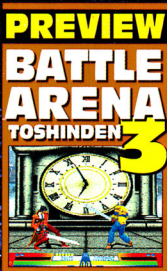


# ELECTRONIC GAMING MONTHLY



## INDEPENDENCE DAY

TAKE TO THE SKIES AND WHUP E.T.'S BUTT IN FOX'S VIDEO GAME VERSION OF THE BLOCKBUSTER MOVIE

OVER  
**100**

**GAMES INSIDE:**

MEGA MAN BATTLE & CHASE • TOBAL 2  
FIGHTERS MEGAMIX • DOOM 64  
MACE: DARK AGE • BOMBERMAN  
TIME CRISIS • RAGE RACER

**ALL-NEW STORY LINE**



**NUMBER 92**

MARCH, 1997  
\$4.99/\$6.50 Canada







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. Sony Computer Entertainment logo is a trademark of Sony Corp. PlayStation and the PlayStation

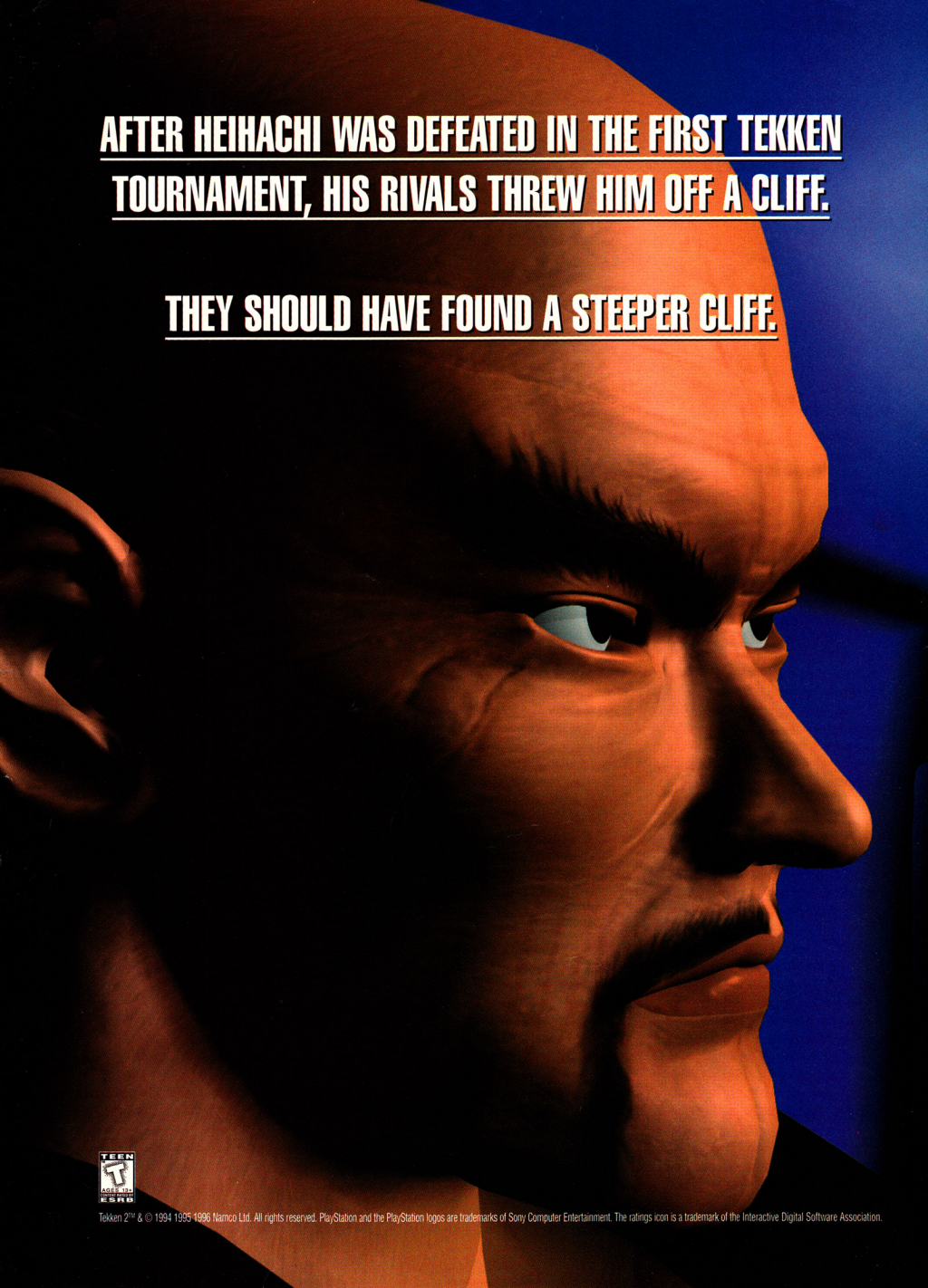




*Not to be impolite, but your opinion means squat. See, this is Rally Cross. You're driving off-road now. Racing up to 3 competitors on our quad split screen. In one of 20 vehicles equipped with 4-wheel independent suspension. On up to 6 torturous backward- and forward-running tracks. Where jungle mud doesn't just look like jungle mud, it acts like it. Where Arctic ice is slicker than a non-stick frying pan. And where half-pipe embankments are steep enough to roll you on your back like some pathetic, helpless dung beetle. So you can forget about turn signals, seat belts and proper lane changes. Because when the guy in front of you spins 180 degrees, looking to do a tap dance on your radiator, common courtesy takes a back seat to a little something called survival.*







**AFTER HEIHACHI WAS DEFEATED IN THE FIRST TEKKEN  
TOURNAMENT, HIS RIVALS THREW HIM OFF A CLIFF.**

**THEY SHOULD HAVE FOUND A STEEPER CLIFF.**







His name is Heihachi. He has trained high in the mountains - re-energized by lightning bolts that have struck his massive frame. Practicing his Lightning Hammer Head Crusher on his pet bear. Planning the murder of an evil arch rival - his son Kazuya.



Heihachi Mishima. One of 23 of the world's greatest fighters vying for the title in Tekken 2™. With three new fighting modes. 23 new stages. Brand new 3D animations, and more new moves and combos than any game on Earth. Heihachi is back. And he wants revenge.



# 鉄拳 TEKKEN 2



THE GREATEST FIGHTERS ON EARTH.™



POWERED BY  
**namco**®

WWW.NAMCO.COM



# ELECTRONIC GAMING MONTHLY

By Ed Semrad

**S**o you got a brand-new PlayStation for Christmas? I bet it probably either took a fair amount of time to save up the \$200 or it took a lot of convincing to get your parents to spring for "another" game system. And now that you have it, you're probably telling everybody that it is a lot better than the old 16-Bit system that you finally retired. So other than buying a few new games and an occasional peripheral I bet you think everything is set for the next few years—right?

Well, you might want to take this sitting down. The rumors are starting to circulate throughout the industry that there might be a "new" version of the PlayStation coming out. Perhaps as soon as the second quarter of next year in Japan!

While rumors like this are common in our industry, technology has been advancing so fast that three or four years is about the lifespan of a product. Considering that the PlayStation came out in 1994 in Japan (about one year earlier than in the U.S.), the system is starting to show its age.

In that time period not only has memory price dropped considerably, but so has the speed of faster CD-ROM drives. These are two areas where the PlayStation is lacking. Imagine having a "new" system with a 6X or 8X drive (faster than Nintendo's yet unleased magnetic drive) and another two to four megabytes of internal memory. Developers tell us that the PlayStation's existing memory is already hindering some of the new projects that they want to do and just a few more megs would really open up the system. Imagine being able to morph in Mortal Kombat at the speed of a cartridge (almost) and not having to wait for the machine to access the new data or, in a worst case scenario—access the data three to four times faster than now.

Best of all, and it is only speculation at this point, Sony just might be able to make the new system backwards compatible with the one we presently own. That's the good news but it's not much help when there is a "step-up" system selling for \$299 and many of the new games will only be able to be played on the new system.

Would Sony really try bringing out a new system and possibly jeopardize the comfortable lead that they now enjoy over Sega and Nintendo? They probably would do it in Japan as the system race over there is a lot closer than it is here. And Japan always does what they want to anyway. Unfortunately that would be the signal that in the next year (1999) the new system would be coming out here in the US.

If that would happen, imagine what the PlayStation sales would be during



**Jaleco of Japan has redefined the meaning of indoor soccer!**

the holidays of that year. It could be bleak but to offset it the price of the existing system could be set a lot lower than now, perhaps near the \$100 price point especially now that Sony has done some major consolidation of most of the circuitry and chips on the current Japanese PlayStation.

It isn't just the PlayStation that could be upgraded in the near future. Sega has led the unofficial word out that their Virtua Fighter 3 (or possibly any of the other 32 board games) will not work on the Saturn without an added heavy duty memory cartridge. This, plus the fact that Sony just could bring out a better system BEFORE Sega, could possibly get Sega to make the jump to a new system first.

Of course this is all speculation. Neither Sony nor Sega (in Japan) has officially announced anything nor have they hinted that the new system rumors are even partially true.

The clock is ticking though, and as the 32-Bit systems approach their third birthday (in Japan) later this year, everybody has to prepare for the inevitable day (the 1998 Spring PlayStation Show in Japan?) that Sony shows prototypes of the PlayStation 2.

Look at the bright side. If you set \$10 aside every month starting now you might have the money ready when the new system hits the stores.

And you thought that the new PlayStation that you got for Christmas would be around forever! Sorry Alice this ain't Wonderland!

## NUMBER 10.3 MARCH 1997

**Publisher** Jonathan Lane  
**Editorial Director** Joe Fuhrnk  
**Editor in Chief** Ed Semrad  
**Managing Editor** Ken Williams  
**Associate Editors** Crispin Boyer  
Shawn Smith  
Dan Hsu  
Scott Parus

**Third-Party Liaison** John Stockhausen  
**Sports Editor** Todd Mowatt  
**News Editor** Nelson Taruc  
**West Coast Editor** Kelly Rickards  
**Tricks Editor** Terry Minnich  
**Contributing Editors** Howard Grossman  
Andrew Baran • Sushu-X  
Tim Davis • Phil Theobald  
John Gurka • Jason Sreetz  
Mark Hain • Dave Malec  
Dave Ruchala • Carey Wise  
Scott Augustyn • Dindo Petrez  
Chris Johnston

**Online Editor** Joe Felder  
**Managing Copy Editor** Jennifer Whitesides  
**Senior Copy Editor** Jo-El M. Darnen  
**Copy Editors** Dan Peluso • Mark Eleved  
**Foreign Correspondents** Stuart Levy • David Rider

**Creative Director** Michael Stassus  
**Art Director** Jason Hinman  
**Associate Art Director** Mike Vallias  
**Layout & Design Manager** Paul Ojeda  
**Layout & Design** John Ritter  
**Production Director** Marc Camron  
**Prepress Manager** Dave McCracken  
**Assoc. Prepress Manager** Jack Copley

**Network Manager** Pamela Schneider  
**Assoc. Client Service Specialist** Mark LeFebvre

**Single-Copy Sales Director** John McInerney

**Business Manager** Cathy Bendoff

**Advertising Inquiries** Ziff-Davis Publishing Company  
1920 Highland Avenue  
**Contact:** Lombard, IL 60148  
Telephone: (630) 916-7222  
FAX: (630) 916-7227

**Assoc. Publisher Ad & Marketing** Jennie Parker  
**(Also: Ad & Marketing Account Executive)** Suzanne Farrell

**West Coast:** Jon Yoffie  
**District Ad Sales** 195 Main Street, 15th Floor  
San Francisco, CA 94105  
**Manager Northwest:** Telephone: (415) 357-5320  
Fax: (415) 357-4977  
E-mail: jon\_yoffie@zdd.com

**District Ad Sales** Karen Landon  
**Manager Southwest:** 11766 Wilshire Blvd. Ste. 1550  
Los Angeles, CA 90025  
Telephone: (310) 268-1366  
FAX: (310)-268-1333

**Marketing Coordinator** Amy Dellos  
**Sales Assistant** Jessica Prentice

**Send Advertising Materials to:** Mike Darling  
**Advertising Coordinator**

**Founder** Steve Harris

ELECTRONIC GAMING MONTHLY (ISSN #1058-918X) is published monthly by Ziff-Davis Publishing Company, 1920 Highland Ave., Suite 222, Lombard, Illinois 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: \$24.97. Single issue rates: \$4.99. Additional postage for orders outside the U.S.: Add U.S. \$16 per year for surface mail after subscription rate. POSTMASTER: For subscription changes, change of address, write to Electronic Gaming Monthly, P.O. Box 55722, Boulder, CO 80328-5722. E-mail: egm@needata.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of Ziff-Davis Publishing Company © 1997 Ziff-Davis Publishing Company. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff-Davis Publishing Company. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials used in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. The Canadian GST Registration number is R123075720 RT. Printed in the USA.

Audit Bureau of Circulations

# INSERT COIN



# IT'S THE THOUGHT THAT KILLS!

"The next great  
PlayStation fighting  
game has arrived."

- GameFan



"...very different from anything you've ever  
played before." - Ultra Game Players



"...very innovative projectile weapons and  
background graphics" - Next Generation



"One of Zuntata's best soundtracks ever."  
- GameFan



TAITO

TAITO is a registered trademark of TAITO CORPORATION. PSYCHIC FORCE™ is a trademark of TAITO CORPORATION. All rights reserved. PlayStation and the PS logo are trademarks of Sony Computer Entertainment Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © & © 1998 Acclaim Entertainment, Inc. All rights reserved.

Eight Psychic Masters of  
Fire, Time, Light and Gravity  
Enter the mid-air Kekkai arena  
for a flying 3-D maelstrom of  
death-dealing psychic blasts and  
close-quarter killer combos.

Psychic Force. A true  
mindblowing  
experience!

## PSYCHIC FORCE™

Mind Blowing Mid-Air 3-D Fighting

**Acclaim**  
entertainment, inc.  
[www.acclaimnation.com](http://www.acclaimnation.com)





<sup>110</sup>Orbitz bottle caps & video game proof required. Expires 5/15/97. Details inside video game. CD-I video game available 5/11/97.

© 1996 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved. "Twentieth Century Fox," "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation.

# THE FATE OF THE WORLD IS IN YOUR HANDS!

You're in the cockpit against Earth's deadliest menace in this high-tech flight-based game with blazing arcade thrills. Battle alien attack fighters as you obliterate the City Destroyers deployed overhead by the massive Alien Mothership. As your mission progresses from city to city, you fly faster and more heavily-armed planes, from the F-18 Hornet to the captured alien fighter from Area 51, building to a death-defying climax in a whiplash-paced assault inside the Mothership!

## INDEPENDENCE DAY™

DON'T CHOKE...THE WORLD IS COUNTING ON YOU!



Fly over 15 of the hottest fighter planes including F-18s, Soviet MIGs and Alien Fighters.



Blast your way through over a dozen missions that take you from the Grand Canyon, to Tokyo, to Paris.

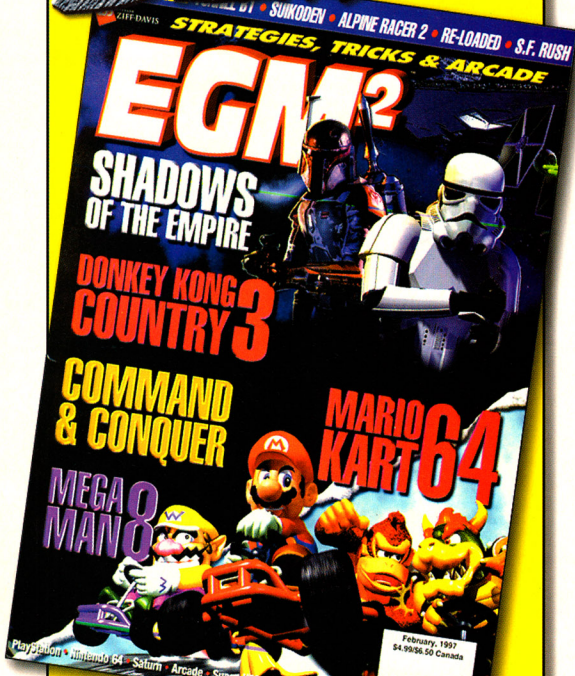


Multi-player capabilities provide head-to-head combat.





# PLAY WITH THE BEST!



**FORGET THE REST!**  
**GET IN THE KNOW AND BECOME A GAMING GURU!**

LOOK FOR THE EGM<sup>2</sup> SUBSCRIPTION CARD STUCK IN THIS MAGAZINE AND SEND IT AWAY TODAY!

## ELECTRONIC GAMING MONTHLY

ZIFF-DAVIS PUBLISHING  
 CHAIRMAN AND CEO Eric Hippeau

President, U.S. Publications	Ronni Sonnenberg
President, Interactive Media and Development Group	Jeffrey Ballowe
President, International Media Group	J.B. Holston III
President, Computer Intelligence/Infocorp	Bob Brown
President, Training and Support Publishing Group	William Rosenthal
Vice President, Chief Financial Officer	Timothy O'Brien
Senior Vice President, Marketing	Terri Holbrook
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Human Resources	Rayna Brown
Vice President, Planning	Darryl Otte
Vice President, Production	Roger Herrmann
Vice President, Controller	Mark Moyer
Vice President, Information Systems	Steve Gladyszewski
Treasurer	Thomas L. Wright

### U.S. Publications Group

President, U.S. Publications	Ronni Sonnenberg
President, Business Media Group	Claude Sheer
President, Consumer Media Group	J. Scott Briggs
Senior Vice President, Circulation	Baird Davis
Senior Vice President, Consumer Advertising	Lawrence C. Burstein
Vice President, Business Manager	Tom McGrade
Vice President, Marketing Services	Jim Manning
Vice President, Central Advertising Sales	Bob Bader
Vice President, Product Testing	Mark Van Name
Vice President, Circulation Services	James F. Ramaley
Vice President	Don Byrnes
Vice President	Al DiGuido
Vice President	Daniel Farber
Vice President	Michael Miller
Vice President	Daniel Rosenweig
Vice President	Paul Somerson
Executive Director, Licensing	Gertrud Borchardt
Director, ZD Labs	Bob Kane
Director, Benchmark Operation	Bill Catchings
Ziff-Davis Media Network	Joe Gillespie
Senior Vice President	Jeff Bruce
Executive Director	Mike Perkowski
Executive Director, Marketing	Rite Burke
Managing Director	Ken Beach, Michael Bird, Sue Psietka, Scott Murphy, Melinda Maginn
Directors	Debbie Moss, Julie Tuttle
Associate Network	

### Interactive Media And Development Group

President	Jeffrey Ballowe
Executive Vice President	David Shnider
Vice President, General Manager ZD Net	James Savage
Vice President, ZDTV	Richard Fisher
Vice President, Creative Services	Herbert Stern
Vice President, Research	Elda Vale
Editorial Director, New Products	Bill Machrone
Group Business Manager	Jocelyn Grayson
Director, Public Relations	Gregory Jarboe

Ziff-Davis Publishing Company,  
 A SOFTBANK Company



See, in VMX Racing,™ both you and your bike have fully articulated bods, which means infinite opportunities to sling soil. And VMX has lapped those other Motocross games with the hauliest enduros and stadiums in the country. We've road tested and **totally 3-D repro'd 6 tracks** including San Jose National (watch that radioactive waste), and Tijuana (think of yourself as a Mexican jumping bean on



full throttle). And for the ultimate visceral experience: **4 different points of view.** So when you kick out the ass-end of your 250 and pop it through the hole-shot, you can practically taste exhaust. Trick out your ride with moves like the table-top and the knock-knock, and your competition can taste humility.

So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.



<http://www.playmatestoys.com>



611 Anton Blvd.  
Suite 500  
Costa Mesa, CA 92626  
(714) 428-2100

**Why go out for mud when you can have it delivered?**

**VMX**  
**RACING**



VMX racing developed by Studio E. © 1996 Studio E. All rights reserved. Studio E and the Studio E logo are trademarks of Studio E. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. PIE is a trademark of Playmates Interactive Entertainment.



BUY

2

SEGA SATURN™  
GAMES



Sonic 3D Blast™



Virtua Cop 2



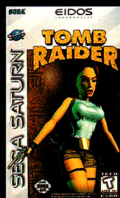
Fighting Vipers™



BUG TOO!™



Soviet Strike™  
By Electronic Arts



Tomb Raider™  
By Eidos Interactive



AMOK™



SCORCHER™



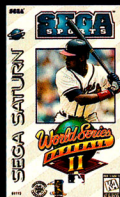
DARK SAVIOR™



DAYTONA USA CCE™



NFL '97



World Series Baseball II

S O M E T H I N G  
S C

SEGA SATURN™



SEGA is registered in the U.S. Patent & Trademark Office. Sega Saturn, Sega Rally, Virtua Fighter, Virtua Cop, Virtua Cop 2 and other logos are trademarks of SEGA, INC. © 1996 Eidos. Amok and Scorcher © 1996 Schepsco, Inc. Dark Savior © CLIMAX 11. DAYTONA PROPERTIES. THE WORLD SERIES is a trademark owned by MAJOR LEAGUE BASEBALL and may not be reproduced without written consent. M. MAJOR LEAGUE BASEBALL PLAYERS ASSOCIATION. NFL, TEAM NAMES, LOGOS, HELMET DESIGNS AND UNIFORMS DESIGNER ARE REGISTERED TRADEMARKS OF THE NFL.





TO  
DREAM ABOUT.

GET  
**1**  
FREE



SEGA WW Soccer™ '97



SEGA Rally Championship™



Nights™



Virtual On™

BUY **TWO** OF THE  
TWELVE GAMES ON  
THE LEFT.

AND GET **ONE** OF THE  
FOUR GAMES ABOVE  
**FREE\***

SEE STORE OR  
CALL SEGA AT  
1-800-SEE-SATURN  
FOR MAIL-IN COUPON.

OFFER VALID UNTIL  
APRIL 15, 1997.

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

SEGA WORLDWIDE SOCCER '97, NIGHTS and VIRTUAL ON are trademarks of SEGA. SEGA, SEGA Saturn and Dream Drive are trademarks of Electronic Arts. Todd Robbins, distributed by CLIMAX LTD. Published by SEGA Enterprises, Ltd. Daytona USA is a trademark of the International Speedway Corporation, used under license from the league. BASEBALL TRADEMARKS AND COPYRIGHTS ARE USED WITH PERMISSION OF MAJOR LEAGUE BASEBALL, PROPRIETORS, INC. MLBPA (c) 1996. Officially licensed by the MLBPA. SEGA is an official licensee of NFL Properties, Inc. SEGA is licensed by NFL PLAYERS © 1996 PLAYERS INC. © 1996 SEGA. P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

\*ONLY \$2.95 FOR POSTAGE AND HANDLING.



104

# GAME directory

- 107 All-Star Baseball
- 34 Bomberman
- 58 Bubble Bobble
- 102 Carnage Heart
- 101 City of the Lost Children
- 50 Codename: Tenka
- 58,60 Cruis'n USA
- 52 Crusader No Remorse
- 100 Crypt Killer
- 94-95 Doom 64
- 99 Fighters Megamix
- 58 Fighting Vipers
- 104-05 Grand Slam Baseball
- 61 Grid Runner
- Hexen
- 61 Ironman/X-O Manowar
- 42 Mace: Dark Age
- 44 Mario Kart 64
- 42 Maximum Force
- 36 Mega Man Battle & Chase
- 48 Nanotek Warrior
- 61 NHL FaceOff '97
- 52,98 Norse by Norsewest
- 58 Perfect Weapon
- 108 Rage Racer
- 48 Revelations Persona
- 50 Soul Blade
- 50 Spider
- 58,61 Star Gladiator
- 106 Thunder Truck Rally
- 48 Tiger Shark
- 38 Time Crisis
- 32 Tobal 2
- 35 Toshinden 3
- 44,96-97 Turok: Dinosaur Hunter
- 103 Vandal Hearts
- 107 WCW vs. the World
- 42 Wild Arms
- 56 WWF: IYH
- 38 Xevious 3D

# NUMBER 92

# INDEPENDENCE DAY

WIN BACK YOUR INDEPENDENCE DAY FROM THE MENACING ALIENS! THE STORY STARTS ON PAGE 92!

COVER ART BY CRAIG RAE

## DEPARTMENTS

- 6 **INSERT COIN**  
Our editor talks about Sony's new PlayStation 2.
- 18 **PRESS START**  
The news that's making headlines in the world of video games.
- 26 **TOP 10**  
See which video game won the number-one spot.
- 28 **GAMING GOSSIP**  
THE inside source on the gaming industry from Q-Mann.
- 32 **PROTOS**  
Exclusive first-looks at games on the horizon.
- 44 **REVIEW CREW**  
A no-holds-barred critique of gaming's latest releases.
- 56 **TRICKS OF THE TRADE**  
Want a power trip? Check out the hottest cheats here.
- 64 **SPECIAL FEATURES**  
The best of '96, plus SF3 and Tekken 3 updates.
- 94 **NEXT WAVE**  
Get a sneak peek at upcoming titles for all systems!
- 104 **TEAM EGM**  
Previews and reviews for sports gamers.
- 110 **INTERFACE**  
An open forum for readers' questions and concerns.

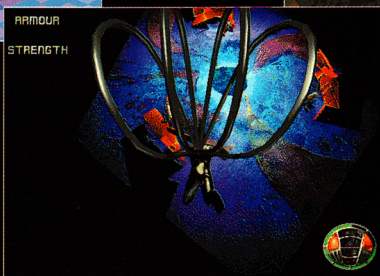
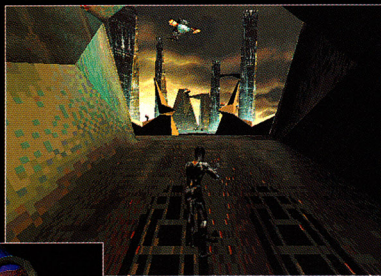
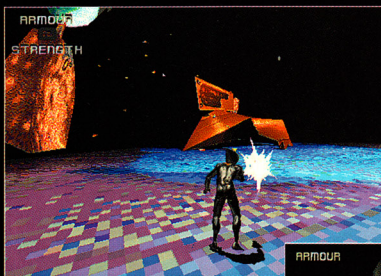
## WIN BIG!

# DONKEY KONG COUNTRY 3

**YOU WANT THE GOODS?** Don't miss your chance to **ENTER THIS GREAT CONTEST...** You will be going ape in Busch Gardens if you win the Nintendo DKC3 contest! Look for more details on page 113!







*"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."*

— PC GAMER

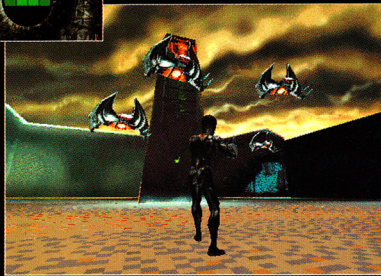
*"One of the most innovative games ever created."*

— GAMEFAN

# ON A GOOD DAY, ONLY 2.5

*"There are too many innovations...to list here."*

— COMPUTER PLAYER



RATING PENDING  
**RP**  
ENTERTAINMENT SOFTWARE  
RATING BOARD



PC CD-ROM

Created by Shiny Entertainment, Inc. © 1996 Shiny Entertainment, Inc. MDK is a trademark of Shiny Entertainment, Inc. All rights reserved. Artwork and design © 1996 Playmates Interactive Entertainment Inc. PIE™ is a registered trademark of Playmates Interactive Entertainment Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.



# THIS MONTH



64

## THE WHO'S WHO OF STREET FIGHTER III

We've been feeding the starved Street Fighter fans morsels of gaming info about the third installment. In this issue, get ready to take a huge bite of knowledge regarding the cast members and their moves! The story begins on page 64!

"Remember the old man in Chun-Li's original stage background? Well, he's back and he may do more than just watch..."

## THE COMPETITION RAGES ON WITH TEKKEN 3!

It seems like three is the magic number! Tekken 3 goes above and beyond what Tekken 1 and 2 had to offer. With its enhanced graphics and new moves and techniques, this installment might just blow away the competition! The story begins on page 80!

"Tekken 3 already looks like it'll be to Tekken 2 what that sequel was to the first Tekken."



80



82

## FIND OUT WHICH GAMES WERE NUMBER ONE IN '96!

Mario, Crash, Sonic...PlayStation, Saturn, Nintendo 64...what was the best of the best in 1996? In this issue, see which games and systems were awarded the number-one slot. Also, find out which game you—the reader—picked as the best for 1996! The story begins on page 82!

"Super Mario is by far the single best video game of 1996."

96

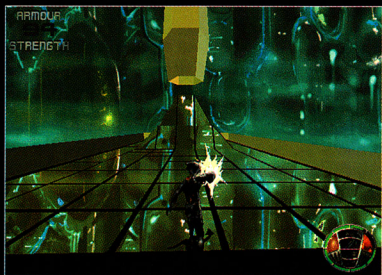


## TUROK: DINOSAUR HUNTER

## NEXT WAVE

- 94 DOOM 64
- 96 TUROK:  
DINOSAUR HUNTER
- 98 NORSE BY NORSEWEST
- 99 FIGHTERS MEGAMIX
- 100 CRYPT KILLER
- 101 CITY OF LOST CHILDREN
- 102 CARNAGE HEART
- 103 VANDAL HEARTS





Your planet is being bulldozed by the ton. Six massive mobile mining cities, controlled by a force that nobody can stop, are strip mining the Earth's surface, overrunning and crushing anything in its path. Unless you can stop them.

# BILLION PEOPLE WILL DIE.

- Unbelievable 3-D graphics, adrenaline-pumping gameplay and extremely fluid movement through a massive and wide open playing environment.
- Over 60 arenas of play spread out over 6 mobile cities.
- Over 60 hours of game-play.
- A fully reactive program intelligence where enemies think, listen and communicate in a calculated assault on your life.
- An arsenal of innovative

weapons and equipment including:

- A helmet-mounted sniper rifle with vision goggles – target enemies from over two miles away.
- A living polymer suit that protects from piercing projectiles.
- A high-tech reusable parachute.
- Bombs...decoys... homing sniper grenades... and many more.



**IT THINKS. THEREFORE IT KILLS.**

<http://www.playmatestoy.com>



611 Anton Blvd., Suite 500  
Costa Mesa, CA 92626  
(714) 428-2100



# \$390M+ LAWSUIT VS. SONY THRUST INTO SPOTLIGHT

THE BEST VIDEO GAME NEWS

# PRESS START

## Game Developer Alleges Sony Sought Hostile Takeover in '93

**A** 2-year-old lawsuit against Sony Corp. has received newfound attention after representatives for the plaintiff, a sports video game developer, publicized details about the suit.

The suit, which seeks more than \$390 million in damages, claims that Sony representatives hired away employees from Park Place Productions, a California-based firm which designed and developed the first John Madden football game and other 16-Bit titles.

The suit also claims those employees hired away from Park Place allegedly took "hardware, software and proprietary source codes" from Park Place in December of 1993, representatives for the plaintiff stated.

When contacted, a Sony Computer Entertainment of America official declined to comment on the ongoing suit.

Attorneys for Park Place claim that Sony had sought to buy

the developer and hire its employees to form an in-house development team to make sports titles for the PlayStation, such as NFL GameDay.

"Once Sony set its mind on taking our company's sports development teams, there was very little we could do to prevent it," stated Park Place reps, who claim that Sony had allegedly "pillaged and plundered Park Place, taking our company's most valuable assets...cutting out the heart of our company."

As of press time, the suit remains in pretrial litigation, according to Park Place attorney Gerald E. Sarte.

While the lawsuit alleges "questionable" tactics on Sony's part, it must be noted that game publishers routinely hire workers away from one another—that's just the nature of an industry in which firms aggressively seek top talent. There's nothing necessarily illegal about that practice.

Due to the unique nature of the charges claimed in the suit, EGM will continue to monitor it until the dispute is resolved. ■

## Sony Merges Control of PS

Worldwide control of the PlayStation's global strategy is returning to its roots—Japan.

Sony Computer Entertainment Inc. (SCEI) has said that it will incorporate the ownership of the North American and European PS operations back into SCE in Tokyo.

The consolidation of leadership will let SCE staffers concentrate on expanding the PlayStation's leadership in North America and the world," said Kaz Hirai, chief operating officer for SCE of America.

## TECHNOLOGY



### The Setup

This picture, supplied by Nippon Telegraph and Telephone Corp., shows an artist's rendition of the video phone interface. The interface unit—that houses the circuitry, microphone and camera—plugs into the Saturn's cart port. Users can hear and see the folks they "dial up" via a TV screen or monitor. Connections can be made via standard phone lines or ISDN.

## SS TURNS VID PHONE

**T**o paraphrase a familiar telephone slogan, Sega is letting its 32-Bit console reach out and touch someone—at least in Japan.

That country's main phone company, Nippon Telegraph and Telephone Corp., and Sega Enterprises have teamed up to sell a videophone system that works with the Saturn, according to overseas reports.

The product, dubbed the SS Phoenix, will allow Saturn owners to talk to as well as see each other via a special camera (see sidebar) that plugs into the Saturn.

The SS Phoenix will sell for under \$400 U.S. and should hit the market this spring, overseas sources stated.

At this point, it appears unlikely that Sega of America will make a U.S. version of this videophone peripheral. ■

## NUMBERS

### The Good

■ Sony: Asserts itself as top gun with 3 million PS systems out in North America.

### The Bad

■ Sega: Despite better Saturn sales, company faced sharp profit decline in '96.

### The Ugly

■ Nintendo: N64 sales are hot, says tired Santa. Is he to blame for all the N64 delays?

## BIG THREE BASK IN HOLIDAY'S GLORY

**A**fter a fruitful holiday season, console makers have rejoiced within a flurry of positive sales figures.

Both Sony and Nintendo have thrown figures at one another, each touting that their respective systems are tops.

Nintendo states 1.6 million N64s were sold in North America in 1996, making it the fastest-selling system ever.

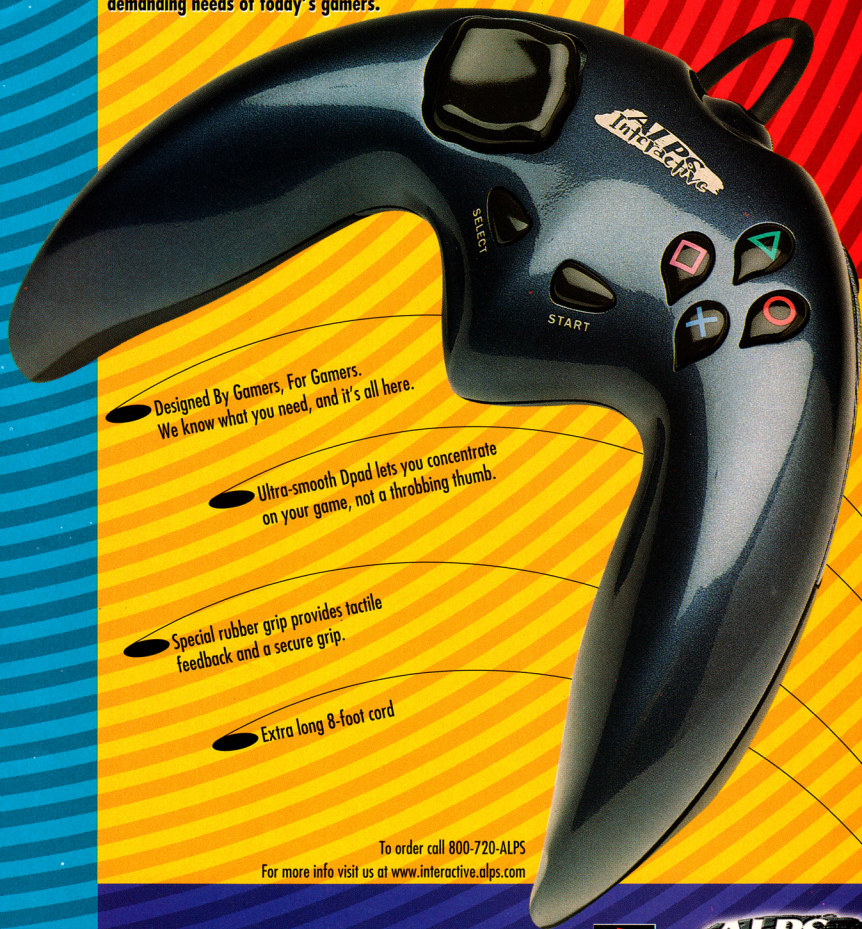
Meanwhile, Sony contended that bigger is better, claiming a 3 million installed base for the PS in North America.

Due to expected losses in the 16-Bit market and Sega of America's sales, the parent Sega Enterprises has forecast a 66 percent profit slash for 1996. Still, Sega extended a free software Saturn offer due to that promotion's success. ■



# 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.



Designed By Gamers, For Gamers.  
We know what you need, and it's all here.

Ultra-smooth Dpad lets you concentrate  
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)

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. Alps is a registered trademark of Alps Electric Co., Ltd. of Japan. Alps Interactive and the Alps Interactive logos are trademarks of Alps Electric Co., Ltd. Patent Pending.



G  
A  
M  
E  
P  
A  
D



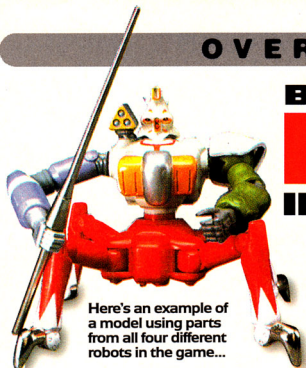


**THE SPIDER THAT'S ALSO AN  
EXTERMINATOR**





# BANDAI PUTS THE PLAY IN PLAYSTATION



Here's an example of a model using parts from all four different robots in the game...

## Robot Fighter Uses Mix-n-Match Models To Build Characters

Every once in a while, a video game comes into the office that's so offbeat and quirky, it elicits "oohs," "aahs" and the occasional "huh?" from the *EGM* editors.

That's exactly what happened when Bandai's ZXE-D Legend of Plasmatite, a fighting game for the Sony PlayStation. What separates this title from the crowd are four model kits that



...and here, that model is shown on screen, once it's plugged into the PlayStation.

come with the game. These snap-together models plug into the PS via a special memory card and have interchangeable arms and legs (see sidebar).

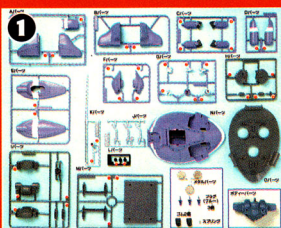
Instead of a fighting game with predesigned characters, the player can custom-create his/her own fighting machine by mixing

and matching the model robots' pieces. Since the models plug into the special memory card, the PS can "read" the changes and create an on-screen version of the robot designed. Since the models are only used to "build" the various fighting robots (they don't move or shake during a fight), their functionality is rather shallow. Still, the concept of linking PS games to toy models seems intriguing enough to consider its potential. For instance, imagine a fighting game that lets you choose the characters you want—by selling them separately as action figures with customized memory cards.

Unfortunately, gamers probably won't see ZXE-D in the United States. First off, the package sports a hefty price tag—almost \$180 U.S. for the game plus models. More importantly, the fighting game is rather poor. ■



In ZXE-D, players earn skill points after each victory. These points can be used to power up the fighter's body parts. Devoting a specific number of points to an arm or leg, for instance, can give the player a new special attack. These moves vary depending on what parts the robot uses.



## How Does It Work?



**1 The Package:** The PlayStation game comes in a huge box (larger than the one the PS hardware comes in). Included inside: four snap-together plastic model kits, the CD game, instructions and a special memory card (more below).

**2 Put the Models Together:** Think of this package as two toys in one. The first step is to assemble the models, which stand 10 inches tall when finished. The robots' arms and legs are fully interchangeable.

**3 Modify the Models:** Each model's body (left) contains an electronic chip that "reads" what arms and legs are plugged into it. The plugs (also pictured left) are color-coded for each mech, resulting in plenty of different robot configurations.

**4 Hook Up the Models to the PlayStation:**

See the plug in the back of the robot's body (above)? That links the robot to a special PS memory card (right). When the game starts up, it will read the robot's configuration, and "rebuild" it into an on-screen fighter. At that point, the player can customize the robot's logo, color, skills and pilot—then save the changes on the card.



## EIGHT LEGS AND HEAVILY ARMED.



You're trapped in the body of a cyborg spider. Creeping down drain pipes. Crawling on ceilings. Wandering through



over 30 levels in six 3D worlds. You're picking up missile launchers, slashers and other deadly weapons as you



fight cyber rats, mantises and wasps. Needless to say, you're not an itty bitsy spider.



## SPIDER. THE VIDEO GAME.

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

**BMG**  
INTERACTIVE

**BOSS**  
GAME STUDIOS

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Spider: The Video Game, Boss Game Studios and the Boss Game Studios logo are all trademarks of Boss Game Studios. The BMG logo is a trademark of BMG Music. All rights reserved.





**WHEEL OF PS FORTUNE**



ASCII's Mach 1 might be the closest PS add-on yet to satisfy both flight freaks and driving demons.

In January, *EGM* revealed news of a PlayStation steering wheel that debuted at the PS Expo in Japan last year. Editors have learned this wheel will be coming to North America under a new name: the Mach 1. The company bringing out the peripheral, ASCII, hopes to have the wheel in stores by the time you read this.

The Mach 1 adapts to virtually any game and player's preference. Not only does the wheel sport four different button configuration settings, it also boasts full digital and analog compatibility with all PS games. It offers four settings: analog, standard digital, pulse output (which simulates analog control with digital games) and "analog joystick."

That last setting sounds very promising. In this mode, the steering column actually moves forward, backward, up and down for additional flight game control. (For racing games that don't need this extra dimension of control, the steering column can be locked in position.) On the wheel itself is a special 360-degree digital D-pad and a set of turbo fire buttons.

According to ASCII, the Mach 1 fits between a player's legs, or it can be secured to a desk or table with a metal clamp. The steering wheel angle can be adjusted to fit players' tastes.

Acceleration and brake pedals round out the steering wheel package. No retail price has formally been announced for the U.S. model, but its counterpart in Japan sells for about \$60 U.S. Look for a detailed review in a future issue. ■

**PREVIEW**

**BIG MAX ATTACK**



Also from Nyko is the Maximizer Joystick for the Saturn and PlayStation (PS model shown). Its most unique feature is a fire button pad that rotates 270 degrees; the player can twist the pad to find a comfortable fit. All eight buttons feature independent auto and turbo fire. In addition, there's a slow-motion switch.

Either model retails for \$49.99 U.S. Look for a hands-on review in a future issue. ■



Nyko's Cobra light gun easily stands up to heavy-duty abuse. For extra flash, the gun has red LEDs that light up when in use.

**LOCK AND LOAD**

**High-Speed Trigger Makes Gun A Hot Shot**

Virtually every gamer who's used a light gun knows it as the kiss of death: to die at the hands of on-screen baddies because he or she forgot to reload the gun.

For once, wouldn't it be nice to play a game without shooting off the screen every five seconds to reload, and just "go postal" on enemies with a light gun that operates more like an Uzi than a pea shooter?

Well, that's exactly the kind of weapon Nyko has devised: the Cobra Gun, which works for both Sega Saturn and Sony PlayStation. To test it, *EGM* pitted it against one of the top shoot-em-ups around: Sega's Virtua Cop 2 for the Saturn.

Suffice to say, the gun's massive firepower allowed one editor to beat the game in its entirety in just two tries—a feat that wouldn't have been done with any other gun currently out.

How was that possible? Well, the Cobra boasts two impressive features. First, it offers programmable auto reload that can be set from one to 15 shots (depending on the game). Second, it has three rapid-fire speeds. Either of these features can be turned off or on to suit a player's preference.

However, with both features on, the Cobra is a killing machine. With VC2, the gun's user mowed down enemies (and the occasional innocent civilian) with amazing ease. Only twice did the gun's high-speed firing seem to stall, requiring an off-screen shot to free it up.

The gun seems slightly heavy, which is probably the Cobra's only shortcoming. Otherwise, it's a solid all-around performer. ■

**Cobra**  
\$39.99 (msrp)  
Available now

**hot** **Pluses:**  
+ auto reload means you never need to shoot off screen + sturdy design can take big abuse + can use with both PS and SS

**not** **Minuses:**  
- a bit heavy



The dual-end plug works with either the Saturn or PS.

**Sega Channel** is alive and kicking in 1997, thanks to an upgrade of its video-game-on-demand cable service. First off, the channel will now update games biweekly rather than monthly—effectively boosting the number of games available per month from 50 to 70. Plus, the channel has crafted a deal with **Disney Interactive** to offer titles such as Aladdin, Gargoyles and Maui Mallard in Cold Shadow (which isn't even available in stores) on the cable service. For online info on the Web, visit [www.sega.com/central/channel](http://www.sega.com/central/channel).

**Sega** of America has remained quiet as to future Net Link Saturn titles (played via modem) other than a new version of **Sega Rally Championship**. Still, in Japan **Sega** has brought out a Net Link version of the fighting game **Virtual On**, which seems a virtual lock for a U.S. translation. Another unconfirmed Net Link title is **Quake** from **GT Interactive**. Hopefully, further details will come to light next month.

While we're on the subject of Net Link, **Sega** is offering a new premium online TV channel for Net Link owners. Called On-TV, the service has updated news, sports, weather, TV and entertainment info, just to name a few topics.



# Have a **BLAST** with **MOOTOWN!**

S N A C K S

Tons of  
explosive  
tastes!

Take them  
TO GO!



COOL  
STUFF!

**MOOTOWN** & **SEGA'S** **SONIC**  
S N A C K S B L A S T

**Ultimate Home Video Game Giveaway!**  
See Mootown packages for details.

Visit our Web site at: <http://www.mootown.com>

**Buy 1**  
**Get 1 FREE**

On any  
Mootown Snacks  
4 oz. or larger

MANUFACTURER'S COUPON

EXPIRES 04/15/97

RETAILER:  
PLEASE FILL IN YOUR  
RETAIL PRICE (LIMIT \$1.99)

RETAIL PRICE



Cut  
Here

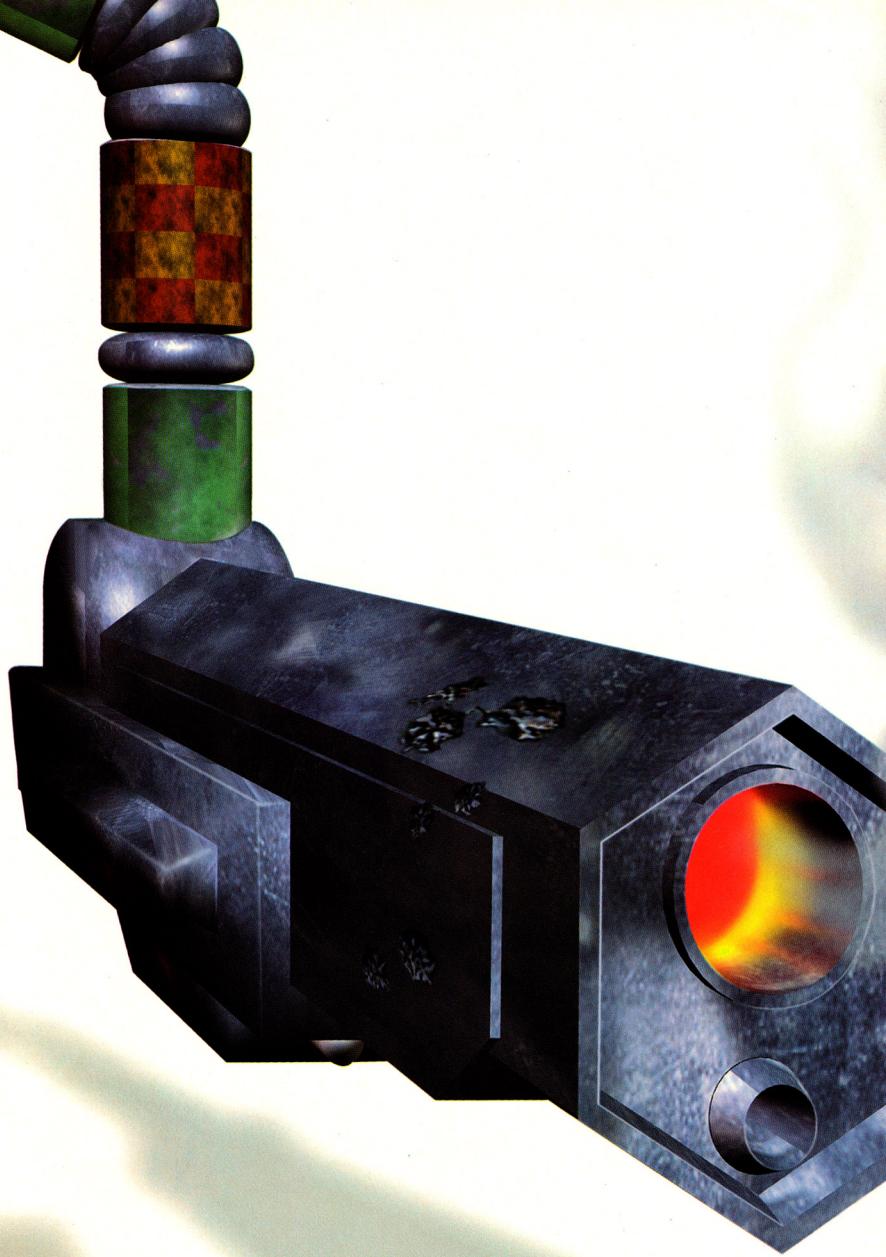


Retailer: We will redeem this coupon for the price paid (limit \$1.99) plus 8¢ handling for the specified product. Proof of sufficient stock to cover redemption must be shown on request. Limit one coupon per purchase. Customer must pay sales tax involved. Cash value of coupon, 1/100th of 1¢. Void where prohibited, restricted or otherwise regulated. For redemption, mail coupon to Sargento Foods Inc., P.O. Box 880727, El Paso, TX 79888-0727.

189102



5 46100 30001 0 (8100) 18910





INTRODUCING THE ALL-NEW MECHWARRIOR®2  
ARCADE COMBAT EDITION.

REBUILT FROM THE GROUND UP.

MechWarrior 2 has been fully customized for console systems. Built with 48 lethal missions — sixteen exclusive console scenarios, plus six training missions. Simplified controls, intense power-ups and turbo-charged AI for ultra-fast, shooter-style gameplay. Loads of 'Mechs per mission and enough firepower to obliterate anyone who refers to this game as just a PC port.

ACTIVISION PRESENTS  
**MECHWARRIOR®2**  
31ST CENTURY COMBAT

ARRIVES MARCH 28TH



*48 missions with awesome power-ups including Stealth and Invincibility!*



*Ultra-fast gameplay packed with lethal missiles and 'Mechs!*



*Advanced tactical artificial intelligence and stunning 3-D texture-mapping!*



*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.*



# ELECTRONIC GAMING MONTHLY'S REVIEW CREW

## TOP 10 PICK OF THE MONTH

FEBRUARY 1997

### OVERALL

1	NEW	<b>Mario Kart<sup>64</sup></b>	9.3	
		Nintendo		
3	5	<b>Dragon Force</b>	8.3	
		Working Designs		
2	1	<b>SF Alpha 2</b>	9.1	
		Capcom		
4	2	<b>Tomb Raider</b>	9.1	
		Eidos		
5	NEW	<b>Soul Blade</b>	8.3	
		Namco		
6	4	<b>Tetris Attack</b>	8.3	
		Nintendo		
7	3	<b>Tekken 2</b>	8.5	
		Namco		
8	3	<b>Super Mario<sup>64</sup></b>	9.5	
		Nintendo		
9	1	<b>Command &amp; Conquer</b>	8.9	
		Westwood Studios		
10	7	<b>Suikoden</b>	8.7	
		Konami		
11	16	<b>Twisted Metal 2</b>	8.3	
		SCEA		
12	10	<b>Shadows O.T.E.</b>	8.3	
		Nintendo		
13	NEW	<b>Revelations: Persona</b>	8.0	
		Atlus		
14	6	<b>Wave Race<sup>64</sup></b>	9.0	
		Nintendo		
15	NEW	<b>Spider</b>	7.4	
		BMG Interactive		
16	15	<b>John Madden '97</b>	9.1	
		Electronic Arts		
17	NEW	<b>Norse By Norsewest</b>	7.4	
		Interplay		
18	NEW	<b>Turok: D.Hunter</b>	6.9	
		Acclaim		
19	12	<b>Virtua Cop 2</b>	8.1	
		Sega		
20	11	<b>Legacy of Kain</b>	8.6	
		Activision		

### PLAYSTATION

1	1	<b>Tomb Raider</b>	9.1
		Eidos	
2	NEW	<b>Soul Blade</b>	8.3
		Namco	
3	1	<b>Tekken 2</b>	8.5
		Namco	
4	2	<b>Suikoden</b>	8.8
		Konami	
5	7	<b>Twisted Metal 2</b>	8.3
		SCEA	
6	NEW	<b>Revelations: Persona</b>	8.0
		Atlus	
7	NEW	<b>Spider</b>	7.4
		BMG Interactive	
8	6	<b>John Madden '97</b>	9.1
		Electronic Arts	
9	4	<b>Legacy of Kain</b>	8.6
		Activision	
10	NEW	<b>NanoTek Warrior</b>	7.9
		Virgin Interactive	

### SATURN

1	2	<b>Dragon Force</b>	9.0
		Working Designs	
2	1	<b>SF Alpha 2</b>	9.1
		Capcom	
3	1	<b>Command &amp; Conquer</b>	8.9
		Westwood Studios	
4	NEW	<b>Norse by Norsewest</b>	7.4
		Interplay	
5	4	<b>Virtua Cop 2</b>	8.1
		Sega	
6	10	<b>Dark Savior</b>	8.4
		Sega	
7	NEW	<b>Puzzle Fighter 2</b>	7.4
		Capcom	
8	1	<b>DecAthlete</b>	8.3
		Sega	
9	1	<b>Iron Storm</b>	8.0
		Working Designs	
10	NEW	<b>Virtual On</b>	7.9
		Sega	

**HOW TO READ THE TOP 10 CHART**

2 20 **Name of Game** 9.1

Publisher's Name

Average Review Crew Score

# Consecutive Months On The Chart

Last Month's Rank

Rank Number

Game System

**F**or the first time anywhere, the editors of *EGM* have put together a listing of the best games for the most popular systems. Our Review Crew has done the ratings, and they have been averaged into one easy-to-read score. It is also important to note that sometimes a game will get ranked higher than others with larger Review Crew scores. This is because the game is "hot," and it is one which our Review Crew is constantly playing. These lists will change every month as additional games are reviewed.

The games are ranked by individual system, and there is an overall top 20 list for all the systems. This last list will pick up any hot 16-Bit or portable game that may come out.

On the right-hand page, we have put together a list of all of the games that will be coming out in the next three months for the three major game systems. This list should be helpful for players, so that they can plan out their future game purchases. The game name and the month the title will be released was obtained from each of the game companies and is correct as of the middle of the month.

Please note that the release date could change due to reasons beyond our control.

### NINTENDO<sup>64</sup>

1	NEW	<b>Mario Kart<sup>64</sup></b>	9.3
		Nintendo	
2	1	<b>Super Mario<sup>64</sup></b>	9.5
		Nintendo	
3	1	<b>Shadows O.T. Empire</b>	7.9
		Nintendo	
4	2	<b>Wave Race<sup>64</sup></b>	9.3
		Nintendo	
5	NEW	<b>Turok: D.Hunter</b>	6.9
		Acclaim	
6	1	<b>MK Trilogy</b>	8.1
		Midway	
7	5	<b>Gretzky Hockey</b>	8.3
		Midway	
8	1	<b>Killer Instinct Gold</b>	6.9
		Nintendo	



# COMING SOON

## PLAYSTATION

Battle Stations	EA	Mar.	Action
Battlesport	Acclaim	Mar.	Act/Sports
Broken Helix	Konami	Mar.	Act/Adv
Buster Bros	Capcom	Mar.	Puzzle
Codename: Tenka	Psygnosis	Mar.	First-Person
Crypt Killer	Konami	Mar.	Shooter
Darklight Conflict	EA	Mar.	Action
Grand Slam	Virgin	Mar.	Sports
ID4	Fox Interactive	Mar.	Action
Lands of Lore	Westwood Studios	Mar.	RPG
Lethal Enforcers 1 & 2	Konami	Mar.	Shooter
MechWarrior 2	Activision	Mar.	Simulation
NanoTek Warrior	Virgin	Mar.	Shooter
NBA Shootout '97	SCEA	Mar.	Sports
NCAA BB Final Four '97	Mindscape	Mar.	Sports
Need for Speed 2	EA	Mar.	Sports
Peak Performance	Atlas	Mar.	Sports
Project X 2	Acclaim	Mar.	Shooter
Real Bout Fatal Fury	SCEA	Mar.	Fighting
Sentient	Psygnosis	Mar.	RPG
Shadoan	Readysoft	Mar.	Act/Adv
Swagman	Eidos	Mar.	Adventure
Thunder Truck Rally	Psygnosis	Mar.	Sports
Tiger Shark	GT Interactive	Mar.	Action
Vandal Hearts	Konami	Mar.	RPG
VMX Racing	Playmates	Mar.	Sports
VR Baseball	Interplay	Mar.	Sports
WCW vs. the World	THQ	Mar.	Sports
Wing Commander 4	Origin	Mar.	FMV/Shooter
Xevious 3D	Namco	Mar.	Fighting
All-Star Baseball '97	Acclaim	April	Sports
Armed	Interplay	April	Action
Ballistic Pinball	Acclaim	April	Sim
Bedlam	GT Interactive	April	Action
Brahma Force	Jaleco	April	First-Person
Caesar's World of Gambling	Interplay	April	Sim
Clay Fighter Extreme	Interplay	April	Fighting
Cyberbots	Capcom	April	Fighting
Descent Max	Interplay	April	Action
Discworld 2	Psygnosis	April	Adventure
Gamera 2000	T*HQ	April	Action
Heaven's Gate	Atlas	April	Fighting
Marvel Super Heroes	Capcom	April	Fighting
MDK	Playmates	April	Action
Mega Man Battle & Chase	Capcom	April	Action
Nightmare Creatures	Kalisto Entertainment	April	Adventure
Over Blood	EA	April	Adventure
QAD	Philips	April	Action
Rebel Moon Rising	GT Interactive	April	Action
Soul Blade	Namco	April	Sports
Syndicate Wars	EA	April	Action
Tale of the Sun	SCEA	April	Adventure
Wild Arms	SCEA	April	RPG
D & D Collection	Capcom	May	Fighting
H.O.S.T.	MGM Interactive	May	Shooter
Midnight Run	Konami	May	Sports
Rage Racer	Namco	May	Shooter
Red Asphalt	Interplay	May	Act/Race
XS	Sales Curve	May	Action



## NINTENDO 64

Doom 64	Midway	Mar.	1st Person
GoldenEye	Nintendo	Mar.	Action
Mission: Impossible	Ocean	Mar.	Act/Adv
Turok: Dinosaur Hunter	Acclaim	Mar.	First-Person
Dark Rift	Vic Tokai	April	Fighting
MLB featuring Ken Griffey Jr.	Nintendo	April	Sports
Blast Corps	Nintendo	May	Action
Clay Fighter Extreme	Interplay	May	Fighting
Crazy Cars	Titus	May	Sports
Kirby's Air Ride	Nintendo	May	Action
Lamborghini 64	Titus	May	Sports
StarFox 64	Nintendo	May	Shooter

## SATURN

Albert Odyssey	Working Designs	Mar.	RPG
Battle Stations	EA	Mar.	Action
Battlesport	Acclaim	Mar.	Act/Sports
Darklight Conflict	EA	Mar.	Action
Destruction Derby	T*HQ	Mar.	Act/Sports
Grand Slam	Virgin	Mar.	Sports
ID4	Fox Interactive	Mar.	Action
Krazy Ivan	T*HQ	Mar.	Action
MechWarrior 2	Activision	Mar.	Simulation
S.C.U.D.	Sega Soft	Mar.	Act/Shooter
Shadoan	Readysoft	Mar.	Act/Adv
Swagman	Eidos	Mar.	Adventure
VR Baseball	Interplay	Mar.	Sports
VR Pool	Interplay	Mar.	Sports
Adidas Power Soccer	T*HQ	April	Sports
All-Star Baseball '97	Acclaim	April	Sports
Armed	Interplay	April	Action
Assault Rigs	T*HQ	April	Action
Bedlam	GT Interactive	April	Action
Brunswick World TOC	T*HQ	April	Sports
Caesar's World of Gambling	Interplay	April	Simulation
Cyberbots	Capcom	April	Fighting
Lunacy	Atlas	April	RPG
NBA Action '97	Sega	April	Sports
Syndicate Wars	EA	April	Action
JP2: Lost World	Sega	May	Action
Magic Knight Rayearth	Working Designs	May	Act/RPG
Marvel Super Heroes	Capcom	May	Fighting
NFL Unleashed	Sega	May	Sports
Timon & Pumba	T*HQ	May	Action





- **New video game TV show debuts**
- **MK4 postponed until July**
- **Tekken movie this summer**
- **Metroid 64 and Kid Icarus 64 update**
- **1998 PlayStation 2 release**
- **Mega Man Neo for N64 at E'**

Welcome, welcome one and all to this month's episode of Quartermann, home of the juiciest video game info in all the land. As loyal and obedient servants to hardcore gamers everywhere, the Q-crew feels that it's our duty to excavate and then inform you, the reader, of all covert game-related news that the game companies don't want you to know about. Plus, we just love to see them squirm. Anyway, on with the show....

Speaking of shows, the Q-Mann recently got a chance to see an early screening of *The Electric Playground*, a new video game TV show hosted by none other than Tommy Tallarico. (The Q likes to refer to him as the Elvis of video game musicians. His credits include: Earthworm Jim 2, Skeleton Warriors, Black Dawn and Spot Goes to Hollywood, just to name a few.) The word on the street says that the Fox network is muy interested in adding the series to their TV lineup, as it skews toward their philosophy of cutting-edge, youth-related programming. *TEP* will highlight the latest games, gaming events, celebrities who play games, developers of games and so on.

Moving away from the boob tube and on to the big screen, our Japanese spies have uncovered news on Namco's new Tekken movie, due to hit Japanese theaters this summer. *Tekken: the Movie* will be Namco's first full-length motion picture and will feature 100 percent rendered computer graphics a la *Toy Story* and the FMV seen in Namco's current PlayStation games. The plot of *Tekken: the Movie* is said to take place sometime after Tekken 3's story line. With this movie, Namco is taking a page from the "Midway book on filmmaking." See, one of the roles of this movie is to help promote Tekken 3: the game and vice versa, which is a similar tactic Midway used with *Mortal Kombat: the Movie* and MK3...see the connection? Namco is also using this movie as a bridge between Tekken 3 and Tekken 4 (due out late 1998), and it's not just a bridge in the story line. Besides setting up a preface for T4, Namco is rumored to be using the 3-D models from the movie and importing the data for use in Tekken 4. Sega performed a similar movie when they used the data from their VF2 CG illustrations collection as the basis for the 3-D models in VF3...deja vu, revisited...Tekken 4 will be the perfect opportunity for Namco to use the complex 3-D models from the movie because T4 is one of the first games due out for the 64-Bit Sony PlayStation 2. The arcade version of Tekken 4 is due out around the middle of 1998, and the PS2 version should ship in early 1999.

Speaking of which, the PS2 is in the final stages of development and is slated for a 1998 release in Japan and a 1999 release in the US. More details of the PS2 specifications are finally begging to surface. The unit is said to feature an eight-speed CD drive, anywhere from six megabytes to eight megabytes of SDRAM and an updated version of the dual-analog joystick. Rumor has it, development systems will go out to key (in Sony's eyes) developers later this year. Namco (obviously) is one of the first developers in this elite group and from what we hear, they may already have early revs of the dev-systems. The short list also includes Square, Capcom, Universal Interactive Studios and, of course, Psygnosis (who are coding up the development software as we speak). Exactly how powerful the system is isn't known at this point, but a developer in the know said it would be at least as powerful as the fabled M2 console.

On a darker note, we're hearing rumblings around the industry that all is not well with some of the software firms. We've all heard about the big monetary losses Acclaim is posting, and the company has gone out of their way to stress their plans to rectify the problem. Indeed, the company claims that they have a firm handle on the situation, but in this instance, the Q-Mann begs to differ. Reading between the lines, we see evidence that Acclaim's efforts may do little to overwhelm the impending financial storm just up ahead...stay tuned...In other tidbits, we've heard news that Sega Soft has cancelled their entire sports lineup for the Saturn for next year. Whether this is a lack of faith of the Saturn or Sega Soft's part or simply a shift of resources over to their new 64-Bit console remains to be seen.

Taking a turn back to the future, our Q-spies took an all-expense-paid vacation to the Outerworld to check out Midway's new baby, *Mortal Kombat 4*. Q-fans can rest easy; the game's development is progressing swiftnly, although the release date has been pushed back to late June/early July...why? Because if it came out two or three months sooner (the time it theoretically could be released), MK4's release wouldn't coincide with the new *Mortal Kombat* movie due this summer. And we couldn't have THAT now, could we? On the home front, MK4 is due out for the home systems this Christmas.

On the software tip, Nintendo is currently hip-deep in development with *Metroid 64* and *Kid Icarus 64* and, of course, that's good news. The bad news is that both games are a minimum of a year to two years away from release...I guess some things never change at Nintendo. Nintendo's big games for the back half of 1997 include *F-Zero 64* on cartridge and *DKC 64* on the 64 DD. Atlas is bringing out a skiing game (coded by the developers of *Val Deser*) and a strategy/RPG game along the lines of *Ogre Battle*. Both titles are due out for the PlayStation later this year. Capcom will debut *Mega Man Neo* for the N64 at this year's Atlanta E' show in June. Well guys and gals, that's about it for this month. Next month, the Q-crew will venture off to Europe to find the light at the end of the gaming tunnel. In the meantime kiddies, let's keep an eye out for the Toasted Ho-Ho recipient of next year's Best of 1997 issue! I'm Audi 5000!

# -THE Q





T H E N E W E S T

# STAR WARS™

ADVENTURES ARE COMING TO

TELEVISION





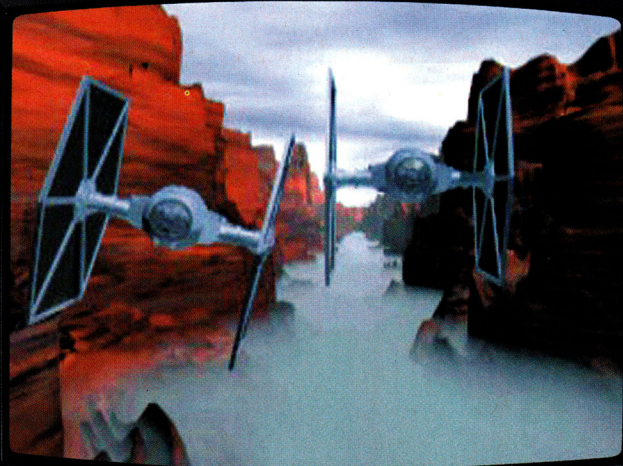
AND YOU CAN  
FIND THEM ON  
THIS STATION.



<http://www.lucasarts.com>



TRANSITION



SONY

Drop that remote. Two action-packed *Star Wars* games have arrived - specially enhanced for the PlayStation™ game console. *Dark Forces™* surrounds you with its visceral brand of first-person fire-power, while *Rebel Assault II: The Hidden Empire™* launches its perfect combination of live-action video and intense space combat. Two thrilling *Star Wars* experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?



™ and © 1998 Lucasfilm Ltd. All Rights Reserved. Star Wars, Rebel Assault, and the Lucasfilm logo is a registered trademark of Lucasfilm Entertainment Company.™ RATED 17+ is a trademark of Lucasfilm Entertainment Company.™ RATED 17+ is a trademark of Sony Computer Entertainment, Inc. The PlayStation logo are trademarks of Sony Computer Entertainment, Inc. The ratings.com is a trademark of the Interactive Digital Software Association.



# 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.

## TOBAL 2



Following the success of their hit PlayStation fighting game Tobal No. 1, the programmers at Square have decided to go another round in the fighting arena with the sequel, Tobal 2. For some reason or another, they have dropped the "No." part of the title. Perhaps we will have an explanation as to why in the game's plot.

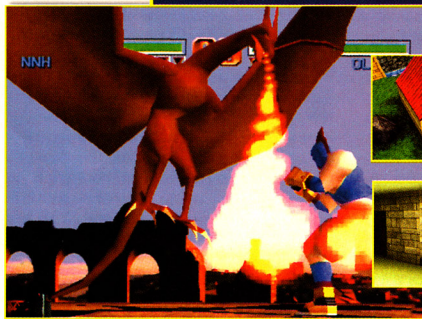
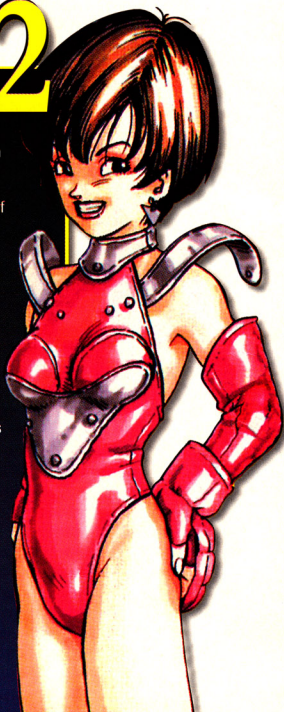
The first game was an innovative fighter with its ultra-smooth Hi-res Mode and 60 frames per second animation. Another unique feature was the ability to walk in a true three-dimensional environment inside the fighting arena. The sequel will certainly be showcasing these same features as well as adding new enhancements.

One immediately noticeable new feature is that the fighters now have projectile

moves. As you can see in the pictures, Chuji and Epon are tossing those fireballs around. These new special moves take full advantage of the PlayStation's excellent lighting capabilities and will bring a new element of fighting strategy into the game.

More updated features include new characters. To the right, you can see the new female fighter who has joined the mix. In addition to her, there are also some animal characters that range from a wolf to a dinosaur to a dragon!

Returning to the game is the Quest Mode. While the Quest Mode in the first game was fun, it seemed to be but a glimpse as to what it could become. So far, it looks as if the new Quest Mode has been greatly improved. There is a lot more detail to the levels as well as more varied locations.



PUBLISHER

SCEA

SYSTEM



PlayStation

THEME

Fighting/Adventure

RELEASE DATE

4th Qtr. '97

PLAYERS

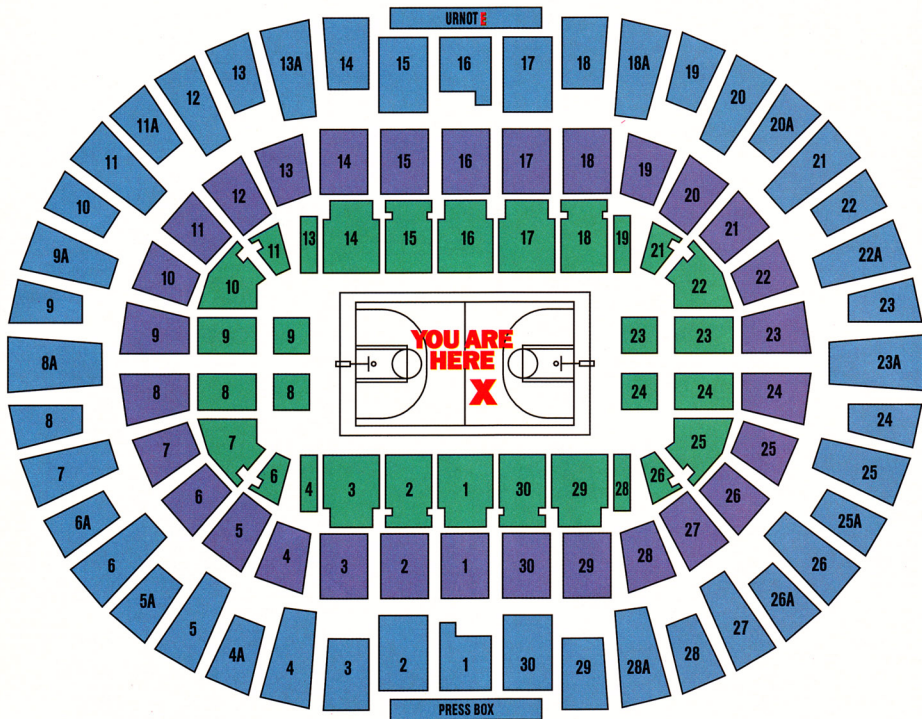
1 or 2

SIZE

CD-ROM

% COMPLETE

N/A



**COMING MARCH 15, 1997.**

**NBA SHOOT  
OUT '97**  
ONLY ON PLAYSTATION



Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. U R NOT E® is a registered trademark of Sony Interactive Entertainment Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties, Inc. ©1997 NBA Properties, Inc. All rights reserved. ©1997 Sony Computer Entertainment Europe. www.sony.com







One of the best multiplayer games ever to hit the home systems just got better. The Bomberman series comes to the Saturn and takes full advantage of its sprite processing power.

How so? Well, most of us have fond memories of great four-player Bomberman battles. The

Saturn version will allow up to 70 players to fight at the same time. You can imagine how busy the screen is going to get with 10 people trying to blow each other up at the same time. You can also imagine how messy your living room is going to be with two multitaps and 10 sets of Saturn controller wires running around everywhere.

The game features three modes of play. The Battle Mode made the series popular. Fight out battles against other human or CPU controlled opponents in a variety of unique arenas.

The Normal Mode is a one- or two-player cooperative game where you'll have to travel the world and fight an odd assortment of CPU enemies and their Bosses.

The Master Mode is similar to the Normal Mode but is more puzzle oriented. You have to find the best way out of tricky situations and do so in the shortest amount of time possible.

This newest version of Bomberman isn't the first to feature extra characters in



PUBLISHER		SYSTEM	THEME	
Sega of Japan			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
Now-Japan	1-10	CD-ROM	100%	

the form of animals (previously kangaroos). In the Saturn Bomberman, you will have several different dinosaurs that will give you new powers. They can help you stun opponents, lob bombs over walls and even jump over obstacles and blasts. You can even upgrade your dinosaurs to a bigger, more powerful version. Plus, these dinosaurs allow you to take an extra hit, extending your life for a few more precious seconds.

The only question is: Do all these little

features offer enough new game-play to warrant a look? After all, it's the same basic game at heart. The answer: hell yes! What else do you need to know other than 10-player Bomberman?



# BOMBERMAN





The year 1997 is definitely the year of the "three" sequels. There is Street Fighter III, Tekken 3 and now, Battle Arena Toshinden 3 is coming to the PlayStation.

In this rendition, it seems that Takara has a keen eye on the play mechanics of the PS megahit Tekken. The first thing added was a double amount of characters. Now, all the regular cast have their semi-different doppelganger versions. As in Tekken, beating the game will allow you to play as the sub-Bosses. There are also two hidden characters that only Toshinden masters will be able to play as.

As with many fighting games lately, Toshinden 3 has an extended combo system. You can now pull off

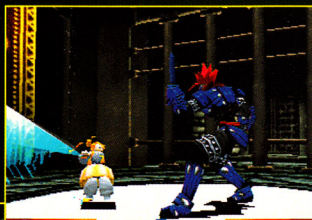
multiple-hit combos as well as juggling moves. With proper usage of the special moves, you can trap an opponent against a wall (that's right—no more ring-outs) for some massive combo damage.

The newest type of special maneuver is called the Soul Bomb. As the name suggests, it is a type of smart bomb that will rip through the other fighter if he/she is in range. The number of Soul Bombs at your disposal depends on the number of rounds you fight in per match.

Adding a bit more strategy is the super powerful Parry Attack and the ability to rebound yourself off of a wall and attack the person who just knocked you into it.

There are two different video modes that allow you to view the action in 30 or 60 frames per second. Sixty frames moves smoother and faster, but you lose the textures. Choose which mode is best for you.

With so many characters and special features, Toshinden 3 will have fans of the first two games returning for another round of fighting action.



# PROTOS

# TOSHINDEN 3

SYSTEM	RELEASE DATE
 PlayStation	September
PUBLISHER	THEME
Playmates	Fighting
PLAYERS	SIZE
1 or 2	CD-ROM
% DONE	
	75%



PROTOS

MEGA MAN  
BATTLE & CHASE

In the Next Wave for Mega Man 8 for the PlayStation (see last ish—ed.), we mentioned that there was a polygon Mega Man racing game coming out in Japan. Now, we've found out that the game, Mega Man Battle & Chase, is being released in the U.S.

Simply put, Mega Man Battle & Chase is like Mario Kart with the Mega Man characters. There are a few new features to keep the game fresh and unique.

There are three different modes in it: Grand Prix Mode, Versus Mode and Time Attack Mode. There are a total of eight tracks in Grand Prix Mode and 12 in Versus Mode.

Fans of the Mega Man series will be seeing a variety of familiar faces who they can race as, or against, in the game. Racers include Mega Man himself (racing in a modified Rush), Roll (who rides in Beat, Mega Man's robot bird ally) and Protoman. In addition to the series' heroes, you can also play as the bad guys. Shadow Man, Gutsman, Iceman, Napalm Man, Spring Man, Quick Man and Bass (riding in Treble).

Hindering you in the race are some of the more minor characters from

the series. You will run across such familiar faces as Sniper Joe and the giant Rock Monster. Even giant Mets will try to slow you down.

Each of the major racers has his/her own weapon that he/she can use to fight his/her way to the front of the race. You can also let the weapon charge itself up for a more powerful shot.

There are special weapons that are earned by collecting the cones and Mets that are scattered all over the course. These weapons include a shield, mines and the ability to disable the enemy's weapon.

A Mega Man game just wouldn't be a Mega Man game if you couldn't somehow gain an enemy's powers after you beat them. After you win a race in Battle & Chase's Grand Prix Mode, you get to steal a part from your fallen foe's car. You can collect parts such as tires, spoilers and turbo engines to create your own customized car.

Since this is Mega Man's 10th anniversary, it is good to see so many games coming out starring the Blue Bomber. Battle & Chase may stray from the Mega Man formula, but it still maintains the fun of the series.



PUBLISHER		SYSTEM	THEME	
Capcom		PlayStation	Racing	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
April	1 or 2	CD-ROM	60%	



Only \$49.95  
Call (800) 757-707  
Please mention Special Offer NP1623

IF THE THOUGHT OF  
**90,000 LBS. OF**  
**DOOR-TO-DOOR**  
**ROLLING THUNDER**  
**THRILLS YOU,**  
**WAIT 'TIL IT'S IN YOUR LIVING ROOM.**

**NASCAR**  
**RACING**

For the PlayStation™ Game Console

NASCAR. Racing for the PC was the biggest racing game ever. Now it's available for the PlayStation™ Game Console.

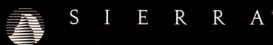


Change tires, gears, suspension, and more to customize your car's performance in Sim mode.

- Totally realistic car physics
- Customizable Simulation Mode or hop-in and-start-driving Arcade Mode
- 1996 cars and drivers on 18 different tracks, including 2 fantasy tracks
- Night racing on 3 tracks
- Hard-rock soundtrack, realistic sound effects
- Officially licensed by NASCAR®
- Also available on PC and Macintosh



In-car view puts you in the driver's seat. Rear view lets you see the big picture.



For more information, see your local software dealer or visit us at <http://www.sierra.com>.





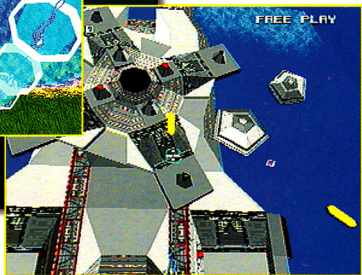
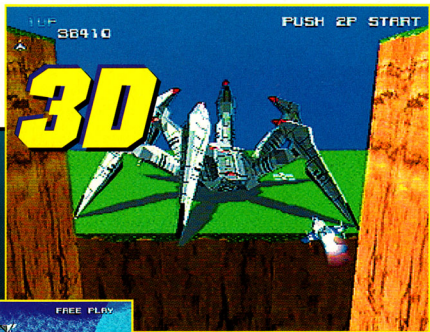
PROTOS

## XEVIOUS 3D

Namco's Xevious was one of the best shooters of the '80s. The original can be found on Namco Museum Vol. 2, but for those looking for the same Xevious-type gameplay with upgraded graphics, Xevious 3D just might be what you're looking for. The original game set a standard for overhead shooters in the arcade, copied many times but never duplicated. Using polygons instead of sprite-based graphics, Xevious 3D updates the game for the '90s, with huge full-screen Bosses, levels that look strangely familiar and hordes of enemy ships.

This isn't the first time that Namco has updated a classic title. Galaxian 3 came out in a few arcades in the U.S., a huge theater-type shooter very similar to Starblade. That game has also made its way to the PlayStation in Japan, but never got much attention in the U.S.

Fans of Xevious and shooters who have been needing a fix for years will enjoy the updated style of Xevious 3D.



PUBLISHER		SYSTEM	THEME	
Namco		PlayStation	Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
March	1	CD-ROM	N/A	

## TIME CRISIS



Combine Virtua Cop with the look of Tekken 2 and gamers will be playing Time Crisis. This shooting game from Namco puts players in the role of a super cop of sorts. As gamers make their way through level after level, they'll find that criminals tend to be easy targets. The graphics look incredible and the levels are greatly varied.

Time Crisis has something that no other shooting game has, an Action Pedal. The Action Pedal allows gamers to perform an action during play. Some actions include ducking to avoid a big hook or hiding behind a box to avoid being shot. Since Time Crisis, like many other shooting games, is set on a track, the Action Pedal gives gamers a chance to control what they're doing (even if it's only slight control).

A new shooting title with a different twist to the same old stagnating genre. Gamers just have to wait patiently until this one hits home.



PUBLISHER		SYSTEM	THEME	
Namco		PlayStation	Light Gun Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
July	1or2	CD-ROM	N/A	



# WORLD DOMINATION IN A BOX

## COMMAND & CONQUER™

FOR SEGA SATURN™ AND SONY PLAYSTATION™



Over 40 missions on two CD-ROMs



Dozens of close-ups and action shots



The ultimate strategy game

**Westwood**™  
STUDIOS  
[www.westwood.com](http://www.westwood.com)



SEGA SATURN™

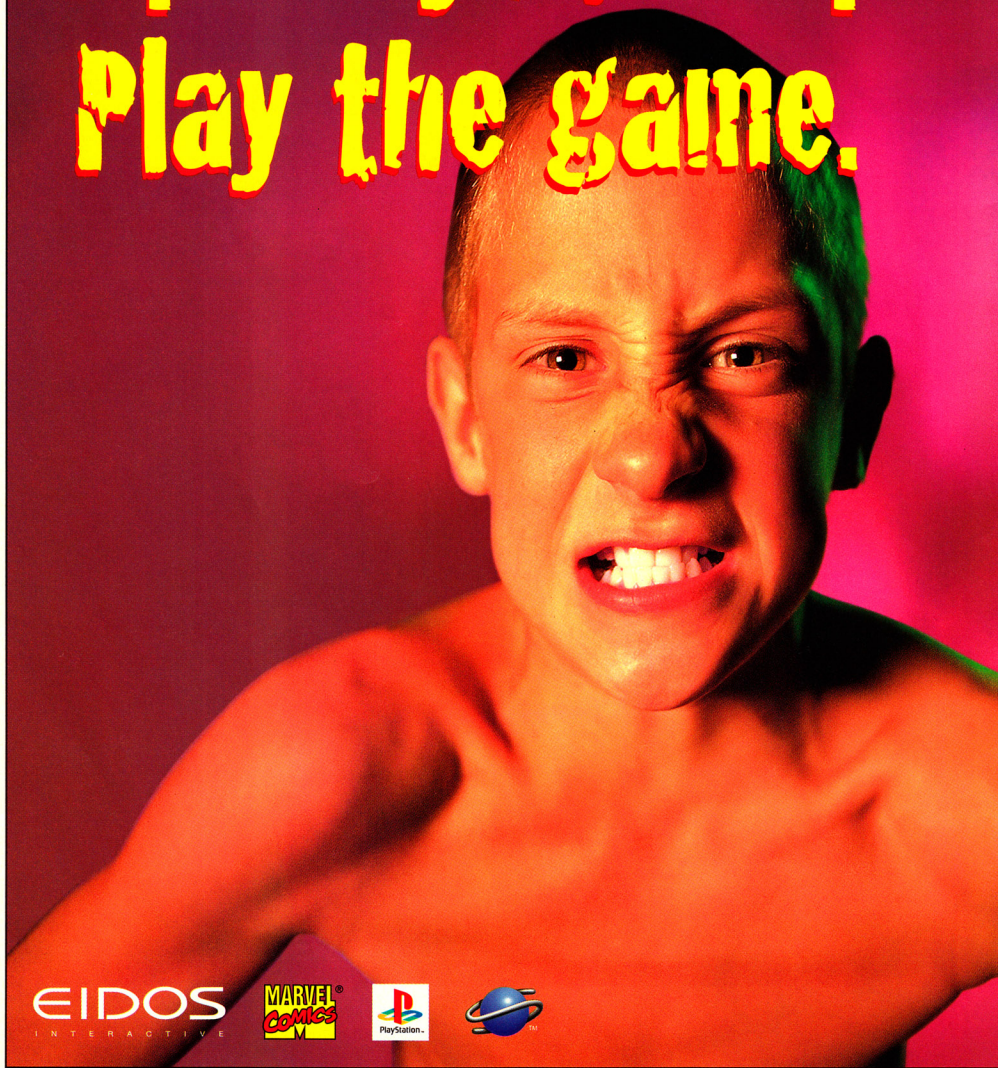


Also available on DOS, Windows®, Windows® 95 & Macintosh® CD-ROM.

Command & Conquer is a trademark of Westwood Studios, Inc. © 1997, 1996 Westwood Studios, Inc. All rights reserved. Sony PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Sega Saturn and the Sega Saturn logo are trademarks of Sega Enterprises, Ltd. Windows and Windows 95 are registered trademarks of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer.



# Spare your capill Play the game.

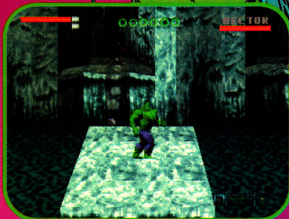


**EIDOS**  
INTERACTIVE





# aries.



Shelve the puny human routine. It's pulverize or be pulverized when you become this mean green fighting machine. Go fist to fist with the entire Pantheon gang from Ajax, Ulysses, Hector and Adalanta to your own Future Imperfect self, The Maestro. It's all part of mastering the puzzle. Not to mention, the finer points of smashing, crushing and pummeling anyone that gets in your way. So go ahead, burst a few blood vessels. Just not your own.

## THE INCREDIBLE **HULK** THE PANTHEON SAGA



EIDOS HINT LINE 1-800-288-4263  
COST OF CALL \$0.95/MINUTE/MUST BE 18 YEARS  
OR HAVE PARENT'S PERMISSION/TOUCH-TONE PHONE REQUIRED



# PROTOS

SYSTEM	RELEASE DATE
 PlayStation	March
	THEME
PUBLISHER	Adventure
SCEA	SIZE
PLAYERS	% DONE
1	N/A

# Wild Arms



Wild Arms puts the player in control of one of three different characters and each possesses unique skills and powers. The adventure's background story mixes many aspects of fantasy with science fiction while combining Japanese anime-style artwork with pre-rendered polygonal characters and backgrounds. Some other interesting points about Wild Arms are the way players can customize

the menus and icon appearances, develop their own home towns and create their own magic spells. With all this flexibility, combined with different action based on whichever character is selected, it's no wonder Wild Arms sold over 250,000 copies in Japan two weeks after release.

# MAXIMUM FORCE



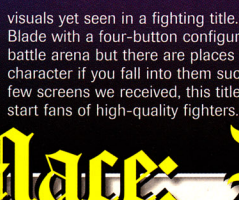
SYSTEM	RELEASE DATE
<b>Arcade Scene</b>	March
	THEME
PUBLISHER	Shooting
Atari	SIZE
PLAYERS	% DONE
1 or 2	N/A



From the team that created Area 51 comes Atari's latest release Maximum Force. This fast-paced shooting title gives players thousands of items and enemies to shoot through three stages of excitement. As an ex-counter terrorism agent who was working for the U.S. government, you are now on your own. Now it's your turn to take revenge on those who killed your family. Through your adventure you are allowed to go and wreak havoc through exotic places such as beautiful Easter Island and the World City Bank. You can even take on the Jungle Cartel. If you have exhausted your supply of aliens to shoot, you can get ready for Maximum Force.



PUBLISHER	SYSTEM	THEME
Atari	<b>Arcade Scene</b>	Fighting
RELEASE DATE		PLAYERS
April	1 or 2	SIZE
		% COMPLETE
		N/A
		N/A



From Atari comes the third title to use the Voodoo graphics board bringing players the sharpest visuals yet seen in a fighting title. The game plays similar to Soul Blade with a four-button configuration. There are no ring-outs in the battle arena but there are places that can cause damage to your character if you fall into them such as lava and spikes. Even from the few screens we received, this title looks to have what it takes to jump-start fans of high-quality fighters.



# Mace: Dark Age



# TECMO'S DECEPTION™

Invitation to Darkness

**"AN ALL-NEW MASTERPIECE... ENTHRALLING AND FIENDISHLY ADDICTIVE."**

**—GAMEFAN**

**EDITOR'S CHOICE SILVER AWARD**

**—EGM**

**BEST NEW CONCEPT IN GAME DESIGN**

**—PSEXTREME**

**"UNLIKE ANYTHING YOU'VE EVER PLAYED BEFORE."**

**—NEXT GENERATION**

**"KEEPS YOU SUSPENDED IN TERROR."**

**—GAMEPRO**



**TECMO'S DECEPTION IS NOT FOR THE LIGHT HEARTED!**  
Tecmo's Deception contains satanic references and may not be appropriate for some individuals. You have been warned!

# TECMO®

Visit Tecmo Interactive at: <http://www.tecmo.co.jp>

Tecmo, Inc. • 19260 S. Van Ness Ave., Torrance, CA 90501 Fax (310) 787-3131 Phone (310) 787-2900

© Tecmo, Ltd. 1996. TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC-USE DESIGNATION.



# 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 SMITH

**CURRENT FAVORITES:**  
Mario Kart 64  
Command & Conquer  
Baku Baku

Shawn splurged and bought himself a Saturn—it's the only console he has at home. Now that there's a little downtime, he has been playing even more games than usual.



## DAN HSU

**CURRENT FAVORITES:**  
Mario Kart 64  
Bomberman SS  
Fighters Megamix

"Shoe" just cannot understand why so many Doom games are coming out. He thinks they are so boring. But the strange thing is, he's somewhat impressed with Doom 64.



## CRISPIN BOYER

**CURRENT FAVORITES:**  
Mario Kart 64  
Spider  
Soul Blade

Yes, yes, yes! Mario Kart 64 is here! The Super NES original is Cris' favorite game, and the 64-Bit update is the main reason he bought the N64. But does he like the new Kart more? Not quite.



## SUSHI-X

**CURRENT FAVORITES:**  
Street Fighter III  
Mario Kart 64  
Tomb Raider

Sushi is being moping around the office after getting a taste of SF3. Seems he can't wait to play a more finished version with Bosses and endings! Check out his first impressions in this issue.

## EDITOR'S CHOICE

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

## N64 MARIO KART 64

NINTENDO



**3rd GAME OF THE MONTH**  
CATEGORY: RACING  
BACK-UP: BATTERY  
BEST FEATURE: FOUR-PLAYER MODE  
WORST FEATURE: BATTLE TRACKS  
ALSO TRY: WAVE RACE 64

It was a pleasure to play this one...play it again and again. Another winner comes to the Nintendo 64 direct from Nintendo. When a game is this good, where can I start? Since I only have one gripe I'll start there. I really wanted more battle tracks. If there were at least two or three more I'd be more pleased (let's hope for secret tracks!). Other than that, the game was perfect. The graphics were flawless and the sound fits the game nicely—both in effects and music. All of the different modes make for even more replay value even though I already has plenty. The characters are good choices as well. Need I say it—Mario Kart 64 rocks!

Once in a while, a game comes along that's so much fun to play that you'll look past all its problems. Mario Kart 64 fits that bill. What's wrong with the game? The power-ups are unbalanced, and they help out the trailing players too much (let the losers suffer in the back!). The lightning bolt is cheap and, when used in certain stages at certain times, can pretty much insure a win for its user. But who cares! The game is a blast and takes over Super Bomberman for my favorite multiplayer game of all time. This game is several times better than the Super NES classic, and that's saying a lot. This is a reason to buy an N64.

Does MK64 offer the dead-on control, sizable selection of racers, multiplayer thrills and secret-packed tracks of the 16-Bit original? Yes, yes, yes...well, almost. Control with the analog pad is outstanding, although players used to the old joypads may find themselves tap, tap, tapping the stick around corners. You'll need to buy several controllers, too, since the game's Two- to Four-player Modes give it sky-high replay value. My only gripe is the track design. The 16 courses—which reverse when you beat the game—are long for sure, but they don't pack quite as many secrets and shortcuts as the original.

Once again, Nintendo comes away with another show-stopping title that captures your interest and keeps you coming back for more. While best experienced with four players, I found great enjoyment even with one-player games. The computer's AI has improved dramatically, with fewer cheap weapons thrown your way. I also liked how the courses changed slightly to increase difficulty for hardcore gamers (fewer or no barriers at higher CS). I sorely miss the leather power-up and hidden shortcuts, however, and the miniscule selection of courses left me greatly disappointed. The sequel had better be HUGE.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	6	10

## N64 TUROK

ACCLAIM



CATEGORY: SHOOTER  
BACK-UP: MEMORY PACK  
BEST FEATURE: WEAPONS  
WORST FEATURE: CONTROL  
ALSO TRY: DOOM 64

It seems like everybody and their mother knows about this one. The graphics in Turok are simply stunning, and the animation is so impressive that I just sit there in awe. For a first-person style action game Turok is leaps and bounds above practically every other one I've seen (as far as looks go) but when we get into the area of control, my thoughts change a little. The control definitely takes some getting used to—if only gamers could customize the controls. I also wouldn't mind seeing a little more variation in the levels. Another small problem is it's too hard. Last, the weapons are awesome and so are the enemies.

First-person shooters are way too commonplace today. Turok is just another one in the masses. The only things that make it stand out are the weapons, the enemies and the levels. The weapons effects are awesome and will set a new standard for this type of game. The enemies are well-animated polygons, a refreshing change from the sprites that we are used to in Doom games. The levels are wide-open outdoor areas, as opposed to tunnels and hallways. But in the end, these fluffy features don't help Turok stay afloat. It's still a boring shooter at heart. How many Doom games can gamers take before they are fed up?

We were all pummeled by Turok-related hype, so I was a little disappointed when I finally got to play through the game. Sure, it looks fantastic, all lush and pretty and sprawling. But the levels themselves get a little repetitive after a while, just a whole lot of running through the jungle (with few levels of indoor areas for variety). Worse yet, control takes a while to get used to. Strange as it may sound, the camera buttons control your movement, while the analog stick controls your view for aiming. I wish there was an option to switch to a more conventional control setting. Still, the enemies and animation are superb.

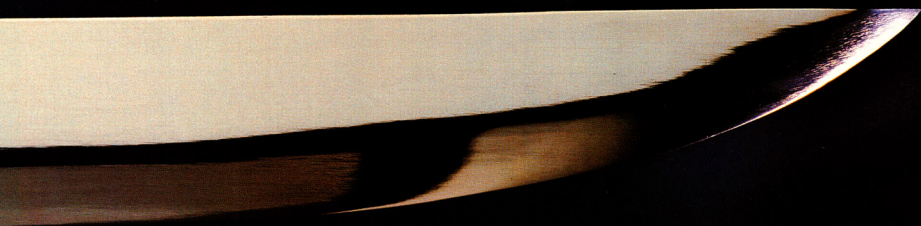
I've got to hand to it Turok; it's got some of the smoothest graphics in a Doom-style shooter yet. Still, I can't help but be disgruntled by the utter lack of activity in the game. Rarely do you meet a horde of characters at one time, like a whole pack of raptors. The difficulty lies in the insanely perilous falls and strangely powerful enemies. My opinion is that the current graphics engine of Turok just isn't powerful enough to handle such details. To cover this up, a very large section of your screen is covered in fog. While this is a neat trick to mask the weaknesses, it's overused and too much of the playfield gets lost in it.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	8	4	5



WITH TEKKEN 2, OUR GAME DEVELOPERS CREATED  
THE GREATEST FIGHTING GAME ON EARTH.

BUT THIS TIME, THEY WERE LOOKING FOR  
SOMETHING WITH A LITTLE MORE EDGE.





# INTRODUCING



If you thought Tekken 2™

was tough, take a stab  
at Soul Blade. First, you'll

be transported back to the 15th century. Then, you'll

encounter ten of the world's most awe-inspiring

warriors as they engage in bloody pursuit of SoulEdge - the ultimate weapon.

But, since only one warrior will find it, the battles are fast, fierce and furious.

The characters battle fiercely  
in radically-styled armor.



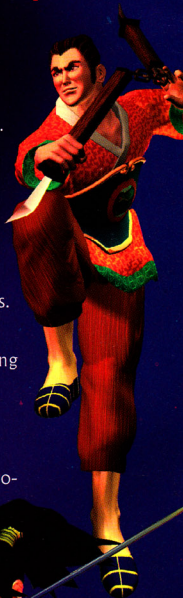
Intensified by the fact that the  
warriors can fight with a huge  
arsenal of intimidating weapons.

Not to mention glowing  
motion blurs, an

authentic weapon-to-

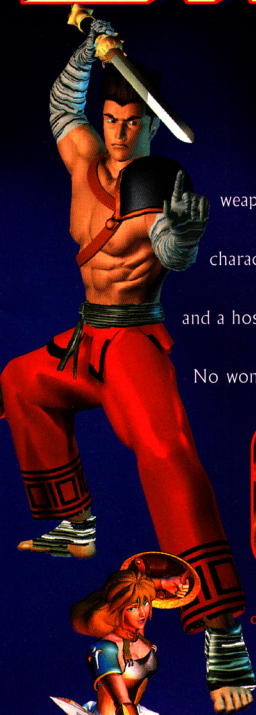


Master the Critical Edge  
for some pretty  
devastating combos.





# SOULBLADE



weapon combat system, polygon  
characters, real 3D backgrounds



and a host of other awesome features.  
Beautiful polygon characters and  
3D arenas produce action so real,  
you may want to wear armor.

No wonder Soul Blade is a cut above.



Intense and inspiring opening  
cinematics are sure to get any warrior  
pumped and ready for battle.



With a flash of light and a  
thunderous sound, blades meet with  
weapon-to-weapon recoil action.



POWERED BY  
**namco**





## SATURN

## CRUSADER: NO REMORSE

## ORIGIN



CATEGORY: ACTION

BACK-UP: SYSTEM/PASSWORD

BEST FEATURE: EXPLOSIONS

WORST FEATURE: CONTROL

ALSO TRY: NOTHING LIKE IT

Crusader is a fun game but it's just not solid. Solid in the sense that there are some loose ends from a production standpoint that could've been tweaked. For example, the character animation is all too often jerky and awkward—when your character jumps it looks as if he's falling like a feather. The control is extremely complicated, maybe even too complicated. Granted all of the different buttons allow your character to do all sorts of neat actions, but it's too much. The graphics are pretty sharp and the sounds work well but I can't get over the animation and control problems. Last, I like the levels and how they are designed.

Crusader definitely has a few things going for it. Too bad it has more going against it. This shooter/action game was really hyped when it was out on the PC. Something went horribly wrong in the translation, and what we have now is an extremely poor-quality title. The animation is atrocious. Your character looks ridiculous when he's moving around. The control is just as bad. You might curse the game in frustration as you try to steer your guy in the right direction. The only factor saving this game is that it isn't a mindless shooter. You have to use cunning and manage your equipment well to win this game.

It's easy to dismiss Crusader as being a bad game if you only play it for a few minutes. The graphics are so-so (although everything blows up real nice), the animation is choppy and the missions seem mostly of the repetitive, blow-stuff-up variety. But this PC port has depth. Each of the 15 missions is ultra-long and packs plenty of objectives. Fortunately, you can save your game at any time (you only get one life, so save often). It's the control that really hurts this game. The joystick is unresponsive, and simple tasks such as sidestepping and rolling are a chore, as well as silencing. You can't even shoot while sidestepping!

Did I ever explain my pet peeves? No? The biggest mistake a game developer can make is creating a sequel with great still graphics and horrible control. Luckily, enough unique elements are in this game to keep your interest longer than a typical shooter. The animation of your main character is incredibly choppy, and that hurts. It's like the company didn't plan the game better and rushed it through the red tape. Crusader's cinematics begin to sound and look all the same after seeing the first two. I found it really hard to see some small objects because of the tiny sizes. Moving onto platforms was nearly impossible.

VISUALS SOUND INGENUITY REPLAY VALUE

6 7 7 6

## SATURN

## NORSE BY NORSEWEST

## INTERPLAY



CATEGORY: PUZZLE/STRATEGY

BACK-UP: PASSWORD

BEST FEATURE: THE CHARACTERS

WORST FEATURE: SHORT GAME

ALSO TRY: NOTHING LIKE IT

I didn't play the old versions extensively when they were on the Genesis and Super NES but I did like the game. It was a nice combination—Lemmings with a action/side-scroller. The new version of Lost Vikings game doesn't lose anything coming over to the 32-bit machine(s). In fact, what it gains is funny animated sequences, some hilarious voices for the various characters in the game and improved graphics. I kind of wish there were more levels but I guess I'll have to settle with the 30 or so that the game features. I also like the characters the Vikings meet up with during play—for me this makes the game more fun.

Clichéd as this sounds, Norse by Norsewest has that simple, magical formula that is so easy to learn and so fun to play, and yet provides enough strategic depth to challenge the experienced player. You have to steer three little folks through a myriad of traps and obstacles, and make sure that they all survive. You cannot have one Viking die, or you'll have to start over (it's unforgiving, but necessary). The only things that this game needed are better animation and larger, more colorful graphics. It's strange when a 32-bit game nowadays has the fun factor right on, but disappointments when it comes to graphics.

Interplay has the right idea with this update to the 16-bit multipatform classic Lost Vikings. The developers didn't dress it up with fancy-but-distracting 3-D graphics or other useless eye candy (although the colorful visuals are still plenty sharp). The game is true to its source material; it's an immensely fun hybrid of puzzle game and side-scroller. The later levels are especially tough, but they're also rewarding if you can figure them out (don't be a quitter!). Two players can get in on the action, too, so switching around and moving the three Vikings becomes less of a chore. You even get a few new characters to help out the heroes.

Lost Vikings is an excellent puzzle game, filled with many unique tricks and traps so that you'll be thoroughly challenged every step of the way. Surprisingly, the graphics aren't cleaner, but it doesn't matter as much thanks to the solid gameplay. While the cinemas don't do much for the story line, they are highly entertaining in themselves. Also peculiar is the lack of a ton of levels. After 30 levels, you may find yourself clamoring for more. Figuring out the Viking's individual usefulness in each level is still the main focus, and Interplay hasn't strayed from that simple formula. Which is good, because who'd want an Olaf at their door?

VISUALS SOUND INGENUITY REPLAY VALUE

4 5 9 4

## SATURN

## HEXEN

## GT INTERACTIVE



CATEGORY: SHOOTER

BACK-UP: PASSWORD

BEST FEATURE: SELECTABLE CHARS.

WORST FEATURE: CHOPPY MOVEMENT

ALSO TRY: POWERSLAVE

I can't pawn this one off as another Doom clone because it has far too many unique features. I like the inventory system and the different weapons (or the use of "mana" for ammo). The problem is that I found it hard to get into. Maybe on the PC side this game worked but it doesn't translate well to the consoles. The frame rate isn't all that great—in fact it's downright slow when lots of enemies are on the screen. Speaking of enemies, practically all of them are very cool-looking and the AI is done well. I didn't really like the way I had to go back and forth between levels to advance—I found that tedious.

The expiration date on this game has long past. Running around a 3-D environment and shooting slow-moving enemies used to be fun, when Doom first showed up. Now, it's boring. To make matters worse, Hexen looks too dated. Today's first-person shooters have higher-res graphics, cooler effects and less pixelation. Hexen does offer one thing not found anywhere else: a choice of different characters to play as. This helps a little bit: it adds variety and replay value but once you beat the game, would you want to play it again as a different player? Probably not. Unless you need another Doom clone, skip Hexen.

OK, it's pretty obvious that Hexen isn't the best-looking Doom clone in the world. Its graphics, in fact, are overly pixelated and often choppy. But, like Crusader, Hexen packs a few nifty features that in a way make up for the disappointing visuals. I like being able to choose from three different warriors, each of which wields different weapons and spells. The RPG elements, like your ability to build up your armor class, are a nice touch, too. Hexen's levels can get pretty long, with lots of teleporting this way and that. The password system is a pain in the butt, though; I'd rather be able to save my game anytime.

Having been a fan of the PC series, I was really looking forward to the home console versions. Sadly, the console game doesn't live up to its older sibling. Hexen does have some solid gameplay, but in this case, the graphics are required to immerse yourself in the game. The dark, pixelated enemies and backgrounds are horribly drawn, with rough edges and noticeable seams. Gamewise, Hexen does play very much like the PC game, but you'll quickly learn that the three characters are very unbalanced for actual play, and then all you're left with is a really small wallet. Doom-haters should avoid this like the plague.

VISUALS SOUND INGENUITY REPLAY VALUE

5 7 7 5



It's a sci-fi adventure.

It's never the same game twice.

It's the end of your social life.



# SENTIENT™

Do something different every day. Play Sentient.

Sentient: the adventure of a lifetime – everytime. In Sentient, you're a space station engineer with some major problems on your hands. Solving them requires interacting with over 60 characters in over 200 unique locations. And with sophisticated artificial intelligence, Sentient's never the same game twice, which means you better say all your goodbyes before you turn it on. Sentient. It's a sci-fi adventure of infinite proportions.



Coming soon for PC CD ROM

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



PLAYSTATION

## SOUL BLADE



NAMCO



CATEGORY: FIGHTING

BACK-UP: MEMORY CARD

BEST FEATURE: OPENING CINEMA

WORST FEATURE: NO DEPTH

ALSO TRY: STAR GLADIATOR

I'm a sucker for a good, clean fighting game. What I mean is that it's always fun to sit down and play a fighter that lends itself to two-player fighting. The graphics in *Soul Blade* are incredible. I'm not one to drool over awesome intros, but *Soul Blade* has one of the best intros in the history of video gaming. But let's get back into the game. What's nice is that once you play the One-player Mode you can move onto the two-player portion. Then there's the Story Mode where you can find new weapons and new techniques. The moves are simple, but cool-looking—I like that. *Soul Blade* is a really fun fighter, worth the price.

If *Soul Blade* would've been around when I made the Top 10 Cinema list (Issue #88, Letters section), it would've won the number-one spot, hands down. The game itself is nothing to sneeze at either. You won't find anything to complain about when it comes to the animation and the polygons. You also won't have any complaints on the number of moves and combos available in the game. You might complain, however, that the game doesn't require much technique to play. It's a straightforward and shallow fighter that relies heavily on button-tapping combos (diala-combo). It's not a bad *Tekken 2* successor, but it's not fantastic.

Namco certainly isn't hurting its track record with this game. Just like the PlayStation *Tekken* games, SB is every bit as good as the arcade fighter—and in some ways better. My favorite addition is the Story Mode, which lets you wander the land, battling all the fighters and collecting their weapons. The rendered intro cinema is easily the most spectacular piece of FMV ever seen in a game (although it does set you up for some disappointment when you see the endings, in which the fighters look the same as they do during the game). Is it better than *Tekken 2*? No. But keep in mind that I ain't too crazy about block-button fighters.

Namco seems to have written the book on arcade translations, especially since every one they've done for the PlayStation has outperformed the arcade version! Just as *Tekken* and *Tekken 2* are best at home, so is *Soul Blade*. The additional Story Mode is incredibly innovative, with setting tasks or goals to complete before you can advance, like knocking your opponent out of the ring. After which, getting the special weapons adds a dimension unheard of in the uprights. On a sour note, the button-tap technique is a lazy lighting engine that doesn't do the graphics justice. I think a new interface is needed for 3-D fighters.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	9	7	8

PLAYSTATION

## SPIDER



BMG INTERACTIVE

CATEGORY: SIDE-SCROLLER

BACK-UP: EIGHT CARD/PASSWORD

BEST FEATURE: NEMIG LEGS OF FUN

WORST FEATURE: CAMERA VIEWS

ALSO TRY: PANDEMONIUM!

When I first saw this title awhile ago at E! I was pretty excited. Now it's complete, and I'm even more happy to sit down and play *Spider*. The graphics are great and the control is easy. It's neat that you can control the spider all over the place and use webbing to hang from objects—you can actually interact with the environments. The variety of levels help in making the game interesting—in fact, the game is pretty nonlinear for a side-scroller. Although some of the enemy explosions are weird-looking, most of the enemies are cool. One thing that could've been tweaked was the changing camera views.

Be warned. *Spider* is another one of those 2-D games hidden in a 3-D environment. This is not bad in itself, but what you basically have is a decent platform game that looks better than it plays. *Spider* does offer some fun features that make it stand out over games like *Pandemonium!* Things like special weapons and the ability to climb onto any surface makes *Spider* worth looking at. Other factors hold *Spider* back. First, the control interrupts the smooth flow of the game (you need to adjust yourself all the time, and jumping accurately is a pain). Second, the game crawls along too slowly. A fancy game, but it's not terribly exciting.

*Spider* delivers everything you'd want in a platform game—sharp graphics, great control and sprawling levels. Just keep reminding yourself that it's supposed to be a platform game, not a 3-D, go-anywhere Tomb Raider-style adventure. Although its gameplay is similar to that of *Pandemonium!*, I like *Spider* a little better. Its levels aren't as linear and allow for more exploration. The seven bonus levels are huge, too—as big as the regular stages. The camera doesn't always work well, though. You lose sight of your spider when he crawls beneath platforms or into some passages, and you can't fight what you can't see.

First off, let me say that *Spider* is nothing like I expected when I first saw it. I truly believed that little could compare to a full 3-D spider simulator, where you could climb anywhere in a three-dimensional world. Boy was I way off! The *Pandemonium!* engine seems directly ported over to *Spider*, with little to separate it from the other "pseudo-3-D, 2-D" platform games. I loved the weaponry at your disposal, and the method by which you upgrade, as well as the opening cinema sequence. After the bells and whistles, you still end up with a refreshed, platform engine. Don't get me wrong, the graphics ARE stunning, and worth a try.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	8	7

PLAYSTATION

## CODENAME: TENKA



PSYGNOSIS

CATEGORY: SHOOTER

BACK-UP: MEMORY CARD

BEST FEATURE: ENEMIES

WORST FEATURE: REPETITIVE LEVELS

ALSO TRY: DISRUPTOR

There are two things that bug me about *Codename: Tenka*. First, it's a first-person game that doesn't have any memorable features that really set it apart from others. The graphic effects are incredible but sometimes almost too dark. It seems like there were only slight variations in gameplay in the different levels. The story line is strange in a good way but the voice-acting during the cinemas is very poor. The story line does go well with the progression of the levels. The enemies are well-animated and really weird (again in a good way). It's definitely one to rent but unfortunately it probably will get lost in the shuffle of Doomish games.

*Codename: Tenka* is one of the most uninspiring titles that I have played recently. I can't see a draw for this game at all. I did like the enemies; they are sly and swift. That gives *Tenka* the slight bit of excitement that Doom games need. But the problems are plentiful. First, the levels almost all look alike—dark and repetitive. You might find yourself retracing your steps often as you try to figure out where you are. Second, the wall textures aren't all properly connected. Nothing destroys the immersive feeling of a 3-D game quicker than seeing seams everywhere. And what's up with the bowling sound you get when you pick up icons?

*Codename: Tenka* earns points for being a true 3-D first-person shooter—and it's a pretty snazzy-looking one at that. But then it loses points for being a little on the dull side. As I wandered around the game's dark, stark hallways, I got kinda bored. The levels just don't pack the puzzles or personality of an *Id*-inspired shooter. They do look pretty darn nice, though—even better than *Alien Trilogy*'s environments. Most objects and walls lack hard angles, so everything has a rounded, more natural look. The lighting effects are way-cool, too. It is the enemies, though, that truly stand out. The spider-head bad guys will give you nightmares.

When you take a look at the typical first-person shooter, you'll quickly notice the only games that truly provide a pleasurable and memorable experience are the ones that have many traps, puzzles and flocks of enemies swarming at you. *Codename: Tenka* contains very little of any of these important features, and even the walls look synthetic. Nothing stands out as being important to the game but shoot, shoot, shoot. The cinemas, while cheesy, do stay consistent with the plot line, a small bonus for a small game. I do think, however, that this game is a good step for *Psygnosis* to stretch their 3-D muscles.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	4	4

Shawn

Dan

Crispin

Sushi-X



# 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 awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. 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"



<http://www.atluis.com>  
**ATLUS**

RATINGS PENDING  
**RP**  
RATED BY  
ESRB

Persona™ is the first chapter of the  
**REVELATIONS™**

**RPG**

PlayStation



PLAYSTATION

## NANOTEK WARRIOR

VIRGIN



CATEGORY: ACTION

BACK-UP: PASSWORD

BEST FEATURE: ARCADE GAMEPLAY

WORST FEATURE: REPETITIVE

ALSO TRY: STARWINDER

It's about time somebody brought out a good arcade-type shooter. Arcade in the sense that NanoTek Warrior is easy to get into, just hard enough to be challenging and has great replay value. The graphics are incredible—great light sourcing, explosion effects and plenty of warping. Some of the levels do get a little repetitive, but since the levels are broken up into being on the inside and outside of tubes, as well as having different mid- and end-Bosses, NW is playable the way through. Also, the game has some neat hidden codes and other bonuses which always make things fun. NW is a great title, no doubt.

WipeOut. Starwinder. S.T.U.N. Runner. Even Tempest. NanoTek Warrior takes a little bit from all of these and makes a new arcade-action game. Although derived, its formula is still alluring. The weapon effects are impressive, and the game moves along at an almost nauseating speed. As with many arcade-style games, you might find that the long-term replay value just isn't there. After you beat it, NanoTek doesn't offer enough variety to keep you happy for long. You may be bored with it after a week or so. Still, excellent quality shooters like this are few and far between, so make sure you check it out.

NW may be a brand-new game with state-of-the-art graphics, but it plays like a blast from the past, kind of a reverse Tempest. This sucker will press your reflexes to the max, as you wind around the insides and outside of tunnels, blasting enemies and dodging obstacles. Control—which pretty much consists of jumping, shooting and rotating around the tunnels—is nearly perfect (it even lets you pull off cool-but-useless barrel rolls). The Boss levels, which play differently from the rest of the game, are especially cool, too, since each demands a different strategy. NW is no one-night wonder, either; this shooter is challenging!

NanoTek Warrior is like a breath of fresh air to the shooter genre, grabbing some cool used concepts and creating a game that stands alone. You will be hard-pressed to find a game like it, but you'll swear you've played it before! The Boss levels are by far the best areas in NanoTek Warrior, being unique in style and execution to defeat your enemy. The rather bland tunnel areas aren't quite as innovative, but offer a steady challenge as you twist and turn (very easily, I might add) around the tubes. I can't expect a miracle resurrection of shooters with NanoTek Warrior, but it's certainly a step in the right direction.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	7	5	6

PLAYSTATION

## TIGER SHARK

GT INTERACTIVE



CATEGORY: ACTION

BACK-UP: MEM CARD/PASSWORD

BEST FEATURE: DIFFERENT MISSIONS

WORST FEATURE: DIFFICULTY

ALSO TRY: DESCENT

Let me start off by saying that Tiger Shark is so hard it becomes no fun. I had high hopes for it since the original preview version we had paled in comparison to the new reviewable version we received. I thought, "Hey, they really improved on this one." But then I played more and realized that the graphics and interface were the only things improved upon. The graphics are good and so is the sound, but the game is still too hard. The levels are different enough in style so there's a little replayability but not enough to save it. Also, the intros to each level are done really well but that doesn't make the game. Maybe a rental.

Some games advertise that you'll be going up against insurmountable forces. All those games would cover in shame if they saw Tiger Shark. This game is hard! Enemy opponents are everywhere and are practically unstoppable (there are way too many of them). They seem to have the ability to shoot you from any angle, from near or far away. I was frustrated with the numerous hits I was taking from enemies that I couldn't even see. The game is a refreshing change from the traditional space 3-D shooter. I enjoyed roaming around underwater, but the draw-in needed some work. This is definitely a challenging game.

I have nothing against hard games, but Tiger Shark is ridiculous! Even at its easiest setting, I ended up slamming down my joystick in frustration at about the sixth level. The swarms of enemy subs, ships and aircrafts just won't cut you a break—they pummel you from every direction. If you stick with it, though, the game sends you on some cool missions. You'll escort friendly subs beneath miles of frozen ocean, destroy massive machinery while zooming around huge whirlpools—and your sub can battle enemies both above and below the sea's surface. The murky graphics suit the theme of this submerged shooter, too.

Ouch! Talk about needing a doctor, quick! After the thrashing I received playing this totally unfair title, I need some rest! Obviously, something needs to be done about Tiger Shark's difficulty. While it's cool to be able to maneuver both above and below water in total 3-D, you cannot shoot accurately enough to destroy the ships which are after you (who, by the way, almost NEVER miss). Either you need unlimited homing missiles or slower enemies with bad aim. Either way, this is a cool game which needs balance. Be sure to rent it first to see if any last-minute tweaking evens out the gameplay.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6	5	5	3

PLAYSTATION

REVELATIONS:  
PERSONA

ATLUS



CATEGORY: RPG

BACK-UP: MEMORY CARD

BEST FEATURE: ORIGINALITY

WORST FEATURE: POOR DIALOGUE

ALSO TRY: NOTHING LIKE IT

In case you haven't figured this out by now, I'm not a huge fan of RPGs, but I still like to sit down with one if it's done well. Persona is one of those RPGs. It's an interesting enough variation on the average old story line that many RPGs have, that Persona really stands out. I really like the different views (i.e., the battle view opposed to the dungeon exploration view) and the ability to make new personas in the "velvet room." As far as I know, there aren't too many RPGs that have been set in the present day—I like that feature of Persona. The game is a little weird, but I still say it's a great buy for any fan of RPGs.

Do you like originality? Do you like strange and twisted role-playing games? If your answers are yes and yes, then I suggest you run to your local store and pick up Persona. It's a game that I recommend everyone at least take a look at. It certainly won't appeal to everyone (it's an acquired taste), but the game design is so fresh and original, you won't get bored playing Persona. The battles aren't the redundant sequences many traditional RPGs offer—unique enemies (toilet??) and an interesting assortment of weapons and magical attacks makes Persona a fascinating experience. Give it a try!

Persona is kind of an oddball among the PlayStation's growing collection of RPGs. It's not set in some fairy-told fantasy world, and its heroes aren't of the armor-clad, tiny-sprite variety. Instead, the game features a cast of—dare I say it—Generation Xers, who face the equally odd perils of demon possession, dimensional permutations, dating—your basic end-of-the-world stuff. While the story was cool, it did drag a bit at times. As does travel through the game's huge city, which sprawls across an isometric map. Combat is both innovative and a pain. Battles pop up all the time, and the number of combat options is staggering.

I thoroughly enjoyed the new perspective of Persona. The premise of bartering your way out of battles really intrigues me, and Persona contains some of the BEST smack-talk I've ever seen in a game! I had to really keep it together during particularly wacky dialogue. The present-time setting is extremely unique for any RPG, and Persona pulls it off well. If anything, the multitude of options is far beyond the casual game, as the complexity gets out of hand at times. These are the times you'll wish for auto-pilot or a fast-forward button to get to the action quicker. Still, if you're really into RPGs, Persona fits the bill.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	9	3

Shawn

Dan

Crispin

Sushi-X



# OPEN

# ALL NIGHT



# NO QUARTERS NEEDED.



©1996 Midway Home Entertainment Inc. All rights reserved. Midway is a registered trademark of Midway Games Inc. Used by permission. Atari®, Asteroids®, Battle Zone™, Centipede®, Missile Command™, Super Breakout® and Tempest™ are trademarks of Atari Corporation. Asteroids©1979, Battle Zone©1980, Centipede©1981, Missile Command©1981, Super Breakout©1982, Tempest©1981 Atari Corporation. All rights reserved. Used under license. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



Coming Soon!



©1997 Nintendo/Rare. Game by RARE. ©1962, 1995 Danjaq, Inc. & U.A.C. All Rights Reserved. ©1997 Eon Productions Ltd. & Mac B. Inc. TM and the "N" logo are trademarks of Nintendo Inc. ©1997 Nintendo of America Inc.



Shaken,  
BLOWN UP,  
Shot At...  
*But not Stirred.*

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.



CHANGE THE SYSTEM.<sup>™</sup>  
**NINTENDO<sup>64</sup>**  




ACL@keyword:NOA  
[www.nintendo.com](http://www.nintendo.com)







XI XII I

Some PlayStation™ and  
Sega Saturn™ games are tough.

This one's **MURDER.**

X

II

IX

III



# KILLING TIME™

Mystery. Mayhem. Pure terror. A mansion of lost souls holds the secrets of Matinicus Island. Only quick wits can unlock its paranormal mysteries. Only a quick trigger finger can keep you alive. First-person shooting with a brain. A puzzle-solving labyrinth with an altitude. Time is not on your side!



3DO, The Studio 3DO logo, and Killing Time are trademarks and/or registered trademarks of the 3DO Company. © 1996 the 3DO Company. All rights reserved. PlayStation and the PS logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved.



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



## KILLER CODES

### FIGHTING VIPERS

—by Sega  
for Saturn

These codes were provided by Sega to help you further enjoy the game.

**Options Plus Menu:** Finish the game in Normal difficulty. It will be selectable on the Start/Options Screen.

**B.M. and Mauler as selectable characters:** Finish the game on the hardest setting with any character, and they will be selectable on the Character Select Screen by scrolling past the visible list of characters.

**Kumachan as a selectable character:** On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler.

**Big Head Mode:** Finish the game on the hardest setting in Hyper Mode, which is selectable from the Gameplay Options Screen (activated on the Character Select Screen). This will open up one of the question marks in the Option Plus Menu, which will be Big Head Mode.

**Other Question Mark (No Walls Mode):** Get an "OK" by every move for every character in the Training Mode. This will open up the second question mark.

### STAR GLADIATOR

—by Capcom  
for PlayStation

On the Character Select Screen, hold Up on the controller to choose the alter ego of your character.

**Cedric McAlphin; Crandall, TX**

# TEMPEST X3

SYSTEM: PlayStation PUBLISHER: Interplay

**CHEAT SHEET**  
ACCESS MORE GAMES

**POWER TRIP**  
Get first place in Tempest X3 and enter HVS for your initials. At the next Entry Screen, enter the code, YIFF!

This method will give you access to Tempest 2000 and the Tempest Plus games. Get a first-place high score and just enter the initials HVS as your name. At the next Entry Screen, put in the code YIFF! Now look at the Main Menu. You'll have the new game modes at your disposal! Make sure if you have a memory card that you save this onto it. Then you will always have these new options.

SELECT GAME TYPE

TEMPEST X  
TEMPEST DUEL X  
TRADITIONAL  
TEMPEST 2000 HIG  
TEMPEST PLUS HIG  
HIGH SCORES  
CONFIGURATION

Two new Game Mode Options will appear on the Game Select Screen!

# PERFECT WEAPON

SYSTEM: PlayStation PUBLISHER: ASC Games

**CHEAT SHEET**  
INVINCIBILITY

**POWER TRIP**  
Pause the game and press Circle+Square+Right at the same time. Then press Left+R1+R2. You will hear a sound.

This code will make you invincible throughout the game and your life bar will never go down. In the game, press Start to pause. Then quickly press Circle+Square+Right at the same time. Let go and then quickly press Left+R1+R2 simultaneously. You will hear a sound to confirm the code was entered correctly. When you run into enemies and fight them, you will not take any damage from now on.



Even attacks from your enemies won't diminish your life bar.

# BUBBLE BOBBLE

SYSTEM: PlayStation PUBLISHER: Acclaim

**CHEAT SHEET**  
DEBUG / ORIGINAL GAME

**POWER TRIP**  
At the Title Screen, enter the codes as shown to the right. You will be able to access two new, awesome modes.

These codes will give you some new features to enhance the game, Bubble Bobble. Just enter either one of the codes at the Title Screen:

**Debug Mode:** Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. Press R2 to get the Debug Options during play.

**Original Game Mode:** Right, Left, Up, Down, Up, Down, Up, Down, Up. Secret areas will appear on 20, 30 and 50.



Do the code at the Title Screen for the Debug Menu. Then press R2.

# CRUIS'N USA

SYSTEM: Nintendo 64 PUBLISHER: Nintendo

**CHEAT SHEET**  
ACCESS NEW TRACKS

**POWER TRIP**  
These tricks will give you new tracks. Note: The directions of the C button are Up-C, Down-C, Left-C, Right-C.

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L + Left-C + Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L + Up-C + Right-C. Highlight Grand Canyon and hold L + Right-C + Down-C to access San Francisco.



**Dantes Reyes Hillsboro, OR**

Highlight one of the designated tracks and hold the correct buttons.





# DESTINY

is in your hands.

But time

is running

out.



#### Real Time Audio Interaction

You'll encounter realistically rendered aliens, scientists, marines, warbots, mutants, hybrids, and computers.



#### Cop an Attitude

When dealing with aliens, you can be nasty or you can be nice. It's your funeral.



#### 20 Minutes of Rendered Cinemas

Highly detailed mini-movies explain your mission, show flashbacks or what's happening on other levels.



#### 4-D Real Time Gameplay

Move wherever you want, whenever you want. Get advice, ask questions. Or just walk away.

Konami<sup>®</sup> presents Broken Helix<sup>™</sup>. Brought to you in incredible Real Time 4-D. Where there's no right way - or wrong way to accomplish your mission. You've got to ask questions first and shoot later. Or you just might end up whacking the only guy with the information you need to get out alive. But don't take *too* long, or you'll end up becoming alien luncheon meat. Broken Helix stars Bruce Campbell as Jake Burton, the marine commando explosives expert assigned to find out why scientists are threatening to blow up Area 51, (yes, *that* Area 51) and to stop the mutated aliens from escaping. Either by curing them, or by destroying them. Or you might choose another scenario, that has you turn into an alien - human hybrid. Or perhaps you feel like being an evil scientist this time around. The choice - and the outcome, is totally up to you. So enter the world of Broken Helix, where the only sure thing is that there are no sure things.

# BROKEN HELIX<sup>™</sup>

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



Broken Helix is a trademark of Konami Co., Ltd. Konami<sup>®</sup> is a registered trademark of Konami Co., Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. ©1997 Konami of America, Inc. All rights reserved.



# TRICKMAN TERRY'S REFERENCE GUIDE



9/96	<b>Issue #86</b>	
Battle Arena Toshinden 2	PS	Need For Speed
Bust-A-Move 2	PS	NFL Quarterback Club '96
College Slam	SNES	Shellshock
Cyberspeed	PS	Slam 'N Jam '96
Donkey Kong Country 2	SNES	Street Fighter Alpha
GEX	PS	Triple Play '97
Iron Storm	SAT	Ultimate Mortal Kombat 3
Jumping Flash!	PS	V-Tennis

10/96	<b>Issue #87</b>	
Bladeforce	3DO	PilotWings 64
Clockwork Knight 2	SAT	Resident Evil
Golden Axe: The Duel	SAT	Skeleton Warriors
Gun Griffon	SAT	Super Mario 64
Gunship	PS	Tetris Attack
International Track and Field	PS	Ultimate Mortal Kombat 3
Need For Speed	PS	Worms

11/96	<b>Issue #88</b>	
Bogey: Dead 6	PS	Namco Museum Vol.2
DecAthlete	SAT	Need For Speed
Descent	PS	PilotWings 64
Die Hard Trilogy	PS	Robo Pit
Earthworm Jim 2	SAT	SimCity 2000
Game Guru	3DO	Skeleton Warriors
Gun Griffon	SAT	Skeleton Warriors
The Hive	PS	Starblade Alpha
Lemmings 3-D	PS	Super Mario 64
Namco Museum Vol. 1	PS	Tetris Attack
		Virtua Fighter Kids

12/96	<b>Issue #89</b>	
Battle Arena Toshinden URA	SAT	Mortal Kombat Trilogy
Blast Chamber	PS	Mortal Kombat Trilogy
Bogey: Dead 6	PS	NFL Quarterback Club '97
DecAthlete	SAT	Project Overkill
Final Doom	PS	Street Fighter Alpha 2
Guardian Heroes	SAT	Street Fighter Alpha 2
King of Fighters '95	PS	Time Commando
Madden NFL '97	PS	Tokyo Highway Battle
		Virtua Fighter Kids

1/97	<b>Issue #90</b>	
Battle Arena Toshinden URA	SAT	PilotWings 64
DecAthlete	SAT	Project Overkill
Die Hard Trilogy	PS	Star Gladiator
Gun Griffon	SAT	Street Fighter Alpha 2
Gunship	PS	Super Mario 64
Loaded	SAT	Time Commando
Machine Head	PS	Tobal No. 1
Motor Toon Grand Prix	PS	Tomb Raider
Namco Museum Vol. 2	PS	Triple Play '97
NFL Quarterback Club '97	SAT	Twisted Metal 2
NHL Powerplay '96	SAT	Wave Race 64
		WipeOut XL

2/97	<b>Issue #91</b>	
2Extreme	PS	NBA Jam Extreme
Beyond the Beyond	PS	Pandemonium!
Cruis'n USA	N64	Power Move Pro Wrestling
Daytona USA: CCE	SAT	Space Jam
Killer Instinct Gold	N64	Star Gladiator
Mortal Kombat Trilogy	N64	Street Racer
NBA Hang Time	N64	Tomb Raider
		Wayne Gretzky 3D Hockey

This guide is a reference to all of the game codes printed within the last six months of EGM. Note: This does not include Game Shark codes or any other codes that use a peripheral attachment. (Look for the update in next month's Tricks of the Trade!)

# CRUIS'N USA

SYSTEM: **Nintendo 64**

PUBLISHER: **Nintendo**

CHEAT SHEET

LIGHTS AND SIRENS CODE

POWER TRIP

NOT FOR

This trick will let you turn on the lights and siren for the police car and the lights for the bus. Just follow the instructions as shown.



First, get a high score during any race and then scroll down to the bottom of the high score's list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights (and sirens) will activate.



**Dave Toister** by pressing Brake, Brake, then holding Petaluma, CA Gas, you'll turn on the lights and sirens!



# GRID RUNNER

SYSTEM: Saturn PUBLISHER: Virgin Interactive

## CHEAT SHEET

### SPECIAL EASTER EGGS

**POWER TRIP**  
Access the Restore Game Option and then go to the "Enter Password" Screen. Enter any of these codes as shown.

Access the Restore Game Option. On this screen, highlight "Enter Password" and go into this screen. Enter the following codes:  
**Free For All:** Up, Y, A, Right, Up, Y, B, Down, Right, Down.  
**Get All Flags:** Down, Y, Right, A, Right, Up, Right, B, A, Down.  
**Credit Heads:** A, Y, A, Right, Down, Y, Up, Right, Right, A.



At this screen, enter the password with the buttons as shown here.

# NHL FACEOFF '97

SYSTEM: PlayStation PUBLISHER: SCEA

## CHEAT SHEET

### SUPER PLAYERS TRICK

**POWER TRIP**  
Pick a name from the back of the manual in the credits. Change their number, position and weight for 99 overall.

On the Main Menu, choose the Rosters Option. Then choose Create Player. Enter one of the names from the credits in the back of your instruction booklet. Put in 1 for their number, F for the position and 150 for their weight. Press Triangle to exit. Go to Sign Free Agent. This player will have 99 overall for everything!  
**Michael Holden; Deerfield, IL**



Enter a manual name and set some specifics for high attribute players.

# IRON MAN/X-O MANOWAR IN HEAVY METAL

SYSTEM: PlayStation PUBLISHER: Acclaim

## CHEAT SHEET

### INCREDIBLE PASSWORDS

**POWER TRIP**  
Enter one of these passwords for either a one- or two-player game to start on the last level with many advantages!

These passwords will let you have full armor, boost, weapons and 99 lives! On the Password Screen, enter one of these codes:  
**One-Player—End Level:**  
**C04A77077777**  
**7777777777**  
**Two-Players—End Level:**  
**C02A77X77777**  
**7777777777**  
**Allen Hillsbery; Hillsboro, OR**



From the Title Screen enter the Password Option and put in a code.

# STAR GLADIATOR

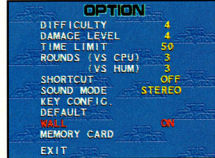
SYSTEM: PlayStation PUBLISHER: Capcom

## CHEAT SHEET

### WALL OPTION

**POWER TRIP**  
On Difficulty 4 or above, you must beat the game to get the "Wall" in the Options Screen. Turn it on in this screen.

Complete the game on Level 4 difficulty or above. You will receive the reward of a "Wall" Option. Find this and turn it on in the Options Screen. This will put an invisible wall around the arena. Larger hits will now make you or your opponent fly farther too, especially when hit out of the ring with a special move.  
**Cedric McAlpin; Crandall, TX**



Beat the game on Difficulty 4 or above to obtain this "Wall" Option.

## THE DEMO ZONE

Featuring the Ultimate in Video & PC Games — Tournaments and Leagues Domestic & Import Games & Systems We Buy, Sell, Trade & Rent Video Games, Animation & CD Rom Software. Mail Order, Pre-Order, Custom Orders



<http://www.gamemaster.net>



Watch for New Store and Internet Tournaments — Ask About GM'y Stuff!

Arlington Heights, IL 60004 (847) 252-GAME Call Derric  
Massau Bahamas (809) 394-6730  
Jackson, WV 8304 (507) 734-CLUB Call Rod  
Austin, TX 78752 (512) 656-4494 Call Stuart  
Tataville, TN 61589 (800) 887-5800 Call Frank  
St. Louis, MO 63001 (314) 238-8998 Call Lauren  
Nashville, TN 37205 (800) 887-9243 Call Chris  
<http://www.zrad.com>  
Coming Soon to Hartford, CT - Flanders, NY - St. Croix, V.I. - Wichita, KS - Columbia, MO and Theaters or Casinos Near You.  
El Paso, TX 79902 (915) 588-2582 Call Lee

All locations open 7 days a week All major Credit Cards Accepted

Ask About Exciting New GameMaster Express!! Find Out How You Can Own Your Own Express!! or SuperStore. Call 1-800-595-GAME

Store Sites & Territories Now Available In Bahamas and the Caribbean



DIE

T R I L O G Y

HARD

TM



<http://www.foxinteractive.com>

© 1997 Twentieth Century Fox Film Corporation. "Die Hard Trilogy" © 1997 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved. Twentieth Century Fox, "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation. JUSTIFIER is a trademark of Konami Co., Ltd. © 1997 Konami of America, Inc. All Rights Reserved.

Compatible with  
Konami's Justifier™  
gun accessory!



# THREE GAMES, ALL RAVES!

“...absolutely mind blowing!”

—Video Games Magazine

“...features three of the hottest engines ever to be seen!”

“All the mayhem and action you’ve come to expect from the movies!”

—Electronic Gaming Monthly

“...each has enough length and innovation to be a game in itself.”

—Game Fan

“Three games in one!  
What else could you ask for?”

—EGM<sup>2</sup>



Full screen 3-D action as you fight to rescue innocent hostages in a skyscraper wired to explode!



Arcade shooting at its fastest and finest as you eliminate terrorists at Dulles Airport!

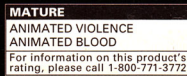


Heart-accelerating, driving adventure as you race through New York City to find hidden bombs!

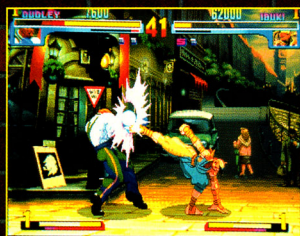
## THE COMPETITION CAN READ 'EM AND WEEP!

For DIE HARD TRILOGY Game Hints, Tips and Tricks Presented by FOX INTERACTIVE of Los Angeles, California Call 1-900-CALL4FOX  
\$.80/min-Touchtone phone-If you are under 18, have your parents permission before making this call.

WINDOWS® 95  
CD-ROM







## REWRITING THE STREET FIGHTER LEGEND

Six years. That's a long time to beta-test a sequel—even one of this stature. Yet this is exactly what Capcom decided to do with Street Fighter III, despite the jeers and hisses of rabid gamers who claimed Capcom couldn't count to three. Not surprisingly, when the *EGM* staff was invited to play the first U.S. testing of Street Fighter III, our top fighting gurus jumped on the next plane to California!

The hype surrounding this game has been so large, none of us could hardly sleep the night before the unveiling. And why not? Street Fighter III promises a new level of fighting never before seen, with animation rivaling the best polygon fighters, yet completely drawn by hand. The new CPS III hardware uses a CD-ROM drive for a staggering 776 Megabits of RAM; easily the most storage-hungry fighting game ever. For graphics, 64 colors per animated sprite and 32,000 color backgrounds are handled with ease. The result of which is animation 150-250 percent smoother than any previous Street Fighter title to date. For example, the simple four-step fireball attack now uses 14 meticulously drawn frames of animation.

If graphics were the only feature gamers cared about, this wouldn't be

Street Fighter. Capcom knew it had to come up with a whole new way to fight, and for the past six years, gamers have been playtesting Street Fighter III while never knowing it. New techniques seen in DarkStalkers, Marvel Super Heroes and Street Fighter Alpha 1 and 2 are all prototypes for the compilation seen here. Gone are the superfluous Custom Combos and simple Alpha Counters. Say goodbye to even simple air blocking!

The new engine is far simpler than anything since Super Street Fighter II Turbo, and that's a good thing. For the past few years, many gamers, including most of the *EGM* staff, have worried about the berserk nature of the latest Capcom fighters. You would almost never see a good face-off or a well-thought strategy. It was just a bunch of newbies whaling on the buttons, and doing too well too easily. Street Fighter was about technique, not random flurry! Now, gamers can relax, as the old formula is back in place with only a couple of new twists to enhance the gameplay for experts, not the untrained wanna-bes. Even the Super Combo System is simplified, yet enhanced to

add more strategy and options. Take a good look on the following pages, groups. This is what you've been waiting for: definitive coverage on how SFIII plays, and what it will offer you, the gamer! You'll learn about Super Arts, Blocking, how to use the Stun Meter (rumored to be a Chi Meter in earlier issues) and revisit the Super Jump. You'll also be formally introduced to the main player-characters who star in this sure blockbuster hit.

Once you've wiped your drool from these pages, begin preparing for next issue, when we go in-depth into the characters themselves and break down their strengths and weaknesses. We'll look at their special attacks and give you the skinny on why you should seriously think about switching characters this year.

Shoryuken!!

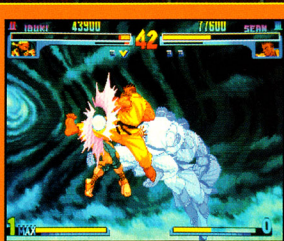


# STREET FIGHTER III

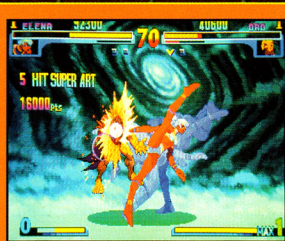
## NEW GENERATION



You thought they were Super Combos. Well, you were wrong. Now they're called Super Arts, an enhanced version of the Super Combo system. Each character has three distinct Super Arts to choose from. Depending on your choice, you will be able to build up one to three actual Supers, not levels of Supers. Level 3 Supers are a thing of the past. Having your Super Meter at Level 3 means you can unleash three Supers, and that's it. Also, the length of the Super Meter changes to compensate for the power of the Super in question. The stronger the Super, the longer it takes to build up the Chi necessary to unleash it. This has to be the smartest change of Street Fighter III.



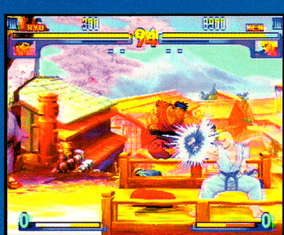
Different Super Arts mean different Super Meters, which max at different levels.



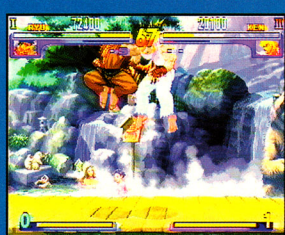
Each Super Art has a unique amount of Chi to build before unleashing it. Choose wisely...

## BLOCKING

Remember Alpha Counters? Remember Air Blocks? Well, both of those are gone and replaced by an all-new technique called Aggressive Blocking. By tapping forward at the instant you get hit, you will flash and block the attack with no stun time or damage taken. While this can be done in the air, it's very difficult. The motion for this effective countering mechanism is not set, so don't groan yet. Think of it as a Custom Alpha Counter that also doesn't take any energy from your Super Meter! That's right, it's a STANDARD move. Of course, the bad thing about this (or is it?), is that experts will quickly get down the timing and be able to trounce a newbie. Heh, heh!!



Blocking is the suitable replacement to the easy Alpha Counter, and sets up parrying.



Air Blocking can now only be accomplished by tapping forward in your jump, which is hard.

## STUN METER

No longer will you be clueless about when your opponent will be stunned. The new Stun Meter, located below the life bar, measures your equilibrium, and once it's full, you become stunned. It also tracks your recovery from a painful series of blows. This bar is also of different lengths depending on which character you choose. Obviously, Alex and Dudley are harder to stun than Ibuki. Otherwise, the meter has no real purpose. Interestingly enough, the only reason for this bar seems to be the inclusion of special dizzying attacks, like Ryu's Shocking Fireball. Gamers will quickly get used to keeping a close eye on their Stun Meter to avoid becoming pulp.



A good player will not only watch his foe's Stun Meter but his own, or else he'll be toast.



Certain attacks will stun faster than others. Use this new bar to fight effectively in a pinch.

## SUPER JUMP

This has to be the lamest addition to Street Fighter III, but it doesn't hurt either. To Super Jump, push Down, then Up quickly...then get hit REALLY hard on the way down...not a good strategy.



Doing a Super Jump is NOT a good idea... unless you're sadistic or something.







## NEXT GENERATION SUPER ART SELECTION

If you're wondering how effective this new Super Arts Select is going to be, stop wondering! Now you can expect much greater strategy than simply picking a character. You will quickly find which Super Arts work more effectively against which characters, and you're sure to find a favorite right away. True, we've been spoiled by the old Alpha Super Combos, but now you actually

have to think about what kind of match you want to have. If you will be relying heavily on quick comebacks, pick a powerful Super Art. If you want to use the Super Arts as a deterrent, pick a weaker, yet effective one.

It all boils down to a return to the basics of classic Street Fighter strategy which made the SF series so popular. Now, this IS bad news for you newbies, as once again, you'll be

pummeled handily by more experienced players. But isn't that what made Street Fighter so cool? The challenge is back, and no longer will random button pushing get you anywhere. The Super Arts Selection is the culmination of several years of testing, and it works. Another interesting aspect of the Super Arts is that they can interrupt nearly ANY ground-based attack, even a Dragon Punch!

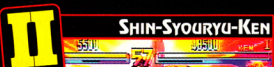


## RYU

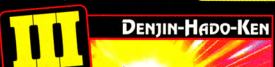
Ryu hasn't changed much over the years. He's still looking for the perfect balance of spirit and strength, and his training hasn't stopped for an instant. He carries his duffel bag from the anime series, and when he finds a worthy opponent, he sets it down and gets busy. The years are starting to show, however, and his strength has greatly improved. Please note that all of Ryu's Super Arts are either Fireball or Dragon Punch based, as they should be, since he is the fireball master. Gone is his Hurricane Kick Super Combo from the Alpha series. He has yet to master the red fireball, and it bothers him that such a simple art eludes him. Instead, he's mastered the Electric Fireball Super Art (if selected).



The Super Fireball now has a force wave that makes it harder to jump over to avoid.



This is the ultimate in power! The Power Dragon Punch removes 50 percent of your foe's life!



The Electric Fireball not only is unblockable, but it stuns if you hold down Punch longer.

SUPER ART  
I  
II  
III



## KEN

Ken is now a father, so Eliza doesn't want him to go gallivanting around in various tournaments. She'll only let him fight if Ryu is a part of the contest. Ken doesn't like this, but he keeps training anyway. He now has perfected the Vacuum Hurricane Kick Super Art (if selected), that Capcom erroneously gave to Ryu in the Alpha series. His Ground Roll is forgotten, yet he remains a solid fighter with his powerful kicks and deadly Dragon Punches. No gamer will want to pass up the chance to unleash Ken's special brand of fury, as he seems to be one of the few characters who can go berserk, yet remain a damaging force in Street Fighter III.



The Multidragon Punch works much like the old version, but it's much harder to avoid.



The Vacuum Dragon Punch rises VERY high in the air and does incredible damage.



Ken can unleash a massive Hurricane Kick, far flashier than Ryu's old Super Combo.

SUPER ART  
I  
II  
III



200,000,000 years after the last dinosaur died...





# ...make dinosaurs



"It's gonna kick some serious butt."  
-Next Generation



"The arsenal of shooting devices could supply an armored division!"  
-Nintendo Power



**Acclaim**  
entertainment inc.  
www.acclaimnation.com



# extinct.

Again.



"Superb graphics and flawless gameplay!"  
-GamePro



"The most realistic graphics ever seen  
on a console game system!"  
-Ultra Game Players



"The new standard against which all 3-D  
first person games will be measured!"  
-Gamefan

# TUROK

DINOSAUR HUNTER



# DINOSAUR HUNTING SEASON OPENS MARCH 97.



**#3-97-N64**

**DINOSAUR HUNTING PERMIT**

ISSUED BY: Lost Land Division of Saurian Reptiles and Wildlife

KILL LIMITED TO:	unlimited	RAPTORS
	unlimited	TRICERATOPS
	unlimited	PTEROSAURUS
	unlimited	DINOSAURS
	unlimited	ANY LOST LAND-RELATED CROSS-BREED OR MUTATION OR MECHANICAL SAURIAN REPLICANT

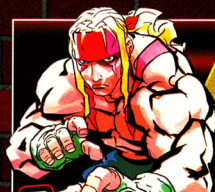
ALL RULES MUST BE READ AND TABULATED WITH YOUR LOCAL SAURIAN CONTROL AGENCY.  
 CONVICTED FELON STATEMENT  
 I am not prohibited by law from possessing multiple firearms and/or incendiary devices and/or  
 devices and/or lethal handheld weapons pursuant to Title 17, Section 64.  
 I have four the right to possess multiple firearms and/or incendiary devices and/or  
 devices and/or lethal handheld weapons, but have been issued a permit to possess and use  
 pursuant to Title 17, Section 64, Subsection 1.  
 I have four the right to possess multiple firearms and/or incendiary devices and/or  
 devices and/or lethal handheld weapons, but have been issued a permit to possess and use  
 pursuant to Title 17, Section 64, Subsection 2 with respect to dire need.

NOTICE: THIS LICENSE GIVES THE HOLDER THE RIGHT TO ENTER ANY AND ALL PROPER-  
 TIES, BUILDINGS, LANDS, ENVIRONMENTS, AGAINST THE WISHES OF ANY AND ALL PROPER-  
 OWNERS AND/OR GUARDIANS. IF HUNTER IS ENGAGED IN PURSUIT OF ONE OR SEVERAL  
 DINOSAURS, DINO-SAURUS, OR MECHANICAL SAURIAN REPLICANT, HUNTER IS ENCOURAGED TO  
 THE Lost Land of Saurian Reptiles and Wildlife encourage you to hunt with care and  
 The Lost Land of Saurian Reptiles and Wildlife encourage you to hunt with care and  
 The Lost Land of Saurian Reptiles and Wildlife encourage you to hunt with care and



TUROK: DINOSAUR HUNTER © 1997 Akkaim Entertainment, Inc. All rights reserved. Akkaim Entertainment, Inc. is a subsidiary of Acclaim Entertainment, Inc. All other trademarks and the distinct logos are the property of their respective owners. All other trademarks and the distinct logos are the property of their respective owners. All other trademarks and the distinct logos are the property of their respective owners.



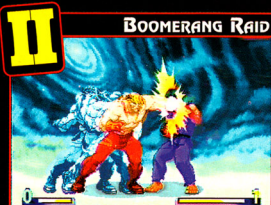


# ALEX

Alex is a central character from Manhattan in the new Street Fighter universe. Alex was orphaned at a young age, and later raised by his father's best friend Tom, a former Army instructor, managed a gym and worked out every day, helping Alex become the formidable fighter he is today. When Tom was defeated by a mysterious fighter, Alex began a quest to locate this man and crush him in Tom's honor. Alex is a hardened man, who uses his awesome grappling strength to beat his opponents senseless. He has learned from former World Warriors like Zangief, Adon and Birdie, and can select some of their Super Combos as his Super Arts.



Straight out of Zangief's training manual, this deadly Art can steal almost half your life.



You'll quickly recognize Adon's Punch Flurry here, but with far more power backing it up.



After watching Birdie dizzy an opponent with his Level 3 Headbutt, Alex added this move.

**SUPER ART  
I  
II  
III**



# ELENA

The warrior princess from Africa is an expert of the Capoeira style, and her vague movement often confuses opponents. She has extremely powerful legs to balance her upper-body weaknesses. In fact, you'll notice that she has no punch attacks at all, which can make her an awkward fighter to use. Still, after getting used to her seemingly wild kicks, you'll see how effective she is. Her father, the tribal leader, studied medicine in France, and Elena hopes to follow in his footsteps one day. This shows as one of her Super Arts is Healing! She is able to tap into the strength of Mother Earth to enhance her own stamina and strength.



This hopping attack is very effective against air and ground attacks. Use it often!



The Brave Dance is only effective when up close, but it packs a larger punch, er, kick.



The ability to heal herself makes Elena even more deadly. She can be knocked out of this.

**SUPER ART  
I  
II  
III**



# ORO

Oro is a strange fighter who is over 140 years old. He hasn't found many challengers worthy of his full strength, so he has bound one of his arms to make the fight "fair" for his opponent. He lives in the Amazon caves as a hermit, and only likes the company of wild animals. His Senjyutu style is very artistic, and he searches for a worthy student to succeed him. As a fighter, he can be hard to use as one of the few characters who has charging special attacks. He may be compared to Guile, but he isn't nearly as effective, thanks to his slowness and weak defense. It will take a dedicated gamer to master him well enough to be useful against the other characters.



This is by far his best and deadliest Art. The multithrow can be done at least twice!



This Chi blast is great for short-range fighters, but useless against fireball throwers.



Oro surrounds himself with a protective ring of rocks and junk to toss at opponents.

**SUPER ART  
I  
II  
III**





# NECRO

Born in a small Russian village by a lake, Necro had few opportunities as a child. After Moscow's collapse, he wandered Moscow, where he was abducted by an organization run by a man named Gil. He was put through several horrifying experiments and was mutated into his current agile form. His limbs are as flexible as rubber, yet hard as steel. He fights for his captors, but he secretly wishes to be free of them. He looks for the opportunity to flee at every match, but so far he hasn't escaped. Gamers will have a hard time using Necro due to his wild attacks and slow frame. He does have very good reach, and is similar to Dhalsim.



# I

## MAGNETIC STORM



This awesome Super Art pulls your opponent into the electricity from anywhere on the screen!

# II

## SLUM DANCE



This Super Art is hard to manage unless up close, where Necro is weakest.

# III

## ELECTRIC SNAKE



The Electric Snake is a deadly mid-range attack that powers up easily. Use it often.

SUPER ART I  
II  
III



# IBUKI

Ibuki is rumored to be Geki's daughter, and judging from her attacks, it may be true! (Geki was the original ninja in the first Street Fighter game.) In fact, when Ibuki loses a round, a character looking very much like Geki will appear hovering in the background. Ibuki is just a young schoolgirl from Japan who has been training since childhood with her friends. At heart, she is carefree and loves daydreaming. In a fight, she is very serious and meticulously finds her opponent's weakness and exploits it. She will certainly be one of the new favorite fighters, since her balance of offense and defense is very well done. She is a bane to fireball throwers everywhere, with the only air projectile!



# I

## KASAMI-SAZAKU



This multi-air projectile move is not overly powerful, but it's a great deterrent.

# II

## YORO-DOUSHI



While not her most powerful Art, as it needs to be close, it is good against air attacks too.

# III

## KIRIN-KYAKU



Her strongest, yet most easily avoided Super Art is best used in a combo interrupt.

SUPER ART I  
II  
III



# DUDLEY

Dudley is a rich businessman who loves to box. While small for a boxer, he has made up for that in technique. His father was also a successful athlete, so Dudley enjoys roaming the streets for a fight to earn his father's acceptance. He is unmatched in punch speed, and can quickly out-box anyone once inside. As a character, gamers will be inclined to think he is another Balrog or Mike, but he is far easier to use effectively. In fact, his well-rounded attacks and excellent stamina make him a deadly opponent for any character. Beware his "dropped guard" auto-counter defense!



# I

## ROCKET UPPERCUT



Borrowed from Ken, this Dragon Punch Art hits for a large amount of damage.

# II

## ROLLING THUNDER



Adon must have a school somewhere, as his multipunch Super shows up here again.

# III

## CORKSREW BLOW



This Super Art is a much stronger variant of Rose's special attack from SF Alpha 2.

SUPER ART I  
II  
III



# KING'S FIELD II

ASCII  
ENTERTAINMENT

## What it takes to make an epic RPG/Adventure game

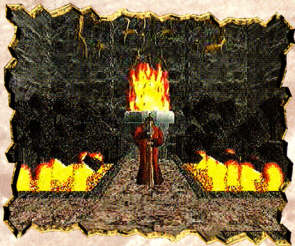


**Mad Dog  
McGamer**

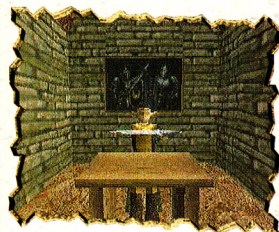
King's Field II, following on the heels of the wildly successful original, is hands down the best thing to happen to the PlayStation! Every aspect that made the original a hit are back - with reinforcements! ASCII has made an incredible effort to give you the best RPG to find its way to the home market. Making an encore performance are the artfully designed landscapes and brilliant effects of the first 360°, fully rendered masterpiece, but this time, ASCII has included a host of improvements that will fulfill your every fantasy!



Story line, sound, action and graphics made their way to the top of ASCII's to do list with upgrades ranging from original compositions in beautiful stereo sound to SGI rendered cut sequences!



The blood red skies of Verdite look on as a lone figure ventures out into the grisly scene of carnage and death. Austin Lyle Forester, prince of the bedamned kingdom of Verdite unsheds the mighty Excallector and prepares his heart and soul for the journey just set before him...



The young prince had listened in horror as Leon spun the tale of the past ten years of chaos and destruction. After Alexander's triumphant return from Melanat with the Moonlight Sword, peace had ensued for five years in the great kingdom as the peasants grew soft...lulled by the prosperity and peace they had enjoyed. But five years later, the sun shone for the last time on Verdite, a great storm was seen on the horizon - a storm with intent of the purest evil. Lightning struck the tower, utterly shattering the Moonlight Sword, and the Holy King, John Alfred Forester fell ill. When the king recovered, he was a changed man. It was as if the devil himself had taken the throne of Verdite. The reign of terror he ushered in after his recovery had no parallel in all of history. Evil demons of every conjuring imaginable took to the kingdom like a hungry plague, littering the beautiful hills and plains with the terrible carnage only a bloodthirsty God could permit. Alexander had tried in vain to help his former friend, the king, but after finding only the remaining hilt of the great Moonlight Sword, he gave his life to seal the Demon King within the castle walls.



How could Lyle's own father have done such terrible things? Lyle's struggle was brief. The deeds that had transpired over the past ten years would have to be met with the terrible steel of battle, his was the quest for blood...the blood of his own demon father, King John Alfred Forester - UN-Holy King of Verdite!!

*This will be your quest in ASCII's sequel to last year's Smash Hit, King's Field.*



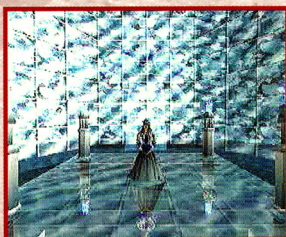


First on the boards was the Story line. In response to consumer requests, and their own dreams for the sequel, ASCII employed a team of experts in the RPG and writing fields to breath the life into King's Field II that would make it a timeless classic. Austin Leininger, formerly "Sir Garnabus" of GamePro Magazine worked with the rewrite along with ASCII's own Jane Cowley and expert GameMasters David Silveira and Mark Johnson to bring the flare of professional Gamers into the plotline, making King's Field II one of the first RPGs to hit the PlayStation completely written for the American Gamer!



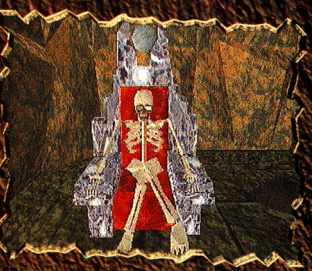
Packs, clans, and families of previously undiscovered monsters ravage Verdite as you battle against them with an improved arsenal of over twenty new weapons along with several old favorites! Over 100 new items await your discovery along with the arrival of well over 50 completely new breeds of monsters. These improvements

complement the plot well as you journey through the villages of your kingdom speaking with well developed characters that will suck you into their world within moments! ASCII spent a lot of time on the development of new characters in King's Field II. Humor, depth, personality, and history can be found in every character you encounter. Along with each meeting comes a chance for additional sub-plots - and of course, the acquisition of more items and power - as you involve yourself in the lives of your royal subjects and your kingdom.



Naturally, ASCII took the time to improve on the knowledge, use, and appearance of magical spells as well! Forty different magics in five disciplines can be at your command. All magics are either new, or have been redesigned to look and sound as powerful as the gods who invented them!

Next on ASCII's list was the question of sound. As in the original, King's Field II undertones your quest with the terrible wails and screams of the enemy. Those same battle cries of your flesh-hungry enemies louden as they approach, heightening the sense of reality in the game. In addition to this old favorite is the host of original music,



MASTER THE GAME,  
KNOW ALL THE  
SECRETS, BECOME A  
**DEMIGOD**



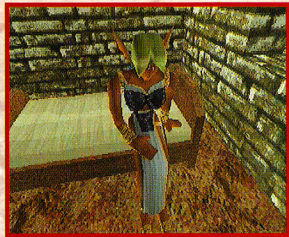
**ONLY \$12.95**  
PAPERBACK

128 Full Color Pages -  
The Most Complete  
King's Field II guide  
on earth (Or Valusia!)

THE ONLY WAY TO WIN

To order by Visa or Mastercard, call 415-780-0166. For the KF II hintline or to charge the guide to your phone bill, call 1-900-288-ASCII (2724). To order by mail, send money order made payable to ASCII Entertainment, P.O. Box 6639, San Mateo, CA 94403. Price is \$12.95 plus \$2.00 shipping & handling. Not available in stores. \*900 line is \$0.95 per minute. Callers under 18 must get parental permission to call. Touch tone phone required.





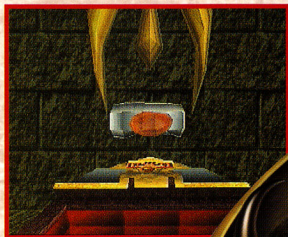
written solely for use in King's Field II. The scores of new music are beautifully composed in stereo to complement whatever scene you are faced with, bringing tension and climax along with a beautifully felt ambience throughout the game.

Of course, what would an RPG be in modern life without action? ASCII has taken great pains to provide as much wonderfully gory and personally satisfying carnage as possible! Battles rage throughout your quest with new enemies, new magics, and new weapons. Even battles of epic proportions ensue as you take on the Gods themselves! Additionally, ASCII included several cut sequences in full SGI rendering. Key points in the game are perfectly ushered in with these awesome action scenes of graphical prowess.

Along with the enhanced character definition and overall improvements on landscape and character design, what could possibly make this game any better? Well...perhaps a copy of ASCII's King's Field II Strategy Guide! The same talents and energies that created the King's Field II masterpiece came together again to bring you the strategy book - actually written by the same hand that wrote the game itself! Who better to know than he who was the creator?! The book is beautifully designed of high quality paper and crystal clarity.

ASCII offers all of this, wrapped up in a beautifully rendered 3-D world of enhanced polygon graphics with texture mapped surroundings to give a complete package of absolute perfection!

Good Luck to you, mighty warriors, the battle ahead is like none you've ever seen! Choose your weapon wisely and you might even survive!





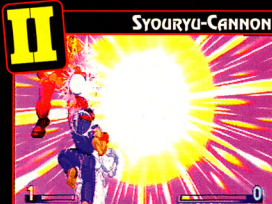


# SEAN

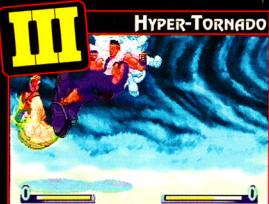
This new Shotokan trainee quickly grabs our attention as a new Dan character, but he is much more. Born and raised in Brazil, Sean looks up to Ken, and wishes to train underneath him. He is hot-tempered and egotistical, much like Ken, but he hasn't actually learned Shotokan styles. His grandfather trained him, and he is quite powerful, but he believes Ken's tutelage will make him the best fighter ever. Despite his temper, he is very polite when not fighting, and he hates being called Dan. Gamers will enjoy his wide arsenal of attacks, some of which were meant to deal with fireball attackers like Ken and Ryu. Add his Hado-Burst Art, and he's the best!



Sean gets a fireball. Add this to Sean's attacks, and he's the most well-rounded foe.



Much like Ken's Vacuum Dragon Punch, yet with greater range, but less power.



Nothing will beat an opponent senseless like this move! Sean goes berserk with this one!

**SUPER ART I  
THE SELECTION III**



# YUN & YANG

Yun and Yang are twin brothers with the exact same fighting style. Their personalities are vastly different however, as Yun likes the spotlight and being a leader, while Yang prefers to sit back and ponder his lot in life. Trained by their grandfather, rumored to be Gen (thanks to similar fighting styles), they are quick and deadly. Gamers will notice that Yang doesn't seem to have his own selection icon, which is true! Use the Kick buttons to select Yang and the Punch buttons to select Yun.



This Rising Kick Flurry is useful up close, but not from a distance. Remember Gen?



This Art is much more effective from any distance, but you need to be close to hit hard.



Another flurry attack is all these guys need! Still, its power is its best feature.

**SUPER ART I  
THE SELECTION III**

## FIRST LOOK: SUSHI-X's 1997 PREDICTIONS

OK, let's get the bad stuff out of the way first: This is not what I'd call Street Fighter III. No, instead, this is what I'd call SF:VI! Why? Because with this new game, all of us faithful SF nuts are left holding the bag as to what happened after SF2. Who was victorious? What happened to M.Bison and Akuma? Where is Sagat, the nemesis of Ryu? What about all the other favorites, like Blanka and Chun-Li? Those are but a few of the questions that Street Fighter III will leave unanswered. Capcom, you need to work on your plot lines! I hate to compare, but look at Tekken's flowing story line. Each new character is given a reason and a link to the Tekken Universe. Not so with Street Fighter III. This game should have had closure, but maybe the upcoming SFA3 will do that for us. In the meantime, shame on you!

Now that that's over, let's look at the good stuff. Capcom, you deserve a resounding ovation for the excellent work so far on SF:III's fighting engine. It is by far the best fighting

game to date, even when stacked against polygon fighters which are the rage these days. The engine shows real improvement, rather than flashy toys, which earns respect from this hardened gamer. I especially like the new characters, with the possible exception of Necro and Oro, who can't seem to hold their own against the other World Warriors. This may change, so I'll see what happens in the final product. Please tweak them! I can't wait to see what develops...and I get to make a full review of what is sure to be my token chomper of 1997.

## GONE... FOREVER?





# 3-D fighting with a vengeance.

They killed you. But you came back.

An avenging angel from beyond the grave.

A vigilante reborn to bring justice to the damned.

Take your unearthly powers and wreak vengeance on Judah, L.A.'s drug king, Kali, the nin-jitsu death-bitch, Curve, Spider Monkey and an army of lowlife thugs...

Because life after death is hell.



## the Crow

city of angels



**NO OBSTACLE WILL STOP YOUR  
UNEARTHLY QUEST FOR VENGEANCE!**



**HUNT FOR THE DAMNED THROUGH  
A 3D LABYRINTH OF SEEDY STREETS!**



**CLEAR YOUR PATH TO JUDAH WITH  
SHOTGUNS, UZIS, AND MOLOTOV COCKTAILS!**



**THE SWIFT KICK OF JUSTICE!**



"THE CROW: CITY OF ANGELS"™ and © 1996 Bird Brain Productions, Inc. All rights reserved. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Windows is a registered trademark of Microsoft Corporation. © 1996 Microsoft Corporation. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown were taken from the PlayStation version of the video game.

**Acclaim**  
entertainment, inc.

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

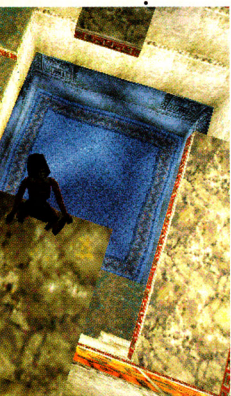




GO WHERE NO MAN  
HAS EVER COME  
OUT ALIVE. NOTICE  
WE SAID "MAN."



IF THE GAME GRAPHICS  
DON'T BLOW YOU AWAY,  
ONE OF THESE WILL.



TREASURE SEEKING,  
PUZZLE SOLVING, ALLIGATOR  
WRESTLING, AND STILL TIME  
FOR A FIGHT.



# SOMETIMES, HAVING A



Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



EIDOS INTERACTIVE, CORE, TOMB RAIDER, LARA CROFT AND HER LIKENESS ARE TRADEMARKS OF EIDOS, P.L.C. ©1996 EIDOS.  
EIDOS HINT LINE 1-900-288-4263. COST OF CALL \$0.95/MINUTE. MUST BE 18 YEARS OR HAVE PARENT'S PERMISSION/TOUCH-TONE PHONE REQUIRED





NOTHING LIKE A  
LITTLE SWIM BEFORE  
FENDING OFF A PACK  
OF WOLVES.



"100%, 99%, 97% - Playstation game of the year!"  
Game Fan

"9.5 - Playstation game of the year!"  
"Adventure game of the year!"  
Ultra Game Players

"99% - Game of the year!"  
PS Extreme

# KILLER BODY JUST ISN'T ENOUGH.

NOT EVERYONE SEES  
A BRIGHT LIGHT  
JUST BEFORE DYING.  
(LUCKY STIFFS.)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at [www.tombraider.com](http://www.tombraider.com).



EIDOS  
INTERACTIVE

# TOMB RAIDER



# TEKKEN 3

Development on round three of the Tekken saga is nearly 60 percent complete, and EGM has learned more tidbits and rumors about Namco's flagship fighter.

For starters, early rumblings about a Nintendo 64 version of Tekken 3 appear false. Namco looks committed to continuing its mutually beneficial relationship with Sony—but that doesn't mean Tekken 3 will be coming to the PlayStation as we know it. Rumors about about a PlayStation VRAM upgrade that will bring the system up to par with Namco's System 12 arcade hard-

ware, on which Tekken 3 will play.

This month's feature focuses on the story of Tekken 3, which is set 20 years after the previous installment.

Don't be fooled by the familiar faces you see in the game; several of the fighters are actually the kids of previous cast members. Fighting skill, apparently, is a genetic trait.

And don't forget to check out this month's Quatermann section, The Q digs up details on an upcoming Tekken movie.

## INTRODUCING RALLY JACKSON



Tekken 3's main mystery man, Rally Jackson, is still, well, a mystery. We do know he isn't a Boss character, and we know his name is tentative. But other than that, anything's possible with this pierced combatant.

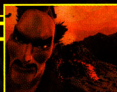
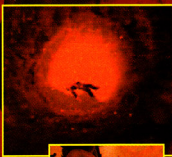


Newly discovered moves like King's Pick-up Off the Ground Grab are being slowly uncovered.



## THE MISHIMA WAR COMES TO A FIERY END...

As the second Tekken tournament was drawing to a close, Jun Kazama approached Kazuya, suspecting his power was coming from Devil. Jun felt a mysterious power attracting her to him, and the two embraced. A few days later, Heihachi confronted Kazuya and attacked him. Heihachi won the battle and dropped Kazuya into a volcano. Yet Heihachi remained unaware of Devil's existence. Meanwhile, Devil tried to possess the new life in Jun's body—the unborn child of her and Kazuya—and failed.



## THE RISE OF THE THIRD IRON FIST TOURNAMENT

The vengeful Heihachi has once again set his plans for world domination in motion. To buy time, he has gained the confidence of the planet's leaders by putting forth a plan for world peace. In this uncertain time, a baby is born...The infant's name is Jin Kazama, son of Tekken 2's feisty Jun and Heihachi.

Fifteen years later, a secret excavation by Heihachi's "Tekken Forces" in Central America unearths an unusual find. In their final communicate with Heihachi, they report seeing a being known as the Toshih, the "God of Fight." Heihachi immediately heads to the site aboard his private jet.

Upon arrival he finds scattered corpses and no "God of Fight." The wheels in this head start to spin. "What is this thing?" he thinks. "Under my control, maybe I could control the world!"

Within weeks, strange disappearances occur throughout the world. Masters of the martial arts are reported missing, and no one has any answers.

Jin Kazama is now a young man of 15 years. Though he and his mother Jun live peacefully in the mountains, her intuition warns of impending danger. She tells him of a tremendous power, one that will endanger their lives. Jun explains to Jin the story of his father, grandfather and the legend of Tekken. Fearful of what lay ahead, she tells Jin to go to Heihachi if anything happens to her.

Her intuition proves right. The Toshih comes to the mountains, where he's challenged by an inexperienced Jin. The last thing Jin hears before losing consciousness is his mother yelling, "Run, run far away."

Morning sunlight awakens Jin. The house and everything around it is buried to the ground. He searches frantically for his mother, but to no avail. Following his mother's wishes, Jin seeks out Heihachi Mishima. Upon hearing of what happened, Heihachi reasons that the "God of Fight" thrives on the strong souls of others—especially the souls of Tekken fighters. Jin asks Heihachi to teach him to defeat the Toshih.

As a ploy to lure the Toshih, Jin plans to one day organize "The King of Iron Fist Tournament 3." Such a gathering of strong souls would be too much for his arch-enemy to resist!

The tournament opens four years later.







## Paul Phoenix

Paul missed out on his chance to fight Kazuya in the last Iron Fist Tournament (although he did defeat his old nemesis Kuma). Now, the 46-year-old fighter is a famous martial artist. He has won scores of victories in countless fighting contests. But he still feels something is missing. Recently, a letter came to him saying that the third King of Iron Fist Tournament will be held—and he's invited. Paul believes he's in perfect condition and there is no way he could lose. Perhaps this contest will make his life complete.



He's tough. He's cheap. And now, he's, er, old.



## Forest Law

Yep, you guessed it—Marshall Law's a daddy, and now his young son trains at his father's dojo. But Forest is forbidden to compete in any tournaments. Meanwhile, Paul Phoenix visits the dojo to battle Marshall. When he came this time, Marshall was away building another dojo. So Paul took the opportunity to persuade Forest to join him at the Tekken 3 tournament. Needless to say, Marshall wasn't too happy when he discovered his son was entering Tekken 3.



Like father, like son—  
young Law's no wuss.



## Lei WuLong

Bruce was defeated by Lei at Tekken 2, but escaped from Lei's custody. For 19 years since, Lei WuLong has solved several international crimes, even earning the name "Super Policeman." During his recent investigation into the disappearance of prominent martial artists, Lei was visited by Heihachi, who asked him to join the third Iron Fist Tournament. Curious about Heihachi's intentions, Lei decided to once again participate in the battle.



New throws abound in  
Lei's arsenal of moves.



## Yoshimitsu

Yoshimitsu has been helping the poor and raising funds for his scientist friend Boskonovitch, who once saved his life. Boskonovitch is conducting a study on suspended animation, which he hopes will help his ailing daughter and grant her eternal youth. But the scientist himself has become infected with a pathogenic organism. Only the blood of Toshin will kill the pathogen. Yoshimitsu vows to enter the new Tekken tournament and collect that blood. Boskonovitch and his daughter will die if he fails.



Yoshimitsu can now  
attack from above.



## Nina Williams

During the previous tournament, Nina was ordered to assassinate Kazuya, but she failed when she was sidetracked by her sister, Anna. Captured by Kazuya's henchmen, Nina and Anna were used as guinea pigs for Boskonovitch's experiments in suspended animation. When the God of Fight was excavated, it released a massive spiritual wave that woke Nina's soul from her 15-year slumber. Now, under the god's control and suffering from amnesia, Nina is on the hunt for Jin Kazama, whom she plans to assassinate.



Nina's kinda grumpy  
after her 15-year nap.



## King the Second

It's sad but true—the original King, star of Tekken 1 and 2, was murdered after the second tournament, his killer never brought to justice. A 24-year-old former ward of King's orphanage saw that the orphans were in danger of losing their home, so he donned King's mask and kept the home open. But he couldn't become very strong because his technique was learned just from watching King. Fortunately, he was visited by Armor King—who said he knew who murdered King. He offered to solve this mystery and train King the Second for the third Tekken tournament.

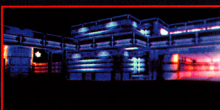


King 2 is way more  
buff than the original.



## The Stages Of Battle

Tekken 3's arenas are more detailed than ever before. They're surrounded by pseudo 3-D buildings and other structures.





NO BULL. NO HYPE. NO CRAPPY GAMES. THIS IS...

## THE BEST OF

## 1996

ALL SYSTEMS

GAME OF THE YEAR  
SUPER MARIO<sup>64</sup>

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

No argument here: Super Mario 64 is by far the single best video game of 1996. Is it because of the exquisite, true three-dimensional graphics? Is it because of the analog controls that were perfected to a tee? Is it because of the enormous and fantastic worlds? Or is it because Super Mario 64 captures the embodiment of

perfection in a video game? No matter. Super Mario 64 took over our offices by storm. The moment we set our eyes on this masterpiece of Shigeru Miyamoto's, we realized that a new standard in video games had been set. The scary thing is, we can only expect better. If you haven't experienced Super Mario 64 yet, then you haven't experienced the best.

RUNNERS-UP

## DRAGON FORCE

PUBLISHER: WORKING DESIGNS SYSTEM: SATURN



Most of the editors became instantly addicted to this brilliant strategy game by Working Designs. Need a reason to buy a Saturn? Here it is.

## TOMB RAIDER

PUBLISHER: EIDOS INTERACTIVE SYSTEM: PS/SATURN



Welcome to 3-D adventuring on the 32-Bit level. Tomb Raider easily provided the largest, most detailed worlds to explore for 1996. Tomb Raider will occupy countless hours of your time.

It was not just a great year, it was a fantastic year. Three major players, Nintendo, Sony and Sega, were on the market, vying for your attention. NiGHTS showed off the powerful potential of the Sega Saturn. Crash Bandicoot demonstrated that the systems war would be a no-holds-barred one. But in the end, it was Nintendo 64's (and Shigeru Miyamoto's) Mario who captured most of the limelight.

Regardless, the competition ended up only serving one purpose: It gave video game players more games than ever to choose from. Never before have we seen such quality titles and so many of them. Hopefully, this trend will continue to rise deep into 1997 and beyond.

The following few pages will show you what was the cream of the crop; the best of the best; the...well, you get the idea. Each member of the EGM staff independently voted on each of the 26 categories. What you'll see is what the top experts in the video game industry think of what came out in 1996. Some of the results may surprise you.

On the final page of this special feature, you'll see the results of the reader surveys for 1996 (from the December 1996 issue of EGM and the 1997 Video Game Buyer's Guide). Find out what were some of your favorites for the year.

Note: Only games that were released during the calendar year 1996 are eligible for the awards. For multiplatform titles, only the superior version(s), if any, are recognized.





# Yesterday, you were a cocky 2-D arcade shooter.

# Today, you totally suck.



We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



www.vie.com



Tetragon®



## NanoTek Warrior™





## NINTENDO<sup>64</sup> GAME OF THE YEAR

# SUPER MARIO<sup>64</sup>

PUBLISHER: NINTENDO

Super Mario 64 didn't face a lot of competition in this category (only eight U.S. N64 games were available in 1996). It wouldn't have mattered, however, as this overall

Game of the Year would easily capture the N64 Game of the Year award, regardless of the competition. Super Mario 64 is an excellent enough title to sell N64 systems, all by its lonesome.



## STAR WARS: SHADOWS OF THE EMPIRE

PUBLISHER: NINTENDO

Star Wars fans can rejoice. Shadows offers a variety of different styles of gameplay, all set in the popular universe. Fly around in snow speeders while battling AT-ATs, fight fellow scoundrels Boba Fett and IG-88, explore fascinating Star Wars locales and more. SoE is a tour-de-force that all Star Wars fans must check out.



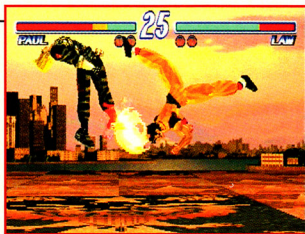
## WAVE RACE<sup>64</sup>

PUBLISHER: NINTENDO

The first racing title for the N64 became an instant winner with sports and non-sports enthusiasts alike. Realistic physics and a wide variety of tracks made Wave Race 64 an ideal one- or two-player game.



## RUNNERS-UP



## PLAYSTATION GAME OF THE YEAR

# TEKKEN 2

PUBLISHER: NAMCO

Tekken 2 is one of the best polygon fighters ever, and only the PlayStation can claim bragging rights to it. Tekken 2 offers fighting game fans 23 different characters, each with dozens of bone-crushing moves

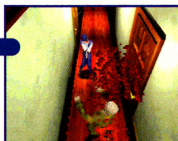
and combos. The smooth animation is top-notch, and the controls (vital to any fighting game) are unparalleled. Beautiful cinemas (some of the best in the business) round out this great package.

## RUNNERS-UP

## RESIDENT EVIL

PUBLISHER: CAPCOM

This frightening horror-adventure game is one of the PlayStation's top-selling games of all time. The dark mood instantly pulls you in. Voice acting aside, Resident Evil is an all-around excellent PS exclusive.



## TOMB RAIDER

PUBLISHER: EIDOS INTERACTIVE

One of the biggest hits of the year is Eidos Interactive's Tomb Raider. Imagine exploring enormous levels (that would intimidate Mario) and facing great perils (that would scare away even Indiana Jones). Well, the busy and dangerous Lara Croft is ready to take on anything in this gargantuan action-adventure hit.



## SATURN GAME OF THE YEAR

# DRAGON FORCE

PUBLISHER: WORKING DESIGNS

Sure, Sony may have an invaluable partner in SquareSoft, but Sega has Working Designs. These good folks brought us our favorite Saturn game of 1996 (and

perhaps of all time). This strategy game has over 100 unique characters, multiple story lines and awe-inspiring army-to-army battles that would make the movie *Braveheart* look like a schoolyard brawl. Dragon Force is a must-buy.



## TOMB RAIDER

PUBLISHER: EIDOS INTERACTIVE

Eidos created Tomb Raider from the ground up (as opposed to a typical PlayStation port) to take advantage of the Saturn's hardware. As a result, Tomb Raider is one of the best-looking 3-D games on the system, period. The outstanding level design of this action-adventure game must be seen to be believed.



## SF ALPHA 2

PUBLISHER: CAPCOM

Street Fighter Alpha 2 is the best 2-D fighter to date. Capcom's expertise in that field has never been matched, and SFA2 is the best among its elite SF brethren. The Saturn boasts having the superior version.

## RUNNERS-UP









BEST OF '96 SPECIAL FEATURE

## SUPER NES GAME OF THE YEAR

### TETRIS ATTACK

PUBLISHER: NINTENDO

This puzzle game is dangerously close to being illegally addicting. Tetris Attack made such an impact at *EGM*, that it was the game most bought by the *EGM* staff in 1996 (see our 1997 *Buyer's Guide*). The simple premise makes it a game of mass appeal; its depth makes it a hardcore gamer's delight. It's highly recommended.



**RUNNERS-UP**

### DK COUNTRY 3

PUBLISHER: NINTENDO

### MARIO RPG

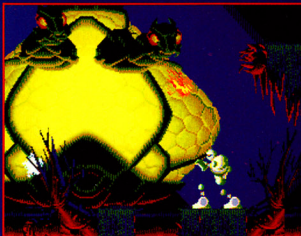
PUBLISHER: NINTENDO

## GENESIS GAME OF THE YEAR

### VECTORMAN 2

PUBLISHER: SEGA

Although the Genesis is probably the next system to go to console heaven, it's still running on the backs of great side-scrolling action titles like *Vectorman 2*. You get great Bosses, a wide variety of levels and plenty of new and unique morphs. *Genesis* owners should pick this up. It's going to be one of the last hits you'll see.



**RUNNERS-UP**

### SONIC 3D BLAST

PUBLISHER: SEGA

### TRIPLE PLAY GOLD

PUBLISHER: EA SPORTS

## NEO•GEO GAME OF THE YEAR

### KING OF FIGHTERS '96

PUBLISHER: SNK

You can't ask for more characters when KOF '96 offers you 27 fighters in all. And why would you have to play any other Neo•Geo fighter when most of them star in the KOF series as well? Overall, this is an excellent packaged deal for any fan of 2-D sprite-based fighting games. Plenty of moves, techniques and fun.



**RUNNERS-UP**

### SAMURAI SHODOWN III

PUBLISHER: SNK

### METAL SLUG

PUBLISHER: SNK

## 3DO GAME OF THE YEAR

### CAPTAIN QUAZAR

PUBLISHER: STUDIO 3DO

The competition for the 3DO this year was really light. But as little support as there was, *Captain Quazar* still reigned supreme. With fast action and tons of explosions combined with one-player or two-player split-screen simultaneous play, CQ offers plenty of replay value to make up for the non-existent new releases.



**RUNNERS-UP**

### CANNON FODDER

PUBLISHER: VIRGIN INTERACTIVE

### STAR FIGHTER

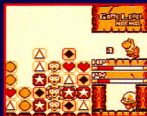
PUBLISHER: STUDIO 3DO

## HAND-HELD GAME OF THE YEAR

### TETRIS ATTACK

PUBLISHER: NINTENDO SYSTEM: GAME BOY

Of course it's not as fun as the Super NES version, but even if it offers a fraction of the fun, that's enough to make *Tetris Attack* the best portable game of the year. This is tiny fun at its best.



### RUNNERS-UP BAKU BAKU

PUBLISHER: SEGA SYSTEM: GAME GEAR

### KIRBY'S BLOCKBALL

PUBLISHER: NINTENDO SYSTEM: GAME BOY

## ADVENTURE GAME OF THE YEAR

### SUPER MARIO 64

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

Needless to say, the magical world of Mario is one we all love, and to see it in full, luscious 3-D makes it all the better. *Super Mario 64* is an adventure that will truly amaze anyone with two eyes.



### RUNNERS-UP TOMB RAIDER

PUBLISHER: EIDOS INTERACTIVE SYSTEM: PS/SATURN

### RESIDENT EVIL

PUBLISHER: CAPCOM SYSTEM: PLAYSTATION

## ARCADE GAME OF THE YEAR

### SF ALPHA 2

PUBLISHER: CAPCOM

Yes, fighting games are a dime a dozen, but this just goes to show that quality still pays. *Street Fighter Alpha 2* is our favorite quarter-muncher and is our preferred way of showing off our arcade game prowess.



**RUNNERS-UP**

### CRUIS'N THE WORLD

PUBLISHER: MIDWAY/NINTENDO

### VIRTUA FIGHTER 3

PUBLISHER: SEGA



# BLOW DOORS OR BLOW CHOW!



## FEATURES:

- 25+ cars to choose from
- Race in either direction on 5 different tracks
- Includes original Pikes Peak Hill Climb
- 12 different camera angles
- Build and design your own tracks using the first-of-its-kind track editor
- Design your own car, tires, suspension, color and more!
- 1 or 2 player action

# PEAK PERFORMANCE



ATLUS  
PIKES PEAK  
HILL CLIMB



© 1999 Atlus Corp. LTD. Peak Performance is a trademark of Atlus Corp. LTD. All Rights Reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Call 1-800-771-3772 for Game Rating Information.



BEST OF '96 SPECIAL FEATURE

## FIGHTING GAME OF THE YEAR

### TEKKEN 2

PUBLISHER: NAMCO SYSTEM: PLAYSTATION

One of the PlayStation's hottest titles is also the best overall fighting game of 1996. This honor belongs to the PlayStation exclusive, Tekken 2. It is *EGM*'s favorite pseudo 3-D fighter. It may not be as realistic as Virtua Fighter 2, or as flashy as Star Gladiator, but its depth and sheer number of characters won us all over.



### RUNNERS-UP SF ALPHA 2

PUBLISHER: CAPCOM SYSTEM: SATURN

### MK TRILOGY

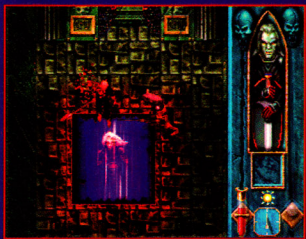
PUBLISHER: MIDWAY SYSTEM: PLAYSTATION/N64

## ROLE-PLAYING GAME OF THE YEAR

### LEGACY OF KAIN

PUBLISHER: ACTIVISION SYSTEM: PLAYSTATION

This was a close race with Suikoden, but the dark and violent nature of Kain won. Definitely not for the young or timid, Kain showed us that drinking blood is healthier for us than we thought. The excellent voice work, as well as the foreboding and violent cinemas, produced the perfect mood. This RPG was truly one of its kind.



### RUNNERS-UP SUIKODEN

PUBLISHER: KONAMI SYSTEM: PLAYSTATION

### SUPER MARIO RPG

PUBLISHER: NINTENDO SYSTEM: SUPER NES

## SIDE-SCROLLING GAME OF THE YEAR

### GUARDIAN HEROES

PUBLISHER: SEGA SYSTEM: SATURN

Although the competition was stiff, one side-scroller came out a clear winner: Sega's Guardian Heroes. The different characters, the numerous special and magical attacks, the branching story lines, the Versus Mode and the anime style all combined to make Guardian Heroes one of the best, most memorable games of '96.



### RUNNERS-UP DK COUNTRY 3

PUBLISHER: NINTENDO SYSTEM: SUPER NES

### KIRBY'S SUPER STAR

PUBLISHER: NINTENDO SYSTEM: SUPER NES

## STRATEGY GAME OF THE YEAR

### DRAGON FORCE

PUBLISHER: WORKING DESIGNS SYSTEM: SATURN

Good console strategy games are few and far between. Thankfully, Working Designs was kind enough to share Dragon Force with us. The rich and involving story line will draw you in, and the incredible battle sequences will keep you around. Non-Saturn owners will have to suffer without this fantastic strategy game.



### RUNNERS-UP IRON STORM

PUBLISHER: WORKING DESIGNS SYSTEM: SATURN

### WORMS

PUBLISHER: OCEAN SYSTEM: PLAYSTATION/SATURN

## FLYING GAME OF THE YEAR

### PILOTWINGS64

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

This 64-Bit update to the Super NES classic showed how fun flying could be and demonstrated that there is more than one way to get from here to there. Fun, variety and easy-paced action gave PW64 this award.



### RUNNERS-UP BLACK DAWN

PUBLISHER: VIRGIN INTERACTIVE SYSTEM: PS/SATURN

### NIGHTS

PUBLISHER: SEGA SYSTEM: SATURN

## PUZZLE GAME OF THE YEAR

### TETRIS ATTACK

PUBLISHER: NINTENDO SYSTEM: SUPER NES

This game is so addicting, our boss had to hide the office copy because playing it caused production to take a serious dive.



Everyone here owns a personal copy anyway, so we snuck those into work.

### RUNNERS-UP BAKU BAKU

PUBLISHER: SEGA SYSTEM: SATURN

### BUST-A-MOVE 2

PUBLISHER: ACCLAIM SYSTEM: PLAYSTATION/SATURN

## ACTION GAME OF THE YEAR

### DIE HARD TRILOGY

PUBLISHER: FOX INTERACTIVE SYSTEM: PLAYSTATION

It's hard to beat a title that gives you three complete and separate action games, each truly excellent in its own right. Shoot, blow up, run over, kill...just about every violent action you can think of is in here.



### RUNNERS-UP TWISTED METAL 2

PUBLISHER: SCEA SYSTEM: PLAYSTATION

### TOMB RAIDER

PUBLISHER: EIDOS INTERACTIVE SYSTEM: PS/SATURN




# VIDEO GAMES

Call NOW to Order  
Source 10860  
**802-767-3033**

Shop our Online Catalog! [www.edmag.com/chips.html](http://www.edmag.com/chips.html)

**CHIPS & BITS INC**  
Int'l 802-767-3033 Fax 802-767-3382  
POB 234 Dept 10860 Rochester VT 05767  
Orders/Questions: [cbisales@over.net](mailto:cbisales@over.net)  
Customer Service: [cbiserv@over.net](mailto:cbiserv@over.net)



**NBA LIVE 97**  
mirrors the style of the NBA, capturing 3D animation from real players, so they look and move naturally... at both ends of the court.  
Choose players from all NBA teams, over 300 players. Create, trade and draft players and more.  
SAT \$49




**ASCI VORTEX ANALOG CONTROLLER**  
Analog controller with precision technology, rugged steel control stick and base, high tech 8 button layout, ABS molded handgrip for an ergonomic fit and 7 foot cord.  
\$52



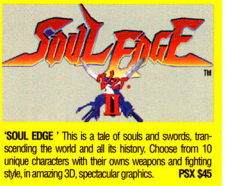
**SONIC X-TREME**  
Move in any direction with full camera rotation. Evil Genie Robotnik has created a Death Egg so huge that its gravitational pull is sucking up all surrounding worlds. Sonic's job is to rescue the Mips from each world before they can be destroyed.  
SAT \$46



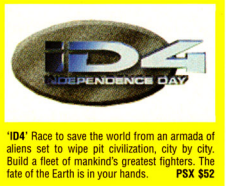
**'CRUISIN' USA**  
Choose from several vehicles in this wild 14 stage ride across the great American highways. Split screen competitive allows 2 players to share the action simultaneously.  
NIN 64 \$52



**FIGHTING VIPERS**  
This game moves at a blistering speed, with fighters moving at lightning-fast speed & 200 plus moves. Sound effects of the arcade are here, home music, best no-rove soundtrack and all the bells and whistles.  
SAT \$44




**SOUL EDGE**  
This is a tale of souls and swords, transcending the world and all its history. Choose from 10 unique characters with their own weapons and fighting style, in amazing 3D spectacular graphics.  
PSX \$45



**INDEPENDENCE DAY**  
Race to save the world from an armada of alien saucers to wipe pit civilization, city by city. Build a fleet of mankind's greatest fighters. The fate of the Earth is in your hands.  
PSX \$52



**'SUPER MARIO KART 64**  
gives you over 20 new tracks to race in Championship vs. Time trial or Battle mode. Plus the ability to race 3-4 human opponents via split-screen action.  
NIN 64 \$56



**TURK DINOHAUNTER**  
Prepare yourself for gut wrenching gameplay and terrifying combat, as you battle raptors, triceratops, t-rex and more. Amazing 3D graphics give you realistic and varied special effects along with 360 degree aim power.  
N64 \$74



**'HEART OF DARKNESS'**  
In the world of dreams, anything is possible. Fears can become full blown terrors. Dark urges once slain, come back in life. Enjoy 7 levels of arcade action and adventure.  
PSX \$54



**MARVEL SUPER HEROES**  
with full camera rotation and battle Thanos, the most dangerous villain in the Marvel Universe!  
SNES \$54



**'X-MEN: CHILDREN OF THE ATOM'**  
The most popular X-Men team to lead to head combat by using Professor X's invention of the "Danger Room". There, the X-Men spar against each other in face phantoms of their most infamous enemies.  
PSX \$50

NINTENDO 64	
3D Golf	\$66
Alien vs Predator	\$64
Black & Barrel	\$66
Blat Corps	\$64
Body Harvest	\$62
Bugby Boogie	\$64
Clayfighter 3	\$66
Creator	\$69
Duke's USA	\$62
Dark Ride	\$64
Donkey Kong Fantasy	\$64
Dom Kong	\$72
FIFA Int Soccer 64	\$69
Freax Boy	\$66
Golden Eye 07	\$64
Ken Griffey Jr Baseball	\$66
Kirby Island Golf	\$72
Kirby Boy	\$62
Legend of Zelda	\$69
Mad Catz: Ady Conquer	\$29
Mad Catz Anal Street	\$52
Mad Catz Basic Conctr	\$25
Mad Catz Fightzr Ctr	\$40
Mega Man	\$64
Mission Impossible	\$66
N64 Extension Cable	\$75
N64 AC Adapter	\$19
N64 Arcade Shark	\$42
N64 Cleaning Kit	\$10
N64 Controller vs.	\$29
N64 Extension Cable	\$10
N64 Flight Force	\$42
N64 Gameshark	\$59
N64 Hammerhead	\$34
N64 Memory Card Plus	\$25
N64 Memory Card	\$19
N64 RF Adapter	\$29
N64 Shark Pad	\$19
N64 VRU Adapter	\$19

PLAYSTATION	
7th Gen 2 11th Hour	\$50
AO&D Iron & Blood	\$50
ASCI Fighter Stick	\$44
ASCI Real Pool	\$46
ASCI Vortex Controller	\$52
Alien vs Predator	\$52
Andretti Racing '97	\$49
Arc: The Lad	\$52
Arise 91	\$51
Beyond the Beyond	\$50
Big Bass Wild Champ	\$51
Birthright	\$46
Blat Chamber	\$49
Blazing Dragons	\$50
Breath of Fire 3	\$54
Castavilla Blooding	\$42
Chronicles of Wonder	\$50
Command & Conquer	\$52
Corvus-Legacy of War	\$46
Crash Bandicoot	\$52
Crash Bandicoot 2	\$52
Cyber Gladiators	\$49
Dark Forces	\$46
Dark Stalkers	\$44
Death Keep	\$52
Death Trip Dungeon	\$52
Descent 2	\$52
Demolition Derby 2	\$52
Die Hard Trilogy	\$50
Dragonheart	\$42
NBA In The Zone	\$46
NBA Jam Extreme	\$51
NBA Live '97	\$49
NCAA FB Game Breaker	\$50
NHL '97 Game Day	\$50
NHL '98 OJ '97	\$39
NHL Face Off '97	\$50
NHL Hockey '97	\$50

PLAYSTATION	
1 World Cup	\$42
FORMA	\$52
Game Shark	\$49
Ghost in the Shell	\$52
Grand Slam Baseball '97	\$52
Haven	\$52
Hyperblade	\$51
ID:Independence Day	\$52
Incredible Hulk	\$50
Into the Shadows	\$52
Jet Moto	\$50
Big Bass Wild Champ	\$51
King of Fighters 95	\$50
Kings Field 2	\$51
Legacy of Blood	\$54
Lethal Enforcers 1 & 2	\$43
MVP Baseball '97	\$52
Mad Catz Analog Street	\$16
Mad Catz Cont Pad Dix	\$16
Mad Catz Football '97	\$54
Mad Catz Soccer '97	\$54
Mechanor 2	\$49
Mega Man 8	\$52
Micro Machines 3 2D	\$46
Magical Gathering	\$50
Marvel Super Heroes	\$52
Mechanor 2	\$49
Mega Man 8	\$52
Micro Machines 3 2D	\$46
Monster Truck Rally	\$54
Mortal Kombat Trilogy	\$46
NASCAR Racing	\$46
NBA In The Zone	\$46
NBA Jam Extreme	\$51
NBA Live '97	\$49
NCAA FB Game Breaker	\$50
NHL '97 Game Day	\$50
NHL '98 OJ '97	\$39
NHL Face Off '97	\$50
NHL Hockey '97	\$50

SATURN	
ASCI Fighter Stick	\$34
Andretti Racing '97	\$46
Area 51	\$51
PSX Multi-Tap	\$46
Blazing Dragons	\$46
Blazing Heroes	\$46
Bug Boy	\$42
NFL Live '97	\$44
NFL '97	\$54
NFL OL Club '97	\$50
Overlord	\$52
Dark Forces	\$46
Duke Nukem 3D	\$52
Earthworm Jim 2	\$46
Crusader-N6 Remorse	\$49
Dark Savior	\$54
Daytona USA-Champ	\$44
Demolition Derby 2	\$52
Destiny Destroyer 2	\$54
Die Hard Trilogy	\$49
Saturn Light Gun	\$19
Saturn Arcade Racer	\$64
Saturn Backup Ram	\$46
Saturn Core System	\$209
Saturn Light Gun	\$19
Saturn Net Link	\$199
Sonic 3D Blast	\$43
Sonic X-treme	\$46
Soviet Strike	\$49
Street Fighter Alpha 2	\$52
Syndicate Wars	\$49
Tempest X	\$50
Into the Shadow	\$52
Ton's Darts	\$49
Ultimate Mortal Kombat 3	\$54
Ultimate Mortal Kombat 3	\$59
World Heroes	\$29
Zombes Air Neighbors	\$29

NINTENDO 64	
3D Golf	\$66
Alien vs Predator	\$64
Black & Barrel	\$66
Blat Corps	\$64
Body Harvest	\$62
Bugby Boogie	\$64
Clayfighter 3	\$66
Creator	\$69
Duke's USA	\$62
Dark Ride	\$64
Donkey Kong Fantasy	\$64
Dom Kong	\$72
FIFA Int Soccer 64	\$69
Freax Boy	\$66
Golden Eye 07	\$64
Ken Griffey Jr Baseball	\$66
Kirby Island Golf	\$72
Kirby Boy	\$62
Legend of Zelda	\$69
Mad Catz: Ady Conquer	\$29
Mad Catz Anal Street	\$52
Mad Catz Basic Conctr	\$25
Mad Catz Fightzr Ctr	\$40
Mega Man	\$64
Mission Impossible	\$66
N64 Extension Cable	\$75
N64 AC Adapter	\$19
N64 Arcade Shark	\$42
N64 Cleaning Kit	\$10
N64 Controller vs.	\$29
N64 Extension Cable	\$10
N64 Flight Force	\$42
N64 Gameshark	\$59
N64 Hammerhead	\$34
N64 Memory Card Plus	\$25
N64 Memory Card	\$19
N64 RF Adapter	\$29
N64 Shark Pad	\$19
N64 VRU Adapter	\$19

PLAYSTATION	
1 World Cup	\$42
FORMA	\$52
Game Shark	\$49
Ghost in the Shell	\$52
Grand Slam Baseball '97	\$52
Haven	\$52
Hyperblade	\$51
ID:Independence Day	\$52
Incredible Hulk	\$50
Into the Shadows	\$52
Jet Moto	\$50
Big Bass Wild Champ	\$51
King of Fighters 95	\$50
Kings Field 2	\$51
Legacy of Blood	\$54
Lethal Enforcers 1 & 2	\$43
MVP Baseball '97	\$52
Mad Catz Analog Street	\$16
Mad Catz Cont Pad Dix	\$16
Mad Catz Football '97	\$54
Mad Catz Soccer '97	\$54
Mechanor 2	\$49
Mega Man 8	\$52
Micro Machines 3 2D	\$46
Magical Gathering	\$50
Marvel Super Heroes	\$52
Mechanor 2	\$49
Mega Man 8	\$52
Micro Machines 3 2D	\$46
Monster Truck Rally	\$54
NASCAR Racing	\$46
NBA In The Zone	\$46
NBA Jam Extreme	\$51
NBA Live '97	\$49
NCAA FB Game Breaker	\$50
NHL '97 Game Day	\$50
NHL '98 OJ '97	\$39
NHL Face Off '97	\$50
NHL Hockey '97	\$50

PLAYSTATION	
PSX Controller	\$22
PSX Flight Force Pro	\$56
PSX Memory Card	\$24
PSX Multi-Tap	\$46
Perfect Weapon	\$46
Power Slave	\$46
Power Pro Wrestling	\$46
Quake	\$54
Quarantine	\$54
Rally Cross	\$52
RayMan 2	\$54
Ridge Assault 2	\$54
Resident Evil 2	\$54
Revelations:Persona	\$54
Ridge Racer Revolt	\$44
Road Rash	\$50
Shadown	\$50
SimCity 2000	\$44
Sony Playst W/Manic	\$249
Soviet Strike	\$49
Space Jam	\$42
Spot Goes Hollywood	\$52
Street Fighter Alpha 2	\$52
Sulodkan	\$46
Syndicate Wars	\$49
Hyper 3D Pinball	\$42
Techno Deception	\$54
Tekno Super Bowl	\$54
Tekno 2	\$44
Tempest X	\$50
Toh Shin Den 2	\$46
Tomb Raider	\$50
Triple Play '97	\$52
Twisted Metal 2	\$50
WWF-In the House	\$52
Warhammer Shat Rat	\$50
Way Commander 4	\$52
Wipeout 2	\$50
X-Men-Children of Atom	\$50

SATURN	
Marvel Super Heroes	\$52
Mechanor 2	\$49
Mega Man 8	\$52
Mortal Kombat Trilogy	\$52
NFL Live '97	\$44
NFL '97	\$54
NFL OL Club '97	\$50
Night's	\$46
Nights w/3D Cont Pad	\$52
Overlord	\$52
Quake	\$54
Rally	\$52
RayMan 2	\$54
Road Rash	\$49
Saturn 3D Control Pad	\$53
Saturn Arcade Racer	\$64
Saturn Backup Ram	\$46
Saturn Core System	\$209
Saturn Light Gun	\$19
Saturn Net Link	\$199
Sonic 3D Blast	\$43
Sonic X-treme	\$46
Soviet Strike	\$49
Street Fighter Alpha 2	\$52
Syndicate Wars	\$49
Tempest X	\$50
Three Dirty Deeds	\$44
Toh Shin Den USA	\$42
Tomb Raider	\$50
Ultimate Mortal Kombat 3	\$54
Ultimate Mortal Kombat 3	\$59
World Heroes	\$29
Zombes Air Neighbors	\$29

We Also Carry  
**NEO GEO  
Jaguar  
CDI**

Vista, MISC. & BITS, INC. © 1997 CHIPS & BITS, INC. Visa, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER \$200 SAME AS CASH. CO. INDC. Price, availability, offer subject to change at any time. Hardware orders may require additional shipping and handling charges. Defectives replaced with same product. All sales final. Call for details.  
Shipping and handling charges calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed and the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you.  
Each United States order will include a 6-month subscription to Computer Games Strategy Plus Magazine, for which \$6.00 of the order cost will be allocated, to begin with the March 1997 issue or later issues depending upon available magazine quantities.

Per Order	Standard	Priority	Over	Mail To	Mail To
\$1.50	\$2.00	\$3.00	\$4.00	Canada	World
\$1.50	\$2.00	\$3.00	\$4.00	5-7 Days	7-10 Days
\$1.25	\$1.00	\$3.00	\$7.00	\$2.00	\$2.00
Per Item	\$1.00	\$1.00	\$1.00	\$1.00	\$1.00



## SPORTS GAME OF THE YEAR

### WAVE RACE 64

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

Jet-skiing on the N64 really made a big splash with the staff of *EGM* and *EGM*. Two-player competitions immediately popped up everywhere, and one-player stunt shows were the theme of the day. If you want a racing game with a twist, do yourself a favor and check out this great hit from Nintendo.



#### RUNNERS-UP

### NFL GAMEDAY '97

PUBLISHER: SCEA SYSTEM: PLAYSTATION

### MADDEN NFL '97

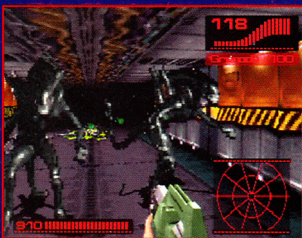
PUBLISHER: EA SPORTS SYSTEM: PLAYSTATION

## SHOOTER GAME OF THE YEAR

### ALIEN TRILOGY

PUBLISHER: ACCLAIM SYSTEM: PLAYSTATION/SATURN

Doom clones are hard to find nowadays (yeah, right), but Acclaim managed to find a winner in Alien Trilogy. The Alien motif served to produce the perfect mood for a first-person shooter. Most of the levels, weapons and enemies have been taken right from the movies. Alien and Doom fans cannot afford to miss this one.



#### RUNNERS-UP

### PANZER DRAGOON ZWEI

PUBLISHER: SEGA SYSTEM: SATURN

### VIRTUA COP 2

PUBLISHER: SEGA SYSTEM: SATURN

## SYSTEM OF THE YEAR

### PLAYSTATION

SONY

The PlayStation won on basically one major factor: It has a greater quantity of new games than any other system right now. This means variety and this means choices. The future is bright for this upstart console.



#### RUNNERS-UP

### NINTENDO 64

NINTENDO

### SATURN

SEGA

## BEST ORIGINAL CONCEPT

### TECMO'S DECEPTION

PUBLISHER: TECMO SYSTEM: PLAYSTATION

Tecmo brings us to the other side. Instead of playing the hero, you play a spirit who traps and kills adventurers. Originality pays off and helps Tecmo's Deception stand out among a sea of cookie-cutter games.



#### RUNNERS-UP

### BLAST CHAMBER

PUBLISHER: ACTIVISION SYSTEM: PS/SATURN

### PERFECT WEAPON

PUBLISHER: ASC SYSTEM: PLAYSTATION

## COOLEST MASCOT

### MARIO

NINTENDO

We loved that Crash mentioned "EGM" in a couple of TV ads, but Mario is an age-old friend. This loveable guy even took his hat off for us in Super Mario 64. So where was the X-treme Sonic in 1996? M.I.A.



#### RUNNERS-UP

### CRASH BANDICOOT

SONY COMPUTER ENTERTAINMENT OF AMERICA

### NIGHTS

SEGA

## BEST GRAPHICS

### SUPER MARIO 64

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

From the bold and beautiful colors to the large and menacing Bosses to the perfect antialiasing to the smooth-as-silk animation, Super Mario 64 is the best-looking game in 1996, without a doubt.



#### RUNNERS-UP

### WIPEOUT XL

PUBLISHER: PSYGNOSIS SYSTEM: PLAYSTATION

### PANZER DRAGOON ZWEI

PUBLISHER: SEGA SYSTEM: SATURN

## BEST MUSIC

### WIPEOUT XL

PUBLISHER: PSYGNOSIS SYSTEM: PLAYSTATION

This techno soundtrack was released on a separate music CD and is excellent by itself, without the game. It's qualified to be sold alongside smart drinks and ecstasy. Easily the best music for any game in 1996.



#### RUNNERS-UP

### STAR WARS SHADOWS OF THE EMPIRE

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

### LOADED

PUBLISHER: INTERPLAY SYSTEM: SATURN

## BEST PERIPHERAL

### NIGHTS CONTROLLER

SEGA

This analog joypad from Sega outperformed the N64 analog controller and most other analog joysticks. It felt great and the buttons were arranged nicely. Now we need to see more games that support it.



#### RUNNERS-UP

### GAME SHARK

INTERACT

### SEGA SATURN NETLINK

SEGA



## THE READERS' PICKS OF '96

**NINTENDO 64 GAME OF THE YEAR:**

Super Mario 64

RUNNER-UP

Mortal Kombat Trilogy  
Wave Race 64**PLAYSTATION GAME OF THE YEAR:**

Resident Evil

RUNNER-UP

Tekken 2  
#1 WRITE-IN  
Twisted Metal 2**SATURN GAME OF THE YEAR:**

NIGHTS

RUNNER-UP

Street Fighter Alpha 2  
#1 WRITE-IN  
Virtua Cop 2**SUPER NES GAME OF THE YEAR:**

Donkey Kong Country 3

RUNNER-UP

Mario RPG  
#1 WRITE-IN  
Ultimate Mortal Kombat 3**GENESIS GAME OF THE YEAR:**

Sonic 3D Blast

RUNNER-UP

Vectorman 2  
#1 WRITE-IN  
Ultimate Mortal Kombat 3**NEO-GEO GAME OF THE YEAR:**

Samurai Showdown III

RUNNER-UP

King of Fighters '96

**3DO GAME OF THE YEAR:**

Shockwave 2

RUNNER-UP

Star Fighter  
#1 WRITE-IN  
Casper**HAND-HELD GAME OF THE YEAR:**

Donkey Kong Land 2-Game Boy

RUNNER-UP

Tetris Attack-Game Boy  
#1 WRITE-IN  
Sonic Blast-Game Gear**ADVENTURE GAME OF THE YEAR:**

Super Mario 64-Nintendo 64

RUNNER-UP

Resident Evil-PlayStation  
#1 WRITE-IN  
Perfect Weapon-PlayStation**ARCADE GAME OF THE YEAR:**

Street Fighter Alpha 2

RUNNER-UP

Area 51  
#1 WRITE-IN  
X-Men Vs. Street Fighter**FIGHTING GAME OF THE YEAR:**

Tekken 2-PlayStation

RUNNER-UP

Mortal Kombat Trilogy  
Multiplatform  
#1 WRITE-IN  
Killer Instinct Gold-Nintendo 64**ROLE-PLAYING GAME OF THE YEAR:**

Super Mario RPG-Super NES

RUNNER-UP

Legacy of Kain-PlayStation  
#1 WRITE-IN  
Beyond the Beyond-PlayStation**SIDE-SCROLLING GAME OF THE YEAR:**

Donkey Kong Country 3-Super NES

RUNNER-UP

Earthworm Jim 2-Multiplatform  
#1 WRITE-IN  
Pandemonium!-PlayStation**STRATEGY GAME OF THE YEAR:**

SimCity 2000-Multiplatform

RUNNER-UP

Dragon Force-Saturn  
#1 WRITE-IN  
Command & Conquer-Multiplatform**FLYING GAME OF THE YEAR:**

PilotWings 64-Nintendo 64

RUNNER-UP

Bogey: Dead 6-PlayStation  
#1 WRITE-IN  
NIGHTS-Saturn**PUZZLE GAME OF THE YEAR:**

Tetris Attack-Super NES

RUNNER-UP

Bust-A-Move 2-Multiplatform  
#1 WRITE-IN  
Super Puzzle Fighter II-Multiplatform**ACTION GAME OF THE YEAR:**

Star Wars: Shadows

of the Empire-Nintendo 64

RUNNER-UP

Twisted Metal 2-PlayStation  
#1 WRITE-IN  
Virtua Cop 2-Saturn**SPORTS GAME OF THE YEAR:**

Wave Race 64-Nintendo 64

RUNNER-UP

Madden NFL '97-Multiplatform  
#1 WRITE-IN  
World Series Baseball II-Saturn**SHOOTER GAME OF THE YEAR:**

Final Doom-PlayStation

RUNNER-UP

Alien Trilogy-Multiplatform  
#1 WRITE-IN  
Virtua Cop 2-Saturn**SYSTEM OF THE YEAR:**

Nintendo 64

RUNNER-UP

PlayStation

**BEST ORIGINAL CONCEPT:**

Blast Chamber

Multiplatform

RUNNER-UP

Tecmo's Deception-PlayStation

**COOLEST MASCOT:**

Mario

RUNNER-UP

Crash Bandicoot

**BEST GRAPHICS:**

Super Mario 64-Nintendo 64

RUNNER-UP

NIGHTS-Saturn

**BEST MUSIC:**

Star Wars: Shadows

of the Empire-Nintendo 64

RUNNER-UP

WipeOut XL-PlayStation

**BEST PERIPHERAL:**

Interact's Game Shark

RUNNER-UP

NIGHTS Analog Controller

**H**ere it is. The results of the tens of thousands of reader surveys that we've received. This is the first time that we had our readers vote on the best games of the year along with us. When we first published the surveys (in the December 1996 *EGM* and the 1997 *Video Game Buyer's Guide*), we didn't know what to expect.

We received a few entries at first, but then they came in a flood. We were receiving literally hundreds of envelopes from all over the world, from Australia to Canada to Germany (we even got a vote from someone who works at *MTV Asia*). After spending days and days on counting these surveys, we decided that next year, we'll have to incorporate Scantrons into our Reader Survey (get your no. 2 pencils ready).

Some of the votes did give us a few laughs. We saw plenty of humorous write-ins. Best Original Concept: sliced bread. Coolest Mascot: Lara Croft (we don't think *The Tomb Raider* heroine would appreciate being called a mascot).

Even funnier, the Nintendo 64 games *Tetrisphere* and *Turok* received hundreds of votes for Puzzle Game of the Year and Shooter Game of the Year, respectively. As of this writing, these games have yet to be released (they were supposed to have been released in 1996, but they were delayed after the survey had already been sent to print, so they ended up being disqualified). So if the public hasn't seen these games yet, why were they voting for them? It just goes to show how loyal Nintendo fans can be; they'll vote for N64 games that they haven't played yet!

Some of the other funnier moments included us getting a survey that voted for only Williams (who's now Midway) games. We suspect that this came from Midway since whoever filled it out created their own category: Best Compilation. The winner? Williams Arcade Classics, of course. Eidos Interactive also decided to get in on the mix. They sent us their survey, which picked only Eidos games. In an attempt to "help" us count these votes, Eidos included with their survey a copy of *PlayStation's Tomb Raider*. Nice try Eidos, but your vote only counts once!

So what you see here is the results of one of our largest surveys ever. Each winner is listed along with the runner-up. We also listed the most popular write-in votes for a few of the categories, in case you were interested.

## ALL SYSTEMS

## GAME OF THE YEAR

SUPER MARIO<sup>64</sup>

PUBLISHER: NINTENDO SYSTEM: NINTENDO 64

It didn't take us long into counting the surveys before we figured out that Super Mario 64 was going to be your choice for the #1 Game of 1996. In the end, Super Mario 64 captured 43 percent of the votes for this category. Who can argue this game's greatness? It boasts some of the best graphics and gameplay, ever.



## RUNNER-UP

## RESIDENT EVIL

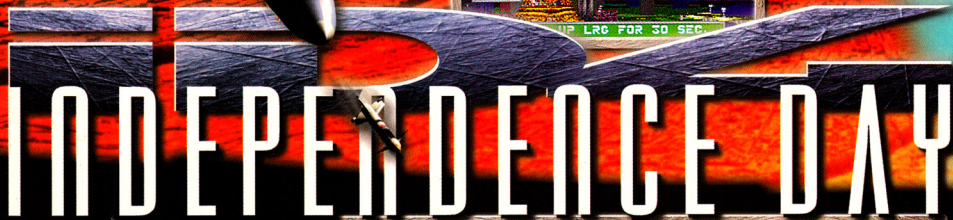
PUBLISHER: CAPCOM SYSTEM: PLAYSTATION

## #1 WRITE-IN

## TEKKEN 2

PUBLISHER: NAMCO SYSTEM: PLAYSTATION





# INDEPENDENCE DAY

**W**hile it may seem a bit late in the coming, the runaway box-office hit of last summer, *Independence Day (ID4)* is finally coming to the video game screens. Thanks to Fox Interactive, fans of the movie can re-create the alien-blasting action on their Saturn and PlayStation systems.

Last month, *EGM* brought you a two-page look at an early version of the



PlayStation ID4. Now, we have nearly complete copies of both versions of the game, which shows many improvements.

The game still involves flying around in a variety of military planes, blasting the alien fighters and destroying the main ship before



These two pictures show just how comparable the Saturn (left) and PlayStation (right) versions of ID4 are. Both versions of the game look almost identical, and more importantly, play exactly the same.



it vaporizes the cities they are looming over.

Now, however, there is a bit more involved in what you need to do to emerge victorious. In each level, there are separate goals that need to be accomplished before you can take out the giant Destroyer. You may have to simply blow away a certain number of alien ships, take out various radar bases that the aliens have seized control of or protect an Earth ship from harm

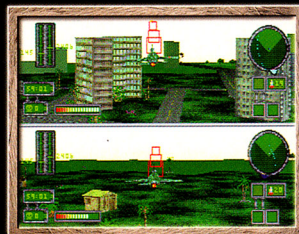
at the hands of the aliens.

Regardless of the mission, you'll have to complete it before your time limit for the level expires. This will prompt the aliens to prepare to launch their Destroyer's primary weapon. If you fail to launch a missile up the gun's port, or



if you take too long to complete your missions, the main gun will fire on the helpless city below. Anyone who has seen the movie knows that the chances of living through that are very slim indeed.

The action takes place in a wide variety of cities all over the world. These cities aren't all in the U.S. either. You will have the chance to fly abroad and fight in such cities as Tokyo and Paris. As in the movie, the final level is inside the alien Mothership, where you pilot a



captured alien Fighter against the invaders.

At certain points in some levels, there are "warp gates" that the aliens have attached to the bottom of their Destroyer ships. Flying into these will take you to a bonus level where you can collect power-ups while dodging alien fire. The strange thing about the bonus levels is that they lack the familiar Destroyer ship that locks you in the city with its force field. Instead, the aliens have a remote force-field generator hovering over the city. This device looks like a giant mechanical spider floating in the air, and you'll



# ALIENS INVADE YOUR HOME

The movie *Independence Day* was such a hit that a lot of people were looking for a way to relive the experience in their home. Now, thanks to modern technology, they can.

Like any good movie-to-video game translation, *Independence Day* (the game) wants to re-create the feel of the movie as well as offer something new. One of the major elements that makes you feel as if you're in the movie is the many different locations where you fend off the alien forces.

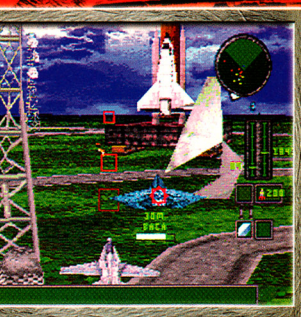
Such familiar locations as Washington, D.C. and the fabled Area 51 military base make an appearance in the game. Below, you can see



need to destroy it before you can escape from the bonus level.

Among the power-ups available are extra missiles, time extensions, health recovery and extra plane icons. These plane icons allow you to fly in the different types of aircrafts. Actually, this is how the game handles your "lives." To continue playing, you need to continue collecting different planes. Once you lose a fighter, you choose another from your acquired fleet to use until all of them are depleted.

As a special bonus, there is a hidden code that allows you to fly an alien Fighter ship through any of the levels, not just the final one. As you can see in the picture next to the alien ship below, taking control of an enemy craft allows for your darker side to shine through



as you wreak havoc on the world.

Perhaps the best feature of *Independence Day* is that no matter what 32-bit system you own, the game will be just as good. Fox Interactive has programmed the game specifically for the Saturn and PlayStation instead of trying to port the game from one system to the other. This ensures that the



graphics and gameplay are excellent on both systems.

The *Independence Day* game is shaping up to be as much fun as the movie on which it is based. Its fast-paced action and alien-blasting combat will have would-be Will Smiths playing until the sequel to *Independence Day* invades movie screens.



how Area 51 was shown in the movie, with the game's representation of it directly beneath. While the two may not look identical, the feel of alien forces attacking a top-secret installation remains intact.

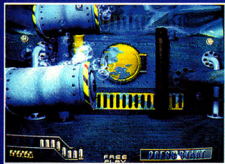
Now that you can get *Independence Day* for your Saturn and PlayStation, remember that you can experience the original movie on videotape or laser disc. True fans of the movie will be interested to know that later in the year, Fox will be releasing a special-edition laser disc featuring many extras not available anywhere else.

Such special bonuses include a running commentary of the laser disc's second audio track, original movie trailers, deleted scenes and even an alternate ending to the film that was passed over for the ending that we have all seen. The movie will be presented in a letterboxed format and will also include the original motion picture soundtrack CD.

With both the video game and the movie available for you to use in your home, reliving the movie *Independence Day* is as easy as turning on your TV.







**W**hen one thinks of new arcade games, Japan is usually the first country that comes to mind. But all that is changing. Not only did Tekken 3 make its official world debut in Hong Kong (and *EGM*, of course, was there to get that scoop), but now Europe is starting to become a larger player in the arcade market. Their major arcade show took place on Jan. 21 and again *EGM* was there to get the first hands-on test of any new games.

**LAST-MINUTE UPDATE!**

# ATEI

## LONDON SHOW



Maximum Force—Atari Games' sequel to Area 51—made its world debut at the ATEI Show in London.



At the ATEI Show, there were two major world debuts. The first was Sega's new driving game—tentatively titled *Scud Race*. A better name would be *Daytona 2* as that is what it really is. Utilizing the Model 3

Featuring over 30 minutes of continuous gameplay and 30 secret rooms, *Maximum Force* is hot!

*Scud Race* still features four different perspective views, three different tracks and multiplayer linking.

board technology, *Scud* has no equal. The driving is fluid, fast and the polygons are virtually invisible.

The second major release was Atari Games' sequel to their shooter *Area 51*. Called *Maximum Force*, this gun game takes the genre to new levels. Not only are there over 30 minutes of continuous play for three missions, but Atari has built in repeatability by hiding 30 secret rooms in the game! This will be one game you won't want to miss.

Finally, Namco had a 65 percent complete version of *Tekken 3*. The

characters are now looking as smooth as those in *VF3* and almost all of the moves including the side step are in place. The sub-Bosses and Bosses are next to be inserted.

Don't miss our exclusive update on page 80 of this issue. More next month!



*Scud Race* is Sega's sequel to *Daytona*. Using Model 3 board technology, this is the new standard for racers.



SCUD RACE





# DOOM 64

## Doom Never Looked So Doomed Good

**B**efore gamers look at this title and pawn it off as another Doom remake, they should read through this article and take a look at the screen shots. Doom 64 isn't the same Doom that came to the PC so long ago—well at least not in sound, graphics or level design.

The story goes down like this: In Doom II the big, bad space Marine who gamers control destroyed everything that even had a hint of being demonic...or so he thought.

The problem was that one of the Archviles was still barely alive. Even though the demon didn't seem to have much of a chance of surviving with the many bullet holes in its gut, somehow the fiend lived.

The only enemy left, this particular Archvile, healed and slowly started resurrecting its

demon pals. Since the healing process wasn't quite finished, its resurrecting powers mutated the enemies when they came back from hell (hence the new look). Now it's time to get killing once again.

Some of the new features in Doom 64 include: completely new level design, new characters, revamped characters and a whole lot more. Overall, Doom 64 is quite incredible.

Gamers may be wondering if the screens they've seen from Doom 64 are actual game shots or just renders. *EGM* saw this title firsthand, and we're happy to say that the game actually looks as good as the screen shots.

This is no surprise considering Doom 64 uses all of the new features offered by the Nintendo 64 hardware (like antialiasing and bi/trilinear filtering). Remember to take a look at the backgrounds



Fire the revamped chaingun and watch the screen shake like never before.



while playing the game. Most are animated and add a whole new dimension to the game.

One of the new bad guys who shows up is the Nightmare Imp. This one is similar to the regular imp. However, the Nightmare Imp shoots blue fireballs, is almost invisible and is more powerful—or at least "smarter." Gamers will find plenty of enemies in the 30+ levels in the game, each with their own motif.

With all of these new enemies, a hefty arsenal of weapons helps. All of the same weapons that appeared in Doom II have made the trip to Doom 64. There is at least one new weapon in Doom 64. We're unable to show this new weapon, though, since it wasn't quite done at press time.

The N64 analog controller really comes in handy with a game like this. Since Doom 64 allows gamers to configure the controller how they want, figuring out what button does what is no problem.

All of the new features obviously couldn't have come together without a team of talented game makers behind them. There was a



Even with all of those brains, he won't be able to figure out how to keep alive.

total of eight people working on this project at the Midway offices.

Doom 64 has everything that made the original Doom as popular as it was. It also has so much added that gamers won't be able to just say that "it's just another Doom clone." The game isn't final, but more than likely any fan of a good shooter will like Doom 64. ■

"...with many bullet holes in its gut..."



The N64 is the perfect place to show off some cool transparency effects.

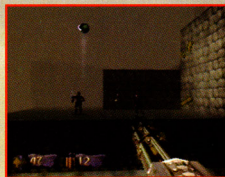


Doom 64 is one of the most intense—if not the most intense—version of Doom.

RELEASE DATE	DIFFICULTY
March	Hard
PUBLISHER	% DONE
Midway	75%
THEME	PLAYERS
Action	1
	96-Meg



N64



# Turok: Dinosaur Hunter

## The Lost World Of The Future

**A**claim's first crack at creating a Nintendo 64 game has finally made it to completion. Originally scheduled to be released at the system's launch back in September, Acclaim decided that they wanted quality instead of rushing a game out that was substandard. The result will be hitting the Nintendo 64 this month, quenching gamers' thirst for new 64-bit titles.

The game stars Turok, who has been sent back in time to stop the evil Campaigner from screwing up the future using an army of robotic and cretaceous dinosaurs and cyborgs. At the end of your quest, you'll go head-to-head with the Campaigner himself.

The first thing you'll want to do is get yourself familiar with Turok's control scheme. The game has a Training Mode that



Our spiky dinosaur pal here gets a taste of one of Turok's many weapons.

will teach you how to jump, climb and the other techniques that a lone warrior will need on his quest. After mastering the basics, the control becomes more intuitive to the player.

Turok's arsenal of weapons is both powerful and plentiful. No matter what kind of firepower you've seen in other first-person perspective action games, Turok has weapons that produce amazing graphical effects on the screen. There's even a weapon



The Skeletor-like ancient sentries come at you with guns and spears blazing.

that nukes every enemy in view. The amount of detail that has gone into the design of each weapon is evident by the special effects each one produces.

Action is divided into eight levels, each one presenting a new challenge to overcome. Most of the levels take place in a jungle environment, with drums pounding away a very tribal beat to accompany your journey. In the background, you'll even hear the monkeys that roam high above the



From high above, you can easily pick off enemies on the jungle floor.

jungle floor. The music changes with your surroundings. Plunge into the water and the music becomes a very mellow, soft tune. The game's music and sound effects take advantage of the capability of the Nintendo 64's music processor. The screams, grunts and groans that your enemies let loose are both loud and realistic.

The enemies Turok faces throughout the levels are not just made up of dinosaurs. You'll run

"...eight levels, each one presenting a new challenge to overcome."



RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
Acclaim	90%	
THEME	PLAYERS	SIZE
Action	1	64-Meg





T-Rex runs after you breathing fire and shooting lasers at poor Turok.



The last level of Turok is full of robot and cyborg enemies from the future.



After a short time, the enemies regenerate to attack you again.



Bonus levels are accessible through blue portals that appear intermittently.



When equipped with Tek Arrows, the bow can be quite a powerful weapon.



The larger enemies sometimes attack the smaller dinosaurs within the level.



Hiding behind rocks to fire at a group of raptors will keep Turok alive.



The most impressive part of Turok is when you're swimming. The control of the game may have a high learning curve, but when in the water, it becomes a lot easier to maneuver with.

Four Boss characters await you during the game. Spread throughout the levels are Longhunter, Mantis, T-Rex and the final Boss, the Campaigner himself. All of the Bosses move very fast, and when close up, take up almost the full size of the screen.

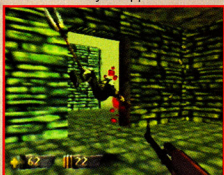
When killed, most of the enemies have random death sequences. Some keel over immediately, while others moan in pain squinting blood before hitting the ground and disappearing.

Unless you plan on leaving your N64 on for the time it takes you to work through the game, you'll want to make sure you have a memory cart on hand to save



your games. Turok does not have internal RAM to store game saves. Future games will probably require the use of the memory cart when saving games, so investing in one is a good idea.

Gamers will have to judge whether the labor of Acclaim and Iguana has produced a quality Nintendo 64 title. Having been the first third-party title announced for the system, gamers have waited to play it. Look for the Review Crew's critique of Turok Dinosaur Hunter in this issue. ■



## Gamer's EDGE

### Cretaceous Bosses

In Turok, you'll find yourself up against some of the biggest and meanest Bosses this side of the Nintendo 64. Those that await you are Longhunter, Mantis, T-Rex and the big Boss himself, the Campaigner. During the battles, you'll see a handy Boss life meter appear at the top of the screen during their grand entrance. Using the many weapons that Turok has at his disposal, your job is to rid the world of the Campaigner and his minions once and for all. Because if you fail, all of time as we know it will be destroyed.



SATURN



# Norse by Norsewest: THE RETURN OF THE LOST VIKINGS

## Passing Gas Has Never Been This Much Fun

**T**he history of Vikings goes way back to ancient times. Times when 16-Bit systems just came out and gamers were still amazed by side-scrollers with 256 colors. Yes, it was that long ago.

That was also when *Norse by Norsewest: The Return of the Lost Vikings* is released. Most gamers should remember this one from the Super NES and Genesis. Now the strategy/puzzle game has set a course for the Sega Saturn.

Unlike some games that make the voyage to 32-Bit systems and get lost, *Norse by Norsewest: The Return of the Lost Vikings* is headed in the right direction—it hasn't lost anything from the original game. It has only gained better graphics, animated cinemas, full voice and a fitting soundtrack.

For those gamers who aren't familiar with the game, here's a quick rundown. The idea is to get each of the three Vikings to an exit point in each level.

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
Interplay	100%	
THEME	PLAYERS	SIZE
Strategy	1 or 2	CD-ROM



**When controlling Scorch, the dragon, make sure the enemies are well-done.**

Like Lemmings, each of the three Vikings has special abilities. In some levels one of the Vikings may have to jump over a barrier since the other two can't. Likewise, one of the Vikings can smash barriers while the other two can't.

Some of the abilities of the Vikings are a little strange...maybe even gross. One Viking in particular has the ability to propel himself upward by his own gas. Hope he's not carrying a torch!

In *Norse by Norsewest*, the idea is to get the two or three Vikings (and sometimes a werewolf or dragon) to a point that will warp them to the next level.

There are over 30 levels that gamers will play through. The levels have their own styles, such as a pirate ship or inside caverns.

While gamers make their way through the various levels, they'll come in contact with a whole cast



**Egads! It's the final Boss! It's time to show him what pain really means?**

of characters, each with his or her own unique voice. Most of them have their own attitude problems as well.

The levels in the game are filled with tricks, traps and enemies that will test a gamer's skill.

Some traps are as simple as spikes at the bottom of a pit while others are more complex like fireballs shooting from both sides.

The enemies in this version of *Lost Vikings* are scary in general. Skeletons and vampires frequent many of the levels, among other denizens. ■



## Gamer's EDGE

**Norse by Norsewest** features more than just the three Vikings. There are two other characters who join the helmet wearers in their various exploits. Here's a rundown of the characters in the game:

**Erik the Swift:** He's the jumper and basher of walls. He doesn't have any weapons to destroy enemies with, but is the smart one of the bunch.

**Baleog the Fierce:** He has a bionic arm and can grab items that are usually unreachable. Use his saber to destroy bad guys as well.

**Olaf the Swift:** Olaf isn't too bright. He has a nasty problem with gas, but it ends up helping out in some levels. Also his shrinking ability is invaluable.

**Fang the Werewolf:** He can grapple onto walls and climb up them. Also, he can kill enemies with his vicious claws.

**Scorch the Dragon:** Scorch can fly for a short time and can glide in the air to avoid spikes. His fireballs are perfect against enemies and hard-to-reach switches.

**"...Norse by Norsewest is headed in the right direction..."**





SATURN



# FIGHTERS MEGAMIX

## A Battle Of Epic Proportions

**G**amers everywhere have wondered for years: What if all the companies that produce fighting games collaborated to make one huge game starring all of their characters? That would be a huge cross-licensing deal that probably would never happen. Thankfully, Sega has put together *Fighters Megamix*, a collection of characters from two of their best fighters, *Fighting Vipers* and *Virtua Fighter*.

What results is a game which plays somewhat faster than the average game of *Vipers* or *VF*. This game is loaded with secrets, hidden characters (from other Sega games) and special options.

Gameplay is fast, with responsive control and plenty of combos, juggles and special moves.

Additionally, the top X, Y and Z buttons are used as different combinations of A, B and C, so special



moves and throws are at the touch of a button. The VF cast has moves directly from VF3, and if you haven't gotten to play that installment of the series yet, there's a handy Training Mode to get you used to the controls.

*Fighters Megamix* has five modes of play. One-player Mode pits you against nine "tracks" of fighters with six or seven opponents each. The tracks are grouped by characters. In the *Virtua Fighter* track, you fight only characters from *Virtua Fighter*.



your life bar is drained to zero (it doesn't refill after each round). Vs. Mode is just as you would expect: a two-player fight to the finish.

The Team Battle Mode lets you hand pick a team of eight characters to duke it out versus the computer or a second player. Finally, Training Mode sets you against a dummy character (who looks right out of the multiplatform game *Ballz*) to practice your techniques. You are given a list of the moves for each character,

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
Sega	80%	
THEME	PLAYERS	SIZE
Fighting 1 or 2	CD-ROM	

except the secret characters.

Two different arenas can be chosen for the game. *Fighting Vipers*-style play puts you inside four walls. The *Virtua Fighter* Mode gives you an infinite amount of space to battle in, with none of the ring-outs of previous games.

Stay tuned for a review of Sega's Saturn fighting collection in an upcoming *EGM*. ■

## "This game is loaded with secrets..."



Just look at the plethora of Sega's characters in *Megamix*.

If you choose the *Fighting Vipers* track, you fight only *VF* characters. There are tracks with only Bosses, only secret characters, and one full of dirty fighters, who use cheap moves and combos to finish you off.

Survival Mode has your character fighting against the full range of *Megamix* fighters for varied amounts of time. The goal is to see how many characters you can defeat before time runs out, or



Training Mode lets you hone your skills with each fighter.

## Gamer's EDGE

Just when you thought you had beaten *Fighters Megamix*, you find there are a ton of hidden surprises in store. At least 10 characters are hidden in the game. Get records on Survival Mode, and even more appear. Check out just a few of the hidden fighters that await you!





PLAYSTATION



# CRYPT KILLER

## Demons, Spiders And Heads—Oh My!

**T**he PlayStation's arsenal of light-gun games is about to grow one title larger, thanks to Konami and its soon-to-be-released shooter Crypt Killer. But this arcade port relies on more than its mere newness to stand out from Die Hard Trilogy, Area 51, Horned Owl and other PlayStation light-gun fare. Crypt Killer is, well, a different kind of shooter. Put more bluntly, this game is downright weird.

You don't battle gun-toting punks, soldiers or even aliens in Crypt Killer. Instead, you face off against armies of skeletons, demons, giant spiders, dragons and even the spitting mermen that fell under the whip of Simon Belmont in the Castlevania games. But even though Crypt Killer's levels are set in less-than-modern locales (unless your next-door neighbor lives in a castle), the game arms you with some very modern weapons, including a shotgun, scatter gun, chaingun and grenade launcher. Oh, and a floating head pops up every now



**"Your path...can be different each time you play."**

and then to help guide you through the game (definitely Crypt Killer's most oddball feature).

But weirdness in video games is often a virtue, and Crypt Killer packs enough unique gameplay twists to make it a satisfying blast-a-thon. For starters, your path through the game can be different each time you play. Crypt Killer offers six levels to choose from when you first start a game, and, as you play through each level, you occasionally walk up to two locked doors. At these points,

the friendly floating head materializes and asks you to choose which door you'll pass through.

Beyond just taking you to new locales, these doors will also determine which ending you'll see when you finally complete the game. Depending on your choices, you'll either wind up with a way-cool treasure or face a nasty death. These branching paths ensure that players will rarely battle through the same locations in consecutive Crypt Killer play sessions. The different endings also pump up the game's replay value.

Your character in Crypt Killer is much more active—and, in some

cases, more acrobatic—than the heroes of other first-person shooters. Although he usually walks through the game's polygon castles, caves and forests, he sometimes leaps and somersaults to dodge enemies (you don't control these actions—he jumps at predetermined points in each level). Your view of the action rolls and buckles accordingly. Sometimes your character even leaps off ledges, leaving you to battle bats and other monsters while in freefall. Players prone to motion sickness may find themselves looking away when things turn particularly topsy-turvy.

Konami is thinking about packing its light gun, the Justifier, with Crypt Killer, thus giving gamers extra incentive to buy the shooter. But as of yet Konami hasn't come to a decision. Still, whether it comes with the gun or not, Crypt Killer will appeal to gamers keen on shooting something besides regular old bad guys for a change. ■



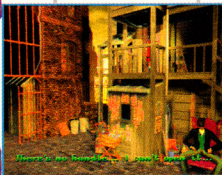
He's creepy and weird, but the floating head is a swell guide.



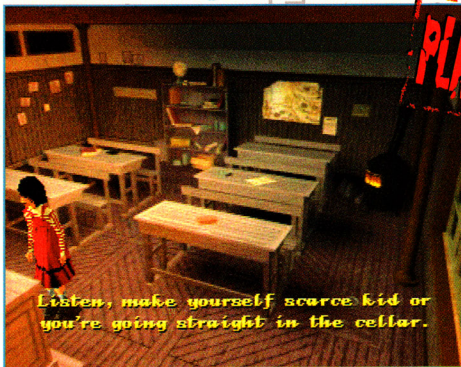
Recognize these guys? Past Konami villains guest star!

RELEASE DATE	DIFFICULTY	
March	Adjustable	
PUBLISHER	% DONE	
Konami	80%	
THEME	PLAYERS	SIZE
Shooting	1	CD-ROM





RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	% DONE	
Psychosis	90%	
THEME	PLAYERS	SIZE
Adventure	1	CD-ROM



Listen, make yourself scarce kid or you're going straight in the cellar.



NEXT WAVE

# City of Lost CHILDREN

## Miette Wants To Find "Little Brother"

**S**ome people may wonder how to describe City of Lost Children to others (especially those who haven't seen the French film).

Imagine Alone in the Dark in a huge rendered cityscape without the fighting.

The 3-D adventure title from Psychosis puts gamers in control of Miette, a little French orphan who gets caught up in a strange story line—one that involves one-eyed men and kidnapped children.

The game features a load of

Some characters include: The Watchman who will throw Miette into the warehouse and lock it if she's not careful. The Cyclopes, whose ears are extremely sensitive, have poor eyesight. The Siamese twin sisters who run the orphanage.

Players should beware of the cellar—to the orphans it's like a prison. The Siamese twins will threaten Miette with the cellar many times. Since Miette is crafty, threats of the cellar do not scare her—she'll always succeed in her schemes.



that gamers can manually change the camera angle by simply hitting a button when the option appears at the top of the screen.

All of the characters in the

## Gamer's EDGE



City of Lost Children is more than just a game. The movie, French-made, is about a city where children are being

mysteriously kidnapped. Since the main character, Miette, is a kid, the whole kidnapping thing hits pretty close to home.

At first, Miette doesn't care much, but when she meets "One" and finds that his "little brother" has been kidnapped, slowly her attitude changes. From that point, the story line gets pretty weird.

The movie, like the game, features a huge cast of strange characters. The city in the movie, which is the same way in the game, is dark and dirty. The movie also features some great computer-generated effects (like the fleas and green smoke).

EGM suggests renting or buying the sub-titled version if the story sounds interesting. It beats the dubbed version by leaps and bounds. City of Lost Children is a great movie, even with its strangeness.

"...beware of the cellar...to the orphans it's like a prison."

different areas to explore. Like the movie, the dark, futuristic feel of the city lends itself to this type of gameplay.

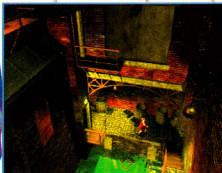
The number of different buildings, rooms and alleyways to search is matched by the number of characters and creatures Miette can come in contact with or avoid.

Players will have to travel through the main area—which is the city and its nooks and crannies—and then through other areas outside of the city. With its dark theme and intricate mazes, CoLC is no children's title.

CoLC features changing camera views much like Alone in the Dark. The main difference here is

game, whether human or beast, have been rotoscoped with the motion-capture that has been so popular and so vital to realism these days.

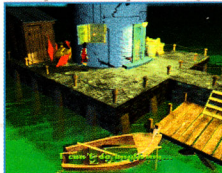
All of the renders in the game are completely original—the graphics are incredible with real-time lighting for the characters and objects. ■



The sliding door above is a good way out of the warehouse.



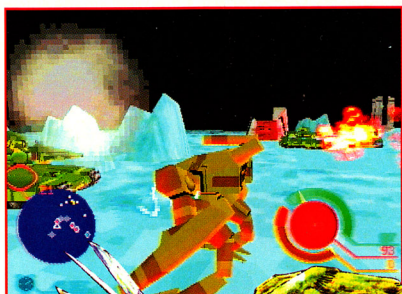
CoLC has some incredible rendered animation and stills.



Turn off the lighthouse so the watchman will leave his post.



PLAYSTATION



# Carnage Heart

## Towering, Mechanized Strategy

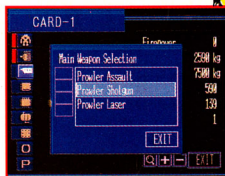
As of late, there seems to be a growing interest in mech games.

Between Krazy Ivan, MechWarrior 2 and Virtual On, it appears that the concept of controlling a giant, armored battle suit is gaining some popularity on this side of the ocean.

While most of the mech games we have seen so far have been action-oriented, it was only a matter of time before we saw a mech strategy game here in the States. Sony has taken it upon themselves to fill this strategic void with their latest game, Carnage Heart.

Carnage Heart's plot is far too detailed to even think about explaining here, but basically you control an army of mechanized battle units in an effort to win a war on Jupiter's moons.

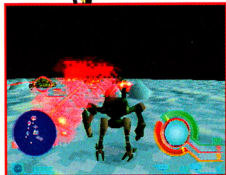
Like most strategy games, the



emphasis is not on fast action, but on carefully organizing your troops and making sure they are properly prepared for the battles, which are computer-controlled. It is the planning stages where you can see just how much depth is in Carnage Heart.

Before you even begin to move your troops, you have to design them. You must build your mech by selecting the various parts of the mech such as the armor and weapons.

Once you have the mech built,



you will need to design the mech's AI software. The Software Design Screen is a big grid where you place different commands in a type of flow chart to tell the mech what to do in different circumstances. For example, if your mech detects incoming fire, you can program it to automatically dodge it. If it is in range of the enemy, you can then have it retaliate.

If you don't want to bother building the mech, use the game's default mechs and software. After you finish designing everything,

## Gamer's EDGE

So just how complex is Carnage Heart? Well, while the game is just one CD, it will be shipping with two. That second CD is a tutorial on how to play the game. Just throw in the Carnage Heart: Mission Briefing disc, and you'll be treated to multiple movies showing you how to build your mechs and send them out into battle. This disc is rather helpful due to the incredibly deep gameplay. Watching the game being played makes it much easier to understand than by just reading the manual. So before you jump into the game, be sure to watch and learn.



you can test out the mech to make sure that it will operate smoothly during battle.

When everything is tested and ready to go, the game becomes a turn-based battle for supremacy with the fighting occurring in a 3-D environment.

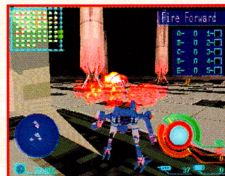
While you don't actually control the movement of your army during the battles, you can select which of the mechs you want to view the action of as well as control the camera movement around the battlefield.

Carnage Heart is easily the most complex and involved of the mech games we have seen so far. While it may not appeal to all gamers, hardcore strategy fans should feel right at home. ■

## "...strategy fans should feel right at home."



Building the mech's AI is tough, but the results may be worth it.



Before fighting, try the Test Mode to check your mech's AI.



Check out what you've armed your mech with at this screen.



RELEASE DATE DIFFICULTY

Now Hard

PUBLISHER % DONE

SCEA 100%

THEME PLAYERS SIZE

Strategy 1 CD-ROM



# PLAYSTATION

# NEXT WAVE



# VANDAL HEARTS

## Konami Makes American Graffiti



**K**onami's recent release of Suikoden into the U.S. market marked the end of their absence in bringing quality Japanese titles to stateside audiences. Vandal Hearts continues that trend, bringing U.S. gamers one of Konami's recent Japanese hits.

Vandal Hearts is a strategy RPG set in 3-D landscapes. The game itself takes place mostly on the battlefield, and the story line follows the exploits of Ash Lambert and his comrades Diego



Battles use a turn-based system, each player moving all of his or her characters and attacking before the computer's turn. Being turn-based, the action is at a



game a lot more linear than your average RPG. Konami's storytelling is in top form with Vandal Hearts. The plot has so many twists and turns, it will

## "Konami's storytelling is in top form with Vandal Hearts."

Renault and Clint Picard.

The graphics in Vandal Hearts are made up of 3-D landscapes, with 2-D sprite-based characters. During your turn in battle, the perspective can be manipulated using the L and R buttons to give you the best possible viewpoint. Battles occur not only on flat land, but also hills, pyramids and ships.

somewhat slower pace than other RPGs. Not that that the game is slow—far from it. There is no lag-time in the well-paced battles.

Since battles take up so much of the game, you are left to a menu-driven interface for talking to people or traveling from building to building when in a town. This cuts down on exploration, and makes the

keep you on your toes. Just remember to watch your back!

Stereo sound complements the gameplay. Vandal Hearts has some of the clearest sound and music this gamer has ever heard, using yellow book audio, or music that is streamed in directly off of the CD. The music is finely composed to accentuate the battle sequences for both the enemies and allies.



During battle, use herbs and magic to replenish your energy.



In towns, talking to other people is done via a menu system.

RELEASE DATE	DIFFICULTY	
March	Easy	
PUBLISHER	% DONE	
Konami	80%	
THEME	PLAYERS	SIZE
Strat/RPG	1	CD-ROM

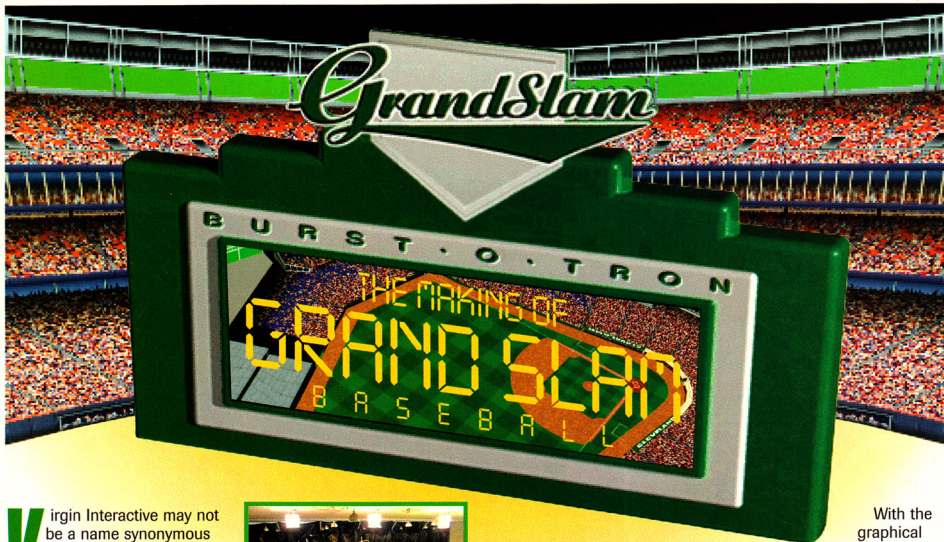
# Gamer's EDGE



What's an action/strategy role-playing game without a little blood, eh? Vandal Hearts has blood and plenty of it.

The generous sprays of hemoglobin emerge when you deliver the final finishing blow to an opponent, unless they're made of rock or some other substance. Let's not let the censors get this one—Vandal Hearts uses it in a much more realistic way than say, Mortal Kombat.

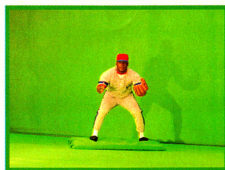




**V**irgin Interactive may not be a name synonymous with sports titles as they only have NHL Powerplay '96 in their newly founded sports division. However, they hope to repeat their first title's success and perhaps forge some new ground in the process with their newest offering, Grand Slam Baseball.

At a glance Grand Slam doesn't look that much different than all the other baseball games on the market. Looking deeper, it becomes clear that several unique features separate this one from the 32-Bit baseball pack. To better understand these new and innovative features, Virgin took Team EGM behind the scenes for an in-depth look at the making of this interesting baseball simulation in progress.

Immediately evident from seeing the game, much time and care was taken by the development crew at Burst (the creators of the game) to create the most realistic on-screen players possible. To accomplish this, motion-capture technology was used to record all the movements of the players in a tedious process. The method involved human models executing specific movements until they were perfectly aligned and could be recorded for the final take. The actual process was done at a

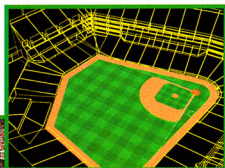
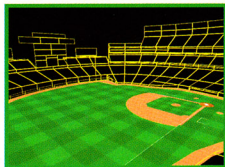
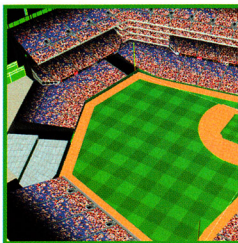


**Using minor league players as models for the motion capture helped in creating realistic players. Good way for them boys to make some extra money.**

gigantic, vacant air force hanger just outside the San Francisco Bay area. Plenty of space was needed for camera crews to maneuver around in trucks, following the live models to get the perfect angle and distance for the shot. For the project, six different minor league baseball players were videotaped against a green backdrop performing all the vital moves used in the game. The video taping was intense but only took about a week to complete. Once that process was finished a couple of

months were spent digitizing and importing the images of the athletes into the computer and painstakingly placing them in the game.

Just as challenging as the video capture process was the stadium rendering. The graphic artists at Burst used loads of pictures, aerial photographs and architectural drawings of the actual stadiums as a reference for the modeling. The rendering was done on powerful PCs using a 3-D modeling program called 3D Studio. Complex wire-frame models were computer generated to exact specifications and then filled in and shaded to match the real stadiums as closely as possible. In all, the game boasts 28 actual stadiums, all of which are very close to the originals not only in appearance but in scale accuracy as well.



**From wire-frame model to completed stadium, re-creating such a structure from architectural drawings and photographs proved to be a daunting task for the programmers at Burst.**

With the graphical realism

portion of

the game taken care of, programmers were then faced with the challenge of making the gameplay and on-field action as entertaining and original as possible. To answer that challenge, the creative forces at Burst implemented an





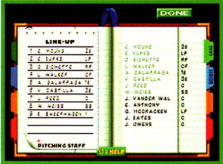
Programmers took care to re-create each park down to the inch. Notice the level of detail given to extraneous space like the rooftops and hills in the background.

innovative power meter used for both pitching and batting.

With the arcade-like meter situated on screen, players can control the power and timing of their swing as well as the aim of the bat. On the mound players control power and the type of pitch as well. According to Executive Producer Jesse Taylor, the designers at Burt wanted players to have unprecedented control over the batter and pitcher and felt the power meter (modeled after a golf game's swing meter) would be the way to accomplish this.

Grand Slam Baseball also attempts to re-create the little things in the game that make it feel like an accurate simulation. For a humorous example, when a game becomes a blowout, bored fans progressively trickle from the stands.

Attention to detail such as this and great gameplay is what Virgin hopes will propel this game to the top. Baseball fans stayed tuned as we hope to have a review of this game in our April issue.



## An interview with Jesse Taylor, Executive Producer of Grand Slam

**T**eam EGM's always diligent probe for the latest and best information on the sports games that matter takes us to earthquake-laden San Francisco to talk with Grand Slam's Executive Producer Jesse Taylor.

**How is Grand Slam going to be unique compared to the rest of the baseball games on the market?**

The core play mechanics are going to provide a greater depth of control



Notice the innovative power meter used to regulate the power behind the swing.

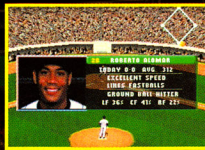
mostly due to the innovative power meter. Also in the game's favor is the exacting attention to detail in the stadiums, fields and player statistics. There are more stat options available in this game than any other baseball game on the market.

**What are three things that make this title unique?**

The three things that



When pitching, the power gauge is in the right-hand corner and appears similar to a golf game's swing meter.



With 868 actual major league players and their stats, sim fanatics should be quite happy.

make Grand Slam unique are the power control, which adds an advanced novel play factor to the game, the strong artificial intelligence and the thorough attention to detail throughout the game.

**Does the game cater to the action or simulation crowd or both?**

The game will cater to both the action crowd and the simulation crowd. The action fans will enjoy the power meter aspect along with all the other moves



A back view of the action as the right-fielder reels in a high pop-fly.

and tactics available to them. Also a plus for the action player—the easiest setting, players will only have to swing at the right moment while on the harder levels, players will be controlling swing, power and direction, making gameplay much more interactive. We think simulation fans will be quite satisfied with the level of detail placed in the game. There are 868 actual major league players in the game. In addition,

player stats are updated as the season goes along. Also remarkable is the game's artificial intelligence which is astute enough to reject bogus trade attempts or unreasonable maneuvers in general.

**Why no MLB team logo license?**

We didn't feel the MLB license to obtain the actual team logos was necessary as long as all the real players were in the game already.



For the first few pitches, on-screen instructions tell players how to use the power meter.

**What was the hardest part about programming Grand Slam?**

The hardest aspect of creating and programming this game was getting the artificial intelligence to be as advanced as possible. Most important was making sure the players did all the right things in different situations. No dumb actions would be acceptable.

**Is there anything you wish you could have put into the game?**

There is nothing that we would want to add to the game...we feel it is very solid at this time.



## SPORTS

Thunder  
Truck Rally

Psygnosis' rough racing game rumbles and tumbles onto the PlayStation

Judging from all of the new off-road racing games on the horizon, it seems that game companies have decided that it just isn't cool to race on pavement anymore. If you're the type of person who likes to enjoy a good tractor pull or two, then Psygnosis is developing just the racing game for you.

Thunder Truck Rally is a cross between Destruction Derby and an off-road racing game. Instead of racing sleek, small, wimpy racing cars, your

vehicles of choice are juiced up 4X4 vehicles. These vehicles are far from the norm, however. There are nine different vehicles to race and crush things with. They range from huge, monstrous trucks, to smaller cars that resemble *Herbie*, the *Love Bug* on steroids. Each comes equipped with monstrous-sized wheels that are roughly three times



The huge, 3-D vehicles move briskly and are very detailed and realistic.



You want obstacles? Well, this game has them as you can see by this shot of an unsuspecting town that is about to experience off-road racing.



PLAYSTATION

Crushing cars into pulp to win points is how you win in the action-packed Car Crushing Mode.

the vehicle's body size, and for good reason.

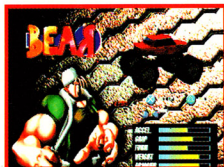
Thunder Truck offers a large selection of tracks; you'll find yourself racing through dense forests, deserts or even in and around a simmering volcano. As this race is an off-road one, you may stray from the beaten path, and go virtually wherever you would like, essentially creating your own path. However, in the Circuit Racing Mode you can't get too wreckless if you want to win the race. There are checkpoints and flags that you must collect on your way to the finish line that keep you somewhat on course, but besides that, you're free to roam about.

There are a multitude of obstacles aside from your competitors. Things such as rocks, trees, molten lava and houses can block your path, but generally not for very long. There is, however, a damage meter for your vehicle that keeps you honest.

Thankfully, there is also Car Crushing Mode for all of us that know what to really do

with big, bruising trucks—crush things. In this mode cars are lined up in rows, and opposing players get style points for how well they mash the vehicles into rubble.

As far as off-road racing games go, this one could be a successful blend of racing and mayhem in the same blueprint as Destruction Derby.



Nine different characters are available that have their own strengths and weaknesses.

RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
Psygnosis	75%	
THEME	PLAYERS	SIZE
Racing	1	CD-ROM



# All-Star Baseball '97

## Featuring Frank Thomas

Acclaim begins work on their next heir to the "Big Hurt" throne of baseball games

It seems that you can bet on Acclaim releasing a new Frank Thomas baseball game every year, just as assuredly as you can count on a new Madden or GameDay.

Right off the bat, it appears that Acclaim's new baseball game will make large strides in the graphics over the previous versions. To complement the graphics, it looks like All-Star Baseball '97 Featuring Frank Thomas will have plenty of

options that will keep both arcade and baseball simulation fans content.

For starters, the accurate 1997 schedule that includes the first taste of interleague play will be implemented. While playing a league game, full statistical tracking will be included, which is, of course, very important for a baseball game. To be as accurate as possible, the statistics from the 1996 season will be provided straight from STATS Inc. and



the player ratings will be formulated from those statistics. In addition to season play, there is the obligatory Exhibition Mode, the All-Star game, batting practice, playoffs and home-run derby available from the Selection Menu.

Always a staple of Frank Thomas games is the player animation captured from the big man himself. By using



this motion capture, Acclaim promises fluid batter and pitching control.

With great graphics and a large list of features, Acclaim hopes to make this the best Frank Thomas game ever.



RELEASE DATE	DIFFICULTY	
April	Moderate	
PUBLISHER	% DONE	
Acclaim	N/A	
THEME	PLAYERS	SIZE
Baseball	1 or 2	CD-ROM



Acclaim's All-Star Baseball '97 Featuring Frank Thomas promises plenty of great visuals, but the true test will be making the gameplay just as good.

## PLAYSTATION

# WCW vs. THE WORLD

T\*HQ hopes their new PlayStation game will put a stranglehold on wrestling fans

There haven't been too many wrestling games on the PlayStation, or any 32-Bit console for that matter. So far, the best wrestling games have been those brought over from Japan with some minor gameplay tweaks and other graphical changes.

WCW vs. the World is no different. Originally a Japanese game, T\*HQ promises to bring the game to the U.S. with a more localized flavor—namely nine different WCW wrestlers including Hulk Hogan, Ric Flair, Lex Luger and Scott Steiner. Each wrestler will also have his



As you can see there is plenty of fast-paced, high-flying action in this wrestling game (left). There are a variety of pinning moves you can use to put your opponent into submission, thus allowing you to win the match (below).



RELEASE DATE	DIFFICULTY	
March	Moderate	
PUBLISHER	% DONE	
T*HQ	80%	
THEME	PLAYERS	SIZE
Wrestling	1 or 2	CD-ROM

own special "signature" move. In addition to these well-known names in wrestling, 43 other wrestlers will be available originating from different countries and Federations. The Federations will include the WCW and six other wrestling federations from different parts of the world.

The graphics in the game look pretty good so far. The 3-D rendered wrestlers are well detailed and move fluently. Once the new WCW wrestlers are added, T\*HQ promises that they will also look just like their real life counterparts and brawl like them too. Moves



such as body slams, pile drivers, sleeper holds and reversals are only a small sample of their repertoire.

With all of these features and some great complimentary graphics, T\*HQ hopes that they will have the most realistic wrestling simulation yet.



# Rage Racer

Namco's long-awaited sequel is raging along the right track

Namco has finally released *Rage Racer* in Japan, which many feel (including us) is the first worthy sequel to *Ridge Racer*. Unlike *Ridge Racer Revolution*, *Rage Racer* has been completely programmed from scratch, and the end result may be one of the best racing games to hit the PlayStation.

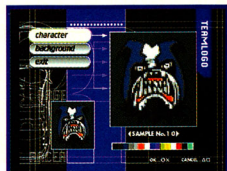
*Rage Racer* allows you to race with 13 different cars, and that isn't even mentioning any of the hidden vehicles that are available when you finish the game. If you don't like the way your car looks, *Rage* offers a very unique vehicle editor which allows you to change the body and trim colors of the car in addition to the logo displayed on its hood. You can select from several premade logos or actually design one yourself in a rudimentary



One of the biggest improvements in *Rage Racer* are all of the new options such as car selection and editing.

painting program. (Needless to say, some of the ones we drew up are simply unfit for printing.) As you win races and earn more money, you can use your winnings to upgrade your car (improving its handling, max speed, grip or acceleration), or simply buying a new vehicle altogether.

Although there are only two completely separate tracks consisting of a "main" track and an oval (available at later classes), there are actually quite a few different racing circuits. Through a very well-designed track, three different paths are intertwined within the main track, therein creating three different courses. Once you achieve first place in each track, you finish that "class" of tracks, and move on to the next. There are five in all. Each class offers new cars and a greater difficulty level. Once you finish all of the track



similar to the other *Ridge Racer* offerings. The name of the game is precision, and the ability to execute a picture-perfect powerslide at will. When you run into things, you don't wreck, you simply lose speed and slightly ricochet, according to your speed.

Right now it doesn't appear that any sort of Two-player Mode will be available through a link cable or otherwise, but this is so promising a game, it may not matter.

With great aesthetics and the same gameplay that made the original *Ridge Racer* so popular, *Rage Racer* looks to be a sure-fire hit.

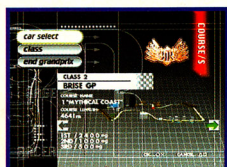
classes, a secret sixth class opens up.

The courses are well-detailed, sporting spectacular waterfalls, long bridges and the obligatory dark tunnels bathed in yellow light in the true *Ridge Racer* trademarked style. There are plenty of rolling hills, tough turns and colorful scenery to make any racing enthusiast's eyes glaze over while screaming through the tracks. While racing these courses, Namco has added a nice touch by having the time of day slowly change as you progress through the race. When you start a race the weather may be bright and sunny, but as you near the finish line, the sky could change to a cloudy atmosphere.

The racing physics are very



Two different views can be used in *Rage Racer*—a first-person and third-person camera (top). After winning a race, your best lap is displayed in the third-person camera (left).



A variety of tracks that can be raced forward or backward keeps *Rage* fresh (top).

RELEASE DATE	DIFFICULTY	
April	Moderate	
PUBLISHER	% DONE	
Namco	80%	
THEME	PLAYERS	SIZE
Racing	1	CD-ROM





## AT THE END OF YOUR ROPE?

*VideoGameSpot is here for you. We are your guide to the eye-popping world of video games. Our multi-step online-program of reviews, previews, video demos, hints and cheats on all of the latest video games and console platforms gives you the information you so desperately need. We'll challenge you with our contests, motivate you with thousands of dollars in prizes and let you share your feelings in our reader review center.*

*VideoGameSpot will put you in control.*

  
**videogamespot**

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



# LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

Interface, Letters to the Editor  
1920 Highland Avenue, #222  
Lombard, IL 60148

or, you can send e-mail to:

[EGM\\_Mail@zd.com](mailto:EGM_Mail@zd.com)

*EGM* will award a prize to the writer of the best letter of each month. Please note: The above two addresses are for editorial correspondence only! Direct any subscription inquiries to:

**Electronic Gaming Monthly  
Subscription Department  
P.O. Box 55722  
Boulder, CO 80322-5722**

Note: *EGM* cannot and will not personally respond to any letters. We reserve the right to edit all correspondence for space and grammar purposes.

## 16-BIT ROYALTIES NOT WORTH IT

Dear *EGM*,

In the December issue, your 16-Bit special feature stated that a poor-selling 16-Bit game would still produce plenty of income because of the existing high installed base of 16-Bit systems. If this was the case, why aren't we seeing more 16-Bit titles than we are? Sure consumers are demanding 32-Bit plus titles, but why not take advantage of the great number of people who are still holding on to their 16-Bit systems?

Howard Clarke  
Livonia, MI

We said that a *relatively* poor-selling title will still make money. For example, a game bought by 1 percent of a 20 million Super NES population will outsell a game bought by 10 percent of a 1 million N64 population by 2-to-1. Although a few 16-Bit games are still coming out, most developers have moved on. The reason why is that it would be detrimental to a game creator's career to stay behind in an aging 16-Bit business while his or her professional peers go on to the next generation of programming. As anyone working in a technical-oriented industry would say, you have to stay on top of new technologies in order to keep your worth in the tough job market. Eventually, the 16-Bit market will die out completely, and if you aren't ready to evolve, then you're up the creek without a paddle (not to mention, without a job).

## THE PSYCHO VOTE

Dear *EGM*,

Please bring back "Psycho Letter of the Month," and I won't have to hurt Archie anymore.

B.J. Tyson  
Henderson, TN

Thanks for the burnt foam Archie face, Mr. Tyson. But please refrain from sending us any more stuff in the future, OK?



Dear *EGM*,

Please do not bring back Psycho Letter of the Month. Those letters are usually composed of nothing but space-wasting drivel and are devoid of any real amusement. Please use the space for more video game coverage, or better yet, good letters.

Phil Albrecht  
Eerie, PA

And the battle continues...

## PLAYSTATION SEQUELS

Dear *EGM*,

Does Naughty Dog have any intention on releasing a sequel to Crash Bandicoot for the PlayStation? Also, when will Resident Evil 2 be released?

Johann Sulaiman  
[johann\\_s@pacific.net.sg](mailto:johann_s@pacific.net.sg)

Sony hints that Crash Bandicoot 2 may appear around the fourth quarter of 1997. Capcom is planning on releasing Resident Evil 2 in the U.S. during the second half of this year.

## PORN AGAIN

Dear *EGM*,

Hi! My name is Matt Dotten. I'm 12 years old, and I have a question about the N64 and the pornography for the system (which I read about in the December '96 issue, page 338). I was wondering what games will have the porn. Can you e-mail me the answer?

Matt Dotten  
[dottens@mail.cadvision.com](mailto:dottens@mail.cadvision.com)

Boy, are you going to be in trouble when your parents read your letter. You've just demonstrated just how dangerous sarcasm can be. We were clearly joking when we said the N64 would have porn on it!

## DO GOOD THINGS COME IN SMALL PACKAGES?

Dear *EGM*,

What's up with the newer Sony game boxes? They are just CD jewel cases! Now

my collection of games will look extremely stupid because I'll have a bunch of big game boxes and a bunch of little game boxes. This may sound pathetic, but unless Sony gets the big game cases back, I may quit buying Sony games.

Shane Andreasen  
Glenwood, MN

Yes it is a little pathetic. Sure your collection may be a little mismatched, but isn't it

## TOP 5 Games That Look Good...But Aren't

5 Loaded  
Multiplatform

4 DragonHeart  
Multiplatform

3 Rise of the  
Robots  
Multiplatform

2 Skeleton  
Warriors  
Multiplatform



1 Myst  
Multiplatform

(Dis)honorable Mentions: Crazy Ivan, Rebel Assault II, Destruction Derby, Night Trap, Alone in the Dark, Dragon's Lair



# Letter of the MONTH

## TICKED OFF

Dear *EGM*,

I would like to comment on both Mr. Windham's and Mr. Acosta's letters [January issue, #90]. First, Mr. Windham, you say that you can't buy a game based on *EGM*'s reviews. Well, believe it or not, unless a game is one of the few that has universal appeal (Mario, Street Fighter, John Madden), a good review is hardly an indication as to whether or not you yourself will like it, nor is a bad review saying you'll hate it. "Rent it first" is a far better indication and is something that the RC suggests you do. Now for Mr. Acosta, who quite frankly [ticked] me off. He says that the idea of a gaming publication is "ridiculous." Well, maybe the idea of *The Wall Street Journal* for investors is dumb too. Or maybe reading *Newsweek* is a big waste of time for those politically inclined. Bottom line, if I could trek all over the world going to trade shows and talking to executives to get my video game info, then yes, *EGM* would be unimportant. But since I (and most gamers) don't have that option, we look to someone else to do our investigation for us. That someone is *EGM*. You make the assumption that game players are obsessed kids who have no lives. I love games, and I've played them for 15 years now, but gaming is a hobby no different from card collecting, or comics, or stamps or anything else. As for being a kid? I'm a 19-year-old full-time college student, who also works full time, loves skiing and drawing, and has a girlfriend of two years. Hardly the life of a child, or someone who needs to "get outside once in a while." And yes, the world can be a very cool place, but it has also

been known to throw a couple of curve balls, which is why video games and *EGM* will always be whom I would turn to after final exams and tax time.

Terence Grant  
Los Angeles, CA

Our reviews are the opinions of four different video game experts (a.k.a. the Review Crew). Their scores show you, the reader, that you might like or hate the game too. Needless to say, some people will like (or hate) the games more (or less) than our reviewers. As for Mr. Acosta and his belief that *EGM* readers need to get a life, we received hundreds of letters from people who wanted to put him in his place (most of these letters had more colorful vocabulary than this one). Unfortunately, that was probably Mr. Acosta's intent. Many people with this "better than you" complex just love getting all sorts of undeserved attention that they missed out on in life. It was pretty clear that his arguments are ludicrous, so let's not give him another moment's thought, alright?



Congratulations! You win an Acclaim Dual Turbo Joystick.

## CHALLENGING

Dear *EGM*,

I am a 22-year-old female who loves to play video games. I read *EGM* quite frequently, and it really ticks me off that you have nothing but MALE game reviewers!!! I play sports games and fighting games (and I have yet to meet a MAN that can beat me at any version of Street Fighter!). I do not look like something that crawled out from under a rock (why do girls have to be ugly geeks if they play video games?—Actually, I model in Chicago). What's the deal?

Nikkole Palmatier  
NikkoleP@aol.com

Wait a minute, who ever said that Sushi-X is a male? (Sushi, we were joking! Put away those katanas!) Well, this sort of sounds like a challenge to the Review Crew. All we

have to say is, "Bring it on!" We are curious as to what you really look like. Your letter certainly put a lot of emphasis on how good you supposedly look.

## WHATEVER HAPPENED TO THE SUPER NES CD?

Dear *EGM*,

I wanted to ask you why the Super NES CD was never released? It sounded like a good idea at the time. I think it would have made a lot of CD-ROM maniacs elated if Nintendo had made a 32-Bit CD-ROM system.

Chris Mair  
Wooster, OH

Ironically, Sony originally had a deal to make the Super NES CD-ROM drive add-on for Nintendo. Negotiations fell through, and the plans were dropped. Eventually, the technology that Sony worked on for Nintendo evolved into the PlayStation as we know it today.

## DON'T BELIEVE THE HYPE

Dear *EGM*,

Yesterday, while surfing the Internet, I came across an article in a Dragon Ball Z Web site. It said, "Bandai of America is releasing Dragon Ball Z Legends for the Sega Saturn on American shores." Is this true?

J Cameron Crooks  
San Diego, CA

Unfortunately for Dragon Ball Z fans, the answer is a tantalizing "maybe," as of this writing. Jeff Rotter, associate producer at Bandai of America, told us that he couldn't confirm that any DBZ games would be coming out here in the U.S. When we pushed a little further, he hinted that it's a definite possibility that a DBZ game may come to any of the American systems (PS, Saturn, N64), and negotiations are in the works. He also advised not believing what you read on the Internet about Dragon Ball Z, unless it comes directly from their home page ([www.bandai.com](http://www.bandai.com)). Mr. Rotter promised to alert us the minute information became available on an American DBZ title, if any. We'll let you know immediately when we get any breaking news.



Sorry, no Dragon Ball Z Legends for the American Saturn. That is, not yet...

the games itself that really matters? Sony switched from the large cardboard game cases to the smaller CD jewel cases for several reasons: 1. They discovered that retailers needed more space for the mass amount of titles available. The jewel cases are slimmer, so that allows store owners to stock more product on the shelves. 2. Focus testing showed that most consumers preferred the smaller, more compact jewel casing to the original bulky PlayStation game boxes. 3. Many people already have means of storing CD jewel cases (from their existing music CD collections). Putting PS games in these jewel cases will make them easy for people to store. We understand that you may not like them because of the mismatching, but banning buying new games because of that? Well, it's your prerogative (as well as your loss).



# INTERFACE

## WHICH CREW'S THE REVIEW CREW?

Dear *EGM*,

I noticed that in older issues of *EGM* the Review Crew is different than it is now. Then my friend told me that it was even changed a long time ago too. Why have there been so many changes in the Review Crew? Do jobs like that open up a lot?

Joe Malmborg  
Akron, OH

What can we say? The only constant is change. As in many magazines, there are adjustments. We are happy to say that we now have a solid Review Crew that probably won't move for a long time (so you won't find any positions for *EGM* reviewers opening up any time soon). One thing has been consistent though. Sushi-X has always stuck it out with the Review Crew. Of course, with Sushi being as crazy about gaming as he is, it's no wonder.

## OK, JUST A FEW MORE...

Dear *EGM*,

In response to Taylor Acosta's letter (January 1997 issue), I would like to say that gaming is a big industry. It provides jobs for people. So if magazines like *EGM* were to stop printing because of people like you, thousands of people would be unemployed. Would YOU like to be the one responsible for the downfall of America's economy? I didn't think so.

Mr. Thanatos  
cycleservice@oro.net

Dear *EGM*,

I was reading *Interface*, and I saw Taylor Acosta's letter. It really made me mad. I buy your game magazine every month, and I also play video games. I earn A's and B's. I also play pool. Nothing is wrong with me. He needs a good kick in the face.

Paul Meister  
paulmeister@juno.com

We know we said that we shouldn't give Mr. Acosta more attention than he deserves (in the Letter of the Month), but we just couldn't resist.

Dear *EGM*,

I'm writing in response to those people out there who think all video gamer players need to "get a life." I'm a 28-year-old hemophiliac who wore full leg braces for most of my childhood. I couldn't run, jump, play football or do anything else that was too physical. But, when I took a hold of a joystick, I was defending the entire world, fighting off swarm after swarm of those darn space invaders. As I grew older, my legs never got any better, but the games did. While my brother and his friends played baseball in the park, I'd plug in my *Intellivision Baseball*. While it's not the same experience, for me, it was a chance to play the game instead of just watching it. Now, I'm grown up. I've never ridden a bike or driven a JetSki, but I have played both *Paperboy* and *Wave Race 64*. So, in "your" world, call me a geek or a loser. Call my hobby a waste of time. Tell me to get a life. But grab a control pad and step

into "my" world, and with just two thumbs, I'll butt-stomp, fireball, *Dragon Punch* and flawless victory fatality your (butt) into a charred pile of goo! For in "your" world, I'm physically weak. But, in "our" world, for just those few moments, I'm god-like.

Rod  
Hollywood, FL

If you would've ended your letter with "...I'm somebody" instead of "...I'm god-like," we would've cried and turned your letter into a TV movie of the week.



Can't JetSki? Play *Wave Race 64* instead!

## CLARIFICATIONS

In our last issue (February, 1997) we listed in the Review Crew that *Donkey Kong Country 3* was for the *PlayStation*. As most of us know, that's a big boo-boo. *DKC3* is an exclusive Super NES title. Sorry about any confusion!

## EGM LETTER ART

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal!



Michelle White • Omaha, NE

# WINNER!



Taylor Benson  
Ithaca, NY



Alex Cheng  
Bayside, NY



Kurtis Bond  
Addison, TX



Baro Jung • Moreno Valley, CA

## The ASCII Control Pad

Put your creative skills to the test by sticking out a plain #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art  
1920 Highland Ave., Suite 222  
Lombard, IL 60148



## Advertiser Index

7, 57	Acclaim
24-25	Activision
19	Alps Electric
73-75	ASCII
51, 87	Atlus
20-21	BMG Interactive
115	BRE Software
80	Capcom
40-41, 78-79	Chips & Bits
116	Eidos
61	Game Express
109	Game Master
118-19	Game Spot
117	Interact Accessories
85	Japan Video Games
59	Koel
29-31	Konami
53	Lucas Arts
4, 5, 45-47	Midway
54-55, 113	Namco
11, 16-17	Nintendo
49	Playmates
23	Playgnosis
12-13	Sargento Cheese
37	Sage
2-3, 33	Sierra On-Line
43	Sony Computer
8-9, 62-63	Tecmo
39, 83	20th Century Fox
	Virgin Interactive

\*Or, at least get your name and work in the magazine and win yourself a great controller. (FIRST PRIZE ONLY!)



DONKEY KONG COUNTRY 3 SWEEPSTAKES  
Sweepstakes Rules:

1. No Purchase Necessary: To enter, mail the entry form or a standard sized postcard containing your name, address, and phone number (please print) to Donkey Kong Country 3 Sweepstakes, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. 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 April 15, 1997. All entries become exclusive property of the Sponsor and Ziff-Davis Publishing Company and will not be acknowledged or returned. Sponsors assume 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 win a trip for two to Busch Gardens, Florida from the nearest gateway city including air transportation and hotel accommodations for 4 days and 3 nights. Grand Prize has an approximate retail value of \$2,800.00. 10 First Prizes: First Prize winners will receive one (1) Donkey Kong Country 3 Dixie Kong's Double Trouble! SNES video game. First prize has an approximate retail value of \$60.00. Winners will be determined by a random drawing from all valid entries by Ziff-Davis Publishing Company whose decisions are final. Drawing to be held on or about April 15, 1997. All prizes will be awarded. Prizes winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsor should the featured prize(s) 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 Puerto Rico 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 of a first prize. By acceptance of prize, winner agrees to the use of their name and/or 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 companions must sign a liability release. Employees of Nintendo of America, Ziff-Davis Publishing Company and their respective affiliates are not eligible. Neither Nintendo of America, Ziff-Davis Publishing Company nor their affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this sweepstakes or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Nintendo of America, Ziff-Davis Publishing Company and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind, resulting from acceptance, possession, or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope to Donkey Kong Country 3 Sweepstakes Winners, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Requests for winners lists must be received by April 30, 1997. 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. Sponsor: Sweepstakes sponsored solely by Nintendo of America, Donkey Kong Country 3 Dixie Kong's Double Trouble! (and © 1996 Nintendo of America, Inc.) 1996 Nintendo of America, Inc. All Rights Reserved.

# ENTER THE DONKEY KONG COUNTRY 3 DIXIE KONG'S Double Trouble!™

## SWEEPSTAKES

### GRAND PRIZE

One Grand Prize  
Winner will  
receive a four-  
day/three-night  
trip for two to  
Busch Gardens.

### FIRST PRIZE

10 First Prize  
Winners will  
receive (1) Donkey  
Kong Country 3:  
Dixie Kong's  
Double Trouble  
Video Game Pak.

To Enter, Send a Postcard to:  
DKC3 Sweepstakes  
1920 Highland Ave Suite 222  
Lombard, IL 60148

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





# Next Month

# EGM<sup>2</sup>

Tips, Tricks and Strategies for Home and Arcade

## March 1997

Although the holiday rush is over, there are still plenty of games to get your hands on. Whether it's Scud on the Saturn, Mario Kart 64 on the N64, Spider on the PS or a 16-Bit title, we'll be covering all the bases to bring you the latest in-depth look at how to get you into the games to win.

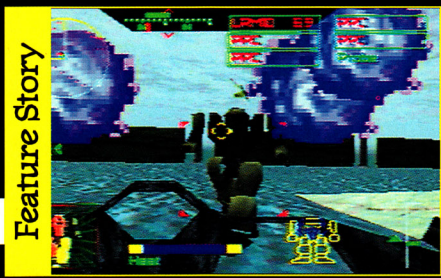
It's getting to be that time of the year when fighting games rear their heads to do battle. This time the war is waged in the arcade and at home.

Although it may be a bit early, Tekken 3 and Street Fighter III will be hot on the presses, and *EGM* will be there to tell you how it plays and what gamers will have to learn to become the new masters.

Also, on the home front, look for arcade ports like War Gods, Psychic Force and Soul Blade to heat up the competition. We'll give you all the moves and magic to get you on top.



Be sure to check out the latest tips and tactics for N64 games like Mario Kart.



Feature Story

Activision now brings MechWarrior 2 to the PlayStation right from the computer. This version has several additions and alterations from the original. Check out all the differences and tips in this coming issue.



It's that time again: Yep, it's the annual fighting game craze as many new arcade games appear and others make their way home!

# ELECTRONIC GAMING MONTHLY

## April 1997

FEATURE STORY



The long-awaited three-disc set of Final Fantasy VII is finally out in Japan. Does it live up to expectations, and what is in store for the U.S.?



Sushi-X has been playing Street Fighter III for some time now. Watch for part four of our coverage!

Final Fantasy VII has finally been released in Japan. Our editors have been playing it—watch for the first hands-on evaluation.

Also, Sushi-X has been busy with Street Fighter III. You saw the info first in *EGM*. Don't miss part four of our coverage on this coin-op.

To continue our fighting game coverage look for the first info on Mace, Biobreaks and more Tekken 3!

As for previews, our editors have been working hard on getting the first pictures of Ninja, Host, Clay Fighter 3 and more. If the game is being



Don't buy a game until you see the ONLY unbiased reviews in the industry.

made, you'll see it in *EGM* first. Our Review Crew is already tearing into MechWarrior 2. As you know, our crew is brutally honest, and you won't see all high scores from them as you see in other mags.







NEO GEO CDS



Coming Soon: Samurai Showdown RPG

Want to know more about our products? Visit our web site: You can prebook hottest titles. Get latest info on Import and Domestic Games. Shopping is a blast with our online catalog.

**www.gexpress.com**



### KEYCHAINS

K.O.F., Sumari Showdown, Virtual Fighter, S.F. Zero, SF Kids, Final Fantasy, SailorMoon and Fatal Fury characters also available.

Call for availability on all keychains.

The Best of DBZ 16" Figures \$29.99  
3 characters available:  
Super Saiyan Vegeta  
Fusion Gogatta  
Super Saiyan Son Goku

Final Fantasy

### GAME MUSIC

• Virtua Fight 1&2 • Street Fighter Alpha  
• Panzer Dragoon • Final Fantasy Series and Many More!!

### JAPANESE TITLES

\*Prices do not include shipping & handling

## NEW RELEASES & UPCOMING TITLES

### Contra Legacy of War

### Broken Helix

### US PlayStation Titles

Arc the Lad  
Broken Helix  
Carnage Heat  
Crash Bandicoot  
DIVIDE  
Fatal Fury Real Bout  
Marvel Super Heros  
NBA Live 97  
Puzzle Fighter 2  
Reloaded  
Samurai Showdown 3  
Spider  
St. Fighter Alpha 2  
Soviet Strike  
Sukoden

### Daytona Champ Circuit

### U.S. Saturn Titles

Bug Tool  
Command & Conquer  
Dark Savior  
Daytona USA: Circuit Ed.  
Dragon Force  
Fighting Vipers  
Heaven  
Lunar  
Magic Knight Ray Earth  
Marvel Super Heros  
Maxx TT  
Policnauts  
Tom Riddle  
Toshinden URA  
Virtua Cop 2

## JAPANESE IMPORTS

### PlayStation Titles

Bio Hazard 2  
Bushido Blade  
Castlevania  
Final Fantasy VII  
GT Max Rev  
Heaven's Gate  
Kowloon's Gate  
Macross: Digital Mission VF-X  
Namco Museum Collection  
New Japan Pro Wrestling 2  
Rage Racer  
Ranma 1/2  
Saga Frontier  
SD Gundam G Century  
Soul Edge  
Toshinden 3  
Welcome House 2

### Macross Digital Mission VF-X

### Bio Hazard 2

### Die Hard Arcade

### X-Men vs. Street Fighter

### Saturn Titles

3D Boxing  
The Apocalypse 4  
Assault Sult Leynos 2  
Die Hard Arcade  
Dragon Ball Z Legend  
Enemy Zero  
Fighters Megamax  
Fire Pro Wrestling S  
Gundam Side Story 2  
King of Fighter '96  
Macross  
Mega Man 8  
SailorMoon Super S  
Samurai Showdown 3  
Sega Ages Series  
Tactics Ogre  
X-Men vs. Street Fighter

## POSTERS • TOYS • T-SHIRTS • NOVELTIES

1st Poster \$10.00 each additional poster \$7.00

### "BLOW OUT SPECIALS!"

SONY PLAYSTATION	SEGA CD
A-Train ..... \$29.99	Sega CD Unit w/Sawer Shark ..... \$49.99
Big Hunt Baseball ..... 29.99	Adventures of Batman & Robin ..... 19.99
Bases Loaded '96 ..... 29.99	Ecco the Dolphin ..... 9.99
Criticom ..... 29.99	Jeopardy ..... 9.99
Descent ..... 19.99	Jurassic Park ..... 19.99
Krazy Ivan ..... 29.99	Lethal Enforcer 2 ..... 9.99
Toshinden (promo) ..... 19.99	Masked Rider ..... 9.99
Tekken 2 ..... 39.99	Knights w/3D Control Pad ..... \$54.99
X-Com ..... 29.99	Bug! ..... 19.99
Adventures of Batman & Robin ..... \$19.99	NHL All Star Hockey ..... 19.99
Alien 3 ..... 19.99	Sega Rally (promo) ..... 19.99
Batman Forever ..... 19.99	Wing Arms ..... 29.99
Caesar's Palace ..... 19.99	World Wide Soccer ..... 19.99
Incredible Hulk ..... 19.99	Batman Forever ..... \$19.99
Jeopardy ..... 19.99	Killer Instinct ..... 29.99
Lindy Car ..... 19.99	Football Dreams ..... 19.99
Monopoly ..... 19.99	Spawn ..... 19.99
Toshinden ..... 19.99	Tom Tom Buster Lookie ..... 24.99
Wheel of Fortune ..... 19.99	WWF Arcade ..... 29.99

**WE CARRY Game Gear Game Boy V-Boy Jaguar 3DO SEGA CD Give us a Call!!!**

Price and availability are subject to change without notice. We accept all major credit cards. Money Orders and C.O.D. Allow 14 business days for shipping when paying by personal check. All sales are final, we will only replace defective items with the same title. Games Express Inc. is not responsible for misprint. NY residents add 8.25% sales tax to your order. All trademarks/trademarks are the properties of their respective owners.

**GAME EXPRESS INC.**  
OVER 2500 TITLES IN STOCK, LOWEST PRICES  
EMAIL US AT gexpress@gnn.com

For Ordering:  
(212) 290-0031  
Dealer Hotline:  
(212) 290-0426  
For Fax Order:  
(212) 290-0432  
Visit Our Mega Showroom at:  
126-128 W. 32nd St.  
New York, NY 10001  
L.L. Showroom:  
167 Glen Cove Rd.  
Carle Place, NY 11514  
Tel. (516) 248-4911  
Fax. (516) 248-4913



# Japan Video Games

Your #1 Source of American and Japanese Video Games



DBZ LEGEND \$69

SAILOR MOON \$69

RAGE RAGER \$69

SAMURAI 3 \$29

GRADIUS DLX \$39

SEXY PARODIUS \$54



DBZ U BTTL 22 \$39

FINAL FANTASY 7

ROCKMAN X 3 \$39

ROCKMAN 8 \$69

FINAL FANTASY 7

MACROSS D.M. VFX

**Import**

- Final Fantasy 7
- Ranma 1/2
- Ray Storm
- Fial Bout
- New Super Robot War
- Wild Arms
- Arc The Lad 2
- Saga Frontier
- Bastard
- GT Max Rev
- All Japan Pro Wrestling 2
- Dragon Knight 4
- Macross D.M. VFX
- ODE To The Sunset ERA
- Not Treasure Hunter
- Vandal Heart

**U.S.**

- Soul Blade
- War Gods
- Rally Cross
- Marvel's Super Heroes
- Wing Commander 4
- Castlevania Blood
- Need For Speed 2
- Hexen
- Thunder Truck Rally
- Namco Museum 3
- NBA Shootout 97
- Kumite: Fighter's Edge

GUNDAM #2 \$49

DBZ LEGEND \$69

K.O.F.96 \$69

Salon Moon \$69

PRETTY FIGHTER \$39

PARODIUS \$49

Forever Wi/Yo \$59

**Import**

- Tengai Makyō
- Macross
- Blast Wind
- Rockman 8
- Shining in the Holyark
- Airs Adventure
- Terra Phantasia
- Lunar Silver Story
- Drift King 97
- Z Gundan
- Grandia
- Fire Pro Wrestling S
- Langrisser 3
- Sakura Wars
- Samurai Shodown 3
- Sengoku Blade

**U.S.**

- Fighter's Mega Mix
- Albert Odyssey
- Quake
- Kumite: Fighter's Edge
- Die Hard Arcade
- Battlestations
- Shredfest
- Scorchor
- Killing Time
- Crypt Killer

SEGA SATURN

I love you so

MACROSS

KING OF FIGHTERS 96



SAT. CONVTR \$25

Thunder Force #2 \$49

Warrior of Fate \$49

**\*NOW YOU CAN PLAY ANY IMPORT SATURN GAMES ON U.S. SATURN SYSTEM WITH SATURN CONVERTER**

**\*NOW YOU CAN PLAY ANY IMPORT N64 GAMES ON U.S. N64 WITH N64 CONVERTER \$ 15.00**

**U.S.**

- Turok:Dinosaur Hunter
- War Gods
- Doom 64
- NBA Hangtime
- Tetrisphere
- Star Wars
- FIFA 97
- Cruis'n USA
- Killing Instinct Gold
- Mortal Combat Trilogy
- Wayne Gretzky 64

**Import**

- Mario Kart R
- Wonder Project J2
- Rev. Limit
- Baseball King
- J. League Perfect Striker
- St. Andrews Golf
- Mahjong Master
- Golden Eye
- Body Harvest
- Blade And Barrel



Mario Kart 64

KOF-96 \$59

Metal Slug \$59

Ninja Master \$59

SAMURAI 3 \$59

Art of Fighting 3 \$59

SAMURAI SHODOWN 3PS

SAMURAI 4 \$59

NEO CD \$339

**NEO CD \$339** with any game of your choice.  
 \*Get \$5 off with purchase of 2nd Neo CD games.

**WE ALSO CARRY NEO GEO CARTRIDGE SYSTEM & GAMES**

CALL FOR USED CARTRIDGE GAMES \$99 OR UNDER

**\*SFC / SNES CONVERTER \$15**

Gun Hazard


Sailor Moon RPG

Sailor Moon Super


Bahamut Lagoon

Gundam W


Dragon Quest 3




DBZ Hyper \$79




DBZ #4 \$49




Secret of Mana \$69



Ranma 1/2 \$39



Final Fantasy 5 \$59



Romancing Saga 3 \$49

**PC/FX**

PC Engine

MEGA DRIVE

MEGA KEY \$20

DBZ \$39

Sailor Moon \$49

**ORDER HOT LINE:**  
**818-281-9282**

**Dealers and Wholesalers Welcome**

710-1 W. Las Tunas, San Gabriel, CA 91776 • Fax: 818-458-6845

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD





Friends

don't let  
friends



play  
unprotected.



It's risky out there.

Too often people  
**lose their lives**  
or damage their  
**health** for no reason.

Smart gamers make sure they use the **GameShark**.

Responsibly select from pre-programmed or easily updated codes for **infinite health, endless ammo, extra speed** and more. It's your choice.

With space for thousands of codes, GameSharks provide extra **endurance** that keeps you going.

Rule the hottest games and revive old ones.

**Play hard-**  
**you're covered.**



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



InterAct Accessories, Inc.  
A Reckon<sup>SM</sup> COMPANY  
[www.interact-acc.com](http://www.interact-acc.com)

InterAct Accessories, Inc. is a proud supporter of both the American Foundation for AIDS Research (AmFAR) and M.A.D.D.



**PlayStation GameShark**  
**AVAILABLE NOW**



**Sega Saturn GameShark**  
**AVAILABLE NOW**

**Nintendo 64 GameShark**  
**COMING SOON**

**GameShark HOTLINE**

FOR THE LATEST CODES:

**1-900-773-SHARK**

Call costs \$1.29 per minute.

Must be at least 18 years of age or have parent's permission to call.





# MEGA MAN MEGA MYTH MEGA LEGEND

THE BLUE BOMBER'S BACK.



## MEGA MAN 8<sup>™</sup> ANNIVERSARY COLLECTOR'S EDITION

brings you brand new Mega features and classic Mega moves. The whole cast has returned with devious **new enemies**, **smooth animation**, and endless **customizing upgrades**. Plus, the **best Japanese anime**

**battle intros available on any platform today!** In honor of the Legend's 10th anniversary, we've also included a gift with every package. It's a **full color collector's anthology booklet** of Mega Man artwork previously unreleased in the U.S.

Welcome back, Mega Man!

