell Acclaim that the Saturn is a 32-bit machine?

VISUALS	SOUND	INGENUITY	REPLAY VALUE
4	4	5	4

## SATURN

## FIGHTING VIPERS

SEGA OF AMERICA



CATEGORY: FIGHTING

BACK-UP: SYSTEM

BEST FEATURE: THEY GET NAKED

WORST FEATURE: EASY COMBOS

ALSO TRY: VIRTUA FIGHTER

Fighting Vipers is a very average 3-D fighting game. Granted, there are some cool attacks (some that knock the opponent across the entire screen), and you can knock armor off with special attacks (especially effective on some of the female characters for some reason), but it's nothing that made me want to play it again and again. It's the kind of game that would be a good repeat rental, or, if it was real cheap, a game that wouldn't be a bad two-player purchase. The characters in the game are pretty neat-looking. The main thing is that the moves and combos are too easy to do, thus making the game seem old after awhile.

A lot of folks didn't give Fighting Vipers a try at the arcade. After all, it looked too much like Virtua Fighter 2 (but only a little stranger). After trying Vipers out, I decided it was a bit more fun than VF2. I like the combos and the variety of moves. The barriers surrounding the rings make the game tons more interesting; you can slam opponents against cages, or even juggle them off of walls. I also like the armor and armor-breaking factor, though I really didn't find it affecting play that much other than visually. I would've liked to have seen more characters, but only because the game needs a little more depth.

This game should have been called Strip Fighter. Not only can you knock opponents senseless—you can knock off their clothes, too. This ability to batter your enemies until they're in their skivvies adds a lot of strategy to the game, since hits to exposed areas cause more damage. Even without the near nakedness, FV is a pretty decent fighter. It plays much like VF2 (it uses the same graphics and fighting engine, in fact). Yet the game's fighters, though detailed, don't look quite as good as VF2's. Their movements aren't as fluid and lifelike, either. FV is loaded with neat little features, like rapid-fire replays and breakable walls.

Fighting Vipers, although a valiant attempt was made, still comes up short as a fighting title. I like the way you can use the entire arena and beyond, but the game itself only rates fair. This is not helped by the limited moves, combos and the polygonal graphics. FV does have some interesting points such as the variety of throws and the way you can blast your opponent through the ring barriers, but beyond that there's not much to find. The so-called "Armor-blasting" moves are really just a way to get the fighters to strip down to near nakedness while in the arena. First strip poker, now strip fighting games. What's next?

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	6	7	6

Shawn

Dan

Crispin

Sushi-X

Area 51 does not exist.

And if you're smart, you'll stop asking questions.

This is not a game. This is a warning.

you can't get it but you can take it home.



**MIDWAY**

The #1 Arcade game shows you what your government won't.



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# N64™ LADIES AND GENTLEMEN, START YOUR EYEBALLS



## SO MANY



If you're going to invest your hard-earned (or mooched) cash in a video game system, you want to be sure you can play plenty of great games on it. Not an issue. There are over 50 titles in development for N64 covering all gaming categories, from action to role-playing, sports, fighting, simulation, puzzles, you name it. Furthermore, these are not titles that will wind up in the bargain bin after a month, because

Nintendo and the exclusive N64 Dream Team developers are dedicated to producing cutting-edge software that takes full advantage of the Nintendo 64's incredible technology. A few of the first wave of titles include

**Super Mario 64™**  
**PilotWings 64™**  
**Wave Race 64™**  
**Killer Instinct™ Gold**

The waiting is over. Nintendo 64® is finally here, on the shelf, waiting for you to snatch it up. But what's the big deal, you're probably asking yourself. It took long enough. Was the wait worth it? You bet, and here's why.

The Nintendo 64 controller is the most revolutionary video game interaction device ever. It all starts with the analog Control Stick. Unlike the traditional all-or-nothing digital Control Pad (it's got one of those too), the analog Control Stick is sensitive to even the slightest movement. Move it a little to make Mario tiptoe. Crank on it and watch him take off in a full-tilt sprint. Best of all, the Control Stick gives you 360 degrees of control. The three grips on the controller let you hold the controller three different ways, depending on what works best for the game you are playing. For saving your records and high scores, the controller has a handy slot for your personal Memory Pak. Now when you go to your friend's house for some multi-player action, you can bring all your personal data with you, snug inside your favorite color controller (it comes in six stylin' colors).



## what's up our sleeve.

It gets better. Most new gaming technology looks cool when it first comes out, but by the time you get it home, something bigger and badder is on the way. Fortunately, the Nintendo 64 was designed with maximum capability for future upgrades in mind. Four controller ports mean four-player gaming from the get-go. Expansion ports allow for more system RAM and new peripherals (can you say readable-writable storage media?). The bottom line: The Nintendo 64 is currently the most advanced video game system ever, and it is the only system that is designed to change with technology.





PLAYSTATION

## PRO PINBALL

INTERPLAY



CATEGORY: PINBALL

BACK-UP: MEMORY CARD

BEST FEATURE: THE BONUS GAMES

WORST FEATURE: ONLY ONE TABLE

ALSO TRY: EXTREME PINBALL

What's the deal with the load of pinball games out lately? Pro Pinball is a nice-looking game with some realistic features, but the game really lacks some things that I think are important in any pinball game. First, there is only one table. Let's face it, for \$50 or more, one table just doesn't cut it. There should be at least three to choose from. Secondly, the sound is irritating. The male voice-over comes off harsh and kind of sounds like a stereotypical cabbie. The music doesn't always fit the style of the game either. The game does play well, and the combo ramps and loops are a cool feature. Overall, it would get old kind of fast.

All I have to say is, "Just one table??" I love pinball, but video game pinball is hard to cope with (it just can't come close to the real thing). Pro Pinball is excellent for being a video pinball game. It has plenty of combos and loops and mini-games. You can also choose plenty of options, like the viewing angle of the table. That particular option is especially important, since no one seems to agree what angle is best for playing pinball on a television screen. All of this, however, does not compensate for only having one board to play on. It's a great board, but it'll get old real quick. Look for better pinball packages.

I have no real complaints about the pinball table presented in this game. It has plenty of bonus games (which are played on an authentic-looking digital screen), multiball capabilities and even a ball-grabbing magnet. The balls appear to obey the laws of physics, too. It's just that once I played the table for a while and got a little tired of it, I was ready to play a different one. Tough luck for me—PB only packs one table. That's too bad, considering that all other console pinball games come with at least four tables. PB just isn't a very good deal. Your view of the table can be awkward at times, too, since there's no overhead view.

Hey look, another pinball title to add to the dust-gathering collection on players' shelves. Pro Pinball fits in well with all the other pinball titles currently out there. It's got cool cinemas, so players who like watching a monochrome space shuttle move across the top of the screen are in luck. It's also got gaming features such as multiball to keep its ancestry in mind. But beyond this, players are out of luck. Although Pro Pinball is a typical attempt at a game in a growing genre, the play just doesn't excite me any more than the last pinball game that came our way. Fun if you like pinball, but I've had enough of the same old, same old.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	5	3	5

PLAYSTATION

## PERFECT WEAPON

ASC



CATEGORY: ACTION

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: BACKGROUND

WORST FEATURE: SLUGGISH PLAY

ALSO TRY: TIME COMMANDO

At first I had high hopes for Perfect Weapon. It looked great, and though it was a beta version, the control seemed like it was going places. Now I've played the final version, and I have to admit that I'm a little let down. The rendered backgrounds are breathtaking but are completely still—no moving water or blowing trees. There are also some break-up problems with the objects in the foreground. The changing camera views aren't always set well either. On the good side, the attacks and combos really let you feel the hurt. There's a huge variety of enemies, but their sound effects, though funny, are irritating after awhile.

Perfect Weapon's backgrounds and animation were supposed to be top-notch—and they are. The music was supposed to be incredible—and it is. The gameplay was supposed to kick butt—and it didn't quite make par. After you get used to the controls (which will take a little bit), you'll find that the game is very sluggish. Walking, or even running, around the levels is a pain. The combat is awesome with its multitude of moves and combos but is difficult at the same time with the poor controls. Finally, there were problems with the collision mapping and clipping (just some minor poly-gon break-up). PW is a great game...with flaws.

The premise behind this game is awesome (it's a 3-D version of Final Fight, with a ton of Tekken 2-style moves thrown in), but PW just doesn't live up to its potential. The game often crawls along, with you moving at much-less-than-breakneck speed from fight to fight. And while the rendered backgrounds are pretty, they're not animated and the character rarely interacts with them. It takes a long time to get used to the controls, too. On the plus side, your character can use more than 100 moves on the bad guys (he learns new ones as he progresses through the game). Also, the levels are enormous and hide a few secrets.

Whoa, a new approach to a fighting game. I found the 3-D realism and the moves really appealing. The graphics are clean as are the sounds and the control. These factors affect play, making it show real promise. The enemies as well as the attacking animals in many of the stages bring out the realistic feel. Years from now when action/fighting games advance to a higher level, I feel gamers will be able to look back and find this game at their roots. It's not perfect, but it is a step in the right direction to bring a new style of game into the market. This one should be tried just for its uniqueness.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	6	8	6

PLAYSTATION

## BLACK DAWN

VIRGIN



CATEGORY: ACTION

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: LOTS O' ENEMIES

WORST FEATURE: HEAVY FOG EFFECTS

ALSO TRY: GUNSHIP

Black Dawn is pretty cool, but the graphics bug me when I play it. Let me explain: Like some games on the PlayStation, fog is used. Black Dawn has plenty of this. Now, maybe it's constantly a brisk fall morning in Black Dawn land, but that kind of gets in the way, even though it makes it so there is less slowdown. Another graphic annoyance is the grinding effect that occurs on the ground. It's like somebody laid sod poorly or something. As far as the gameplay, it gets pretty intense and can be a lot of fun. It's similar to Agile Warrior in that respect. There a lot of enemies to destroy, and it's nice to take over track houses.

Black Dawn works for me. It's a helicopter shooter that has crisp, clean graphics, though the fog shading gets too heavy, and the texture-mapped grounds get too blocky. The controls take some time to get used to, especially because you'll have to use every button on the PlayStation controller. It gets even more difficult when button combinations are thrown in the mix, which I don't care too much for (but I understand that maneuvering a helicopter takes more complicated controls). The game eventually gets a bit boring, as you fly through level after level, shooting enemy after enemy. This reminds me too much of Agile Warrior.

No other flight-combat game gives players more stuff to blow up than BD. The skies in this game are crammed with both enemy and friendly aircraft, and the ground is covered with tanks, cars, buildings and other targets. This target-rich environment means it ain't easy getting through the game's more than 30 missions—especially since it takes a while to master the helicopter's controls. It also means that BD can get a bit repetitive. Still, several cool missions break up the monotonous destruction (some have you picking up hostages and blowing up track houses). The soundtrack really stands out. It really suits the game.

From Agile Warrior to Black Dawn, Black Ops shows that they can create exhilarating war sims without losing player interest with excess technical information. Although it is still a war sim, it does mix in a lot of action game traits such as the ability to gather power-ups from the fallen opposition among others. Graphically, the game works well. The visuals convey the right atmosphere for the type of title and move fast enough to hold a player's interest. Even though enemies tend to swarm the player a bit much for a war sim, it does keep the action level high with scores of things to shoot on the screen at all times.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	5	6

Shawn

Dan

Crispin

Sushi-X





T H E N E W E S T

# STAR WARS™

ADVENTURES ARE COMING TO

TELEVISION.



AND YOU CAN  
FIND THEM ON  
THIS STATION.





PLAYSTATION

## STARWINDER

MINDSCAPE



CATEGORY: RACING

BACK-UP: MEMORY CARD

BEST FEATURE: GRAPHICS

WORST FEATURE: DIFFICULTY CURVE

ALSO TRY: WIPEOUT XL

I wasn't very impressed with Starwinder. It's the same old thing, over and over again with different backgrounds and a couple of extra obstacles with each new level. The whole space-racing game is getting kind of played out anyway. Starwinder fits the mold almost perfectly—we have the cocky TV host of the future that introduces weird alien creatures from around the galaxy—I've seen it before. The graphics are very sharp with great effects and the action can be fast, but really it's far too repetitive and easy. It wasn't until late in the second quadrant that I even felt a little challenged. It could've been something special.

The good: I like this game much better than WipeOut! The bad: I didn't like WipeOut that much. I haven't found a futuristic racer that has proven to be as exciting as regular car racing games, but Starwinder is the best one so far. It has great, smooth graphics. Having weapons is a nice feature, but the weapons selection is limited. I like the strategy element: You have to keep your ship on the glowing track, or else you'll lose valuable power. This makes SW stand out as a racer. It's missing the thrill of two-player action, but it makes up for it a little by having you take on against one primary opponent at a time. Funny cinemas, too.

This game reminds me a lot of Cyberspeed, the forgettable, ride-the-rail racer that was released last year. Starwinder is a bit better. It gives players more room to maneuver (they can even leave the winding tracks and drift into space), but the vehicles slow to a crawl if they're flown too far from the energy bar that lines each track. This reliance on the energy bar adds some strategy to the game; players can make shortcuts by jumping over portions of the track and hoping they don't slow too much. Although Starwinder has more than 35 tracks, they're short and repetitive. The difficulty curve's off, too. The first 25 tracks are too easy.

WipeOut in a tub is the best way to describe Starwinder. The sound and the graphics of the tracks are clear, and the control is precise. But these features are held back from making this title a hit by limited play and polygonal enemies. There is also track obstacles that block your path and cause the player to struggle very little to shoot them. They are destroyed with one hit and your path is open. No challenge. All but the most sloth-like of players will be able to march all over the first couple of races. This is one title where the looks of the stages and the control are excellent but the ingenuity seems hindered.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	5	6	5

PLAYSTATION

## IRON &amp; BLOOD

ACCLAIM



CATEGORY: FIGHTING/ACTION

BACK-UP: MEMORY CARD

BEST FEATURE: CAMPAIGN MODE

WORST FEATURE: ACTUAL FIGHTING

ALSO TRY: TOSHINDEN 2

I've never been a fan of AD&D, so I haven't been excited about this one from the get-go, but I kept an open mind because what I heard sounded interesting. The finished product, though, is nothing that got my blood pumping. Rather, I got a kick out of the weird characters and voice-overs that the game had. Then when the fighting began I kept hitting the same button over and over for what seemed to be a 10-hit combo... weird. There is a large amount of characters to choose from, each with their own style, so that part of the game is cool. Plus, the graphics are sharp and the character animation is very realistic in most cases.

This game was headed for stardom. It's hard these days for fighting games to stand out, but IBB should have no problem. You can earn magic powers and artifacts for your fighters and save them to your memory card to fight another day. The Campaign Mode is awesome, and 16 characters is more than enough for me. So why do I think that IBB is "good, not great"? Well, the fighting makes up 95 percent of the game, and it stinks. I don't care how many polygons it's supposed to have; it doesn't compare to the likes of Tekken 2 or Star Gladiator. This game would've been almost perfect if the fighting engine would've been perfected.

IBB definitely takes a new approach to fighting games. No, the 3-D combat itself is nothing revolutionary, but your ability to build up your characters' skills and carry those skills into future fights certainly is. Since successful fights yield magic artifacts and other ability-building powers, the game has a higher level of replayability than most other fighters, too. It's just too bad that combat itself is substandard. The fighters move jerkily around the small combat arenas, and there isn't much technique to the moves. The graphics aren't too spectacular, either. Unless you're a big D&D fan, stick with Tekken 2 or Star Gladiator.

Iron & Blood could have been produced with a little more attention to the game aspect, instead of using all the resources for intro cinemas and character selection screens. I thought I was in store for a real treat seeing that TSR sponsored this one, but after realizing that the fighters controlled poorly, I knew my hopes were shattered. A few interesting elements are the number of fighters, and the way they get better and acquire more hitpoints and artifacts among other items to help them in sequential rounds. Not a bad game idea, but developed poorly. This proves even the support of the RPG giant can't make some titles a hit.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5	6	8	9

PLAYSTATION

## NAMCO MUSEUM VOL. 2

NAMCO



CATEGORY: CLASSICS COMPILATION

BACK-UP: MEMORY CARD

BEST FEATURE: XEVIOUS AND MAPPY

WORST FEATURE: OBSCURE GAMES

ALSO TRY: NAMCO MUSEUM VOL. 1

It amazes me how everyone was getting all crazy about polygons and "hi-res" graphics and now there's a huge variety of retro games coming out that have really poor graphics compared to today's standards. Namco Museum Vol. 2, like the first, is an excellent collection of some of the classics that once ate quarters from us time and time again. There is a huge amount of options for each game (virtual dip switches) and info (sketches, instructions and tabletop design). The Namco Museum makes for an interesting adventure while you decide what game to take on next. The cinematics are also a great touch.

I'm sold on arcade classics compilations. I like most of the ones I have seen, and Namco's Vol. 2 is no exception. I was pretty psyched and surprised to see Gaplus, which was a favorite for me as a kid (though I didn't remember the name). This game was hard for me to find in arcades, so I'd pick up this disc just for that game. I also adored Mappy when I was younger; that makes this compilation an even sweeter deal. I've never heard of Grobda or Dragon Buster before this compilation, but they are mildly entertaining. Xevious is okay, and Super Pac-Man stinks. I recommend this compilation for plenty of light fun.

In my review of Ms. Pac-Man last month, I hinted that I was itching to play Super Pac-Man. Well, it must be my lucky day! Super Pac-Man—one of this compilation's six retro titles—is the best reason to buy NM2. Sure, it looks gaudy and totally '80s, but I still think Super Pac-Man represents the height of the yellow pellet-eater's evolution. A couple of other games on this disc are true classics, too—like Xevious and Gaplus, two of the greatest shooters ever—but the other games are pretty obscure. These lesser-known titles aren't as fun, since the main reason gamers will play these games is for their nostalgia value.

The second wave makes itself apparent for old-time gamers this holiday season. Bearing the classic titles: Super Pac-Man, Mappy, Xevious and Dragon Buster among others, Namco Museum Vol. 2 attempts to bring out the titles that patiently sat on the back burner while the stars of the first one performed on the main stage. Unfortunately I feel Namco exerted themselves on the first one and had only a few titles worth playing titles left for this version. It's an okay title if you are buying it to play one or two certain games that you loved when they were new, but the collection will leave even old-time gamers wondering, why?

VISUALS	SOUND	INGENUITY	REPLAY VALUE
3	3	2	7

Shawn

Dain

Crispin

Sushi-X

# Flex Some 16-Bit Muscle



**More Challenges!**  
Face a life and death hunt to locate six Infinity Gems before Thanos. The fate of the world depends on you.



**More Heroes!**  
Master the brute strength of your favorite Super Hero - Spider-Man, Wolverine, Iron Man, Captain America, and the Incredible Hulk.



**More Super-Villains!**  
Battle fiendish hordes assembled by Thanos, including Blackheart, Dr. Doom and the diabolical evil clones of The Thing, Silver Surfer, Vision and a dozen others.



**MARVEL SUPER HEROES™ IN**

**WAR  
OF THE  
GEMS™**

## **FLEX MORE 16-BIT MUSCLE!**

The most powerful collection of Marvel Super Heroes unite to battle a multitude of treacherous villains on your Super NES! It's an incredible action-adventure demanding your skill, cunning and might to defeat the forces of evil and Thanos' quest for power.



# MAKE HASTE.

Blue is back.



## SONIC 3D BLAST

BLUE IS BACK. SONIC'S NEW WORLD IS IN 3D. WHICH MEANS THE LITTLE BLUE GUY HAS A LOT MORE TERRITORY TO COVER THIS TIME. SO PUT IT IN GEAR. THERE ARE FLICKIES TO RESCUE. POWER-UPS TO GRAB. AND MOVES LIKE THE BLAST ATTACK THAT MAKE THIS SONIC THE FASTEST AND WILDEST YOU'VE EVER SEEN.



NEW SONIC GAMES NOW AVAILABLE ON  
GENESIS, GAME GEAR AND PC.

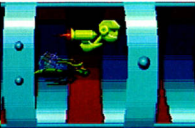
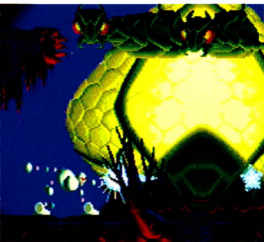
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# OR MAKE WASTE.

## VECTORMAN<sup>™</sup> 2

WITH A LOAD OF NEW MORPHS AND THE MOTHERLODE OF NEW WEAPONS, VECTORMAN NOW HAS EVEN MORE WAYS TO TURN HIS MUTANT INSECT ENEMIES INTO LANDFILL. DO BATTLE AS A SCORPION, A GIANT TICK, OR A RHINO BEETLE. OR JUST DO A TON OF DAMAGE WITH THE FIREBALL, THE BOOT BLAST, OR THE OVERKILL. SPARE NOTHING. SHOOT EVERYTHING.



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PLAYSTATION

## STEEL HARBINGER

MINDSCAPE



MATURE

M

AGES 17+

CATEGORY: ACTION/ADVENTURE

BACK-UP: MEMORY CARD

BEST FEATURE: GLUTEUS MAXIMUS

WORST FEATURE: CINEMAS

ALSO TRY: PROJECT OVERKILL

I'm not sure what to think about this game. At first I thought it was being serious—the alien takeover and the father who desperately wants to save his daughter—but then the other video was just plain silly. Sure, the acting in all of the FMV is some of the worst I've seen in a long time, but the idea of the game is dramatic. There's plenty of blood and guts if that's what you're looking for. The game itself has decent control, although the jumping could be better. The graphics are also decent but still kind of rough. There are actual missions to complete so it's not all gore. Overall, SH is just kind of a silly, bloody and average game.

Big-boobed, flesh-eating zombie heroines? Works for me. Steel Harbinger is one of the better mindless shoot-'em-ups out there. The graphics are really well done, and the animation is as smooth as it needs to be. I didn't like the onslaught of enemies. It is impossible not to get hit by enemy fire often, but the game makes up for it by giving you plenty of health-ups (you can eat corpses for some energy recovery—you don't get to see that everyday). The cinemas were extremely cheesy, though some parts were purposefully done so, giving us comic relief. Overall, it is a nice, long game that should keep you busy.

SH has nearly all the qualities of an awesome action game: solid gameplay, great graphics, a cool plot and excellent sound effects. The only thing it lacks—and this sapped a full point from its overall score—is good control. SH killed my hands. It's just too damn difficult to make your character both walk and shoot the dozens of enemies that appear on screen. Still, you can play the game okay if you pause it every few minutes and shake out your sore hands. SH has 11 enormous levels and plenty of secrets. In fact, most levels will take you at least an hour to explore. You can drive cool vehicles—like tanks and trucks—too.

Let me start off by saying, I really like the star heroine. What a person to save the Earth. The story came by me by surprise as did the amount of sickness and gore in the stages. The action, although somewhat limited, is still great fun. Running wild with projectile weapons and feeding off pieces of a carcass? You bet! And this is only the start. As the game progresses so does the plot perfectly interweaving the action to the story, something not seen very often in video games. SH however is not entirely flawless, but fun for players who like near-mindless destruction and mass gore. But keep in mind, this one isn't for everyone.

VISUALS SOUND INGENUITY REPLAY VALUE

8

6

6

6

PLAYSTATION

## TIME COMMANDO

ACTIVISION



TEEN

T

AGES 13+

CATEGORY: ACTION/ADVENTURE

BACK-UP: PASSWORD

BEST FEATURE: TIME TRAVEL

WORST FEATURE: TOO GOOFY

ALSO TRY: PERFECT WEAAPON

Although the idea behind Time Commando is interesting—traveling in time fighting the population of that time period—the control of the characters while battling is tedious. This is mainly when you're fighting smaller enemies (like spiders, etc.). The backgrounds pan as you move around the level which looks cool but also makes it hard to control at times. The weapons you can obtain from the various eras are very cool (like a club or machine gun). There are a huge amount of enemies to fight, everything from people to animals. The character animations are just hilarious, though they probably aren't supposed to be.

Time Commando sports some of the freshest concepts seen in quite a while. Travel to exotic worlds and visit zany times. I loved the different locales and the weapons that go along with them. (Self plug: See my Next Wave article!) I found the combat to be a pain in the you-know-what to handle. Many enemies are almost impossible to hit in hand-to-hand combat. Ranged combat is mildly better, that is, until you try to reload your guns (forget about it—switch weapons instead). The only real parts of this game that I enjoyed are the backgrounds and the weapons, but I liked them enough to give the game a "worthy" score.

I thought this game was pretty entertaining—but for too many of the wrong reasons. TC is, well, goofy. Your character—who looks a little like he's buck naked—walks with a stiff, silly shuffle through the game's FMV environment. His karate moves look hokey, too, as if the guy doesn't really know any martial arts but is just pretending. Fortunately, most of the bad guys don't look as goofy (except for the angry chimps you fight in the first level). TC does have a cool plot and plenty of levels—and time periods—to explore. These levels are linear, though; they just keep you moving forward from one fight to the next.

I found this game so funny, I couldn't possibly rate it badly. The reaction of the monkeys when you punch them in their lower regions is priceless. Even though the control is less than friendly, I feel this game is good fun for the player who plays it on the easy level and takes it for what it is. The rest of the game includes an interesting plot, and some really fun levels to explore. Items and hidden objects only improve the complexity and allow the serious player to search while looking for items helpful in his journey. Overall, a failed attempt at a challenging video game, but in turn is somehow still mysteriously fun to play.

VISUALS SOUND INGENUITY REPLAY VALUE

7

6

8

6

NEO-GEO

## KING OF FIGHTERS '98

SNK



CATEGORY: FIGHTING

BACK-UP: NONE

BEST FEATURE: NO. OF CHARACTERS

WORST FEATURE: OLD ENGINE

ALSO TRY: KOF '95

King of Fighters '96 is one of those fighting games that's good to have in the old Neo-Geo library. There's 20 or more characters from three different games. It's cool to see them all together, fighting each other. The graphics are bright and colorful—in the style of many SNK fighters. Some of the moves (mainly the throws) seem to take too much energy off, thus making it unfair. But that's okay when you're on the giving end of the throw instead of the painful receiving end. The control pad tends to give your thumb a workout. I suggest using the fighting stick. If you're playing this one at the arcade, this shouldn't matter at all.

I used to be a fan of some of the older Neo-Geo fighters, especially Fatal Fury. So when I saw the first King of Fighters, I was pretty excited. The series has improved, and '96 is the best one yet. This is seriously a great package: 27 fighters! It's too bad the game engine looks archaic. SNK should study the Street Fighter series and at least try to match Capcom's level of quality for 2-D fighters (I'm talking in terms of controls, animation and graphics). The backgrounds are a bit on the noisy side—would've liked simpler scenery. Regardless, this is not the best fighter in the world, but definitely okay or the Neo-Geo.

The KOF Series has always packed more fighters and moves than any other fighting-game franchise (2-D or 3-D), and KOF '96 is no exception. This latest edition features 27 fighters—seven more than KOF '95. As usual, most of the combatants are from other SNK fighting games: two of the new ones are Bosses from Art of Fighting and Fatal Fury. A pair of newcomers is even from Ikari Warriors! KOF '96 plays just as well as the previous installments, which are known for their tight control. Players can now do Air Blocks. In addition to a slew of new moves, Mai is back to her true—shall we say—bouncing form, as well.

This year's entry to the continuing King of Fighters tradition once again proves the Neo-Geo's capability to bring players decent fighting games. Followers of King of Fighters will admire the new characters and the different stages, but I was disappointed with the overall lack of changes. Besides the addition of a few characters, KOF '96 just seems like more of dreaded yearly assignment for the programmers than a chance to push the system even further than the last. SNK needs to look at their marketing strategy for KOF and revise their decisions. It's been time to move on for a while.

VISUALS SOUND INGENUITY REPLAY VALUE

6

5

3

7

Shawn

Dan

Crispin

Sushi-X



# Go for a spin. Or burn up the road.



There are two kinds of people in the world. Those who wear pink. And those who see red. If you're in the second category, you know other racing games just aren't up to speed. So hit the Burning Road.



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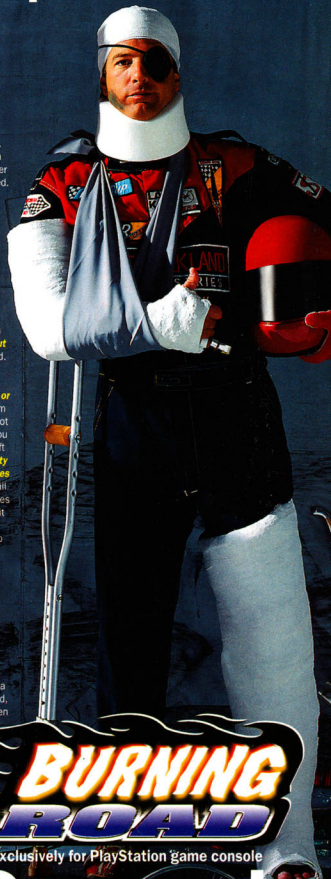


So trash the tutu and strap on a helmet. Because with Burning Road, you're an accident waiting to happen...but not for long.

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## BURNING ROAD

Exclusively for PlayStation game console

# Get Damaged.



**SUPER NES**

**MR. DO!**

**T\*HQ**



**CATEGORY: ARCADE CLASSIC**

**BACK-UP: NONE**

**BEST FEATURE: TWO-PLAYER MODE**

**WORST FEATURE: ONLY ONE TITLE**

**ALSO TRY: MS. PAC-MAN**

The important thing to know about Mr. Do! is that it's just the old Mr. Do!. There's nothing new about it—no new graphics, enemies or levels. But that's okay since Mr. Do! is as fun now as it was back in its heyday. Here's the problem: I haven't heard how much this one is going to be. Let's say it's \$15-20. If that's the case then go for it. If it's \$40-50 then I'd say no way. That's way too much for what you get. The graphics are like the Coleco, four-colored and blocky. The control is tight, but what else is expected? If you're a fan of retro games in general or have been waiting for Mr. Do! to come to the consoles, then this one is a go.

I didn't understand the point of this game when I was a tot, and I don't understand the point of it now. The "action" is redundant and not enjoyable in the least. I don't even like the Two-Player Mode, which is unusual for me, since I'm that social/competitive type of video game guy. I do understand, however, that there are many fans of Mr. Do! in our office and beyond. So go ahead and get this cart if you're one of them, but don't pay more than \$10 for it. If you've never gotten into, or heard of, Mr. Do!, then don't bother giving this decrepit Dig Dug wanna-be a look or a chance. It's just not worth your time to see this eyesore.

I really dig Mr. Do!, but that's because I played the game to death when it was in the arcades way back in the good old days. Yet gamers unfamiliar with the original may not be too crazy about the game—especially once they see its simple graphics and hear its tinny music. Except for a Two-Player Mode and slightly smaller sprites, the Super NES version is a near-perfect copy of the real deal [no great technical feat, considering that the original is more than 15 years old]. It's every bit as fun to play, too. Gamers here to use strategy as well as fast reflexes, since there's more than one way to clear each level. Mr. Do! is adding, too.

As everyone knows by now, I do hold a special place in my heart for the classics, but only if they are done right. Mr. Do! lands in the decent title category as is, but it could have been better. Maybe I'm just pushing too much even for a 16-Bit system, but I was hoping for some new play in this one. Maybe a Mr. Do! Plus or something would have made me happy. But as is, the most important feature that I feel gives the title the best chance of being continually fun is the Two-Player Mode. Fun as this may be however, I don't see any players who aren't Mr. Do! fanatics playing this one for any longer than a few days at best.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
3	3	6	7

**GENESIS**

**SONIC 3D BLAST**

**SEGA OF AMERICA**



**CATEGORY: ACTION**

**BACK-UP: NONE**

**BEST FEATURE: GRAPHICS**

**WORST FEATURE: REPETITIVE**

**ALSO TRY: SPOT GOES TO HW**

I've seen some games on the Genesis that try so hard to be 3-D when the Genesis really can't do it. Sonic 3D Blast isn't necessarily a 3-D game, but it does come as close to 3-D as the Genesis can get. The game plays like any other Sonic game—fast and springy. The graphics look like the other games as well, being bright, cartoony and colorful. The characters almost look rendered. The levels, though having the same type of graphics, do have distinct themes. The Bosses in the game are kind of easy. I like having to retrieve the animals in each level and the various warps make the levels seem huge.

I feel that Sonic 3D Blast can be to the Genesis (almost) what Donkey Kong Country was to the Super NES. Blast has some of the best, most colorful graphics this old machine has ever seen. The action is fast, yet smooth and refined. The levels are a bit too similar in design for my taste, but a couple of them will surprise you. The control takes a little bit of getting used to, but so are most games that are viewed from a three-fourths perspective. I would've liked a map of some sort (I know—Sonic games don't need a map), but the levels are big; I've gotten side-tracked on a couple of occasions. Is this the Genesis' last call?

Silly me—I thought the next time I saw Sonic he'd be in a Saturn game. Oh well, I guess this will do until Sega gets over its fear of Mario and releases Sonic X-TREME. Sonic 3D is a fun enough game, with lots of cool levels and decent, rendered graphics. It's just not nearly as fun as the hedgehog's previous, side-scrolling adventures. The game doesn't hold nearly as many secrets, and it gets repetitive after a while. Still, even though with isometric perspective, Sonic 3D packs most of the things gamers expect from a Sonic game—way-cool bonus levels, bumpers, loops, springs, unusual enemies and the trademark zones.

Converting a 2-D title into the third dimension takes a delicate touch so the fun and action doesn't suffer from a half-thought-out process. Sega put such thought into Sonic 3D Blast and therefore turned it into something worthy of recognition even on a 16-Bit system. I was impressed with the graphics, and although the control doesn't conquer new grounds, it still remains somewhat practical. The most notable thing in S3DB is the classic slew of power-ups and rings waiting for the daring player to grab and use in the giant levels. Sonic has officially adapted to 3-D and has done it in style.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	6	5	6

**GENESIS**

**VECTORMAN 2**

**SEGA OF AMERICA**



**CATEGORY: ACTION**

**BACK-UP: NONE**

**BEST FEATURE: NEW MORPHS**

**WORST FEATURE: SMALLER LEVELS**

**ALSO TRY: VECTORMAN**

There's nothing quite like a good, old-fashioned side-scroller—especially on the Genesis. VectorMan 2 is like the first—good. The "rendered" graphics really make the Genesis seem like a more sophisticated machine. The rotating segments of VectorMan, the parallax backgrounds and all of the action going on in each level makes you realize what "Blast Processing" is all about (chuckle, chuckle). The different morphs VM can become are cool-looking and helps keep the game fresh for repeat plays. The levels are very big, too, allowing VM to continue to the left or right and up or down. Excellent Boss characters.

Arguably, VectorMan 2 can be called the best platform game on the Genesis. It's always been a fact that the best games for a system come out near the end of the system's reign. VectorMan 2 is fun and beats the balls (get it?) of any of its competition. The animation is cool—wait until you see the two-headed snake Boss! The game is not perfect, though. The levels are way dark. I also thought that the game was rather difficult, even on the easy setting, but this is in part due to my rushing around the level, trying to shoot everything that gets in my way. Skip all the licensed, platform games out there and get VectorMan 2.

No surprises here. V2 is just a solid side-scrolling platform game that will keep players busy for a few weekends. Its levels—which include above- and below-ground areas—are huge and allow for a lot of exploration. Although the graphics are rarely outstanding, they're always decent (and often very dark, as well). Boss monsters look especially good. Many are so huge they fill the screen. In fact, most of the game's enemies look pretty cool. What really calls attention to this title, though, is its soundtrack, a booming techno-beat that sounds nothing like the static-ridden music pumped out by most Genesis games.

VectorMan is a half-decent second mascot. His first title gave players a great fast-moving action title with giant levels and all the elements to make it able to be played over and over again. This second release, on the contrary, is a great attempt, but something just seems to be missing. I feel this missing link is the size of the levels: V1 had giant levels that challenged many players just to find the end before time ran out for the character. The levels in V2 on the other hand are shorter than expected. Hopefully they will be lengthened before final release so this way the second version will at least uphold the fame of the first.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	9	5	5

Shawn

Dan

Crispin

Sushi-X

THIS MAN WANTS TO  
SAVE HUMANITY.



**RobotronX.**  
**The Third Dimension Of Excitement.**

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# Next Month

# EGM<sup>2</sup>

Tips, Tricks and Strategies for Home and Arcade

## November 1996

EGM is all over the arcade scenes, and next month we'll bring you the info you crave on the latest arcade games.

Sushi-X and a few of our top strategists are going to the arcade shows to get hands-on experience and give you the real dirt on which ones not only look cool but play good as well.



Tons of arcade coverage from the JAMMA show in Japan and AMOA in Dallas.

Also, EGM will roll out a ton of tips and strategies for the latest batch of fighters that are currently out as well as the ones just hitting the home and arcade markets. Expect to see moves, combos and more in an all-out fighting blowout.

But the coverage doesn't stop there. Lots of other games like Spot, Kain, Tecmo's Deception, Project Overkill, Final Doom and several other surprises will keep you in the know and inform you how to play better.

Fighting Special



All the moves and mayhem for the current fighters like SFA2, MKT, Tobal No. 1, Star Gladiator and X-Men Vs. SF. Plus the latest look at the new fighters Mortal Kombat 4, SF EX, Virtual Fighter 3, SF3 and more...



Mortal Mania is here! Tons of moves, combos and strategy for MKT on the N64 and the PS as well as the Super NES and Genesis versions of UMK3.

# ELECTRONIC GAMING MONTHLY

## December 1996

The EGM editors are in the air trying to gather the latest update on the new arcade sequels that we broke in our November issue. Look for more exclusive information, pictures and interviews.

The Nintendo 64 is in the stores and Trickman is already flooded with tons of new Super Mario 64 and PilotWings 64 tricks. Don't miss it!

In Team EGM our editors plan on getting a first look at EA's newest '97 sports games. Watch for our previews.

Our Review Crew is already tearing into MK Trilogy for the PlayStation. Next issue they'll



The Review Crew puts MK Trilogy to the test... Will it live up to its reputation?

tell you if it lives up to its reputation, or if gamers should save their cash for something else.

Finally, watch for our holiday shopper's guide where our editors tell all about what is hot and what is not.

FEATURE STORY



The EGM editors will be back on the road in pursuit of the latest updates on Street Fighter III, Tekken 3, Mortal Kombat 4 and others!



Watch for our holiday shopper's guide for the only honest opinion as to what games and peripherals are really worth getting.

# Reach out and crush someone.

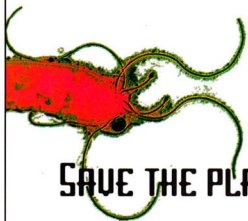
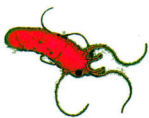
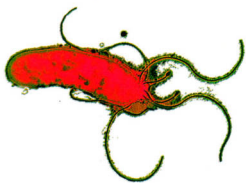
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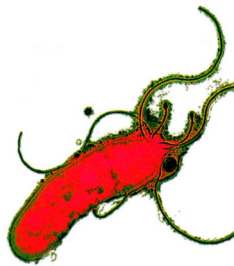
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Hold on tight, this ain't no joyride. It's up to you to wipe the life-mutating Machine Head virus off the face of this zombie-infested planet. Equipped with a bombful of futuristic weapons, you have exactly fifteen missions to annihilate each and every one of the putrefied mutants. And then face the viral villain himself in the mother of all showdowns. So don't just sit there. Your bomb is waiting.

**MACHINE  
HEAD**

# MY TRIP TO SEATTLE

By CRASH BANDICOOT™



1. HERE'S ME DRIVING.



4. HERE'S ME SHOWING OFF MY GAMES  
REAL-TIME 3-D WORLD WITH  
ITS LUSH, ORGANIC ENVIRONMENTS,  
TONS OF OBSTACLES, SECRET PATHWAYS  
AND BONUS LEVELS. OUTSIDE OF  
NINTENDO® HEADQUARTERS.



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THE PREMISES. BY SECURITY.

For game hints call 1-900-933-SONY(7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOT E is a trademark of Sony Interactive Entertainment Inc. "Crash Bandicoot" and the Crash Bandicoot logo are trademarks and copyrighted properties of Universal Interactive Studios, Inc. © 1996 Universal Interactive Studios, Inc. Source Code © 1996 Naughty Dog, Inc. Nintendo is a registered trademark of Nintendo of America Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screen shots are actual game screens taken from monitors. [www.sony.com](http://www.sony.com).





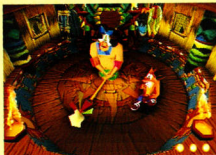


2. HERE'S ME AT THE SPACE NEEDLE.



3. HERE'S ME WITH SOME OF THE GALS AT SEATTLE SLIM'S.

MY GAME →



**Crash Bandicoot™**

Sony's long-awaited entry into the platform game arena. You've never experienced anything quite as sensational as this fully animated cartoon world coming to life. It's flooded with obstacles, enormous levels, unbelievable graphics, detailed real-time lighting, amazing music and sound effects. Packed full of solid gameplay, hidden bonus levels, secret pathways and fiendish traps, this is the "must-have" game of the year. Travel in real time across 3D worlds in over 30 levels of intriguing gameplay with thousands of frames of animation! Interact with hilarious, fully rendered 3D cartoon-animated characters. It's packed with all the classic features of a character-based action game combined with solid controls.

**PlayStation**



MY LOGOS



# OF THE TRICKS TRADE

## TRICKMAN TERRY GIVES THANKS FOR HIS LOYAL READERS!

It's that time of year again, when the weather turns colder and families prepare to gather for the Thanksgiving feast and fellowship. Trickman Terry is thankful this year for his loyal readers who send him the best codes and cheats for the most awesome console systems. Now that the new software has hit the shelves, as well as new systems, Terry is doubly thankful that there is a plethora of games to try, buy and find tricks on for the next issue. Unfortunately, the Trickmeister's brain is starting to get that old, familiar tingle. (It most likely means that it's about to go on the frizt again!) We're not sure how much longer it will last until the cold settles in on Terry's head. So, hurry and send your tricks, codes, cheats and FAQs, and more to:

**Tricks of the Trade**  
1920 Highland Avenue, #222  
Lombard, IL 60148

or send e-mail to:  
**egmtricks@mcs.com**

While Terry eats his leftover Thanksgiving Spam for lunch, he'll most likely be reading the trickmail. If your trick is chosen, you'll get your name printed in a future issue of this awesome magazine and we'll also send you a FREE game for the system\* of your choice! Gaze at the tiny text below for details on the free stuff. *Make sure if you send e-mail that you include your real name, address, city, state and zip code.*

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## TRICK OF THE MONTH SIMCITY 2000

SYSTEM: PlayStation PUBLISHER: Maxis



Start a new city or choose to load a previously saved one.

Either choose to load a city or start a new one. In the game, go to the City Info icon then access the Budget icon (dollar sign). On the Budget Screen, press and hold R1. Press X, Circle, Triangle. Square then release R1. Next, press and hold L1. Press X, Circle, Triangle, Square then release L1. Press and hold R2. Press X, Circle, Triangle, Square then release R2. Press X, Square, Triangle, Circle as you release L2. As soon as they



Go to the City Info icon and move up to the Budget icon.



You'll have \$1 million to spend anyway you'd like on your city! do this, you'll hear a cheer! Check your finances and you'll have \$1 million!

Steve Rokey  
Des Moines, IA



At the Budget Screen, do the trick. You will hear a cheer!

### CHEAT SHEET

**INSTANT \$1 MILLION**

**POWER TRIP**

Load a city or start a new one. Access the Budget icon under the City Info icon. In the Budget Screen, do the code as shown. You'll hear the crowd cheer and you will be rewarded with \$1 million!

## SCORE BIG WITH A CONTROLLER FROM INTERACT ACCESSORIES AND EGM!

Everyone who sends in tricks to the Trickman has a chance to win the Interact accessory of his/her choice for one of the following systems: PlayStation, Saturn, 3DO, Super NES, Genesis, Game Boy or Game Gear! If you send in a great trick, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! Contests like this are only found in the Biggest and Best Video Game Mag, *Electronic Gaming Monthly!*



OFFICIAL RULES AND CONDITIONS: 1. The Publisher reserves the purchase or payment of any money is necessary to enter. To enter the contest, and your name and address including your city, state, and zip code in a letter containing your best trick and mail it to: Tricks of the Trade, 1920 Highland Avenue, Suite 202, Lombard, Illinois 60148. One entry per household. All entries must be hand-delivered. Handwritten submissions will not be accepted. Entries must be received by November 15, 1998. Sponsor assumes no responsibility for lost, stolen, late, illegible, incomplete, postage due, or misdirected entries. 2. EGM Publishing Company reserves the right to cancel the contest at any time with adequate notice. 3. Winner's Name will be published in our city's magazine, weekly, monthly, and in EGM and will be at least 18 years old by the Judge. The Judge will be from the 2000 EGM Publishing Company and their decision is final. Nominations and all entry payments may result in disqualification. 4. Winner will receive a \$1000 cash prize from the EGM Publishing Company and will not be reimbursed for any expenses. 5. Prizes are given to the person who is named by the contest and appear their names. 6. Prizes: Each Winner shall be awarded one of the following prizes: (1) INTERACT (2) SUPER NES (3) GAME BOY (4) GAME GEAR (5) 3DO (6) SATURN (7) 3DO (8) PLAYSTATION (9) All prizes are selected by a Publications Committee. The final selection is subject to the discretion of the publisher and will not be awarded. Prizes must be accepted by the winner within 30 days of the date of the contest. 7. Winner's Name and address for publicity purposes by Sponsor and other agencies. Employees of Sponsor and their affiliates are not eligible. 8. EGM Publishing Company or Interact Accessories Inc., or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, fees, or other expenses that contestant might incur and a total of the contest or award of prize. All final rules and contest rules are the sole responsibility of the Publications Committee. 9. Prizes must be used by the date of the contest or the prize will be forfeited and the winner will be required to sign the game or game system. 10. Reservations: Trick above published or submitted by law. All trademarks, names, and logos are registered. 11. Sponsor: Contest sponsored by EGM Publishing Company and Interact Accessories (E.A.). Copyright © 1998 EGM Publishing Company. EGM, INTERACT, SUPER NES, GAME BOY, GAME GEAR, SATURN, 3DO, and PlayStation are trademarks of their respective owners. EGM, Inc.

# VIRTUA FIGHTER KIDS

SYSTEM: Saturn

PUBLISHER: Sega

## CHEAT SHEET

### DURALS, WIREFRAME, ETC.

**POWER TRIP**  
Refer to the methods below and the pictures shown to get three different Durals, a Wireframe Mode and to choose different camera angles for this game.

These tricks will give you some incredible options to make Virtua Fighter Kids even more fun!

**Play as Dural:** On the Character Selection Screen, highlight Akira and press Down, Up, Right, A+Left.

**Play as Gold Dural:** On the Character Selection Screen, highlight Akira and press Down, Up, Left, A+Right.

**Play as Fish Head Dural:** On the Character Selection Screen, input the Dural code then press and hold button C when you choose between Normal and Kids Mode.

**Wireframe Mode:** Hold the top L button while selecting a character and hold it until the match begins. You'll get a first-person Wireframe Mode.

**Select Camera Angles:** Choose Viewing Mode from the Mode Select Screen. While watching, press X to get a random angle. Then press any other button for more angles.

### PLAYER SELECT 17



Highlight Akira and do the code with controller one.

### PLAYER SELECT 13



Dural will appear in the Profile Box if you did it correctly.

### PLAYER SELECT 65



To get a gold Dural, do the code a little differently.



For Fish Head Dural, do the code and hold button C.

### PLAYER SELECT 09



When choosing a player, hold the L button until the match.



Once you do this, you're in first-person Wireframe Model

### MODE SELECT



Pick Viewing Mode then go into the match.



Press the X button then others for different angles.

# TRICKS OF THE TRADE KILLER CODES

## GAME SHARK CODES



—by Interact Accessories  
PlayStation Codes

These passwords are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

### Tekken 2—

Infinite Health P1:  
800A3666 006E  
800D09EA 006E  
Infinite Health P2:  
800A3676 006E  
800D1BF2 006E

### Tokyo Highway Battle—

Infinite Funds:  
8006DEB CFFF

### NFL QB Club '97—

Home Scores 0:  
800D14C6 0000  
Away Scores 0:  
800D3ACA 0000

### Bogey: Dead 6—

Infinite Credits:  
801C29C2 0005  
Infinite Sidewinders:  
800BC684 0064  
Infinite Maverick Missiles:  
800BC68A 0064  
Infinite Fuel:  
80081712 2F61

(continued on 100)

# NAMCO MUSEUM VOL. 1

SYSTEM: PlayStation

PUBLISHER: Namco

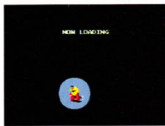
## CHEAT SHEET

### LOADING TRICK

#### POWER TRIP

At the Now Loading Screen, press any of the buttons on the pad rapidly and Pac-Man will run faster.

Are you tired of waiting for those long loading screens to go away in your PlayStation games? Well, at least Namco allows you to pass the time in their collection of oldies. At the Now Loading Screen, Pac-Man will be running across the screen. Simply press any of the buttons rapidly to make him go faster.



Press any of the buttons on the pad to make him speed up.

## KILLER CODES

### GAME SHARK CODES (CONTINUED)

—by Interact Accessories

(PlayStation Codes Continued)

#### Star Fighter—

Infinite ATG Missiles:  
80166B7C 000A  
Infinite ATA Missiles:  
80166B80 000A  
Infinite Armor:  
801051DC 0080  
Infinite Multimissiles:  
80166B8C 0009  
Infinite Beam Lasers:  
80166B88 03E7  
Infinite Mines:  
80166B90 03E7  
Infinite Mega-Bombs:  
80166B84 03E7

#### Saturn Codes

These passwords are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

#### Alien Trilogy—

Master Code:  
F6000914 C305  
B6002800 0000  
Auto Mapper:  
1606CE26 0084  
Shotgun Shells:  
1606CE32 0028  
Shotgun:  
1605AAFE 003C  
Infinite Batteries:  
1606CE42 0001  
Infinite Charges:  
1606CE40 0002  
Acid Vest:  
1606CE2A 0064  
Pulse Rifle:  
1605AB02 0001

(continued on 104)

# SUPER MARIO 64

SYSTEM: Nintendo 64

PUBLISHER: Nintendo

## CHEAT SHEET

### FACE DISTORT

#### POWER TRIP

When Mario appears, press A to get the hand. Grab a part of Mario's face with the A button and stretch it. To keep it there, press and hold the R button.



Grab Mario with the hand. Stretch parts of his face by holding button A. Hold L button to keep it.



To get Mario really distorted, press the B button to put him in the distance. Distort him and press B to bring him to the front.

This weird little trick doesn't give you an advantage in the game, but it is a fun time waster! After the Title Screen passes, Mario's face will appear. Now press the A button and a hand will appear. Move the hand with the joystick to his nose, ears, moustache, mouth or hat and press and hold the A button. You can grab these parts of Mario's face and stretch them. To keep them in place, press and hold the top R button and let go of button A. You can make some funny distortions with Mario's face this way!

# TETRIS ATTACK

SYSTEM: Super Nintendo

PUBLISHER: Nintendo

In the One-player Mode, you can play as the characters when you free them! Choose the One-player Vs. Mode and start a new game. You must

win the match against Lakitu. When the cinema shows that he is free, press and hold X and Y simultaneously. Keep holding it until you get a Selection Screen with Yoshi and Lakitu. You may now choose and play as him! Keep doing this as you free your friends for more characters!

**Hannibal People; Plainfield, NJ**

## CHEAT SHEET

### PLAY AS FREED CHARACTERS

#### POWER TRIP

After defeating Lakitu in Vs. Mode, press and hold X and Y at the same time until a Selection Menu appears. You may now choose to play freed characters.



Doing the trick will give you access to Lakitu as well as Yoshi.



In One-player Vs. Mode, you must defeat the first stage with Lakitu.



Keep doing this trick to play as more freed characters.



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-COMPUTER ENTERTAINMENT NEWS

"THB WILL DELIGHT GEAR-HEADS AND RACING FANS ALIKE"  
-GAME INFORMER

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SPEED DEMON...



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New WipeOut XL.



## KILLER CODES

### GAME SHARK CODES (CONTINUED)

—by Interact Accessories

(Saturn Codes Continued)

#### Alien Trilogy—

Master Code:  
F6000914 C305  
B6002800 0000  
Pulse Rifle Ammo:  
1606CE34 0040  
Infinite Grenades:  
1606CE38 0005

#### Impact Racing—

Master Code:  
F6000914 C305  
B6002800 0000  
Infinite Mines:  
160DC19E 0063  
Quad Laser:  
160DC1B6 6404  
Lasers Never Overheat:  
10245712 0000  
Missile Launcher:  
160DC18C 0100  
Infinite Missiles:  
160DC196 0063

#### Star Fighter—

Master Code:  
F6000914 C305  
B6002800 0000  
Infinite ATG Missiles:  
160BF4EE 03E7  
Infinite ATA Missiles:  
160BF4F2 03E7  
Infinite Mega-bombs:  
160BF4F6 03E7  
Infinite Beam Lasers:  
160BF4FA 03E7  
Infinite Multimissiles:  
160BF4FB 03E7  
Infinite Mines:  
160BF502 03E7  
Infinite Armor:  
1608330A 0040

#### Virtua Fighter Kids—

Master Code:  
F6000914 C305  
B6002800 0000

(continued on 108)

# STARBLADE ALPHA

SYSTEM: **PlayStation**

PUBLISHER: **Namco**

## CHEAT SHEET

### RAPID-FIRE LASER

#### POWER TRIP

Enter Up, Up, Down, Down, Circle, Triangle, Square while the letters are coming together.

When at the Main Title Screen, enter the code: Up, Up, Down, Down, Circle, Triangle, Square while the title letters are flying together. You will hear a low BOOM sound, if done correctly. Then begin your game and press the X button to access the rapid-fire laser. Your enemies will be no match for you now!



Enter the code, begin the game and hold the X button.

# DECATHLETE

SYSTEM: **Saturn**

PUBLISHER: **Sega**

## CHEAT SHEET

### BLIMP TRICK

#### POWER TRIP

When the blimp appears over your player's head, press and hold the L button to turn it in any direction you want. You can do this in any stage the blimp is on.

This trick will let you steer the blimp that appears in the distance, over your decathlete's head. When you're in an

event (such as shotput), and the blimp is in sight, just press and hold the L button.

**Nelson Wilder; Orange City, FL**



Before an event, you'll see the blimp flying overhead.



Press and hold the top L button to steer the blimp around!

# DESCENT

SYSTEM: **PlayStation**

PUBLISHER: **Interplay**

## CHEAT SHEET

### CLOAK, FULL SHIELDS

#### POWER TRIP

These codes will help your ship go undetected by the enemy, and recharge the shields to full after being hit too many times. You will have the advantage.

**Cloaking Device:** Triangle, Square, X, Circle, Square, X, Circle, Triangle, X, Square, X, Triangle.

**Full Shields:** Triangle, Triangle, X, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, X

—via the Internet



Do the code for shields, and they will be recharged to full.



Put in the code for cloaking and you won't be detected by...



...enemies unless you fire at them. It's a good sneak attack.

Try these codes to give you an advantage over your enemies. Enter them in the middle of any game (don't pause or they will not work):



They learned  
everything from  
their parents.  
Except respect.



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The next Virtua Fighter generation has been born. Trouble is, somebody forgot to teach them how to be nice little boys and girls. These kids kick. They smash. They nail combinations their VF parents can't, and would probably never approve of. But don't worry. The only spankings in this game will come in the form of well-placed body slams. And when it's all over, you'll have the privilege of saying you slapped around some pint-sized punk.

*Virtua Fighter*  
**Kids**

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PRO-WRESTLING MOVE NO. 28



THE MAFIA KICK

PRO-WRESTLING MOVE NO. 42



THE PILE-DRIVER

PRO-WRESTLING MOVE NO. 12



THE POWER SLAM

PRO-WRESTLING MOVE NO. 29



THE TOP ROPE FRANKENSTEINER

# POWER MOVE PRO WRESTLING™

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## KILLER CODES

### GAME SHARK CODES (CONTINUED)

—by Interact Accessories

(Saturn Codes Continued)

#### Virtua Fighter Kids—

Master Code:  
F6000914 C305  
B6002800 0000  
Infinite Health Player One:  
16045974 00A0  
Infinite Health Player Two:  
16046A74 00A0

#### World Series Baseball 2—

Master Code:  
F6000914 C305  
B6002800 0000  
Home Team Wins:  
160F419A 0032  
Away Team Wins:  
160F41BA 0032

### DIE HARD TRILOGY

—by Fox Interactive for PlayStation

There are more than enough tricks in this game, so be on the lookout for even more in the future! For now, here's a great trick to access a special weapon that will cover more ground than that pistol—a Beretta!

To pull this one off, you will have to jump to the second game, Die Hard 2. When this game begins, a helicopter will come in from the left. Before it gets a chance to fly away, continuously shoot at it. You will have to reload a few times, but it will work. After it explodes, the Beretta will drop and be yours for the taking. Now, you will have twice the firepower to make your mission a little easier!

# SUPER MARIO 64

SYSTEM: Nintendo 64

PUBLISHER: Nintendo

## CHEAT SHEET

### GLITCHY ROOM

NOT

#### POWER TRIP

Look at the methods below and the pictures shown to get a glitchy room in Super Mario 64. If you don't find the glitch the first time you run up the tower, keep trying.

This is one heck of a glitch in Super Mario 64! Follow the pictures to find out what you should do to get it. It is difficult to get the hang of at first, so don't give up too early!



When you have 120 stars, find the cannon outside the castle. Get in and launch yourself toward the third level rooftop.

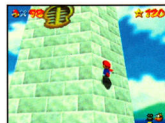


Find Yoshi on the roof, and you'll get 100 lives from him.

Find the wings in this exclamation box and go left.



Run up the slope of the third rooftop and face away from the castle. Do a Triple Jump and fly right. You'll land on the second rooftop. Go to the side of the roof shown in the picture.



Now run up the side of the tower as shown. At some point, you will fall through the tower and into the castle. You will land in a room that is totally glitched. (Hint: A Backflip will get you out.)

## BOGEY: DEAD 6

SYSTEM: PlayStation

PUBLISHER: Sony Computer Ent.

## CHEAT SHEET

### TIMER TRICK

NOT

#### POWER TRIP

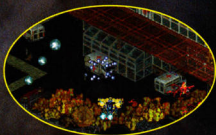
At the Now Loading Screen before the mission starts, press and hold the buttons as shown to the right.

Use this code to add time to the clock. When the Now Loading Screen appears (after the plane and Weapon Selection Screens, but before the mission starts), press and hold buttons: L1, L2, R1, R2, X, Circle, Triangle, Square and Left. Keep buttons held until you begin the mission for an increase to 999 seconds!



Do the code, and you'll notice that the time has increased.

You are here



TO SAVE MANKIND FROM IMMINENT DESTRUCTION,  
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.  
WE EXPECT YOU TO BE IN THREE.

... and here



... and here.

**BEDLAM™**

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## THE HIVE

KILLER  
CODESSKELETON  
WARRIORS

—by Playmates Interactive  
for Saturn

Anywhere within the game, press the Start button to pause. At this point you can enter any of the following codes:

**Infinite Lives:** B, A, Down, B, A, Left, Down, Right, Y, Up.

**Infinite Crystals:** Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y.

**Invincibility:** C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y.



When finished entering a code, press Start again to unpause and you should see the results on the left-hand corner of the screen, except Invincibility. You should be able to figure out if you're invincible soon enough!

## PILOTWINGS 64

—by Nintendo  
for Nintendo 64

When flying around in PilotWings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a...

(continued on p. 112)

SYSTEM: PlayStation PUBLISHER: Trimark Interactive

## CHEAT SHEET

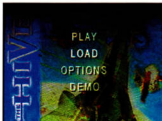
## SCENE CODES

## POWER TRIP

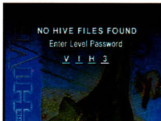
At the Main Menu, choose to load a game. When the game says, "No Hive Files Found," you may enter a scene's password as shown.

Here are the passwords for The Hive. At the Main Menu, choose the Load Option. When the game tells you that it can't find any files, the Password Option will appear. Enter any one of the codes for the scenes as shown below:

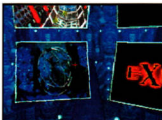
Scene 02: IV73  
Scene 03: AMQ3  
Scene 04: NGH3  
Scene 05: ZN03  
Scene 06: WVQ3  
Scene 07: HC13  
Scene 08: 1EZ3  
Scene 09: UVM3  
Scene 10: TZ93



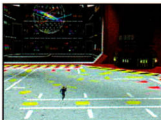
On the Main Menu Screen, choose the Load Option.



Enter any level password when this message is on the screen.



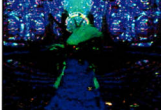
The "room of scenes" will give you access to the levels.



Once you choose a scene, you will be able to play that level.

Scene 11: U6Q3  
Scene 12: 2QJ3  
Scene 13: KLS3  
Scene 14: 2XS3  
Scene 15: 81H3  
Scene 16: 8HU3  
Scene 17: J5V3  
Scene 18: VIH3

Alan Cain  
Castleton, VT



Even Scene 18 will be available for you to try to conquer.

## ROBO PIT

SYSTEM: PlayStation PUBLISHER: Kokopeli

This trick will give you a stage select where you can fight on the stage of your choice.

To do this, go to the Main

Menu. Now press and hold L1, L2, R1 and R2. While holding these, press Select. A message will appear in the upper-right corner with the stage number. Press Left or Right on the pad to get the stage you want.

John McGregor  
State College, PA

## CHEAT SHEET

## STAGE SELECT

## POWER TRIP

On the Main Menu Screen, press and hold L1, L2, R1 and R2. While holding these, press Select. A Stage Select Option will appear in the upper-right corner.



A Stage Select Option will appear in the upper-right!



At the Menu Screen, hold all four top buttons and press Select.



Now you can begin your fight in the stage of your choice.

# ROBO PIT

SYSTEM: PlayStation PUBLISHER: Kokopeli

## CHEAT SHEET

### FIGHT ZIO GIGAS

#### POWER TRIP

At the Main Menu access the Password Screen and enter the code as shown. You'll be in the number-one position and will be fighting against ZIO GIGAS!

This incredible trick will put you in the number-one position in the tournament, allowing you to fight Zio Gigas. From the Menu Screen, move to the Password Option. Enter the password as shown with the upper and lower case letters:

X9yI470MUGWNGXXkX  
fPX3Xn3jYWWWaXXdO

Once you do this, you will be upgraded with the best equipment, and you will be able to access all of the different arms



When you're at the Password Screen, input the long code as shown here.



You will be in the number-one position and will be able to fight Zio Gigas!

in the game. Fighting Zio Gigas is no easy task. He hits hard and can kill you in a matter of seconds!

Wayne C. Mumford  
Louisville, KY

# DESCENT

SYSTEM: PlayStation PUBLISHER: Interplay

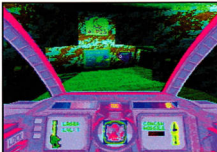
## CHEAT SHEET

### FREAKY COLORS

#### POWER TRIP

In the game press Square, Triangle, Circle, Square, Square, Triangle, Circle, Circle, Square, Triangle, Square, X, Triangle, X, Square, Triangle.

This rather odd trick will allow you to change the colors in Descent. While playing, enter Square, Triangle, Circle, Square,



Whoah! Jam on some heavy metal, bang your head and play the game this way!

Square, Triangle, Circle, Circle, Square, Triangle, Square, X, Triangle, X, Square, Triangle. You can repeat this code for some different colors each time.

Jim Matya  
Yorba Linda, CA

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reason #: 3094

MAKES  
OLD  
PEOPLE  
GRUMBLE  
AND  
SHAKE  
THEIR  
HEADS

splatter your PS

## KILLER CODES

### PILOTWINGS 64 (CONTINUED)

—by Nintendo for Nintendo 64

...greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end.

If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!



### SIMCITY 2000

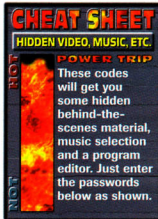
—by Maxis for PlayStation

This trick will let you play a slot machine and get some cool prizes. First, begin a new game and go to the Recreation icon (the one with the balloons). Access this icon and move over to the Marina (the icon with the sailboat). Choose the Marina then place it on the map near a body of water. Go to the...

(continued on p. 114)

# GAME GURU

SYSTEM: 3DO PUBLISHER: Studio 3DO



On the Main Menu Screen, pick "Enter Code." Select the GameGuru.CFG file and a Code Screen will then appear. From here, enter any of these codes for various results.

#### Hidden Video

**IHAVETHEVIDEO2:** This password will give you a behind-the-scenes tour of the Symbiosis workplace. Check out all of their cool electronic gear. (Don't these people buy furniture?)

#### Music Selection

**SONG2:** (You may replace the two with any number up to eight.) This will change the background music while working with the Game Guru.

#### Advanced Programming Mode

**IHAVETHEPOWER:** Read the Warning Screen before you go on. This is a hex editor for advanced programmers. To get things back to normal, pick "File Related" from the menu and delete the GameGuru.CFG file. Then reboot the 3DO.



At the Main Menu, choose the Enter Code Option.



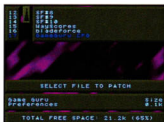
Enter the password here: IHAVETHEVIDEO2. Press C.



Enter the password here: SONG2 (or any number through eight).



It will bring you to a programming editor which can majorly mess up your files if you're not careful. Use at your own risk!



Select the GameGuru.CFG file from the available list.



You'll see a video of the Symbiosis Media workplace!



If you're feeling daring enough, enter this password!



# LEMMINGS 3D

SYSTEM: PlayStation PUBLISHER: Psygnosis



To access a Hidden Level Select Screen, select the Password Option. At the Password Screen, enter: **LAMPWICK.** If entered correctly, "Password Correct" will appear. Select the difficulty you wish to play. After you choose Play, you will be taken to the screen full of levels (up to 80) to choose from!



Enter the password and you will get the Level Select Screen!



# EARTHWORM JIM 2

SYSTEM: Saturn PUBLISHER: Playmates Interactive

## CHEAT SHEET

### INFINITE LIVES AND ENERGY

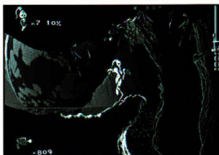
#### POWER TRIP

Within any part of the game, press Start to pause. Enter the codes shown to increase your lives and energy. Then unpause and continue.

Here are a couple of helpful codes to enter within a game in order to boost up Earthworm Jim's energy and lives. To do this, just press the Start button on controller one to pause the game and enter:

Left, A, Z, Y, Down, A, Y, Down to increase your Energy and Y, A, Right, Down, Down, A, Left, Right to increase your number of lives.

Your energy should increase to 100 percent and lives will max out at nine!



Pause the game and enter the energy code. Then unpause the game.



You will notice that your energy has increased to 100 percent!

You will still lose life and energy. But when this happens, just enter the codes in again, as before. Therefore, your energy and life is infinite!

# GUN GRIFFON

SYSTEM: Saturn PUBLISHER: Sega

## CHEAT SHEET

### INFINITE JUMPS

#### POWER TRIP

At the Main Title Screen, press Up, Right, Down, Left, Z, Start. You will be granted infinite jumps. If done correctly, your meter will not go down.

Just in case you got caught on the ground with no more jumps on your meter, here's a code to change that! The



Now you don't have to be a sitting duck anymore. Your meter will not go down.

Infinite Jumping code, once entered, will grant you endless jumping ability within your next game. When you are at the Main Title Screen, just enter: Up, Right, Down, Left, Z and Start. Now begin your game, and you will notice that the meter will no longer go down!

RELOADED  
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reason #: 60341

BOUNCA  
will  
let  
You  
play

with His

tripple

barrelled

shot

gun

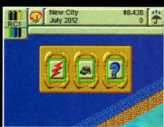
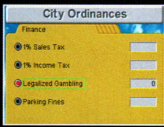
the hard core sequel

# KILLER CODES

## SIMCITY 2000 (CONTINUED)

—by Maxxis for Saturn

...Budget icon (dollar sign) and turn on the Legalized Gambling Option underneath the City Ordinances Menu. Now go back and find the sailboat. Use the Query tool to highlight the boat. Once you highlight it, press the top L button on the controller. You will now get a slot machine to appear in the middle of the screen. Press the C button to stop each column from spinning. It costs \$100 each time you play. You can gain a plethora of prizes ranging from a tornado to power plant renewal.



Using this trick, you can gamble for your purchases; good or bad.

# NEED FOR SPEED

SYSTEM: Saturn

PUBLISHER: Electronic Arts



The same codes for the PlayStation version of this game also work on the Saturn version! In the Race Type Menu, choose Tournament. Pick the Pascode Option and enter TSYBNS. Press button A. Go back to Race Type and choose a different one (like Head-to-Head). At the Race Location Screen, scroll through until you find the hidden track, Lost Vegas. With this location highlighted, hold the top L and R buttons for Lost Rally (Rally Mode). At the Vehicle Selection Screen, highlight any car and press and hold the top L and R



Select Tournament and enter the password TSYBNS.



Scroll through the locations until you find Lost Vegas!



Go back and choose another Race Type, such as Head-to-Head.



When choosing a vehicle, hold L and R for the warrior car.

buttons. You will see the Warrior car! Choose it for an incredibly fast ride! Also, if you go back to Race Type, highlight the Head-to-Head Option and press and hold the top L and R buttons. This will give you No Mercy Mode (no cops or traffic).

Alan Cain  
Castleton, VT



For No Mercy, highlight Head-to-Head and hold L and R.

# NAMCO MUSEUM VOL. 2

SYSTEM: PlayStation

PUBLISHER: Namco



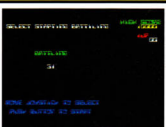
This code is for the game GROBDA within the Namco Museum Vol. 2 CD. This trick will allow you to select your starting stage. When the GROBDA Title Screen



At the GROBDA Title Screen, hold all of the top buttons.

appears, press and hold L1, L2, R1 and R2. With these held, press Start. In the middle of the screen, you will see a Battle Selection Screen. Use the pad to change the number then press a button to start at that stage!

Timi Ito  
Gardena, CA



After pressing Start, you'll get a Battle Selection Screen.



Choose your starting battle and you'll begin there when you play!

\*This trick was done on a reproduction version of the game and is subject to change.

# SKELETON WARRIORS

SYSTEM: PlayStation PUBLISHER: Playmates Interactive

## CHEAT SHEET

### VARIOUS CHEATS

#### POWER TRIP

These codes will help you start at a new level and give you unlimited Heart Stones to help defeat your foes. Just follow the instructions below to see each result.

The Level Select code can be accessed by going into the Options Menu and setting your next game to Easy Mode. When in the game press Start to pause and enter the code: Triangle, Circle, Circle, Left, Circle, Up, Down. After this, unpause and hold the Start and Select buttons to bring yourself back to the Title Screen. Go into the Options Menu and you should notice that there is a new option at the top of the menu, which displays a Level Select! To gain



Do the code and go back into the options. You will notice a level select!



Do the Heart Stone code and you will see your Heart Stones increase to 80!

Unlimited Heart Stones, press Start to pause within the game. Enter the code: Left, Up, X, Square, Up, Down, Square. Then unpause. If done correctly, your Heart Stones will increase to 80!

# LEMMINGS 3D

SYSTEM: PlayStation PUBLISHER: Psygnosis

## CHEAT SHEET

### LEMMINGS MOVIES

#### POWER TRIP

Choose the "Codes" Option from the Main Menu and enter any one of the passwords shown to play a movie sequence without playing the game!

To see the full-motion scenes automatically, choose "Codes" from the Main Menu on the Title Screen



Enter the password of your choice to see the video sequence; even the end.

and enter the following passwords:

**SPACEAAA**-Space Movie  
**EGYPTAAA**-Egyptian Movie  
**ARMYAAAA**-Army Movie  
**MAZEAAAA**-Ending Movie

RELOADED  
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reason #: 592

BECAUSE

YOU

ALREADY

GOT

MILK



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# TWISTED METAL 2

**T**

his time around Twisted Metal is heavy on story line. That's why *EGM* wants to take some time and really introduce gamers to the whole Twisted Metal 2 crew. We're not talking programmers and producers here, we're talking about the characters and levels of the game. Last issue, gamers caught a glimpse of what the cars looked like and read a bit of text on each. The issue before that provided an early preview. This time around *EGM* is blowing out each character, including his/her story, his/her special powers and *EGM's* opinion on the pros and cons of each character. This story will also provide a quick peek at the



levels of the game. The levels shown are the ones that are selectable. There are rumors that there are more than one secret level to find, though. Keep an eye on *EGM* for updates on any and all secrets about Twisted Metal 2.

First, let's delve into the story behind the game. The evil mastermind of the Twisted Metal tournament (the same as in the first game), Calypso, has taken his sadistic game to a worldwide scale. Calypso is the living embodiment of evil.



Some think of him as the devil himself and his track record—devastated cities, plenty of destructive weapons and the death surrounding the Twisted Metal tournament—goes along with it well. However, he's more like the devil's sidekick... what a job!

The new tournament has the characters of the game plotted against each other, fighting through level after level ultimately winning a single wish from Calypso. But the players of the tournament are human and with that comes error. Often they don't really think about what they need and only ask for what they want.

We'll have to see if the World Tour of Twisted Metal 2 will be any different—if the characters are smart enough to outsmart the evil Calypso. The drivers

have nothing against each other, it's just that they need to get the wish so they need to win—by any means necessary.

Each of the drivers, some new to the Twisted world, has his/her own reason for being in the tournament. Some are in it for revenge, others want to become rulers of the world and still others want to leave this world. Some drivers' motives are dark

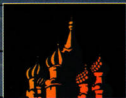






### The Ruins of L.A.

The place to be in the first Twisted Metal. This time the destruction caused by Calypso is evident. Look in the distance to see the Hollywood sign. Maybe gamers will get a glimpse of it blowing up? Destroy the small buildings for goodies like homing missiles.



### Moscow

Right smack-dab in the middle of a giant satellite dish. Since it's a small arena, be careful of the enemy below or behind. For added fun, find the remote detonator and blow up the middle area of the dish. Before blowing it up, look for the power-ups in the center.



### Paris

Last month we told you about the Eiffel Tower. In case you missed it, a well-placed detonator at its base can topple it, leaving the rooftops and the power-ups on the roofs available for those fast enough to get there. Also look in the museum for extra Health icons.



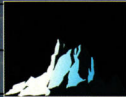
### Amazonia

If there's one thing we've all learned from Twisted Metal 2, it's that lava and cars do not mix. This arena is huge and has some hidden areas underneath. Keep an eye out for the flaming clown head on one of the temples. Could there be something behind it?



### Rooftops of NY

Start spreading the news. Do not get too close to the edge in this level. Look for buildings with glass windows to find power-ups. The Statue of Liberty might just blow up if you keep an eye out, and look for a ventilation shaft to fall into for more areas to explore.



### Antarctica

Ho, ho, ho. Merry Christmas. Santa decided to take a trip south this year. The only problem is that parts of Antarctica are falling into the ocean. When the ground is shaking, get away from that chunk of glacier. Keep an eye out and a heavy foot ready for Santa Claus.



### Holland

At press time, artwork for this level wasn't available (probably because the level wasn't quite done yet). Look for special power-ups in the windmills and wheat fields. There is talk of the windmills being destructible—we can only hope.



### Hong Kong

Another gigantic level. The subway system provides a quick way to trick your opponent. Be careful of the subway cars though. When in the water, move fast and get out or death will be inevitable.

and mysterious. They may have a personal score to settle with Calypso. They're not all human either. Mr. Grimm is supernatural along with Mortimor. Some of the others are rumored to have special powers as well. To be in this tournament and get anywhere, the players must have something because TM2 is far from easy.

Because of the strange forces Calypso has and the characters, players won't find levels that are modeled after their hometown. Instead, they show exaggerated features of a particular place like New York or Hong Kong. The levels have been designed for intense combat. When you have cars with more firepower than most military vehicles, you can count on obstacles that can be blown up and hiding places that can be napalmed in almost every stage.

(NOTE: The levels shown on the previous page are not grabs from the game. They are artist's renderings.)



# COVER STORY CHARACTER BIOS

## The "Teammates" of the Twisted Tourney

The characters in Twisted Metal 2 play a more dominant role than they did in the original. Sure, there was a story line and the characters had endings, but overall, there wasn't a whole lot of character development. Times have changed and so have gamers. They want background info—enough to really know what the characters are about. Single Trac has made sure that gamers will get plenty of this. EGM has gathered some info on each of the characters of the car-bashing sequel as well as a rating for each of the cars' attack power (meaning the strength and effectiveness of the vehicle) and maneuverability. This way, when the game comes out, those who buy Twisted Metal 2 will already have an idea of who their favorite character is. Sure, the game isn't out, but planning in advance can't be all that bad. Can it? Without further ado, here is the cast of the 1996 sequel to a game that should be in Driver's Education classes around America, if not around the entire world.



**Alex Moore**

**Car:** Spectre

**Special Weapon:** Triple missile that travels through walls.

**Story:** He's a guy who has never gotten the attention he thinks he deserves. Maybe he has a little bit of an ego, but he has a nice car.

**What he might wish for:** He wants attention, so it should be interesting what he really gets from Calypso.



**Special Attack**  
7  
**Maneuverability**  
9



**Andy Pearson**

**Car:** Twister

**Special Weapon:** Tornado Spin that picks up the enemy, spins and throws them (close-range).

**Story:** Wants to reach a speed while driving where time changes and a new realm is reached.

**What she might wish for:** Calypso can tell her how to reach the speed. Where will it take her though?



**Special Attack**  
6  
**Maneuverability**  
9



**Axel**

**Car:** Axel

**Special Weapon:** A wave-like nuclear explosion (Axel being the center of the blast—close-range).

**Story:** His sick, inventor father strapped him in between two wheels long ago. He's been in hiding for 20 years wondering why his father did this to him.

**What he might wish for:** Perhaps getting revenge on his father is what Axel needs.



**Special Attack**  
9  
**Maneuverability**  
6



**Capt. Roberts**

**Car:** Outlaw

**Special Weapon:** Lightning Taser (shoots from siren lights).

**Story:** Her brother won the last tournament but was sent into space. Now she has entered the contest to find him and get back at Calypso in some way.

**What she might wish for:** She knows the word games Calypso plays and wants to turn the tables for a change.



**Special Attack**  
7  
**Maneuverability**  
6



**Bruce**

**Car:** Thumper

**Special Weapon:** Ultra Flame Thrower (fairly short-range).

**Story:** A South Central gansta' who wants to be the king. He's sick of ruling his own hood and wants the entire world.

**What he might wish for:** Probably will ask to be the original gansta'. Meaning the one and only. What will he be the ruler of if nothing is left?



**Special Attack**  
7  
**Maneuverability**  
7



**Col. Dawson**

**Car:** WartHog

**Special Weapon:** Triple-missile that gains power as it travels.

**Story:** A hardened but very old soldier—GO to be exact. He knows what it takes to be in battle but his body just ain't what it used to be.

**What he might wish for:** Since he's kind of withered and gross, he may want a new look.



**Special Attack**  
8  
**Maneuverability**  
8



**J.D.**

**Car:** Roadkill

**Special Weapon:** Boomerang (triple power on the return trip).

**Story:** J.D. is a crazy homeless man who has been living in his car for the past 10 years. He thinks the entire Twisted Metal world is a figment of his mind.

**What he might wish for:** He wants to forget the TM world and live in the "real world."



**Special Attack**  
6  
**Maneuverability**  
8



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# COVER STORY CHARACTER BIOS

The Most



**Calypso**

**Car:** He doesn't appear as a driver in the game (we think).

**Special Weapon:** None, except he's REALLY evil.

**Story:** Since his daughter's death, he is a changed man. Scarred for life, he has turned to the dark side, so to speak.

**What he might wish for:** Perhaps, deep in his mind, there is a wish for his daughter to once again live.

**NOT SELECTABLE**



**Krista Sparks**

**Car:** Grasshopper

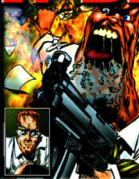
**Special Weapon:** Kamikaze crash (jumps and bashes into the enemy).

**Story:** Calypso thought his daughter died in a fiery crash long ago. Could this somehow be her? Supposedly she's part cyborg.

**What she might wish for:** Revenge of some sort. Her complete story is unclear.



**Special Attack**  
7  
**Maneuverability**  
8



**Simon Whittlebone**

**Car:** Mr. Slam

**Special Weapon:** Cool-looking front jaw slam (close-range).

**Story:** He was fired from his job for having crazy architectural plans. He makes like Michael Douglas in *Falling Down* and snaps.

**What he might wish for:** Since his idea for the tower didn't work at his job, maybe Calypso can help.



**Special Attack**  
9  
**Maneuverability**  
6



**Mike & Stu**

**Car:** HammerHead

**Special Weapon:** Runs over the enemy with a forceful crush (needs to be close).

**Story:** Two teenage boys with girlfriends on their minds and too much time on their hands land the keys to a monster truck.

**What they might wish for:** Since they have the hots for all the girls, they might want to see the inner workings of the locker room.



**Special Attack**  
8  
**Maneuverability**  
9



**Mr. Grimm**

**Car:** Mr. Grimm

**Special Weapon:** Screaming Soul Face (the most powerful special weapon in the game—almost too powerful).

**Story:** Some people are addicted to drugs, others to video games—Mr. Grimm is addicted to the souls of the dead.

**What he might wish for:** For souls of the dead, of course. But how exactly? Hmmm...



**Special Attack**  
10  
**Maneuverability**  
9



**Mortimor**

**Car:** Shadow

**Special Weapon:** Shadow of Death (player detonates it when it's under the enemy).

**Story:** A super-natural undertaker who is hired by the innocent people who were killed by Calypso in the first tournament.

**What he might wish for:** Since it's his job, all Mortimor wants is to get Calypso.



**Special Attack**  
7  
**Maneuverability**  
7



**Sweet Tooth**

**Car:** Sweet Tooth

**Special Weapon:** Flaming Napalm Pie Missile.

**Story:** Sweet Tooth is an escaped mental patient with a serious problem. His obsession with clowns drove him to take a hammer to his face and make it look like his favorite clown.

**What he might wish for:** He wants to escape from a world that has "judged him so harshly."



**Special Attack**  
7  
**Maneuverability**  
7



**Minion**

**Car:** Black Bone Tank

**Special Weapon:** It's still unknown. We'll keep searching though.

**Story:** Minion (the demon Calypso in the first game) was sent to hell 11 years ago. He's back and has entered the tournament secretly.

**What he (or it) might wish for:** He might just want to be Satan's right-hand man like he once was.



**Special Attack**  
7  
**Maneuverability**  
7

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HIDDEN CHARACTER

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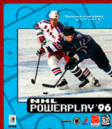
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## SATURN

## Sega's System Is Still King Of The RPG Hill

**S**aturn owners certainly aren't strangers to role-playing games. While PlayStation gamers were complaining about the lack of RPGs for their system, Saturn fans were spending hundreds of hours playing Virtual Hydlide and Mystaria (which Sega is rereleasing as Blazing Heroes), as well as the more recent RPGs Shining Wisdom and Legend of Oasis.

In fact, among the next-gen consoles, the Saturn has earned a reputation as the RPG system. Sure, the PlayStation is facing a flood of RPG titles and may one day swipe the Saturn's king-of-RPG status, but that day won't come any time soon. Plenty of new RPGs are slated for

release on Sega's 32-Bit machine. The next eight pages preview many of them. Some RPGs are ready to hit store shelves, while others are still in development. Most

are being published by Working Designs, the RPG masterminds whose upcoming titles are unveiled in this feature's last four pages.

GAME	MEMORABLE FEATURE	RELEASE DATE
DEVIL SUMMONER	CREATE YOUR OWN MONSTER ARMY	TBA
LUNAR: ETERNAL BLUE	HAS A MINI-QUEST AFTER ENDING	TBA
SHINING THE HOLY ARK	3-D BATTLE SCENES	TBA
RIGLORD SAGA 2	BETTER GRAPHICS THAN PART ONE	TBA
GRANDIA	AMAZINGLY DETAILED 3-D WORLD	TBA
DARK SAVIOR	STREET FIGHTER-STYLE COMBAT	NOVEMBER
DRAGON FORCE	BRAVEHEART-STYLE BATTLES	SEPTEMBER
MAGIC KNIGHT RAYEARTH	MORE THAN 90 MINUTES OF VOICE	DECEMBER
LUNAR: DIRECTOR'S CUT	NEW MINI-QUESTS, LONGER GAME	MARCH
ALBERT ODYSSEY	RICH, ORCHESTRATED SOUNDTRACK	1ST QTR. '97

## DEVIL SUMMONER

**A**lthough most U.S. RPG fans may not recognize the name, the Devil Summoner series of role-playing games has been around for a long time in Japan. Games in the series have appeared on nearly every system—including the Famicom and Game Boy—and now one's finally coming to the Saturn (although the game's publisher, Atlus Software, has yet to finalize a release date).

Devil Summoner takes the same unique play mechanics that made the series

famous and plunks them down amidst colorful, next-gen graphics. Parts of the game—such as when players are wandering through towns—are seen from an overhead perspective. But the game switches to a first-person, 3-D view when players enter a building or dungeon. Devil Summoner's realtime battles take place in this Doom-inspired perspective, with the player's party using modern weapons, like pistols and shotguns, to mow down enemies.

But it is the creatures that wield these weapons that make Devil Summoner unique. As players progress through the game, they'll recruit monsters



to join their party. As many as 200 different monsters—many inspired by international legends and folklore—can join the player's army of beasts. These monsters can be combined with each other to become even more bizarre and powerful warriors. As many as 300 different monster combinations can be created in all.





# RPGS



LUNAR: ETERNAL BLUE



SHINING THE HOLY ARK

## MADE IN JAPAN

**W**hen looking for new Saturn RPGs, all eyes eventually must turn to Japan. That's where the system's RPGs are developed, and U.S. game companies must therefore look toward Japan to nab the RPGs they think will find stateside success.

One Japanese RPG that is a sure-shot for U.S. release is the director's cut of Lunar: Eternal Blue, which is still deep in development by Game Arts. Like the director's cut of the first Lunar game, Eternal Blue will feature enhanced



RIGELORD SAGA 2



SHINING THE HOLY ARK

graphics, more mini-quests, a longer story line and plenty of new cinemas. Expect Working Designs to publish this next year.

Another probable RPG export is Rigelord Saga 2, the sequel to Sega's Mystaria. This second chapter uses the same rotating, three-fourths perspective as the first game, except the graphics are more detailed—especially when characters go indoors.

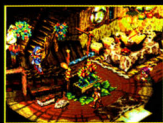
Still another overseas prospect is Shining the Holy Ark, the next chapter in the immensely popular Shining series

(which started with Shining in the Darkness). This game will deliver the same mix of arcade and RPG action that made the previous Shining games famous.

One final likely port—and this one looks the most promising—is Grandia, an epic RPG that many are touting as the Saturn's answer to Final Fantasy VII. Grandia is set in a true 3-D world filled with hovels, castles and vehicles that, unlike in FF7, can be viewed from any angle. Like the Lunar remakes, Grandia is being developed by Game Arts.



LUNAR: ETERNAL BLUE



GRANDIA

# DARK SAVIOR

**T**here's a little something for every gamer in Dark Savior. The game has RPG elements for sure, but it's just as much a side-scrolling platform game (and, to a more limited extent, a fighting game) as it is a role-playing adventure. It's definitely not your typical console RPG.

But then, Dark Savior is being created by Climax, the same team of Japanese developers who created the equally atypical and highly acclaimed Shining in the Darkness and LandStalker action RPGs for the Genesis. Those games, too, combined action-game and role-playing elements in a pseudo-3-D, isometric environment, but neither had the type of interactive world made possible by the Saturn. Dark Savior has that world.



The game places detailed, 2-D bitmapped characters into a true 3-D texture-mapped environment. Now, unlike the rigidly isometric Genesis predecessors, players can pan the game camera around the hero to find hidden items or safer approaches across platforms and over obstacles.

This extra help from the adjustable camera is needed to get through Dark Savior's lengthy quest. Players control a bounty hunter who is searching for an



escaped, shape-shifting murderer. Early in the game, the escapee makes it to an isolated prison island, and it is on this island that the hunt—and the game's plot—takes place.

Unfortunately for the bounty hunter, the

island is loaded with lowlife criminals, many of whom owe their imprisonment to the player's character. Some of these inmates offer hints to the player, but others are just itching to get a little payback. When the bounty hunter gets into a scrape, the game switches to an isometric, Street Fighter II-esque Battle Mode. It becomes very much a fighting game, complete with the traditional health bars sitting above each combatant and the win-two-rounds-to-win-the-fight rule.

Fighting moves are simple enough—pulling back on the joystick blocks enemy blows and the Attack button swings the hero's sword. In some matches, the bounty hunter can capture his opponent and control him in future fights, thus gaining



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## RPG SPECIAL FEATURE

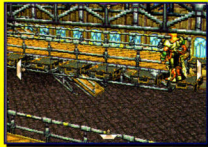


access to that fighter's special moves. Successful fights yield combat pay, which buys items and skills later in the game. (Incidentally, the player also finds packs of cigarettes that can be used as currency—it is, after all, a prison island.)

Combat in *Dark Savior* is surprisingly infrequent, and most of the game is spent wandering through the huge world, which is divided into indoor and outdoor areas. Some areas are puzzle-oriented, with the player having to pick up and move blocks

## MIXED VIEWS

The ability to aim the game camera in *Dark Savior* is no gimmick: It's a skill that's every bit as important to beating the game as jumping and attacking. Many areas in *Dark Savior*'s world are arranged so that players can't see every obstacle or item unless they tinker with the camera angle. As these screen shots show, the camera can be used to show a successful route across platforms otherwise hidden by objects in the foreground.



or activate switches to gain access to new locales. Other areas are purely the stuff of scrolling platform games. For instance, one outside area has the player leaping from log to log, some of which swing back and forth over a swamp. One false move drops the hero into the bog and back to the beginning of the area. Besides having to deal with these obstacles, players can also climb trees and scale sky-high towers to find items and reach new areas.

Despite its heavy demand for quick reflexes, *Dark Savior* is still very much a role-playing game. And it has one more feature to set it apart from most traditional console RPGs—replay value. Thanks to what Climax has dubbed the "Parallel Scenario System," there's more than one way to play through *Dark Savior*. The game's story splits into several directions



depending on the hero's actions, thus giving players a brand-new plot every time they start over. This system is just one more innovation in an already innovative RPG—one that will keep players strolling through *Dark Savior*'s world for a long time.



## The First Analog RPG?

Well, sort of. *Dark Savior* does give Saturn owners another use for Sega's analog joystick. Once players plug in the pad and set it to Analog Mode, they can control the hero with the normal, cross-shaped D-button. But they can use the analog knob too. Twiddling with it shifts the game camera's view, so players can change the camera angle and move the hero at the same time.

This feature is a bit impractical, however, since people—as a rule—don't have two thumbs on each hand. To both move the hero and aim the camera simultaneously, players will have to rest both thumbs on one side of the controller—one for the D-button and one for the analog knob. They, therefore, can't

press any of the joystick buttons, and thus lose the ability to jump, run or attack. Still, this feature gives *Dark Savior* the distinction of being the first console RPG to make use of an analog controller.





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# WORKING DESIGNS

## Sega's RPG Workhorse

No feature on Saturn RPGs would be complete without focusing on Working Designs, mainly because Working Designs has made so many Japanese RPGs complete for the Saturn. The Redding, Calif.-based company has for years been committed to seeking out quality Japanese RPGs and strategy

games and translating them for Sega's audience of U.S. gamers. Among many other titles, they brought the popular Lunar games to the Sega CD and Shining Wisdom to the Saturn. Now they're readying three next-gen RPGs—Dragon Force, Magic Knight Rayearth and Lunar: Director's Cut—for Sega's 32-Bit system.



### SHINING WISDOM

Working Designs' efforts have been rewarded. The company has built a reputation for being one of the leading RPG publishers in the United States, and in doing so it has also become known for publishing games solely for Sega's systems. Working Designs President Victor Ireland said the close ties between his company and Sega were forged through many years of an almost family-like relationship between the two companies. "We get along with and we know Sega," he said. "We know what to expect and, if there is a problem, exactly who to talk to to take care of any problems that may arise."

And it's not like Sony didn't have its chance to work with Working Designs. "Originally, we had planned on publishing for the PlayStation," he said. "When we approached Sony, they were very non-receptive to our ideas."

Indeed, until recently Sony seemed determined to keep RPGs away from its



LUNAR: DIRECTOR'S CUT

# DRAGON FORCE

Dragon Force is more of a strategy game than a traditional console role-playing title, but it has enough RPG elements to keep fans of the genre happy. The game puts players in control of six warlords (with two others available

later in the game), all of them seeking to conquer the land of Legendra. Each warlord organizes a select group of commanders, and these generals lead an army of up to 100 soldiers into battle.

The soldiers aren't your run-of-the-mill,

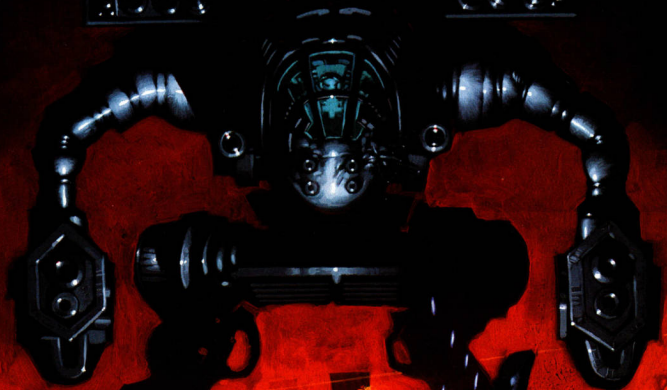
no-neck knights. Troop types include ninjas, dragons, magicians and zombies, as well as the traditional knights, archers and cavalry men. Different types of soldiers become available as players progress through the game, take over castles and capture the armies of enemies.

Combat begins when your army invades another warlord's castle, and the battle scenes that follow are highly cinematic. The two armies line up on opposing sides of the battlefield, then charge into each other with weapons, claws and teeth at the ready. Conquered castles yield magic items and captured commanders who may turn traitor and join your forces.

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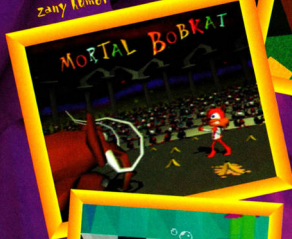
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## RPG SPECIAL FEATURE

### WORKING DESIGNS CONTINUED

U.S. market, concentrating instead on 3-D flying, fighting and driving games. But it wasn't only Sony's disinterest in bringing RPGs to America that kept Working Designs from publishing PlayStation RPGs; Sony's control over the U.S. RPG market had a say in it, too. "In Japan, Sony produces approximately 80 percent of all the RPGs for their system (and all the good ones)," Ireland said. "They have a policy that basically says that if they aren't bringing out one of their RPG titles in the U.S., then no one can."

Such a restrictive policy would, of course, squeeze the selection of Japanese RPGs that Working Designs could bring to U.S. PlayStation owners. No such restrictions hinder Working Designs' pursuit of Saturn RPGs. "There are approximately 10 titles released in Japan for every one that makes it to the U.S.," Ireland said. "This leaves a lot of room to be selective in what we decide to translate."

Once Working Designs spies a Japanese Saturn title that it likes, the company sets to work on what it does



### MAGIC KNIGHT RAYEARTH

best—it Americanizes the game. This process always involves the translation of the game's text, but it can also mean recording English voices to replace Japanese voice-overs. Throughout the translation process, though, Working Designs strives to make the game true to the Japanese original.

"We try to keep the story line as close to the original as possible, while making it understandable to the U.S. audience," Ireland said, adding that the Japanese developers' fondness for inside jokes makes some changes necessary. "Their

society is much different from ours. The Japanese use implied meaning heavily, and that's of no value to the average U.S. gamer."

But what Working Designs has had to expect this quirky brand of humor in Working Designs games, and it looks like they'll get more of it for quite a while. Ireland said his company will keep bringing RPGs to Sega's systems for a long time.



### ALBERT ODYSSEY

### DRAGON FORCE CONTINUED

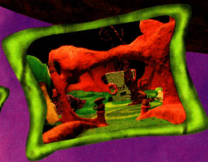
strategy side of Dragon Force well enough, but what about the game's RPG elements? Players control the commanders as if they were RPG characters. Each has his/her own stats and spells, and each becomes more powerful after successful battles. The warlords have their own stories—which are told through anime-style cinemas—as well.



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# MAGIC KNIGHT RAYEARTH

**T**ranslation work on the action RPG Magic Knight Rayearth has kept the folks at Working Designs pretty busy. Not only did they have to translate the game's plot; they also had to re-record the more than 90 minutes of digitized dialogue that spoofs off the CD throughout the adventure (much as they had to do for the Sega CD's voice-heavy RPG Popful Mail). The result of these efforts will be an epic RPG whose principle characters talk to players and thus

save them from reading screenfuls of text.

Magic Knight Rayearth has players guiding three teenage girls who are magically transported from modern-day Tokyo to a mystical and troubled dimension. Here they must travel the land, visit towns and fight hordes of evil characters—sometimes more than once—to rescue a princess who can restore peace and order to the world. As players battle through the game—which is played *Zelda* style, with lots of realtime fights—they can choose to

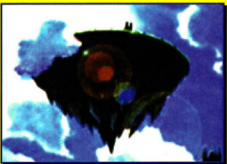
control any one of the three princesses at any time.

Magic Knight Rayearth's lush, colorful world is viewed from the traditional overhead, three-fourths perspective, but the game's story is often pushed along by spectacular cinemas. These anime-style cut-scenes should be especially breathtaking, considering that they're based on the Japanese Magic Knight Rayearth cartoon (which is reportedly coming to America this fall).



# LUNAR: DIRECTOR'S CUT

**F**ollowing the release of Rayearth, Working Designs' next RPG for the Saturn is actually a remake (well, sort of) of a classic role-playing game. Lunar: Director's Cut (tentative title) brings players the same basic story line of the Sega CD classic RPG Lunar: The Silver Star, except this new version will see a slew of improvements.



much has been added, in fact, that Working Designs says Lunar: Director's Cut will seem like a whole new game.

For those unfamiliar with the original, Lunar: Director's Cut drops players into the role of Alex, a young warrior who wants to become a Dragonmaster (a cool occupation in the land of Lunar, since Dragonmasters get to ride and hang out with the scaly, toothy creatures). But soon a tyrant named Ghaleon makes Alex's quest more complicated. Alex must gather a party of heroes to take down Ghaleon and keep him from conquering Lunar. Along the way, the player will banter with dragons (including Alex's baby dragon sidekick), embark on numerous side quests and watch lots and lots of cool anime cinemas.

Many gamers see Lunar: The Silver Star (and its sequel, Eternal Blue, both developed by Game Arts of Japan) as shining moments in the Sega CD's otherwise brief and troubled history. Saturn owners will be happy to learn, then, that Working Designs plans on translating and publishing any future Lunar games exclusively for Sega's system.



For starters, the game's graphics have been jazzed up to take advantage of the Saturn's superior color palette. Players will also see many more anime-style cinemas—and hear more recorded voices—than were in the original. But the improvements go beyond being purely cosmetic. The game's story has been extended with more side quests and new plot twists. So



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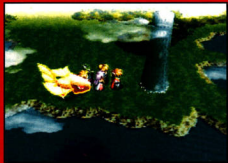


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# ALBERT ODYSSEY

The colorful characters in Working Design's next translation project, *Albert Odyssey*, will probably look familiar to die-hard RPG players. After all, they were created by Kubooka-san, the Japanese artist who designed the characters in the classic RPG *Lunar: The Silver Star*, as well as the heroes of several other RPGs.

Kubooka-san's touch will ensure that *Albert Odyssey* looks good—and that its characters ooze personality—but how does it play? The game is a very traditional RPG, with an overhead perspective and menu-driven combat (although the game



resembles a more action-oriented RPG at times). *Albert Odyssey* also packs spectacular, screen-filling spells, a richly orchestrated soundtrack and a quest that Working Design's claims will last between 35 and 50 hours.

This quest centers on a legendary warrior named—no surprise here—Albert. Long ago, Albert conquered the land's

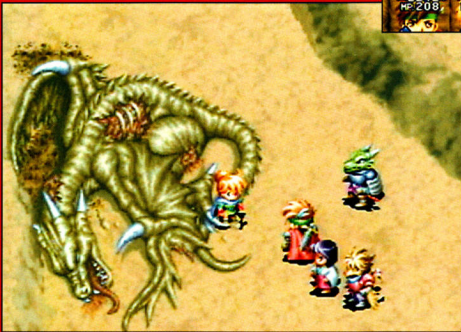
motley collection of monsters, who lived in tribes and were waging against all humankind. After Albert's army beat down the monsters, he dragged them to the negotiating table and forged a shaky alliance between the humans and the beasts.

Unfortunately, this peace didn't last forever. Hundreds of years after Albert's heroic efforts, several beast tribes abandoned the tenuous truce and started making trouble with humans again. To make matters worse, the malcontents are trying to rile up other monsters and bring back the good old days of the beast wars.

A teenager living in a small village sees this growing conflict between humans and monsters, and he's none too happy with it. He

decides to get involved, to help restore peace and order to the world. Players guide this good-hearted teen and follow him on his odyssey through the war-torn land. As they go about their quest, players will build a party of both humans and beasts (not all monsters are bad guys, after all) and get into lots and lots of turn-based battles.

By the time Working Design's is done translating *Albert Odyssey*, the game will



be packed with many of the company's trademark features, such as well-rounded characters, quirky humor and plenty of cinemas (which were directed by Kubooka-san, by the way). In fact, the U.S. version of *Albert Odyssey* will include as much as three minutes of animation that's not in the Japanese original.



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# Ubi Soft

## Street Racer Pulls Ahead Of The Pack



While in England, the *EGM* editors stopped in at the Ubi Soft London office to test out the latest version of their new Street Racer game.

Having heard that the title was nearing completion and that it was to be an eight-player split-screen game (PlayStation version), we had to see it to believe it....We now believe it! How they accomplished such an amazing feat and still keep it moving along at an unbelievable 60 frames per second is described below in our interview with the managing director—Mr. Melvut Dinc of Vivid Images—the company that created the game.

**EGM: Why create another Street Racer? Aren't the players going to say "I already played this.?"**

MD: We now have two new platforms [PS and Saturn] and they are capable of doing a lot more than the Super NES. So far, nobody so far has created a multiplayer racing game that is fun to play and fast enough to challenge the best racers. With these new systems, we have been able to do so much more with the fun factor in the racing game concept.

**EGM: But isn't this just another version of Mario Kart?**

MD: We, of course, don't have Mario and the other licensed characters so we had to try to excel in other areas. We have made the game faster—60 frames per second—and since the game is on a disc rather than a limited memory cartridge, we have been able to add a lot of secret features such as an extra hidden track, mysterious characters that pop up along the way and much, much more.



Melvut Dinc,  
Managing Director  
of Vivid Images

**EGM: Sixty frames per second?**

MD: We have a very good driving engine. We have been working on it for a long time now and have been able to optimize it for each of the hardware systems. We amazed a lot of people when they saw eight independent screens moving at 60 frames per second. This is one very fast and responsive racing game.

**EGM: Okay, an eight-player version sounds cool, but most players will be playing either alone or with a friend. How smart are the computer cars? Will they be able to stay up with a good driver or will he be able to blow through all 24 tracks?**

MD: There are a lot of racing games out here that have not addressed the AI [artificial

intelligence] properly. We spent a lot of time in designing three levels of car AI. The first are the "C" level cars. These are the slow ones that will be easy to pass but stay close enough behind you to give you a headache if you make a mistake. Next, there are the "B" level cars which, like bees, will swarm around you constantly challenging you. Last there is the "A" car. This one will do everything to stay ahead of you and this is the one which will be hard to beat.

**EGM: So an average player who will make a few mistakes every race doesn't have a chance to finish first?**

MD: No, we also took that into consideration. Not only are there four levels of difficulty to select from in the game, but our computer car AI is set so that it adjusts itself to the player. If you make a mistake, the other cars will still be competitive. If you start doing well, the computer cars will adjust accordingly.

You will find that, even by



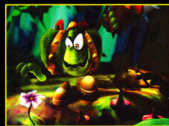
Melvut Dinc,  
Game tester at Ubi Soft





## 1997 GAMES RAYMAN 2

When it comes to new products, the shirts (and skirts) at Ubi Soft are playing it quite close to the vest. They have several projects already under way, the best and most popular is the long-awaited sequel to Rayman.



playing alone, you will be constantly challenged!

**EGM: It appears that this game's focus is fun. What about the players who like a bit more realism? Are there any features that would appeal to the simulation racing crowd?**

MD: Yes. We did build in the car's geometry so you can do controlled skids and it does 'feel' like you are really driving. And you can add some modifications like a turbo boost to the car to improve its performance. Of course, you can't make serious modifications to the car like changing wing angles but this is a fun game. Again with our adjustable car AI, the game will play better than some of the serious games who make it so difficult (or easy) to win a race.

**EGM: So the goal is to win all 24 game tracks and that's it?**

MD: Actually there are a lot of options built into the game. There are multiple race options that range from a one-lap sudden death race to endurance contests that run up to 80 laps. Plus, there are four gameplay modes which

include a Practice Option, a Head-to-Head Mode for two players on any track, a Championship Mode that allows players to design their own race and a Rumble Mode for the may-the-best-driver-win fight to the finish. Also thrown in are different viewing and playback options from various camera angles and positions. Finally you can play for a high bonus point score which is a real challenge! Try running a race without getting any damage—it's very difficult to do.

**EGM: It seems like you thought of everything in this game. What do you want to be different in the sequel?**

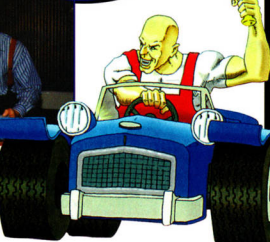
MD: Sequel? Of course we'll have to see how well the Saturn and PlayStation versions sell, but we are quite confident that they will do very well in Europe and the States.

For the next version we might consider going to polygon cars but that will depend on whether we can keep the speed up at 60 fps. More tracks, weapons and hidden features would be a given. ■

**Carrie Rice,  
Marketing Manager of Ubi Soft**



Charlie Hasdell and "Metro" from Ubi Soft go head to head in Street Racer.



about this title except that the character will probably be a 'disjointed' body similar to Rayman and that the game could possibly come out for the Nintendo 64 if Ubi Soft can get a license.

More on this as it develops.



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# STREET RACER TIPS & TRICKS

**G**amers have played plenty of racing games in the past. There have been realistic racers like Formula-1. There have been arcade-style racers like the popular Ridge Racer. We must not forget about the futuristic racers like WipeOut. Finally, there have been 'fun-type' racers like Super Mario Kart.

In the same vein as Mario Kart comes Street Racer, the sequel to the Super NES version that came out a while back. Although it has a fun, cartoony style, there's a whole lot more to the game than just wacky visuals. Secrets and options are what make Street Racer stand out. Unfortunately, we

can't tell you how to access these killer secrets yet, but we can tell you what they look like. Keep an eye in *EGM* for updates as these tricks become available.

Street Racer players can go through the game and win the awards: bronze, silver and gold. Some may think that after this the game is over. Think again. There's a hidden platinum trophy to win. Plus, there's a Secret Option Menu that allows gamers to change the look of their car in size, shape and other attributes. Throw giant tires on the vehicle or shrink it down to mouse size. Here's a quick look at a few of the tricks you can try to find.



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What's this?! A platinum trophy becomes available. What will it do?



If you're scared to actually drive the car, do it R.C. Pro Am style with this code.



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# PANDEMONIUM!

**W**henever you flip through the pages of a gaming magazine (like *EGM*), you'll either find coverage of a title that's months away from release, or you'll see an extensive review of a completed game.

This time around, we thought it might be interesting to "be a fly on the wall" and see what goes on during a game's "crunch time." That's the time when a game nears completion, the deadline is rapidly approaching and the programmers have their backs against a wall...do or die.

*EGM* recently ventured to picturesque Novato, Calif. to visit Crystal Dynamics' top-secret "Toys for Bob" team. Toys for Bob is the development group responsible for *Star Control 1 & 2* and *The Horde*. They are currently putting the finishing touches on *Pandemonium* for the PlayStation. With only three weeks to complete *Pandemonium* and a ton of work ahead of them, the 30-member Toys for Bob team is a tired and overworked, yet upbeat group, joined together by the common goal of creating a unique and special game experience.

The idea for *Pandemonium* was generated by Paul Reiche, the lead designer. Paul took time out of his very busy schedule to let us know exactly what goes on during the development of a game like *Pandemonium*.

**Q:** How far along is *Pandemonium*?

**A:** *Pandemonium* is currently around 90 percent complete. The meat of the game is in there, and we're just going in and polishing everything at this point. Right now, only about 2 percent of the sound effects are in, and there are some placeholder graphics in certain areas, but the bulk of the game is done. Everything in the game is gonna stay pretty much the way it is right now except for adjusting blocks, adjusting timing of builders and jumps, fixing bugs...stuff like that.

**Q:** When did you first begin development?

**A:** The *Pandemonium* project started in December of 1994, and we started shifting into "high gear mode" around the beginning of June 1996. Around that point, we decided that we definitely wanted the game to be available before Thanksgiving. A huge bulk of time was devoted toward taking the levels the art designers had created then going back and rebuilding the geometry to match the original conceptual artwork. Right now, our goal is



to keep the frame rate up around 30 fps. To do that, we had to make sure the geometry was simple enough to sustain the frame rate while maintaining the look of the original concept as much as possible. We're also making minor adjustments to things like lighting effects and geometry as well.

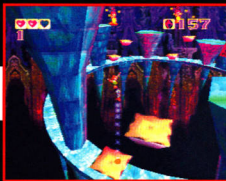
Throughout the game's development, we conducted focus groups to see what people like and what they don't. One of the largest complaints we get from gamers center around the long load times with CD systems in general, so we concentrated heavily on minimizing our load times as

much as possible. One of the things we're doing with *Pandemonium* is preparing part of the next game area while the game is being played (streaming). That's another thing we're tweaking and optimizing at the moment.

**Q:** How many different stages of development has the game gone through?

**A:** *Pandemonium* has gone through many different stages throughout its development. In the beginning, we spent two solid months learning the dynamics (no pun intended) of 3-D alone. Before *E*, the team concentrated on finishing up a





prototype version of the game, showing off the concept and general look of Pandemonium.

At this time, we created a complete level of the game (including monsters, power-ups, basic gameplay, etc.). At that point we said, "Yeah, that's cool, but what's it going to take to finish it?" The answer was "set designers, 10 artists and an additional year of work."

Next, we went ahead and created the heart of the game (the rest of the levels, enemies, game AI and Bosses). The goal was to merge all the pieces together into a playable whole so we could get a basic feel for the game (difficulty, gameplay flow, length, etc.). At that point (around two months ago), we started the process of general fine-tuning and balancing the game. This is when we make sure the camera placement and gameplay logic has a feel that we think will work well for the gamer. After



everybody on the team was generally happy with the structure and look and feel of the game (around a month ago), we went ahead and did serious testing for bugs. Every day, our testers send us tons of faxes of bugs they find. We just go ahead and fix 'em as they find 'em. That's about the stage we're at now...hardcore tweak mode.

Then, when everything has been fixed (hopefully, within the next three weeks) we will submit the game to Sony, who distributes the game to their own testers who have 200 hours to find bugs. If a bug is found, we fix it and resubmit the game to Sony and the

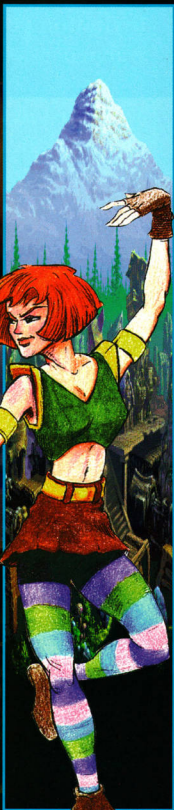
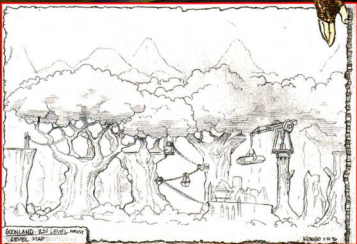
200-hour clock starts over.

**Q:** So you only have about three weeks to finish your work?

**A:** Sept. 15, 1996 is when we would like to make our first submission of the game to Sony. Our goal is to have Pandemonium ship one week before Thanksgiving. When we submit our game, Sony will take anywhere from six days to six weeks to approve our product and right now, there are quite a few games in front of us that Sony still needs to approve. If we can convince Sony that Pandemonium will sell PlayStations, then hopefully they will be attentive to our product. But if they're not convinced that Pandemonium is a high-quality product (too many bugs or whatever) then we might get kicked back all the way to December. We believe that Pandemonium is a totally unique type of game. If you look at the games coming out for the PlayStation, Pandemonium is the only game of its type.

**EGM:** Paul, we'd like to thank you for taking the time to talk to us.

**Paul:** No problem. ■



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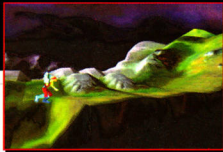
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**EGM visits the offices of Shiny Entertainment to check out their latest title Wild 9 and to explore the question....**

## IS THERE LIFE AFTER JIM?

**E**GM recently had the opportunity to visit Shiny Entertainment's headquarters in sunny Laguna Beach, Calif. While there, our intrepid reporter was greeted by David Perry, the charming and charismatic president of Shiny Entertainment. EGM's objective was to infiltrate Shiny HQ, get a behind-the-scenes look at the latest games being worked on by Dave and Co. and (most importantly) find out the answer to the burning question: IS THERE LIFE AFTER JIM?



### MISSION: IMPROBABLE

There is a strict new law at Shiny (imposed by Dave Perry) which prohibits the company from producing any more sequels of their games.

"Original titles only" is the new policy at Shiny, their new goal being to always intrigue and surprise the player. Dave is making doubly sure that games like Earthworm Jim are defined by Shiny Entertainment and not the other way around. In other words, DP is making certain that, yes indeed, there is life after Jim. With that knowledge at hand, EGM ditched DP and took a look behind the scenes for ourselves to see what we could dig up.

Currently, Shiny is working on two games: MDK, a sci-fi action/shooter for the PC (and later, the PlayStation) and a top-secret 3-D action/platform game that goes by the name of Wild 9's (due out next April)

which has been in the planning stages for almost two years. We got a sneak peek at the Saturn version of Wild 9's and came away very impressed. The game is completely made up of polygons (characters, power-ups, enemies, environments...) and will use over 60,000 hand-animated frames of animation. You heard right: 60,000. That's around 20 times the animation than any game in history. What's even more impressive is the fact that those frames are not motion-captured but are painstakingly animated manually, frame-by-frame...oy. Dave feels that by incorporating so

many frames of animation, Wild 9's will combine free-flowing 3-D graphics with the tight play control that are a hallmark of all his games.

The hero of the game (Wex) is small yet slender (he's similar in size and build to





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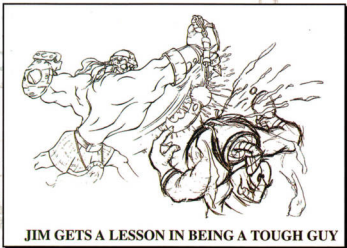
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JIM GETS A LESSON IN BEING A TOUGH GUY

Earthworm Jim) with detailed textured polygons on his body. He has an organic gun that sort of wraps around his body and a sidekick who lives in the gun. Judging by the one level we saw, the game seems to be a side-scroller. Another cool feature is the active environment (trees blowing in the wind is just one example).

Dave states, "When you look outside the window at a tree, it almost never stands still. We wanted to bring that kind of realism to Wild 9's." Looking at the early version of the game, we'd say that it's not totally like Mario 64, because it doesn't look like you can go anywhere you want in the environment, and it's not totally like Jim because there's such a 3-D feel to the

proceedings. Call it a 2-D/3-D hybrid...it was like nothing EGM has ever seen before. The only thing Dave will say about Wild 9's is that it's, "The biggest, most lavish, expensive and important project I have ever worked on."

### MONEY, MONEY, MONEY, MONEY

Earthworm Jim was (and still is) a huge cash cow for Shiny Entertainment. With an extensive toy line and a weekly cartoon series, the blue-eyed invertebrate crawler from Texas has given Dave and Co. reason enough to smile all the way to the bank. Building on the knowledge learned from EWJ, Shiny has, from the onset, designed the Wild 9's

universe to adhere well to categories other than just video games. For example, last year, Earthworm Jim costumes and masks became available for Halloween, but the public reception to them was only lukewarm. One of the things DP discovered with EWJ was that most kids didn't find the Jim costumes "cool" enough to wear. With Wild 9's, the Shiny crew took greater care in designing the type of character kids will like...or at least the ones Dave thinks kids will like.

"We feel that Wex (the hero in Wild 9's) is a much cooler character than Jim was," said Perry. "(I feel) he's the type of guy kids might want to be like and look up to. He has this really awesome weapon that sort of wraps all around his body, and I think the kids will like it." Maybe so, Dave.

Another thing being prepared at the moment is the cartoon story line of Wild 9's. Not much is known about the series right now, as it is still in the planning stages. One thing we do know is that come spring 1997, Shiny is going to make a lot of noise with Wild 9's! ■





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## Behind The Screens

## The new 1997 home video games were unveiled at the Tokyo Game Show.

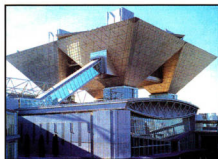
by Stuart Levy and Ed Semrad

It was a sweltering Tokyo summer day when Ed Semrad and I headed off to the new Tokyo Convention Center—"Tokyo Big Sight" to check out the newest and hottest home video game show in the world—the Tokyo Game Show. Now being held in the new international conventional center, the "Big Sight" will be the location that will replace the old and inconvenient Makuhari Messe where the previous game shows were held.

The Tokyo Game Show was held from Aug. 22-24, and a total of over 109,000 people attended this event. Unlike the other shows, the TGS is open to the public, so it was one very crowded, sweaty event. The show was sponsored by the new game association—CESA (Computer Entertainment Software Association) of which nearly all the game companies (with the notable exception of Nintendo) are members. In total, over 87 companies participated and there were 365 titles on display. Of this huge amount of software these were the highlights of the show:



At The Tokyo Game Show



Fantasy Tactics and a new Saga title. All are for the PlayStation, of course. (Eat your heart out Nintendo.)

Sega was there in force with a huge area for themselves and their licensees. Their best product was a new RPG called Shining the Holy Ark which was only about 5 percent complete. All of their arcade translations like Cop 2, Fighting Vipers and Virtual On were playable and On even had a new double-handled joystick. We liked the new Daytona: Circuit Edition which played just fine (the same one that SOA wouldn't show at their recent Gamers' Day).

Square had a large booth, and rightfully so, as they were giving away free demo discs of their upcoming Final Fantasy VII double disc PlayStation game. We got to try out the newest rev, and it is easily going to be the PlayStation game of the year in Japan. Unfortunately the U.S. players will have to wait a while before they get a U.S. version as we were informed that the 100+ programmers are only working on the Japanese game. Square is also working on a new samurai fighting game called Bushido Blade along with a few new quasi-RPG spin-offs called Final



Takara liked VF Kids and did the same with their fighter. Toshinden URA (right) continues their popular fighting series though.



Sega thought that their Virtual On arcade conversion needed its own custom two-handled controller.



1) Hudson still believes in the Super Famicom as they are doing Bomberman 4 for the 16-Bitter. 2) Square's new samurai fighting game—Bushido Blade will be out next month. 3) Enemy Zero by Warp is one of the most anticipated Saturn games. 4) Seta's new helicopter game should add variety to the small N64 library.



1) There was no shortage of racing games on display. This is Nissan Overdrive GTR from EA. 2) Sega had a playable version of Daytona: Circuit Edition. 3) Kemco has decided to do a PlayStation sequel to their original Crazy Chase. 4) Taito's PlayStation Ray Tracers was one of the best-playing racing games at the show.

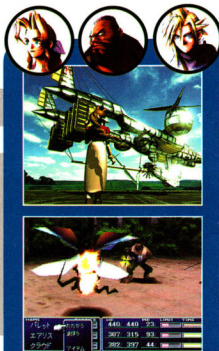
Namco was pushing their new Arcade Classics volume 4 which includes Pacland, Return to Ishtar, Ordnyne Assault and two more old classic games. They had only one playable Soul Edge game and that was being used for a contest. They did have a new arcade-style joystick which will be coming out soon for their fighting games.

Taito was heavy into arcade conversions with Ray Storm on display (going to Acclaim here in the states), Psychic Force and Ray Tracers—all for the PlayStation.

Takara had two games that are continuing the Toshinden series. The first is Toshinden Ura (or 2 plus) which adds a few new characters and, Battle Arena Toshinden Kids. Yep, another cutesy game just like VF Kids.

Electronic Arts of Japan had an unusual game on display, called Nissan.

Overdrive GTR. It sure looked a lot like the U.S. game—Need for Speed. Sure enough, it was the same game but the cars were changed to popular Japanese models and it is now being sponsored by



Psychic Force from Taito for the PlayStation was nearing completion and could be the game that brings them back.

Deep, and Command and Conquer for the PlayStation.

Sony was relatively quiet as they are saving all their hot new games for E<sup>3</sup> but we did get to play Arc the Lad 2 and Wild Arms.

The 16-Bit Super Famicom didn't appear to be dead as Enix had an updated version of Dragon Quest 3 (originally released for the NES) for the 16-Bitter. They also had their new Wonder Project J2 for the Nintendo 64 up and running but it easily could have been for the SF.

Seta had the strongest N64 presence with Rev Limit, Wild Choppers and St. Andrews Golf all well into development and looking fine.

Shooters are currently on the back burner in Japan as about the only one worth talking about was the newest version of Darius. A new company called Bett is doing it and not Taito. It looked very good though.

Many of these games will be coming to the States so keep watching our Protos column for the latest information.

Boasting over 100 people working on the new—Final Fantasy VII, Square easily had the game of the show which was no surprise to anybody. Now if they could only get U.S. game done this year!

Nissan. This is actually a smart move on EA's part as it is no deep secret that U.S. games sell very, very poorly in Japan but that is another story in itself.

Virgin had a large lineup, some which include a new off-road racing game called Dakkar '97. An undersea search- and-destroy game called The



Namco must not have liked the PlayStation joysticks on the market so they are doing an arcade stick themselves.



1) Darius Gaiden from Bett was the best shooter at the show. 2) Square must be a glutton for punishment as they are doing yet another game. This one is called Final Fantasy Tactics. 3) Seta is betting the farm on the Nintendo 64. The golf game uses the St. Andrews course. 4) Rev Limits is Seta's second N64 game.





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PUBLISHER: Sega  
GAME: Sonic Fighter

PUBLISHER: Electronic Arts  
GAME: Syndicate Wars

PUBLISHER: GT Interactive  
GAME: Hexen

PUBLISHER: Warner Interactive  
GAME: Trash It



SPECIAL FEATURE

# ECTS

## The European Game Show Sets London on Fire!

by David Rider and Ed Semrad

**E**3 might be the show to be seen stateside, but on this side of the pond, developers and retailers from across Europe converge on London in the fall for Europe's biggest software show. The fall ECTS, held Sept. 8-10 at Olympia, drew over 16,000 visitors in three days. Not bad, considering it's only open to trade and press. Like the last show, Acclaim took out a big chunk of space with European retailers and journalists getting their first proper look at Turok: Dinosaur Hunter on the N64. Acclaim was the only company at the show really giving Nintendo's dream machine a big push, even though Europe won't be seeing the machine until March of next year. Also on the Acclaim stand, if you could fight your way through the crowds, you might have caught a glimpse of The Crow and V Tennis on the PS.

At Konami's stand we looked over Broken Helix, and a WipeOut clone called Road Rage in Europe and Speed King in Japan. As far as the rest of the softs went, there was a combo Lethal Enforcers 1 & 2 and the 3-D Contra on the PlayStation.

BMG had some interesting PS softs including the smooth-looking Spider, Blazing Dragons and Grand Theft Auto.

One of the biggest surprises of the

show was finding a video for Pitfall 3-D for the PlayStation running on the Activision stand. The coders have gone for the same sort of viewpoint as Tomb Raider, but with a roving rather than static camera. The character moves are amazing, with a fluid range



**PUBLISHER: Electronic Arts  
GAME: Wing Commander 4**

of running, leaping and combat skills thrown in. Texture-mapped backgrounds combined with huge polygon enemies and some nice lighting effects to reduce pop-up mark this title as being one of the games that'll really test the PlayStation



**PUBLISHER: Philips Media  
GAME: Q.A.D.**

and push its hardware to the limit. The other game Activision was running looked pretty decent, too. Faithful conversions of Mechwarrior 2 on both the PlayStation and the Saturn were the main draws.

The Interplay stand was pretty much given over to Shiny Entertainment's upcoming PC epic, MDK. It's an awesome shooter and Mr. Shiny himself, Dave Perry, was there to demo it for us. Wild 9's was the other game featured. It's a shooter



**PUBLISHER: Interplay  
GAME: Rock & Roll Racing 2**



**PUBLISHER: Ocean  
GAME: Tunnel B1**



**PUBLISHER: Codemasters  
GAME: Micro Machines V3**





**PUBLISHER: GT Interactive  
GAME: Bedlam**

featuring a hero named Wex who fires projectiles from a hugely powerful glove which is linked to a powerpack. Earthworm Jim had around 3,000 frames of animation. With Wild 9's he's aiming for 60,000 frames! Other Interplay softs coming our way include—at last—Rock 'n' Roll Racing II on the PS and the funky-looking blaster Disruptor.

Ocean had X2, a good, old-fashioned blaster in the R-Type tradition. The 11-level side-scroller looked excellent on the PS, with glorious parallax and scaling, over 32,000 colors, fully rendered and interactive backgrounds and a stunning zoom option.

Finally this year, Sega made it to the show. They were talking up Daytona USA: Championship Edition, and Worldwide Soccer '97, a one- to four-player soccer sim which looked a lot better than FIFA '97.

Those boys at Codemasters know a thing or two about sports. Together with Rage Software, they were showing Jonah Lomu Rugby for the PlayStation



and the Saturn. Also on show was Micro Machines V3 for the PlayStation, which drew big crowds.

A trip upstairs to see Sony's huge stand didn't reveal anything brand new, although updated versions of F1, WipeOut 2097 (or WipeOut XL to you), Crash Bandicoot and the stunning

Kart Duel certainly took a few gamers by surprise.

One Philips title getting a lot of attentions is Q.A.D. (The Quintessential Art Of Destruction), a 3-D blaster that Philips is calling a "save and destroy" game. Using a new technique called "Polar Sprouts" (®), the game has "true 3-D images," replacing scaled sprites and texture-mapped polys. This apparently allows hundreds of 3-D sprites to be seen at any time.

Over at Electronic Arts, the big buzz



**PUBLISHER: Sunsoft  
GAME: Ayrton Senna Kart Duel**

Destruction Derby 2 were ready for play. Gremlin had a big stand which included two scantily clad models who showed Re-Loaded on the PlayStation.

GT Interactive had again hired a huge chunk of hall to build their stand, and this year's theme was the jungle. Also drawing the crowds were Bedlam, Robotron X, Area 51 and Final Doom on the PlayStation, but we headed straight for Hexen, a brutal 3-D shooter based on the Doom engine but with slicker graphics and more options. You play as either a warrior, a cleric or a mage.

Sunsoft, as usual, had a very small stand at the show; they're firm believers in quality, not quantity, and Ayrton Senna



**PUBLISHER: Ocean  
GAME: X2**

was that EA has just scooped the license for the 1998 World Football Cup. And we ain't talking NFL/AFC. You know what that means? More soccer games: hooray! In the meantime, EA was showing off their latest EA Sports titles, NHL '97 on the PlayStation, which looked outstanding, with over 600 players, new stats and ultra-smooth animation, and FIFA '97, to keep all you Genesis/MegaDrive and Super NES players happy.

Overall, the show lived up to its expectations. While Nintendo won't be gracing Europe with its presence this year, they won't be missed—especially with all the great PlayStation and Saturn games on the schedule. Cheers!



**PUBLISHER: Interplay  
GAME: Star Fleet Academy**



**PUBLISHER: GT Interactive  
GAME: Hexen**



**PUBLISHER: Konami  
GAME: Speed King (Road Rage)**

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1) Sega joins the ski club with their new game Super Giant Slalom 2) Sega also hits the water with their jet ski game—Wave Runner 3) Next in the line of fine racing games from Sega is Touring Car Championship 4) Not to be outdone on the slopes, Namco introduced Alpine Skier 2.

# JAMMA

## CAPCOM FINALLY UNVEILS STREET FIGHTER III!!!

by Stuart Levy, Sushi-X and Ed Semrad

1

It is the number-one arcade show in the world. Of course it takes place in Japan...where else are the best arcade games made?

And if you're anybody, you're there, and if you want anything shown, you do it now...and everybody did.

The name of the show is the Japan Amusement Machinery Manufacturers Association (JAMMA) and it took place from Sept. 12-14, at Makuhari Messe in Chiba, Japan.

Details over with, we can now dive into all of the great games.\*

First on the list is Capcom. Walking into their booth and making our way past dozens of X-Men Vs. Street Fighter and Warzod (Red-Earth in the U.S.) machines, we headed toward the hot coin-ops—the Street Fighter EX machines. Only having seen pictures before, it was a treat to actually be able to sit down and play the game. Sushi-X thought he died and went to heaven! The big surprise was the fact that this



Game: GTI Club Rally Cote d'Azur  
Publisher: Konami



Game: Solar Assault Gradius  
Publisher: Konami

very important game wasn't even programmed by Capcom! Yes, this is the first SF game ever trusted to an outside third party. Don't miss Sushi-X's review later on in this article. After quite some time playing EX, Ed caught a glimpse of the roman numeral III on a monitor out of the corner of his eye. We all gathered around Capcom's typical PR demo tape,

and 20 minutes later, sure enough, Capcom had sneaked in a few minutes of footage from Street Fighter III! Sneaky, very sneaky! But understandably so, as Capcom was trying to promote EX and having a machine of SFIII on the floor would take away all of the excitement from EX. Still we taped their tape and the results are in this article. The

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1) Konami's second new racing game—Winding Heat—will be out later this year. 2) Konami's new fighting game code-named PF 573 will come out on their new hardware. 3) Macross Plus will be Banpresto's new shooter. 4) The side-scrolling shooter Second Earth Gratia will be coming from Jaleco.



**1)** Taito's impressive polygon fighting game is called **Fighters' Impact**. **2)** **Puzzle Bobble 3** is Taito's second big new release. **3)** SNK is adding another fighting game, **Super Tag Battle** to its long list of games. **4)** Yet another SNK fighter? Yep, it is the third in the series of **Samurai Shodown**.

other news was Capcom's new CP System 3 Board. Red-Earth, Street Fighter EX and Street Fighter III will be the first games programmed for this enhanced CD arcade system.

Our next stop was Namco, and somebody there must have forgotten that JAMMA was coming. No Tekken 3 anywhere in sight! Bummer. In order to

ooohs and ahhs have subsided. Well, they really haven't. They only moved over to the Konami booth. Just as the taped demo of VF3 captivated show attendees, last year, this time Konami's tape kept everybody spellbound. As fluid and smooth as VF3 is, Konami's fighter, code-named the PF 573 Project, is even more so. They had four main characters

on their demo and the fog, scaling, rotation, magnification, zoom and lighting was unbelievable! How? Why? Especially since Konami is not really known for making fighting games. Those questions will have to go unanswered for a while but Konami is back...and with new hardware! Boasting a pair of Power PC 603e chips which can do over 1 million polygons per second (2 million polygons "later"), the demo was very impressive. And the hardware actually works (not vaporware) as Konami officials stated that their new racing game called GTI Club Rally Cote d'Adur is up and running with the hardware not even breathing hard. The thing about the hardware is that it looks and specs out very much like Matsushita's new M2 game system. Should this actually be the case, Sony, Sega and even Nintendo will have to quickly go back to the drawing board to see what they can do to enhance their systems as Konami's new 'Cobra'



**Game:** Neo Bomberman  
**Publisher:** Hudson/SNK



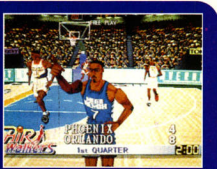
**Game:** Speed Up  
**Publisher:** Data East

stay ahead of their competitor [Sega], Namco was showing Alpine Racer 2. It is now linked to another machine, so you can race head-to-head, just like the racing games. Their only other new title was a puzzle-type game called Dancing Eyes which looked and played very much like the old game Qix. Oh well, perhaps next year for Tekken 3.

Then it was on to Konami as we heard rumors before the show that something big was going to happen there. Boy, was that an understatement! Everybody by now has seen pictures of Virtua Fighter 3, and now that it is playable, all the



**Game:** Stadium Zero '96  
**Publisher:** Data East



**Game:** Air Walkers  
**Publisher:** Data East



**1)** Sega's prize fighter **Virtua Fighter 3** was the hot game of the show. **2)** **Red-Earth** from Capcom was their third fighting game introduced at the show. **3)** The name for the polygon fighter from Capcom is now set at **Street Fighter EX**. **4)** Tecmo's Model 2 board polygon fighting game is **Dead or Alive**.



1) Namco's Dancing Eyes plays much like the old game Qix. 2) What do you get when you combine the X-Men with Street Fighter? Another fighting game from Capcom. 3) Namco is set on blowing up Tokyo with their new shooter, Tokyo Wars. 4) Atari's racing game is San Francisco Rush Extreme.

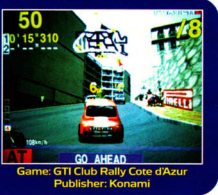
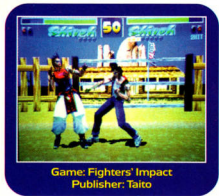
hardware is already easily equalling if not surpassing Sega's Model 3 hardware. Not bad for a possible game system!

Also at Konami's booth was a "conventional" racing game called Winding Heat, and a not-so-conventional new Gradius game called Solar Assault. Those familiar with the Gradius games will remember this line of games as being great side-scrolling shooters. Well, Konami did it again. This version is a first-person perspective into the screen-

Championship which continues in the Daytona tradition. Next, since Sega is now very much into arcade amusement parks, they had to do their own jet ski game (Wave Runner) and skiing game (Sega Ski Super Giant Slalom). It just

game? No, it was just Puzzle Bobble 3—his favorite game.

After all this, it was break time. We got in a couple rounds of golf and tried a new soccer game in which you kick an actual ball and it appears on a TV



type shooter. Boasting different perspectives and unbelievably detailed graphics and breakneck maneuvering, this easily could be the best shooter ever!

Next was the Sega booth. This was their show to rest and show off VF3. With dozens of machines, it was the hot game of the show which everybody had to play...and they did. Sega also had another racing game called Touring Car

wouldn't look cool if Sega had its competitor's (Namco) games in a Sega arcade. Finally, Sega had Dynamite Baseball and Last Bronx, plus a pair of new Model 2 Board games and one new ST-V (Saturn compatible) coin-op called Dynamite DEKA.

Now with the big guys covered, we moved on to the rest of the show. Taito had a very good new fighting game called Fighters' Impact. Judging from the crowd and Sushi's comments, Taito could make quite a comeback if they fine-tune the control on this game. Ed came back smiling so we had to see what he found. Was it another new piece of hardware, or a real 3-D SNK

monitor where an on-screen goalie tries to block your shot. Cute.

Going back to work we checked out the SNK Neo•Geo booths. Hoping for something new and innovative, we settled for the next installment of Samurai Shodown and another fighter called Super Tag Battle. Fortunately there was a little bit of variety for the old 24-Bitter. Hudson's Bomberman is coming to the Neo and that should keep the grumbles down to a minimum from those devoted players who want something other than fighting games.

Data East was next door so we played a few games of their new basketball game called Air Walkers. While only



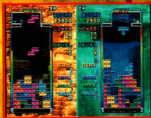
1-4) Capcom had their world debut of the much-anticipated Street Fighter III at the JAMMA Show. Featuring new characters, solid 2-D action and new moves, this coin-op will be the hit of 1997.

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JALECO



SEGA SATURN



CONTENT RATED BY ESRB



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3



4



1-4) Konami's new surprise announcement Project PF 573 looked like it could give Virtua Fighter 3 a run for its money when it comes out in 1997. Will it control as well as it looks? We'll see.

70 percent percent, the game played very well, and they could do well if they bring it out here in the States. Baseball was their second sports game, and they will be calling it Stadium Zero '96 when it comes out over here. Not bad, but nothing revolutionary. Speed Up was their third and final game. With all the various racing games in Japan, this one

**"We will be watching the Konami hardware development very closely."**

**- Sega spokesperson**

could get lost in the crowd, especially when it didn't really stand out.

Atari Games made an appearance



Game: Alpine Racer 2  
Publisher: Namco

and their sit-down racing game, San Francisco Rush Extreme, looked good. We wish them the best of luck in Japan, as they will need it. With so many really great racing games, their sleeper could go unnoticed.

Tecmo was once again showing their fighting game Dead or Alive. It was almost finished, and considering that it was running on a Sega Model 2 board, it looked very good. The character animation was realistic and equal to, if not better than, Virtua Fighter 2. Their second game was a horse racing coin-

Second Earth Gratia. Nothing really exceptions, but with so few shooters coming out, this game ought to do well with those who are devoted to this type of game.

As to no-shows, Midway was the main abstainer. While Mortal Kombat never developed a following in Japan,



Game: Street Fighter III  
Publisher: Capcom



op. It had an unusual first-person perspective view which was through the eyes of the jockey over your horse's head. Not bad, just unusual.

Banpresto has decided to stick with the tried-and-true shooting game genre. Their newest yen-muncher was called Macross Plus, and although it was only 60 percent complete, even Sushi had a good time teaming up with Stuart to blow away the enemies in this very fast-paced vertical-scrolling "Siller special."

Jaleco likewise had a small presence at JAMMA, and their only entrant was a typical side-scrolling shooter called

it was surprising that they didn't attend just to show off some of their sports games.

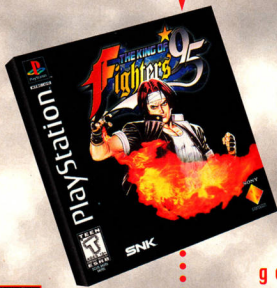
Still, this was the show of the year. With lots of new hardware (see the accompanying article), two new Street Fighter games, a finished VF3 and a batch of new 3-D polygon fighters, racers and shooters, it's going to be very difficult for any show to top this one. We've got our work cut out for us now. With all the new information that we obtained, our correspondents will be working overtime to get an update for the next issue.



Tens of thousands of retailers, distributors, manufacturers and press flocked to the number-one arcade show in the world to get a glimpse at the latest in arcade technology, hardware and software.



start  
there



go  
here



coming  
soon



get it?



# ARCADE BOARD COMPARISON

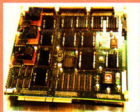
**T**his is the year for new arcade hardware. Sega has, of course, their new Model 3 Power PC board which is the guts behind the phenomenal 3-D polygon graphics in Virtua Fighter 3. However, technology doesn't stand still and what is revolutionary in 1996 is only average in 1997

and that is what we saw at JAMMA.

Capcom is already releasing new games for their new CP System 3, and with a doubling of internal memory, more colors available for the programmers to work with and much larger-sized objects on screen, SF3 should really shine.

Konami is the wild card here. Anybody who has hardware that can push 2 million polygons around on a screen has to be respected. With double Power PC chips, this might be the system to watch especially if Konami makes good on their fighting game. Now if this comes out for the home...

## KONAMI COBRA



### SPECIFICATIONS:

Twin Power PC 603e chips  
100 MHz clock speed  
Resolution 640 x 400 pixels  
24-Bit color x 2; 8-Bit Alpha  
32-Bit Floating Point Z-Buffers  
12-Bit Stencil; 256 level alpha blend  
Texture Mapping w/Perspective  
Correction; Mipmap support; Bilinear and Trilinear Filtering; Texture Coordinate Generator; Reflection and Refraction Texture Mapping  
Linear and exponential Fogging  
Particle Emulation; Shadow Buffer  
8 Parallel, Point or Spot lights

## CAPCOM CP SYSTEM 3



### SPECIFICATIONS:

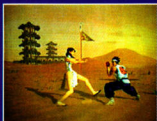
256 colors  
512 colors in palette  
32,768 colors on screen  
1024 objects on screen (64 x 64)  
5 scrolling screens  
96 megabyte memory (772 mbit)  
Line scrolling  
Line zoom  
Frame magnification  
Fade in and out  
Shadows and zoom  
Multilayers of transparency  
High-speed CD-ROM drive  
Easy updating of software

## SEGA MODEL 3



### SPECIFICATIONS:

1 million polygons/second  
Rendered 60 million pixels/sec  
16 million colored textures  
Trilinear Interpolation  
Gouraud shading; flat shading  
Texture multilayered antialiasing  
Edge multilayered antialiasing  
Parallel lighting, pin spot lighting  
Resolution 480x384 & 640x480  
Zone fogging  
32 layers of translucency  
68 EC 000 sound chip  
44.1 KHz audio sampling rate  
16 Bit; 64 voice; 4 channel audio



Konami's new fighting game, code-named PF573, has some of the most detailed polygon graphics ever seen in an arcade game. From the demo, the animation is equal to anything shown on Sega's Model 3 board. The special effects—like the lighting effects, transparency, fogging, zoom, magnification, rotation—are also equal to anything ever shown in a game before. Only four characters were shown.





Capcom's newest addition to their long list of fighting games is named Street Fighter EX. While not done by Capcom itself, the game animates and controls as well as any of its predecessors.

Besides Street Fighter III, Capcom had yet another Street Fighter game on display. It was called Street Fighter Infinity, Gaiden, 3-D and other names. It is now officially called Street Fighter EX. Although not programmed by Capcom (something completely out of the ordinary for Capcom to farm out a SF game), the game animated and played virtually identical to SF games of the past. The big difference is the fact that the characters are now made of polygons. Although the game is still 2-D, Capcom is testing the polygon waters to see if that is the direction they want to go. If popular, this just might replace the Alpha series, coming out late in 1996.



each. Konami's "Cobra" board put out arguably the best-looking polygon fighter ever. Its four characters (plus the Dural look-alike) animated so smoothly you could not tell that they were constructed of polygons. While Konami is

Matsushita have been talking about working together on a "new" project. In addition, if Konami has a way of doubling the number of polygons per second from 1 million to 2 million (check the spec sheet on the previous page) then Sega just might have to go back and look at their Model 3 board hardware since their spec sheet states 1 million polygons per second. We'll have to wait and see how Konami utilizes this new hardware, since without good programmers, the best hardware could mean nothing. Also, Konami stated that their new racing game (GT-1 Club Rally) utilizes the Cobra board, but after playing the game, it didn't appear

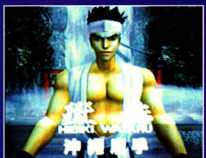
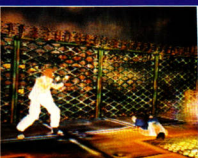


**1 and 2)** Besides the new Street Fighter games, Capcom will be bringing out another fighting game called Warzard (Japan) or Red-Earth (U.S.) **3 and 4)** As previewed earlier, Capcom will be getting as much mileage out of the popular characters from its older games. Here X-Men Vs. Street Fighter combines the best characters out of each of those games into one ultimate fighting play-off game.

The other major announcement came from the Konami camp. Backed by perhaps the most powerful hardware in the industry, Konami is going after Sega in a big way. Fueled with two Power PC 603e chips running at a whopping 100 MHz

not known for their fighting expertise, Sega officials admitted to *EGM* that they are going to watch the development of this project closely. Rightfully so, as rumor has it this could be the long-awaited M2 system since Konami and

to be substantially better than any of Sega's Model 2 hardware. If this really is the M2 hardware, then there might be a new "king" of the home systems waiting to be launched by Matsushita next year. Are you worried yet Sony and Nintendo?



Konami's new VF3 killer just accidentally (at least in this demo) happens to have similar characters, backgrounds and animations as found in Sega's Virtua Fighter 3 game. Coincidence?



# STREET FIGHTER III

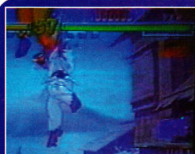
## CAPCOM REALLY CAN COUNT TO THREE!!!

**H**ere it is! Yes it is a reality, Capcom can really count to three. While there is virtually no solid information about the game at deadline, our *EGM* editors have been able to analyze the three-minute Street Fighter III segment which was tacked on at the end of Capcom's standard arcade product demo tape.

First of all, the game appears to be

back to the 2-D fighting game perspective. There are no polygon characters as there are in Capcom's newest game—SFEX. Also, there are a lot of new characters in the game. The only ones who were positively identified from the names shown in the full-screen shots are Ken (from the old SF series), Sean, Yun and Elena. Ryu should also be included in this version based on conversations with Capcom staff who are knowledgeable about the game. Another half dozen characters have been identified from the many close-up screen shots that were on the tape but as of yet, they haven't been named.

One interesting change in this game is the fact that the playing area now scrolls upward at least another one half screen. This is above and beyond the



In the early version of Street Fighter III that we saw, the screen appears to be able to scroll approximately half an additional screen in the vertical direction. This is above and beyond the normal R-L scrolling of the playfield.



From what we saw on the tape, SF3 appears to be near completion.

normal left-and-right scrolling of the ground area in the playfield.

Beyond this, there is little hard information. The game appears to be quite a ways along as the 10 characters appear to be animated and at least some of the moves are already in. Knowing this, Capcom will probably have the game ready for test in spring but might hold off in order to let Street Fighter EX run its course. We'll try to get an update by next issue. Stay tuned.



There will a lot of new characters in Street Fighter III including Sean, Yun and Elena. Ken and Ryu may be the only ones coming back.

# SUSHI-X

## Reviews The Hottest New Fighters VIRTUA FIGHTER 3

**T**he most obvious difference between the new Virtua Fighter and number two is the extremely impressive graphics. By now everyone has heard about and seen pictures from the Model 3 board, but seeing it in motion really gives you a sense of realism and pure polygon power. Does the silk really look like silk? Does the water and fog really appear to flow? You bet! Simply put, the graphics are visually astounding! The numerous polygons and techniques of the Model 3 give the most fluid and realistic visuals thus far.

The other obvious new element of VF3 is the two additional characters. Both are more traditional-style Japanese fighters, each possessing techniques that are very akin to their fighting styles. They are not completely different and new styles of fighting, but they are very popular Japanese methods and are done very well.

Now that that's been said, let's focus on the real aspect that is important to games...how does it play. The two major enhancements to gameplay are the



uneven ground stages (such as a slanted rooftop) and the ability to dodge (escape) via a new button. The various terrain adds a nice little element of strategy with certain combos by utilizing the height difference. This isn't a major factor but it is a small and effective change. The big difference in gameplay and the whole VF fighting philosophy is the ability to dodge (move in 3-D) to either avoid or attack an opponent. This really changes the way VF is played, at least if you intend to play effectively. Trying to fight a linear battle is

a losing proposition and thus ultimately forces players to think more.

Overall, the game remains unchanged. True, there is literally a new dimension of fighting for VF fans, but this has been done on other systems. VF fans will quickly notice how similar the game is to VF2 (of course, there are a lot more moves and some tweaking has been done). If you're looking for a whole new fighting experience, this isn't it. This is every bit the tried-and-true VF style that gave birth to 3-D fighting. Right now it seems the most popular characters are Akira for his quick thrust moves and counters, and Wolf for his massively damaging throws. I do wish the game had changed a bit more dramatically. (I have been at this fighting game thing for a while.) With only two new characters and very similar style and moves, it made me feel right at home yet not quite new. Given the fact that the VF engine is as famous as SF, this isn't a bad thing, however I was looking forward to more advancements in gameplay like the dodge more than the incredible graphics.

### Sushi-X's Final Score 9.0

## STREET FIGHTER EX

**I** must admit that I was very doubtful of Capcom tinkering with the tried-and-true 2-D engine that has become legendary. When I first saw the game, I was apprehensive and saw what looked like a Tekken 2-style fighting game with Street Fighter characters. Yet, to my amazement, it played very much like good old SF. Right away I was performing some of the classic combo types, and I never felt disoriented or put off by the game's playability. Granted this simply isn't the SF I'm used to and there were some noticeable differences in gameplay, but it was similar enough to make a veteran feel comfortable.



The three new characters are definitely a plus, and they have moves that do broaden the fighting spectrum a bit. I wish there were more characters (SFA2 has quite a bit more) and maybe a new ele-

ment of gameplay (such as VF 3's dodge). It plays well and the characters seem balanced decently, but beyond the polygon facelift, it remains yet another in the line of SF games that are not quite there.

Graphically it looks good, but not as clean as say a VF3. Fans of the classic animated looks may be skeptical of its playability, but it will feel comfortable even if it looks quite different. Ultimately it comes down to the fact of being so used to seeing SF in an animated style that it is really quite hard to accept my favorite characters as polygons. Still, with good gameplay of the SF engine, it is sure to carry its weight.

### Sushi-X's Final Score 9.0

# FIGHTING SPECIAL

## YOUR ULTIMATE GUIDE TO ONE-ON-ONE COMBAT

If imitation is the sincerest form of flattery, then Street Fighter II should be blushing bloody red. It seems every other game is a Street Fighter II look-alike of some sort. Why? A few years ago, Capcom changed the face of video gaming by setting the standards for the one-on-one fighting game when they released SF2. Lines formed at the arcades. A lot of gamers spent a lot of money. Other companies recognized a winning (and profitable) formula and strived to copy it. Now arcades and home systems are littered with Mortal Kombats and Tekkens and SNK's (fill in the blank). Is it overkill? Perhaps, but

the sheer amount of fighting games that are out does indicate that the genre is a hearty one, and the wave of fighting games to come show that the genre has no intention of disappearing any time soon. Just take a look at the following pages to see for yourself.

Note: You may notice a few prominent titles missing. Catch the latest info and screen shots on Street Fighter III (yes...III), Street Fighter EX and Virtua Fighter 3 in this month's JAMMA Special Feature. And look to upcoming issues of EGM for previews of the eagerly awaited Tekken 3 and Mortal Kombat 4.

### Toshinden URA (2+)

Takara

Saturn-4th Qtr. '96 (Japan)

PlayStation gets Toshinden 1 & 2. Saturn gets Remix and 2+. So far, the Saturn has been getting an improved version of each Toshinden game. Toshinden URA is the Japanese official name for Toshinden 2+ (or 2.5, or 2 Remix, etc.). It will feature at least a couple of brand-new characters.



### X-Men Vs. Street Fighter

Capcom

Arcade-now

Capcom crosses fictional boundaries and combines two of their best fighters into one game. New moves and new characters grace this game. Hopefully, Capcom will consider releasing a follow-up that will add even more fighters, like those from DarkStalkers and Marvel Super Heroes.



### Cyber Gladiators

Sierra Online

PlayStation-November

Cyber Gladiators looks as if it will be one of the more technologically advanced fighting games to come out. It features an advanced AI which will learn as it fights and motion-capture technology (that is manipulated on the fly). So far, the screen shots shown are the only ones available as of press time.



## Toshinden Kids

Takara

PlayStation-4th Qtr. '96 (Japan)

Perhaps cute versions of grown-up games are the keys to making your fighting games stand out among the masses. Takara follows suit and will be releasing a large-headed addition to the Toshinden series. Expect the same true 3-D gameplay, projectiles and special moves that made Toshinden a hit.



## Sonic Championship

Sega

Arcade-September Saturn-1997

This one gets the vote for the cutest fighting game (yes, it even beats out VF Kids). Play as Sonic, Tails, Knuckles and even Dynamite Duck. All of the moves and the resulting damage are done *Roger Rabbit*-style: Imagine Amy countering Duck's Dynamite Toss by shoving it back in his beak!



## Last Bronx

Sega

Arcade-now

Sega fans needed something to keep them busy between Fighting Vipers and the release of Virtua Fighter 3. Enter: Last Bronx. This game uses the popular Model 2 Board to run its smooth animation. Last Bronx is a flashy game with tons of moves performed with a variety of melee weapons.



## Star Gladiator

Capcom

Arcade-now PlayStation-November

Capcom's first 3-D fighter shows off some impressive (but somewhat cheap) combos and Soul Edge-like swordplay. Nine futuristic warriors fight it out in one of the flashiest games you'll see. Star Gladiator met with great, but not perfect reviews. To find out why, see this month's Review Crew.



# FIGHTING MOMENTS

**1987**-The original Street Fighter was released in arcades. This little-known title introduced Ryu, Ken and Sagat.

**March 1991**-The first arcade Street Fighter II was introduced. This marked the beginning of a new age of video games.

## Virtua Fighter Kids

Sega

Arcade-now Saturn-now

Players had mixed feelings over this shrunken and cute version of Virtua Fighter 2. Some felt VF Kids played too much like VF2 and did not offer enough new features for them to want to play it. Others (especially VF2 fanatics) loved this title. See who liked what about VF Kids in this month's Review Crew.



## Mortal Kombat Trilogy

Williams

Nintendo 64-October PlayStation-October

MKT is a Mortal fan's "ultimate" package. It contains every character (including Johnny Cage, who was supposed to be excluded), every background and every move found in every MK game. This is the only MK that anyone will ever need to get...that is until Mortal Kombat 4 comes out.



## Fighting Vipers

Sega

Arcade-now Saturn-October

Fighting Vipers is the follow-up to Sega's extremely successful Virtua Fighter 2. FV has the strangest assortment of warriors that you'll probably ever see. New features include armor (which can be broken off) and the ability to throw opponents into walls. See this month's Review Crew for more.



## Killer Instinct Gold

Nintendo

Nintendo 64-November

Killer Instinct 2 fans can celebrate at the expense of Killer Instinct 1 fans' joy. The Nintendo 64 will soon showcase KI Gold, a deluxe version of the arcade KI2. The 10 killers will be treated to a powerful home console, complete with antialiasing and a hefty price tag (about \$80 for the cartridge).



# FIGHTING MOMENTS

July 1992-The widespread hit Street Fighter II gets successfully put on a 16-Bit home system (Super NES).

August 1992-Street Fighter II finally meets true competition. Mortal Kombat hits the arcades and redefines violence in video games.

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## Tobal No. 1

Square

PlayStation-November

Square is throwing down its RPG gloves and bringing out a fighting title. The one-on-one Fighting Mode looks like a contender for Virtua Fighter 2 and Tekken 2's best 3-D fighting game titles. A Story Mode (which looks nothing like the Fighting Mode) makes Tobal an even better package.



## Ultimate Mortal Kombat

Williams

Super NES-October Genesis-October

Some of Ultimate Mortal Kombat's thunder is stolen by the excitement of the release of MK Trilogy, which is a much better deal (after all, MKT has everything UMK has plus more). Regardless, it's still impressive that a big game like UMK can fit, and still be playable, on the older 16-Bit machines.



## Dead or Alive

Tecmo

Arcade-4th Qtr. '96 PlayStation-1997

Tecmo licensed the Model 2 technology from Sega to bring us Dead or Alive, a 3-D fighter that looks and plays similar to the successful Virtua Fighter 2. The characters seem to be better animated. As Ed Semrad (our editor in chief) puts it, "The girls jiggle." That should draw some crowds in itself...



## Soul Edge

Namco

Arcade-now PlayStation-January

Namco has subtly released a sequel to Soul Edge. Although this version 2 is out in the arcades, early reports show that the PlayStation title will be based on version 1. However, this time you can expect to see at least eight warriors in the home conversion of this sword-fighting 3-D game.



# FIGHTING MOMENTS

1993-Virtua Fighter debuts. It's possibly the second most influential brawler of all time (behind SF2). It introduced polygons and ultra-smooth animation to the fighting game arena.

End of 1993-Mortal Kombat makes it to the home systems—all bloody on the Genesis and all sweaty on the Super NES.



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## Battle Monsters

Acclaim

Saturn-now

This is one of the most unique fighters yet. Meet the strangest cast to be in a fighting game. *Battle Monsters* has a total of 12 evil and twisted creatures. All fighters are digitized and are armed with several special attacks. The fighting takes place on multitiered levels, in a variety of interesting backdrops.



## Dynasty Warriors

Koei

PlayStation-March

Koei is going to bring us a new 3-D fighting game with a cast of fighters from the world of *Romance of the Three Kingdoms*. *Dynasty Warriors* will showcase at least 13 different characters who will duke it out with classic Chinese weaponry in a variety of historical battlegrounds.



## King of Fighters '96

SNK

Arcade/Neo-Geo-now

You can't ask for a better deal when *King of Fighters '96* offers you 27 total characters to play with. Well, you can ask for a better game engine (see this month's Review Crew for the inside look) since the graphics and animation look dated next to today's fighters. Overall, KOF is still an excellent series.



## Street Fighter Alpha 2

Capcom/Nintendo (SUPER NES)

Arcade-now PlayStation-November  
Super NES-October Saturn-November

Until SF EX and SF3 come out, players will have to be satisfied with home conversions of the latest SF, *Street Fighter Alpha 2*. Capcom may have to stop making *Street Fighter* games soon, lest the new games start getting lost in a sea of similar-sounding titles.



# FIGHTING MOMENTS

1994-The year of *Virtua Fighter 2*. In terms of graphics, this is the game all polygon fighters will try to imitate.

November 1995-Sega silences its critics (of the glitchy Saturn *Virtua Fighter*) and releases an almost-perfect home conversion of the hit *Virtua Fighter 2*.

## Iron & Blood

Acclaim

PlayStation-October

Iron & Blood attempts to break new ground by bringing never-before-seen features to a fighting game. The features (like building up your character's magical powers and earning character's artifacts) are fantastic but it's at the cost of a decent fighting game. (See this month's Review Crew to find out why.)

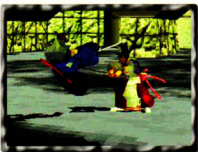


## Bushido Blade

Square

PlayStation-December (Japan)

Little is known about this samurai fighting game from Square. An early preview only shows the opening cinema and two fighters. So far, the graphics and character animation look incredible. The backgrounds are rendered nicely and provide the backdrop for a seemingly large playing area.



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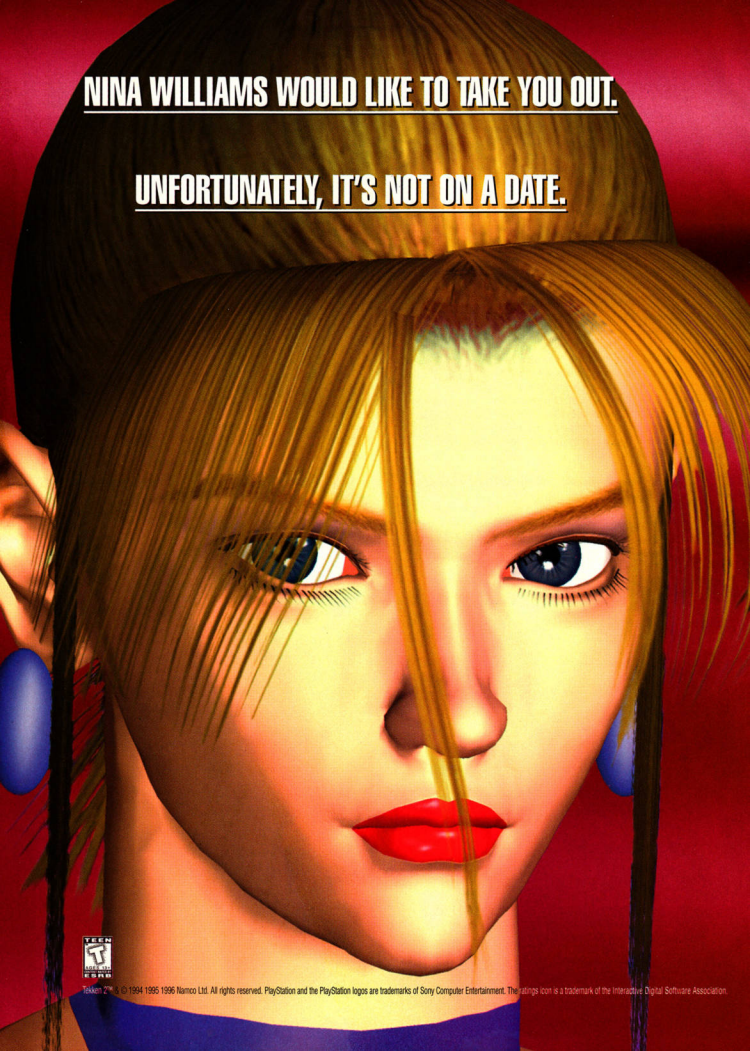
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A close-up, high-resolution digital rendering of the character Nina Williams. She has long, straight, blonde hair with bangs that partially cover her eyes. Her eyes are a striking blue, and she has bright red lips. She is wearing a blue top and large blue hoop earrings. The background is a solid, vibrant red. Two horizontal white lines are drawn across the image, one above and one below the text.

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NINTENDO 64



# KILLER INSTINCT GOLD

## Nintendo 64 Gets Its First Killer Fighter

It's going to be Killer Instinct Gold. Everyone knew that Nintendo was going to have Killer Instinct on the Nintendo 64 platform. After all, when the original KI debuted in the arcade, it claimed that it was using Ultra 64 (what the N64 used to be called) hardware, which it wasn't. Later KI2 was released, which led people to wonder whether the original or the sequel would make it to the N64. Rumors even spread that the N64 KI would be a deluxe version, combining both KI and KI2 in a fashion similar to Mortal Kombat Trilogy. Well, the N64 Killer Instinct is Killer Instinct Gold and



Hmm...what's Orchid doing to TJ behind the anti-aliased fence?



KI Gold treats you to a close-up view when you perform an Ultra.



Gladius awaits his castration, courtesy of Spinal's large sword.

is, in actuality, an improved Killer Instinct 2.

What does this mean? On the down side, we won't be seeing Chief Thunder, Cinder, Riptor and Eyedol in KI Gold, at least not as normal characters. We will also miss the computer screaming out "Kiiiiinnngggg Combol" (some of the voices didn't make it

into the game for memory purposes). On the other hand, we will see an almost arcade-perfect translation of KI2, with noticeable additions that make the package a must-have for any fan of the second installment.

Killer Instinct Gold looks fantastic. The fighters are as large as they need to be,

making the game a great playing experience. The backgrounds actually look better than the original. They are crisp and anti-aliased, but just like in KI2, some of them are too noisy and cluttered, making some of the action a bit difficult to follow.

The moves were easy to pull off. In fact, the N64 controller

## Gamer's EDGE

The Training Mode is key to mastering KI Gold. At the top, you'll see what controller commands your sensei will want you to do. Along the bottom, you'll see what you are actually doing. If you can match his motions and perform the desired move, then your teacher will clap and show you something a bit more complicated.



Start with the basics...



...and work your way to combos.



# Behind The SCREENS

Do you want to hear a little secret? Don't tell anyone, because some of the other magazines might not know this trick yet!



## "Killer Instinct Gold looks fantastic."

was the only source of discontent. Some of us EGM guys feet the Attack buttons are too close together. Many of us were also used to holding the analogue stick for Mario 64 and forgot to use the D-pad for movement (that, however, is our problem and not the fault of Nintendo's).

KI Gold has a myriad of options. Throwing, missiles, blocking and more can all be turned on or off at your will. You can also allow early

Ultimate Combos and easy Combo Breakers (a move used to interrupt a combo performed on you). All of these can be accessed from an Options Menu, so you won't need to memorize any cheats or codes.

New to Killer Instinct—but not fighting games—are the different modes of play, like Arcade, Team Elimination, Practice and Tournament. A Training Mode is also included



Set the game on the hardest difficulty setting, then enter the Training Mode. Finish all five lessons with a high enough overall grade.



Now play the Arcade Mode with the same character you just trained with. Scroll through the different colors and pick the see-through costume.



Now you can fight as a gold version of your favorite fighter. As of this writing, we couldn't find anything different about the shiny gold fighter other than the palette swap.



You'll see a solid gold figurine of yourself after an 'Awesome Victory.' This is a lot of work just to get a gold-colored character, but perhaps there is more than meets the eye...

RELEASE DATE	DIFFICULTY	
November Adjustable		
PUBLISHER	% DONE	
Nintendo	75%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	96-Meg	



## Killer MOVES

Each character has a large arsenal of attacks available to him or her. Don't be intimidated; some of the moves are for show only. Try learning Ultimate Combos, No Mercies, Humiliations and Ultras only after you have gotten used to Killer Instinct's fighting system (these moves make the game more interesting and flashier but they don't affect the outcome of combat too often). Make sure you master the regular moves and the Combo Breakers. These are vital if you hope to compete properly.

ORCHID	Flik Flak	Sh ↓ Sh ↓ Sh ↓	○	JAGO	Shindouken	→ ↓ Sh ↓ Sh ↓	○
	San	↓ ↓ ↓ ↓	○		Wind Kick	→ ↓ Sh ↓ Sh ↓	○
	Air Buster	→ ↓ ↓ ↓	○		Laser Sword	→ ↓ Sh ↓ Sh ↓	○
	Tona Fire	→ ↓ ↓ ↓	○		Ninja Slide	→ ↓ Sh ↓ Sh ↓	○
Humiliation	Slide	← ↓ ↓ ↓	○	Humiliation	Endouken	→ ↓ Sh ↓ Sh ↓	○
Shadow Move	Baton Dash	↓ ↓ ↓ ↓	○	Shadow Move	Rd EdoKen	H ○ ↓ ↓ ↓ ↓	○
Recovery	Fake Fireball	→ ↓ ↓ ↓	○	Recovery	Fke Endouken	→ ↓ Sh ↓ Sh ↓	○
Combo Breaker	Boot Kick	→ ↓ ↓ ↓	○	Combo Breaker	Spirit	→ ↓ Sh ↓ Sh ↓	○
Assault	Throw	↓ ↓ ↓ ↓	○	Assault	Juice Upri	→ ↓ Sh ↓ Sh ↓	○
Ultra	Heil Kick	→ ↓ ↓ ↓	○	Ultra	Multi Wind Kck	→ ↓ Sh ↓ Sh ↓	○
Ultimate	Tiger	→ ↓ ↓ ↓	○	Ultimate	Meteor Fireball	→ ↓ Sh ↓ Sh ↓	○
No Mercy	S Tmf Rsh	→ ↓ ↓ ↓	○	No Mercy	Slide Kick	→ ↓ Sh ↓ Sh ↓	○
Ultra Combo		○ ↓ ↓ ↓ ○ ○ ○ ↓ ↓ ↓	○	Ultra Combo		○ ↓ ↓ ↓ ○ ○ ○ ↓ ↓ ↓	○
Ultimate Combo		○ ↓ ↓ ↓ ○ ○ ○ ↓ ↓ ↓	○	Ultimate Combo		○ ↓ ↓ ↓ ○ ○ ○ ↓ ↓ ↓	○
FULGORE	Cyber Dash	← ↓ ↓ ↓	○	TUSK	Boot Kick	→ ↓ Sh ↓ Sh ↓	○
	Plasma Shield	→ ↓ ↓ ↓	○		Web of Death	→ ↓ Sh ↓ Sh ↓	○
Chest Spark	Eye Spark	→ ↓ ↓ ↓	○		Skull Splitter	→ ↓ Sh ↓ Sh ↓	○
Super Claw Spin	Laser Storm	→ ↓ ↓ ↓	○		Conquer	→ ↓ Sh ↓ Sh ↓	○
Humiliation	Fake Lar Strm	↓ ↓ ↓ ↓	○	Humiliation	High/Low Sword	→ ↓ Sh ↓ Sh ↓	○
Shadow Move	Teleport	← ↓ ↓ ↓	○	Shadow Move	Dest.	→ ↓ Sh ↓ Sh ↓	○
Recovery	Invisibility	→ ↓ ↓ ↓	○	Recovery	Ftm. Swd.	→ ↓ Sh ↓ Sh ↓	○
Combo Breaker	Super Charge	→ ↓ ↓ ↓	○	Combo Breaker	Vicious	→ ↓ Sh ↓ Sh ↓	○
Assault	Lock on-3 Fireballs	→ ↓ ↓ ↓	○	Assault	Rushing K.	→ ↓ Sh ↓ Sh ↓	○
Ultra	Top then Bottom	→ ↓ ↓ ↓	○	Ultra	R. Cimre.	→ ↓ Sh ↓ Sh ↓	○
Ultimate	Invisibility	→ ↓ ↓ ↓	○	Ultimate		→ ↓ Sh ↓ Sh ↓	○
No Mercy	Uppercut	→ ↓ ↓ ↓	○	No Mercy		→ ↓ Sh ↓ Sh ↓	○
Ultra Combo		○ ↓ ↓ ↓ ○ ↓ ↓ ↓ ○ ↓ ↓ ↓	○	Ultra Combo		○ ↓ ↓ ↓ ○ ↓ ↓ ↓ ○ ↓ ↓ ↓	○
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# NINTENDO 64



# Mortal Kombat TRILOGY

## The Complete Trilogy In All Its Gory Glory

**T**he Mortal Kombat series has become somewhat of a legend—a fighting game that unlike Street Fighter II, Virtua Fighter or Tekken, originated in the U.S. When Midway released the first game, it gained notoriety from game players for its digitized graphics and cool special moves, but gained a reputation as being one of the most violent video games ever created.

What Mortal Kombat Trilogy brings to the series is a combination of all three games rolled into one. Characters from the past come back to the arena for one more battle. The game is much like Ultimate Mortal Kombat 3 in many ways. The game engine is basically the same, many of the moves are similar, if not exactly the same



The Endurance Round can be a neck breaker at the end of the quest.

and the control configuration is the same. This game can best be described as Mortal Kombat 3 1/2.

The story combines all three plot lines of the series into one. It explains how Liu Kang became victorious over Goro during the first tournament. Little did our combatants know that they were about to be lured into the Outworld to compete in yet another tournament. But the second tournament was only a diversion—a way for Shao Kahn to



Shao Kahn is back, and this time he's out to stop the combatants from taking back Earth and sending him back to the Outworld.

reincarnate his queen and step from the Outworld to the Earth. Now firmly in his grasp, the third tournament begins to determine Earth's fate. This is the Mortal Kombat Trilogy.

The Nintendo 64 version of the game brings MK home like never before. The graphics are crisp and clear, a carbon copy of the UMK3 arcade graphics. It's astonishing to see the

All of the features from the arcade are back, like Random Character Select, but Trilogy adds a few more to the mix. Included are two-on-two, three-on-three and eight-player kombat tournaments. Turning on the Auto Kombo feature gives your character added punch. When you hit a character with a kick or a punch, the computer automatically turns it into

a kombo for you, using punches and kicks or the appropriate special move. This is a perfect option for players who are newer to the fighting game genre and up against a seasoned MK veteran. To give the experienced player even more of a handicap, kombos can be turned off, leaving just regular attacks open. It's a lot harder without kombos!



# "The graphics are crisp and clear, a carbon copy of the UMK3 arcade graphics."

entire MK cast on one system, in one cartridge. All of the arcade backgrounds from all three games are also included in the package, faithfully reproduced in their digitized glory. Plus, unlike the PlayStation version of the game or any of the MKs on CD systems, this one has no loading time, at all. Add in the

Playable characters include Noob Saibot, Baraka, Rain (playable for the first time), the old style Sub-Zero, Smoke, Rayden, Johnny Cage, Sonya, Cyrax, Sektor, Reptile, Scorpion, Jax, Liu Kang, Jade, Sheeva, Sindel, Kung Lao, Ermac, Smoke, Kabal, Mileena, Kitana, Kano, Shang Tsung, Nightwolf and Stryker. That's



An interesting feature of the game is the ability to turn on or off its most controversial feature—blood.

Aggressor Mode which makes your attacks more deadly!

MK fans will no doubt appreciate the attention to detail that Williams took with the game. The sound is also good, considering that it's a cartridge game. The music and sound effects are taken right out of the coin-op.

not all, either. In true Mortal Kombat style, the game has hidden characters which may or may not be playable through a special code.

There are two Bosses: Motaro and Shao Kahn, who would do anything to destroy all of the game's warriors.

One would think that the Nintendo 64 control pad wouldn't be ideal for a game such as this. Skeptics will find, however, that the game is easy to control with either the Super NES configuration (holding onto the two outside grips), or using the analog stick. The game's control is very tight, with each move being pulled off with ease, just like in the coin-ops.

Gameplay is straightforward, with four different kombat tracks: Novice, Warrior, Master and Champion. In addition, there are five difficulty levels, from Very Easy to Very Hard and everything in between. You can also choose to leave on or turn off combos, blood and the game's timer.

What Mortal Kombat Trilogy adds up to is pure gory action, with the same gameplay and graphics that gamers have come to expect from the series. For the gamer who can't get enough MK, Trilogy is a definite must-have! ■



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	% DONE	
Williams	50%	
THEME	PLAYERS	SIZE
Fighting	1 or 2	96-Meg

## Gamer's EDGE

Any MK veteran will immediately recognize the game's signature kombat style.

Gameplay includes the finishing moves that made Mortal Kombat what it is today.

Like UMK3, Trilogy includes multiple Fatalities, Friendships, Babalties, Animalities and even yes, Brutalities. The characters from UMK3 retain all of their moves, and characters like Baraka return with a few new moves as well. If you remember the special stage Fatalities from Part II, they're in here too. With multiple finishing moves for each of the game's characters, it's easy to appreciate just how big this game is, with a full 128 Megabits of knuckle-biting, spine-cracking action.

### Fatality



### Friendship



### Babality



### Brutality





*i take thee, Lara Croft,*

*to be my  
heavily armed guide,*



*to have and to hold,*

*for better or for worse,*

*in bat infested tombs*

*and*

*foreboding underwater  
passageways,*

*from this day forward*



*'til Death*



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NINTENDO 64



# STAR WARS: Shadows of The Empire

**G**eorge Lucas' *Star Wars* universe has always been known for its big things (miles-long space-ships, moon-size battlestations, the galaxy-spanning Force, etc.). Likewise, the Nintendo 64 is quickly earning a reputation for big things, too (pick any level from Super Mario 64, then try to explore every inch of it). Now the galaxy and the game system have come together—in the form of *Star Wars: Shadows of the Empire*. The result is a game that...well, it sure ain't tiny.

*Shadows of the Empire* is an epic game experience, much more so than any previous console *Star Wars* title. *Shadows* is made up of 10 levels—some of them flying stages, most of them Doom-like, first-person ones. While 10 levels may not sound like many, each stage is broken down into separate challenges. And each stage—in true *Star Wars* spirit—is huge.

For instance, Level One puts players in the cockpit of a snowspeeder during the battle over Hoth. The stage starts out simple enough: Players only have to swoop low and blow



Nab! Boba Fett's jetpack and you can get around *PilotWings*-style.



Motion blur distorts the canyon walls in the swoop bike level.



Although the in-the-cockpit view looks cool in the flying stages, it limits your field of vision. The chase-plane perspective works best.

away a few measly probe droids. Once that mini-mission is accomplished, however, they have to destroy a set number of probe droids and the chicken-like scout walkers. Then they have to destroy droids, scout walkers and AT-ATs. By the time the level is finally beaten, players will have scattered a few thousand tons of Imperial scrap metal over Hoth's icy wastes.

Level Four is equally lengthy. This first-person stage starts with players riding atop a speeding hovertrain, ducking under overhangs and leaping from car to car. But it ends in

a huge scrap warehouse, where the player has to scramble over mounds of junk to escape the droid bounty hunter IG-88.

Control in *Shadows* is especially good. During flight stages, the snowspeeder (and later, the spacecraft) handle much like the vehicles in *PilotWings 64*, thanks to the N64's analog controller. But control in the Doom-inspired stages is state-of-the-art—at least for the first-person genre. The player's character can jump, duck, strafe and look up and down. Players can also control their character's





The hidden Challenge Points bump up Shadows' replay value.



As if riding the train wasn't hard enough, droids attack you, too.



running speed by varying the pressure they apply to the analog stick.

Shadows' graphics are, of course, top-notch—all anti-aliased and detailed and looking straight out of the *Star Wars* universe. But it is the game's music and sound effects that will probably surprise gamers. The soundtrack

And even the probe droids' odd-sounding radio chatter has been digitized from *The Empire Strikes Back*.

Yet the game's movie feel is helped by more than just the spectacular graphics and sound effects. Shadows is being developed by LucasArts, the interactive-entertainment branch of the company

bent-leg stance they hold in *The Empire Strikes Back*. When the player's snowspeeder banks and slows, the trademark airbrakes can be seen extending above and below

These little touches help the game bring the *Star Wars* flicks to life, which is strange, considering that Shadows isn't based on any of the three films. Instead,

## "Control in the Doom-inspired stages is state-of-the-art."



sounds too good to be packed in a cartridge (even a 12 Megabyte one like Shadows). Simply put, the game's tunes are almost CD perfect. For instance, the music for Level Three—in which players battle through an asteroid field—is nearly identical to the score from the asteroid-belt scene in *The Empire Strikes Back*.

The sound effects, too, are true to the trilogy. Laser blasts ring out with the familiar PA-ZAP! The metallic slam of AT-AT fire hitting the snowspeeder's canopy is bone-jarring.

George Lucas built (when he wasn't building the *Star Wars* universe). You better believe the game's developers know *Star Wars*, and consequently, Shadows is packed with tons of little extras that make it fit the feel of the films. For instance, the snowtroopers in Echo base stand with the same



the craft. Even the barked orders of stormtroopers have that amplified mechanical sound the armor-clad soldiers are famous for. Simply put, Shadows is filled with *Star Wars* authenticity.

it's loosely based on the *Shadows of the Empire* novel, which is set between the events depicted in *The Empire Strikes Back* and *Return of the Jedi*. The novel, incidentally, sits at the center of a multimedia marketing campaign that also includes action figures, comic books and even a soundtrack (some of the tunes from which can be heard in the game).

Shadows follows the adventures of Dash Rendar—a roguish smuggler and one of the novel's peripheral

## GAMER'S EDGE

The Hovertrain Level—Level Four—is the hardest stage by far, so here's a little tip to help make the going easier. To progress through the stage, Dash has to leap from car to car (a feat made all the more difficult by the guard droids and other enemies that take pot shots at him

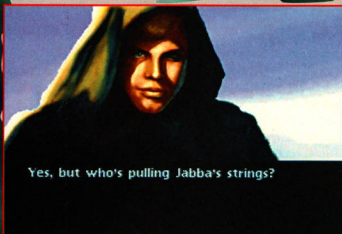
from neighboring cars and overhangs).

When jumping to a car ahead of you, don't leap when you're approaching a curve in the train tracks. Since the cars follow the tracks, the car ahead of you will swing out of the way as you leap, thus causing Dash to miss (and land in a



broken heap). Instead, make sure the track is straight as far as the eye can see when you leap onto a new car.

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	% DONE	
Nintendo	75%	
THEME	PLAYERS	SIZE
Action	1	96-Meg



Yes, but who's pulling Jabba's strings?

**Shadows' cinemas reveal familiar faces and sharp animations. They also prove that the NG4 will get along just fine without FMV.**

characters—who is hired by Princess Leia to protect Luke Skywalker. What's this? A tough, would-be Jedi-like Luke needs a bodyguard? It turns out that the Dark Prince Xizor, leader of the galaxy's largest criminal organization, wants Luke dead. Xizor is one of the Emperor's top cronies, and he figures Luke's death would disgrace Darth Vader. After all, the Emperor ordered Vader to capture Luke alive. With Luke dead, Xizor figures Vader will be banished from the Emperor's side. Xizor

would then get in tight with the Emperor and become the second most powerful dude in the galaxy. The prince's little powerplay can only mean bad things for Luke—and Dash, since he must protect the Jedi-in-training.



## "Players will see familiar characters from the trilogy..."

So players spend the game as Dash, starting out on Hoth and ending in a space battle against Xizor's massive space station, the Skyhook. Along the way, Dash will drive a swoop bike down Beggar's

Canyon on Tatooine, slosh through the sewers under Imperial City and cruise the galaxy in his decked-out ship, the Outrider. As the game's story unfolds, players will see familiar faces from the trilogy,



# LEVEL SNAPSHOTS

The Rebel's network of Bothan spies has secured for *EGM* these screenshots of *Shadows' 10* levels. Unfortunately, the Bothan carrying Level 10's shots was fried by an Imperial turbo laser.



### Battle of Hoth

Have an *Empire Strikes Back* flashback as you pilot a snowspeeder through four stages of battle against probe droids, scout walkers and AT-ATs. Persistent blaster fire will take down the lumbering AT-ATs, but tangling their legs with tow cables is the most satisfying way to topple them. You'll also earn a Challenge Point for each AT-AT you entangle.



### Escape From Echo Base

The first Doom-like stage, this level has you dash through Echo Base in search of the emergency generators that open the hangar bay doors. You'll come across snowtroopers, scoutwalkers and even the occasional wampa. An earthquake shakes things up a bit, too. If you don't find and activate the generators, the Rebels will be trapped at Echo Base.



### Asteroid Field

Here's your second *Empire* flashback. Sit in the gun turret of Dash's Millennium Falcon-like Outrider and blast away at the TIE fighters and bombers that pursue you deep into the asteroid belt. You'll have to pulverize asteroids, too, or your shields will take a beating. Dash doesn't control the direction of his ship in this level; he just aims its guns and missiles.



### Ord Mantell Junkyard

Perched atop a speeding hovertrain bound for the Gall Spaceport, Dash must duck under, jump over and shoot at oncoming overhangs and enemies. He'll also have to leap from car to car to move forward through the level. The ride ends when the train smashes into Gall Spaceport, where a familiar droid bounty hunter named IG-88 lies in wait. This level's hard!



### Gall Spaceport

This first-person level is one of the game's longest stages, and it ends with players confronting the films' most infamous bounty hunter, Boba Fett (and his equally dangerous ride, Slave 1). As Dash leaps over chasms, rides skiffs and battles through the spaceport to reach the bounty hunter, he'll come across Boba's jetpack. PilotWings-like flight action ensues.



*60,000 frames of animation later our artists were getting a little ticked off. After all, EWJ only had 3,000 frames and back then, we thought that was a lot. Can we pull off the most animated game ever? Time will tell...*

— The Shiny Team



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# CHOOSE YOUR VIEWS



First-Person



Overhead



Third-Person



Behind

Shadows' first-person levels give players a slew of views they never had in Doom. Besides the classic first-person view, players can control Dash from a behind-the-back perspective, a third-person, remote-control view, and an overhead view. Yet players will probably want to use the first-person view most, since it lets them look up, down and all around to get a complete picture of Dash's surroundings.

such as Han, Luke, Leia, Chewie—even the notorious Boba Fett. These characters pop up both during the game itself and in the cinemas that play between stages.

Even after they beat the game, players will want to jump into Shadows again. Each level holds hidden Challenge Points, which are shaped like Rebel Alliance symbols. Some Challenge



Even everyone's favorite bounty hunter guest stars in Shadows.

Points aren't too challenging to find—they're simply stashed away in secret rooms. Others, like the ones players get for downing AT-ATs with tow cables, are much more difficult. Players earn an extra life if they collect all the points in each level.

Although LucasArts is done developing Shadows, Nintendo isn't releasing the game until Dec. 2. This delay is part of Nintendo's strategy to stagger



Dash Rendar is the game's hero. His pants are pretty funky, too.

the release dates of games that were once thought to be launch titles, such as WaveRace 64 (now coming out Nov. 4) and Killer Instinct Gold (which will hit stores on Nov. 25).

The wait for new games may mean N64 owners will have more time to beat Mario 64, but many gamers are no doubt all geared up to take a 64-Bit leap into the Star Wars universe. ■



Mos Eisley and Beggar's Canyon

Jabba the Hutt has hired a gang of swoop riders to kill Luke Skywalker, who's hanging out at Ben Kenobi's old place in the Tatooine desert. Dash must jump on his swoop bike (sort of like a speeder bike—only faster) and race the gang through Mos Eisley's streets and Beggar's Canyon. Ram into the riders to destroy them, but watch out for sarlac pits.



Imperial Freighter Suprosa

This Imperial vessel is loaded with stormtroopers and crew members, and you have to blast your way through them to reach the ship's super computer. The Suprosa looks very much like an Imperial vessel from the films, with crew pits and turbo lifts scattered throughout the ship. You'll also find freight boxes that can be blasted open for power-ups and other goodies.



Sewers of Imperial City

Located on the planet Coruscant, the Imperial City is supposed to be one of the wonders of the galaxy. Too bad you have to see it from its dank, rank sewers. Dash must find his way through the sewers to the entrance of Xizor's Palace. Along the way he'll slosh through lakes and battle tentacled sewer monsters. The level's water effects are amazing!



Xizor's Palace

Xizor is one of the galaxy's richest men, and his huge palace proves the dude's rolling in cash. Unfortunately, Dash must wander through this fortress—battling guard droids and solving puzzles along the way—in search of the way-in panels that operate Xizor's space elevator. If Dash destroys these panels, Xizor will be cut off from his orbiting Skyhook space station.



Skyhook Battle

Once again Dash must climb into the Outrider's gun turret and obliterate enemy ships—this time Xizor's sleek Star Vipers. But later in the level he'll take control of his ship and fly it against the heavily armed Skyhook station. Once the station's four turrets are destroyed, Dash will have to fly down a narrow corridor and blow up the station's core (sound familiar?).



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SATURN



# BUG TOO!

## Not Even Raid Can Stop This Sequel

**T**he end of summer is upon us. The leaves are turning, and the mosquitoes are doing whatever they do around this time. Other bugs won't be making their appearances either—except, of course, for the sequel to Bug! on the Saturn, Bug Too!

Like many action side-scrollers, Bug Too! involves a hero who needs to make it through level after level, but not to save a princess or destroy an evil Boss. In Bug Too! the object is to gain popularity in Hollywood. After all, Bug is now a big



star, and his agent needs to make sure he's seen in a lot of movies (that's what each of the levels is all about).

What's different about Bug Too! is that it's no simple 2-D job. Bug Too! is 3-D with a major twist. The game, like the first, goes into the third-



dimension at times—in fact, a lot of the time. And that's what makes Bug Too! a graphically interesting game with fun characters, but that's only one of the neat features of Bug Too!

Some of the other features that Bug Too! includes are many more camera views and camera movements. This way when Bug is running around behind walls and upside down in the side of a block, the gamer knows where he is at all times. On top of this, Bug now has a long-awaited Run button which the first one didn't have (quite

annoying when an enemy was hot on your trail).

The enhanced graphics in Bug Too! can be attributed to a new graphics engine which makes the 3-D characters more realistic in appearance and movement. Check the Behind the Screens section for more info on this new engine and what it does exactly. Bug Too! also has special effects that include interactive backgrounds. Bug can jump on a roller-coaster car and blow chunks or jump in a river and go for a swim (as some of the pics show).

The new friends that Bug has met since his debut are also interesting. They are movie stars trying to get a break. Though they are strange in name and look, they are very cool characters (especially considering one of them sports elevator shoes and an afro—what more is needed?). The first edition is



Although many may think otherwise, when bugs fall, they will die. At least that's how it works when they're 3-D in a video game.



The paths will have Bug going every which way but loose.



The camera views make for levels with incredible depth.

# ALL-NEW CHARACTERS

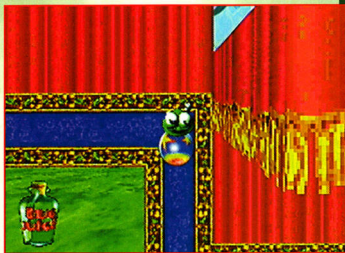


## Maggot Dog

Part maggot, part dog—all bug. Anyway, he's small and quick. Be careful hopping too close to edges.

## Super Fly

Maybe this guy used to be a part of the oldest profession known to man. You gotta' love that afro!



Like the first Bug, the view will change depending on where Bug is walking. Because of this, players will see Bug from all sides.

Maggot Dog. This disgusting but huggable pal is a dog and a maggot. The aforementioned character from the '70s is known as Super Fly. As the name suggests, Super Fly is

a fly—go figure. Take a look at the sidebar for a picture of each. The game has a Two-player Mode where players can alternate and compete for high score.

Like the first Bug, the sequel has plenty of 3-D modeled enemies to get in Bug's way. Some of these include mosquito-vampires, werewolf-spiders and Amazon ant women.

The game also has Boss characters. With names like

Cheshire Cat (Boss of the Psychedelia Level) and King Louie (Boss of the Water Level), gamers know that there's something strange about these head honchos.

Bug Tool has bonus rounds that will remind gamers of the olden days. Some look too close to Q-bert not to be inspired by it. Others are simple hop-and-jump types. The goal of these rounds is to rack up

points and collect gold trophies (these give Bug more money in his different "movies"). Besides this, the bonus areas are just fun to play through.

Fans of the first Bug! probably won't mind an extra insect buzzing around their Saturn even though the rest of the population is enjoying the weather and the peaceful, bug-free environment! ■

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Sega	65%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

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SATURN



# TEMPEST 2000

## Make Them Eat Electric Death

**F** or those of you who didn't have a chance to catch this game on the Jaguar, you'll get the chance soon enough. Heralded by some as the best game to grace the Jaguar system, it will soon be seen on the Saturn and the PlayStation.

Jeff Minter did the original



The shape of each board gets more complex as you advance.

Jaguar version, and his original concepts have been directly ported to the Saturn version. The graphics in Tempest 2000 are vector-based, just like the classic arcade game. There are four games inside Tempest 2000: Classic, Plus, 2000 and Duel.

Classic is the coin-op game of the past, in all its vector glory. No jumping here, just your trusty gun and superzapper. This is Tempest in its simplest form and where beginners should start before working up to 2000 Mode.

Tempest Plus is the halfway point between Classic and 2000, including some of the polygon graphics of 2000, but it still has the plain vector graphics for the game boards. Go at the game alone or play cooperatively with a friend or an AI droid.

The 2000 Mode kicks the polygons into the game, throws in a ton of power-ups for good measure and gives you the option of opening up graphically amazing bonus rounds. Duel Mode pits two players head-to-head in a game to the death.

The boards vary in shape and size, with some boards being so big that some of it will be off-screen during gameplay. Moving your character around the board takes some getting used to. The left and right control is no substitute for the original paddle control of the arcade.

As amazing as the sound



The Classic Mode lets beginners get a feel for the game's control.



The AI droid can help take care of enemies, but it's a little slow.

was for the Jaguar cartridge, the red book audio of the Saturn version is a real mind trip. True techno blasts from the speakers as you fly through each level, with a number of different tunes throughout the game's 100 levels. The speech has also been redone for the CD version, and it sounds amazing.

Fans of the Jaguar version will shed a tear of joy at the sight of Tempest 2000 finally on a system where it can be appreciated. Those who don't know what the Tempest addiction is should check it out. Shooting action doesn't get much better than this. ■

RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	% DONE	
Interplay	65%	
THEME	PLAYERS	SIZE
Shooter	1 or 2	CD-ROM

## Gamer's EDGE

If you're new to Tempest, here are a few strategies that will help you out. If an enemy reaches the edge of the web and you don't have the Jump power-up, then make quick circles around the web; shooting can be used as a last-resort maneuver.

Use your Superzapper wisely. If it's used up at the beginning of a level, later on when you really need it, it'll be gone. Especially in later levels, conserve your Superzapper so it can be used to get out of tight spots. Also watch out for spikes at the end of each level. Choose a path that is uninhibited by spikes so that you can complete the level. If you're hit by a spike at the last second, you have to complete the level over again. The further you progress, the faster the enemies get. Learn to spot them early on so they can be blasted before they get close.





"The characters are creepy,  
and the environments have a rich,  
evil glow I've never seen before."

WASHINGTON POST FORWARD

"Lush, tasty graphics on a level of  
quality you don't see too often."

GAME PLAYERS

4 STAR RATING - "...it's got challenge,  
incredible graphics, gore and chills.  
It's great stuff."

NEXT GENERATION

## THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

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SATURN



# KRAZY IVAN

## Shooting Action From Russia, With Love

**S**ome of Psygnosis' best PlayStation games are making their way to the Saturn. First *WipeOut*, then *Destruction Derby* and now, *Krazy Ivan*. An in-the-cockpit mech shoot-'em-up, *Krazy Ivan* takes destruction to the next level.

Having been originally showcased on the PlayStation, *Krazy Ivan* has lost some of its graphic splendor in the translation to the Saturn. The fog effects from the PlayStation version have been removed, and enemies materialize on the screen from wire frames.

Firepower ranges from your run-of-the-mill machine guns and cannons to missiles and other special weapons. After each mission is completed, you can upgrade your mech with newer, better weapons capable of more destructive power. After destroying an enemy in a

mission, you will have the opportunity to take prisoners, and the more you take, the more upgrades you can make to your battloid.

The game's graphics are made up of textured polygons, and there is an obvious difference in this department between the Saturn and PlayStation versions. Pop-up and clipping aside, the graphics themselves look very impressive, especially those of the game's many Bosses. Each Boss has its own attack pattern, and in order to successfully defeat them, special techniques must be learned.

Created by the same team that was responsible for *WipeOut*'s U.S. tracks, the soundtrack fits the action with just the right amount of intensity. Sound effects during play are the usual assortment of explosions and gunfire that one might expect from this kind of game.

Missions are comprised of different objectives—most are defeating mini-Bosses and taking down one main objective. Between mini-Bosses, take some time to replenish your ammo and shield supply by attacking the enemies wandering the landscape. Power-ups not only help, but hurt as well, with a good mix of Schizo, Zombie and Air

Attacks. When collected, these reverse power-ups can cause unwanted damage and a swift end to a good game.

Saturn fans who have been looking for shooting action should look no further than *Krazy Ivan*. ■

## Inside TRACK

Bosses can seem intimidating at first, but if you adopt a conservative strategy, they can be easily defeated. Like in other first-person perspective shooting games, use the Strafe buttons left and right (by tapping Z or C on the Saturn). When used in conjunction with a left or right movement on the pad while shooting, each Boss can be circled, getting in a few hits along the way. The Bosses will often follow you around the battlefield, so knowing when to attack and when to run is essential.



Watch out for the mines that some enemies will lay.



Tips are provided through on-screen video from your backup.



RELEASE DATE	DIFFICULTY	
September	Moderate	
PUBLISHER	% DONE	
Sega	100%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



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## SATURN



## Know Your Views

One of the most important features of Hyper 3-D Pinball is the ability to change your perspective on the fly (by hitting the C button). Knowing when to use each viewpoint can mean the difference between victory and, well, losing your ball. The 3-D Mode is good to get a full view of the table. This lets you get a better view of walls and other barriers to see how ramps are placed in relation to each other. The game automatically switches to 3-D Mode during multiball play, so you can see the balls all over the play field. Unfortunately, in this mode, little details and words on the table are nearly impossible to make out. The 2-D Mode is necessary to see the names of particular areas you need to shoot at, and it is quite nice for aiming the ball onto ramps. The main problem with the 2-D Mode is that the constant scrolling can get annoying, especially when the action gets frantic.

## Gamer's EDGE



# Hyper 3-D PINBALL

## The Saturn Plays A Mean Pinball

**A**ttention pinball wizards: Start flexing your flipper fingers. Virgin is bringing the time-honored game of pinball to the Saturn. We here at EGM now present you with a follow-up view of the latest game of video silver ball.

Hyper 3-D Pinball features six different tables of fast and furious action that will make pinball fans' hands twitch with excitement.

Each table sports its own theme, accompanied with related music and sound effects.

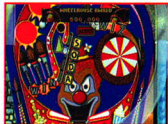
Roadking USA is a pinball race across the U.S. Listen to the engines rev and the tires squeal as you jam to

plenty of rockin' guitar music.

Take a trip to the amusement park in Fun Fair. Typical cotton candy-sweet carnival music plays, and all the sound effects are goofy, cartoony sounds.

The Monster is a fun level in a horror-movie setting. Hear the horrifying screams of terror and music straight out of an old-time horror movie as you try to bring life to an evil creature.

Play pinball in 1920s Chicago in The Gangster. Shoot the ball in an attempt to get your tommy guns loaded and take out the "doity rats."



Who'd have thought that organized crime could be so much fun?

One of the better tables is the sci-fi themed Star Quest. Fly through the asteroid belt and dock your ball for multiball play.

For those who prefer the realm of fantasy, Myst & Majik is the table for you. This board full of elves, wizards and dragons will make any RPG fanatic feel right at home.

One interesting feature of Hyper 3-D Pinball is the multiple viewpoints. You can view the table from above

(like the classic TurboGrafx game, Devil's Crush) or from a 3-D viewpoint (hence the name "3-D Pinball"). Each view has its pluses and minuses, which are detailed in the Know Your Views sidebar.

Up to four players can take turns hitting that little silver ball around, always a welcome feature for competitive play.

With the wide variety of tables and multiple points of view, Hyper 3-D is a pinball game that will entertain for a long time. ■

## "...start flexing your flipper fingers..."



At's Autos is your one-stop-shop for all your pinball bonus needs.



Hurry, hurry! Step right up for some pinball fun on the midway!



If you have exceptional aim, you can lay claim to the treasure.

RELEASE DATE DIFFICULTY

November Moderate

PUBLISHER % DONE

Virgin 80%

THEME PLAYERS SIZE

Pinball 1-4 CD-ROM

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SATURN



# CRIMEWAVE

## No One Is Innocent

**W**hen crime runs wild and starts consuming the city you are sworn to protect, it's time to get violent. To combat against these evildoers, you've been supplied with a fleet of combat-ready vehicles which will be used to stop this invasion by any means possible.

Eidos' latest title, *Crimewave*, tasks the player with the mission to clear the streets of evil, and once again, make it safe. Your missions will take you through midtown, business, uptown, industrial, downtown, beach, casino and the suburbs in your unending quest as a law provider.

*Crimewave* controls from a third-person point of view, keeping your car centered in the middle of the screen as you search through the landscape. The constant

rotating of your car is a nauseating effect that is hopefully scheduled to be cleaned up before the final release.

Another feature is the way the cars controlled by innocents roam freely everywhere they want. This causes the player undue stress while trying to follow the tracking of the bad guy in a race against time. These so-called innocents keep smashing into the player's car and sending it sliding out of control. But by far the worst part of these irritating vehicles is that you get scolded and have points deducted from your total when one is destroyed.

These points are called Meks. They're acquired by destroying the enemy vehicles. Besides being deducted when an innocent is killed, they prove useful by allowing different areas of the map to be opened when the player reaches



Follow the magic red arrow to direct you to your next target.



The best way to avoid innocent cars is to help them off the road.

a predesignated number.

Weaponry of your various vehicles consists of your starting front-firing machine guns and later moves up to rockets and double rockets as you destroy enemy vehicles and grab their weapon cache. These more powerful weapons are necessary to destroy the enemies that get progressively tougher as they get whittled down.

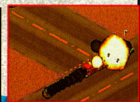
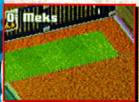
These enemies are not fall-down adversaries with limited intelligence. They have varying degrees of intelligence which make them able to search the player out and destroy him when

he gets within range of their weaponry.

*Crimewave* sounds like a fun action/racing game, allowing you to play on both sides of the law. It does have some quirks in it right now that are unfavorable. But with a name like Eidos behind it, these problems are sure to be eliminated before the final release hits the shelves. Keep an eye out for updates in upcoming issues—watch as this title progresses. ■

**"Crimewave...sounds like a fun action/racing game."**

RELEASE DATE	DIFFICULTY	
1st Qtr. '97	Moderate	
PUBLISHER	% DONE	
Eidos	50%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



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# BLACK DANN



PLAYSTATION



# Contra: LEGACY OF WAR

## Konami's Classic Shooter Returns

**K**onami's Contra games—which date back to the heyday of the 8-Bit NES—have set the standard for side-scrolling shooters.

Konami knows it. Gamers know it. And Konami knows that gamers know it. That's why the company's shooters aren't screwing around with Contra: Legacy of War, Konami's first 32-Bit Contra game.

The developers know that PlayStation owners (and, eventually, Saturn owners) are itching to blast their

way through a next-gen upgrade to the king of all console shooters. And they also know that this latest version has the potential to be the one to which all other 32-Bit shooters are compared.

Fortunately, things are looking up for Contra: Legacy of War. Just before deadline, *EGM* received a nearly complete version of Contra, and it packs a slew of improvements over what was offered by the version previewed in last month's issue. These improvements come as no surprise, however, since Randy Severin,

the game's senior product manager at Konami, said he wants this game to be nothing less than the best Contra title ever. He said the developers have been tinkering with the game's palette and speed, enemy AI and other features to achieve this goal.

Sure enough, the newest version of Contra shines with new and improved features. It moves at a much faster pace, and the enemies are no dummies—they dance across the screen and dodge your fire while pouring a rain of bullets

your way. The bad guys look better, too—especially when they blow up. The spectacular enemy explosions shoot shrapnel in all directions.

As stated last issue, Contra: Legacy of War rips the series from its 2-D roots and plunks it down in a more realistic, 3-D environment. Now the whole game plays a little like the overhead, Mode 7 levels of Contra 3: Alien Wars on the Super NES, except this 32-Bit sequel's visuals are, of course, much better. Like most 32-Bit action games, Contra: Legacy of War's environments are made from texture-mapped polygons. Although your view of the action is from a three-fourths perspective, the 3-D world rotates around your character when you reach corners or intersections. The screen scrolls sideways in some levels and forward in others (one Boss stage even has you plummeting down the inside of a vertical tunnel).

The terrains through which you battle enemies are both numerous and diverse. You'll tread through run-down cities, enemy-infested jungles, bizarre alien planets and other war-torn locales. And, as in other Contra games, you don't always have to fight your enemies from on foot. Scattered throughout the game are two



The 3-D nature of Legacy of War's graphics lets you jump on higher platforms—like these catwalks—or run beneath them.



No Contra game is complete without a Two-player Mode.



FMV cinemas in a Contra game? It's a sign of the times.



# Behind THE SCREENS



Just as in the other Contra games, Legacy of War's Bosses are big and bad. If you're smart, you'll save a superbomb to weaken them.



The river level can get pretty wild. Just don't fall off the raft.

## "Contra shines with new and improved features."

vehicles—a hovercraft and a raft—which you can board and use to blast bad guys into oblivion.

Despite all its visual pizzazz (and cinemas and CD-quality sound and everything else that defines it as a 32-Bit shooter), Contra: Legacy of War is still, at its heart, a Contra game. It's loaded with the same weapon

power-ups (that float along in the familiar, wing-shaped container), the levels are loaded with mammoth Bosses and mini-Bosses, the gameplay still follows the classic fire-dodge-fire mechanics, and—most familiar of all—players can still team up in the Two-player Mode.

Gamers, therefore, have

high expectations for Contra: Legacy of War. After all, the game has to live up to the Contra name. But judging by the improvements made to the newest preview copy, Contra: Legacy of War easily surpasses every other side-scrolling shooter to date and sets new standards for everything else to aim for in a game. ■

As if Contra's texture-mapped graphics didn't look 3-D enough, the game packs a feature that sends players one step further into the third dimension. It comes with a pair of 3-D glasses (the same red-and-blue lensed eyewear you get at 3-D flicks). Once players slip on the glasses and turn on Contra's 3-D Mode, they can play a version of the game in which enemies and structures seem to pop out of the screen. Of course, the 3-D Mode gives Contra an extremely limited color palette and makes it a bit harder to play, but Konami says the mode should only be considered an extra little bonus.



RELEASE DATE	DIFFICULTY	
November	Adjustable	
PUBLISHER	% DONE	
Konami	85%	
THEME	PLAYERS	SIZE
Shooter	1 or 2	CD-ROM

# GAMER'S EDGE

The four warriors in Contra can wield the standard machine gun and flamethrower weapons. But each can also collect two unique power-ups. Here's a look.



Unlike the rest of this motley crew, Ray is an ordinary human being. His special weapons are the spread shot and the homing laser.



Tasha's plasma gun fires a stream of energy that puts the flame gun's fireballs to shame. Her other power-up launches homing bombs.



He's big. He's gray. He's an alien who doesn't take crap from any enemy. Bubba can wield the homing-spread-shot gun and the laser rifle.



Bad guys better stay out of this attack droid's way. CD-288 can use the best special weapons of all—guided missiles and exploding bullets.



PLAYSTATION



# DRAGONHEART: FIRE & STEEL

## Grab Your Sword For A Wild Ride

**T**his past summer, *Dragonheart* wowed audiences with its fantastic effects and story line. The movie's plot was also perfect for a video game. From Acclaim and Fun Com comes *Dragonheart: Fire & Steel*.

Very loosely following the movie's action, this game can best be described as Golden Axe with digitized characters and computer-rendered Bosses.



The human characters in the game have been digitized; including Bowen, your character. This can be somewhat of a mixed blessing. Digitized

graphics give the game realism, but if the animation isn't convincing enough, it could come out looking like it was rushed. The version that *EGM* played wasn't finished and Bowen's jumping animation still needs work. With a little smoother character animation, this could be a totally realistic quest.

The rendered animation in the game is smooth and looks great. Draco shows up after the second level, and he animates beautifully. What's even better is after you beat him, he becomes your friend (like in the movie), and you take a ride on his back (controlling

him a la Dragon's Lair). The directions you need to press are displayed on-screen.

The game's locales and backgrounds look fantastic. Most of the game's 18 levels have three or so layers of parallax scrolling.

At this time, there is not a lot of voice in the game, other than the groans blurted out as

## Gamer's Edge

The game's Bosses are graphically amazing. Some are dragons, some are other supernatural beings. After defeating a Boss on some levels, you'll find yourself being whisked away on Draco's back to reach the next level. The directions that you need to press are randomly displayed on the top or bottom of

the screen. Hold in the direction until you hear a beep (meaning you've done it right). This is more of a bonus round and you won't be penalized for dying during it, but you won't get to experience the rest of the amazing ride. Instead, you'll go flying head-first off Draco for a crash-landing. Zero points for the dismount!



The Final Battle with Einen plays out exactly like it did in the movie, with Draco in the background chained up.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	% DONE
Acclaim	75%
THEME	PLAYERS
Action	1 CD-ROM

The battle between the rebels and King Eimon's men has been fierce and brutal. The rebels can't help you now. Eimon has retreated into his castle where he has imprisoned Draco. You are on your own. Enter the castle, kill King Eimon, and free Draco."

Use X to continue

you hit or get hit.

Your quest leads up to a final showdown with Eimon. If you have completed more than 90 percent of the game, you get to fight 13 human opponents and the dragon Lot in celebration of your triumph.

Dragonheart's music is superbly done, composed specifically for the game by Thomas Egeskov Peterson. Each level has fitting tunes and the music flows well throughout the game.

The game's control is similar to that of a fighting game, with a few complex combinations of buttons that need to be pressed to pull off special sword attacks. In the first few levels, just the regular slash is enough to get by.

Weapons that Bowen will pick up on his quest include many special swords and a bow. These will aid in your quest to defeat Eimon.

Another new feature is the Endurance meter, which goes down each

time you attack. If it is drained all the way, Bowen will have to rest for a while. Accompanying the draining of the endurance meter is the sound of a beating



heart, which gets faster as the meter is drained.

Dragonheart shows a lot of promise. There's still work that needs to be done in some areas, such as tighter control and cleaning up the character animation, but by its final release these should all be fixed. Fans of the movie and who enjoy a good medieval quest should watch for it! ■



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PLAYSTATION



# TOBAL NO. 1

## A True 3-D Anime Fight-Fest

If there's one thing the PlayStation has plenty of nowadays, it's 3-D fighting games. It seems that almost every company is churning out a 3-D fighter of some sort. Perhaps one of the strangest cases of this is Tobal No. 1.

Tobal No. 1 comes to us from none other than Square Soft, the company responsible for some of the greatest RPGs ever made, including Chrono Trigger and the Final Fantasy series. Square fanatics may feel a bit cheated that their favorite

company has apparently "sold out" to make fighting games, but fear not, Tobal No. 1 is still an excellent game.

At first glance, you might be disappointed with Tobal. The characters lack the texture mapping of such fighters as Tekken 2 and Virtua Fighter 2, making the graphics appear a bit plain. However, the game moves at a super-realistic 60 fps, resulting in incredibly smooth and lifelike animation.

Another plus for the graphics is the character design by the great Akira Toriyama, the man behind the hit series Dragonball Z. Toriyama also

did the character design for Square's previous hit, Chrono Trigger. The non-textured graphics lend themselves very well to the character design, making the game seem more like actual anime.

You choose from eight different fighters to compete

3-D, where you could walk freely around the ring while you fight. With a button for jump, you can now use the directional pad to move your fighter all around the screen. Move to the side of your opponent to grab and throw him, then walk behind him

**"...walk behind him and kick him in the back..."**

in a Tournament Mode or a Vs. Mode. There is also a Practice Mode to get your moves down perfect.

Gameplay is fairly simple, with three Attack buttons (Low, Medium and High), a Block button and a Jump button. That's right, a Jump button.

Square Soft wanted to make a 3-D fighter that was true

and kick him in the back as he stands up. All sorts of new techniques are now possible with full 3-D movement.

While the true 3-D range of movement certainly makes Tobal No. 1 stand out among fighting games, another unique feature is the inclusion of a Quest Mode.

After you tire of fighting, or if none of your friends prove



This is Nork who is one of the final Bosses. Nork is very big. Nork had very big fists. Try not to get hit by Nork. You won't like it much.



Ouch! Nothing hurts worse than a fist to the back of the head.



Who could this guy be? A secret character perhaps?

# GAMER'S EDGE

One of the primary forms of attack in Tobal No. 1 is the throw. Grappling with and throwing your opponent is more involved here than in other fighting games. This is due to the true 3-D environment of Tobal. You can now grab someone not only from the front, but you can move

around to their side or even behind them to grab ahold of them. Each position you get them by results in a different throw. For instance, if you're fighting against Ill, grabbing him from the front results in you flipping him over your head. Get him from the side, and you do a Tekken-esque arm breaker. If you can work your way behind him, you'll grab him by his tail and perform a helicopter spin on him. You can also break out of throws and even counter them. If you're going to play Tobal, you'd better learn some close combat maneuvers.



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	% DONE	
Sony Comp Ent.	80%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	

**This is it! Two great warriors locked in each other's deadly grips! Only one will get the throw off and laugh at their fallen opponent!**

to be a big enough challenge, you can play a 3-D dungeon game that combines the fighting of Tobal with adventure elements.

In Quest Mode, choose from any of the eight characters to control in a third-person view through multiple dungeons. In the maze-like dungeons, you can collect items, solve puzzles, fight enemies and eventually work your way up to the Boss of the level.

When you encounter a fight in the Quest Mode, the camera switches to the normal fighting view as you pummel the poor creature senseless. You still have your wide range of fighting moves, as well as some new tricks to help you in the quest. For instance, you can pick

up items, throw things and even buy energy rechargers with crystals you find in the dungeon.

Tobal No. 1 represents a new high in fighting games. With many original and exciting features, it sets a standard for future 3-D fighting games to strive for. Besides all that, the game is a heck of a lot of fun. Between all the modes of play, you'll be busy for quite some time. You could do a lot worse than to pick up Tobal No. 1. ■



**Rocks, flames, magic potions... the Quest Mode has it all.**



PLAYSTATION



# Tecmo's DECEPTION

## Trespassers Will Be Executed

**T**ecmo's Deception: Invitation to Darkness takes the standard find-the-treasure, kill-the-monster RPG formula and turns it on its ear. You don't slay monsters and rescue princesses in this unusual RPG. You are the monster (well, sort of), and you'll be damed if any would-be hero is going to get his or her grubby paws on your treasure.

Your job is to look after a castle—the aptly named Castle of the Damned—and

make sure no curious adventurers leave the ancient fortress alive (a goal similar to that of Bullfrog's forthcoming PC title Dungeone Keeper). Your character got stuck with this grisly task after he was framed for murdering his father, the king. Just as he was about to be executed for the assassination, he made a pact with a demon. If he keeps the demon's castle free from intruders, he can use the demon's power to exact revenge on those behind the frame-up.

Deception looks and plays much like King's Field, with you moving through the 3-D, texture-mapped mansion in hot pursuit of trespassers (although you move a heck of a lot faster than the snail's pace set by King's Field). The only way to evict the unwelcomed guests is to trap them, since you don't lug around any weapons.

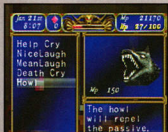
You get to use more than 40 kinds of traps in Deception. Some of them—like the falling cage and the bear trap—are designed to capture intruders. Others—like the Roadrunner

cartoon-inspired one-ton weight—are designed to just plain hurt. As you progress through Deception's 27 levels and earn experience points, you'll be granted new traps and even developed some of your own (see sidebar).

Once you capture invaders, you can swipe their souls for magic points or simply kill them for their gold (the game has six different endings depending on who you capture and how ruthless you are as the castle's keeper). Since each trap costs a certain amount of magic points, you'll



One subplot involves your fiancée, who comes to the castle in search of her lost love. Will you be nice, or will you test a new trap on her?



Use the masks to lure trespassers into your traps.



Ever wanted a 20-bedroom castle? Deception lets you build it.

# Gamer's EDGE



Yes, then our daughter can get that operation she desperately needs.

The Castle of the Damned sure is popular. Dozens of folks drop by during the game's 27 levels. Cinemas herald each invader's arrival.

probably take most of your captives' souls.

You'll usually need to rough the adventurers up a bit before you capture them. Most trespassers are agile enough to dodge your falling cages and other traps until you impale them with a few spikes and slow them down. You can also lure invaders toward traps by donning one of the five masks you're given early in the game. These masks emit various screams that either attract or repel the invaders.

Nabbing intruders is only half your job in Deception; you also have to add new rooms—which cost cash—to the two-story castle. You'll mostly be adding rooms for strategic reasons (for instance, a long, trap-filled hallway will keep your quarry moving from trap to trap). But sometimes

newly built rooms contain artifacts that will make your watchdog duties easier. For example, you'll find a mask that lets you turn your prisoners into monster slaves, like werewolves and dragons. You can summon these slaves to attack and weaken especially hardy intruders.

Deception will definitely appeal to those with a sick sense of humor. For instance, one pair of adventurers enters the castle looking for treasure so they can fund a little girl's life-saving operation. Once you capture and kill the luckless couple, you see a cinema of the little girl in bed, crying out pitifully for her parents.

Don't feel too guilty if you think that's funny. After all, isn't it high time all the monsters killed in RPGs over the years got a little payback? ■



The Volt Hand trap lets you reach out and kill someone.

**"Nabbing intruders is only half your job in Deception."**

RELEASE DATE	DIFFICULTY	
October	Hard	
PUBLISHER	% DONE	
Tecmo	95%	
THEME	PLAYERS	SIZE
RPG	1	CD-ROM



## Gamer's Edge

Trapping an intruder in Tecmo's Deception isn't always easy. It's like a game of cat and mouse, in which you're a declawed cat and the mice carry very sharp swords. Here's a look at what it takes to nab one of the game's first trespassers, a curious merchant named Henry.



A brief cinema introduces you to your quarry.



Here comes Henry. Lure him under the crane trap, then...



Now, choose your traps. For Henry, we'll try the crane.



WHAM! Your crane caught the old fart. Now kill him!



Line a hallway with traps. One's bound to catch Henry.

NEXT WAVE

PLAYSTATION

WEAPONS OF DOOM



**Spiked Knuckles:** This does little damage unless you have the berserker rage power-up.



**Chainsaw:** Fresh meat anyone? This one does some major damage, and it gives you a great feeling of accomplishment when used.



**Pistol:** You might as well use a slingshot. Very ineffective against all enemies. This one is definitely a last resort.

# Final DOOM

## Finally, We're All Doomed...Again!

**L**et's be honest. Gamers have played many Doom clones in the past year—some that were good and some that stank. What's next? Going back to the original—the granddaddy of all first-person action titles: Doom. More specifically, Final Doom.

Final Doom brings Doom fans and other gamers alike back to the original title that made gamers love to hate the spider-demon's spawn. What does this sequel offer that the first version didn't? Read on and decide...

Gamers play the role of the weapon-packin', demon-hatin' space Marine



that once again needs to save the world from the clutches of the Cyber Demon.

Final Doom features all of the weapons from the first Doom on the PlayStation, but since not all gamers were able to play that one, the game features everything from a Pistol to a Plasma Canon. Check the Weapons of Doom section for more information on each of



the weapons, and the damage they dish out.

The levels in Final Doom are also similar to those in the original Doom for the PS, but this time something is much different. It could be the dozens of enemies that fill the screen around every corner. It might also be the traps in every dark nook of the game. Final Doom may just be called



that since gamers might never finish it, thus not having time to ever play another Doom again. Who knows?

The enemies of the game certainly don't mind the difficulty level of the game. This way they can hang out and talk to each other while the demon a few feet away gets his head blown off. Of course, they won't be talking long, and

## ENEMIES OF DOOM

The enemies of Final Doom are truly evil. Can anything else be expected? Since the demons in the game are the real stars, we thought some time in the limelight would do the beasts some good. Maybe now they'll be nicer to us when we're searching around for keys and ammo.



**The Soldier**  
More of a nuisance than anything else. Don't worry about him. He's what we call a little slow.



**The Sergeant**  
He carries a shotgun and won't come back to the human side. Damed possessed weirdo.



**Imp**  
When there's one, there's no problem. When there are a lot of them, use a chain-gun or run and hide. Fireballs aren't nice.



**Demons**  
No harm from a distance. Look out for them close up when they sneak around a corner. They seem pink and squishy.

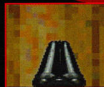


**Lost Souls (Flaming Skulls)**  
Like other small creatures, they're more annoying than anything else. Watch out for them in numbers.





**Shotgun:** A single-barreled solution to a very evil problem. Great for close combat.



**Double-barreled shotgun:** Talk about a powerful weapon. You can use this on almost any enemy and do major damage. Kills most in one or two shots.



**Chaingun:** Each shot is as powerful as the one the pistol fires, except this gun fires hundreds of those per minute. Two words: Swiss cheese.



**Rocket Launcher:** Be careful firing this one close to walls. Its very powerful and a perfect weapon for long-distance attacks.



**Plasma Gun:** Blue, electro-balls of death. Fires as fast as the chaingun but much more powerful. Great for close and long-distance combat.



**BFG:** The big momma of the weapons of Final Doom. EGM has heard that BFG stands for Big F@#ing Gun. Does anything else need to be said?



**Bloody cyber-hooves—a sign that you've done a good job.**

they sometimes start shooting each other when they get really bored. In other words, there are a lot of enemies in Final Doom and play can get very hectic most of the time. Take a



**The BFG is a killer weapon but uses much ammo. Use it wisely.**

look at the Enemy Bios sidebar for a look at each of the enemies of Final Doom along with some before-and-after beauty tips that EGM showed the whole cast of baddies.



**I'm not an expert but I think that a large horned beast's head in the middle of a pentagram means something bad. I should read a book.**

The graphics in Final Doom are not improved from the other version on the PS. Walking around, sprites move fast but they also aren't polygons so they appear to be flat.

Final Doom will have to go through Review Crew when we get a complete version of the game in. Then EGM will know if Final Doom gives gamers what it takes. ■



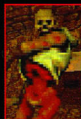
RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	% DONE
Williams	60%
THEME	PLAYERS
Action	1
SIZE	
	CD-ROM



**Cacodemons:** Like Kirby on a real bad day. Luckily, they're fairly easy to kill with the shotgun or bazooka. They make a mess when killed.



**Barons of Hell:** Very evil and very big. Use some heavy artillery on these guys and watch out for their green, snotty fireballs.



**Revenant:** Heat-seeking rockets really suck. Especially when they're being fired from a powerful skeleton. Use a double-barreled to take them out fast.



**Pain Elemental:** Puffball number 2. This time they spit flaming skulls. As powerful as the Cacodemons but the Lost Souls don't make killing them any easier.



**Chaingunner Sportin':** Itsy, bitsy spider, chaingun, this guy will kill you fast. A shotgun shell between the eyes should take care of this problem.



**Arachnotrons:** Itsy, bitsy spider shooting at my head. Your yellow plasma will surely kill me dead. Don't underestimate these enemies.



**Cyber Demon:** Buff and kind of weird-looking. The big Boss doesn't like human Marines snooping around his hangouts.

PLAYSTATION

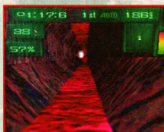


# STARWINDER

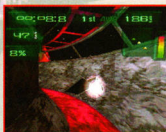
## Ride The Rails Through Space

**T**here's something missing from Starwinder, Mindscape's new outer-space racing game. No, it's not a sizeable assortment of tracks; the game packs more than 40 winding race courses. And it's not a large selection of vehicles, either, since players can drive (or, rather, fly) one of five distinct racing craft. Simply put, the game lacks gravity. Starwinder's races take place in space, so there's no up or down—just fast or slow.

The game is set several decades in the future, after space travel has become commonplace to



man kind. It turns out we're not alone in the galaxy. But even though the universe is teeming with bizarre life-forms, each alien species shares something in common: the rails. These narrow tracks are thousands of miles long, each one twisting and looping through its respective solar



system like an interplanetary roller coaster.

Built more than 100 million years ago, the mysterious rails stretch only through those star systems populated with intelligent life. None of the intelligent species have ever determined why the rails were constructed or who built them.

They figured, what the heck, why not race high-speed spacecraft on them?

Forty-three alien civilizations have raced on the rails for a millennia, and now Earth has joined the competition. Players control Conner Rhodes, Earth's first rails contestant. Conner will race on 40 different rails, which are divided among 10 far-flung quadrants. If he earns enough points to pass the first 40 races, Conner will earn the right to compete on the galaxy's most challenging track—the rail at Epsilon Indi. If he wins this race, he'll earn the priceless Starspore mega-gem and prove that humans aren't some backwater species.

Riding the rails isn't as easy as flying through empty space. But then, the vehicles that speed along the tracks aren't your ordinary spacecraft—they derive their power from the rails themselves. Imbedded in each rail is one (sometimes two) power strips that run the length of the race tracks. As



The game's early tracks are enclosed, so players don't have to worry about drifting into space. Later tracks, however, are a different story.



# Gamer's Edge



Starwinder features more than an hour's worth of cinemas, which play like newsbriefs from a galaxy-spanning television network.

## "Failure means mankind becomes an intergalactic joke."

long as the space vehicles keep their bottom sides lined up with the power strip, they'll receive power. If players rotate their ships' bellies away from the strips or drift too far into space, the craft will lose thrust and slow to a crawl.

This reliance on the power strip adds a level of strategy to Starwinder that's found in few other racing games. Now, not only do players have to dodge obstacles and other craft, they also have to rotate their ships to keep them lined up with the power strips. Players can even

get crafty and try to leave the track, hoping a brief but slow trip through empty space will serve as a shortcut to a section farther along the rail.

To make matters more complicated, players compete with other racers—from other planets—too. Each of the 10 quadrants is home to a different alien champion, and these cocky competitors are introduced by cinemas that play before each race.

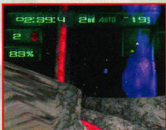
Fortunately, Conner's craft is equipped with a small arsenal of weapons—some

Starwinder is a bit more complicated than your average, earth-bound racing game. The key to winning each race is to keep your ship's belly glued to the power strips that line each rail and only leave these strips when you absolutely have to.

So why would you ever want to leave a strip? Well, you can't exactly fly through asteroids. Since most of these giant rocks rest on the strips and block your path, you'll have to pull away from the track until you clear them. If a track bends sharply to the right, left or upward, you can try leaving it and taking a shortcut through space to a more distant section. Finally,



you might try flying high above the track when aiming your weapons at enemies. Your height above the track makes it easier to see and blow away the alien racers and drones below.



The twisting rails make for one stomach-churning ride.



Later races start from space, giving ships a slow send-off.

guided, some not. Shooting an alien's ship knocks it off the rail and slows it. But players better watch their behinds; aliens can shoot and slow their craft, as well.

The aliens aren't the only menace on the tracks.

Drone ships ride the rails and serve as a traffic hazard for all the racers. Players also have to avoid mines and asteroids, which sap speed from careless drivers. Sometimes even the rail itself is an obstacle. It loops and spins around the racers, making the power strip especially difficult to follow.

The sheer amount of rails—and the twisting of these tracks—makes Starwinder a fairly difficult game. But players shouldn't give up just because they have a hard time keeping their vehicles on the power strips. After all, the eyes of the galaxy are on Conner Rhodes, and failure means mankind, becomes an intergalactic joke. ■

## Gamer's EDGE

Starwinder packs five different ships, and—if players are good enough—they might even get to drive all of them. New craft become available after each quadrant.



The Junkheap of the group, this space lemon is the player's first craft. Beat the first quadrant fast and upgrade.



This ship ain't much faster, but it controls a whole lot better. It will rarely fall you in the early quadrants.



The best ship in the bunch, the Mark V is all engine. Surprisingly, it controls well, too. You'll use this one most.



Sure, this sporty little craft rides a bit faster along the rails, but its control isn't as tight as the Mark V's.



It may look straight out of Buck Rogers, but the Austin is only a so-so ship. At max speed, it doesn't control well.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	% DONE
Mindscape	100%
THEME	PLAYERS
Action	1 CD-ROM

PLAYSTATION



## EGM's Favorite Fighting Controllers

Since just about everyone in our offices has played a Street Fighter game at one point, we wanted to see which joypads the EGM and EGM<sup>2</sup> editors preferred. We asked each editor, "If you could play any SF game with any standard controller, which controller would you use?" Here are the top four vote getters:

The Japanese Sega Saturn controller



The Super NES controller



The PlayStation controller



The Genesis six-button controller



Note: Although the old U.S. Saturn controller did not receive any votes, the newer ones (bundled with the new \$199 Saturn) are identical to the Japanese controllers, which the editors definitely liked for playing Street Fighter games.



# STREET FIGHTER ALPHA 2

## The Latest SF Comes Home To The PlayStation

**S**treet Fighter has gone through many incarnations—from Street Fighter II to Super Street Fighter II Turbo to Street Fighter Alpha. They all set the standards for fighting games on the market today, and many consider Capcom the industry expert when it comes to two-dimensional fighters.

PlayStation owners will soon be rewarded with an excellent home translation of the latest SF, Street Fighter

Alpha 2. Everything that was found in the arcade SFA2 will be brought home. All the characters will be available to play (including the secret Evil Ryu). Every move, combo, and super combo should be easily executed.

As you may or may not know, the Chain Combos that were found in Street Fighter Alpha were eliminated in the sequel. These extremely cheap maneuvers allowed anyone of any skill level to perform automatic three-hit combos just

by tapping the right buttons in the right sequence. So now that they are gone, us SF traditionalists can rejoice, right?

Maybe. Now, in SFA2, we find Custom Combos. These let you do any set of moves, and will link them together to get the combo effect. For

example, during a custom combo, you can hit, let's say, your fierce punch 10 times, and you will automatically hit your opponent with 10 fierce punches.

You can consider that cheap as well, but a few factors help balance the gameplay. First, these custom combos can be easily avoided. Second, 10 Fierce Punches in a Custom Combo will not hurt you as bad as 10 fireballs in a custom combo. So, that means a better skilled player who can do a series of special moves can use custom combos to their advantage. This feature of SFA2 makes it much more fair,

instead of artificially making it easier for beginners to combo their opponents.

Street Fighter Alpha 2 may be the last one in the SF series before Capcom takes the jump to bring out the long-awaited Street Fighter III. Meanwhile, enjoy the latest in the long line of excellent fighting games. ■

RELEASE DATE DIFFICULTY

November Adjustable

PUBLISHER % DONE

Capcom 50%

THEME PLAYERS SIZE

Fighter 1 or 2 CD-ROM



Dan's Super Taunt—the biggest time waster you'll ever see.



We wonder if Sagat wears his athletic cup at the tournaments?



For all the wussies out there—the Auto Blocking system is available. For every Automatic Block, your character will flash a little bit.

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**'SAMURAI SHOWDOWN'** will be shredding 'R' into your living room! This huge arcade hit will be lighting up Neo Geo systems everywhere with a mix of mysterious, Samurai legends, awesome graphics and fast & furious sword-play—including blinding special moves! **NG CD \$46**



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**'RESIDENT EVIL'** A series of gory attacks in the area surrounding a remote, biotech lab brings in S.T.A.R.S. to investigate. On arrival, Bravo Team communications are abruptly cut off. Now it's up to your team. **PSX \$52**



**'SUPER MARIO 64'** Mario goes 64-bit! His updated look is a rendered 3D image with textured mapped polygons. He's now able to slide and hang on as he explores new landscapes. **NG \$48 \$52**



**'SONIC BLAST'** Now, Sonic and his world are 3D thanks to super fast SGI rendered graphics. The evil genius Robotnik is after the Chaos Emeralds and it's up to Sonic to stop him. It won't be easy, but Sonic has new power-ups and special moves! **GEN \$51**



**'STAR WARS SHADOWS OF THE EMPIRE'** Smooth play control is surrounded by amazing and highly detailed graphics featuring texture mapped 3-D polygons! **NIN \$48 \$72**



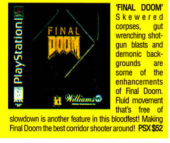
**'ULTIMATE MORTAL KOMBAT 3'** Shao Kahn has ordered the earth realm to punish humans and wrench their souls. **Genesis \$69 Saturn \$58 SNES \$71**



**'TEKKEN 2'** More moves, more characters, and more death make this the king of fighting games. And with exciting new on the horizon for home systems, the king should reign for some time. Better graphics, sound and moves than ever before. **PSX \$44**



**'DRAGON FORCE'** The world of Final Fantasy takes you to the lightning realm of Madrak. His unquenchable thirst for power has reaped 'Tranquility' with terror and honor with treachery. Alas, the redemption hope for soldiers has been reduced to 0 (zero) wards! **SAT \$40**



**'FINAL DOOM'** Fluid movement 'hunts' the free of wrenching shot-gun blasts and demonic backgrounds are some of the enhancements of Final Doom. Fluid movement 'hunts' the free of wrenching shot-gun blasts and demonic backgrounds are some of the enhancements of Final Doom. **Final Doom the best corridor shooter around! PSX \$62**



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**'NIGHTS'** Combining the dynamics of a flight simulator with the speed of a racing game, Nights will surprise gamers into a truly amazing virtual dream land filled with real time worlds and psych-edelic characters. **SAT \$46**

**NINTENDO 64 GENESIS PLAYSTATION PLAYSTATION PLAYSTATION SATURN SATURN JAGUAR**

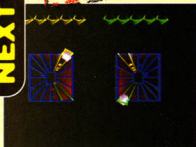
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\*SHIPPING: Priority Mail in US \$2 per order, 2 Day Air \$4 per order. Mail to Canada, PR, HI, AK, APO, FF \$4 per order. Worldwide airmail \$6 per item. Handling \$2 per shipment. Hardware may require charges. Visa, MC and Discover orders under \$200 same as cash. COD \$5. Defective replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

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10/15/97

PLAYSTATION



# TEMPEST X

## Classic Arcade Action

**F**or being a top-of-the-line, next-generation system, the PlayStation is seeing its share of older, first-generation arcade games. The latest "classic" game to appear on Sony's machine is Tempest X.

Tempest X is based on the arcade game from the early days of video games, Tempest. This new version allows you to play the original arcade version as well as newer, updated versions. While all the variations maintain the same style of gameplay as Tempest, they sport new graphics and features.

For those few people who

have not played the arcade version of Tempest or the Jaguar's Tempest 2000, Tempest is a highly addictive shooter in which you control a ship that moves around on a grid. Your mission is to blast enemy ships that advance toward you before they shoot you, or if they touch you, capture your ship.

If you're feeling a bit nostalgic, you can play Tempest in all its vector graphical glory. There are five other modes of play available if you want to take advantage of the PlayStation's processing power.

Tempest Plus is much like the original game, only with

some snazzy new special effects, new power-ups and the fun option to play a two-player cooperative game or with an AI droid.

Trippy 2000 is the same as Tempest 2000, except for a wacked-out "smearing" effect on everything on the screen. This leads to some truly "trippy" gameplay.

Tempest X and Tempest Duel X are the most graphically intense games. They are essentially Tempest 2000, but with light sourcing on the levels and lens flair when you toast a bad guy.

Tempest Duel X is obviously an extension of Tempest X, however, this mode is for the more competitive player. You and an opponent play on a split-screen, and each player is at separate ends of the arena. You have to destroy incoming enemies as well as dodge your opponent's fire.

Aside from the same basic gameplay, all of the Tempest games share the same soundtrack. Kickin' techno music plays long and loud as you fight. Sure, it may not be actual sounds from the original game, but it fits the game well.

Retro-gaming hits a high point with Tempest X. Not only do you get the original game but a ton of different variations. It's like getting six games in one! Deals like that don't come along too often, especially for us old-time gamers. ■



Here it is...the original Tempest. Just like Grandpa used to play.



Tempest X has killer new graphics and time-proven gameplay.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	% DONE	
Interplay	65%	
THEME	PLAYERS	SIZE
Shooter	1 or 2	CD-ROM

# Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You are awoken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. You can converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

## Special Features

Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores

100+ hours of pulse pounding gameplay

Over 300 different monsters to do battle with

Morph any member of your party into a more powerful source known as "Persona"

Fight your way to one of many endings

# Persona



Use your "Persona"



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Persona™ is the first chapter of the  
**REVELATIONS™**

**PERSONA**  
**RPG**

**PlayStation**

PLAYSTATION



# TIGERSHARK

## Above Or Below, Water Is The Place To Be

**W**hat is it with Russian madmen lately? First gamers read about Soviet Strike where terrorists are trying to seize control of the world. Now they have Tigershark where a madman is trying to take over the world by use of earthquakes.

Gamers have read info in past issues of *EGM* on Tigershark and have seen pictures of the game that has players controlling an advanced, futuristic sub that will hopefully be enough to take out the Russian army and ultimately Admiral

Dimitri Konstantin, the mastermind of the operation.

The story behind Tigershark is the need for new means of energy, land, food and raw materials for the world. It's the future, and many land resources are no longer available or are not sufficient. Countries turn to the world's oceans for help, but the technology isn't simple. The U.S. falls behind as the Russians and Japanese make major advancements in the water technology. There is a problem, though. Because of Japan's growing population, a new, radical form of energy

harnessing is approved but it goes terribly wrong. When a gigantic earthquake swallows much of Japan, killing 60 percent of the population in a number of minutes, something needs to be done. At first thought to be a flaw in Japan's technology, the real cause of the devastation is the evil Russian admiral.

So, many gamers have read this and are asking, "What about the game?" The version *EGM* received is a pre-alpha so it is FAR from completion. Tigershark features polygonal graphics with texture maps. The landscapes are the same and are both above and below water.

A gamers goal is to stop the admiral from destroying the world by earthquakes; the same type that practically destroyed Japan. By destroying certain "taps" and reprogramming others, the earthquakes will stop. Then players

can control Tigershark and take out the big Boss with the same missiles that they took out the taps with.

The Tigershark sub has a variety of weapons to choose from. Gamers can pick three different types of missiles and machine guns. As the Tigershark goes below water, the machine guns change to a gun that sounds like a laser.

The game features a massive amount of enemies. The carriers and gun boats are above water while the subs and subfighters are found underwater.

Keep an eye out for updates as more info comes through on Tigershark. ■



The view in Tigershark can be changed from an outside view to an inside one. For targeting purposes, this view works better.



When coming from underwater, try not to hit the ships above.



RELEASE DATE	DIFFICULTY
1st Qtr. '97	Moderate
PUBLISHER	% DONE
GT Interactive	50%
THEME	PLAYERS
Action	1
SIZE	CD-ROM





**STRIKE HARD**  
**STRIKE FAST**

# STRIKE POINT™

**Navigate through 10 different landscapes, destroy everything in your path, and race to save the world from ecological Armageddon. Play Strike Point – the ultimate 3D fighter simulation game available for PlayStation.**



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San Jose, CA 95131

PLAYSTATION



# SOVIET STRIKE

## Those Wacky Soviets Are Still Having Problems

**T**he *EGM* editors remember playing the original Desert Strike years ago. Flying around in that three-fourths perspective world, blowing away terrorist after terrorist and saving the world from nuclear annihilation...now that was fun.

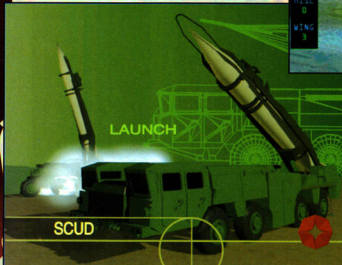
The fun could be back (but in a 32-Bit fashion) when Electronic Arts' newest addition to the Strike series, Soviet Strike, hits the streets since it's being developed by some of the original Strike designers.

In past Strike games,

commandos (gamers and their pals) would fight terrorists, drug lords and ex-military madmen. In Soviet Strike, players are up against something that could show up in today's headlines—the warring republic in the People's Republic (a.k.a. the Soviet Union) and the remnants of the old Soviet army. Players still have to manage their fuel, ammo and armor to ensure success.

The graphics in Soviet Strike are photo-quality. The terrain is

mapped with digitized textures that gamers won't see repeating again and again. The terrain is based on actual geographic maps. The vehicles are 3-D as well, based on the actual helicopters, turrets, jeeps and other crafts. On top of this, the game features two camera views: classic and chase-plane.



Thanks to STRIKE.NET in-depth information on enemy vehicles, locations and battle plans is easily available, complete with video.



Real locations—like the Kremlin above—are in Soviet Strike.

As gamers play, they get briefed by the Strike organization—the team behind the missions of the past and the new Soviet attack. The team includes: the Commander, a hardcore military man, a hacker, complete with jive-talk, and a secret agent posing as a CNN-esque



Soviet Strike also features some "living" elements as EA states. These include a living battlefield where enemy soldiers and vehicles react to situations depending on if the gamer is attacking them or not. This way the enemies won't keep coming and coming—in other words, the artificial intelligence is enhanced. Coupled with the new AI, the soundtrack also changes depending on the intensity of battle.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Electronic Arts	60%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

# FIRST CAMPAIGN

NOTE: This run-through was performed on a preview version of the game and is not guaranteed to work on the final version of Soviet Strike.

by the north end of the frozen lake (Nick points this out).

- Land at the LZ by the snowplow.
- Nick will drive the snowplow north, crashing into the guard gate at the POW camp #1 (Nick will also blow up a building before escaping).
- Blast open the other buildings and POWs will emerge.
- Fly to an LZ and drop off your passengers.
- Fly North to POW camp #2.
- Destroy the buildings one at a time, rescuing the prisoners that come out.



## Campaign 1: Crimea Mission #1 a&b: Destroy the radars.

- Fly SE along the road from home base.
- Locate the radars on the map.
- Destroy Radar #1.
- Fly a little farther ahead and destroy radar #2.

## Mission #2: Rescue agents.

- Follow the same road you're on SE to a prison camp.
- Destroy the AAA guns and AK47 troopers.
- Kill the firing squad and winch up Nick.
- Blow up the prison cells to release the other Strike agents but don't kill them.
- Rescue three of the four agents in the cells.

## Mission #3: Destroy all helicopters and buildings at the temporary air field.

- Fly to the airfield in the SE corner of the entire map.
- Make sure the radar near the southern tower gets taken out.
- Destroy all targets surrounding the area including:
  - three Hind Choppers
  - two Hangers
  - two Towers

## Mission #4: Rescue Prisoners from enemy camps.

- Fly to the snowplow located

- Fly the POWs to safety
- Retrieve Nick near POW camp #1.

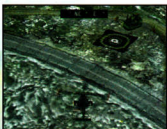
NOTE: You must rescue 14 of the 16 POWs to successfully complete the mission.

## Mission #5: Destroy the ex-KGB HQ and capture Three Commanders.

- Fly to the HQ in the center of the valley and destroy it.
- NOTE: Pick up some ammo if needed to destroy the bridges and escape vehicles the commanders will try to use.
- Mission #6: Destroy everything at the terrorist training camp.
- Fly through the canyon pass in the northwest corner of the valley.
- Destroy the power station to disable the alert zone.
- Take out all targets.

## Mission #7: Eavesdrop on the enemy villa and learn their plans.

- The Villa is in the north part of the valley (approach from the SW through the trees).
- Clear some enemy near the LZ.
- Drop off Nick the spy on the Shadowman.
- Return to winch up Nick (he has the info).
- Return to homebase.



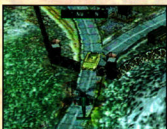
The various missions in each of the campaigns will give gamers plenty of targets to destroy and dozens of prisoners to rescue.

reporter. Soviet Strike also features the hot new method of communication—players can use STRIKE.NET, a web of intelligence with info on the enemy and their plans. This way players can get all of the information on mission objectives, enemy vehicles

as well as ammo, fuel and armor refill locations.

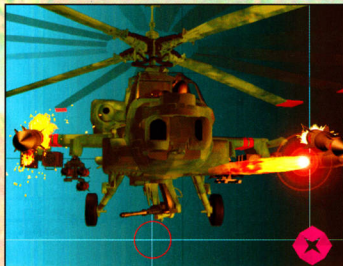
Soviet Strike has a load of missions to play through. Some are relatively short while others will make gamers wonder if they'll ever make it back to the base. Rescuing prisoners is a major concern in many of the levels so mastering the winch certainly wouldn't hurt.

Soviet Strike promises to be everything the old Strike games were with incredible 32-Bit graphics and enemies with Artificial Intelligence that will make gamers really hate 'em. Besides, since Strike's motto is: "We stop the war before it begins," gamer's will want to do the same. ■

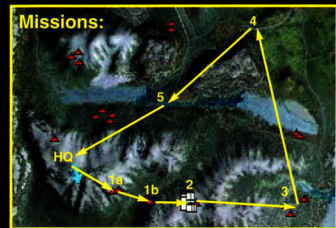


When you're eye to eye with a fat tank, use your missiles well.

## "...we stop the war before it begins."



The cutscenes and intro cinemas in Soviet Strike are some of the best EGM has seen in a long time. Great actors and rendering.



PLAYSTATION



# Time Commando

## A History Lesson In Combat

W

here can you find yourself clubbing Homo Erectus one second and lobbing plasma grenades at extraterrestrials the next? In Activision's newest title *Time Commando*, of course. This PlayStation action-adventure takes you through several eras in Earth's history and future in an attempt to avert a major chronological disaster.

In our future, scientists

from a wealthy corporation discover how to travel through time. The military uses this technology to study combat tactics in the past and future. A competing company decides to sabotage some of the military's experiments with a computer virus. This virus gets a little out of hand and creates a time vortex that threatens to destroy everything. Luckily, a special team has been created for contingencies like this (this has shades of the movie *Time*



*Cop* all over it, doesn't it?)

This is where you come in: You play as Stanley, special agent of S.A.V.E. (Special Action for Virus Elimination). Stanley, trying to stop this virus, is sucked into the vortex and gets sent back in time. He must face numerous obstacles in various eras, all while collecting healthy (non-infected) memory chips. These chips are needed to slow down the virus' infection rate because if the infection

becomes complete, the vortex will envelop everything and our existence will become nil.

*Time Commando* is an action game with a new twist on the time limit. As you progress through the game, a meter is continually building, showing the virus' (and therefore the vortex) growth. When you collect chips and send them back to the main computer, the virus' power wanes. You have to obtain enough chips and complete each level



## Gamer's EDGE

*Time Commando* features just about the largest variety of stages and the most amount of weapons that you will see in any one game. Here's a look at some of the levels along with a list of the weapons that go with them.



### PREHISTORY

Rock  
Club  
Spear  
Mega-club



### ROMAN EMPIRE

Dagger  
Two-edged sword  
Sling  
Trident and shield  
Gladiator axe



### FEUDAL JAPAN

Throwing star  
Fan  
Ninja-to  
Katana  
Samurai fireball



### EUROPEAN MIDDLE AGES

Mace  
Cross bow  
Knight's sword  
Trident and shield  
Crusader sword and shield

# Gamer's EDGE

Every level has some hidden items stashed away somewhere. You can find health-ups and unique weapons. Because the virus is constantly spreading, you won't have time to look everywhere for this secret stuff. Limit your searching to prominent areas, like bushes or this ship's steering wheel, as shown below. Don't bother wasting your time checking every wall and corner, as this will lead to frustration and wasted time.



This is a Memory Upload Terminal. Don't pass up depositing memory chips here, or you'll risk running out of time later in the game.

quickly enough to prevent the virus from completely destroying everything.

It is not as simple, however, as a race against time. Enemies in every era will try to halt your progress. All of these opponents are representative of the time period they are from. World War I soldiers will try to stab you with their bayonets, and knights will try to smash you with their morning

stars. What's great is that you arrive in each era bare-handed, so you'll get to use the same weapons that your enemies use (see Gamer's Edge). Your weapons don't carry over from level to level, so you'll be using new weapons every time.

The different types of levels for the different ages are also fantastic. Each stage's backgrounds were rendered to



The long dress won't get in this lady's way of trying to kill you.

draw you not only into the game, but into a new world. You'll see medieval castles, Aztec pyramids and futuristic alien worlds. The scenery is lush and detailed. It scrolls along smoothly as you travel but in a limiting fashion. The backgrounds were pre-rendered, not realtime rendered, so don't expect anything like another Doom game.

Time Commando is almost worth getting just to see the amazing worlds. On the other hand, any gamer will tell you that graphics do not make the game; gameplay and fun does. To see how Time Commando fares in those vital categories, check out this month's Review Crew. ■



This is what the world will look like once you get Beyond Time.



This dragon from Feudal Japan only looks deadly. After defeating him, you can get one of your first-ranged weapons—the Samurai fireball.



You can't avoid these explosions in the trenches of Modern Wars.

RELEASE DATE	DIFFICULTY	
Now	Adjustable	
PUBLISHER	% DONE	
Activision	100%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM



**CONQUISTADORS**  
Spanish sword  
Halberd  
Pistol  
Blow pipe  
Aztec club



**WILD WEST**  
Revolver  
Shotgun  
Rifle  
Dynamite  
Twin revolvers



**MODERN WARS**  
Assault rifle  
Grenade  
Rocket launcher  
Revolver  
Bayonet rifle



**FUTURE**  
Plasma gun  
Mono-molecular yo-yo  
Cannon arm  
Space suit  
Plasma grenade



**BEYOND TIME**  
Virus-killing  
mega-crystal

PLAYSTATION



# Puzzle Fighter II

## Capcom's Characters Get Puzzled!

Capcom has taken its Street Fighter II franchise and turned it into another addictive game. PF2 has the challenge and technique of Capcom's mega-hit series but in a different way than played before. Using the most popular characters from both Darkstalkers and SF2, this puzzle game pits one or two players in a battle of wits.

The game has eight characters: Ryu, Ken, Chun-Li, Sakura, Morrigan, Felicia, Lei-Lei and Donovan are selectable at the Character Select Screen. Hidden characters include Gouki

(Akuma), Dan and Devilot.

Like its fighting game counterparts, Puzzle Fighter II has combos, counters and super finishing moves. Each time you clear a number of jewels, the computer dumps a few special countdown jewels on your opponent. These jewels count down from five to one then change into regular jewels just like those you would arrange yourself. With these, you can arrange amazing combos.

Special spherical jewels clear stacks of the same color when touching them. The bigger the stack of jewels that you have set up, the bigger the problem it's going to create for your opponent. Like-colored jewels stacked in blocks combine to form bigger jewels, thus giving more



points when cleared. The key is to have a couple rows of jewels ready, and then unleash two or three combos in a row.

The Two-player Mode is where Puzzle Fighter II KOs other puzzle games. Playing the computer is fun, but it's not a substitute for fighting gamer-to-gamer. Frequently, just when it seems that defeat is near, combos can be pulled off that put you back in the game.

To make the game more like

the series it borrows its concepts from, the fighters you select duke it out in the center of the screen, pulling off special moves when you clear a section of jewels. If you overkill an opponent, your character pulls off a super finishing move.

It's good to see Capcom straying from fighting games, and Puzzle Fighter II is a fantastic game. If fast puzzle action is what you crave, then Puzzle Fighter won't disappoint. ■



When a jewel section is cleared, the characters do special moves.



## GAMER'S EDGE

One of the best ways to trap your opponent is to set up two or more big sections of jewels. If you can clear both sections at the same time or in two moves, then your opponent will be hammered with countdown blocks. This can delay your opponent from making a move that would virtually destroy you.

The only loophole is, if your opponent clears jewels at the

same time as you do, the two moves cancel each other out. This is a way to save yourself from certain death, but your opponent can also avoid attack. The number of blocks that will drop on you is displayed at the top of your half of the screen.

It's smart to lay spherical jewels on top of countdown jewels of the same color, so that when the countdown is

over, the row of blocks will disappear. This can be especially helpful if it clears a bigger section of adjacent jewels.



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	% DONE	
Capcom	95%	
THEME	PLAYERS	SIZE
Puzzle	1 or 2	CD-ROM

## "Gawd bless Necrodome" says Action Ab!



**Action Ab, action game and weapons enthusiast**

Ah just love action games, 'specially the kind that makes me sweat like a pig in heat.

Ah love action games even more than my favert food, dinner.

Lately, lotsa games seem ho-hum. But not NECRODOME. This new game composts two of my favert things: trucks 'n guns.



Ah had so much fun ah can't believe it. You gotta git all them scumbags with your cannons before they git you. But watch out 'cause every time ah thought ah had 'em, my truck blew up!

You can even have a buddy shoot out of your back turret while you race.

But if yur like me, you don't want nobody near yur turret — let alone in it. If NECRODOME ain't the biggest game o' the year, then ah don't know my hole from a head in the ground."



## "Omgod! Dare Devil Derby 3D" is way cool!



**Lips Akimbo, major babe and sports enthusiast**

I love racing games, okay? And unlike my choice of men, I've got real high standards.

So when people said, 'Lips, you gotta play DARE DEVIL DERBY, the new 3D multi-player racing game from Mindscape' I said, 'Puh-lease!'

But then, whoa! I'm all, this game is totally awesome!



I played it so much that all my fingernails broke off! My boyfriend Marty said my nails were fake, just like me. So I kept beating that ignorant puke at DDD!



Then six of Marty's friends showed up, so I plugged all eight of us into multi-taps and we raced against each other! It was way beyond amazing!

I played it like 14 hours straight and never ever thought about eating or going to the bathroom.

Can you believe it? I know! I couldn't either!"



## "Starwinder" is so fast, it'll make you hurl!



**Rocket Ronnie, action reviewer dude at large**

Just popped in a toastle version of the new Play-Station™ title STARWINDER:

THE ULTIMATE SPACE RACE. Dudes and Dudettes, this game is kickin'!

Right off the hip, I

noticed the amazing buzz from the free flight control. The Ronster was flying his ship in and out of the rails...for real.

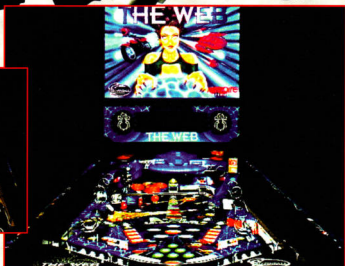
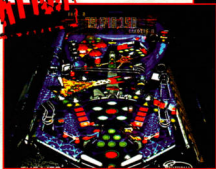
If you're into speed, this is the treat for you. MAXIMUM SPEEDATUDE! My buddy Fred hurled just watchin' the game.

And there's lots more! Usually, I blow by the cut scenes, but all those clips of alien pilots were a major trip. I was laughing so hard, I almost blew lunch outta my nose!"

The Ronster says check it out!"



PLAYSTATION



# PRO PINBALL

## Weaving A New Kind Of Pinball

**F**or longer than video games have been around, pinball has been a mainstay in arcades everywhere. It's no wonder that there have been more than a few pinball conversions for home systems.

Pro Pinball continues this fine tradition in winning style on the PlayStation. Interplay has created a pinball game which is more than just run-of-the-mill. Included in the mix are special bonus games, ramps, combos and more. The graphics for the game board are in color, but the scoreboard is a monochrome color, giving the player that true arcade feel. Points are displayed and cinemas are played out on the monochrome screen during bonus games.

Also included in the game is a Slide Show Option. This allows the gamer to check out



The slide show gives you an up-close look at the board's graphics.

the graphics on the board close up, so that during play, areas of the board that can't be seen as easily will be recognizable.

Combos will juice up your score, and they are done by repeating a move twice in a row. During a fast frenzy, up to four balls can appear on the board at once, which gets pretty hectic. Frenzies usually help your score by giving you a few combos and bonuses along the way.

Pro Pinball's bonus games are where it really stands out from other games on the market. At the top of the board is where these bonus games are activated. The missions that you'll face include destroying



an ammo depository, preventing a shuttle from taking off, defeating a biker and working your way up a skyscraper. To get points during the missions, you need to hit the ball over the lighted ramps or bumpers. Each time this is done, the mission completion counter goes up a little. There's no need to complete the mission in order to gain

extra points, but if you do, the bonus will be huge.

Power levels help determine your bonus when you lose a life, and are counted each time you make a circle around the board.

If pinball is what you're looking for, then look no further than Pro Pinball on the PlayStation. It delivers a big pinball bang on the small screen. ■

RELEASE DATE	DIFFICULTY
October	Variable
PUBLISHER	% DONE
Interplay	100%
THEME	PLAYERS
Pinball	1-4 CD-ROM

## GAMER'S EDGE

One of the game's biggest challenges is the Video Mode. If done right, the Video Mode will up your score by several million points.

The two guns, left and right, are controlled by the left and right flippers. Hit the asteroids and point bonuses that are

headed your way. There are also mines that will appear on the screen, and hitting those early is essential. Don't be confused by the left and right patterns, as they change often. At the end of the game, there will be a few million points waiting.

The bonus games can be

challenging, but if you know where to hit the ball, they can be easy. Do not worry about the time limit on the bonus game, because even if time runs out, you'll still rack up a hefty bonus.

To get a good start on points at the beginning of each ball, hit the ball right away with the top-left flipper at the last second. The ball will go around the top loop again and rack up a few more points.





# Daddy's Little Girl is Out to Save the World.

In the year 2069, Earth's no place for a lady. Alien pods have turned every living thing into hideous mutations.

One young woman, herself part alien, is Earth's last hope. Aided by her scientist father, her body is altered, transforming her into a harbinger of destruction.

*Daddy's little girl doesn't cook, but she'll fry, bake or roast any enemy she sees. 'Cause in this world, you don't take prisoners . . . you eat them for lunch.*

**NOW MUTATING  
AT YOUR LOCAL  
RETAILER ON THE  
PLAYSTATION GAME  
CONSOLE.**



## STEEL Harbinger™

*She doesn't cook, but she'll fry, bake or roast anything she sees.*

<http://www.mindscape.com>



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PLAYSTATION



# BUBSY 3D

## Clawing His Way Back After All These Years

In this day and age of 32- and 64-bit systems, characters from the past are making the jump from 2-D to 3-D. Accolade's third Bubsy game puts the infamous defender of yarn into a new dimension, with stunning results.

If you've played Accolade's previous Bubsy games, then you know what to expect from this one. The mischievous Woolies are back, and they have been scheming to get Bubsy for a while. He was captured, and while on the way to the Woolies' home planet of Rayon the ship crashed, Bubsy escaped. Loose on the Woolies home turf, Bubsy smashes onto the scene to kick some yarn. Eidetic, the developers of this third installment of the series, have created a game

which incorporates both flat-shaded and texture-mapped polygons. Hand-drawn graphics complement the look and feel of the game.

Gamers familiar with Jumping Flash! on the PlayStation will recognize much of Bubsy 3D's control. When Bubsy walks around the game environment, the view is from behind our furry pal. When Bubsy jumps, the view switches to top-down, which takes some getting used to, but becomes natural with practice.

The view is somewhat

inhibiting, because sometimes polygon obstacles get in the way. There is a way to make Bubsy look up or down, and look around the huge worlds, but often portions of the levels will be out of view. This adds to the challenge of exploring the huge game.

Bubsy's level design is original, with enough variation from level to level to keep the game interesting. The themed levels have names like "Bright Lights Big Woolies" (a play on a Michael J. Fox movie title), and other, more obscure movie references like "Das Bobcat." The levels are big,

each with its own goals and enemies. Checkpoints will break up the action, so that if you die three-fourths of the way through a level, you won't have to start at the beginning of the level each time.

Added to the mix in his new environment are underwater-based levels, very reminiscent of those that can be found in Mario 64. Without analog control, buttons must be used to control the up and down swimming motions necessary, but those too, come with practice.

What would a Bubsy game be without elaborate death



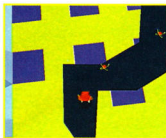
While underwater, keep an eye out for oxygen pellets.



Bubsy 3D also has a Two-player Mode, where one player controls Bubsy, and the other has to shoot at him.

# BITTER DEFEAT

In previous Bubsy games, the designers have taken to creating new and different ways for Bubsy to kick the bucket. This new installment doesn't stray from that original concept, as there are many new and creative ways for Bubsy to be offed. Check it out for yourself!



When jumping, the view switches to a top view of the action.

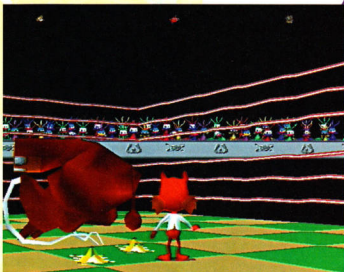


Bonus levels are spread throughout the game.

**"Loose on the Woolies turf, Bubsy smashes in to kick some yarn."**

scenes? Ever since the first game, Bubsy's death sequences have always been original. This time around, the ways he dies include being melted, being chomped up by a treasure chest and being broken into several hundred

pieces. Plus, at the end of each level, you'll get a cool Ending Cinema Screen that uses rendered artwork just like in the game's intro. The scenes usually star the Woolies beating up poor Bubsy. The rendered



Ever see an elephant trip on a banana peel? Not a pretty sight, but to defeat this Boss, you have to lure him to them.

sequences show off more of the Bubsy/Woolie conflict.

The music in Bubsy's third adventure sounds as if it came right out of a Saturday-morning cartoon. Then again, Bubsy's no stranger to the world of animation, having had a Thanksgiving special a few years back when his 16-Bit adventures were on the market. Bubsy's voice accompanies much of the gameplay, with sarcastic remarks, hints, tips and other quips that are fun to listen to, although the option to turn them off will serve some gamers well.

Accolade's third Bubsy installment should prove to be a worthy contender in days where original games are few and far between. Combining elements seen in both 2-D and 3-D play, Bubsy 3D climbs back to the top of the yarn ball. Gamers looking for 3-D action should check it out! ■

## Behind The SCREENS

The artwork that was drawn for Bubsy 3-D was unique in that it was hand-drawn, in a game that uses polygons for displaying graphics on-screen during play.



## DARE TO COMPARE



Bubsy's the same sarcastic, witty kitty he always was in the third game in the Bubsy trilogy. Take a look back for a moment at Bubsy's history from his first two games, which appeared on the Genesis and Super Nintendo a few years ago. Not only did Bubsy hit those systems, but he's also made an appearance on Atari's Jaguar system.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Accolade	75%	
THEME	PLAYERS	SIZE
Action	1 or 2	CD-ROM

PLAYSTATION

GAMER'S EDGE

Shyness certainly won't get you through King's Field II's massive quest; you'll have to talk to people, lots of them, for clues, items and to find out if you're on the right track.

But, just as in King's Field, the game's characters say different things depending on when you talk to them. In fact, most folks will tell you something new each time you prod them for info, so make sure you keep bugging people until they start to repeat their text messages. Then return to the

same characters later on in the game to learn what new information they have to offer.



# KING'S FIELD II

## The Moonlight Sword Is Missing—Again

**T**he first King's Field (actually, it was King's Field II in Japan) had a lot of potential when it hit the PlayStation earlier this year. It packed a huge, 3-D world populated with true 3-D enemies, and the game's quest kept more than a few gamers up late.

But not all gamers. Some didn't much care for King's Field. The game's hero moved at a snail's pace, there wasn't much interaction with other characters, and the quest was a little too nonlinear to keep all



RPG fans' hands glued to their PlayStation pads.

King's Field II, however, suffers no such flaws; it's improved over the prequel in almost every way. The most

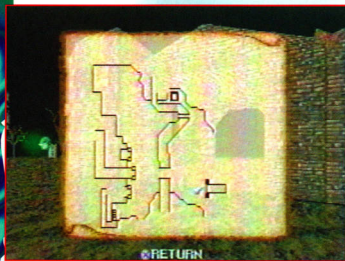
obvious step up is in the game's visuals. The polygon enemies that infest KF2's world are more detailed, with defined (and often sinister) facial expressions. The game environment also looks better, the texture maps more realistic. KF2

takes advantage of the PlayStation's light-sourcing capabilities, so walls and the terrain now reflect the light of nearby torches or spells (which have been given more visual spark, as well).

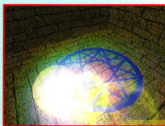
The game's world is much larger, too—more than three times larger than the prequel's island environment. Besides having more towns and a sprawling, tree-filled countryside, KF2 is divided into several regions, each with its own indoor and outdoor areas.

These regions have their own distinct look. For instance, one snow-covered area is locked in an eternal winter, while another is filled with creepy, run-down graveyards.

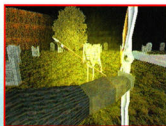
Players travel to these regions from a Map Screen that lets them teleport between the area's cities. Exploration of the world is made manageable by KF2's automap feature, which draws each region's map as players wander the land. And, of course, players can still peer up, down and all around to examine their surroundings. This panning and scanning of the viewpoint moves much



Just because the world in King's Field II is huge doesn't mean you have to get lost in it. The automap feature makes exploring easy.



What RPG would be complete without a little occult imagery?



If you're too chicken to attack up close, use the bow. Wuss.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
ASCII	90%	
THEME	PLAYERS	SIZE
RPG	1	CD-ROM

# Brave NEW WORLD



If you thought the magic attacks in King's Field were something, wait until you unleash a few spells in part two. Most fill the screen!



Float like a butterfly, sting like a bee—enemies learn your moves.



Although the world in King's Field was plenty big, the sequel's massive environment makes it look downright tiny. So how much bigger is King's Field II? David Silvera, ASCII's layout and design coordinator and game consultant, put it in perspective: "In comparison, King's Field had eight maps with two levels each," he said. "King's Field II has 26 maps."

## "The enemies learn your attack patterns and adapt to your fighting style."

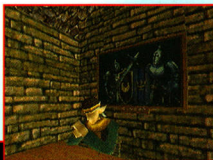
faster than the annoyingly sluggish game camera in King's Field, although your character in the sequel walks at about the same speed.

KF2's improvements go beyond being purely cosmetic. Bad guy AI has been tweaked, and now players can't defeat every enemy simply by moving in, slashing, then retreating out of reach of the monsters' counterattacks. The enemies learn your attack patterns and adapt to your fighting style. Keep up the same fighting tactics for too long and you'll take a lot of sword slashes to the head! Players can also

wield wands and other magic-spewing weapons, as well as the traditional swords and bows that were found in King's Field.

Unlike most console RPG sequels, King's Field II's story line picks up pretty much where King's Field's left off. After the first game's hero, Alex, recovered the Moonlight Sword from the island of Melanat and restored peace to the land, the dang thing disappeared again (someone should really keep an eye on that).

Consequently, all heck has broken loose—an evil power has taken over the King, monsters are infesting the land, skeletons are wandering around and scarin' little kids. The world has, once again, landed in a real mess—and someone has to clean it up.



Silvera said gamers now have the entire kingdom of Verdite to explore (whereas before they could only trek across the relatively small island of Melanat). Verdite is made up of 10 locations—each of which, Silvera explained, is unique. "There's one that's covered in snow," he said. "There's one that's has a red sky, there's one that's totally dark, there's one that's all graveyards and cool buildings."

## Behind The SCREAMS



easy, since high-level spells ripped apart most bad guys.

King's Field II was created with this design flaw in mind. The game's

early enemies aren't too tough, so building up your character is less of a chore. Yet keep in mind that monsters learn your attack patterns. Later opponents won't be so easy to drop. The monsters that infest the game's later levels are tougher, too, and able to survive even your most powerful magic attacks.

The corrupted king's son, Ryle, rises to the challenge. As Ryle, you have to seek out the Five Powers that will deliver the world from evil. Unlike the first game, occasional cinemas help play out your exploits, and you'll see one of many multiple endings depending on how well Ryle fares on his quest. ■

One of the more common complaints about King's Field entered on its difficulty curve—rather, its lack of one. Gamers did the quest started out way too hard, that monsters would kill them before they could build up their characters' abilities. And once they did manage to toughen up their character, players said, the game became too



Players can get to these regions quickly by using the main Map Screen. This screen teleports players around the world.

PLAYSTATION



# Namco's MUSEUM VOL. 2

## The Second Wave Of Oldies But Goodies

Once again, the good folks at Namco have done us the favor of taking some of their classic arcade games and giving us perfect versions of them to play on our PlayStations.

Namco Museum Vol. 2 is the second (obviously) of five compilation disks spotlighting Namco's hits long before they brought us Ridge Racer and Tekken.

This time around, you can play Super Pac-Man, Mappy,

Xevious, Dragon Buster, Gaplus and Grobda.

The setup of the museum is the same as the first game. You control the original video game mascot, Pac-Man, in a first-person perspective. You roam freely around the museum, where you can visit different exhibits.

In the lounge area, you can view many different pieces of Namco history, including a

complete list of Namco games, covers to Namco magazines and original artwork from various games.

Each game has its own wing of the museum. As you walk down the hallway into the game room, you can stop and view artifacts from when the game was released. This can be anything from promotional material of the game to the game's circuit board. You

can also view a slideshow of the game's sprites as well as get instructions on how to play it.

At the end of the hall, you enter a room decorated in the theme of the game. In the middle of the room is the old sit-down table-top arcade game. Just walk up to it and get ready to travel back to the '80s.

Granted, these classic

## GAMER'S EDGE



Keep them shields as long as you can. You will need them.



You'll have to dodge the spinning mirrors; they are invincible!



### XEVIOUS

In this classic vertical-scrolling shooter, players pilot the ship Solvalou while, as in most shooters, they destroy enemy fighters. The thing that sets Xevious apart from the other early shooting games is that it has two Attack buttons. Not only do you shoot ships flying toward you, but you also can bomb enemy installations on the ground below. It was an innovation that lives on today.



### MAPPY

Have you been wondering who that little mouse who dances across the Loading Screen is? Well, it's Mappy, the heroic little police mouse! Mappy is a surprisingly addictive action game in which you control the rodent as he jumps on trampolines through multilevel houses, collecting stolen treasures while avoiding a gang of cats—or slamming them with doors.



### SUPER PAC-MAN

Super Pac-Man is a fairly big variation from the original game. Instead of dots, you now eat food and other items while avoiding the ever-present ghosts. The strange thing is, certain areas of the maze are blocked off by doors, which open if you eat keys. Power pellets still turn the tables on the ghosts. If you eat the super pellet, you turn into Super Pac-Man and can break through doors.



Pay a visit to the bar in the museum, where you can see drunken ghosts sitting around before you play a game of Super Pac-Man.



Whether you remember Mappy or not, it's still a fun game.



Dragon Buster was one of the first games with a Map Screen.

"...get ready to travel back to the '80s."



Dragon Buster was one of the first arcade games with Bosses.



Suck them bad guys in! They will turn on their old friends and fight for you. Hang on to them as they are good for the bonus stages, too.

games may not be as graphically impressive as the likes of Tekken 2, but they certainly have a charm of their own. Older gamers will definitely appreciate these more than the young'uns, as these are what they grew up on.

Those looking to relive the golden days of video games or those looking for a change from today's 3-D, polygonal, light-sourced, texture-mapped games should be eagerly awaiting Namco Museum Vol. 2. ■

# GAMER'S EDGE

RELEASE DATE	DIFFICULTY	
October	Variable	
PUBLISHER	% DONE	
Namco	90%	
THEME	PLAYERS	SIZE
Variable 1 or 2 CD-ROM		



## GROBDA

Remember the old Atari 2600 game Combat? Namco takes it to the next level (to a degree) in Grobda. You control the Grobda tank, which was actually an enemy in Xevious. Your mission is simply kill or be killed. You maneuver around an arena with multiple enemy tanks, blasting at them with your lasers while dodging their beams. You can also activate a shield to protect your tank for a short time.



## GAPLUS

Any Galaga fans out there? If so, you're really gonna dig Galplus. It's the same basic concept as Galaga, but with some cool new features. You're no longer limited to mere left and right movement. You can now move all over the lower half of the screen. You can also earn a tractor beam after destroying a certain enemy. The beam lets you catch ships and use their weapons.



## DRAGON BUSTER

Out of all the games on Namco Museum Vol. 2, Dragon Buster really stands out. Why? Well, on a disc filled with shooters and maze games, this is the only side-scroller. Sure, it's a really primitive side-scroller, but it has a strange "early days of the NES" type of charm. Your character can walk, run, jump, climb and attack with a sword or magic earned by defeating enemies.



## History of Megami Tensei

There has been a large number of RPGs that have been released in Japan (only) based on the *Megami Tensei* series. Because of its satanic themes, none of the games ever made it to U.S. shores. If any of these are as interesting as *Revelation's Persona* (also a part of the series), it may be worth looking into some of these. They started way back in the days of the regular 8-Bit Nintendo. They include:

NES: *Megami Tensei*  
NES: *Megami Tensei Part 2*

Super NES: *Shin Megami Tensei*  
Super NES: *Shin Megami Tensei Part 2* ("Shin" meaning "new")  
Super NES: *Shin Megami Tensei II* (Based on a "what if" story)  
Saturn: *Devil's Summoner*  
Game Boy: *Last Bible Part 2* (This one had a Dragon Quest-type environment. It has a link feature that enables gamers to play one another with their own characters.)

There have also been some for the Genesis, the Sega CD and the TurboDuo.

# REVELATION'S PERSONA

## Pick A Persona, Any Persona...

**S**o often people in small neighborhoods that have turned "bad" complain about how things aren't like they used to be. If you think gangs and crime are bad, what if a bunch of demons started turning up and causing trouble? That's the case in *Revelation's Persona* for the PlayStation.

So is it the demon's fault? Of course not. After all, it was mankind (more specifically the engineering corporation that has moved into town) that figured out how to travel to and from different dimensions, and since



dimensional travel is a two-way street, some evil creatures—namely demons—decided to see what our world was like. That's where gamers come in along with some friends from the game.

The town where the main character grew up—a peaceful, safe city—has been turned into



a haven for the demon-beasts from some other dimension. Of course, it's the gamer's job to stop them, but there's more to the story than even that.

The evil Guido, the mastermind behind the demon takeover, is the big CEO at the new corporation in town. Here's the twist. A young friend named Mary is somehow the channeling force, and in her mind is where the alternate dimension lies.

The gamer, along with the members of his/her party, find that together they have hidden powers and enter the fantasy game, *Persona*, to stop Guido and his minions as well as



save Mary and the world from the big G's clutches.

Though it sounds confusing, the game puts all of these elements together in an interesting story line that is surprisingly realistic. The games starts in a high school nurse's office where the gamer is told to visit Mary at the hospital on the other side of town.

The graphics in the game are varied. Sometimes they are hand-drawn (like in the text windows when the characters speak). Other times they are rendered (like when you walk around town, in a dungeon or in a building). *Persona*



Although this shot may look like the new *Revelation's* dance craze, the characters are really being thrown around by an earthquake.



The school has many rooms to explore. Look for items in each.



The map gives gamers a look at the entire city. Good travelling.



1. No Purchase Necessary. To enter, send a standard size postcard containing name, address, and phone number to "Twisted Metal 2 Sweepstakes," 1538A Industrial Way, Belmont, CA 94002. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by Nov. 30, 1996. All entries become exclusive property of Sony Computer Entertainment America ("SCEA") and will not be acknowledged or returned. SCEA assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household.

2. Prizes: 1 Grand Prize: Grand Prize winner will receive a four day/three night trip for two to West Palm Beach, Florida, coach class airfare from the nearest major airport, double occupancy hotel accommodations, and two tickets to the WWF In Your House Event at the Palm Beach Auditorium on Dec. 15, 1996. 2 First Prize has an approximate retail value of \$3,000.00. 5 First Prizes: First Prize winners will receive one Twisted Metal 2 video game and one Twisted Metal 2 limited edition comic book signed by the comic creator and game producer. The comic creator and game producer. 25 Second Prizes: Second Prize winners will receive a PlayStation baseball cap and WWF T-shirt. Second Prize has an approximate retail value of \$35.00. Winners will be determined by a random drawing from all valid entries by SCEA whose decisions are final. Drawing to be held on or about Dec. 2, 1996. All prizes will be awarded. All other prize winners will be notified by mail. Prizes are non-transferable. No substitutions or prizes) are allowed, except at the option of SCEA should the featured prizes become unavailable.

3. Odds of Winning: The odds of winning will be determined by number of valid entries received.

4. Eligibility: Sweepstakes open to residents of United States and Canada. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winners) agree to the use of their name and likeness for purposes of advertising, trade, or promotion without further compensation unless prohibited by law. If a minor wins a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel arrangements must sign a liability release. Employees of SCEA and its respective affiliates are not eligible. Neither SCEA nor its respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that contestants might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that SCEA and its agents, representatives, and employees will have no liability whatsoever (including injuries, loss of, or damages of any kind resulting from acceptance, possession, or use of the prize).

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to Twisted Metal 2 Winners List, 2119 E. Hillside Blvd., 2nd Floor, Foster City, California 94404. Requests for winners list must be received by Dec. 15, 1996. Allow 4 weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state, and local regulations apply.

7. Sponsors: This sweepstakes is solely sponsored by Sony Computer Entertainment America. Twisted Metal is a trademark of Sony Interactive Entertainment Inc. ©1996 Sony Interactive Entertainment Inc. WWF Logo ©1996 TitanSports, Inc. All Rights Reserved.

# ENTER TO WIN THE TWISTED METAL 2 SWEEPSTAKES

## GRAND PRIZE

**One Grand Prize Winner will receive a four-day/three-night trip for two to West Palm Beach and two ringside tickets to the World Wrestling Federation In Your House International Pay Per View LIVE EVENT on December 15, 1996**

## FIRST PRIZE

**Five First Prize Winners will receive one Twisted Metal 2 limited-edition comic book signed by the comic creator and game producers**

## SECOND PRIZE

**25 Second Prize Winners will receive a PlayStation baseball cap and World Wrestling Federation T-Shirt**

# TWISTED METAL 2

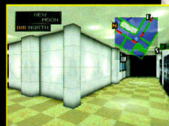


# Gamer's EDGE

## Different Views

There are different types of views, as you read in the text (not counting the Status and Menu Screens, of course). This makes for interesting travels. Some are Doom-style, others look like a three-quarter-type game. Each of the different views are for a specific type of look in the game.

**First-person:** When inside buildings. Mainly hallways on your way outside or into rooms.



**Three-quarter:** When you're encountering an enemy, an object or when you're in a room. You'll see plenty of this view in the game.



**Overhead Map Screen:** This is used for getting from building to building or from point to point. Though it is not graphically impressive, it is functional and it adds yet another view to the already interesting game.



## "Maybe gangs and crime aren't so bad after all--when compared to demons..."

combines a three-quarter perspective game with a first-person type of game with a Map Screen that features an overhead view with unt textured polygons. These different types of views, although they don't seem to match, work well in the game.

The battle scenes in the game are quite intense featuring devastating magic attacks and huge enemies. There are over 300 monsters in the 100+ hours of play. Developers say even more hours are probably required. In other words, this game is a monster in itself. With different endings, secret characters and secret magics, replay will keep those hours adding up.

Each character can also morph into his or her own

"persona" in battle. This "persona" is a more powerful version of themselves capable of more damage to the enemy. There is also a place (known as the Velvet Room) where gamers can take the spells they find and combine them to make new Personas. The game has a place to save called the Augustus tree. When a game is saved, the players "carve" their name on the tree, thus saving their current position.

Revelation's Persona is based on the popular Japanese game, Megami



Tensei. This will mark the first time the series has come to the U.S. Check the sidebar for a list of the Japanese games in the series. Maybe gangs and crime aren't so bad after all--when compared to demons. The demons may just clean up the streets! ■



Each persona will have a different effect depending on what enemy it is used on. The smaller, gremlin characters are fairly weak.



Hundreds of hours of play await gamers after leaving the school.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Atlus	75%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

# Shining Wisdom-Month Five



Remember where your statue was in the Sand Labyrinth? It's just to the left of the entrance. Go back to the same area, making sure the floor is sand and dig north. Looky there, an Angel Wing!



Don't have enough Record Books? Well, here is another one in the Sand Labyrinth. Head up to the fourth floor. Walk northeast from the switch, make sure the floor is sand, and dig underneath the wall. There's your Record Book!



Mole Claw



Need that extra Life Saver Bubble? Look no further than the Sand Labyrinth. Go up to the second floor and make sure it is sand. From where the door is, dig down to find the Life Saver Bubble.

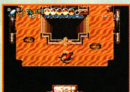


Pegasus Helmet

Are you frustrated because you can't find that last Life Saver Bubble? Don't despair—hope is here! Go over to the Fire Labyrinth and head up to the second floor. Go to the area where the conveyor belts are located. You'll notice above the conveyor belts are mouths that open and close; except one. The one in the middle stays open allowing you to walk up there to get a Life Saver Bubble.



In the Gudo Valley Cave, look for the switch that will raise the bridge and lead you to the Pegasus square. Equip the Pegasus Helmet and head south between the rocks.



Build up your Life Bubbles by heading up to the fifth floor of the Sand Labyrinth. Turn the floor to sand and head to the area where there are two staircases leading down. Dig down to find the Life Bubble.



Bounce Boots

This item is truly a Life Saver. In order to get it you must have first gotten the Bounce Boots. You will need to hit the switch to the left of where the bridge starts. Run down the bridge and jump where it ends in a "T". This may take some practice, but keep trying and you will succeed.

1. To enter: Send a legible photograph or a video tape showing the Final Status Summary screen (as depicted below) from the Sega Saturn/PC Shining Wisdom for Shining Wisdom Contest (c/o Working Designs, 18115 Clear Creek Road, Redding, CA 96001).

Enter as often as you wish, but only the single fastest time submitted by any one individual will be entered for final consideration. Limit one submission per game save. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning time in order to claim grand prize. Entries must be received by November 1, 1996. All entries become property of Working Designs, Inc. And not be acknowledged or returned. Working Designs, Inc. Assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household. Prize: One (1) Grand Prize: \$10,000. Twenty-five (25) First Prizes: One year subscription to Electronic Gaming Monthly (Approximate retail value \$60). One Hundred (100) Runner-up prizes: Shining Wisdom Poster (Approximate retail value \$7). Winners will be determined on the basis of the fastest completion time amongst those entries with the highest completion ratio (as reported on the status screen sent as an entry requirement). Judged's decision to be made the week of November 4th, and winner will be notified by November 13th. All judges' decisions are final. Grand prize winner will be notified by Federal Express. Runner-up prizes will be notified by mail. Results will be published in Electronic Gaming Monthly, as well as on Electronics Boutique's Internet Web page. No substitution of prizes is allowed, except at the discretion of Working Designs, Inc. Should one of the featured prizes become unavailable, a substitute prize will be awarded. Contest open to residents of United States and Canada only. Non-compliance with the rules of the contest and/or the return of the prize notification will be grounds for disqualification. In the event of a disqualification, the Grand Prize will be awarded to the next available entry. In the event of a disqualification, First and Runner-up prizes will not be re-awarded. Winners or legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt of prizes. By acceptance of prize winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless otherwise specified. Winner further acknowledges that Working Designs, Inc. nor any of the contest sponsors has neither made nor is in any manner responsible or liable for any warranty, representation or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition, or fitness. **Limit of Prizes:** For a list of winners, send a self-addressed stamped envelope to Shining Wisdom Contest, 18115 Clear Creek Road, Redding, CA 96001. Requests for winners must be received by Dec. 15, 1996. Allow four weeks for delivery of winners list. Void where prohibited or restricted by law. All federal, state, and local regulations apply. This contest is sponsored by Working Designs, Inc., Ziff Davis Publishing Company, and Electronics Boutique. SEGA Enterprises, Ltd. is not a sponsor. Shining Wisdom is a trademark of SEGA Enterprises, Ltd. licensed by Working Designs, Inc. SEGA, Saturn are trademarks of SEGA Enterprises, Ltd. ALL RIGHTS RESERVED. Electronic Gaming Monthly is a trademark of Ziff-Davis Publishing Company. Electronics Boutique is a registered trademark of Electronics Boutique, Inc.

PLAYSTATION



## Broken

# HELIX

Something Big Is About To Happen

**W**hy is it that whenever the government calls in a specialist, the specialist ends up being in danger and has to fight for his life against the same people who called them in originally? Maybe it has to do with the fact that the secret government base, Area 51, is involved. This is the case in Broken Helix.

This "behind the player" perspective title has some action elements of Doom but mostly resembles Fade to Black in the way it controls and looks. While play-

ers control Jake Burton, they can't just run around and shoot everything. It will ruin the mission objective. For instance, when running around trying to defuse the bombs, gamers will have to crawl underneath caverns and avoid shooting scientists (where usually this is an accepted practice in games).

The missions in the game are laid out simple and plain, whether it's to diffuse bombs or escape from the buckshot-loving Marines. As the player advances in the game, the story unfolds and more disgusting levels are presented



(ones with egg sacks, hybrid aliens and such). Usually, the objectives have to do with diffusing a bomb or finding a satellite link-up, though.

The levels in the game are far from being simple. Broken Helix promises non-linear action, so going down one corridor will lead to a perfect outcome while the other will make Jake Burton's job much more difficult. With a scale area of 1,600,000 square feet, the game will be a bit of a large, mutant creature itself.

At first, the enemies seem sparse and not very detailed (like the robot probes in the

pictures shown). As the game progresses, the enemies become more detailed, especially the Marine characters and other mutated creatures. Broken Helix should keep most gamers busy with 40 different types of enemies.

Throughout the game a mysterious man helps Jake out with information about the double-crossing Marine soldiers and Area 51 in general. Supposedly, this man knows about the strange death of Jake's father many years ago. Jake is interested but also is weary of listening to the man. Gamers will have to play



Be ready to encounter enemies as the elevator doors open.

These enemy probes are far from being a problem for Jake.

Gamers will see plenty of computer terminals in the game. Unfortunately they're mostly for show and they won't blow up

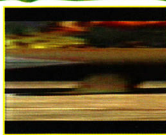


"Maybe it has to do with the fact that the secret government base Area 51 is involved?"

through to find the origins of this ally.

The graphics in the game are polygonal (in case you haven't noticed) and have light-source shading. Most of the game is dark which makes for a faster frame rate and

also does the job of making some of the levels scarier than normal. The pics shown are from an incomplete version, so they may change. The music of the game also



The overlaid map shows Jake's and the enemies' current position. This way blowing up the enemy will be doubly easy!

goes well with the adventure—it changes as the player approaches an enemy or goes down various paths.

Broken Helix may seem like a pretty standard government

alien cover-up game at first, but it might just be a whole lot more than that when a finished product is released, besides the fact that the game is far from complete. ■



The Marine escorts end up being the enemy. Watch your back.

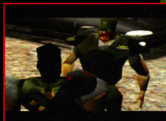


## Gamer's EDGE

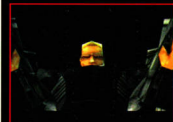
When the game starts, there are a select few characters who gamers will see off and on throughout the game. Some of them appear in cinemas and in the game itself. Here they are, in no particular order:



**Jake Burton:** This is the character gamers control. He's a bomb specialist who has been called in to diffuse the bombs scattered throughout Area 51. He carries a big, old gun.



**The Sergeant:** He's mean, and knows what completing a mission is all about. He's a bit stereo-typical but what else is expected? He'll keep you posted on mission status.



**Black Dawn:** He's the lead Marine called in to escort Jake through the missions. It turns out that he was actually called in to take Jake out after his mission is complete.



**The Mystery Man:** He contacts you throughout the game giving you tips. He supposedly knows something about Jake's father's death. That's why Jake continues to listen to him.



**The Scientist (or two):** He's actually not a main character in the game. In fact, he's the most expendable character in the game. Watch as he walks in to the room with the Marines.

RELEASE DATE	DIFFICULTY	
December	Variable	
PUBLISHER	% DONE	
Konami	25%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

PLAYSTATION



# Mortal Kombat TRILOGY

## All The Kombat You'll Ever Need

**W**hen looking at Mortal Kombat Trilogy, you can really tell how far this series has come from its inception.

Since the first Mortal Kombat invaded arcades, gamers have seen even more fatalities and secrets loaded into the game. Today's Mortal Kombat Trilogy makes the original look like an archaic game missing the finer points of kombat.

MK Trilogy is a compilation of all three MK games, including all of the characters, into one CD. New to the CD rendition of MK Trilogy are human Smoke



and the new Sub-Zero, two characters who will not be found in the Nintendo 64 version of the game. The game goes over the story line that has become an integral part of the series.

Fighting games are only as good as their engine, and



Mortal Kombat Trilogy uses Ultimate's engine during battle. Returning characters like Baraka can now use features only found in MK3, like the Run button. It's easy to control the game with the PlayStation controller once the layout has been learned, and fatalities can be pulled off flawlessly.

There are four tracks in a regular game, adding opponents the higher you go, from novice to warrior and finally, two master tracks. At the end, the two Bosses Motaro and Shao Kahn await you.

The graphics on the PS



version compare to that of the Nintendo 64, and each character's animation is crisp and smooth. It doesn't appear that any frames of animation were cut for this version. The backgrounds from all three games reappear in Trilogy.

Load time off the CD is minimal, but fans expecting to pull off Shang Tsung's transformations will have to plan ahead. After choosing Shang Tsung, you are given another selector to choose two morphs to use during the match. This will be somewhat of a hindrance to gamers who are looking for



Mortal Kombat Trilogy's graphics are rich in detail, and put the kombatants in some of the arenas from the three games.



These words can only mean one thing—it's fatality time again!



What's this? The old and new versions of Sub-Zero duke it out.

# Gamer's Edge

Wondering what is the difference between the PlayStation and Nintendo 64 versions of Mortal Kombat Trilogy? Glad you asked. First off, the PlayStation version is missing the three-on-three Kombat mode. The PlayStation version has the new Sub-Zero and Smoke's human form, which are missing from the Nintendo 64 version. In the PlayStation version you can only choose between two of Shang Tsung's morphs (selected before the round starts) for load time reasons. The Nintendo 64 version, being cartridge, has no load time. Both systems have the blood and fatalities intact.



the full arcade experience, but it erases the memory of loading morphs during gameplay that marred other CD versions of Mortal Kombat.

The game's audio includes the tunes straight from the arcade, each sounding great running off of the CD. The tunes flow well with on-screen combat.

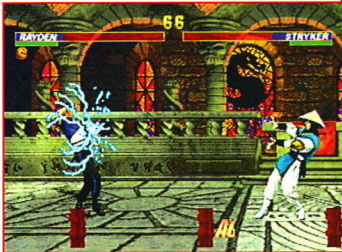
On the PS, Mortal Kombat Trilogy has three modes of play: Mortal Kombat is the One- or Two-player Arcade Mode; two-on-two Kombat pits two players and two characters against each other and Tournament Kombat allows up to eight players to duke it out



in a battle for blood. It is missing the three-on-three Kombat Option of the Nintendo 64 version, but many gamers won't notice that it's gone.

Everything from Ultimate Mortal Kombat is intact in this version, including all the fatalities, animalities, babalities, friendships and even brutalities. The kombo system from UMK3 is used, and the option to turn on Auto Kombos allows even the most inexperienced player to play like a pro.

In a world where fighting games need to have strategy to survive in the arcades, Mortal Kombat Trilogy delivers everything a fighting game fan



could ever want in a game.

Mortal maniacs will be drooling at what Williams has stacked into the game. It's as close to an arcade-perfect translation of UMK3 as you can get, plus it's got the added bonus of all the characters and secrets that no other MK home game has had. Prepare yourself! ■



The Character Select Screen reveals some new and old faces.



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	% DONE	
Williams	50%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	

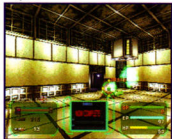
# Gamer's Edge

From the outset of the series, Mortal Kombat set the standard for fighting games that use digitized graphics as their method of presentation. The first game's digitization was somewhat crude compared to the stunning graphics of Ultimate Mortal Kombat 3 and Mortal Kombat Trilogy.

The PlayStation version has smooth animation, taken directly out of the arcade. Mortal Kombat has the distinction of being the only popular fighting game to use digitized graphics. Other fighters have taken to polygon graphics or rendered 3-D artwork to enhance their on-screen appearance.



PLAYSTATION

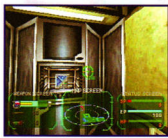


# EPIDEMIC

## There's An Epidemic On The Way

Usually when there's an epidemic around, people start getting paranoid. They see doctors and do all sorts of crazy things. PlayStation owners may not be so frightened, though, when that epidemic turns out to be a sequel to Kileak: DNA Imperative.

Epidemic is set in the future where a deadly virus is killing everything in its path—everything on Earth. The entire population has to go underground to escape. An underground city, Neural



City, is constructed for the fleeing inhabitants. The entire metropolis' environment is controlled by the supercomputer, Sirus.

The organization behind the Sirus computer and Neural



City is the Byflous Group. The owner, Michael Byflous, is the fifth most powerful leader of the Byflous dynasty. Basically, it was Byflous who saved the entire human race from extinction. He knows it,



therefore he uses that to bring the population to their knees. He makes them think that if it wasn't for Byflous, they wouldn't even be alive.

This futuristic setting seems to be a paradise, since nothing else is left, but there is evil behind Byflous. Population control becomes more than just a way of protecting the population. DNA stealing and the manufacturing of a superior race is the Byflous objective. Byflous is trying to make the entire race believe that the manufacturing of DNA is the wave of the future and is the



The smaller droids and probes aren't the only enemies that inhabit the building. Keep an eye out for larger enemies around every corner.



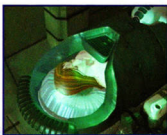
Byflous will come onto the monitors and spread his propaganda.



Gamers will see plenty of elevators as they progress.



# WEAPONS



way to preserve the human existence. Because of this, a resistance group is formed and battle against Byflos and the entire Byflos administration so the people of Earth will be freed from oppression.

The game features advanced 3-D rendered graphics that are enhanced over Kileak. The version of Epidemic played was early, so those enhancements may not have been implemented fully yet. Besides all of the enemies in the game, the overhead map also features a 3-D feel along with health and energy status bars. On the sound side, all-new FX and music is used (so it won't be like playing through Kileak again—at least from a sound standpoint). The enemy camera and security droids sound the alarms if you don't kill them in time, giving a real feeling of pressure.



Getting the various colored doors unlocked is a task in itself. When there are probes flying around after you, that job isn't made easier.

## "Epidemic... a deadly virus (that) is killing everything in its path..."

During play, gamers will face a whole array of enemies—each with his/her own movement pattern—better AI and weapon types. Some of them are rather dinky, like the flying bots on the first level, to some of the bigger mech-type crafts later on. Although this is an action game, there is a fair amount of strategy in the game. Players shouldn't be fooled by the Doom look of the game. Ammo is not infinite and there is a specific way to

through the level due to key cards and door accesses.

The game is also filled with a good number of secrets. While searching around in the various levels, gamers can find plenty of secret rooms and special power-ups. This way repeat plays won't be uneventful and pointless.

Now gamers won't have to worry when they hear about an epidemic on TV. While everyone else is going nuts, gamers will just sit back, relax and say, "Don't worry about it...it's just a game." ■



**Lasers:** This one uses a charge unit when fired. It replenishes its own power over time.



**Machine Guns:** The Zax Gun is your standard gun at the beginning of the game. In the first mission, the Zax is in need of repair so it will not work at first.



**Missiles:**  
**Veda:** The most standard missile in your arsenal. It's a single-shot homing missile.

**Splash Arrow:** Two missiles from each shoulder that converge on the enemy and inflict some major damage.

**Napalm Launcher:** If a direct hit occurs, the entire impact zone is covered in flames. Obviously this is an effective weapon when used properly.

**Erosion Missile:** This one is enclosed in a plastic casing. Inside is a highly corrosive gel. When it comes in contact with metal, it renders it inoperable.

**Brain Destructor:** By emitting high-frequency, electromagnetic waves, the enemy's built-in computer is destroyed.

**Float Mine:** A floating time bomb. After 10 seconds in the spot where it was dropped, it detonates and damages anything near it.



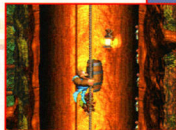
These switches control the colored doors that need to be unlocked in a certain order. The first level should go as follows: red, blue, yellow.



The Byflos building has many floors. Get ready for action.

RELEASE DATE	DIFFICULTY	
October	Moderate	
PUBLISHER	% DONE	
Sony Comp. Ent.	80%	
THEME	PLAYERS	SIZE
Action	1	CD-ROM

SUPER NES



# DONKEY KONG COUNTRY 3

## A Country Full Of Rendered Gorillas!

**H**ow many gorillas does it take to make a sequel? If Nintendo has anything to do with it, two seems to be the magic number. After all, there are two main characters in Donkey Kong Country 3 for the Super NES who are perfect examples of why the 16-Bit system is still around.

The new edition to the DKC series features the same style graphics (with some enhancements) that have been a hit with Super NES owners since the original game some time ago. Along with those graphics

is the same style of play. For example, the two characters, Dixie and Kiddy (Kiddy is the new ape in town, Dixie's cousin), have the same cooperative antics as the duos in the previous games—Dixie can throw Kiddy and use him to jump on to retrieve power-ups or get to higher levels. Since Kiddy Kong is a large young lad, Dixie can ride on his back. Kiddy can also ride on Dixie's back but it's quite a strain on her—she practically croaks from exhaustion. Gamers can also play a one-player game if they don't want another player running around.

Kiddy Kong is a chubby,



**Beware of the piranhas. They are indestructible and hungry.**

infant ape who kind of looks a little brainless. But he's very young so we'll let it pass. He sometimes makes cracks in floors because of his hefty size. Dixie, the female star of the game, was in the second installment of Donkey Kong Country. Hopefully she has



**Ride on the dock and then go for a swim to complete the level.**

what it takes to go up against KAOS, the Kremling leader (who's also a new addition to the sequel by the way).

DKC 3: Dixie's Double Trouble, uses the ACM graphic technology that allows the Super NES to show graphics once thought impossible on any 16-Bit console unit (of course now with the 32-Bit machines and the upcoming 64-Bit system, most gamers are unfortunately unimpressed). The difference in this DKC is that an advanced version of the ACM technology is involved, allowing even sharper graphics to be seen on the Super NES.



**Find a way to throw the iron barrel behind the armored Kremling to get the DK coin. He'll be face to face with Dixie no matter what.**





The first level Boss has a bit of a gas problem. Thankfully it allows Kiddy and Dixie to defeat him. Otherwise, it would be just gross.

according to Nintendo.

The game boasts more than 100 hours of play counting all of the hidden areas and regular levels. The levels range from the insides of giant trees to the snowcapped mountains. Each of them has interactive aspects like bouncing platforms or barrels that need to be used to get across a water-hole. The game also features new ways to get around in the Kong realm, plenty of special items and special attacking abilities. Players can also control a whole array of animals like the versions of the past

allowed. Some include an elephant, a spider, a parrot and a rhino. The elephant in the game can suck up water and spit it at enemies as well as suck up barrels, then use them to throw at gators or bees.

DKC3 features an item system that adds a little adventure to this action game. For instance, one of the characters in the game, an old bear, needs a shell. Part of the quest is to gather enough silver bear coins to purchase the shell and take it to him. Of course he then



Like all elephants, the one in DKC is afraid of rodents. Avoid this confrontation by stomping on the rat when it's not in the light.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	% DONE	
Nintendo	75%	
THEME	PLAYERS	SIZE
Action	1 or 2	32-Meg



**"The game boasts more than 100 hours of play counting all of the hidden areas and regular levels."**

gives important information. Since the version EGM saw was early, some of this might change.

No matter how many apes it takes to make a Donkey Kong Country sequel, one things is

for sure: DKC shows that the Super NES still has what it takes to make a fun game. Since it's not complete, we'll see if the final version still has that Kong playability. So far, EGM thinks that it does. ■

## Inside Track

There have been two other Donkey Kong Country games released for the Super NES and Game Boy, in case you didn't know. The strange thing is that the first started Donkey Kong (as the primary character) and Diddy Kong (as the secondary character). Then the second DKC was released and it starred Diddy Kong (as the primary character) and Dixie Kong (as the secondary character). Now, DKC 3 is coming and, you guessed it, Dixie is the main character and a new character has been introduced. We'll have to see what happens with Donkey Kong Country 4 (if one is released). There have also been a couple Game Boy Donkey Kong games (along with one on the way). Here's a rundown of the history of DKC:

### Donkey Kong Country:

**Starring:** Donkey Kong, Diddy Kong.  
**Objective:** Find your stolen bananas.  
**Last Boss:** King K. Rool  
**System:** Super NES

(NOTE: The Donkey Kong in this game is possibly Donkey Kong Jr. from the original game long ago. The character Cranky Kong is the original, hefty Donkey Kong.)

### Donkey Kong Country 2: Diddy's Kong Quest:

**Starring:** Diddy Kong, Dixie Kong.  
**Objective:** Find the kidnapped Donkey Kong.  
**Last Boss:** King K. Rool  
**System:** Super NES

### Donkey Kong Country 3: Dixie's Double Trouble:

**Starring:** Dixie Kong, Kiddy Kong  
**Objective:** Find the kidnapped Diddy Kong.  
**Last Boss:** KAOS  
**System:** Super NES

### Donkey Kong Land:

**Starring:** Donkey Kong, Diddy Kong  
**Objective:** Find your stolen bananas  
**Last Boss:** King K. Rool  
**System:** Game Boy

(NOTE: This one is based on the Super NES DKC with rendered graphics and new enemies. Part 2 is coming soon.)

SUPER NES



# MR. DO!

## The Do Dude Returns

**B**ack in the old days of video games (we're talkin' the era of Pac-Man), gamers didn't head to arcades to beat games or fight Bosses. High scores were the goal of the classic stand-ups. But that doesn't mean old games were simple. Mr. Do!—which is coming to the Super NES nearly 15 years after it

snatched quarters in arcades—is the perfect example of an old game that demanded both brains and fast fingers. Mr. Do mixes the play mechanics of Dig Dug and Pac-Man, but in doing so it has become every bit as addicting and fun as those classics.

The premise behind Mr. Do! is goofy enough. Players guide Mr. Do, a ball-wielding clown,

through an earthen maze, collecting cherries while avoiding enemies. The mazes start with only a few paths leading to the scattered patches of buried cherries. Mr. Do must dig through the dirt to nab the cherries, yet his digging opens tunnels through which bad guys can chase him.

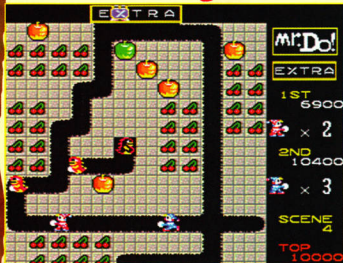
Mr. Do is pursued by troll-like critters called Creeps. These digging beasts can be killed two ways: Mr. Do can nail them with his ball (a risky option, since it takes about 10 seconds to get the ball back once it's thrown), or he can lure the creatures beneath the soil beneath them is dug away.

If Mr. Do nabs the food item that appears in each level, he unleashes the Letter Creep. There are five of these beasts, each carrying a different letter from the word "EXTRA." If Mr. Do kills each Letter Creep, he earns another life.

Mr. Do can clear a level three ways: by collecting all the level's cherries, killing every Creep or spelling out EXTRA. It sounds simple, but this variety in gameplay sets players up to use some strategy. Should they dig their tunnels in such a way as to crush all the enemies with apples? Or should they just make a mad dash for the cherries?

The Super NES version of Mr. Do! is almost identical to the now-ancient arcade game. Fans of the arcade original will dig Mr. Do! for its nostalgia value, and strangers to the game should check it out for its solid, addicting gameplay. ■

**"The game demands both brains and fast fingers."**



Some levels hide a diamond that lets you skip the stage.

The Two-player Battle Mode is new to the Super NES version. The two Dos can attack each other, or play nice and work to clear the levels.

If your timing's right, the apple delivers a crushing blow.

RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	% DONE
T*HQ	100%
THEME	PLAYERS
Action	1 or 2 2-Meg

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# GENESIS



# SONIC 3D BLAST

## Robotnik's Back, But So Is Sonic!

**T**he evil Dr. Robotnik returns to imprison even more of the helpless, small, cuddly characters to once again power his machines of evil. This time our hero jumps from a 2-D world to a 3-D isometric view to give players a new aspect on a Sonic adventure. The ring-collecting fun of all the previous titles has been included as well as all the challenge found in the form of traps, enemies and Bosses. The newest form of challenge, however, comes from the challenge in trying to control the hedgehog. In classic Spot

Goes To Hollywood style, Sonic 3D Blast features gameplay many players will find a little misleading due to the disorienting view and control.

The title features a total of seven zones with three acts per zone for the player to explore and enjoy. These levels will take the player through a jungle, lava, winter and a tech stage as well as others in a quest to free the cute little animals.

Enemies that players can expect to run into in the stages are the standard mix of evil and demented creatures controlled by a central intelligence, mainly Dr. Robotnik. Trapped inside these creatures



A solid foothold is a requirement when running on ice.



In the bonus stages snatching coins is the only task at hand.

**"This time our hero jumps from a 2-D world to a 3-D isometric view."**

are the good animals that Sonic was quipped with saving. Through collecting these animals, Sonic retains a following of creatures that never leave his side unless an enemy inflicts damage. His goal is to get the predetermined number of creatures into the giant ring that will in turn allow access to a different place in the level. To avoid

disastrous effects as in the earlier Sonic titles the valued rings remain strewn about the level for players to grab to keep themselves safe.

Traps are another force to be reckoned with in the stages. You'll learn how to avoid the places where the obstacles are located. Due to Sonic's inability to take out the death-dealing devices,



Dr. Robotnik is still in his glass bowl and it changes shape and how it attacks too. Typical spin attacks will take it out over time.



RELEASE DATE DIFFICULTY

November Moderate

PUBLISHER % DONE

Sega 65%

THEME PLAYERS SIZE

Action 1 32-Meg



Take your small following of creatures and swing on the ring. If you have enough, the gate below the ring will open up to a different area.

avoidance is the blue hero's best policy for staying away from certain death.

To help Sonic along his way are the many monitors common in the earlier titles. When Sonic jumps on the top of them, the power-up inside is relinquished. This allows players to gather the common ring bonuses, as well as the more useful invincibility or the one-hit protection power-ups. Certain special bonuses include area-specific protection items that for instance in the lava world can keep you safe from taking damage while walking through the molten rock.

Players out there wondering where Sonic's pals Tails and Knuckles are need not despair. Although they have nothing more than cameo roles in 3D Blast, they are there to give Sonic access to the bonus stages. They aren't hidden in many of the levels, but are nevertheless out of the player's reach. Players have to figure out how to get Sonic to meet his pals. Only then can they get to the bonus coin stages. In these bonus stages, Sonic stays stationary on the screen as the one-way path scrolls quickly by in a true 3-D-style game. The goal in these stages is to collect a



number of rings predesignated in the level before Sonic reaches the finish line.

One great idea that gamers are sure to love is the ability to get different endings depending on how many chaos emeralds the player collects in the process of completing the stages.

Players looking for a classic mascot game with a new type of style need to give Sonic 3D Blast a try. With its clear and brightly colored graphics,



The monitors keep your hedgehog well stocked with supplies.

Sonic is destined to push his way back into the hearts of gamers. Could Sonic 3D Blast be Sega's way of giving Genesis owners one last chance to climb on an action game featuring their favorite mascot before they stop supporting yet another system? Only time will answer this question. ■



**"Sonic is destined to push his way back into the hearts of gamers."**

## GAMER'S EDGE



Sonic 3D Blast is also more than just a standard run-of-the-mill action title with little diversity. There are different types of mechanical devices to both help and hurt the cute little mammal.

In certain levels of the game there are obstacles that block Sonic's path. These roadblocks cannot be destroyed by conventional means and force the player to find another way to get past the blockages.

For instance, blockages exist as broken pillars in some levels. Although these pillars are bro-

ken, you still can't get by them. What is needed in these areas is a special Sonic spin that twirls the character like a top. This allows Sonic to break through the barriers and break right on going. As long as the player does not touch any buttons, Sonic can just keep spinning and walk right through any enemies that he comes upon. This is just one example of a mechanical device that can help our blue friend. But only for the players who know what to do.



The Boss stage in the lava area takes some fancy footwork to eliminate the hovering Robotnik. But keep your feet out of the lava.

## GENESIS



# VECTORMAN 2

## So Much Trash, So Little Time

**S**ega's latest hit mascot with a trashy element explodes onto the Genesis in his second title.

VectorMan returns once again to use his refuse-removing ability to eliminate the grime that has taken control of the planet he swore to protect. With his blasters and ability to adapt to extraneous circumstances, the metallic garbage robot wages his private war against all who oppose his cleaning efforts.

Fans of the first VectorMan will notice the close-to-identical control

and similar play to the original. Players can also expect new forms of morphs and new imaginative levels to take them where the first VectorMan dared to go. Right now the title features 22 separate levels in its preproduction stage. These levels will task our hero with wiping out nasties while free falling as well as rollerblading through the subways. Other levels will place the player in the depths of a swamp or in the fiery inferno of lava stages. There are also a handful of bonus levels for the adventurer to find and explore.



These pods are a source for a wide assortment of power-ups.

Enemies have been totally revamped over the ones in his first adventure. Like the first release, they are similar to the stages in which they are found. They have carried their challenge into this release bringing the player similar difficulty but in a new form of stages and event happenings. Most of the enemies in VectorMan 2 have an organic look and feel compared to the previous release where many of the enemies were mechanical.

The selling point for the first VectorMan was the multiple morphs that were strategically stashed in the levels. These allowed you to temporarily use the added advantage to get past more difficult areas in the levels. The morphs in this second release bring new styles of transformations to the garbage droid unseen in the first version. Some of the

power-ups include a Boxing Morph, Tornado Morph and a Rhinoceros Beetle Morph. Many of these morphs are powerful weapons, killing enemies with one hit. These special abilities are not without weakness, however. Certain morphs limit your character by not allowing any projectile attacks or by stopping Double Jumps or jumping all together, forcing your character to be earthbound at least for a little while. The most interesting item to note about these morphs is how they are acquired. They are not merely found in hidden places but are actually gained by defeating an enemy that they were derived from. Thus the Boxing



Some power-ups allow you to upgrade your normal blaster a couple levels and make it a more formidable weapon to clear you a path.



RELEASE DATE	DIFFICULTY	
November Adjustable		
PUBLISHER	% DONE	
Sega	65%	
THEME	PLAYERS	SIZE
Action	1	24-Meg



# Gamer's EDGE



A blaster that ricochets is invaluable in the "Dig-Dug" Level. It clears a path a mile wide for the wise player, but precision is sacrificed.



A few levels will remind older players of the classic, Dig-Dug.

Morph is gained from an oversized enemy who uses his fist to do his talking.

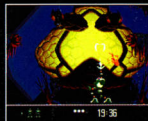
This second release by the poster robot for Save-The-Earth brings a spark of life back to Sega's 16-Bit market... a market that has all but been passed up by game developers the past few months in favor of the power of the Saturn. Without a doubt, VectorMan 2 is the best title soon to be on the shelves for the Genesis. Gamers refusing to let the Genesis go the way of the Master System need this title; it will keep the dust off the Genesis for at least a little while. ■



The subway levels give our robotic friend a chance to race and blast through the stage while on rollerblades. He's fairly good, too.

Action games are known for the challenge in the stages as well as the leading of stages to a final Boss. Players can expect the same from VectorMan 2.

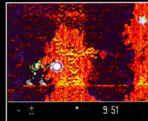
Each Boss represents the type of terrain found in the previous level. Each also has its own weaknesses that have to be used to defeat the Boss. They aren't hard to defeat, if the player knows when to strike and when to dodge the incoming attacks generated by the creature. Here is a list of a few of the Bosses one can expect to find in the levels.



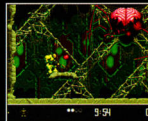
This Boss' weakness is in his head(s)...strike them hard.



Double disappearing snakes will make you think twice.



The hardest thing about the lava Boss is finding him.



Climb vertically to avoid strikes by this queen.

**"VectorMan 2 is the best title soon to be on the shelves for the Genesis."**

# Gamer's EDGE



The Boxing Morph makes VM more lethal than Tyson.



Tornado lovers will love this breeze built morph.



The Rhinoceros Beetle Morph plants a horn on VM's head.

Certain special areas of the game allow you to acquire the use of morphing abilities by defeating the creature that possesses them. Most of the morphs are only useable for a short time and vanish shortly after the character has had time to use them. The best thing about them is how they always cycle and keep the player from seeing the same ones over and over.

**ELECTRONIC  
GAMING  
MONTHLY**

**Team EGM**

# SPORTS

## FOURTH AND ONE WITH DOLPHINS COACH JIMMY JOHNSON



When Jimmy Johnson became the coach of the Dallas Cowboys, he took the team from the worst record in the NFL to the Super Bowl. Now he is the head coach of the Miami Dolphins. Find out inside what makes this man tick.

**W**elcome back, sports fans, to another edition of Team EGM. A couple months ago, we brought you an exclusive sneak peek of Gametek's Jimmy Johnson Football. This month, you get to hear from the man himself. In our in-depth interview, you'll get a glimpse into the mind behind the Dallas Cowboys' most dramatic Super Bowl drives. You'll read about what drives Jimmy Johnson, what he thinks of his critics and what the new Dolphin Coach sees in his new team's future.

You'll also find first looks at some great new sports titles, including EA Sports' eagerly awaited basketball sequel, *NBA Live '97*. We also take a look at another game that is expected to be tearing up the hard court this fall, Konami's *In the Zone 2*.

On the racing circuit, we've got Sega Sports' *Daytona 2*, the sequel to the arcade classic. Also included is a look at *Street Racer X-Treme*, an action-packed go-kart racing game in the

vein of *Mario Kart*. And speaking of *X-Treme*, Sony's sequel to their popular *ESPN Extreme Games* is on its way. *2Extreme* will retain the best features of the first *Extreme Games*, while adding a ton of new features, including three snowboarding tracks. Take a look inside for more details.

Last month, we told you about a game on its way for the Nintendo 64 called *WaveRace 64*. This month, we got a chance to check the game out when Nintendo visited the *EGM* offices, and we were pretty impressed with the wave-filled product. You'll find our reviews in *Box Scores*, along with evaluations of Sierra's *NASCAR Racing*, *VR Golf* from *VR Sports* and *World Series Baseball II* from *Sega Sports*.

Here at Team EGM, we do our best to bring you the hottest titles in sports gaming, as well as the best news and interviews from the wide world of real-life sports. But don't take our word for it; read it for yourself.



## THE LINEUP

### • PREVIEWS

- *NBA LIVE '97* (PLAYSTATION)
- *2EXTREME* (PLAYSTATION)
- *WORLD SERIES 2* (SATURN)
- *IN THE ZONE 2* (PLAYSTATION)
- *DAYTONA USA: CHAMPIONSHIP CIRCUIT EDITION* (SATURN)
- *STREET RACER* (PLAYSTATION)
- *MADDEN NFL '97* (GENESIS)

### • BOX SCORE

- *NASCAR* (PLAYSTATION)
- *WORLD SERIES 2* (SATURN)
- *VR GOLF* (PLAYSTATION)
- *WAVERACE 64* (NINTENDO 64)

### • INTERVIEW

- JIMMY JOHNSON

## QUICK SHOTS



Face off with *NHL '97* for the PlayStation from EA Sports.



EA Sports is taking it to the PS soccer pitch with *FIFA '97*.



*NBA Live '97* is taking the hard court on the Genesis as well.

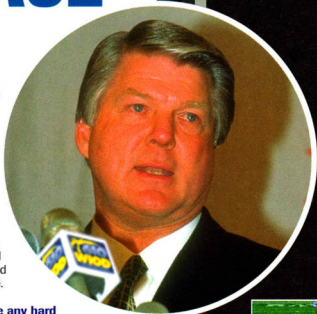
Sega Sports' top-secret football project, *NFL '97*, is expected to hit store shelves sometime this fall for the Saturn.

# FACE to FACE

with **JIMMY JOHNSON**

by **Todd Mowatt**

**eXclusive**  
**INTERVIEW**



Jimmy Johnson knows football. His years of coaching experience, combined with his work as an NFL commentator on Fox, make him one of the most knowledgeable coaches in the game. He does not, however, flaunt his knowledge or his considerable success as a coach. Rather, he concerns himself with the task at hand; he stays focused on the big picture; he keeps his feet firmly grounded in reality. This may cause some people to view him as cold or arrogant, which is simply not true. Jimmy Johnson is a man with a mission, and he doesn't bother to make excuses. He lets his actions speak for themselves.

disrespect to the great teams, the great players or the great coaches of the past. It's a matter of my concentration being on today and being focused on the future.

**Can you compare Troy Aikman to Dan Marino? And, so far, who's the easier one to coach, in your opinion?**

Well, I'm getting along fantastically with Dan Marino, but I couldn't ever imagine anybody being easier to coach than Troy Aikman. Troy is totally a team player—works extremely hard—and I expect the same thing from Dan Marino. Both of them are tremendous competitors.

**In terms of the media hype, about trading Dan and all that, was that contrived, or were you seriously considering trading Dan this year?**

I never, ever, considered trading Dan Marino. He was really one of the main reasons I took the Miami job over some of the other jobs. I knew the expectations would be very high, and with expectations being high, I wanted a veteran quarterback. I've got that, with not only a veteran quarterback, but a Hall of Fame quarterback.

**In terms of some of the things that you've said in some other articles, about not really worrying about what Don's done, some people have thought that there's been some type of an arrogance there—how do you explain that?**

Anybody that knows me personally knows that there's no disrespect to anyone of the past. That's the way I handle my life. I don't look behind me; I always look to the future. So it's no disrespect to history, and no

**Do you have any hard feelings toward Dallas?**

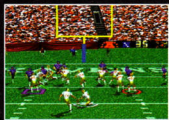
No, I don't have any hard feelings. I think we had five great years there. I enjoyed my time there, but I also knew that it was time for me to leave.

**If you could go back at any time, to any era of the NFL, what era would that be? And if you could coach any team in NFL history, what team would you choose?**

Well, I don't look back into history in that way, and I don't know that it's fair for me to talk about things in the past. I'm very happy with the teams I've coached, and I'm looking forward to the team I'm going to coach.

**What do you think it will take before people think of Jimmy Johnson as a Tom Landry or a Coach Shula when everything's over? What do you think you'll have to accomplish before you'll be up there as a legend in football, and is that your goal, to be known as a legend?**

Well, no, that's not a goal of mine. What people think of me is their own business. I would never see myself getting up there with a Don Shula or a Tom Landry, for the simple reason that I don't have that kind of perseverance. I don't know that I want to stay in the game as long as they stayed in the game, 26 years or so as a head coach. I don't think I'll make it that long. This is my sixth year as a head coach, and whenever this contract's done, I think I'll probably be done coaching. ★



JIMMY JOHNSON FOOTBALL



# LIVE '97

One of the most respected basketball games for the Sony PlayStation returns this fall when EA Sports' NBA Live '97 takes to the court.

It looks like EA is going to change little about this game, instead opting to update the previous version. It appears that the most significant difference between this game and NBA Live '96 is the fact that the players will be represented as polygons rather than as sprites. With movement motion-captured from real NBA players, this title should prove even more realistic than any NBA Live game yet. The use of polygons may also allow the game to run faster than the previous version—an improvement that many gamers will be enthusiastic about. At least, the movement of the players should appear smoother and thus, more realistic. We can also hope that the company will address the minor gameplay issues that some players and reviewers pointed out, such as the occasional difficulty with distinguishing between players when they were

**EA returns to the court**

closely grouped together.

As expected, this version will include all 29 NBA teams and over 300 "NBA stars." As of this writing, however, it isn't known yet whether this title will include the top stars that were noticeably absent from the previous version. You will, however, be able to create, trade and draft players, so you can put in any players that may have been left out of the actual game.

With the inclusion of



in-depth statistics and play for up to eight players, this game should satisfy fans looking for a realistic simulation as well as those looking for an action-packed arcade experience. With all the new features, as well as the top-notch gameplay of the original, NBA Live '97 is sure to be an impressive sequel to its much acclaimed predecessor.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
EA Sports	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Basketball	50%



## Straightening things out



In the previous version of NBA Live, some critics complained about the fact that it was difficult to distinguish between the different players. To address that problem, EA Sports included the option

of selecting how the players are designated, whether by their number, their position, their name or no designation at all. In addition, the smoother polygon graphics should make things less confusing for gamers in situations where the characters are too closely grouped together.



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# 2XTREME

**F**ans of the first Extreme Games will be happy to hear that Sony is getting ready to release a sequel. 2Xtreme is expected to contain all the bone-crushing competition of the first game, with the addition of some new courses, new equipment, and a lot of new features.

Players will now compete in four different locations, each with three different courses. This makes for a total of 12 new courses, each with its own attributes, obstacles and dangers. Instead of racing any "vehicle" on any course, the locations are now specifically designed for one particular vehicle. For example, the in-line skating competition is now held exclusively in Las Vegas,

## Bigger, better and more Extreme

while the mountain bike races are held in Africa. This was a necessary adjustment because of the equipment change: Although in-line skates, skateboards and mountain bikes have remained

from the original version, there is no longer a "street luge" competition. Instead, the designers have introduced a snowboarding competition on the mountains of Japan. This allows for a significantly

different racing style as well as a bunch of new tricks.

2Xtreme also includes a new point system, which awards points to players depending on their position at the end of the race and how

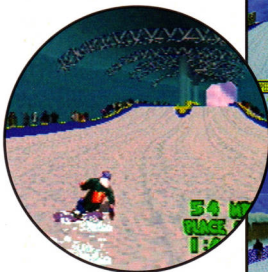
many points they collected during the course of the race. Points are awarded when players go through special gates, knock down their opponents or perform tricks, which vary depending on the equipment being used. In addition to points, players can now collect power-ups, like health, speed, strength and jump boosts. These power-ups can be used strategically during the course of the race. Players can also collect keys which control the environment, like turning on stop lights to halt cross traffic. These will also open up secret areas and short cuts.

With 10 different characters,

The snowboarding tracks will feature tunnels and half-pipes.

each with his or her own special abilities, as well as the ability to create characters, 2Xtreme should appeal to those looking to put themselves in the game. Look for this one sometime this fall.

RELEASE DATE	DIFFICULTY	
October	Moderate	
PUBLISHER	SIZE	
Sony	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Racing	75%



## Viva Las Vegas

The in-line skating tracks will send players careening through the streets of Las Vegas, through tunnels, across busy intersections, and past some familiar landmarks. The scenery will be noticeably improved from the original game.



# TEN THINGS TO REMEMBER WHEN YOU'RE GOING TO PLAY IN THE NATIONAL FOOTBALL LEAGUE.

1. If you dislocate something, put it back.
2. Kickers aren't football players. They're kickers.
3. If referees could see everything, instant replay wouldn't be an issue.
4. Don't let your center eat chili at pre-game meals.
5. If you get injured for a game, dress push for the sidelines.
6. The only thing that can move an offensive lineman is a defensive lineman.
7. Ahead by one, go for two. Ahead by two, go for one.
8. End zone break-dance moves always make the highlights.
9. Astroturf is excellent for miniature golf courses.
10. Ronnie Lott retired.

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Coming this season. Only on Sega Saturn.™





Race with 35 of the fastest, most maniacally-aggressive drivers on the paved planet. (The only thing you'll lack is a fireproof body suit.)



26 cars perfectly mirror their real-world counterparts. If you plow into a sidewall, you better count on a pit stop and collision repair.

SEE MONTE CARLO.  
AT A LEISURELY 200 MPH.



Guitar gurus Steve Vai and Joe Satriani provide the high-octane road tunes. (Playable in mono, stereo, Dolby Surround or Q-Sound.)

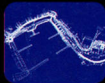


Trees, buildings, grandstands and surrounding scenery added from over 100 hours of video footage. (Sorry, winner's circle bimbos not included.)

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Hit 17 of the world's most famous race tracks — each recreated from official FIA surveyor's maps, each replicating actual specs.



Choose your race style: Arcade mode, two player mode (for you competitive types) or Grand Prix sim mode for hard-core purists.



Hyper realism to the extreme: 256 colors, 150,000 polygons at 30 fps. Ambient in-car sounds taken from actual F1 cockpits.



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# World Series BASEBALL II



**T**his fall, Sega Sports is looking to continue their winning streak with World Series Baseball II. Scheduled for release on the Saturn before the end of the year, this sequel to the successful World Series Baseball is expected to score big with Saturn owners looking for new sports titles.

The developers have obtained full licensing from

more indecipherable logos and fictional players whose resemblance to actual persons is purely coincidental. The statistics will also be tracked over the course of the entire season and will be able to be saved to memory. Not only will the game include the most up-to-date rosters possible, but gamers will also be able to draft players to their roster,

## Sega looks for another home run

Major League Baseball and the Major League Baseball Players' Association. This means that the game will include not only the most up-to-date rosters and statistics, but also all 28 actual teams and logos, as well as all 28 major league stadiums—no

allowing for a great deal of control over the teams' strengths and weaknesses.

The game itself will retain the quality gameplay of the original version with a few enhancements. Now it will be possible for players to sustain injuries which could

affect them for the entire season. Also added to this version is a

home run derby where batters can slug it out to see who's really the greatest hitter.

As far as the graphics are concerned, World Series Baseball II will retain Sega's trademark "Batter's Box View," as well as introducing five new batting views including a "Ball Chase Cam." With realistic play-by-play, this

version should be even more successful than the original.



RELEASE DATE	DIFFICULTY	
Now	Variable	
PUBLISHER	SIZE	
Sega Sports	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Baseball	100%

## Choose your venue wisely

Unlike some other baseball games, World Series Baseball II will feature all 28 actual stadiums. This may not mean much to most people, but avid baseball fans will appreciate the exact field dimensions that could mean the difference between a home run and a double or a triple—or an out. If your team's strength is in hitting, and your opponent's strength is fielding, then a distance of a couple of feet could make a huge difference in the outcome of a game. Keep in mind, too, that some stadiums are more prone to the effects of the wind than others. There's more to it than cosmetics.

### SELECT STADIUM

← A.L. Stadiums

NATIONAL LEAGUE STADIUM

Wrigley Field

Riverfront

Astrodome

Three Rivers

Busch Stadium

355ft

LEFT FIELD

400ft

CENTER FIELD

353ft

RIGHT FIELD



CONSIDER BEING CHECKED, TRIPPED, PITTED AGAINST PLAYERS WITH GIGANTIC HEADS, LITERALLY SETTING THE NET ON FIRE, PLAYING ON A BIGGER RINK WITH A BIGGER PUCK, IN A HOT MODE OR A TURBO MODE AGAINST 1, 2 OR 3 PLAYERS WHILE BLACKHAWKS ANNOUNCER PAT FOLEY SCREAMS IN YOUR EAR. THE ARCADE HIT HAS COME HOME.



MIDWAY



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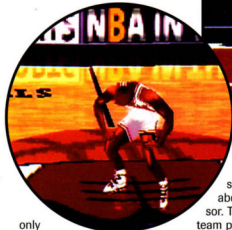
# IN THE ZONE 2

**T**his fall, Konami will return to the court with NBA In the Zone 2. Under development exclusively for the Sony PlayStation, In the Zone 2 will retain and refine all the best characteristics of the previous version while adding a number of new statistical features and possibly a Create A Player Option.

The developers are looking to combine an accurate basketball simulation with an interesting and fun arcade-style game. On the simulation end, they are including full season play, full rosters of all 29 NBA teams and player substitutions to give gamers the feeling of managing a real team. In addition to all of this, you will be able to trade players within the 29 teams to create your own "dream team." Each player will have his own special attributes which will affect the entire team.

On the court, this version will have enhanced defensive moves, like bumping and hard checking. But take care; players will find that fouls will play a bigger role in the course of a game. In the Zone 2 you will have a number of new foul ele-

ments including offensive fouls, basket-counts and foul-drawing plays like power lay-ups or bumping the blocker. And players will need to conserve their energy, since each player will have a stamina bar which will be steadily drained over the course of the game. The players' stamina will



only be able to be replaced by calling a time-out or putting the player on the bench for a short time. Fortunately, stamina will be replenished during halftime.



With enhanced graphic resolution and quality of the animations, In the Zone 2 is sure to stand above its predecessor. The addition of team play for up to eight players should make this a great competitive game. And the inclusion of practice games like "Horse" and one-on-one is certain to offer a wide

In the Zone 2 brings NBA to life, even down to the jersey numbers.



## In-your-face basketball action

### Don't wear your players out

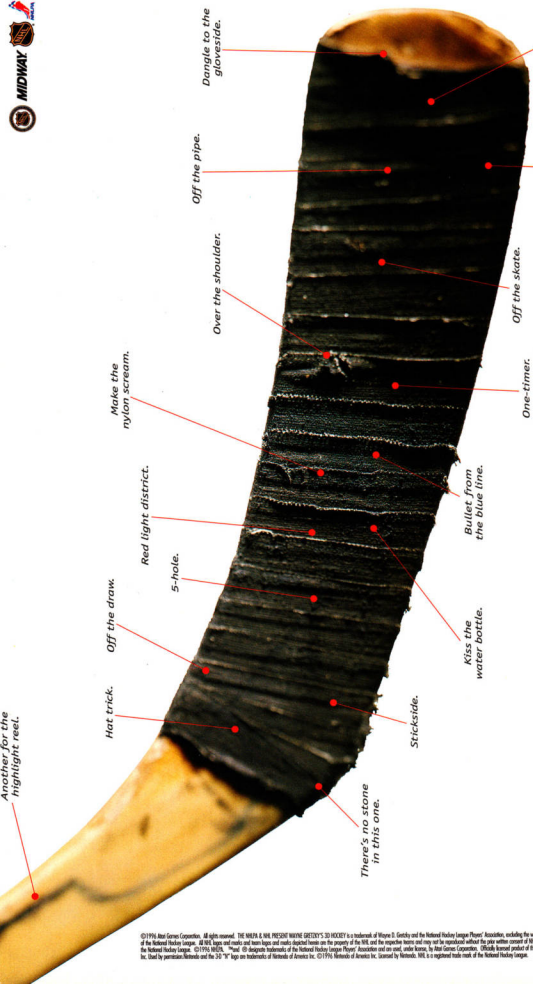
Flashy dunk moves like this one may look impressive, but they may also take their toll: Over the course of the game, the individual players will suffer from fatigue as their stamina steadily wears out. You'll need to bench them or call a time-out to get their levels back up to normal. Break out the Gatorade!



range of basketball experiences. Whether you're looking for full five-on-five basketball action or just a little one-on-one, basketball fans will want to keep an eye out for this one.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Konami	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Basketball	N/A





Another for the highlight reel.

Hot trick.

Off the draw.

5-hole.

Red light district.

Make the nylon scream.

Over the shoulder.

Off the pipe.

Dangle to the glove-side.

There's no stone in this one.

Stick-side.

Kiss the water bottle.

Bullet from the blue line.

One-timer.

Off the skate.

Wrap around.

Where Mama keeps the peanut butter. (top shelf)

## WAYNE IS IN THE DETAILS

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## VR GOLF TIP

9

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# DAYTONA USA: CHAMPIONSHIP CIRCUIT EDITION

One of the classic arcade racing games returns this fall on the Sega Saturn with the release of Daytona USA: Championship Circuit Edition. This version promises to be an impressive upgrade to the original game while maintaining the high-speed excitement that made Daytona such a high-quality game.

In addition to the tracks offered in the original version, the Championship Circuit Edition will feature two new tracks which will offer new challenges for the seasoned racer. Furthermore, four new cars will be included which

will each offer its own strengths and weaknesses. For example, one car might be quick off the line with high acceleration capabilities but with a lower top speed. On the other hand, the fastest cars are sometimes more difficult to handle as they are often slower to respond. You'll need to decide which characteristics you'll be willing to compromise, and which ones you absolutely must have.

If your car just isn't running right, however, you'll be able to take it into the pit lane, where your team of highly trained mechanics will go to work, replacing

your tires, refueling your automobile and making the necessary adjustments to keep it running in top form. Of course, any time spent in the pit is time lost on the track, so

Sega does racing

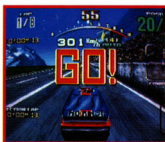
you'll have to keep the pit visits to a minimum.

Graphically, the Championship Circuit Edition is expected to be far superior than its predecessors, with dramatically improved graphics and a juiced-up frame rate (30 frames per second) for much smoother and more lifelike animation. The animations themselves have been improved as well, with the most noticeable improvement being the spectacular

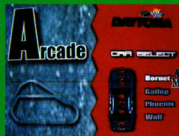
crashes, with cars flipping, rolling and shooting sparks as the parts come into contact with the walls of the track.

Look for this game to hit the road this fall from Sega Sports.

RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	SIZE	
Sega Sports	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	Racing	N/A



## Decisions, decisions...



Daytona USA: Championship Circuit Edition will feature four new cars, as well as two new tracks not seen in the arcade version. Each of the cars will be offered with either automatic or manual transmission, so that players can select an additional

level of challenge. Each of the tracks will have different course choices, as well as a pit lane where players will be able to refuel and repair their vehicles. The cars will have different attributes which will affect the performance, as well as affecting details like fuel consumption. Players can expect even more attention to detail than in the original version.



# STREET RACER

**S**hamelessly billed as a "cross between Mario Kart and Street Fighter," Ubi Soft's Street Racer X-Treme is looking to tear up your TV screen when it comes to the Sony PlayStation.

With 24 different tracks, this game will offer a variety of challenges. Some of the obstacles found on the tracks include sand and water, rocks and logs and even various animals. Five different gameplay



modes and four levels of play will offer additional variety. This game will allow up to eight players with multitap support; and a Split-Screen Mode will allow you to view all eight players at once, a feat that simply has to be seen to be believed.

Included in Street Racer are a number of different drivers, each with his or her



Each character has a special move that can help him or her get past the opposition, like the character Frank Instein's special scare tactics.

own special attributes. In addition to the simple dash and smash, each character also has his or her own attack and special ability. For example, one character attacks opponents by whipping them

short, but fairly intricate, with hairpin turns and treacherous crossover segments that will force drivers to keep an eye on the competition. Cartoonish sound effects and a rousing musical score should make this game fun to hear, as well.

Gamers looking for a little

## Every motorist's dream

with a towel, and another's car can sprout wings and soar above the competition for a short period of time.

The racing can be seen from different points of view, including a first-person perspective, above and behind the racer and an overhead camera that gives the best view of the track ahead. The tracks themselves will be

more action with their racing should keep their eyes open for this one.

RELEASE DATE	DIFFICULTY	
October	Variable	
PUBLISHER	SIZE	
Ubi Soft	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Racing	95%

## Roughing the driver

In addition to the special moves to give your character an edge, players can also slug it out with a variety of weapons. You'll even be able to take players permanently out of the race. Of course, you can suffer the same fate, so you'll have to keep the encounters to a minimum.



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K/A

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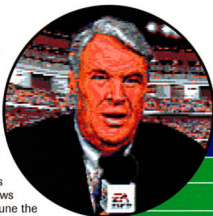
# MADDEN

## 97



**S**ega Genesis owners may have been concerned when Madden Football finally made the jump to 32-Bit, thinking that technology had passed them by, leaving them in the dust of progress. There's no need for them to fear, however, since EA Sports is releasing Madden NFL '97 for the Genesis this fall; and with all the greatest elements of Madden collected in one game, this should be the best 16-Bit Madden yet.

makes for an even greater challenge. Fortunately, it is possible to adjust the levels of the penalties through the Options Screen. This allows gamers to fine-tune the level of difficulty, even to the extent of being able to turn off the penalties altogether. They can also choose between Pro and All-Madden levels of difficulty.



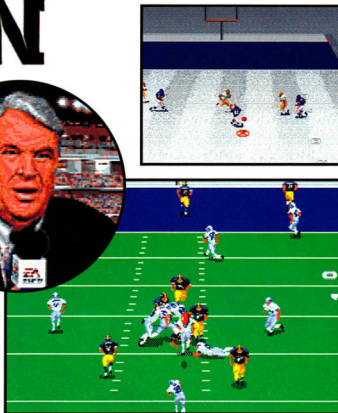
### Madden remembers his roots

This time around, Madden and the folks at EA have revamped the artificial intelligence, resulting in a higher degree of challenge when playing against the computer. The inclusion of full NFL penalties like Holding, Roughing the Passer and Offensive Pass Interference

In addition, players can now become fatigued over the course of the game. Gamers have the option of having the computer make automatic substitutions when this occurs, or go in and make the changes themselves. Managerial options also include the ability to draft, trade and create players.

Over 100 teams are included, consisting

of every present-day team as well as over 70 All-Star teams and all-time Madden teams. A



playbook of over over 400 plays personally selected by John Madden himself makes for a great variety of gameplay, and the ability to save instant replays of the gamers' best plays allows players to create their own highlight films.

This latest installment should convince skeptics that EA hasn't slacked off on their support of 16-Bit platforms. It's

likely that the Madden legacy will continue as long as the market allows.

RELEASE DATE	DIFFICULTY	
October	Variable	
PUBLISHER	SIZE	
EA Sports	16-Meg	
PLAYERS	THEME	% DONE
1-4	Football	100%



GAME STATISTICS	
<b>PANTHERS</b>	<b>JAGUARS</b>
10	3
4:04	5:56
4	6
143	112
13	5
47	38
4/11 (36%)	8/22 (36%)
12	55
12	11
12	41
156	168
0/3 (0%)	2/6 (33%)
0/0 (0%)	0/1 (0%)

### Updating the playbooks

The playcalling interface is similar to previous versions of Madden Football. With over 400 of John Madden's favorite plays, you'll find all the best of the Madden legacy in this game. Mr. Madden told us in a recent interview that he continually

revised the playbook to mirror as closely as possible the plays being used most often in the NFL today. For example, if the actual NFL teams tend to run more often, Madden Football will have a greater amount of running plays as compared to passing plays. It's an ongoing process, which is why a new game comes out every year or so.



## Sporting Game Reviews

### Current Favorites:

Todd Mowatt

Dindo Perez

• Madden NFL '97 • World Series II • Madden NFL '97 • Wave Race 64

### NASCAR • PLAYSTATION • SIERRA/PAPYRUS

Todd Mowatt

If you enjoy fast-action racing games, then this game is worth a try. I was a little disappointed with the frame rate of the game, and the engine could have been souped up quite a bit. In short, this game won't win the checkered flag this time around, but it won't run out of gas on you either. If you are a die-hard NASCAR fanatic, you won't want to be without this game. All other race fans should go elsewhere to get their big-time racing fix.



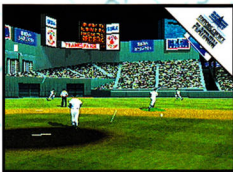
This was a great racing game for the PC, but with the new age of racing NASCAR Racing can't pass up the competition. The graphics are not bad, but it does need some new touches. The frame rate needs to be sped up. The action tends to lag and isn't quite as exciting as a NASCAR game should be. The game is fine with the pad, but it works great with Mad Catz's steering wheel. Rent it first before you break out the dough.

Dindo Perez

### WORLD SERIES II • SATURN • SEGA SPORTS

Todd Mowatt

It could be, it might be, it is!! Sega has hit one out of the ball park, and they have covered all of the bases with one of the best baseball games made yet for any system. This game, as was the first Genesis version of World Series Baseball, will be the game that all other 32-Bit baseball games will be judged against. Add fully rendered stadiums with great gameplay, and you will definitely want to step up to the plate with World Series II.



I don't know about you, but I'm still a great fan of World Series Baseball. This new one for the Saturn is better than ever. Smoother animations and great gameplay (fielding) really sets this game apart from other baseball games in this 32-Bit era. Great detail in stadiums, and once again the play-by-play commentary is excellent. A baseball game is quite hard to translate into a video game. WSB2 is as close as it gets to the real thing.

Dindo Perez

### VR GOLF • PLAYSTATION • VR SPORTS

Todd Mowatt

VR Sports has created a solid golf game that is fun to play from tee to green. The game is easy to get into and is very addictive. Once you start working on your game, you will be hooked. This is one game you will want to add to your sports gaming collection. Avid golf fans will enjoy the many different golfing scenarios, like stroke, skins and tournament modes. You can choose from one of three announcers who will tell you how well or not so well you did.



It's seldom that I have patience in playing an entire game of golf, but VR Golf will catch your attention with its vivid graphics, animations and exceptional commentary. The commentary makes it very interesting by commenting on your every move on the course. The only problem I had is the putting scenario. It's hard to pinpoint how the putting green slopes or curves. That shouldn't bother you after several games. It's one of the best.

Dindo Perez

### WAVERACE 64 • NINTENDO • N64

Todd Mowatt

This is a top-notch game. The screen grabs really don't do it justice; you have to play this game in order to get a feel for how realistic it is. The animations are flawless, including the water effects. The water physics behave accurately, although the water is very obviously computer-generated. My only real complaint is that the controls did take quite a bit of getting used to. Still, this is a great title to showcase of the power of the Nintendo 64.



I've never seen anything like it, and I definitely fell in love with it the moment I saw this game in action. The whole look of the game cannot be matched with any other jet ski racing game or even a road racing game. It has fantastic levels and incredible water effects. The controls are crisp the moment you start playing. Controlling your jet ski is like taking candy from a baby. Outrageous tricks and aerial jumps are phenomenal. It's awesome.

Dindo Perez

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# EGM

## Letter of the MONTH

### WHAT IF STREET FIGHTER 3 ISN'T GOOD?

Dear *EGM*,

I had a very alarming thought the other day concerning the "new standard in fighters." I asked myself: What if *Street Fighter 3* isn't...good? Before you get on your soapbox to condemn me to hell, I have a few things to say in my defense. Capcom has some big shoes to fill in the 3-D gaming community. Up until now, they have limited their best fighters to the 2-D arena. Not that those games were bad, mind you, but they were lacking years in possible development and programming on 3-D engines. There have been many 3-D fighters that have shown innovation beyond Capcom's years. *Tekken* and *Virtua Fighter* started the trend. Although they are older than some fighters, their innovative play control and level of detail was hard to match (until their sequels came out). *Tekken 2* was a monster of programming proportions, although the characters lacked the smooth and polished feel of *Virtua Fighter 2*. Toshinden established a "true" 3-D fighter. *Soul Edge* hopes to take the swordplay theme in *Toshinden* to new and more stunning levels. *Fighting Vipers* was met with less than enthusiastic results. And don't forget *War Gods* by Midway, the nice people that shook up the fighting community when *Mortal Kombat* hit the arcades. So where was Capcom during all of this? Actually, they were hiring a new president, Greg Ballard (who, as a past member of the Digital Pictures family, has shown his true colors by making a full-motion video game, *Fox Hunt*, on Capcom's label). But the question remains: Will Capcom usurp the world of fighting games (that it created in the '80s) with *Street Fighter 3*? Or will they come up short in the eyes of their players and critics? There once was a time when Capcom could do no

wrong, but only time now will tell if Capcom can pull a rabbit (or fireball) out of their hats. Is this the end of an empire built by *Mega Men* and *Ryu*? Who knows? What if *Street Fighter 3* is...good?

Noe Valladolid  
Long Beach, CA

No one can argue that *Street Fighter II* set the standards in two-dimensional fighting games. It is not the first 2-D one-on-one fighter, but it was leaps and bounds over the competition in terms of graphics, sounds and most importantly, gameplay. Because of this success, countless clones were produced, including many by Capcom themselves. Now Capcom's *Street Fighter 3* has to live up to *Street Fighter II's* greatness and surpass all the clones out there and beat the benchmarks set by *Virtua Fighter 2*. Those are big hurdles to leap, and what if *SF3* misses just one of them? Gamers and critics will be sorely disappointed. Look at *id* and *Doom/Quake*. It's the same exact story. *Doom* was generations above the other 3-D shooters, and countless *Doom* wanna-bes popped up. *Quake*, soon to arrive on the consoles, is *id's* follow-up to *Doom*, and is a terrific game, but it isn't the quantum leap that we hoped to see from *id*. Such is the life of a great game company. Who would've thought that success would be so difficult to handle?



Congratulations Mr. Valladolid. You win an Acclaim Dual Turbo Joystick.

# REFLECT

## TOO MUCH GLITTER

Dear *EGM*,

During this past year, I've bought only two games. That is the lowest amount of games that I have ever bought in a year's time. I thought that perhaps I just didn't enjoy video games as much as I used to, but I concluded that video game developers have forgotten that video games are a form of entertainment and are using them as a forum to show off technological "glitter." Some companies are doing well in both areas (entertainment and technology), like Square and Capcom, while others are sorely lacking in the two areas. What are your thoughts?

Joshua Jorgensen  
dane@gte.net

What do you think our thoughts are? Of course we agree, 100 percent. We'd like to see developers ask themselves, "If we took away the flashy SGI-rendered 1 million texture-mapped, Gouraud-shaded polygon this-and-that...would we have a good, solid game?" And if they answer no, then we'd like for them to say, "Well, back to the drawing boards then." It would save the Review Crew from ripping into their games and us game players from wasting our money. We don't live in Oz, however, so for the time being, we'll have to put up with it. The only thing you can do is to avoid buying the poor-quality titles and only spend your cash on the games that are truly worth it.



Skeleton Warriors: It sure looked pretty but...

## ODE TO A LOST BOYFRIEND

Dear *EGM*,

I know a guy named Donny Graham, who always has a control stick in hand. What do I mean—you don't understand? Let me explain, he's lost in Sony Land. He worked really hard and saved his cash, then off to EB he

made a mad dash. He bought a Sony PlayStation without delay, and now he plays it every single day. Mortal Kombat 3 is his most loved game, he says he needs it to feed his brain. Using Sindel, Kabal, Cyrax or Liu, he'll make mince meat out of you. He finds Agile Warrior most disturbing, it's the one game he's having trouble winning. He gets so close to winning the duel, but then he gets low on armor or fuel. If I know Donny, and I am certain I do, he'll win that game before the week is through. Then I am sure he'll find something else to play, another game to occupy his day. That's the sad tale of Donny Graham, one lost soul in Sony Land.

A concerned girlfriend,  
Amy Barth  
Reading, PA

## SUPER NINTENDO 64

Dear *EGM*,

I've spotted something that has annoyed me and probably many other gamers: Nintendo's naming of games. Almost every game put out in the first year for the Super Nintendo has the word "super" in front of it (Super Tecmo Bowl, Super Punch-Out, etc.). I once counted 40 "super" games in a used-game ad. That eventually died down, and I felt Nintendo had their senses back. Apparently not. They are now naming all of their Nintendo 64 games with a "64" after the title (PilotWings 64, Killer Instinct 64, etc.). It's not necessarily wrong, but I'm tired of it. What's the deal?

Andrew Szykula  
Clarkston, MI

The deal is the "super" or "64" helps promote the systems' name recognition. You'll probably have no trouble remembering that Doom 64 is an exclusive Doom game for the N64, right? Also, if you think about it, some of Nintendo's most prominent titles are not that original. For example, Metroid was a fantastic action title for the NES. Super Metroid was a 16-Bit update for the Super NES. (It was a good game as well, but it took most of its ideas from the original.) What do you think Metroid 64 will be? Probably the best Metroid yet and probably still unoriginal. Therefore, the "super" and "64" is used to sell you on a better, updated version of an old hit so that Nintendo can slyly avoid creating an original game.

## TOP 5 GAME FALLACIES

- 5 Blast Processing on the Sega Genesis.
- 4 The "portable" Virtual Boy.
- 3 The "Do the Math" Jaguar.
- 2 The 32X as a viable 32-Bit upgrade.
- 1 The Nintendo 64 being in players' hands by the end of 1995.

## MULTISYSTEM GAMES

Dear *EGM*,

When games are to be released over several platforms (e.g. Street Fighter Alpha 2 on the PlayStation and Saturn), how do you decide which version you will preview in the magazine first?

Pedro Franco  
Grosse Pointe, MI

If the versions are identical, like the PlayStation and Saturn SFA2s appear to be, we'll usually preview the first beta we get from the company. If they are not, then we'll preview them both.

## THE ORIGIN OF THE CHICKEN

Dear *EGM*,

I do hope this letter will arrive into your hands safely, for his letter contains the biggest secret the world will have ever encountered. Ever wonder about the origin of a chicken? From an egg? Nope. From a bigger chicken? Nope. Chickens are actually the descendants of Chocobos! With this secret, everyone will be worshipping chickens! There will be cults for chickens everywhere!

Carlos Yeung  
North York, Ontario

All of you people who wanted to see psycho letters, here you go. We'll do

# ENTERTAINMENT

## Top 10 GAME CINEMAS

10 Gex  
Multiplatform



9

Krazy Ivan  
PlayStation



8

Lunar: Eternal Blue  
Sega CD



7

Tekken 2  
PlayStation



6

Philosoma  
PlayStation



5

Sport Goes To Hollywood  
PlayStation



4

VP Kids  
Saturn



3

Wing Commander III  
Multiplatform



2

Panzer Dragoon II  
Saturn



1

Gun Griffon  
Saturn



this once in a while. (Where's Captain Calzone when you need him?) By the way, you're not supposed to worship chickens, you're supposed to ride around on them, just like you do on the Final Fantasy Chocobos.

### IS THE DREAM TV NOT SO DREAMY?

Dear EGM,

In your August issue (#85), there is an article about Samsung's new "dream" TV. This product is a buyer's nightmare! Why would I go out and pay \$250 for a 13-inch TV, just because it has two speakers for surround sound? Okay, so the television has a low level of emission. Who wants to sit two inches away from a TV screen and watch half-inch characters running around? Samsung's excuse is that it has 175-degree rotating speakers. So what? My speakers rotate 360 degrees if I want them to. The only thing that this new television has that others don't is a button that allows you to go from one system to another. I suggest that if you are fortunate enough to have two systems and \$250 in your pocket, then save your money for a bit longer and buy a decent stereo player.

Siamak Saidi  
Chicago, IL

EGM Associate Editor Crispin Boyer uses the GXTV to play games at work, and he said he likes the little television. For starters, the TV's small footprint means it can sit on Cris' already messy desk without taking up too much space. And he reminds us that the TV has not two, but five speakers (two woofers, two tweeters and a big speaker on top), and the various surround sound modes rock. Of course, Cris admits that the screen is awfully small. He prefers playing games on the 27-inch TV he has at home.

### ANSWERING YOUR CRITICISMS AND CONCERNS

Dear EGM,

Regarding EGMF: pretty neat sales gimmick. Why are you selling two magazines?

MechLor@worldnet.att.net

Many people ask us why we publish two video game magazines each month. EGM and EGMF are two

completely separate magazines. The editors who write for EGM rarely (if ever) contribute anything to EGMF and vice versa. EGM's specialties are the news, tricks previews and reviews (the letters section is pretty good too!). EGMF's specialties are the in-depth, full blowout strategies.

Dear EGM,

As much as I love your magazine, I do have one very serious complaint. The size of your mag has diminished greatly within the last year. I realize that it may be due to the lack of new games in the market, but surely there must be something you can do.

Aran Dunlop  
via e-mail

Long-time readers may notice that every year, our largest issues are always the ones that come out near the holiday season (notice that this issue is bigger than the last, which was bigger than the one before it). This is because of the reason that you've stated. Most game companies hold off releasing the bulk of their games until the busy shopping season starts (after Thanksgiving). So, during the off-season, we have fewer games to cover. At the same time, companies are advertising less, since they are not releasing as many games, and that leads to fewer pages as well. Therefore, you can always expect the holiday issues (when most of the games come out) to be much bulkier than usual.

Dear EGM,

First off, let me say that I've been reading your magazine since issue 3. I've hung with you through all of your changes and look forward to whatever the future holds. My question is: Exactly how will Ziff-Davis Publishing affect the magazine, and how will they affect the current staff?

Steven Wood  
Minnesota Correctional Facility  
St. Cloud, MN

So far, all that has come from ZD's acquirement of EGM has been nothing but beneficial for us. Better paper quality, better equipment, better benefits, etc. You can see some of the changes now, and you'll see more to come, including more international coverage plus additional arcade and 32-Bit info. The best part of it all? ZD acquired us because they liked what



they saw. This means that they'll pretty much leave us alone to run things the way we always have. We are free to continue doing what we want to do, and any editorial changes and decisions will be made by us.

## \$199 SATURN GETS NEW JOYPADS

Dear *EGM*,

Did you know that the Saturn packages now come with the Japanese-style controller? It seems that Sega values your opinions when it comes to controller reviews [*EGM* #83].

Heather Olson  
New York, NY

We can't say with any certainty that it was our critique of Sega's controllers that led them to change the U.S. style to, in our opinion, the better Japanese style. The timing of this change does favor that thought, though we are sure we are not the only ones who liked the Japanese joystick better!



Ah... joy! The U.S. Saturn is now bundled with the (*EGM*-preferred) controllers that come with the Japanese system.

## NINTENDO WON'T WIPEOUT...FOR NOW

Dear *EGM*,

I just wanted to know if there are any plans for a Nintendo-Psygnosis partnership which would allow Psygnosis games, such as *WipeOut XL*, on the Nintendo 64.

Fury634@aol.com

Mark Day, who takes care of public relations for Psygnosis, says that they are not a licensee for Nintendo, and they are not planning any negotiations to be at this time. Mr. Day was careful to point out that Psygnosis is a multiplatform publisher. *EGM* takes that to mean that an N64 project in the future is not out of the question.

What would it take to get Psygnosis to make N64 games? Read on...

## NO RUSH

Dear *EGM*,

Nintendo (along with Sega) has the number-one name in the gaming business. Almost everything they touch turns to gold (let's forget about the Virtual Boy for a minute). So why aren't there more third-party developers beyond the "dream team?" I know that the companies have several risk factors to take into consideration, like the high costs of manufacturing cartridges. But those same risks also applied to the Super NES, and that machine made a lot of money for most involved, didn't it?

Jayson Oldman  
Atlanta, GA

On Nintendo's side, these guys want to insure quality control. Their plan is to limit who's making games for their "star" system—quality over quantity. On the third-parties' side, they are not rushing to develop on the N64 because it's not the right time to. American Softworks Corporation's (*Perfect Weapon*, *Hardcore 4x4*) Executive Producer Howard Schwartz tells us that they are unsure of N64's future. He says that the large initial wave of N64s sold were to the hardcore gaming crowd, who is only a minority in terms of sales demographics. ASC wants to wait to see how well the N64 sells in the U.S., long term. ASC also wants to wait until Nintendo makes better third-party conditions. Right now, Nintendo's third-party contracts are very profitable for Nintendo but not as much so for the people who produce the games in the first place.

## A CRY FOR HELP FROM A CD-I OWNER

Dear *EGM*,

I just e-mailed Philips regarding the extreme shortage of CD-i software, and they told me to get a lot of other people to contact Philips about the problem. So please, any CD-i owners out there, let Philips know about the game shortage.

Allan MacDougall  
traveler@netroute.net

Good luck, because Philips told us that the U.S. market for CD-i software

is dead. The European market, however, is a different story. The CD-i is supposedly still going strong, and new games are still being made for that continent. The good news is that you can order those European titles by calling 1-800-340-7888. For the other 10 Americans who own CD-i's, you can let Philips know your desires for more games by writing to:

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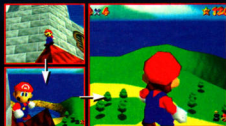
## IT'S ALL A TRICK (WELL, NOT REALLY)

Dear *EGM*,

I recently saw in [a competing magazine] a trick for a giant, giant Mario in *Mario 64*. They would not reveal the trick, however, so I humbly ask Trickman—could you tell us how you get him?

Aimee Dwyer  
Bloomington, IN

Sorry to burst your bubble, but giant Mario is a fantasy. *EGM*'s very own Trickman Terry has seen this "trick" and figured it out. He discovered why this other magazine wouldn't tell you how to do it—it's not really a giant Mario, it's a camera angle trick. At the end of the game, after collecting 120 stars (now we're talking about the Japanese *Mario 64*—the U.S. version may very well be different), a cannon will pop up to help launch you onto the castle roofs. Once you are up there, turn to face away from the castle. Do a close-up camera view of Mario, and fix it behind him. If you manage to do it at the right spot, the castle roof will disappear, and you'll look like a humongous Mario standing on the ground below. But in actuality, he's still the same size he has always been throughout the game. Great trick, eh?



You too can have a giant Mario! Just follow the simple instructions and play around with the different camera angles.

# INTERFACE

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**WINNER!**

Congratulations, Mr. Gibbs. We really love your picture of the Final Fantasy chicken, er Chocobo. Your prize is on its way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Kervin Negron  
Providence, RI



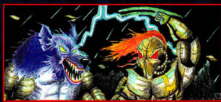
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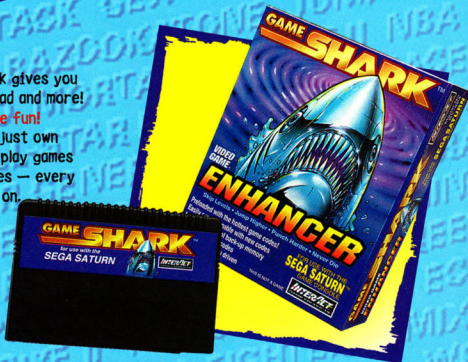
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