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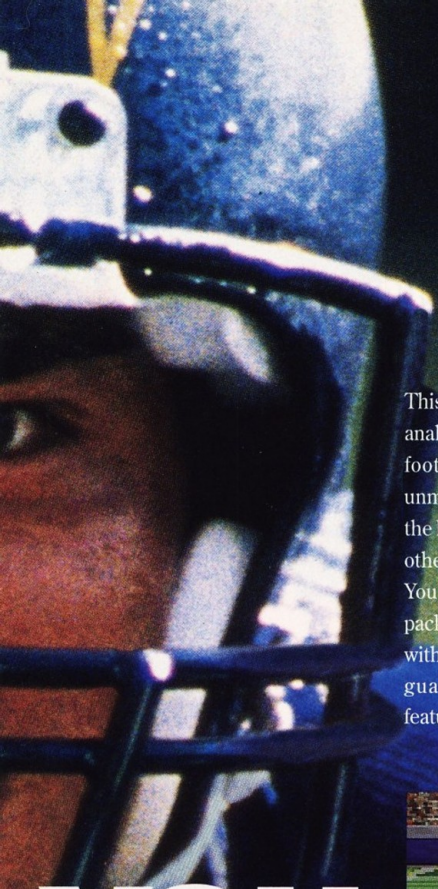

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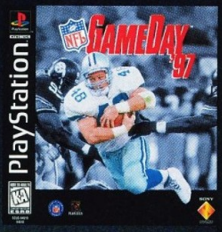

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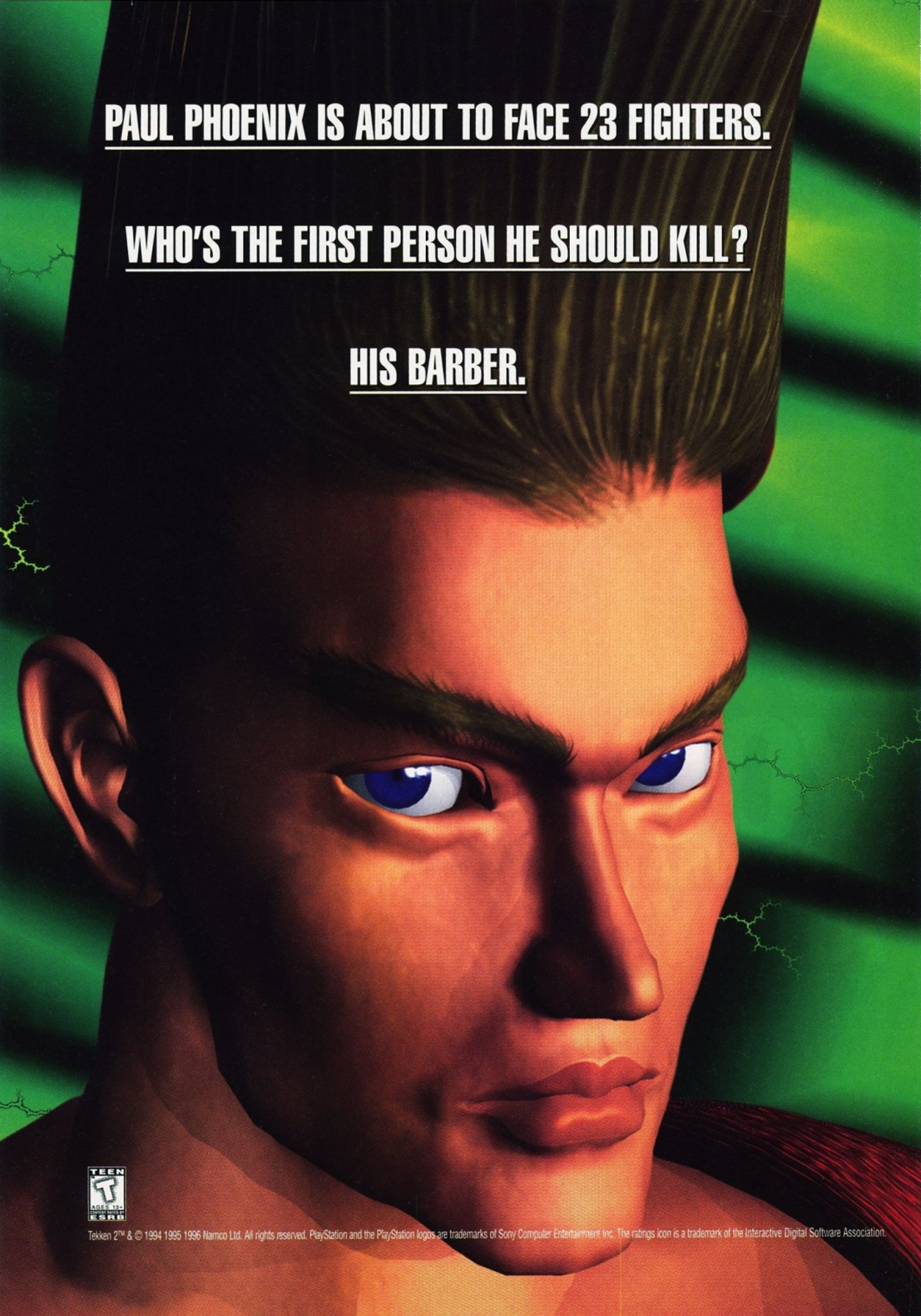

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ELECTRONIC GAMING MONTHLY

NUMBER 10.1
JANUARY 1997

By **Joe Funk**

IT IS YOUR DES-S-S-STINY

It was about 20 years ago today, but it wasn't a rock-'n'-roll band that generated all the excitement.

My grandma and grandpa brought over this amazing new machine that you plugged into the back of the TV and were able to actually move the little rectangular white images on the screen. The dawn of home video games had arrived, in the form of a game called Pong.

My brother and I were mesmerized. We didn't move from the couch that first day for five or six hours straight, staring at the TV screen, immersed in the interaction.

About the same time, by fate or not, an unassuming sci-fi movie called *Star Wars* hit theaters, and went on to change Hollywood forever. The film captured our imaginations,; the story somehow touched the human spirit in each of us. Perhaps most of all, its special effects dazzled our

senses. It was the first time that many of us could believe in a fantasy, because it all looked, and sounded, so real.

In 1997, *Star Wars* truly is bigger than ever and Lucasfilm is poised to usher in a historic new era. At the heart of this brilliantly coordinated initiative is (besides the Force) an unprecedented rerelease of the movies in theaters next month, with amazingly updated visual and sound effects.

When we look back at this historic moment in *Star Wars* lore, however, the release of Shadows of the Empire for the Nintendo 64 may prove to be as significant a milestone for video games as *Star Wars* has been for movies. George Lucas' epic has already had a profound influence on the video game industry. Many of the 20- and 30-something creative geniuses who populate the video game industry today sport *Star Wars* toys, posters or books in their cubicles, on their shelves or near their computers.

Perhaps it is appropriate then, 20 years later, that these two mediums would converge to generate what may be the ultimate destiny for both of them.

Video games are also on the cusp of a renaissance. The year 1996 was a transition for our industry, and in 1997, growing numbers of enthusiasts will make the switch from the 16- to 32- and 64-Bit platforms. One game, heck, one level, is going to help accelerate this transition.

There's a stage in the Nintendo 64 Shadows of the Empire game that breaths life into this ultimate fantasy. On the Ice Planet Hoth level, during the attack of the Rebel Base scene, you are in the movie. You are flying a snowspeeder for the Rebel Alliance, and you are there, defending the power generator from AT-AT Walkers to Imperial Probe Droids. You have complete freedom of movement in a 3-D environment, and the graphics move as fast as the movie scenes.

It is the first time I have ever experienced this in any video game: home OR arcade (some readers will readily point out that Alien Trilogy for the PlayStation was the first to break into this realm, but that game, while extremely cool, was basically a "reverse-engineered" Doom clone). This one level in Shadows, I believe, marks a hugely significant milestone in the annals of both mediums.

Where does this lead us? Will the interactive element become as important as sound, or bluescreens? Will people actually control Schwarzeneggar's Terminator—blasting his way through a shopping mall? Will flying a Federation Starship be so real it will make the weak-stomached queasy? Will major producers, directors and studios start considering the interactive element during every phase of moviemaking?

The answer is yes, and the promise of things to come is exhilarating. For, as Han Solo would say, "Traveling through hyperspace isn't like dusting crops, boy."

And playing Pong isn't like piloting a Snowspeeder. The future is here, and Shadows of the Empire for the Nintendo 64 gives us a glimpse of the possibilities.

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1920 Highland Avenue
Lombard, IL 60148
Telephone: (630) 916-7222
FAX: (630) 916-7227

Assoc. Publisher Adv. & Marketing (Also East Coast) Jennie Parker
Account Executive Suzanne Farrell

West Coast:
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135 Main Street, 15th Floor
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District Sales Manager Southwest Karen Landon
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Telephone: (310) 268-1366
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Send Advertising Materials to: Advertising Coordinator Mike Darling

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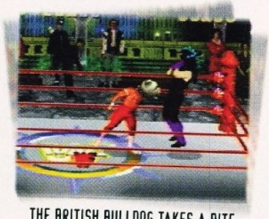

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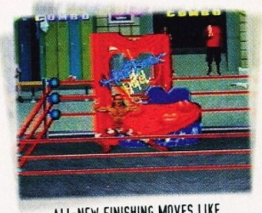

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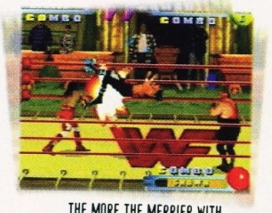

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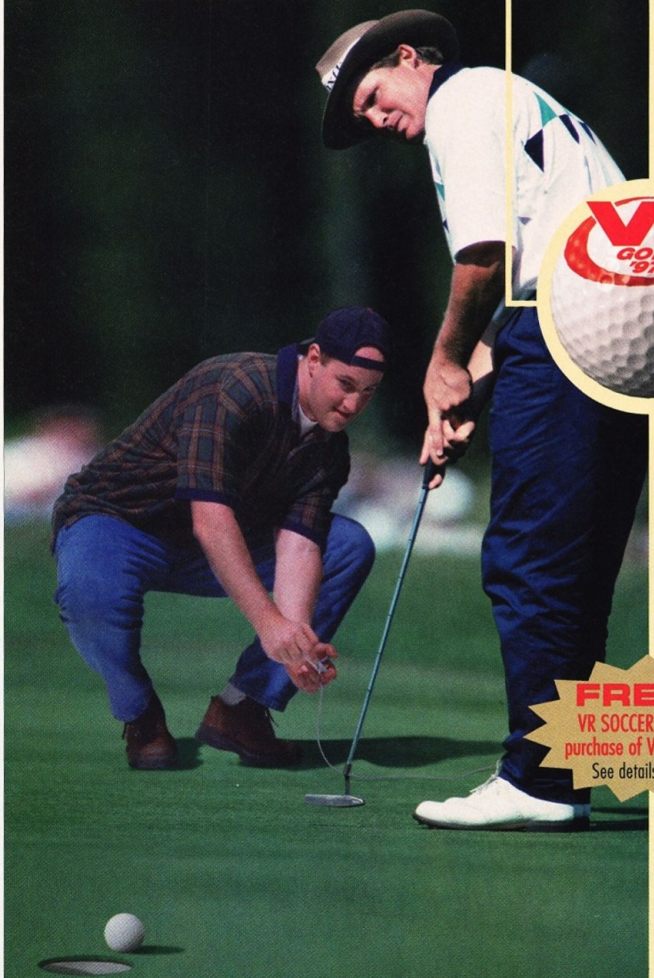

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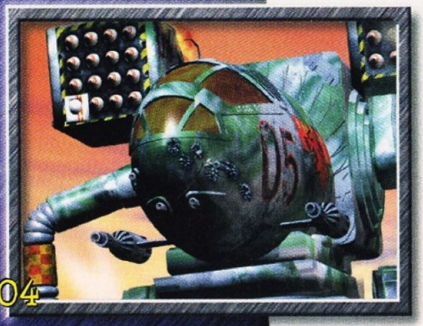

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MECHWARRIOR 2

'MECH-BLASTIN' FUN ERUPTS ON THIS ISSUE'S COVER. THE STORY STARTS ON PAGE 104!

MechWarrior 2 Image ©1996 FASA Corporation.

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FEATURES

EGM DELIVERS THE GAMING GOODIES FROM SHOSHINKAI

While gamers were feasting on turkey and pumpkin pie this Thanksgiving, our editors were busy compiling the information gathered at this year's Shoshinkai Show in Japan. Now gamers can savor each morsel of gaming info provided in this issue. The story begins on page 116!

"Gamers will be awestruck...Legend of Zelda looks impressive..."

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WHICH MKT VERSION IS BETTER: THE PS OR N64?

Mortal Kombat Trilogy has hit the PlayStation and the Nintendo 64. The *EGM* editors dissect each one, showing the pros and cons of each version (glitches, load times, character differences and the price tag). As well, each Review Crew member picks the version he says is the best bet to get! The story begins on page 158!

"The PlayStation's MKT still has those unpleasant glitches..."

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FINAL FANTASY VII UPDATE SHEDS SOME LIGHT...

...on what gamers can expect from the next Fantasy installment. This much-anticipated title—to be released in the second half of this year—will be on three discs instead of the rumored two in order to live up to gamers' expectations. Final Fantasy buffs won't be disappointed with this one! The story begins on page 194!

"...'Summon' command...brings special creatures to life..."

NEXT WAVE

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Play as a not-too-quick-to-become disposable assassin in SCUD.

180 PLAYSTATION
Find out who you truly are in the latest role-playing game for the PS—Persona.

204 NEO•GEO
Samurai Shodown IV packs all your favorite characters and a whole lot more.

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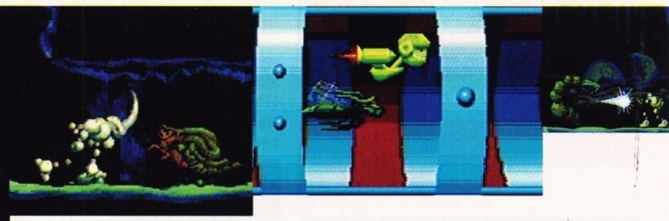

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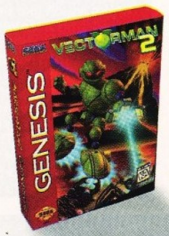

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THE BEST VIDEO GAME NEWS

PRESS START

TOUCHÉ, N64 PAD

Sony One-Ups the N64 Pad by Introducing a Dual-Analog Pad. Is It the Next Step in the Evolution of Input?

Amid high-profile games such as Final Fantasy VII and Rage Racer, it was an easy sight to miss at this year's PlayStation Expo in Japan: a small glass booth containing three PS controllers. Yet, these controllers might wind up a major factor in changing the way PS video games are played.

What made these controllers so special? They were models of PS dual analog game pads. Each pad looked roughly the same size as a standard controller, but with two thumb-sized analog sticks located between the hand grips. An extra button and LED in the middle of the pad served as the switch between analog and digital control.

In essence, the pads would offer the same function as Sony's dual analog joystick, but in a compact, less bulky design. (The large-sized flight stick has not sold well in Japan, overseas sources said, partly because of its cost and cumbersome size.)

At the PS Expo, Sony showed the dual analog pads in three colors: black, gray and white.

That's not all this controller may have to offer: Overseas reports suggested the pads could offer force feedback control—meaning the controllers would vibrate in response to game conditions such as an on-screen explosion or collision. (It would be up to game developers to program this feature in future games.)

However, a Sony Computer of America official when contacted could not confirm whether that feedback feature actually existed.

While Sony first made these pads public at the PS Expo in early November, rumblings that the company would pursue a response to the successful N64 pad surfaced months before during a software developer's conference, at which Sony reportedly told companies to pursue development of games that take advantage of dual-analog control (see above sidebar).

Nintendo and Sega already have their own analog pads, each of which puts a radical new twist on controller design.

Sony's low-key approach to touting its new PS pad stands in stark contrast to Nintendo's unveiling of its N64 pad—the first standard system controller to combine analog and D-pad control. Sega has its own pad, unveiled last year for the Saturn.

Sony may be keeping quiet until more software titles become available to make the product worth buying. SCEA officials have not confirmed either a price or date for these dual analog controllers to launch in Japan or the United States. ■

EGM Illustration
Source: SCEJ Comp. Ent. Japan

Playing the Pad When Nintendo first revealed the N64 controller design, a key selling point was its versatility: Users could hold the N64 pad three different ways to play various games. A look at Sony's dual analog pad also reveals new game control possibilities:

1 + 2 Standard Control: Same as the original PS pad, it's for use with fighting, puzzle or role-playing games.

2 + 3 Analog Control: This mode would serve as the equivalent of the N64's control in games such as Super Mario 64 or PilotWings 64; this mode would also work with driving sims.

3 + 4 + 5 Dual Analog Control: This mode would serve as the equivalent of Sony's dual analog joystick, for use in flight sims such as Bogey: Dead 6. Future games that could also take advantage of this mode are tank sims or Descent-type 3-D games.

1 + 4 + 5 Analog-plus-D-Pad Control: No PS games offer this gameplay option yet, but future ones might. For instance, in a 3-D Doom-type title, the D-Pad would move a character while the analog stick would move an on-screen target.

PS Steering Wheel Debuts in Japan

When Sony premiered Psygnosis' Formula 1 game at the PS Expo, it did so with the help of Optec, which is selling a new steering wheel in Japan. Dubbed the Cockpit (above), this steering wheel looks much like other PS wheels, with brake and accelerator pads and a flight yoke control that clamps onto a table. The Cockpit also has a switch to toggle between analog- and digital-based games. It is currently on sale in Japan for about $60 U.S. Sony also has a triple memory card pack for sale in Japan for about $40 U.S. There's no word yet on whether either of the two products will reach the United States.

Another M2 Game Bites the Dust...

As the machine with seemingly more demos (1 and 2) than games in development, the M2 remains shrouded in mystery ever since 3DO sold its home video game machine technology to Matsushita. As reported in an earlier *EGM²*, Interplay canceled its M2 game Clay Fighter 3 (3) in favor of a Nintendo 64 version. Most recently, Take 2 Interactive and 3DO decided to halt development of Iron & Blood (4) for the M2. The game apparently was in its advanced stages when the project got nixed.

M2 JITTERS?

Ever since 3DO sold its M2 technology to Matsushita, the fate of the powerful 64-Bit system has been sailing on stormy seas.

Some months, it seems the boat is still afloat: Rumors crop up of a public showing, new demos come out or a Matsushita official doles out some tantalizing hints.

Other months, it seems as if the boat has capsized, with developers scrambling to get off the boat while they still can.

Most recently, information has flip-flopped frequently from those two extremes—and the company in the know, Matsushita, refuses to divulge its ultimate game plan.

An alarming sign popped up when another high-profile M2 project, Iron & Blood, was abruptly canceled—even though it was in an advanced development stage.

"It was a mutual agreement between ourselves and 3DO," said Take 2's Lance Seymour. For its part, 3DO cited that "the economics of [that] deal didn't work out for us," according to 3DO's Bob Lindsey.

Take 2 joins several other developers that have abandoned M2 projects due to the uncertainty of that platform's future. One company that hasn't jumped ship, however, is 3DO. In fact, Lindsey stated the company will have "at least three—maybe more titles" to support Matsushita's launch of the 64-Bit workhorse—whenever that may happen.

> "We've just begun to show some analysts in other business relationships (M2 games) ....response has been incredibly strong."
> 3DO's Bob Lindsey

Those games are a baseball title, a racing game and a version of BattleSport for the M2. This seems to indicate a number of development titles short of the 10 or so titles previously in the works by 3DO; as of press time, the company had not released an updated figure.

Still, Lindsey contends 3DO's M2 development has been "moving along very, very well. We've just begun to show some analysts in other business relationships outside of 3DO [M2 games].... response has been incredibly strong." Lindsey added that 3DO's first M2 game should be completed by March.

With developers such as 3DO and Warp (makers of D2) working on M2 games, there's no question the elusive system is still afloat. Just how long developers will keep it afloat still remains to be seen. ■

BREAKING NEWS

NEW PS MODEL!

Sony Boosts Output with Revised Design

Guided by a need to create more PlayStations at a lower cost, Sony has redesigned the PS system and rolled out a new model in Japan: SCPH-5500. Externally, the system looks much the same. However, it has fewer parts inside, which will increase manufacturing output by 30 percent, according to Sony.

Perhaps the most visible change is the consolidation of the two A/V ports into a single port (much like the N64's output port).

Signs seem promising for this model to reach the U.S. When asked about it, Sony's Jeff Fox stated the company was aiming toward a "unified" system design worldwide. This model will sell for about $200 U.S. Sony did not comment, but lower manufacturing costs would certainly lessen the pain of any retail price drops—should the company ever decide to do so, of course... ■

In addition to a new PS system comes new packaging. In total, the system will come with one controller, a new A/V cable (for the newly designed port) and a power cable.

PRESS START

TIDBITS...

N64 Sales, Part One: So what happened to overall video game market shares when **Nintendo** threw its hat back into the video game arms race? Of course, the 64-Bit machine made the most of its debut, accounting for 51 percent of all systems sold last September, according to figures from The NPD Group. (Keep in mind that **Nintendo** didn't launch until the end of the month.) "Based on early sales, it looks like this system will be a winner," stated NPD representative Ryan Brock.

N64 Sales, Part Two: The system's overall launch met the company's goals of selling 2 million N64s worldwide by year's end—but not quite the way it expected, according to Japanese online sources. In Japan, the system's shipments hit 1.16 million machines, which was 640,000 short of the company's goals. Fortunately, that number was buoyed by strong U.S. sales, estimated at 800,000 as of November. Software sales goals also fell short of the 5 million expected by the first six months of **Nintendo**'s fiscal year, the online sources added. Just under 3 million games were sold in that time frame; release delays were cited as the reason for muted N64 software numbers.

TIDBITS

AQUES

Square of Japan is entrenching itself deeper into the PlayStation camp by creating a new brand name devoted to non-RPG/fighting titles: **Aques** (it's an acronym for Advanced QUality of Entertainment and Sports). The spin-off firm made three titles public at the PS Expo. The first is Super Live Stadium (pictured above), a cutesy baseball title. The second is a racing game dubbed Grand Champion's Rally. The last one is a mah-jong title. Aside from the Rally title, none of these games seem candidates for release in the U.S.

Nintendo isn't the only company tootin' its horn over sales this fall: **Sony** chalked up some impressive figures of its own. As of Oct. 31, it has sold 9 million systems worldwide: 4 million in Japan, 2.8 million in North America and 2.2 million in Europe. As if to defuse all the hoopla over the N64, **Sony** Computer Entertainment America's Chief Operating Officer Kaz Hirai pointed out that "monthly sales in the U.S. for PlayStation hardware and software have doubled" since the N64 launch.

BREAKING NEWS

N64 CART OFFERS PLAY VIA PHONES

Advancement May Pave Way for Networked N64 Titles

Here's an inside look at Seta's N64 cartridge, designed for head-to-head play via phone lines. The two input jacks (1) can be seen on the cart's back side. (A quick note: This cart is missing the program ROM chip, normally soldered in at (2).)

Forget costly add-ons or Internet service outlets: For the Nintendo 64, the path to network play might already be built in to the cartridges themselves.

That's what Seta, the N64 software developer, has planned anyway. Seta has developed a game cartridge with standard telephone jacks on the back. With the cart hooked up to a phone line, N64 owners can play video games head-to-head.

Of course, this idea isn't new: Companies such as Catapult (with the XBand) and Sega (with the Saturn Net Link) have made modem-type add-ons for network gaming.

However, Seta is the first to adopt that technology directly into a game cartridge. The first title to use this cart design is Seta's Morita Shogi 64, the company's second Japanese chess game. (The first was one of the launch titles in Japan.)

It's unlikely this game will make it to the United States, but the new cartridge design raises an interesting question: Could Nintendo adopt this plug-and-play approach for other N64 games? Possibly, depending on the sales success of this cart, but the technology might be better suited to strategy games.

First off, Seta doesn't have to worry about latency—the delay to send phone signals from one N64 cart to another. After all, it's a chess game—the phone lines certainly won't be getting a digital workout.

Programming that type of communication in a fighting or action cart, however, would be a more complex situation. The signals would have to be perfectly synchronized to make it work—no easy feat to pull off.

Still, the prospect of over-the-phone gaming is an alluring one—especially if gamers need only buy the cartridge for instant access.

Nintendo of America has no word yet on when or if any U.S. titles will take advantage of this technology. ■

AD ANALYSIS

Ask any publisher: Contests, more often than not, are a major element in the promotion of any video game. Oftentimes, the success of the contest depends on how special the grand prize actually is...

WHEN WINNING IS EVERYTHING

Companies Try Out New Ways to Get Players Into the Game

Now that the interactive entertainment industry has grown into a multi-billion dollar affair, it's gotten harder for new video games to stand out from the clutter of ads and commercials. That's why companies have explored other options to bring attention to their titles: online, direct mail, tours and contests, to name a few.

That last tactic—contests—has been a common approach used by many companies. Usually, the success of a contest depends on how good the prizes are. Oftentimes, the prizes are pretty standard: a game system, a trip or a T-shirt. However, some companies have begun to offer one-of-a-kind prizes that may have greater appeal to gamers, compared to the standard fare.

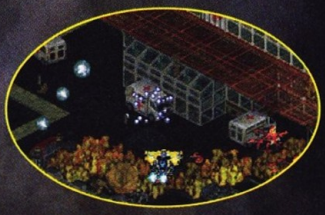
One company on the right track is Acclaim and its contest for NBA Jam Extreme.

The company teamed up with Nestlé to put winning labels in its candy bars. While the method may not be unique (remember *Willy Wonka and the Chocolate Factory*?), the grand prize certainly is: The top winner will get him or herself "digitized" into a personalized copy of the video game as a special character.

The grand-prize winner of Acclaim's NBA Jam Extreme contest will be placed in the game, just like *EGM*'s own Sports Editor Todd Mowatt.

Hopefully, more companies will consider offering these "unique" video game-related prizes in contests. After all, what's more fun: winning a video game or being in one? ■

You are here



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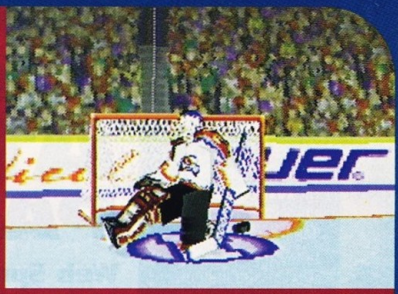
-CYBER SPORTS



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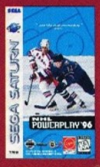

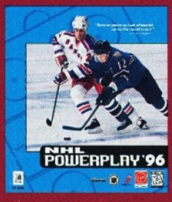

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SEGA'S NET ATTACK: PART DEUX

Web Spruce-Up Makes Gaming An Online Affair

No other video game company has tapped into online's potential as deep as Sega has: Last year, it introduced network PC games—mostly ports of popular video games. Last fall, Sega launched the Net Link, the first-ever video game peripheral that lets users surf the Net. Now, Sega juiced up its Web site to include actual playable online games for free via a Web browser with the Shockwave plug-in.

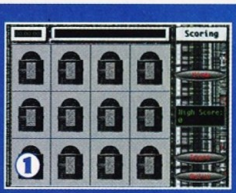
Dubbed the "Online Rec Room," the game site offers original games and others based on Sega's top titles. What makes the site so alluring is that players can compete for high scores and various prizes. Thanks to the Shockwave plug-in, games are far more than mere point-and-click adventures. The games include animation, sound effects and realtime interaction (see sidebar below for examples.)

"We obviously can't replicate the power of the Sega Saturn on the World Wide Web," said Sega's Clint Dyer, "but we have done everything possible to allow the player to get a real sense of what Sega games are all about." At least 15 additional games are expected by June. ■

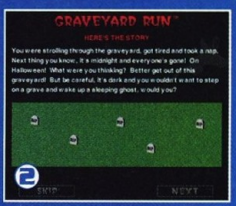
Your Web browser will need the Shockwave plug-in to play the games, which can be found at http://www.sega.com.

Sega Online's 'Launch' Titles

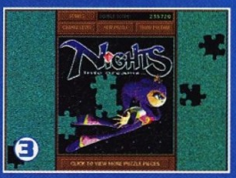
The following is a sampling of the variety of online games available at Sega's Web site, some of which have surprisingly high replay value:



1 Deja Cube: It's just like Concentration, only three times as hard. Under each tile is a three-faced cube, and you have to match the pairs of faces (Sonic, Bug! et al.) to the faces of each hidden cube. If that wasn't pressure enough, you're being timed as you play. As with all the games, players can e-mail their scores to Sega; the online site will then post the highest scores.



2 Graveyard Run: You have to build a path through a ghost-infested cemetery by using as few path tiles as possible. It's a "thinker's" game.



3 Puzzle: It's better than the Mac's desk accessory of the same name. You score for each right fit, but lose points for each wrong piece.

As the first game to take advantage of N64's four-player capabilities, Super Mario Kart R will have many gamers scrambling for additional controllers.

'KART' OFFER AN N64 TREAT

Add "cool offers" to the list of why Japanese gamers have it better than U.S. gamers as far as the Nintendo 64's concerned.

Not only did Japanese gamers get the eagerly anticipated Super Mario Kart R several months before U.S. gamers could, but Nintendo of Japan offered a "limited edition" package that bundled the game with a specially styled black-and-gray N64 pad (pictured below)—all for about $98 U.S. That may sound steep, but remember that in Japan N64 cards sell for $100—so, for them, it's like getting a controller for free.

As of press time, reps from Nintendo of America have not yet said if it would offer a similar package in the United States. It would certainly be a great deal, considering the four-player Kart can use up to three additional controllers. ■

The special pad functions just like any regular N64 pad, but comes in a two-tone plastic casing. (*EGM* doesn't recommend it, but you could buy two different-colored N64 pads and take them apart to switch casing covers—thus creating your own two-toned controllers.)

TIDBITS

Pining for an old 16-Bit **Nintendo** title? Well, gamers in Japan are getting hooked up with the service of a lifetime: titles on demand. **Nintendo** is teaming up with a convenience store chain to sell blank Super Famicom (the Japanese equal of the Super NES) cartridges with flash memory for $50 U.S., stated Japanese sources. Owners of these blank carts can go to a store and have one of 1,300 older or newer Super Famicom titles loaded onto the blank cart—at a cost from $10 to $40. Since new cart prices in Japan range from $75 to $100, this method would prove a cheap alternative to buying cartridges.

Remember how cool those endings in Tekken 2 looked? Well, imagine if **Namco** could make an entire movie with that computer graphics quality. Imagine no more: The company is working on a CG movie (a la *Toy Story*) slated to hit theaters late next year in the United States, according to *Reuters*. A computer graphics studio in Los Angeles is handing production of the flick, expected to cost between $35 million to $44 million. **Namco** can well afford to branch out into other fields, thanks to the record profits it has posted this year from sales of its numerous arcade conversions to the PlayStation.

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Wake up the moon.

Summon Saturn.

Blue is back.

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PRESS START

TIDBITS

It may have taken several years, but **Nintendo** will tell you it was worth it—about $253 million in cash, to be exact. An appeals court recently reversed a patent infringement ruling that formerly had **Nintendo** on the losing end of a lawsuit. The plaintiff, **Alpex**, had argued that the video game company infringed on graphics creation patents when it released the NES system. When the case first went to court, it sided with **Alpex**'s claims; however, the appeals court reviewing the case decided that no patents were infringed upon, thus voiding the big-bucks award. "This is a huge victory for **Nintendo**," said NoA's Howard Lincoln. "Our company's policy is never to settle patent lawsuits when we firmly believe that we have not infringed another party's patent."

Last-minute update: **Sony** decided not to put PS gamemaker **Psygnosis** up for sale, a company rep has confirmed. The rep would not comment on why **Sony** had a change of heart, as the company was taking "a low-key" stance to the whole affair. Over the summer, **Sony** had fielded bids for the esteemed developer—none were apparently enticing enough.

Note: Some pictures in Press Start were reproduced from 11/96 issues of *Famitsu Weekly*.

REVIEW

InterAct Accessories' Arcade Shark features a screw-in joystick used for either the D-pad on the left or the analog control in the center. At top is the memory card slot.

KILLER SHARK ATTACK

First Heavy-Duty N64 Joystick Puts Up a Strong Arcade Fight

As the first arcade stick for the Nintendo 64, InterAct's Arcade Shark comes off as an all-purpose peripheral that works equally well with arcade titles and analog games.

The solid, metal-based stick embodies all the functions of the N64 pad—analog control, memory card slot—but with added improvements. First off, the Arcade Shark offers auto-fire and slow-motion switches for those who need it. Plus, the yellow buttons are far larger, suiting them better to fighting games. Most importantly, the Shark has a screw-in joystick that can be used with either the D-pad or analog control.

EGM tested out Arcade Shark with Wave Race 64 and Mortal Kombat Trilogy—the first using the analog control, the second the D-pad. In both cases, the Arcade Shark proved up to the task in terms of control. In the case of WaveRace 64, the analog control seemed especially suited to the task, being able to clearly distinguish between a little tap on the stick and an all-out pull for deep turns.

Some minor complaints: The buttons could've been a little more springy (and put on a horizontal line) for more of an "arcade" feel. Also, since the Z button isn't under the joystick, you need two hands instead of one to operate it—that might prove a hassle for some games.

Still, the Arcade Shark is both durable and responsive, making it a smart alternative to the three-pronged N64 controller design. ■

Arcade Shark
$59.99 (msrp)
Available now

hot / not

Pluses:
+ durable design can take abuse
+ bigger buttons a plus for fighting games
+ D-pad and analog both responsive

Minuses:
- buttons not very springy
- Z button too far from center

THE LIGHTER SIDE

MARIO GOLD?

Why not? After all, his jumping performance in Super Mario 64 seems comparable to the best Olympic track and field athletes. Assuming two of Mario's normal steps equals 2-1/2 feet (a conservative measure), the plumber's jumps edged out the world's best recorded distances:

Long Jump

29.36 feet

In 1991, Mike Powell leapt this top mark in Japan; in 1996, N64's Mario broke it.

35.00 feet

Triple Jump

60.01 feet

Jonathan Edwards showed off this triple jump mark at the 1995 world championships. In Super Mario 64, Mario showed off a triple jump that proved flashier and farther.

70.00 feet

Sources: Super Mario 64, online track/field sources

DESTROY them with STYLE

GAMEPAD

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

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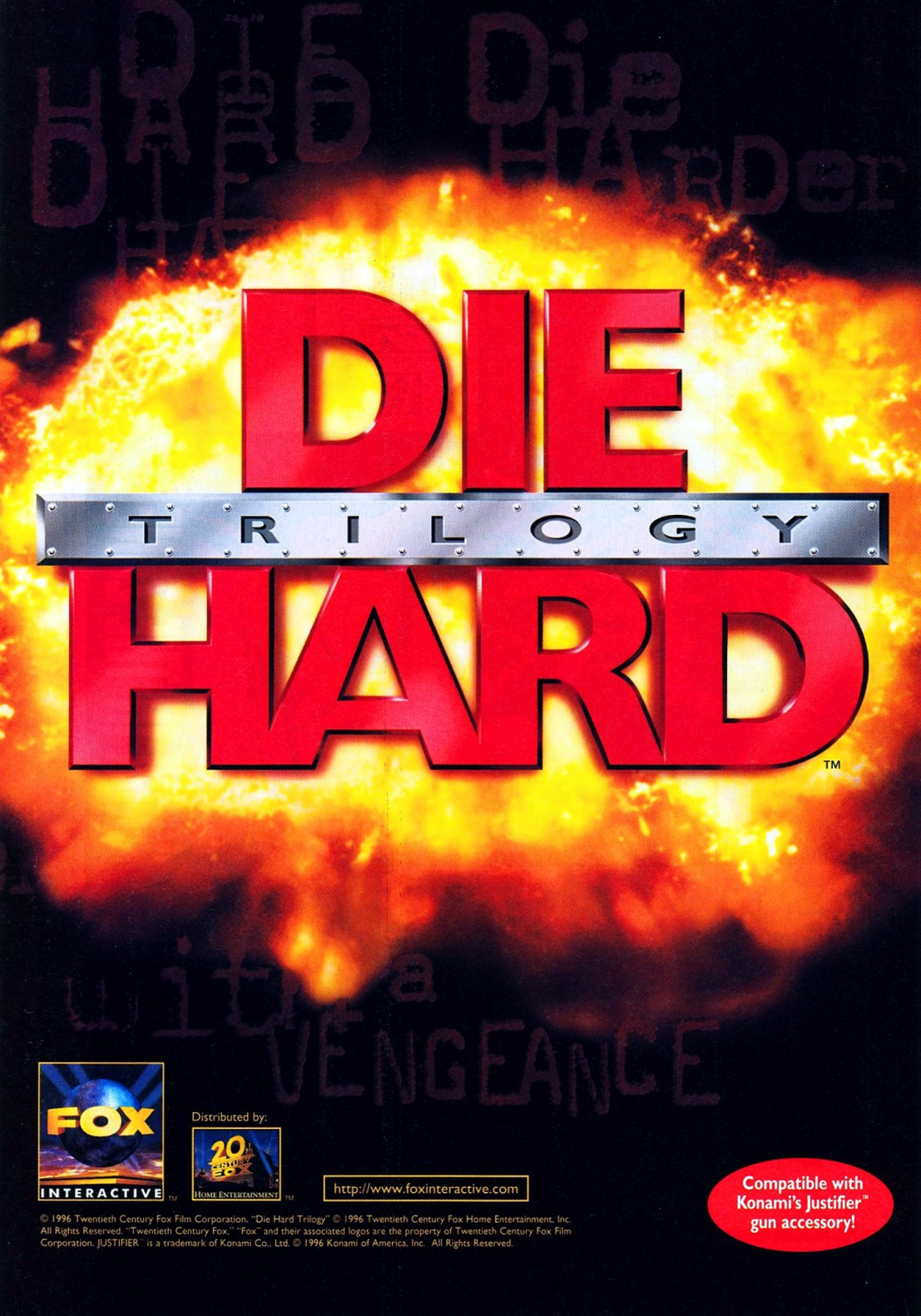

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GAMING GOSSIP

- **Namco Joins N64 Brigade**
- **Quake to Shake Up N64**
- **Sega's Jurassic Park Game**
- **Sega Places VF3 On DVD**
- **MK4 Due This Spring**
- **Surprise! More N64 Delays...**

The Q has been busy getting ready for the New Year. This is the year of the Ox on the Chinese calendar, and we will plow the gaming landscape and grow the business with good old-fashioned gossip—not fertilizer like some of the other gaming and online pundits spread.

There's plenty of news on the Nintendo 64 front. It seems as though Body Harvest has been pushed back. The game will have a new RPG focus, and we probably won't see it until later in the year.

In other Nintendo 64 news, Williams (now Midway Home Entertainment) is making Quake for the Nintendo 64 and PlayStation. They are trying to keep things under wraps on this game, but you can expect it in late October or early November of this year. Midway also has a Nintendo 64 version of Joust 3D currently in development. The game will have 3-D arenas and apparently will have a split-screen Two-player Mode with arenas that are designed for two-player battles. The game won't be released until late 1997 with a PlayStation version also planned. Our sources at Midway have also revealed to us that Mortal Kombat 4 is now expected to come out in the arcades in late April or early May of this year with the PlayStation and Nintendo 64 versions due out in late October. In other news, the creators of Atari's new coin-op game San Francisco Rush, designed by the same folks who made Hard Drivin' and Race Drivin', are in the process of porting the game over to the Nintendo 64. The arcade game uses a Voodoo Graphics chip that allows for 1 million polygons. This game should be very hot.

Lode Runner is coming for the Nintendo 64. Big Bang Software, based in Washington, is currently in production on the game. It is due out later this year.

Sega's marketing Virtua Fighter 3 to prospective arcade owners using DVD disks. Let's see if they continue using the medium to develop a new M2 DVD system later in the year.

The next arcade game Sega is developing using the M2 arcade board will be an adaptation of Steven Spielberg's upcoming blockbuster sequel *Jurassic Park: The Lost World*. Both the film and the game are currently under production.

If you haven't already heard yet, Namco has officially announced they will be developing for the Nintendo 64. The first two titles will be an RPG Tales of Phantasia and a sports game called Family Stadium. Both names are subject to change, but the big news about this announcement is that this opens the door for Tekken 3 or a version of the game to make its way to the Nintendo 64 as I reported in last month's Q-Mann. I took a lot of heat for that announcement, but when you want the gossip first, gamers know where to come for the straight goods on the hottest gaming gossip on the planet.

After Shigeru Miyamoto is done with the Nintendo 64 versions of Legend of Zelda (rumored to be a cartridge-based game—at least for the first installment—because the 64DD is taking longer to develop than Nintendo had first anticipated) and Mario Kart 64, he will begin work with Rare on the N64 version of Donkey Kong Country (working title) that Rare has been working on for some time. We do know the game will be in 3-D and will feature some new technological advances.

As for Zelda and Mario Kart 64 along with StarFox 64, F-Zero 64 and Yoshi's Island 64, all of these games have been pushed back at least six months from their previous release dates. The reason behind this: According to my Q-sources deep within Nintendo, it's taking longer to develop the games than they had originally thought. Just like a fine wine, Nintendo won't release any game before its time. Judging by the quality of the Nintendo 64 games that have been released so far, Nintendo is really interested in quality control, not mass volumes of games like Sony.

As for Sony and news out of their camp, they have been basking in their tremendous success from this past holiday season. They are also retooling their arsenal and plan to trim down the number of titles they release this year and spread them out over the course of year, so there won't be a glut like there was on store shelves this past Christmas.

That's the news for this month my loyal Q-followers...I am outta here.

-THE Q

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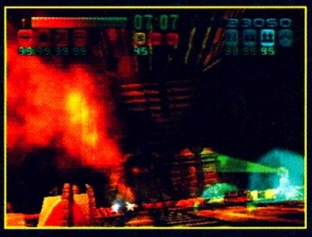

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metal warps.

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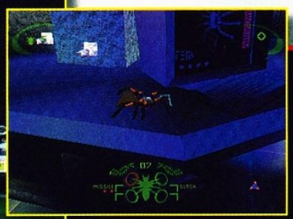
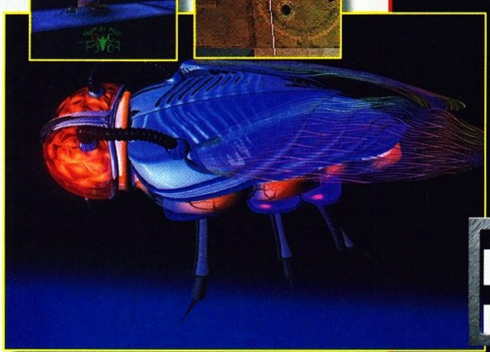
PROTOS

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.





Sure we've been teasing you with preliminary shots of this eye-catching title for over six months now. But its thrill never seems to fade away as this title inches its way toward completion. Spider, by BMG, blends both game-quality graphics with computer graphics and animation to bring players a new and exciting way to fill their inner desire to act like an arachnid. Spider is a side-scrolling action title where the player controls our eight-legged friend as he climbs, jumps and webs his way toward the end of his adventure. The action puts you in control of the mechanized spider with the embedded soul of its creator. Here you are supposed to stop the forces of evil using the miniature might of the arachnoid on a small level. This, in turn, causes things to happen on a much larger scale. But on the same note, small obstacles that normally aren't much of a problem become nearly impassible as a micro superhero. Spider's play is quick and intense, bringing players a new level of action that many other games dared never to reach for.

Undoubtedly, Spider is striving to reach new levels of game development where the beautiful graphics are actually topped by the fun factor of the mission objectives as well as the fluidness of the play. Sure we've been waiting a long time for a sign of this title appearing on the market, but what is an additional month or two when a title is developing into something as renown as this? Keep combing through future issues to watch for better info as the title begins its last leg of production.

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

SPIDER

COMMAND & CONQUER

PROTOS

Until now, only PC owners had the chance to play as Nod or the GDI in an all-out strategy sim. Command & Conquer is staged in a slight futuristic Earth where the GDI (Global Defense Initiative) is battling for control of the Tiberium deposits (a type of fuel) with the terrorist group known as the Brotherhood of NOD. Each has its own specialized vehicles and troops, making strategy a must for whichever side the player chooses to fight on. Building bases, amassing troops, placing them in strategic locations and starting the attack are only part of the fun in Command & Conquer.

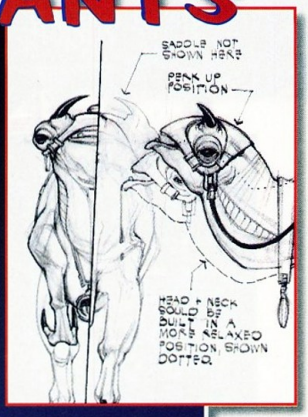
Graphically, the title ranks right up there with the PC release. The missions are really similar with only minor differences. The one acclaimed feature of C&C was the unique soundtrack that even now has been slightly modified over the original and improved for the PlayStation version.

The game mechanics of C&C, including the game speed, have not suffered at all. The title plays as fast as it would on a Pentium 90, bringing the action into the player's hands at full speed. Features like the Build Screen have been improved and are now able to be pulled up from anywhere. Overall, it's a good game on the PC but an even better title on the PS– a feat not often accomplished in a ported title.

PUBLISHER		SYSTEM	THEME	
Westwood Studios		PlayStation	Strategy	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
February	1		CD-ROM	100%

PROTOS

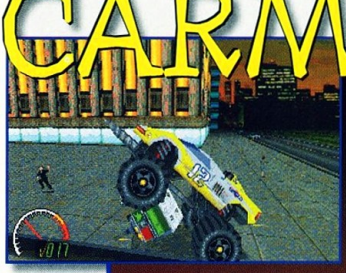
ODD WORLD INHABITANTS



Odd World Inhabitants is the hot new title from GT Interactive Software. It is based around the art and computer animation expertise of Sherry McKenna and Lorne Lanning. It contains realtime lighting and Hollywood-style animation of the characters in the story. The game features the exploits of the dysfunctional superhero, Abe (above) and his trustworthy beast-of-burden Elum (lower left). Together they must stop the destruction of Mudos and the being known as the Magog Cartel. Based on such highly developed characters, Odd World Inhabitants seems promising. Watch for further developments in upcoming issues of *EGM*.

SYSTEM	RELEASE DATE
PlayStation	3rd Qtr. '97
	THEME
	Adventure
PUBLISHER	SIZE
GT Interactive	CD-ROM
PLAYERS	% DONE
1	N/A

CARMAGEDDON



Carmageddon is a demented form of racing game where the player has to compete against 25 other maniacs through five totally different racing environments. You earn credits for automatic damage repair and can even expand your tool of destruction with upgradeable parts from the parts shop. One really interesting feature is how you can even ditch your own wrecked car on the curb-side and steal another driver's dragster. Not nice, but a necessity to survive. From this preliminary copy, Carmageddon looks really hot, but only time will tell if it has what it takes to be a winner.

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

Top 10 reasons to play Sister Maple:

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#2 Offers express E-ticket rides to the Pearly Gates

#3 Always there to administer last rites

#4 "Superior Mutha" rotary cannon guarantees 100% contribution rate

#5 Takes the whole celibacy thing seriously (thank God)

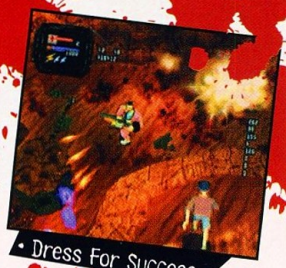
#6 Never once did an infommercial for starving third-world children

#7 Her rosary doubles as a kill counter

#8 Fills you full of holiness

#9 Non-denominational: happily exterminates all God's children

#10 Doesn't sell flowers at the airport or bring signs to football games



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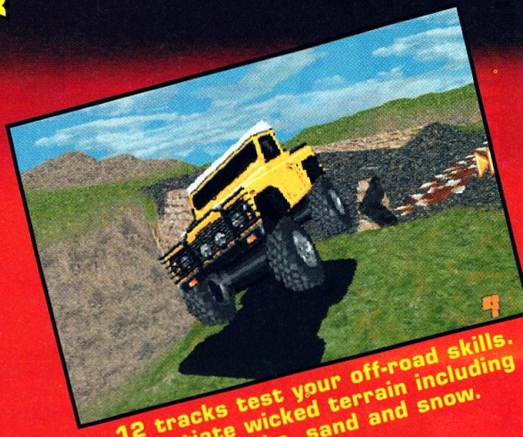

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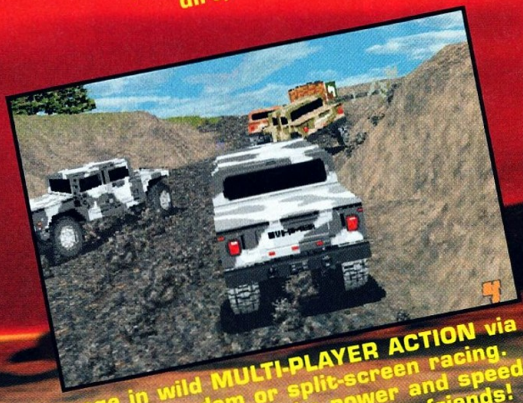

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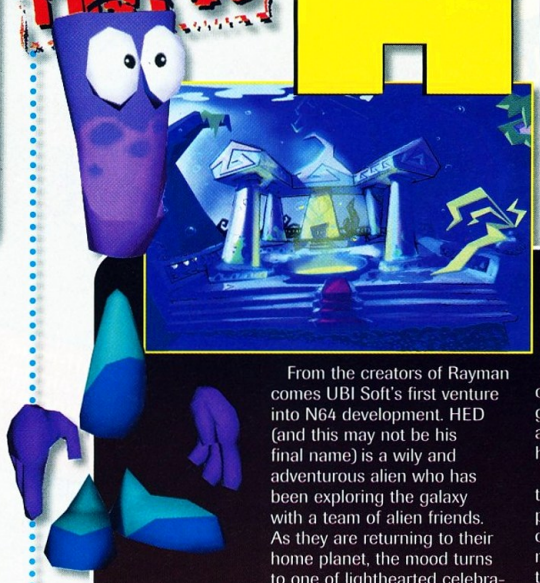
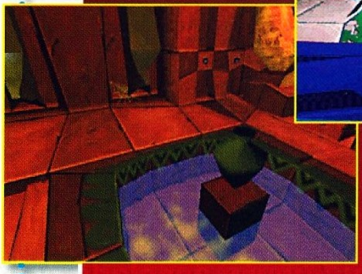
HED

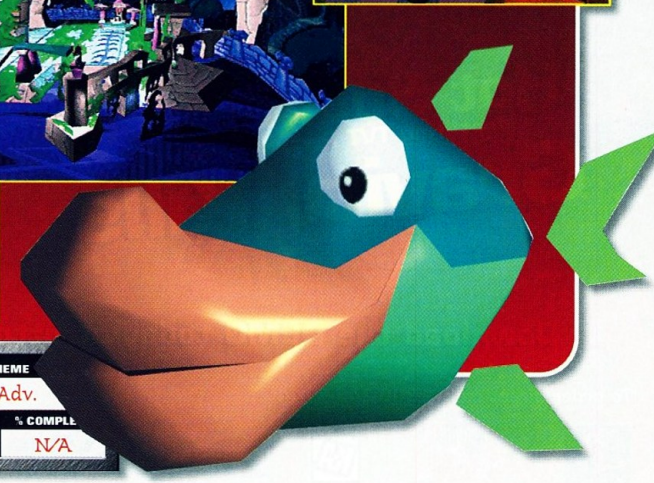


From the creators of Rayman comes UBI Soft's first venture into N64 development. HED (and this may not be his final name) is a wily and adventurous alien who has been exploring the galaxy with a team of alien friends. As they are returning to their home planet, the mood turns to one of lighthearted celebration. HED, being the friendly alien that he is, drinks a little too much and becomes tipsy.

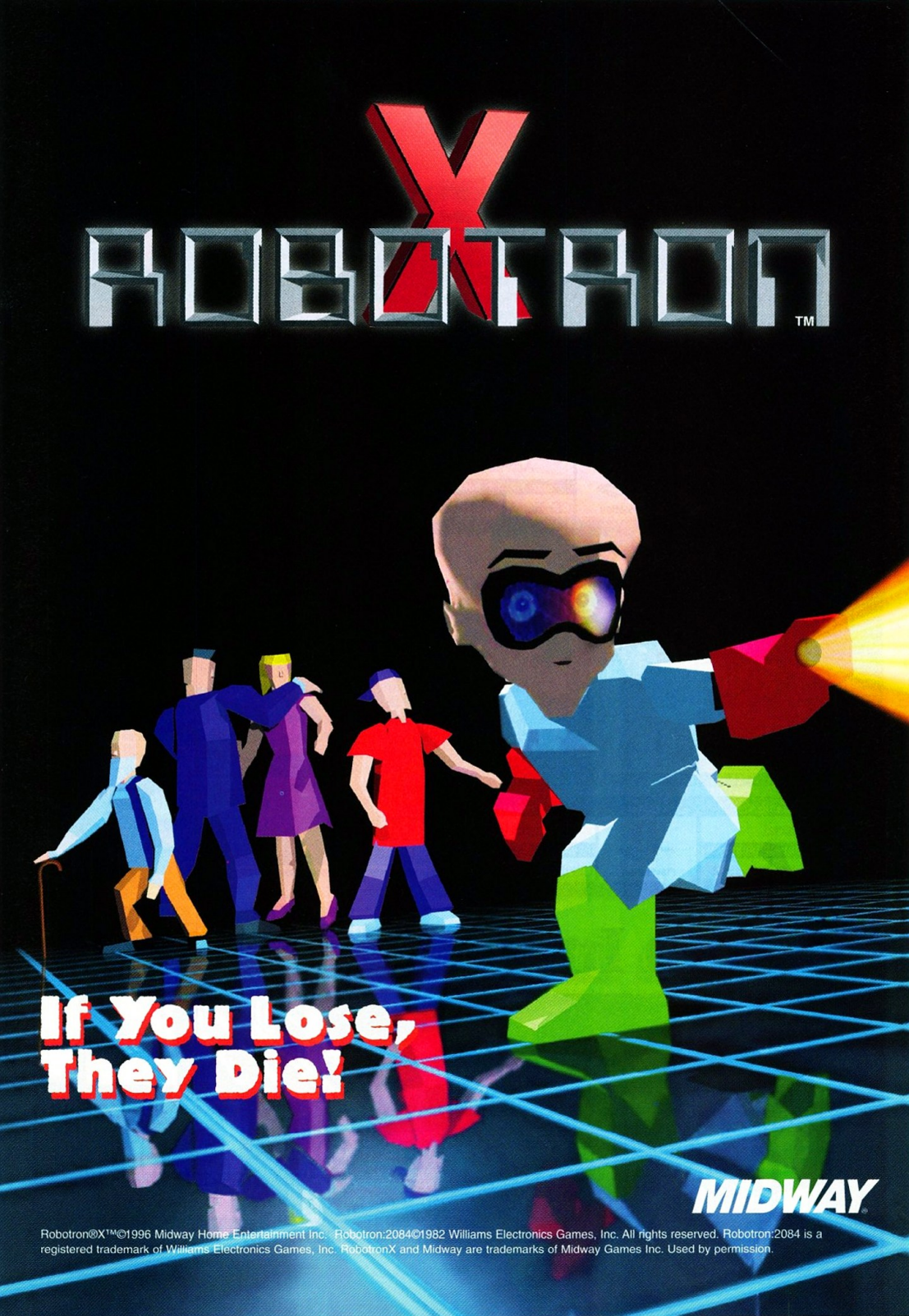
Our alien amigo decides to try a tamer beverage, but instead picks up a canister of liquid collected from their voyage. Opening it, he sees that it's a noxious green liquid. Instead of drinking it, he throws it out of the ship. The liquid lands on Earth, and does a severe amount of damage, transforming the planet into a gooey mess of mutant life. HED is put on trial, and sentenced to clean up the mess he has created.

Little does HED know that the evil Grogh the Hellish has landed on Earth and taken possession of the canister, becoming the ruler of the world!HED combines realistic 3-D movement with richly detailed settings. Assuming the role of HED, players have total freedom of movement, able to explore any of the game's many areas. Add to that a vast array of power-ups and abilities for HED that you acquire throughout the adventure, and you have a platform gamer's dream!





PUBLISHER	SYSTEM	THEME
Ubi Soft	NINTENDO64	Action/Adv.
RELEASE DATE	**PLAYERS**	**SIZE** / **% COMPLE**
Nov. '97	1	N/A / N/A



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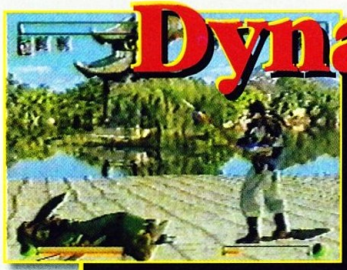
PROTOS

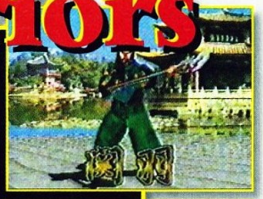
SENTIENT

Sure 3-D adventure games are fun, but what really makes Psygnosis' latest release a winner is the beautiful graphics and the in-depth story line. The action takes place in a space station where a red alert has just started. You have 72 hours to decide who lives and who dies. The clock is running, and the future is in your hands. In Sentient, players need only bring their wits along for what looks to be a ride they won't soon forget.

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

Dynasty Warriors

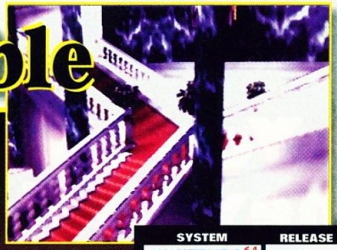




Are fighting games on the way out? Koei thinks not. Considering their latest push for their new fighting title Dynasty Warriors, they are expecting nothing less than a resurgence of interest in the genre. Dynasty Warriors features the normal handful of fighters competing in the normal set stages. The action looks similar to Tekken/Virtua Fighter, but has a strong hint of fast-moving excitement as in many 2-D fighters. One feature that looks to have some promise is the number and the quality of the special moves.

PUBLISHER	SYSTEM	THEME
Koei	PlayStation	Fighting
RELEASE DATE	**PLAYERS**	**SIZE** / **% COMPLETE**
3rd Qtr. '97	1 or 2	CD-ROM / N/A

Mission Impossible



Some people dream to live the life of a spy and spend most of their time hiding under the cover of illusion. Mission Impossible for the Nintendo 64 gives players the chance to play in the imaginary life of a spy based on this summer's hot movie of the same name. Action appears to play in first-person realism but can also fluctuate to a third-person perspective to encompass a larger field of view in certain areas. This one looks like it is really going to be a hit—no wonder we have seen very little of development pictures. As the release date nears, we will have to see if the aura of secrecy will begin to fade...and then if it was worth the wait!

SYSTEM	RELEASE DATE
NINTENDO 64	March
	THEME
	Adventure
PUBLISHER	**SIZE**
Ocean	64-Meg
PLAYERS	**% DONE**
1	N/A

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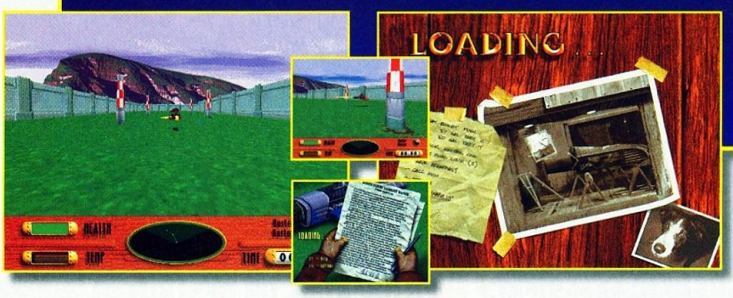
PROTOS

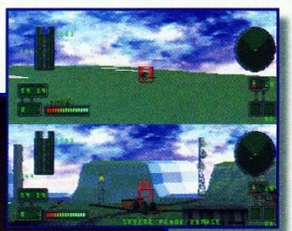
ROCKET JOCKEY

Climb aboard a personal rocket sled and compete against other opponents in Sega Soft's latest racing/battling title, Rocket Jockey for the PlayStation. Staged in an old-time setting, try to master the control of the speedy projectile and attempt to knock others off theirs in order to win the game. As of this writing, the graphics are really clean and the action is befitting of a title like this. Players will marvel at the way they can control the rocket in the arena. They can also use the grappling-rope apparatus hanging out the back end of the rocket, among other items, to try to snatch opponents off their rocket and take them for a drag around the arena. It's a near-laughable experience no matter what the player's age. Rocket Jockey is definitely fast-paced action—maybe too fast for the less-experienced gamer. At least for a while, we will have to sit back and wait as this one "rockets" its way into players' homes.



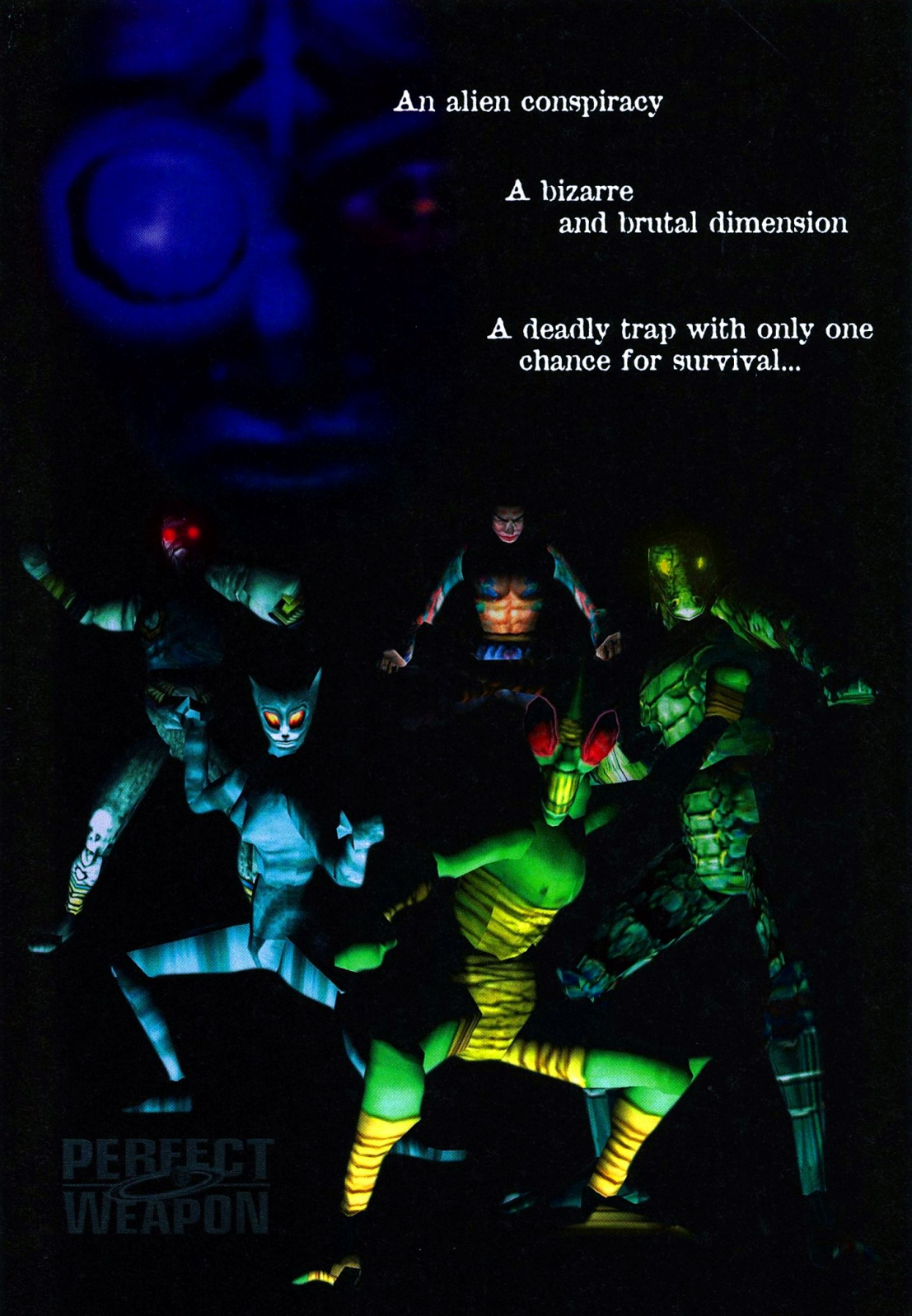
SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
THEME	
Action	
PUBLISHER	**SIZE**
Sega Soft	CD-ROM
PLAYERS	**% DONE**
1	N/A

ID4



Put yourself in the cockpit of last summer's number-one movie with Fox Interactive's ID4. The game takes place during the movie's many dogfights with alien ships. ID4 is put together like Namco's Ace Combat. From your cushy position in the cockpit of a fighter jet, you'll lure enemy fire and try to defend your position. The fate of Earth lies in the successful completion of your mission. Adding to the action is a two-player Match Mode that you can play over a network with two PlayStations or on one TV in Split-screen Mode. Fight in a variety of areas, including Antarctica, Cape Canaveral and underneath one of the alien mother ships. The action of the blockbuster movie is packed into one CD-ROM. Footage from the movie accompanies the action.

PUBLISHER	SYSTEM	THEME
Fox Interactive	PlayStation	Flight Sim/Action
RELEASE DATE / **PLAYERS**		**SIZE** / **% COMPLETE**
1st Qtr. '97 / 1		CD-ROM / N/A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A bizarre
and brutal dimension
A deadly trap with only one
chance for survival...
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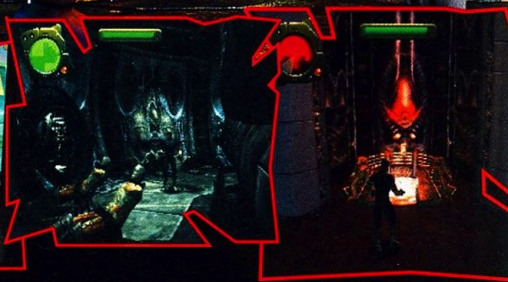

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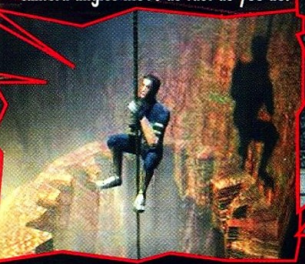

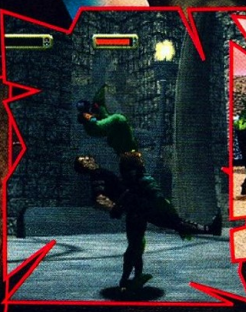

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PC CD-ROM INTERACTIVE

PlayStation

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PROTOS

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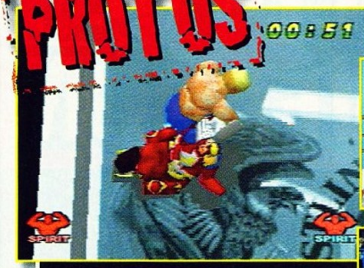

The wild and wacky world of professional wrestling is coming soon to your Sony PlayStation. T*HQ is getting ready to unleash the warriors of the WCW organization on an unsuspecting world.

The game is called WCW Vs. the World, and if that doesn't give you an idea as to the scope of the monster game, then you obviously don't know the WCW. You have a choice of over 50 wrestlers (that's a lot of wrestlers) to play as during your quest to become the number-one wrestler in the entire world.

As of right now, only about nine of the available characters will be actual members of the WCW. Since this is WCW Vs. the World, there are also plenty of fighters from all around the globe. Expect to face challengers that hail from countries ranging from Mexico to Japan.

The wrestlers themselves are definitely where most of this game's personality comes from. Obviously, the WCW members are the stars of the show. Their antics are well-known and translate perfectly to the video game arena. Strangely enough, the "no-name" wrestlers almost steal the show. Some of the Japanese wrestlers are dressed in crazy "Ultraman"-style costumes that look goofier than words can effectively describe.

Another substantial portion of the game's style comes from the moves themselves. There are the standard wrestling moves such as normal punches and kicks, body slams, clotheslines and the like, but these wrestlers aren't afraid to play dirty. Guys, try not to get too squeamish when you see the fighters pulling off such unorthodox moves as kicks and head-butts to the groin. Ouch! Things like that will make you glad that this is just a game.

The game is comprised of 3-D graphics that make it almost seem like a game of Tekken 2 in a wrestling ring. The animation of the characters as they pull off their elaborate moves on their opponents is incredibly smooth, especially when you consider the sheer number of characters you can play as.

WCW Vs. the World will set a new standard in next-generation wrestling games in every aspect.

PUBLISHER		SYSTEM	THEME	
T*HQ		PlayStation	Wrestling	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
March	1 or 2		CD-ROM	60%

WCW

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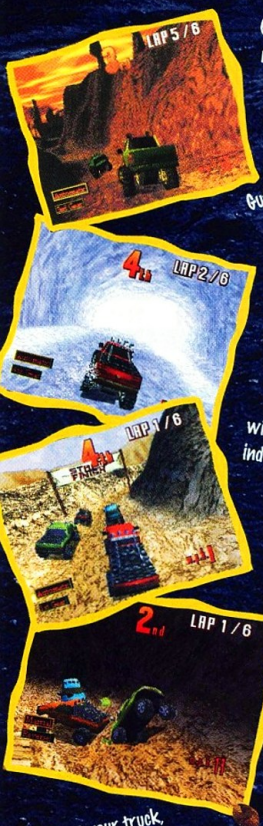

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Get **wrenching** multiple views with hard-rocking adrenalin-pumping music.

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Maxx out your truck, **crunch** the fenders, and **kiss** your competition, but don't **drive it** into the ground.

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PlayStation

KIDS TO ADULTS
CONTENT RATED BY ESRB

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PROTOS XS

Sixty intergalactic gladiators—some human, some cyborg, some machine—have come from all corners of the galaxy to the planet Veridia, to take part in the ultimate Gladiatorial Tournament. XS features 20 different playing arenas which range from industrial plants to underground caverns. There is also a slew of weaponry that includes fragmentation grenades, missile launchers, radiation bombs and remote-controlled mines to throw at your opponent. XS is undoubtedly a new fighter with an attitude.

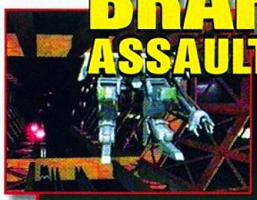
PUBLISHER	SYSTEM	THEME
GT Interactive	PlayStation	Fighting
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
2nd Qtr. '97	1	CD-ROM / N/A

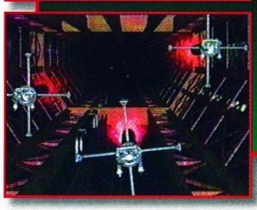
SWIV

SWIV is a next-generation 3-D shoot-'em-up title with stunning lifelike graphics. In the title, the player can take control of either a helicopter gunship or a four-wheel-drive super buggy as they roam the countryside in search of things to blow up. In the countryside, players can take out enemy gun emplacements, fuel depots, barracks and command centers. Here they can gather weapon power-ups and health bonuses and avoid the ever-present threat of enemy missiles.

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

BRAHMA FORCE: ASSAULT ON BELTLOGGER 9





Besides boasting one of the longest names yet this year, BRAHMA Force is looking really clean. The action appears to play more like an FMV game with very little slowdown. Because it is still early, we haven't even been graced here at *EGM* with a plot on the action. All we can attest to is the clear graphics and the awesome-looking elements, be it mech backgrounds or the like used to make this title complete. Jaleco usually drops at least one surprise on us a year, and this year it looks like BRAHMA Force: AOB9 is it. Look in future issues to get the latest scoop on the development of this brewing title.

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
	THEME: Adventure
PUBLISHER	SIZE
Jaleco	CD-ROM
PLAYERS	% DONE
1	N/A

SAY NO TO DRUGS.
SAY YES TO BLOODSHED AND HELICOPTER WARFARE.

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STRAPPED INTO YOUR CHOPPER, YOU'LL BE FLYING 32 HIGH-RISK COMBAT MISSIONS OVER 7 ENEMY-INFESTED TERRAINS. SEARCHING FOR AND RESCUING INNOCENT HOSTAGES. WREAKING HAVOC ON THEIR CAPTORS.

FEATURES INCLUDE REAL-TIME 30 FPS 3-D GRAPHICS WITH WICKED 3-D EXPLOSIONS, ADVANCED ARTIFICIAL INTELLIGENCE (AN ENEMY ADVANTAGE), 2 SWITCHABLE FLIGHT MODES THAT LET YOU CONTROL YOUR ALTITUDE AND ANGLE OF ATTACK AND A GUN-BLAZING WINGMAN TO COVER YOUR BUTT.

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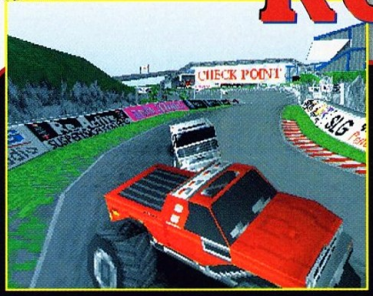
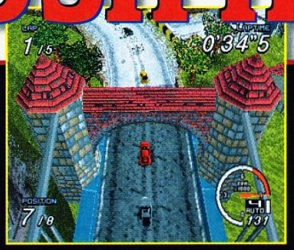
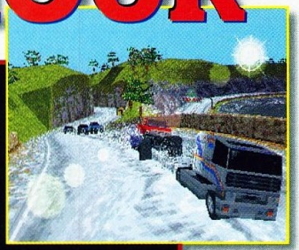
PROTOS

RUSH HOUR



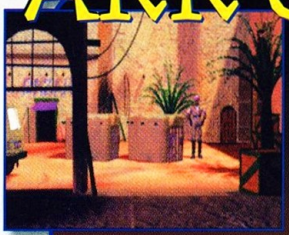




Psygnosis has proved themselves as one of the leading PlayStation development houses in the world. With hits like WipeOut XL, Lomax and Destruction Derby 2, Psygnosis has given PS owners some of the best games for the system. That tradition continues with Rush Hour, a top-down racing game that is the first Psygnosis title to feature a Split Screen for two-player racing. Gearing up for release in the first quarter of '97, Rush Hour features eight racing options (single race, championship and time trials), two categories of vehicles (16 cars in total) and different degrees of performance. Step on the gas for a rip-roarin' race through mountain roads, logging yards and more. Rush Hour is a nonstop thrill ride!

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
THEME	
Racing	
PUBLISHER	SIZE
Psygnosis	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

ARK OF TIME



Koei has made a name for themselves with high-quality strategy games. Ark of Time is their latest release on the PC, and they're bringing it to Sony's 32-Bitter. In this 3-D action adventure game, you take on the role of Richard Kendall, ace reporter with a 'tude. Kendall is searching for a world-famous professor on the brink of a major discovery, who is now missing.

You'll find yourself in some of the greatest civilizations in the world, looking for clues that will advance your quest. Discover the mysteries locked within Easter Island, Stonehenge and the Lost City of Atlantis. Detailed landscapes come to life in brilliant 32-Bit style. The question that remains is, are you up to the challenge?

PUBLISHER	SYSTEM	THEME
Koei	PlayStation	Adventure
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
January / 1		CD-ROM / N/A

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.

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NanoTek Warrior™

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REVIEW CREW

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

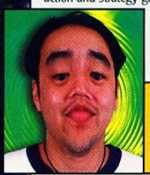
THE RATING SCALE:

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

SHAWN SMITH

CURRENT FAVORITES:
Dragon Force
Twisted Metal 2
Donkey Kong Jr.

Shawn can't help but have retro games on his mind. Luckily, there a bunch of cool games that are coming out that bring him back to the '90s. Lately, action and strategy games are his favorites.



DAN HSU

CURRENT FAVORITES:
Dragon Force
Tokimemo Puzzle
Tetris Attack

Hsu is crazy about Dragon Force. So much so, that he's been putting off work in order to play it. So if his writing seems a little strange, it's not due to mental illness, but rather sleep deprivation.

CRISPIN BOYER

CURRENT FAVORITES:
Suikoden
Dragon Force
Shadows of the Empire

Cris has spent most of the month lost in Suikoden, what he calls one of the best RPGs ever. Dragon Force has sapped up the rest of his time, meaning his Tekken 2 skills are waning.

SUSHI-X

CURRENT FAVORITES:
Street Fighter Alpha 2
Suikoden
Tetris Attack

After a rough holiday crunch, Sushi's New Year's resolution is to lose some weight. The Big Ol' Donut Deadline Diet has caught up to him, but he wants to be in shape for Street Fighter III's debut!

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.

SATURN

DRAGON FORCE

WORKING DESIGN

CATEGORY: STRATEGY/RPG
BACK-UP: SYSTEM/CARTRIDGE
BEST FEATURE: 200-TROOP BATTLES
WORST FEATURE: LOTS OF MENUS
ALSO TRY: IRON STORM

Here's the problem with Dragon Force: It kept me from my work! This game is really awesome. I found myself having dreams of different strategies while I lay in bed or as I drove to and from work—sad but true. The graphics are pretty cool since it's a break from the realistic strategy games (as far as looks go). The game is simply huge. I like controlling Wein because I could imagine myself as him if I was a monarch to some land. The different types of soldiers and spells really added a lot to the game—some of the graphic effects of the spells are awesome. Overall, Dragon Force is a must-buy for any strategy gamer.

I have played over 300 games this year, and I have to say Dragon Force is my favorite one yet. I like it better than any N64 or PlayStation game so far, and I came very close to giving DF a "10" (the game's interface could've used some work). I'm very behind in work because I couldn't stop playing the [darn] game. The depth of DF is unbelievable, with dozens of unique characters, a rich and involving story line and a simple, yet fun and thorough combat system. If you don't enjoy strategy games, then by all means, skip my review. But if you do like strategy games, then Dragon Force has got to go on top of your "must-buy" list.

DF is about as good as a strategy game can get. It has a sprawling world, epic story line, a cast of thousands and the most awe-inspiring battles ever seen in a video game. Yet the game is extraordinarily easy to get into. It took me five minutes to learn how to use its menus then I was off, leading my armies of mages, samurai and dragons into battle. Hours later, I was still playing. (I've never seen a console strategy game this addicting.) Although DF is, above all, a strategy game, it contains strong RPG elements. Your generals come from different classes (fighter, magician, etc.), and successful battles make them more powerful.

For a person who doesn't like military sim titles, I was really taken aback by the quality of this game. The actual battle sequences are very entertaining to watch, especially when pitting hundreds of warriors against each other. I didn't enjoy the boring administrative qualities, but once past this hurdle, I was able to enjoy the action. If you can enjoy this type of game, including the mundane portions, you may add another point to my score. Another item that caught my eye was the brilliant character classes and how they affect each other differently in different matchups. This brings a new level of gameplay unheard of in a military sim.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	10	9

SATURN

SONIC 3D BLAST

SEGA OF AMERICA

CATEGORY: ACTION
BACK-UP: NONE
BEST FEATURE: IT'S A NEW SONIC GAME
WORST FEATURE: IT'S NOT SONIC X-TREME
ALSO TRY: BUG TOO!

I'm a little disappointed in Sonic 3D Blast on the Saturn. Since we reviewed the game for the Genesis, I have a good idea of what the Saturn version would be like. Little did I know that the Saturn version would be VERY similar to its 16-Bit counterpart. Granted, the graphics are much sharper and feature more colors and some minor graphic effects, there's just not enough there for me. The bonus rounds are cool additions, but they're nothing that left me in awe. The game itself is pretty fun, although it doesn't really play like the old Sonic games. I think the Saturn could've handled a lot more than what they gave it.

Since Sega told me that Sonic X-treme needs more work done on it, I guess I'll accept 3D Blast as an appropriate substitute. The Saturn 3D Blast is almost identical to the Genesis version (that's a compliment to the Genesis, not a rip on the Saturn), with a couple of minor graphical enhancements. So if you have it already, don't get this one. Sonic is a bit hard to control in 3-D, but I found that the analogue controller helps a little with the steering. The mapping feature is great and is a lot of help with these wide-open areas. The game is a bit simplistic and should be fun for a younger generation of gamers.

It has bumpers, weird enemies, cool sound effects and the trademark zones of past Sonic games, but Sonic 3D Blast just isn't as fun as the 16-Bit adventures of Sega's blue bad boy. The prerendered, isometric levels are pretty enough, and the polygon-based bonus levels demand a few oohs and ahhs. I just wish there were more secret areas, more of an incentive to explore each stage. As it stands, the levels—and the gameplay itself—are pretty straightforward. Still, Sonic 3D Blast is a fun enough game, and—unlike most isometric titles—it controls well. Note that you can play the game with Sega's analog controller, too.

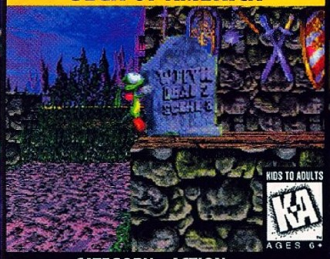
I wasn't very impressed with Sonic 3D Blast for several reasons, starting with the gameplay. Although it claims to be a Sonic game, it doesn't have any of the trademark feel of Sonic's speed and mobility. The control is very awkward for such a fast-moving character, and since the perspective is three-dimensional, you must move slowly or face an untimely death. Even the analog controller doesn't help keep Sonic in line. The graphics are very clean, however, so if you can get beyond trivial things like being able to play the game and have fast-action fun, you'll probably enjoy Sonic's latest adventure.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	5	5

SATURN

BUG TOO!

SEGA OF AMERICA



CATEGORY: ACTION
BACK-UP: SYSTEM/CARTRIDGE
BEST FEATURE: BRANCHING LEVELS
WORST FEATURE: SO-SO GRAPHICS
ALSO TRY: NiGHTS

Bug Too! has some things that are a lot of fun, but there are also some things that make the game very average. I'll start with the good points. The graphics look great both in detail and animation. The levels are big and look a lot different from one another. The interactive backgrounds (like the circus level) are pretty cool. The two new characters are a great addition. The drawback is that I just didn't have a lot of fun playing Bug Too! since it was really just an average side-scroller underneath the facade of pseudo 3-D. I found it difficult at times to see Bug! when he was behind a wall or obstacle. It's an average title overall.

What would happen if a Bandicoot bred with a Gex lizard? Bug Too!, that's what. I thoroughly enjoyed this game. It is a 3-D platform game, like Sony's Crash Bandicoot, but with that touch of strange humor that made Gex so famous. So is Bug Too! Sega's answer to Crash and Mario? Almost. If you look beyond the three-dimensional levels, you realize that the graphics are not at the level that they should be. But they are not poor by any means either. So what you'll find is a very fun title that's easy to jump into. Sega should provide Bug Too! with a little bit more marketing hype, as it is well-deserved.

Although Bug Too! is no longer as innovative as its prequel (after all, 3-D side-scrollers have been done before), it's still a heck of a lot of fun. The game's graphics aren't much different from Bug!, except now each level offers more daunting obstacles and weirder enemies. Bug Too! also packs more personality than the original. Joining Bug in his new adventure are two new, playable insect pals, the afro-sporting Super Fly and Maggot Dog, who add charm to an already charming title. As in the first game, Bug controls nicely. He can even run now—an ability that's vital to getting past falling blocks and other deadly surprises.

Though not a holiday gotta-have, Bug Too! is a great addition to the side-scroller library. All owners of Bug! will want to pick up this sequel, but you should be aware of the cool new features. The best improvement over the original is the new characters. Super Fly is by far my favorite, though Bug himself is thoroughly amusing and versatile to play. Bug! Too is a good game to start with if you want to experience 3-D action, but are afraid of complicated controls. As in the first game, Bug Too! has simple gameplay that anyone can pick up and master after a minute or two. The action may be a little slow for experienced gamers.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6	7	5	6

SATURN

VIRTUAL ON

SEGA OF AMERICA

CATEGORY: FIGHTING
BACK-UP: SYSTEM/CARTRIDGE
BEST FEATURE: WEAPONS
WORST FEATURE: SPLIT SCREEN
ALSO TRY: ROBO PIT

Okay, so the Saturn version isn't quite as good as the arcade but it is a great game nonetheless. The only problems I could find were the occasional polygon break-ups and the split screen being too small if played on anything smaller than a 19-inch TV. Other than that, the game was awesome. Some of the attacks were just incredible—shooting giant laser beams never felt so good. One-player Mode was as hectic as Two-player, although some of the AI could've been tweaked a little more. The control was fine even with the control pad, but if you can get your hands on the dual stick, it'd be even more fun.

It frustrates me greatly to say that this game could've been fantastic. When talking about a straight port from the arcade, Virtual On is dead-on. Every detail is about perfect, except for the fact that us Americans get the short end of the (joy)stick. Even though the Japanese get a dual joystick to play VO, you will eventually get used to playing on a Saturn pad. My gripes land on the original game design. It is too unbalanced. Almost everyone has homing attacks, this takes the skill out of the game. Some mechs' attacks are too powerful and can dish out over 50 percent damage in one hit! VO is a terrific, but flawed game.

Sega has done a grade-A job at bringing this arcade hit home. VO is one of the Saturn's most action-packed games. Its large selection of fleet-footed robots kept me leaning in my seat as I battled computer opponents and my coworkers. Despite the necessity of a split screen, the Two-player Mode looks fine and plays great (you can even choose between a horizontal or Vertical Split-screen Mode). VO's graphics are nearly identical to the arcade's, with nice little touches like instant replays and awesome explosions. Combat demands some strategic thinking, too, since each robot has its own strengths and weapons.

Wow! What a great port! Boo! What an average fighting game! I was really looking forward to an improved interface with the home version, but it appears that all the mistakes from the arcade have been included as well. The mindless action is really not for skilled fighters, as the control and number of attacks are VERY limited. While the premise is interesting, the execution is less than flattering. People looking for a beginner's fighting game will have a good time goofing around with this, but most serious gamers will want to stick to a more complex fighting engine like that of Virtua Fighter.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	9	7	8

SATURN

TOSHINDEN URA

SEGA OF AMERICA

CATEGORY: FIGHTING
BACK-UP: NONE
BEST FEATURE: SOPHIA'S ASSETS
WORST FEATURE: CHOPPY GRAPHICS
ALSO TRY: FIGHTING VIPERS

Another unimpressive version of Toshinden comes to the Saturn. I know darned well that the Saturn has the power to make a game like this look good, so I guess I'll have to blame this one on the developer...sorry. Let's start with the graphics—first the Character Selection Screen is blocky and the pics of the characters are sprites rather than actual 3-D polygons. The graphics during play are decent but really could've been better. Most of the movement of the characters is delayed and at times even slow. I can't say that I was too excited about playing URA—I expected a lot more. It's a good rental but long-term play may be tedious.

I got tired of the Toshinden series right about...when the second one came out. I look at these games as a novelty now, because it's more flash than technique. The fighters do not have a lot of moves available, and the ones they do have are pretty boring. Even though URA is the fourth Toshinden game I've played, I do realize that this is only the second Saturn Toshinden. Even so, I would recommend Fighting Vipers, Virtua Fighter 2, or even Street Fighter Alpha 2 over any of the Toshinden games. They all look and play much better. Perhaps a few more moves and a cleaner look would've changed my opinion.

TURA is the worst Toshinden game ever released (yes, even worse than Remix). Its graphics are extremely choppy, making it hard to tell who's hitting who, and only the hi-res—albeit flat—backgrounds keep the game from becoming an eyesore. Control isn't so hot either. No longer can you rely on rolls to dodge attacks, since the developers have made the dodging moves much slower than before. Few of Toshinden 2's main characters appear in the game, and Sho and Gai are missing, as well. Instead we are given fighters such as the absolutely worthless Ronron, whose silly trot and fighting style will make you cringe.

I would have to agree with Shawn on this one; Toshinden URA is a good rental title, but I doubt you'll want to spend too much on it. The attempt to give Toshinden URA's polygons a more texturized look just succeeds in making the whole game grainy. Only the backgrounds have a clean look. To make matters worse, the gameplay is cumbersome. This is really a shame because the Saturn is still a powerful unit. Toshinden URA is following a disturbing trend of developer attempts to make the Saturn version better than the PlayStation version, yet failing miserably. How about just making the same game for both?

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5	6	3	7

SATURN

VIRTUA COP 2

SEGA OF AMERIC

CATEGORY: SHOOTER
BACK-UP: SYSTEM/MEMORY
BEST FEATURE: JUSTICE SHOTS
WORST FEATURE: UNLIMITED CONTINUES
ALSO TRY: AREA 51

Shawn

Some say that violence doesn't solve anything—this can't apply to Virtua Cop 2. Talk about a game with a large body count. Of course, this is okay considering they're all bad guys (except the occasional civilian who's "accidentally" shot). The graphics look great, and the accuracy of the light gun is near-perfect. I like the different weapon power-ups and the different levels of difficulty—this helps the replay value. I did find myself getting a little bored the fourth or fifth time playing through the game, though. I can't say that VC2 is a bad purchase by any means, but if you want long replay value, you might want to try something else.

Dan

It seems the Saturn can do no wrong with home translations, and Virtua Cop 2 is no exception. The home version looks picture-perfect. But think about this: As good of a game VC2 was in the arcade, do you really want to pay for a home version? I have never played a home light gun game that I've really wanted to play over and over again. The replay, I feel, is just not there. Sure VC2 has branching levels, but it's the same game through and through. But, if you like shooting things (which I admit I do), then it'll be hard to top this one. Try playing with two guns for a real challenge and a good time.

Crispin

No surprises here. VC2, like the first game, is a solid port of the excellent arcade shooter—and yet another reason to buy a light gun for your Saturn. VC2 doesn't offer many improvements over the original; it's pretty much more of the same. But that's okay—both arcade games represent the best of the light-gun genre. Just as in the arcade, the bad guys die differently depending on where you shoot them. You even get bonus points for shooting their gun hands (or nailing them with multiple hits). Also like the arcade game, VC2 lacks replayability—especially since you can blow through it in no time with unlimited continues.

Sushi-X

Virtua Cop 2 is in my books as the most interesting light gun game that I didn't buy (because I don't ever buy light gun games). The interaction between you and the onscreen action is very intense, and I did enjoy the little details sprinkled throughout the game, like shooting background objects to create special effects and other neat bonuses. Unfortunately, I feel that Virtua Cop 2 is a very simple game, especially since Sega forgot to limit your continues! This is still a good improvement over the original game, and the translation to the home market went very well, with all the playability you'd expect from Sega.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	8	4	6

SATURN

BATMAN FOREVER

ACCLAIM

CATEGORY: ACTION
BACK-UP: MEMORY CARD
BEST FEATURE: HUMONGOUS COMBOS
WORST FEATURE: MINDLESS ACTION
ALSO TRY: GUARDIAN HEROES

Shawn

Here's one that has a few great features but overall, doesn't make the cut. I have to admit that I had fun playing through this one more than once, mainly for the combos. The character graphics were pretty much blocky, but the backgrounds were well done. There were some great graphic effects (like lighting, etc.) but this didn't save the game. I couldn't see playing this one through more than a few times. The Two-player Mode helped make things interesting for awhile and, like I said, trying to get high combos (mine maxxed out at 183 hits), but since it was too easy and had sub-standard graphics, this one is just a good rental.

Dan

Wow! Talk about the loudest, craziest, most outrageous game I have seen in recent history. Batman Forever does for side-scrolling fighting games what Killer Instinct did for the 2-D fighter. Batman Forever (not to be confused with the Super NES/Genesis carts of the same name) is a monotonous button-mashing fight fest, but it has a certain charm to it. For example, in the Two-player Mode, you can get special powers by outperforming your opponent in certain areas, like largest combo or highest score. And in a strange sort of way, I like how crazy the game can get. This is not a great game, but you should check out the madness.

Crispin

This is one of the flashiest, most overdone games ever developed. Nearly every move Batman and Robin make in the game is accompanied by a flourish of graphical pizazz. In fact, so many screen-filling effects are usually happening at once that it's hard to tell what the heck is going on—especially in Two-player Mode. The background graphics are decent enough, but the game's characters—Batman and Robin included—look terrible, all blocky and distorted. BF's only bright spots are the special moves, which you can perform courtesy of Street Fighter II-inspired button combinations, and the numerous power-ups.

Sushi-X

No offense guys, but I found it really hard to find many redeeming qualities about this poorly constructed, side-scrolling fighter. I did like the backgrounds and the inventive special attacks, but it appeared that the whole game was designed piece-meal, then slapped together with little regard for cohesion. I think Acclaim was going for a "cartoony" style, but it really just messed up a possibly good game. With this title, the Batman games (which have usually been pretty good, until now) have lost the dark tone that has been their trademark. Batman Forever gets the frisbee award this month.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5	6	3	3

PLAYSTATION

ADVENTURES OF LOMAX

PSYGNOSIS

CATEGORY: ACTION
BACK-UP: PASSWORD
BEST FEATURE: LEMMING POWERS
WORST FEATURE: A BIT DIFFICULT
ALSO TRY: RAYMAN

Shawn

Here's a good, old side-scroller coming out in a time of almost nothing but 3-D. Lomax proves that bringing a game out from a classic genre can still be done. There's a huge number of levels, each being fairly large in size. Some of the background elements can be moved (i.e., logs, etc.) which is a lot more fun than stagnant backdrops. The graphics are super-colorful, although this can sometimes be too much when there's a lot of enemies in the foreground. I've never been a huge fan of side-scrollers, but Lomax was a lot of fun to play. Plus, it has a password feature so you don't have to play through it all at once to finish it.

Dan

In a 32-Bit market dominated by 3-D games, I must say that Lomax is a refreshing old school trip. The timing of this game is key; since we haven't seen a 2-D platform game in a while, Lomax is sure to stand out. Lomax takes Lemmings away from the old puzzle- style of play and makes a new game from scratch (albeit the side-scrolling genre has been around for quite a while). The graphics are colorful and well-suited for this game (like Rayman's style). Although Lomax will take a back seat to our recently reviewed Pandemonium and Crash Bandicoot, it is an enjoyable enough title to warrant a close look.

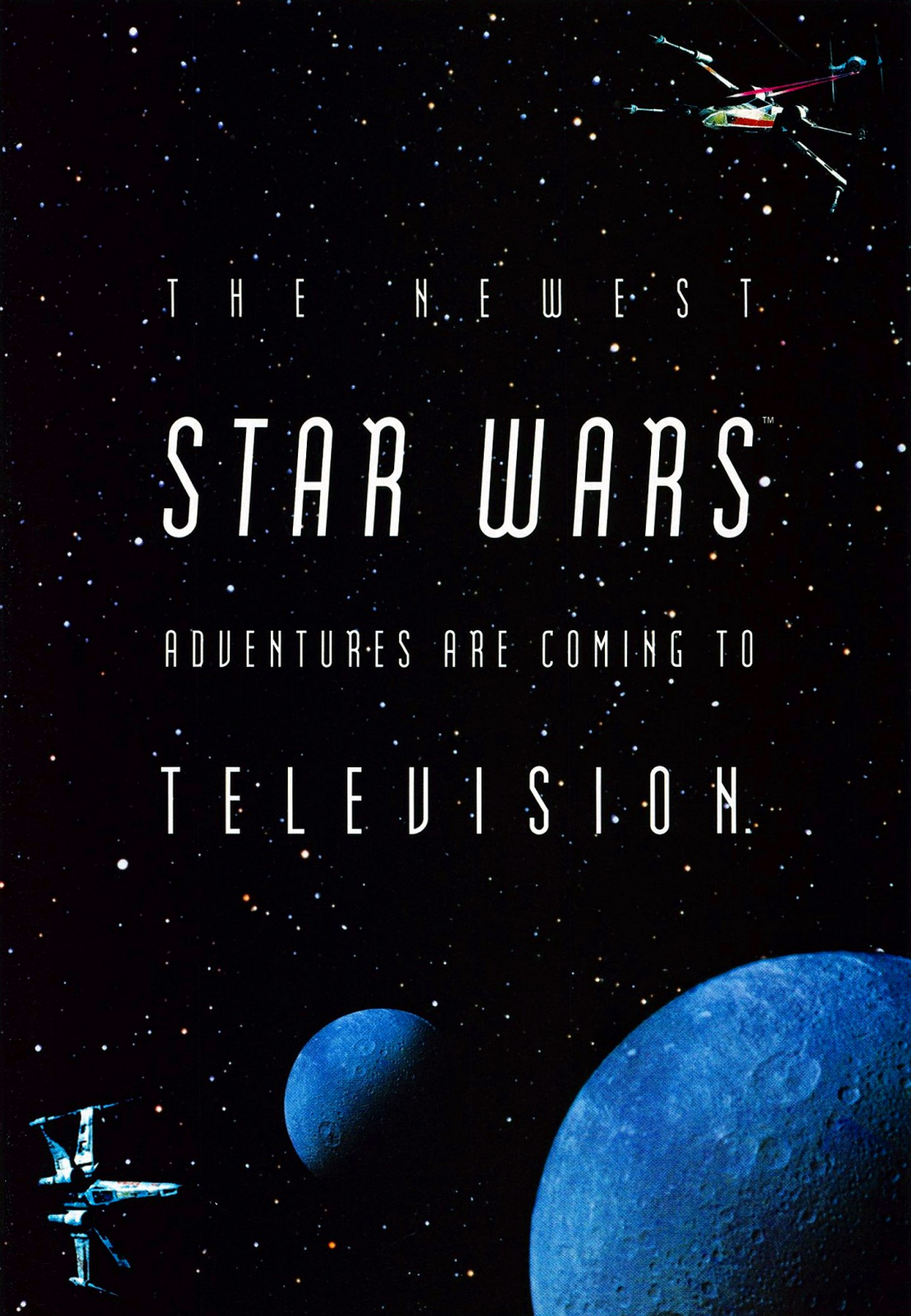
Crispin

This side-scroller couldn't be more different from the previous, strategy-oriented Lemmings games, but it's still lots o' fun—and it proves that PlayStation titles don't have to be 3-D to be good. (You hear that, Sony?) Lomax plays much like last year's Rayman (as well as its forthcoming sequel), except the green-haired hero can use several distinctly Lemmings-like special powers. Depending on which icons he nabs, Lomax can dig through obstacles, fly over chasms, build bridges and pull off other tricks. Lomax can also walk into the background during a few of the more than 40 levels, giving the game a slight 3-D feel.

Sushi-X

Here's a game with some real mascot potential! The Lemmings clans have always been a resourceful bunch, and Lomax follows suit (like a good Lemming should). The various power-ups unfortunately play little role in Lomax's quest. Instead, you'll find yourself spinning through most of the game—not the most exciting time you'll have. Still, you can't deny that Lomax has some incredibly smooth animation of cartoon quality, far beyond the quality of any of the other games we've reviewed this month. I only wish Lomax would have greater use for his wonderful gadgets and skills. He's gotta be pretty dizzy by now...

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	7	5	6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PLAYSTATION

ROBOTRON X

WILLIAMS

CATEGORY: SHOOTER
BACK-UP: MEMORY CARD
BEST FEATURE: CLASSIC ARCADE ACTION
WORST FEATURE: CHOPPY GRAPHICS
ALSO TRY: TEMPEST X

Shawn

Making games like this is like skating on thin ice—kind of risky. The problem can come if the enhanced version doesn't feel like the original. Robotron X is as hectic as the old game, but it's not as easy to get into as the old one was. The new graphics look great and the techno soundtrack is something I wish the original had, but something was lost in the translation—namely gameplay. My guess is that it's the simplicity that it's missing. When I don't compare Robotron X to its predecessor, it is fun to play. As mentioned, the polygon graphics look good and aren't "overdone" by way of textures and weird effects. Overall, it's a good one.

Dan

The first rule of gaming: All things must go 3-D. The second rule: All classics must be revived. Like it or not, that's the trend. Robotron X does a good job of putting the classic Robotron style of play into three dimensions. The original flavor is still there, so all Robotron fans must check it out. I wonder, however, why such a graphically simplistic game is running so poorly on a 32-Bit machine. There aren't any complicated texture-mapping or colorful backgrounds, so why is the action so choppy? Williams should've put in more frames of animation, even at the expense of some speed, to make the game run better.

Crispin

Robotron X delivers exactly what you'd expect from an update to the classic, dual-joystick arcade game: nonstop shooting action. True to the game's arcade roots, it packs extremely difficult shooting action, as well. If you don't keep blasting in all directions, the game's population of enemies will overwhelm you immediately. But this intense barrage of bad guys is what makes the game so much fun. The 3-D graphics heighten the intensity; the screen pans and zooms to follow the action. Robotron X plays just fine without the two joysticks, since the layout of the joypad buttons does a fine job of mimicking a second stick.

Sushi-X

The more I played Robotron X, the more I realized I was playing the exact same game of yesteryear. Exactly the same game. With no real improvements. Okay, take that last one back. The enemies look very cool compared to the old game, and the 3-D perspective is very well done. Still, I can't help but wonder if it's worth shelling out tons o' bucks for this game when you could get the original Robotron (and the same gameplay) along with several other classic games for the same price. I was disappointed by the lack of new power-ups to help you survive, and the inability to see the whole screen at once.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
4	6	3	8

PLAYSTATION

SUIKODEN

KONAMI

EGM SILVER EDITORS' CHOICE • ELECTRONIC GAMING MONTHLY'S

CATEGORY: RPG
BACK-UP: MEMORY CARD
BEST FEATURE: HUGE PARTY
WORST FEATURE: EATS UP FREE TIME
ALSO TRY: BEYOND THE BEYOND

Shawn

Holy cow—talk about a long RPG! Suikoden is almost mind-boggling. I have to admit that I was pretty intimidated as I was playing through and realizing what I was taking on. There is a huge amount of different characters in the game and the development and involvement of them in the story is awesome. I really enjoyed being able to battle monsters (or enemies) in different ways. The army vs. army battles reminded me of Dragon Force on the Saturn in a way (since we reviewed that one this month, too) which is a great thing. This one is for those with a lot of time and patience. As far as RPGs go, it's an incredible one.

Dan

It's about time someone made fantasy RPG characters taller than the squat dwarves we've all grown accustomed to. Suikoden is a great, ambitious project that every PlayStation owner/RPG fan will have to get excited about. In fact, nothing that has been released yet even comes close for comparison, although Final Fantasy VII is always looming over the horizon. The graphics are simple yet pleasant in its context. The combat system works great, with spectacular magical effects and large-scale troop battles that add new dimensions in the RPG field. This is the best PlayStation RPG yet! By the way, great music, too.

Crispin

Until Square releases Final Fantasy VII later this year, Suikoden will reign as the PlayStation's finest RPG. The story line is truly epic and well-conveyed through high-quality dialogue and sharp graphics, while a superbly orchestrated soundtrack sets the game's tone. Unlike other RPGs, you can build a party of more than 100 characters. The combat system is outstanding, letting you engage in the traditional party-versus-monster battles or the more ambitious army-versus-army wars. Konami released this game partly to see how well one of its Japanese RPGs would do in the United States. Do all RPG fans a favor and nab it.

Sushi-X

Suikoden is the one title that struck my fancy this month as my favorite new game. The story line is incredibly huge, and the build-up is long, yet not so long that boredom sets in. Nope, Suikoden keeps you on your toes from day one (and there will be multiple days). I especially like the fighting engine animations and options, though the battles didn't approach Dragon Force's style. I think the one thing that kept it out of Gold range was the lack of enough good problem-solving puzzles for an RPG game so huge. Also, since the cities and lands are so big, it would have been nice to be able to run.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	9	8	4

PLAYSTATION

TUNNEL B1

ACCLAIM

CATEGORY: ACTION
BACK-UP: MEMORY CARD
BEST FEATURE: GRAPHICS
WORST FEATURE: LOW VIEWING ANGLE
ALSO TRY: WIPEOUT XL

Shawn

Here's a sleeper. Tunnel B1 is a very cool game in many aspects. The graphics, first and foremost, are some of the most impressive I've seen on the PlayStation ever. The lighting effects are simply outstanding. The gameplay seems a little repetitious at first but later levels have you doing plenty of different things. The enemies look cool but I wish there were more (some are different but look similar because of color schemes). I also wish that the camera angle wasn't so low to the ground. I almost feel like I'm constantly leaning back as I play. If you want a fast-paced action/racing game, I'd go for Tunnel B1.

Dan

I'll pee in my pants if games can get better looking than Tunnel B1. The light sourcing, texture mapping and animation are unparalleled on the PlayStation. And guess what? The game is fun too! Talk about a rare combination nowadays. Tunnel B1 defines a next-generation action game like WipeOut defines a next-gen racing game. Beyond just shooting everything in sight, Tunnel B1 offers some beat-the-clock action as well. The enemies are a good challenge too—the same units don't necessarily attack the same. The only faults lie with the low viewing angle, lack of weapon variety and hard-to-get-used-to controls.

Crispin

Don't let this game's first few levels fool you—there's more to TB1 than just a mindless, high-speed ride through twisting tunnels. The early part of the game is, in a sense, training you for the later levels, which have you racing against the clock to escape self-destructing mazes and collecting various items. An automap feature even helps you make sense of the sometimes confusing tunnels. TB1's graphics—particularly the lighting effects—are phenomenal, making comparisons to WipeOut XL inevitable. I only wish the perspective wasn't tilted upward so much; the laid-back view takes a little getting used to.

Sushi-X

Tunnel B-1 is a great look at what to expect from future titles, in that its graphics surpass any first game to date. The light-sourcing alone is breathtaking! As for perspective, I didn't like the low-to-the-ground look. This is a common mistake of most first-person games, but it never gets fixed. You could call it Tunnel Ant-1. I also wasn't pleased that you can't aim up or down, and that is a serious gameplay flaw that should be fixed in the sequel. If Hsu hadn't pointed out that mines blast upward, I'd still be trying to blast one of those frustrating helicopters hovering two inches from my guns, but still out of reach!

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	8	6	6

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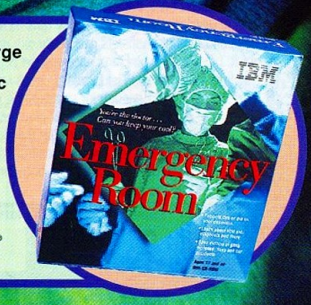

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PLAYSTATION

KING'S FIELD 2

ASCII

CATEGORY: RPG
BACK-UP: MEMORY CARD
BEST FEATURE: HUGE 3-D WORLD
WORST FEATURE: SLOW GAMEPLAY
ALSO TRY: TECMO'S DECEPTION

Shawn

I'm not a big fan of first-person RPGs as it is, but King's Field 2 does stand out in that genre mainly for the variety of levels. The graphics are decent but nothing too special. Most of the characters in the game are no more than simple, shaded polygons with little detail. The game is huge, so those who want a long-lasting game should be more than happy. Some simple elements annoyed me, like having to go all the way down a long corridor and then find out that the key is far away in another area. Of course, this is the nature of RPGs but there's a point when it becomes slightly tedious. I prefer top-down RPGs better.

Dan

It's about time! King's Field 2 (and its predecessor) breaks the traditional console RPG mold and brings us true 3-D worlds to role-play in (as opposed to the standard top-down view we've all grown used to). KF2 looks and sounds better than most first-person perspective computer RPGs out there. It just goes to show that the PS can do 3-D with the best of them. It's just too bad that the action crawls along at a snail's pace. Are you patient enough to play a slow-moving game in 3-D when we are all used to Doom-type games? If so, then I recommend KF2, as unique RPGs are hard to come by nowadays.

Crispin

You don't have to be a fan of King's Field to like its sequel, but it helps. KF2 plays much the same as its predecessor, except with more of everything. Players face a longer quest, a more in-depth plot, new spells and weapons and a much larger world (three times larger, in fact). This world is divided into several indoor and outdoor regions, and a map—found early in the game—makes exploration easy. The visuals, too, have been improved; the 3-D world is more detailed and you move through it more quickly than in the original. Still, the non-linear quest can drag on at times. KF2 is also overly difficult in the very beginning.

Sushi-X

This is definitely the direction the action RPG should go, but I don't think the technology is ready for this kind of development. The gameplay runs incredibly slow, and fighting monsters gets really old, really quick. I did like the plot, and once you get beyond the crawling action, King's Field 2 really opens up into a large quest complex enough for any aspiring gamer. The texture detail is tighter, and your play options are far greater, but I can't shake the feeling that I'd like to see future sequels before I dive in headfirst. King's Field 2 is a game that I will only play once through, then it's back to the rental store.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7	7	4	4

PLAYSTATION

PROJECT X2

ACCLAIM

CATEGORY: SHOOTER
BACK-UP: PASSWORD
BEST FEATURE: AWESOME BOSSES
WORST FEATURE: TOO TOUGH!
ALSO TRY: PHILOSOMA

Shawn

Here's a game that fans of shooters should enjoy. The rendered graphics look great and the techno soundtrack is perfect for the intense action of a shooter. The cinemas look alright but almost seem unnecessary and cheesey. The levels vary in look but are nothing too special. I wish the enemies weren't as big as they were—that's fine for Boss characters but it seemed like every other character was a quarter of the screen. Also, some of the bigger enemies have a constant shot that is really impossible to fly through. Overall, I wouldn't do more than rent this one even though it looks great. A good one for shooter fans.

Dan

Forget it. This game is the epitome of frustration. It's one of the best-looking shooters around, I'll give it that. When I first looked at it, it seemed to put others like Raiden and Philosoma to shame. But once the game started, I realized I was going to be in hell. The enemies are nonstop. Almost all of them take several hits to destroy. This normally wouldn't be bad, but in Project X2, it leads to several collisions that you can't avoid. After getting the hang of this game, I found it much easier to not shoot anyone and just fly defensively, which is not the purpose of a game labeled as a shooter. And the Bosses? Good luck...you'll need it.

Crispin

This title reminds me of the shooters I used to play on my Amiga computer—shooters that packed plenty of style but little substance. Project X2 (which is, after all, a sequel to an Amiga game) certainly has beautiful, colorful graphics, but it's just not as much fun to play as less spectacular-looking shooting games, such as Raiden Project. It does offer several cool power-ups, as well as levels that switch between horizontal and vertical shooting action. Be warned, though—this sucker is hard. You'll come across many areas in the game where avoiding enemy fire is impossible. A password option ensures that you'll beat the game, though.

Sushi-X

The shooter genre is seriously lacking on all platforms these days, and it's surprising that this is the best that Acclaim could come up with. The difficulty rating is high, but that shouldn't be too bad for experienced gamers. What disappointed me the most was total lack of story line and crisp graphics. I had a very hard time seeing enemy bullets on the colorful backgrounds, and my fat, slow ship wasn't obviously made for the type of dogfighting required here. Still, it's a great shooter challenge, and for those of us getting tired of the polygon fare of games, Project X2 is a welcome change of pace.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	9	2	5

PLAYSTATION

TEMPEST X

INTERPLAY

CATEGORY: SHOOTER
BACK-UP: MEMORY CARD
BEST FEATURE: TRIPPY VISUALS, MAN
WORST FEATURE: REPETITIVE LEVELS
ALSO TRY: ROBOTRON X

Shawn

Yet another retro-enhanced title comes to the console side of gaming. Tempest X is a great title. The graphics are fast and quite awesome. I can't help but love the trippy graphic effects in Tempest X. I like that traditional Tempest is included, although even that is kind of trippy in itself. The music fits the game well—you guessed it, it's techno. The control is a little loose but nothing that can't be overcome. There are plenty of levels, but my major gripe is that Tempest X is the only game that's on the CD. Sure, there are a few different versions (including the Duel Mode) but overall, I kind of would like more for my hard-earned cash.

Dan

Is anyone else a little bit confused about how much people are getting excited over the remakes of the classic Tempest? I know I am. Tempest was a pretty good game, back in the days. Presently, I don't care how much glitter you put on the game, it's still old news. And without a paddle controller, Tempest X just fails to excite me. With standard left–right controlling and the flashy graphics, I find the game more confusing than fun. I thought the two-player Duel Mode may help, but that was even worse. The battlefields were so small, it was a pain to see what was going on. I'll pass, but Tempest fans will enjoy this title.

Crispin

I don't know why so many people liked this title on the Jaguar. It's an okay game, I suppose, but nothing spectacular. You get all the great gameplay of the arcade original, plus enhanced graphics (the lighting effects are way cool), techno music, a two-player Versus Mode and lots of power-ups. But, despite its nostalgic charm, Tempest X didn't hold my interest for long. I'm not too crazy about the control, either. You're forced to use a control pad with a game that—in its arcade days—relied on an analog roller controller, and the lack of responsive controls makes Tempest X overly difficult. It's a solid, but not enthralling, shooter.

Sushi-X

I was a great fan of the early Tempest in the arcade, and the main reason for this was the fast action possible by rapidly spinning around my targets. This just isn't possible in Tempest X, and by removing the skill of fast rotating, this is a rather uninspiring game. Interplay has tried to cover up this fact by using new power-ups and flashy music. Strangely, Tempest 2000 was far better on the Jaguar, even though they're essentially the same game. The music, voices, and action was just smoother on the now-dead platform, and this version pales in comparison. But, if you must have quasi-Tempest action, you're stuck with it.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	7	3	7

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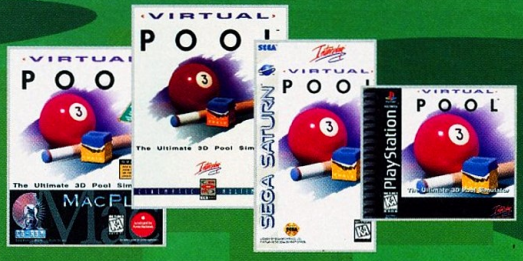

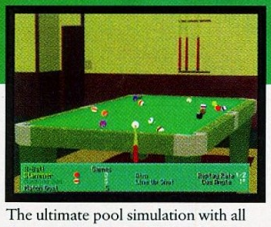

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PLAYSTATION

TOBAL NO. 1

SONY

CATEGORY: FIGHTING
BACK-UP: MEMORY CARD
BEST FEATURE: SMOOTH ANIMATION
WORST FEATURE: NEEDS MORE FIGHTERS
ALSO TRY: TEKKEN 2

Shawn

I'm a true believer in buying games that aren't the best but are also far from being the worst. Tobal No. 1 isn't the best fighting game around, nor is it the best adventure/RPG around, but it is a fun game with lots of neat options (and it just so happens to come with an awesome Final Fantasy VII demo, too). The graphics aren't super realistic, but the animation is flawless and there are plenty of cool backgrounds to keep things interesting. The moves in the game are very cool as well. Some, like Tekken 2, almost make you feel the pain. Besides all of this, the characters are pretty hilarious (like my favorite, the chicken man).

Dan

Tobal wins the fastest load time award for this year. This game's Quest Mode is mildly interesting, but the true gem is the Battle Mode. In my humble opinion, Tobal is the best-looking 3-D fighter on the market. The animation is simply incredible. The attention to detail is remarkable. For example, if you try to sweep someone, their leg will still budge, even if they blocked the attack. It's too bad that Tobal can't compete with Tekken 2 in terms of depth in fighting moves. Barring that, Tobal is an excellent buy, considering you are getting two games (Quest and Battle Modes) plus a short Final Fantasy VII demo.

Crispin

Tekken 2 is sort of 3-D. The Toshinden games are almost 3-D. But only Tobal No. 1 is a true 3-D fighting game. Since you use the D-pad to guide your combatant around the arena, you can walk out of range of foes or rush up behind them. The only drawback to the game's 3-Dness is the control (you have to use the shoulder buttons to jump), but you get used to it. Each fighter can pull off a huge selection of moves and grapples. Tobal No. 1 includes a quest mode that, at the very least, will hone your fighting skills, as well as a demo disc that shows off Square's forthcoming Final Fantasy VII and other games.

Sushi-X

Without a doubt, Tobal has the smoothest animation I've ever seen in a fighting game. There is very little jitter and distortion, no matter what angle the camera is pointing. The Story Mode is a welcome addition, giving Tobal a true 3-D world in which to roam around and conquer the various beasties. This mode is a little rough around the edges, thanks largely in part to the awkward control, but after a while you'll get used to it. My largest complaint is having to use a button to block rather than pulling away. Again, this is a minor problem. Otherwise, Tobal is a solid game that could have killer sequel potential.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	8	8	9

PLAYSTATION

TWISTED METAL 2

SONY

CATEGORY: ACTION
BACK-UP: PASSWORD
BEST FEATURE: LOTS OF CARS
WORST FEATURE: POLYGON BREAK-UP
ALSO TRY: DESTRUCTION DERBY 2

Shawn

Here it is—the sequel to *EGM*'s Game of the Year. Does it stand up to last year's destructive romp through L.A.? You betcha'. Twisted Metal 2 is everything the first one was and so much more. The new characters are great and the number of secrets makes things even more fun (like the Jet Moto level hidden inside the game). The cinemas are interesting and the character backgrounds are developed really well. There are some weird pop-up problems but these are usually noticed when in One-player Mode (Two-player is too hectic to notice). The people walking around who you can hit almost seem like an afterthought.

Dan

I know a lot of people weren't wild about the mindless ride that Twisted Metal was, but how could you not enjoy blowing other cars up? I loved TM and I love TM2 just as much. It brought out the little Mad Max in me. The levels and special moves are the only real improvement to the game. The different cities add that certain themed touch that works so well here. I only wish that the designers could've improved the game engine somewhat. Just about everything looks like it did in the original. Same lame explosions, same lame missile firing, same lame machine gun attacks. Give us a better-looking game for part 3!

Crispin

I wasn't all that crazy about the first Twisted Metal, but this sequel is worlds better, even though it looks like the same old thing at first glance. First off, you get more tracks, and these far-flung locations are larger and filled with more stuff to blow up than the first game's arenas. You can even topple landmarks such as the Eiffel Tower and the Statue of Liberty. (The game packs secret levels—like a track from Jet Moto—as well). The cars—both new and old—all control better, and each wields a spectacular special attack. Even better, button combinations let you unleash a slew of secret attacks. You get to run over mimes in Paris, too.

Sushi-X

I thoroughly enjoyed my time playing Twisted Metal 2 against my fellow Review Crew editors, especially Crispin (heh, heh). Even more impressive was that TM2 was very enjoyable as a one-player game too, unlike the first (it was good, but not this good). The story line is intense, and the little details are amazing. The first time I blew up the Statue of Liberty, I immediately went after the Eiffel Tower! The addition of special attacks really improved the gameplay too, although the freeze option is a little cheap. For the next version, I'd like to see improved graphics, since that seems to be the one thing that didn't change.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	7	8

PLAYSTATION

DRAGONHEART

ACCLAIM

CATEGORY: ACTION
BACK-UP: MEM CARD/PASSWORD
BEST FEATURE: GRAPHICS
WORST FEATURE: EVERYTHING ELSE
ALSO TRY: SKELETON WARRIORS

Shawn

Games like this may be a little tough to play, but quite honestly they make my job kind of easy. Dragonheart is great-looking with cool rendered backgrounds and digitized characters. Then the control and playability come into play and the game becomes below average. The idea is quite good and since it's based on the movie (and does a nice translation) the game gets points for that. But I can't get past the poor control and the jerky movement of the characters. Some of the hit detection of objects in the game are kind of strange as well. This one is a definite rental for me, but if you're *really* curious and loved the movie, try it.

Dan

Listen to my theory. Some game designer, who's out of touch with reality, decides that, "Gamers nowadays want great graphics. Let's make graphics our only priority!" And boom, out comes Dragonheart. I said a long time ago that game designers should ask themselves, "If we took away the fancy graphics, would we have a good game?" Sadly, in this case, the answer is no. Like Skeleton Warriors, DH consists of a tedious trek through pretty levels, killing all that gets in your way. For a more entertaining game, take a look at Batman Forever instead. Dragonheart has less substance in it than the Pope.

Crispin

DH is very similar to Skeleton Warriors, in that it has pretty graphics, an excellent soundtrack and extremely weak gameplay. You do plenty of hackin' and slashin' in this game, but that's about it. The combat is nothing special—you strike, then duck or block with your shield. Repeat until the bad guys die. Sure, you can collect money to buy new weapons between levels, and you battle some pretty impressive-looking dragons, but there's very little else about the game that's notable. DH doesn't control well, either; your character's sword attacks are sluggish, and his jerky reactions make certain obstacles impossible to avoid.

Sushi-X

Considering the failure of the movie, it's not surprising that the game would follow suit. The graphics are actually nicely done, although they appear unfinished, like the developers expected high interest, then halted production when the movie tanked. After the graphics, there is literally nothing worth mentioning. The music is okay, but not exactly mood-setting. The problems really start when you look at the gameplay. Dragonheart has the feel of a game stuck together with duct tape. Jumping is a joke, and your biggest enemy is a log! Yes, a log! The best gameplay comes with the blocking, parrying and attacks. Coaster Award!

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	6	2	3

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SAMURAI SHODOWN 4

CRYSTAL DYNAMIC

CATEGORY: FIGHTING
BACK-UP: NONE
BEST FEATURE: TONS OF FIGHTERS
WORST FEATURE: CORNY DIALOGUE
ALSO TRY: KOF '96

Shawn

I'm a sucker for a good Samurai Shodown game. There's something cool about being a sword-totting guy (or girl) and slashing up opponents. Some of the special moves are very cool—I especially like the combo slashes. The graphics are great and the character size is huge. The sound was good but really nothing special. I like the different modes of play especially considering there are so many characters to choose from. The backdrops are simply incredible—it's great the way they change as you're playing. As an arcade game, this one is a lot of fun to play (especially against a friend or foe).

Dan

I'm starting to get as tired of the 2-D fighting scene as I am the Doom-clone. Outside of the Street Fighter games, everything else seems to lack that certain luster. Samurai Shodown 4, however, made me think differently. SS4 is the best Neo•Geo fighter there is. Better than the Fatal Furies, better than the King of Fighters. SS4 looks great. The moves are clean and flashy (just like I like my women). The characters are better animated than any other Neo•Geo game, which is a pleasant change. Plenty of techniques and a wide variety of warriors make this a truly great fighting game. Don't pass this by at the arcades!

Crispin

SS4 certainly won't hurt the Neo•Geo's reputation as the premiere fighting game system. It packs the same tight control gamers have come to expect from most SNK fighters and a whopping 17 combatants. The "slash" and "bust" modes also return for each fighter, thus doubling the amount of moves they can perform. Unfortunately, SS4 also retains the "Rage Explosion" system, which lets you pull off a cheap, devastating super move after you've taken enough damage. No big deal, though, since SS4 plays much better than SS3, whose small characters and shoddy control were disappointing. With SS4, the series is back on track.

Sushi-X

Playing Samurai Shodown 4 was like going home after a long vacation. It plays very much like the previous versions, but uses larger characters than SS3, show the action is really in your face. I wasn't overly excited about this version, especially facing the dragging demise of the Neo•Geo, but every SS fan will be dying to get their hands on this one. I can't help but wonder if this series is hitting the end of the line, because the improvements are not enough to really make a difference between the various games. It's beginning to suffer the same fate of the Street Fighter series: sequelitis.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	5	8

SUPER NES

STREET FIGHTER ALPHA 2

NINTENDO

CATEGORY: FIGHTING
BACK-UP: NONE
BEST FEATURE: GRAPHICS
WORST FEATURE: WAY TOO SLOW!
ALSO TRY: UMK3

Shawn

Let's face it, there are just certain games that shouldn't be made on the 16-Bitters. Sure, they tried pretty hard and came relatively close, but overall SFA2 on the Super NES is more of a chore than anything else. There's a slight load time right before the battle and the sound sounds like it's being played through a coffee can—a poor-quality coffee can at that. Sodom's name was changed to Katana—I wonder why? The graphics were good but the poor control pretty much negated that. Speaking of poor control, I think back to Super SF2 and remember how well that played compared to this one. Oh well, maybe next time.

Dan

Remember when Super SF2 came out for the SNES, and we all moaned, "Not another one?" Well, SFA2 is new, and different, enough to warrant it a look. It has all of the fighters and moves packed into the 32-Meg cartridge. But, perhaps 32-Megs wasn't enough. The game has so much in it, that the gameplay suffers greatly. This newest installment is the worst one of all the SNES SF games. It's very choppy and poorly animated. If it weren't for all the characters, I would tell you to get any of the other Super NES SFs instead. They all play much better than this one. Unfortunately, the great features do not outweigh the bad gameplay.

Crispin

SFA2 may represent the height of SF2's evolution, but the SNES version doesn't quite pull it off. Sure, the game's backgrounds look fantastic, as do the fighters. They're well animated, and the large characters—like Sagat—stand tall on the screen. But it's when the actual fights get under way that the problems begin (although even the fighting takes a while to start up—thanks to the ultra-annoying load time that precedes each bout). This sucker is slow, proving that there's only so much animation and sprite manipulation that the SNES processor can handle. Still, all the moves are there and it'll do for those without 32-Bit systems.

Sushi-X

Talk about a disappointment! The graphics are amazing on the Super NES, especially considering the amount of colors needed to pull off SFA2's detail. The only problems are the music and animation speed. The music has a tinny sound typical of 16-Bit games, so I can't complain about that too much. What kills SFA2 is the speed. Playing on Normal speed is like playing in slow motion. You MUST use the fastest Turbo speed, and even then you will be treated to slowdown reminiscent of the earliest SNES games! Overall, it's a great attempt, and anyone not willing to upgrade systems will have to settle for this version.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9	4	6	7

SUPER NES

MAUI MALLARD

NINTENDO

CATEGORY: ACTION
BACK-UP: PASSWORD
BEST FEATURE: ANIMATION
WORST FEATURE: QUIRKY CONTROL
ALSO TRY: ALADDIN

Shawn

This game took me back to the days when 16-Bit systems were at the top of the line. Maui Mallard has all the qualities of a great side-scroller. The graphics aren't rendered like Donkey Kong Country and that makes it even more like the olden days. The levels are great—sometimes seeming like they'll never end. The large number of secrets to find and the interaction with the background make for long gameplay. I like the option of changing into the ninja-version of the duck. There is also a good number of different enemies to encounter. This one is refreshing—a great one to get if you still have your Super NES.

Dan

Am I getting old? I thought Maui Mallard was Donald Duck, but he seems to be his own character. Anyway, Maui Mallard is better than most side-scrollers on the market (and that includes DKC3). I say that primarily for one reason: The levels are wide open and huge! You can choose different paths to go down, and they go in every direction. I also like that you can change into a ninja duck that has different abilities. Certain areas can only be accessed by the ninja, giving this game that (very) tiny bit of technique that these types of games are typically missing. The color palette is there, but I would've liked to have seen better control.

Crispin

It's about darn time this long-delayed side-scroller was released. MM is further proof that the Super NES is going to stick around for a while. Its sprawling, non-linear levels will keep you exploring for weeks. Like most Disney titles, MM offers top-notch graphics and smooth animation. But it is the slick control and the main character's moves that are the game's real stars. Maui, when wearing his ninja outfit, can use his staff to swing to higher platforms or shimmy up narrow passages. The only moves that could use some tweaking are Maui's leaps—he tends to drift a bit when he's airborne. But you soon get used to it.

Sushi-X

This is the most fun I've had with a 16-Bit title in a long while! Maui Mallard really has his act together, and I couldn't get enough of the great animation and inventive actions of the famous duck. The Ninja/Normal Modes were a great technique to add significant gameplay, but I would have liked to have seen a little more. The control is near-perfect, with even the hardest jumps easy to accomplish after a little training. My biggest complaints are the lack of a good soundtrack and the "forced" difficulty of certain jumps (one pixel out of reach). If a 32-Bit version is in the works, I'd love to see the improvements.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8	8	7	6

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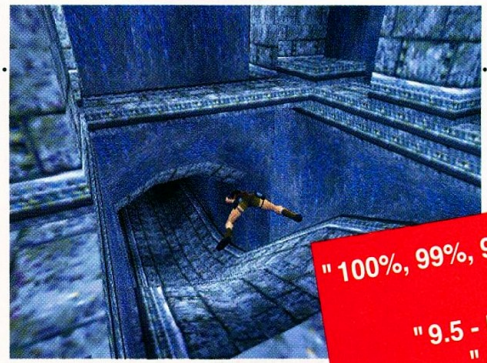

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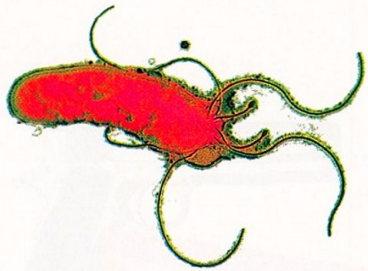

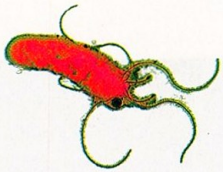

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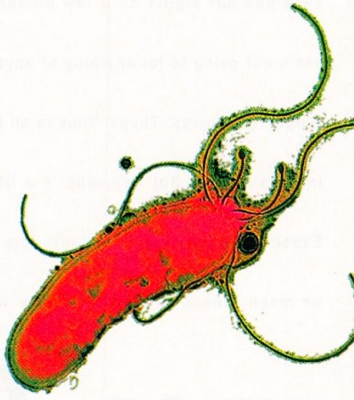

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TRICKS OF THE TRADE

TRICKMAN TERRY LOOKS FORWARD TO A NEW YEAR!

Happy New Year! Well, 1996 was a fun year, wasn't it? We can remember it as the year when Nintendo finally released its 64-Bit giant to the public. Also during the year, some systems shoved out their last bit of gaming glory and then died. More is being demanded of game companies than ever before, and that means more quality products. Trickman Terry is looking ahead to what 1997 might bring in the world of video gaming entertainment. This will probably be the year that we are going to find out the real story behind such hot news items as the M2, PlayStation 2 and the Bulky Drive. Whatever the case may be, Trickman Terry knows that it will be an awesome year for tricks! Just send your tricks, codes, cheats, FAQs and holiday greetings to:

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While Terry awaits new information with baited (and bad) breath, he'll most likely be looking at the letters from all his loyal trickfans. If Terry likes your trick and uses it, you'll get your name printed in this awesome magazine, and we'll send you a FREE game for the system* of your choice! Gaze at the tiny text below for details on the free stuff. *Make sure if you send e-mail that you include your real name, address, city, state and zip code.*

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TRICK OF THE MONTH

ULTIMATE MORTAL KOMBAT 3

SYSTEM: Genesis PUBLISHER: Williams Ent.

At the Start Game/Option Screen, enter the code.

Three new menus will appear underneath the Options.

Enter any one of the menus and you will get a list of cheats!

This trick will give you three secret menus with many cheats inside them. At the Title Screen (with Start Game/Options), quickly press A, C, Up, B, Up, B, A, Down. New menus will appear underneath the Options called Cheats, Secrets and Killer Codes. Under these menus, you will be able to access a sound test, increase your continues, play a hidden shooting game and much more. You can even enable the Bosses so you can choose them at the Player Selection Screen.

You can enable Bosses, play a hidden game and more!

Steve Tsou
Reading, PA

CHEAT SHEET

THREE SECRET MENUS

HOT

POWER TRIP

At the Start Game/Options Screen, press A, C, Up, B, Up, B, A, Down. Three new menus will appear with many options like Quick End, Sound Test, Bio Screen, Continues, Play Hidden Game and much more!

NOT

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OFFICIAL RULES AND CONDITIONS. *1. No Purchase Necessary.* No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, 1920- Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by January 15, 1997. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Ziff-Davis Publishing Company reserves the right to cancel this contest at any time with appropriate notice. *2. Winners.* Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Ziff-Davis Publishing Company and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Ziff-Davis Publishing Company and will not be acknowledged or returned. By entering winners agree to be bound by the rules of this contest and judges' final decisions. *3. Prizes.* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD, (2) SGPROPAD-6, (3) SNPROGRAMPAD or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions or prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. *4. Eligibility.* Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Ziff-Davis Publishing Company or Interact Accessories Inc., or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state, and federal taxes are the sole responsibility of the PrizeWinners. If PrizeWinners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). *5. Restrictions.* Void where prohibited or restricted by law. All federal, state, and local regulations apply. *6. Sponsors.* Contest sponsored by Ziff-Davis Publishing Company and Interact Accessories (USA), Inc. Copyright © 1996 Ziff-Davis Publishing Company. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of Interact Accessories (USA), Inc.

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TRICKS OF THE TRADE

KILLER CODES

PROJECT OVERKILL

–by Konami
for PlayStation

It may not be invincibility, but it sure is close to it! Here is a code that will allow your character to be unseen...quite advantageous when moving in for the kill! To enter the cloak code, just press Start on controller one to pause when within the game. While paused, highlight "Review Mission." Then hold Triangle, press Square, Circle, Circle, Square and release Triangle. Hold X, press Triangle, Triangle and release X.

If done correctly, "Cheater!" should appear at the top of the screen. Then press Start again to unpause the game, and you will notice that your character is cloaked. Now you can wander right in front of your enemy without him/her taking any notice. Note: This code works just as if you picked up the item, so the effect will wear off after a while. Enter the code again when this happens, as often as you wish. This gives you the opportunity to continue the game without cheating the whole time! Also, when you are cloaked, certain enemies such as the insectoids can still attack you, if provoked.

ULTIMATE MORTAL KOMBAT 3

–by Williams Entertainment
for Super NES

To get an eight-on-eight Endurance Match, get to the Main Menu of the game and highlight "Start." Now hold the top L and R buttons and then press the Start...

(continued on p. 86)

TWISTED METAL 2

SYSTEM: PlayStation PUBLISHER: Sony Computer Entertainment

These tricks will give you an advantage in the game, Twisted Metal 2, and make it more fun:

Special Moves

During the game, you will have access to a number of special moves and attacks for any vehicle you choose. Three of them are already listed in the manual (Freeze, High Jump and Rear Attack). Here are some more that you can do while in the game (Note: Your special meter must have some energy to do these moves. Each one takes different amounts of energy).

Land Mines: Right, Left, Down.
Napalm: Right, Left, Up
Shield: Up, Up, Right
Temporary Invisibility: Right, Down, Left, Up.

Secret Characters

To access two secret characters from the first Twisted Metal game, go to the Car Selection Screen and press the following buttons on the first controller: After entering the code, you will hear an explosion to confirm that you did it correctly.
Sweet Tooth: Up, L1, Triangle, Right.
Minion: L1, Up, Down, Left.

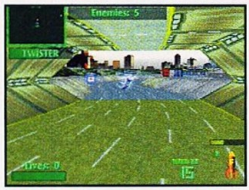
Secret Battlegrounds

These stages can only be accessed in a two-player game. Choose a Challenge Match and at the Battleground Selection Screen, enter the following codes to get these new battlegrounds. After the code has been entered, you will hear an explosion to confirm the code was entered correctly.
Cyburbia: Down, Up, L1, R1.

Press Right, Left, then Down to leave a mine behind!

For a burst of napalm, just press Right, Left, Up.

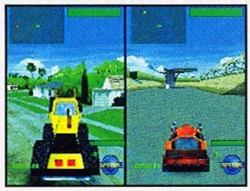
To get a temporary shield, press Up, Up, Right.

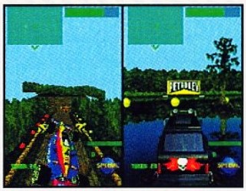

For invisibility, press Right, Down, Left and then Up.

In the Car Selection Screen, you can access the old Sweet Tooth!

The Boss from the first game is available for play with a code!

At the Battleground Selection Screen, put in the tricks.


For Cyburbia from TM1, enter the code Down, Up, L1, R1.


For Suicide Swamp, press Up, Down, Right, R1.

For the Rooftop, enter Down, Left, R1, Down.

Suicide Swamp: Up, Down, Right, R1.

Rooftop: Down, Left, R1, Down.

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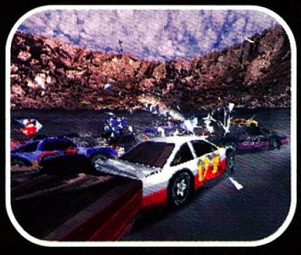

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TRICKS OF THE TRADE

KILLER CODES

ULTIMATE MORTAL KOMBAT 3 (CONTINUED)

–by Williams Entertainment for Super NES

...button. A screen will appear with eight boxes on each side that allows two players to choose characters from the game to fight in an all-out brawl. Now, here is a way to access a weird glitch within this mode. After you access this screen, do a Random Select (hold UP and press the Start button) and the computer will select the characters to put in the boxes. Now, if the computer selects an "E" as one of the characters it will be a very glitchy version of Sheeva. When you get to fight this character in the endurance match, all you will see is a few pixels of graphic data and the stage might act like it has a vertical hold problem! When fighting, your character might fall through the floor and appear in another part of the stage. At some point, the game may glitch out all together, so use this code with caution!

Drew Koscelek; Ansonia, CT

Sheeva is just a few pixels of data that Kung Lao can't hit!

DIE HARD TRILOGY

SYSTEM: PlayStation PUBLISHER: Fox Interactive

CHEAT SHEET

MULTIPLE GAME CHEAT CODE

HOT

POWER TRIP

Begin any one of the Die Hard games. Press and hold R2 and then press Left, Right, Up, Down, Square. Different results will be available for each game.

NOT

Begin one of the Die Hard games and press Start to pause. Press and hold R2 and then press Left, Right, Up, Down, Square. Each game will give you different results.

Die Hard: The code gives you unlimited energy (invincibility).

Die Harder: The code gives you unlimited energy, map editor (Start button) and a weapon select (Triangle).

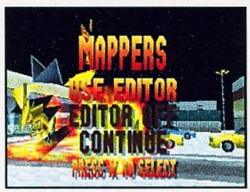
Die Hard With a Vengeance: After entering it, press Start on controller two for the options. Press Triangle to toggle the clock and X to select your level.

John Hagg; Lantana, FL

Press Start to pause the game and enter the code.

You will be invincible to all gunfire from your enemies!

In Die Harder, you can select your weapon with Triangle.



Pausing the game will give you access to a level map editor!

On the third game, the clock can be turned on or off.

Use the pad and the X button on controller two to select levels.

NAMCO MUSEUM VOL. 2

SYSTEM: PlayStation PUBLISHER: Namco

CHEAT SHEET

FILL YOUR LIFEBAR

HOT

POWER TRIP

At the Dragon Buster Title Screen, press the Select button 10 times or more and then press Start. When your vitality is below 32, press L1 and R1 simultaneously.

NOT

Within this set of Namco games is a code for Dragon Buster that will fill your lifebar. Just do this simple code to get it to work. Choose Dragon Buster from the Games Menu. At the Dragon Buster Title Screen, press the Select button about 10 times or more, then press Start to begin the game. When your vitality in the game gets to 32 or below, press L1 and R1 simultaneously. Your vitality will rise to 128 and this will use one credit.

At the Dragon Buster Title Screen, press the Select button 10 times.

When your vitality is below 32, press L1+R1 simultaneously.

Your vitality will rise back up to 128, and you'll use a credit.

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TRICKS OF THE TRADE

KILLER CODES

WAVERACE 64

–by Nintendo
for Nintendo 64

There is a way to ride the dolphin in WaveRace 64! Choose Stunt Mode from the Main Menu. Select your watercraft. Now, you must make sure that you choose Dolphin Park on the Course Select Screen. Now you will begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your watercraft!

In Dolphin Park, you can ride on the back of a dolphin!

NHL POWERPLAY '96

–by Virgin Interactive
for Saturn

On NHL Powerplay '96 there is a way to access a secret team. Either choose Quick Start or under the New Game Menu, choose the Exhibition Mode...

(continued on p. 92)

DIE HARD TRILOGY

SYSTEM: PlayStation PUBLISHER: Fox Interactive

CHEAT SHEET

STICKMEN CODE

HOT

POWER TRIP

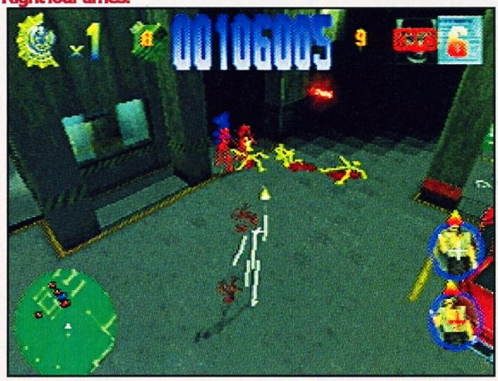
In the first Die Hard game, press Start to pause and hold R2. Press the Triangle button 10 times and then Right four times. All characters will turn into stick figures.

NOT

When you get into the first Die Hard game, pause and hold R2. Then press the Triangle button 10 times and Right four times.

To get a crazy code to work in Die Hard Trilogy, just follow this simple procedure. While playing the first Die Hard game, hold the R2 button and press the Triangle button 10 times. Then press Right four times. All of the characters in the game will turn into stick men! Also, everyone will be color coded just like they are on the radar. You will be white, the bad guys red, the hostages blue and the dead guys yellow. I didn't know sticks could bleed!

John Hagg
Lantana, FL



All of the characters in the game, including yourself, will be stick people! They will be color coded like the dots on the radar.

TOBAL NO. 1

SYSTEM: PlayStation PUBLISHER: Squaresoft

This trick will get you a different camera view for Tobal No. 1. At the Character Select Screen, press and hold L2 and R2 until the battle begins.

Once you start the match, the camera view will change into a three-quarter perspective for the entire battle. This won't give you any advantage in the game other than a new way to view the action.

Takashi Yamamoto
Fort Lee, NJ

CHEAT SHEET

THREE CONTINUES

HOT

POWER TRIP

At the Character Select Screen, press and hold L2 and R2 until the battle begins. The perspective will change to a three-quarter view when you start fighting.

NOT

Normally, the game has more of a view from the side.

While choosing a character, hold L2 and R2 until the battle begins.

Now the game has more of a three-quarter perspective.

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TRICKS OF THE TRADE

KILLER CODES

NHL POWERPLAY '96 (CONTINUED)

–by Virgin Interactive for Saturn

...by simultaneously pressing and holding buttons A+Y+C. Now scroll through the teams until you see a red symbol that says "Rad Army." This is the Radical Entertainment Team. Their team rating is 99, which makes them a powerful force against any top team!

Mike Bell
Murrieta, CA

After the USA flag will be the Radical Entertainment Team.

NAMCO MUSEUM VOL. 2

–by Namco for PlayStation

This little trick is the same for Volume 2 as it was for Volume 1. Again, Namco allows you to pass the time away, making the loading time a little more tolerable. At the Now Loading Screen, Mappy will be bouncing up and down across the screen. Simply press any of the buttons on the pad rapidly to make him go faster.

TOMB RAIDER

SYSTEM: PlayStation PUBLISHER: Eidos

CHEAT SHEET
WEAPON CHEAT
HOT
POWER TRIP
At the Inventory Screen, press L1, Triangle, R2, L2, L2, R2, Circle, L1. This will give you all the weapons.
NOT

When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the weapons!

Back in the Inventory Screen, you will have access to all weapons!

STREET FIGHTER ALPHA 2

SYSTEM: Saturn PUBLISHER: Capcom

CHEAT SHEET
NEW WINNING POSES
HOT
POWER TRIP
To make Sakura do certain finishing animations after she wins, hold button B for a little dance or hold button A to get a sequence of kicks ending in her shoe flipping off and hitting her head.
NOT

To get Sakura to do some fancy victory animations any time you win, just do the following tricks: **Little dance:** Hold button B as soon as you win; **Kick off shoe:** Hold button A as soon as you win. They will work every time.

Hold button B to get Sakura's little dance after she wins.

Holding button A will make her do a sequence of kicks with a flying shoe.

MOTOR TOON GRAND PRIX

SYSTEM: PlayStation PUBLISHER: Sony Computer Entertainment

CHEAT SHEET
HIDDEN OPTIONS SCREEN
HOT
POWER TRIP
Highlight Options from the Main Menu and hold L1+L2+R1+R2. Now with these held, press X. You will be able to mess with many more options.
NOT

To get a hidden Options Menu in this game, highlight the Options from the Main Menu. Now press and hold L1+L2+R1+R2. With these held, press X. In addition to the normal options that appear, you will have access to many more under each subheading such as Ghost Car, View Angle, Missile View, Position Marker, Panel Layout, Track Map, Headup Speed Meter and much more. You can choose to turn these options on or off.

At the Main Menu, press and hold L1+L2+R1+R2 and press Start.

Normally, the options would look like this with only a few.

After you do the trick, you will have plenty more to use.

*Note: The trick was done on a Japanese version of the game and is subject to change.

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TRICKS OF THE TRADE

KILLER CODES

SUPER MARIO 64

–by Nintendo
for Nintendo 64

Here's a great trick that will take Mario to the sky! When you are at the lower level and you have already beaten the Wall Boss, go into Door #1 on the right-hand side. Inside, there will be a picture of a castle. Jump inside this world and go to the tree at the beginning of the level. There should be an owl inside. Climb up the tree and scare this owl out. You should now be able to talk to the owl. He will offer you a ride around the island just as long as his wings hold out. Take him up on this offer and you will be able to fly around locating hidden secrets that were pretty much out of reach before. With his help, you can now find stars that are located on platforms. Jump down and get them.

GUNSHIP

–by Microprose
for PlayStation

While at the Loading Screen, press down at the same time: L1, L2, R2 and X buttons. If done correctly, "Cheat" will appear on the upper left-hand corner when you begin your mission. This will access an Unlimited Ammo cheat, which will allow you to have enough fire power to blow your way through each mission.

STAR GLADIATOR

SYSTEM: PlayStation PUBLISHER: Capcom

CHEAT SHEET
SECRET CHARACTERS
HOT NOT
POWER TRIP
On the Title Screen, hold the Select button while entering Arcade Mode. Move on to the correct character and enter any one of the codes below to get your desired character.

Listed below is the method to access each of the three new characters that were previously unplayable.

Bilstein: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Gore and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, X+Circle.

Kappah: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Hayato and press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square, X+Triangle.

Blood: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Bilstein and press X, Square, X, Square, X, Square, Right, Circle, Triangle, Circle, Triangle Circle, Triangle, L1+R1.

Pat Dolan; Rockford, IL

Hold the Select button while entering Arcade Mode.

On Gore, keep holding Select and do the trick.

You will then have access to the character, Bilstein!

On Hayato, keep holding Select and do the code.

You will then have access to the character, Kappah!

From Bilstein, hold Select and do the method for Blood.

These characters are playable in a one- or two-player match.

Either way, these new characters will be easy to learn.

TRIPLE PLAY '97

SYSTEM: PlayStation PUBLISHER: Electronic Arts

CHEAT SHEET
CONTROL CROWD NOISES
HOT NOT
POWER TRIP
After a home run is hit by your team, press the controller's buttons to hear different crowd sound effects.

After a home run is hit by your team, press the following buttons while the hitter is running around the bases:
Square=A horn
Triangle=Scream (Yeah)
X=Scream (Oooh)
Circle=Scream (Eeyooh)

Chris Lee
Portsmouth, VA

Press Square, Triangle, X or Circle to hear different effects!

TIME COMMANDO

SYSTEM: PlayStation PUBLISHER: Activision

CHEAT SHEET

LEVEL SELECT

HOT / NOT

POWER TRIP

At the Title Screen, highlight "Code" and choose it. Enter the password, "ACTIVATE." You'll begin with four batteries and 99 blue chips, but very little life in your bar.

From the Title Screen, highlight and choose the "Code" Option.

At the Code Screen, enter the word, "ACTIVATE" and press X.

You will be warped to the first level with 99 chips and more!

You'll have little life energy, so play smart to conserve it.

At the Main Menu of the game, enter the "Code" Option. At the Password Screen, put in the word, ACTIVATE. Then press the X button. You will begin the game at Level 1 as normal, but you'll start out with very little energy in your lifebar. Instead, you will start out with four batteries and 99 blue chips!

Steven Ferrucci
East Haven, CT

TRICKS OF THE TRADE

KILLER CODES

BATTLE ARENA TOSHINDEN URA

–by Sega for Saturn

The following codes when entered at the Title Screen will allow you to choose four new characters and a way to use your specials on your main buttons. Note: These codes need to be entered in the following order to work.

For **Repli/Wolf** enter: A, B, Z, X, Y and C.

For **Special Weapons** enter: A, Z, C, X, B and Y.

For **Vermilion/Sho** enter: A, Y, C, X, B and Z.

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TRICKS OF THE TRADE

KILLER CODES

GUN GRIFFON

–by Sega
for Saturn

Here are several cheats to quickly enter at the Main Title Screen in your next game of Gun Griffon. The codes are as follows:
For **Mission Select** enter: Y, Y, A, Y, Y and Start.
To **Charge Your Enemies** enter: Right, Right, B, C, A and Start.
For **Invincibility** enter: Left, Right, B, C, C and Start.
To **Double Hit Points** enter: X, Y, Z, Up, Down and Start.
To **See Ending Sequence** enter: Down, Up, Right, A, Left and Start.
To **Change Height** enter: Down, Left, C, C, Start and then press C or Z on controller two to change height.
To **Disable Centering on Turret** enter: B, B, B, Up, C and Start.
The following codes are not to be entered at the Main Title Screen, but when within the game.
To **See Debugging display** enter: Right, Right, X, B, A, L, L, L, R on controller two. A Debug Screen will then appear, if done correctly.
To **Rotate the Windmill** repeatedly press the C button on controller two quickly to make it go faster.

SUPER MARIO 64

–by Nintendo
for Nintendo 64

Go to the Cool, Cool Mountain Stage and make your way to the edge of the cliff past the snowman without a body. You will see a creature shaped like an egg with a flower on top of its head. Go to the edge of the cliff, let the enemy follow you and jump onto it. You

(continued on p. 98)

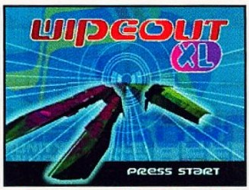
WIPEOUT XL

SYSTEM: PlayStation PUBLISHER: Psygnosis

CHEAT SHEET
ANIMAL TEAMS
HOT
POWER TRIP
When the PlayStation logo appears, press and hold L1+R2+START+SELECT. Hold them for the duration of the loading screens to get animal vehicles.
NOT

After you put the WipeOut XL CD in the system, wait until the PlayStation logo appears and then press and hold L1+R2+Start+Select. You must hold these for the duration of the trick, or it will not work. When the Title Screen appears, take your finger off the Start button and then press and hold Start again with the rest of the buttons while the Loading Screens are on. Once the Main Menu appears, you will be rewarded with animal vehicles that have replaced the regular teams.

As soon as you see this symbol, hold L1+R2+Start+Select.



When you see this screen, take your finger off and press Start.

Hold them all until you see this screen with a bee for the team.

Pick all your options, tracks, race types, etc. to get ready.

Choose the team's animal vehicle you want to play.

You will be racing against other animal vehicles from other teams.

PILOTWINGS 64

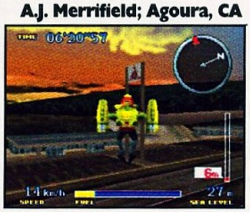
SYSTEM: Nintendo 64 PUBLISHER: Nintendo

Here are some interesting and helpful codes for PilotWings 64. If you fly under things like bridges and caverns, you will get applause from the adoring crowds. Also, while exploring the Little States, if you happen to come close to running out of gas, look for a highway intersection northwest of Cape Canaveral in Florida. You will see a gas station by the highway. Get close enough to it without crashing for free gas!

A.J. Merrifield; Agoura, CA

CHEAT SHEET
APPLAUSE AND GET GAS
HOT
POWER TRIP
Fly under things in the terrain to get applause and land next to the gas station in Florida (Little States) to fill your jetpack up with gas again!
NOT

Flying under objects such as bridges will get you applause.



In the Little States near a highway in Florida, there will...

...be a gas station. Land next to it without crashing to fill up!

WIPEOUT XL

SYSTEM: PlayStation PUBLISHER: Psygnosis

The following passwords are for Challenge 1 and 2, which can be entered in the Options Menu. Move to the Password Option and enter the codes as shown here:

Challenge 1: Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Circle, Square, Square, Square, Triangle, X, Square.

Challenge 2: Square, Circle, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, Triangle, X, Circle, Circle.

Once you have entered either one of these codes, go back to the previous menu and highlight "Race Type." Access this option and you will see the Challenge Option underneath the rest of the types of races.

Do the code correctly to gain new race types as shown.

WIPEOUT XL

SYSTEM: PlayStation PUBLISHER: Psygnosis

If you want to jump ahead of the competition, you had better be able to get off the starting line in a hurry. What you must do to get a fast start is keep the gauge of the thrust meter between the first two large bars. When the announcer says, "Go," then you will be thrusted ahead as if you had landed on a turbo boost. You can put the gauge between these bars either by accelerating until it is around that mark, then repeatedly pressing the button so it stays around that mark, or by timing it so the meter is in that area by the time the announcer says, "Go." Either way will work fine.

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KILLER CODES

SUPER MARIO 64 (CONTINUED)

-by Nintendo
or Nintendo 64

will begin to spin like a helicopter. Press and hold he A button to spin faster, nd guide yourself off the dge. Maneuver Mario close o the mountain, but if you it it, you will fall. You will ee a crevice on the lower art of the mountain. Aim or this opening and try to and on the platform right nderneath the mountain. Once you land here, it will e easy to find one of the nore difficult stars, "Wall Kicks Will Work."

ULTIMATE MK3

-by Williams Entertainment
or Super NES

To access Smoke, just follow these easy directions. At the Copyright Screen, press and hold Left and A. Release these buttons. Then when the "Williams" Screen appears, press and hold Right and B. Release these buttons. Finally, when the screen with the quote, "There is no knowledge that is not power" appears, press and hold X and Y. Then release these buttons.

If Robo-Smoke appears at the Title Screen, you have done it correctly. Now, choose Robo-Smoke at the Player Select Screen. Right after this hold: Left, X, Y, L and R buttons until the match begins. For controller two press: Right, X, Y, L and R buttons. If done correctly, Robo-Smoke will immediately turn into Human Smoke and you will be able to play as him.

MACHINE HEAD

SYSTEM: PlayStation PUBLISHER: Eidos

CHEAT SHEET

MANY CHEATS

HOT

POWER TRIP

On the Title Screen's Main Menu, enter the codes to play the game with infinite ammunition, infinite energy and to access the Level Select.

NOT

At the Main Menu of the Title Screen, enter any one of these codes to get the results as shown:

Infinite Ammunition: Circle, Circle, Circle, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, L1, L1, L1.

Infinite Energy: Circle, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, L1, Circle, Circle, L1.

Level Select: L1, Circle, L1, L1, L1, Circle, Circle, Circle, Circle, L1, L1, Circle, Circle, Circle, L1, Circle, L1, Circle, Circle, Circle, Circle (Then use R1 and R2 to select your level).

You will hear a laugh if you did a code correctly. Now you will never run out of ammunition, never get hit and you can choose your starting level. These cheats should have you beating the game in no time! To turn a code off, just do it again at the same Main Menu Screen.

Do the code for infinite ammunition at this Main Menu.

Infinite energy is yours when you enter this code!

Enable the Level Select to choose your starting level.

The R1 and R2 buttons will let you scroll through each level.

With infinite ammo and energy, there's nothing that can stop you!

LOADED

SYSTEM: Saturn PUBLISHER: Interplay

During the game, press Start to pause. Now highlight the "BGM Volume" Option. Now, in succession, press the top L button, Z, B, X, C, top R button–keeping each button held in the process. This will bring up the "Cheats" Menu where you can skip levels, increase your ammo, power and lives. Highlight one of the options and press C rapidly to increase its number (for lives, power and ammo only).

CHEAT SHEET

INFINITE LIVES

HOT

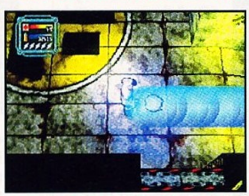
POWER TRIP

Pause during the game and highlight BGM Volume. Then in succession, press and hold L button, Z, B, X, C, R button. This will bring up the Cheats Menu.

NOT

Pause during play and highlight "BGM Volume." Then do the trick.

The "Cheats" Menu will appear with many options!



Pressing C rapidly on any option will increase its number.

TRICKMAN TERRY'S REFERENCE GUIDE

7/96 Issue #84

Battle Arena Toshinden Remix	SAT	Need for Speed	PS
Captain Quazar	3D0	PO'ed	PS
College Slam	SNES	Power Piggs of the Dark Age	SNES
Goal Storm	PS	Prehistorik Man	SNES
Hang-On GP	SAT	Primal Rage	PS
In the Hunt	PS	Tekken 2	PS
Namco Museum Vol. 1	PS	Theme Park	SAT
NBA Shoot Out	PS	Williams Arcade's Greatest Hits	PS
		X-Men: Children of the Atom	SAT

8/96 Issue #85

Agile Warrior F-111X	PS	PO'ed	PS
Battle Arena Toshinden Remix	SAT	Resident Evil	PS
Bust-A-Move 2	PS	Return Fire	PS
Guardian Heroes	SAT	Slam 'N Jam '96	PS
King of Fighters '95	SAT	Solar Eclipse	SAT
Night Warriors	SAT	Street Fighter Alpha 2	ARC
Pocahontas	GEN	Super Mario RPG	SNES
		VectorMan	GEN

9/96 Issue #86

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

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!)

10/96 Issue #87

Bladeforce	3D0	PilotWings 64	N64
Clockwork Knight 2	SAT	Resident Evil	PS
Golden Axe: The Duel	SAT	Skeleton Warriors	PS
Gun Griffon	SAT	Super Mario 64	N64
Gunship	PS	Tetris Attack	SNES
International Track and Field	PS	Ultimate Mortal Kombat 3	SAT
Need For Speed	PS	Worms	PS

11/96 Issue #88

Bogey: Dead 6	PS	Namco Museum Vol. 2	PS
DecAthlete	SAT	Need For Speed	SAT
Descent	PS	PilotWings 64	N64
Die Hard Trilogy	PS	Robo Pit	PS
Earthworm Jim 2	SAT	SimCity 2000	PS
Game Guru	3D0	Skeleton Warriors	PS
Gun Griffon	SAT	Skeleton Warriors	SAT
The Hive	PS	Starblade Alpha	PS
Lemmings 3-D	PS	Super Mario 64	N64
Namco Museum Vol. 1	PS	Tetris Attack	SNES
		Virtua Fighter Kids	SAT

12/96 Issue #89

Battle Arena Toshinden URA	PS	Mortal Kombat Trilogy	N64
Blast Chamber	PS	Mortal Kombat Trilogy	PS
Bogey: Dead 6	PS	NFL Quarterback Club '97	PS
DecAthlete	SAT	Project Overkill	PS
Final Doom	PS	Street Fighter Alpha 2	PS
Guardian Heroes	SAT	Street Fighter Alpha 2	SAT
King of Fighters	PS	Time Commando	PS
Madden NFL '97	PS	Tokyo Highway Battle	PS
		Virtua Fighter Kids	SAT

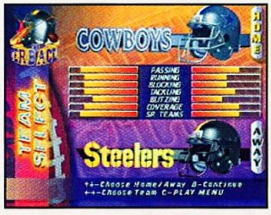
NFL QUARTERBACK CLUB '97

SYSTEM: Saturn PUBLISHER: Acclaim

Here are more of those crazy football codes to enter in your next game. In order to enable these codes, enter the Preseason Mode at the Play Screen and go to the Team Select Screen. Here enter the following codes to receive various results.

For **No Fumbles** press: X, X, X, R, X, X.
For **Midget Players** press: X, X, Z, Z, X, Z.
For **QB to throw 100 yard passes** press: X, X, Z, R, X, Z.
For **Slow Motion in game** press: X, X, L, Z, X, L.
For **Fast Motion in game** press: X, X, L, L, X, L.

Jean-Pierre Bouvier Jr.
Salisbury, MD



Enter the codes at the Team Selection Screen for various results.

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TEEN
AGES 13+

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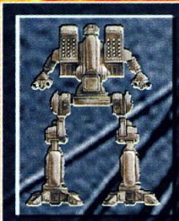
MECHWARRIOR 2

Some tower above the battlefield. Others slink below the treetops. Some tear across the terrain at more than 100 kilometers per hour. Others lumber along at a crawling pace. There's a mammoth 'Mech to suit every gamer's taste in MechWarrior 2, Activision's epic robot romp that'll hit the PlayStation and Saturn in February. And it is the game's huge selection of weapons-laden robots that sets this PC port apart from other console 'Mech games. While all PlayStation and Saturn 'bot games offer only a single 'Mech for would-be robot jockies to drive, MechWarrior 2 packs 12—each one unique and suited to specific missions.

But Activision didn't have to sacrifice realism just to fill its game with robots. "The developers used a lot of the equations of motion that are used in everyday life to guide the 'Mech's movements," said Murali Tegulapalle, Activision's producer for both console versions. "A lot of realtime physics is used, and it takes a lot of calculations, so it's amazing the game can run at such speed [at least 20 frames per second]."

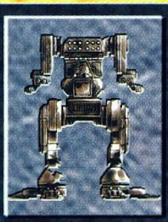
Here's a look at 12 'Mechs players will drive and fight during the game's 48 missions (see last issue's Fact File for an in-depth look at the game itself). Heavier 'Mechs can carry more weapons and are more durable, but smaller robots are faster and more nimble. Keep in mind that not all the 'Mechs are available at the beginning of the game, since early missions have weight restrictions.



MAD DOG

WEIGHT
60 TONS
TOP SPEED
86.4 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

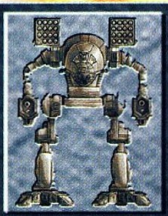
This sucker stands in the middle of the 'Mech pack. Its average size, speed and weapons capacity make it suitable for all mission types. Your best bet is to treat the Mad Dog like a sniper. Use the 'Mech's long-range missiles to injure enemies from afar, then move in close to finish them with pulse lasers. This machine comes standard with two racks of long-range missiles—20 missiles per rack—so you'll rarely have to get up close and personal with the deadlier 'Mechs.



STORM CROW

WEIGHT
55 TONS
TOP SPEED
97.2 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

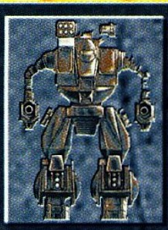
This 'Mech is the game's workhorse. The Storm Crow is the most well-balanced of all the 'bots, making it your best all-around choice for beating MechWarrior 2's missions. The Storm Crow's most devastating features are its double-barreled lasers, located on each arm. Pilots don't have to worry about running out of ammunition, and the Storm Crow's ample amount of heat sinks keep the 'Mech from overheating too rapidly—even when the lasers are linked to fire simultaneously. The robot is fairly flat-footed, as well.



TIMBER WOLF

WEIGHT
75 TONS
TOP SPEED
86.4 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

You can expect the Timber Wolf to stick around for a while when it lumbers onto the battlefield. This 'Mech—which falls into the category of reverse-joint 'Mech, thanks to its backward-bending-knee configuration—is heavily armored; it can usually hang in combat situations much longer than robots of the same size or smaller. Despite the extra protection, the Timber Wolf is relatively quick and well-armed. Like the Mad Dog, it packs shoulder-mounted long-range missiles, which can be used to take out targets from afar.



HELLBRINGER

WEIGHT
65 TONS
TOP SPEED
86.4 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

When it's wielding its primary weapons configuration, the Hellbringer packs just about every weapon in the book, from machine guns to devastating particle projection cannons. The only downside to such an arsenal is the 'Mech's high potential for overheating. It's advisable, therefore, for pilots to bring the Hellbringer within short range of enemies to improve shooting accuracy. If you try to blast enemies from far away and miss a few too many times, your 'Mech may overheat just when the bad guys start heading in your direction.

FIREMOTH

WEIGHT
20 TONS
TOP SPEED
162 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

If your mission calls for recon patrols, the Firemoth is the 'Mech of choice. No other robot is lighter or faster, and speed definitely counts when you find yourself surrounded by bigger, more powerful enemies. The Firemoth's arsenal reflects its purpose. None of its weapons are very effective against heavy mechs, but the Firemoth's mix of medium lasers and short-range missiles can do away with lighter enemies. And the speedy robot is usually able to dart behind heavier 'Mechs, thus evading fire and escaping most battles unscathed.

JENNER II-C

WEIGHT
35 TONS
TOP SPEED
151.2 KPH
JUMP JETS
7 ENGINES
JUMP ALTITUDE
210 METERS

The Jenner is both fast and capable of flight, but it is somewhat flawed, as well. Since the 'Mech's primary weapons configuration has it packing short-range missiles and little else, it runs the risk of running out of ammo in the heat of battle. Fortunately, the Jenner's incredible speed can carry it into battle and within range of its targets quickly. And the 'Mech can run from danger just as quickly. The Jenner's seven jump jets, mounted mainly in the legs, launch the 'Mech high into the air—much higher, in fact, than any other robot.

SUMMONER

WEIGHT
70 TONS
TOP SPEED
86.4 KPH
JUMP JETS
5 ENGINES
JUMP ALTITUDE
150 METERS

Of all the 'Mechs with flight capabilities, the Summoner is the largest (but it takes five engines to lift this massive beast off the ground). Pilots should use the jets to fly far down range of enemies; the machine's assortment of long-range weapons, including missiles and a particle projection cannon, make it most effective when fighting from a distance. Conversely, the best way to topple a Summoner is to get in close and whittle away its armor with short-range missiles and lasers. Beware of enemies attempting this tactic.

WARHAWK

WEIGHT
85 TONS
TOP SPEED
64.8 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

Lighter 'Mechs have much to fear when they face off against a Warhawk—at least at long ranges. The mammoth 'Mech packs double-barreled particle projection cannons in each arm, as well as a long-range missile launcher. This arsenal lets it take out smaller 'Mechs with a single blast. Still, daring pilots can take advantage of the Warhawk's low speed and dart in close. The 'Mech's lack of short-range weaponry means that nearby enemies can attack it in relative safety. Reaching that safety zone is next to impossible. This bad boy's tough!

NOVA

WEIGHT
50 TONS
TOP SPEED
86.4 KPH
JUMP JETS
5 ENGINES
JUMP ALTITUDE
150 METERS

This unusual-looking 'Mech packs quite a wallop, thanks to the six medium lasers it carries on each arm. If pilots wish, they can link all 12 lasers together to create a wall of devastating energy, but this tactic isn't recommended. Such concentrated firepower would seriously tax the 'Mech's four heat sinks and almost surely force a shutdown (especially on blazingly hot desert planets). Pilots should therefore fire the lasers separately. The Nova can also use its jump jets to get the drop on enemies—or beat a hasty retreat from battlefield hot spots.

DIRE WOLF

WEIGHT
100 TONS
TOP SPEED
54 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

Weighing in at 100 tons, the Dire Wolf is MechWarrior 2's biggest, baddest robot. It carries both long- and medium-range weapons, and it can usually take out several enemies before suffering any critical damage. Fortunately for smaller 'Mechs, the Dire Wolf is neither nimble nor indestructible. Its low speed makes it vulnerable to speedy enemies, who can dart in for drive-by attacks before retreating beyond the Dire Wolf's effective range. 'Mechs with long-range weapons can also pepper the massive machine from safer distances.

GARGOYLE

WEIGHT
80 TONS
TOP SPEED
86.4 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

The Gargoyle is most often seen carrying cannons and short-range missile launchers in its arms, which make it a powerful but limited robot. Since most of its weapons rely on a finite ammo supply (as opposed to energy weapons, which fire as long as the 'Mech is functional), pilots must make every shot count. Still, players can also configure the Gargoyle to wield a particle projection cannon and lasers instead, and the 'Mech's high speed can carry it from the battlefield with haste (the Gargoyle is the fastest of the heavy 'Mechs).

KIT FOX

WEIGHT
30 TONS
TOP SPEED
97.2 KPH
JUMP JETS
NONE
JUMP ALTITUDE
N/A

A perfect 'Mech for beginners, the Kit Fox is the top-of-the-line fighting vehicle. It packs a pulse laser, short-range missiles and an autocannon to deal with close targets, as well as an extended-range laser to punch a hole through more distant enemies. And overheating is kept to a minimum by the 'Mech's well-placed heat sinks. The Kit Fox's high speed makes the little machine a hard target—as long as it keeps on the move. The 'Mech's adequate armor and energy-based weapons let it stay in the battle longer than the smaller Firemoth.

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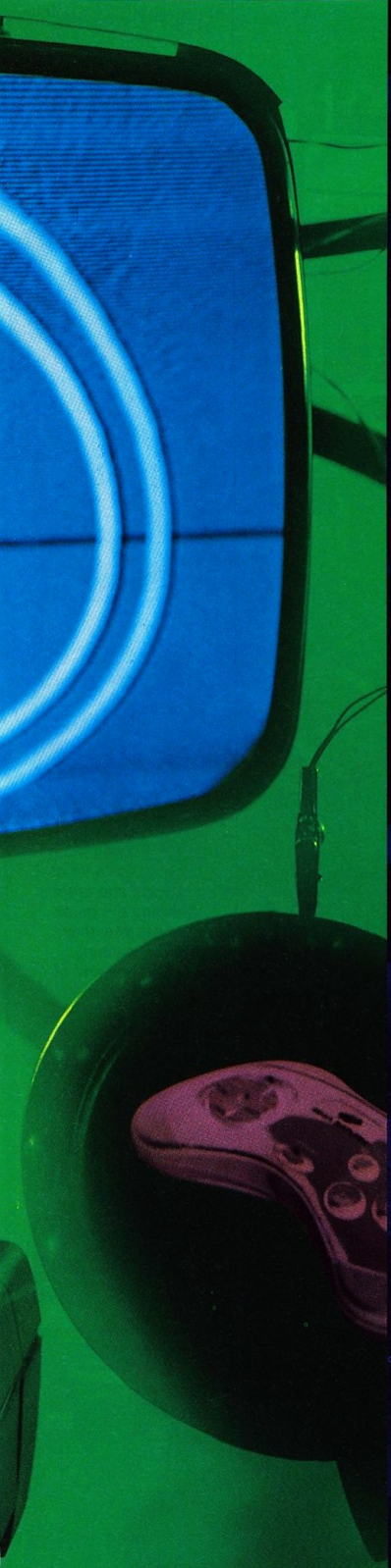

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PLAYSTATION

Namco steals the show with five new arcade conversions!

By Stuart Levy and Ed Semrad

The semi-annual PlayStation Expo was held during the first week of November at Makuhari Messe in Chiba, Japan—just outside of Tokyo. As an added bonus, Tokyo E³ was running at the same time in a side hall at Makuhari.

At this show, there were over 80 companies showing the new PlayStation games that would be coming out in the December '96 to March '97 time period. While most of the games were serious Japanese-only type of games, there were 50 or so general appeal-type games that would make it out of the country and turn into megahits elsewhere in the world.

At the top of the list was Namco. They had the best games of the show with five great arcade translations. These include Soul Blade, Time Crisis (with a new light gun), Ace Combat 2 and Rage Racer. All were playable, and Namco must have been working long and hard to get these previously unseen Sony discs ready for the show. They all will be out in Japan by the end of the year! In the Namco tradition, all were virtually identical to the arcade coin-ops, and even Ace Combat 2 moved fast and smooth. Considering the number of polygons they are pushing around, this is no easy feat. Soul Blade (as it will be called in the U.S.) will be identical to the updated coin-op, and Namco officials stated that their game will be designed to accommodate their new six-button arcade-style joystick. Not content to only bring out one new controller, Time Crisis will be coming out with a new gun to be able to handle all the additional requirements that the arcade counterpart had. Finally, with the recent release of Namco Collection Volume 4 in Japan, Namco announced the last of the series—Volume 5. In this compilation will be Metro-Cross, BaRaDuKe, Pacmania, Dragon Spirit and The Legend of Valkyrie. Too bad they had to pick those games, as there still are a lot of great (and more popular) titles left. Perhaps somebody could convince Namco to do a sixth volume (the company used to be called Namcot)?

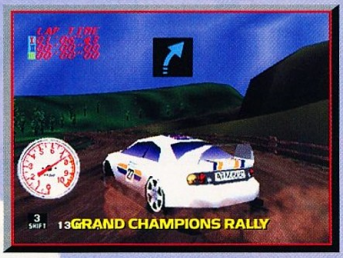
Next we went to Square. What can be said about Final Fantasy VII? It is starting to come together beautifully with a lot of the highly detailed animations and graphics now in place. After playing the game for a while, it was easy to see why they needed three discs to hold everything. Expect this game to be out at the end of January, with a summer release here in the States. Their new "fighting game"—Bushido Blade—apparently has been

EXPO '96-'97

pushed back to March in order to fit a whole new line of sports (!) games in a February time slot.

The name of the new line is Aques, which stands for Advanced QUality of Entertainment and Sports. Their first three titles include a baseball game (Super Live Stadium), a mah-jong game which is reported to have the highest level of intelligence of any game yet and a Sega Rally clone called Grand Champions Rally. A tennis and soccer game are also reported to be in development.

The rest of the show was business as usual. Capcom had Mega Man 8 and Super Puzzle Fighter 2X but no Resident Evil 2. Konami had a new fighting game loosely translated as Lightning Legend which looked promising as did their Speed King racing game, the new Metal Gear and their new Parodius game—Forever With Me. Takara had a playable Battle Arena Toshinden 3 which looked good but not revolutionary. Their racing game, Choro Q2, had potential though. Rumic Soft had the latest version of Ranma 1/2—this one called Battle Renaissance. Hopefully somebody will pick up this excellent game here in the States.

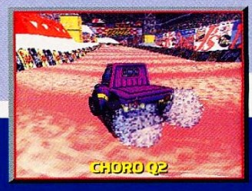


There were a whole new batch of fighting games with the ones from Atlus (Heaven's Gate), Koei (Sangoku Musou), Culture Brain (Virtual Fighting Dragon) and Imagineer (Fist) showing the most promise. Racing games comprised the largest category with Namco's Rage Racer at the top but the new discs from Taito (Ray Tracers), Genki (Drift King R), Atlus and Konami close behind. Shooting games continue to hold on to a section of the market. Taito had Psychic Force and Ray Storm, a new Parodius from Konami and Airgrave is coming from Santos. There was a good variety of games in the miscellaneous category. Maxis/ArtDink has a new version of SimCity 2000—this version contains a driving level. In the 'mech category there was Armored Core. As well, Genki Software had Beltlogger 9.

Notably absent were a lot of new sports games. Wrestling is popular in Japan with Human dominating the ring. Others from Asmic and Tomy were playable at the show and should be coming to the U.S. later in 1997. The original Tomy wrestling game should be coming from Activision in the next few months.

Other games worth noting include Jyajyamaru Kun—a Crash Bandicoot-type game from Jaleco and Running High from Rex. Off in the E³ area was Doraemon—an N64 game.

One final note: Did you know that Mega Man was 10 years old on Dec. 17? Capcom of Japan is going to have a party!



PLAYSTATION EXPO '96-'97

NAMCO

TIME CRISIS

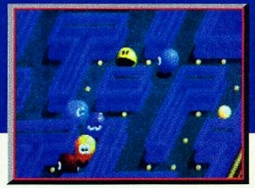
Time Crisis is Namco's answer to Sega's popular Virtua Cop series. It features incredibly detailed polygon characters and backgrounds, bringing the player into the game. Take on bands of bad guys yourself or with a friend. If you're really adventurous, grab two light guns and take 'em on John Woo-style. With the release of Time Crisis, Namco will be bringing a new light gun to players tailored specifically to the game's needs. Fans of PlayStation light gun games like Horned Owl and Die Hard Trilogy are sure to enjoy this 32-Bit light gun blast.

ACE COMBAT 2

Fans of flight combat sims everywhere have a new game to get excited about. PlayStation owners were given the first Ace Combat shortly after the system launched in the U.S., and it's been a long time in coming, but a sequel is just around the corner. The sequel packs in a serious punch, with more action, planes, weapons and missions than the first game. Taking your fighter jet into the skies will be a piece of cake with analog control and a fast-flyin' two-player dogfight. Soar through the skies and blast your way into enemy territory. Ace Combat 2 is sure to be dogfight action at its finest.

NAMCO MUSEUM VOL. 5

Namco's five-volume Museum collection is wrapping up in Japan. The final volume of hits includes games newer to the Namco family. These include Metro-Cross, BaRaDuke, Dragon Spirit, the Legend of Valkryie and Pac-Mania. Some of these games will be familiar to U.S. gamers, while others were Japan-only titles. Dragon Spirit is an overhead shooter, which TurboGrafx-16 owners may remember playing on their ill-fated system. BaRaDuke is an action-packed space shooter. Legend of Valkryie is a Zelda-esque RPG, and Metro Cross is a side-scrolling action game. Possibly the best game of the pack is Pac-Mania, the final installment in the board-based Pac-Man games. We're sad to see Namco's Museum series end, but what a collection it was!



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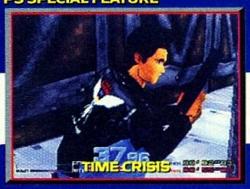
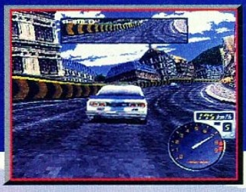


RAGE RACER

If there was one game that helped the PlayStation initially succeed, it was Namco's arcade hit, Ridge Racer. The popularity of the Ridge Racer series continued recently with the release of Ridge Racer Revolution. Now, Namco is preparing to release the third game in the series, Rage Racer. Rage Racer features the same fast-paced racing action of the first two games, but with a ton of new and exciting options. You now have the ability to create your own team logo, design and detail your car with a custom paint job. Race through ultra-realistic settings including tree-laden countrysides and vast cities. Right now, there appears to be four different styles of cars, but remember, these can be customized to your liking. If you can't get enough of quality racing games, you should begin holding your breath for what should be Namco's best racing game ever.



SOUL BLADE

Those of you who spend a lot of time in the arcade should know this game as Soul Edge. Upon its release for the PlayStation, Namco has given it a new name. Fear not, fans of the original, the gameplay is exact to the arcade. If you are not familiar with Namco's premiere arcade fighter, Soul Blade is a 3-D fighting game along the lines of Battle Arena Toshinden and Tekken 2. All the characters in the game are equipped with a deadly weapon to assist them in gaining their victory. Soul Blade was the first game to feature the "motion blurring" effect on the weapons that is now seen in such games as Capcom's Star Gladiator and Takara's upcoming Battle Arena Toshinden 3. For being a member of a very full genre, Soul Blade boasts quite a few innovative and original concepts.

XEVIOUS 3D

After what seems like far too long of a wait, gamers will soon be seeing a sequel to the classic arcade shooting game, Xevious. Fans of the original will be glad to hear that Xevious 3D had many of the same elements as the first game, which was rather innovative for its time. The only difference is now, Xevious 3D is full of mind-blowing special effects and three-dimensional graphics. As in Xevious, you will be able to travel to distant worlds and take out legions of alien forces with your lone star ship. Sure, the concept of dropping bombs on the ground while you shoot aliens coming at you was new at the time, but expect Xevious 3D to be full of more tricks and techniques to save the world.

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SHOSHINKAI

NINTENDO UNVEILS NEW DISK DRIVE AND 50 ADDITIONAL JAPANESE N64 GAMES.

Yoshi's Island 2
By Nintendo

Mario Kart 64
By Nintendo

Nintendo very seldomly talks about new games, peripherals and hardware that it has in development. For Japan the only time this happens is at their annual Shoshinkai Trade Show. This year marked the eighth anniversary of the show and it was held from November 22 through November 24 at Makuhari Messe in Chiba Japan. Of course, the EGM editors were there to get the latest information.

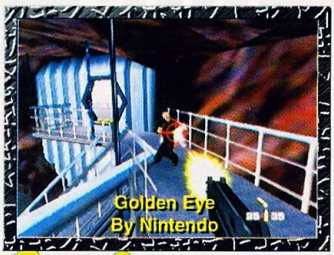
There was a lot of anticipation leading up to the show but just like last year Nintendo remained very conservative, secretive and tight lipped about what products they have in development. Staying true to form, Nintendo only allowed everybody to play three of their new N64 games - Mario Kart 64, Blastdozer (Blastcorps in the U.S.) and Star Fox 64. Also, just like last year's show, the only peek into the future the press got was through Nintendo's 10 minute promo tape. Even then the amount of actual new game footage was minimal - usually about 10 seconds per game. Still, we were able to catch quick glimpses of Yoshi's Island 64, Zelda 64, Kirby's Air Ride, Golden Eye 007, Mother 3, Star Wars: Shadows of the Empire and a few teasers of some of their new third party games. Other known games like Killer Instinct, Cruisn' U.S.A., Mortal Kombat Trilogy and Gretzky Hockey were not at the show.

Even the new disk drive (which still doesn't have an official name) was shrouded in mystery. There was a prototype on display but officials stated that none of the games were far enough along to be playable. Instead Nintendo staged a unique demonstration where their people would go around the booth taking digital pictures of the press. These images where inputted into their disk drive and stored on their readable/writable optical disc. The photographs then appeared as images on each of the faces of a cube which twisted and turned on the large screen TV. Since the disk drive isn't scheduled to be out until sometime in 1997, it looks like we will have to wait until E3 before we see what the machine can really do. Presently Nintendo would only say that the disk drive would cost less than the Nintendo 64 system; and that a RAM memory cartridge would be packed in with the disk drive.

There were a few new peripherals at Shoshinkai. Most impressive was Nintendo's "Shaker" or "Jolting Pack" - a

Blast Corps
By Nintendo

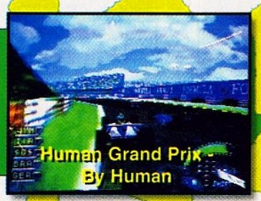
Star Fox 64
By Nintendo


Golden Eye
By Nintendo

Dual Heroes -
By Hudson Soft

Mission Impossible -
By Victor Interactive

Sonic Wings -
By Video System


Human Grand Prix -
By Human

plug in module that fits into the memory cartridge slot on the controller. When played with either Blastcorps or Starfox the controller would vibrate when an enemy would shoot you. The effect actually did work (there was a slight time lag and Nintendo reps said that it would be fixed) and it gave us a sense of really being in a battle. The cartridge will sell for about $12 and will be out when Starfox is released later this quarter.

Nintendo also announced a new 'bicolor' controller that will be out when Mario Kart 64 is released. While functionally not any different than the normal controller, players in Japan have been making their own multicolored controllers by combining the tops and bottoms from different colored sticks, so Nintendo decided to add more fuel to this popular fire by bringing out their own color combination. The top will be black and the bottom grey. The controller will be packed in with Mario Kart 64.

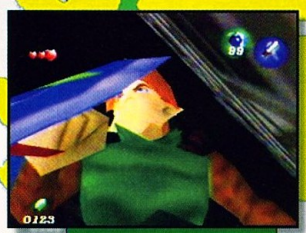
Finally, Seta will be bringing out an N64 modem cartridge which will allow players from all over Japan to play mahjong against each other. No other games were announced for this peripheral.

With regards to third party licensees there wasn't any new and exciting news. Capcom was at the show but only demonstrating Super Famicom games. They stated that they were not ready to disclose any N64 titles. This announcement would be made at the Atlanta E3 Show. Square was rumored to be back in the Nintendo fold but neither they nor Namco were at the show. Even the games that were being shown were uneventful. Since this was a Japan only show, there were a lot of games that never would make it to the states. The dozen or so mahjong and 'go' board games were yawns as were some of the baseball and soccer games that featured the cute squat players.

On the positive side based on the few seconds of taped footage that we saw, Nintendo's Yoshi's Island 64 and Kirby's Air Ride (first half 1997) were titles that were quite impressive and could be hit titles. Zelda and Golden Eye 007 (first half 1997) on the other hand, looked about as far along as they did at the Shoshinkai show last year.

Next month we will get into more detail on each of the products.

NINTENDO UNVEILS N64 DISK DRIVE



The long awaited Nintendo 64 DD (Disk Drive) made its debut at this show...sort of anyway. As mentioned earlier the lights flashed on the DD and information appeared to pass through the system.but since there wasn't an actual game loaded up we just had to trust Nintendo that the DD was actually working.

Nintendo did issue a white paper on the DD. In this they stated that the 64 DD will have about 64 Megabytes (512 megabits) of memory. As much as half of it could be rewritable but the amount allocated for rewriting could be anywhere from zero to 32 Megabytes. Nintendo calls it a cross between a ROM cartridge and a hard disk.

While not compatible with existing 3 1/2" magnetic optical discs, Nintendo's disk reportedly offers a very high recording density. They state that their disc is roughly equivalent to 45 floppy discs. To look at it another way, the Nintendo disk holds less information that a Sony or Sega CD game, but a lot more than an N64 cartridge game.

One point that Nintendo has been making for several years now is the fact that normal CD-ROM drives transfer data from the CD to the game system's memory at a very slow rate. This we all can attest to because of the "now loading" we see at the beginning of each of our PS and Saturn games. Nintendo wanted to minimize this data access time and decided to go with the fastest machine possible. They state that their DD is the equivalent of a 5.4X speed CD-ROM drive. While CD-ROM drives are now available at a 6X or 8X speed, getting one that also writes data and still costs less than $200 would be difficult.

System memory expansion is another benefit that Nintendo is claiming can be done with their 64DD. They plan on using special "ultra high speed" Rambus RDRAM in the memory cartridge. This is the same type of memory that is used in the N64. The memory cartridge would plug into the top front of the Nintendo 64. While Nintendo reps declined to state how much memory would be included with the DD, earlier reports stated that it would be around two Mbytes.

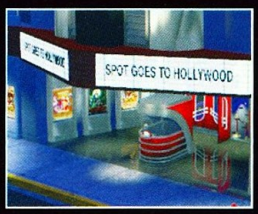
The DD will plug into the bottom of the N64. This means that it is possible to use the DD in conjunction with a game cartridge. Nintendo suggested that for example, a baseball game could be released as a cartridge and updates that would include such things as revised statistics or player changes could be made available each year as a disc.

64 DD TECHNICAL SPECIFICATIONS:

Memory capability:	64 megabytes
Data Transfer Rate:	81 seconds for 64megabytes
Seek Time:	about 75 ms
Motor Drive Time:	less than 1.9 sec.
Size:	250 mm wide x 190 mm deep x 78.7 mm high
Weight:	drive: 1.6 kg. disk: 43 gm.

Move over, Arnold.
SPOT's Got More Moves and Better Reviews.

"One of the finest 32-bit platformers on any system...innovative and addictive...beautiful graphics, Hilarious animation, Stirring music. This game is packed with secrets." —P.S.X.



"...a heapin' helpin' of retro-flavored platform-game goodness, and that's a pleasant rarity in the 3-D obsessed PlayStation world...There seems to be addiction written all over this thing." —PSXtreme

"I think it's safe to say that this could easily be the best isometric action game ever." —Die Hard Gamefan

"SPOT has found a new home on the PlayStation... fun and imaginative levels... this game looks outstanding." —EGM

"Editor's top five picks. *SPOT Goes to Hollywood* contains tons of gameplay. The graphics are excellent along with fantastic sound effects." —EMG2

PlayStation

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SUPER MARIO KART 64

Mario Kart 64 is one of the most highly anticipated N64 games yet. Why is everyone so excited about this title? Mainly one reason: four player battle races!

Sure the graphics are leaps and bounds over its 16-bit predecessor. And sure the kart handling will be all the much better with the N64 analogue controls. But you can't have more fun than racing (and pushing off the road) three of your friends.

You can play a strict race, where the first player to finish all the laps win. But as any Mario Kart fan could tell you, that's not where the true fun is. The battle mode is a type of race as well, but this is a race to beat up your opponents the quickest. You can run around the track and pick up various power-ups and weapons to help in this goal.

One notable improvement over the old Mario Kart is that you can now gather more than one weapon. For example, you can carry six bananas around at a time.

There are over 20 courses in Mario Kart 64, some more interesting than others. One of the more impressive locations is the inside of the Princess' castle. Imagine racing around, trying to avoid big Thwomp Blocks at the same time.

To coincide with the release or Mario Kart 64, Nintendo will be shipping a special edition, controller. What's so special about this new joypad? So far, absolutely nothing except that it will be split colored (black on top, gray on the bottom). These controllers are to be bundled with the Japanese version; we'll have to wait to see if the American version will get a pack-in controller as well.

Mario Kart 64 should be hitting American shores by February 1997.

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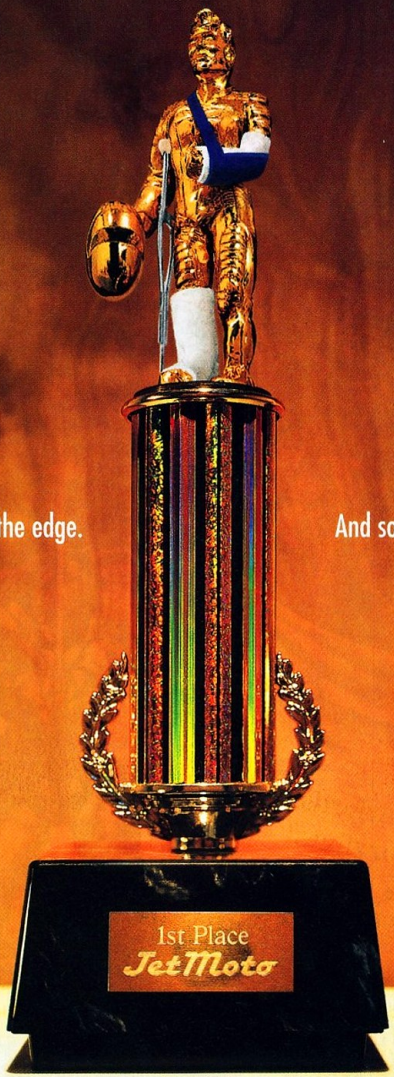
Jet Moto. Racing on the edge.

And sometimes off.



PlayStation

With the gut-wrenching, all-terrain racing of Jet Moto, victory isn't a thrill. It's agony. Jet Moto's ten outdoor tracks will lead you and beat you over scorching sand, choppy seas and brittle ice and snow. Your only defense? One of twenty fiercely maneuverable next-gen moto bikes. There's so much going on here, all you need to know is that the grappling hook isn't an option, it's a necessity. That's because with Jet Moto's TruePhysics, every bump, every curve and every pothole will go directly from your suspension to your spleen. It's time you took a Jet Moto test ride. Or better yet, do so against a friend on the two-player split-screen. Only this time, try to keep your eyes on the road, will you?

KIDS TO ADULTS
K-A
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U R N O T e

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STARFOX 64

Fans of the original Super Nintendo game Star Fox were cheated out of a 16-bit sequel (which was unfortunately dropped). But they don't have to fret as they are to be treated to a marvelous looking 64-bit update of the popular game instead.

Fox McCloud and his cast of domestic farm animal friends return in Star Fox 64. This new title goes beyond just graphically improving an old game. For example, Star Fox 64 will have a brand new four player-split screen mode! Now, you and three other friends (or enemies) can dog-fight, or rather, fox-fight it out in the sleek Star Fox space crafts.

Another addition that should excite Star Fox fans and critics alike is open flight. In certain levels only, you can fly around in completely open 3-D areas! This is a welcome feature that people complained was missing in the original cart.

One of the biggest new features of Star Fox 64 will be sold separately. It will either be called the Shaker or Jolting Pack. This add-on will plug into the back of the N64 controller (where the memory cart is plugged in) and will shake your controller every time your ship takes a hit. Imagine feeling the damage and impulse of the shock of real combat! This revolutionary device will bring you much closer to the action.

Still not satisfied? How about a new vehicle? In addition to the Star Fox spaceship, a new battle tank will be available for the times when the fights take place on the ground.

Besides all these new features, the game designers put in extra little graphical tidbits that will impress you. Some of the things you'll see are the awesome reflection of your ship over water, laser shots making blackened marks on the ground and the fire and smoke spewing from the cracks of your damaged ship.

StarFox 64 looks to be a hot addition to the Nintendo 64 library. You can expect it to hit the United States sometime in March of 1997.

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'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, house music, techno-rave soundtrack and all the bells and whistles you'd expect. **SAT $46**

'CRUIS'N USA' Choose from several vehicles in this wild 14 stage ride across the great American highways. Split screen perspective allows 2 players to share the action simultaneously. **NIN 64 $62**

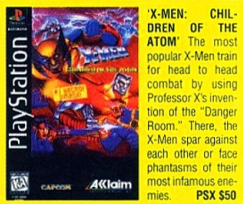
'ULTIMATE MORTAL KOMBAT 3' Shao Kahn has entered the earth realm to punish humans and wrench their souls. **GENESIS $69 SATURN $58 SNES $71**

'DRAGON FORCE' The world of Legendra has fallen prey to the frightening reign of Madurk. His unquenchable thirst for power has replaced tranquility with terror and honor with treachery. Alas, the solitary hope for redemption has been reduced to 8 powerful warlords! **SAT $48**

'DONKEY KONG COUNTRY 3' New friends and enemies make the adventure more exciting, while checking out new unexplored areas featuring lots of hidden areas. **SNES $64**

'FINAL DOOM' Skewered corpses, gut wrenching shotgun blasts and demonic backgrounds are some of the enhancements of Final Doom. Fluid movement that's free of slowdown is another feature in this bloodfest! Making Final Doom the best corridor shooter around! **PSX $52**

'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe! **SNES $54**



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BLAST CORPS

Despite being surrounded by 64-bit rehashes of successful Super Nintendo games (Zelda 64, Mario Kart 64, etc.), Blast Corps manages to keep its head above water. It is one of the higher profile games to come out for the Nintendo 64 that is a brand new, totally unique creation.

The game's about mass destruction (though once you see this game in action, you think that "mass destruction" is a bit understated). A nuclear missile carrier has gone A.W.O.L. in a big way. It threatens to destroy everything if it ever runs into something. Your mission is to destroy everything (and we mean everything) in its path to insure that the carrier runs around unobstructed. You'll have to do everything from demolishing entire buildings to cutting down trees to accomplish this goal. You simply have to make sure that this carrier never hits a standing object!

You'll start the game out with a bulldozer. Pretty standard demolition equipment, right? Well, as you progress through the levels and succeed, you'll earn money that you'll be able to spend on various upgrades. You can purchase heavier armor or new weapons to help reach your goals. Eventually, you'll graduate from the bulldozer and move on to bigger (and badder) vehicles. Some of those include dump trucks, giant robot mechs (which you can control PilotWings-jetpack style) and dune buggies (don't ask us why dune buggies are great demolition vehicles!).

Blast Corps shows off some pretty impressive explosion effects. The play will be enhanced by the Shaker/Jolting add-on (which was mentioned in the Star Fox 64 section above). But is this enough to satisfy gamers? After all, the gameplay, though interesting, seems rather shallow (but to be fair, we haven't gotten our grubby little hands on a finished copy of Blast Corps yet). Who knows? Blast Corps may have just what it takes to stand out amongst its higher profile brethren (all those 64-bit sequels to great 16-bit games).

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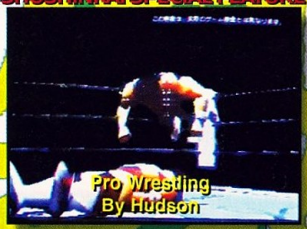
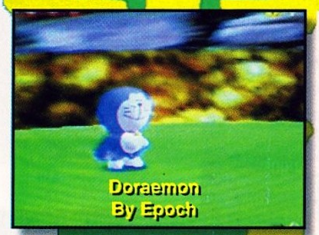

Pro Wrestling
By Hudson

Pro Baseball King
By Imagineer

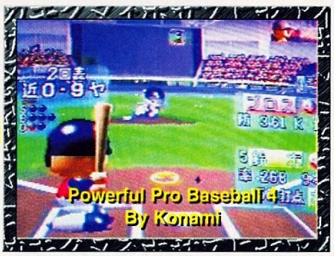

Doraemon
By Epoch

Wonder Project J2
By Enix

Go! Go! Trouble Makers
By Enix

Yoshi's Island 2
By Nintendo

While Nintendo only had three playable games their third party licensees made up the majority of the show with another 40 N64 titles on display. Some, like Bottom's Up sumo wrestling game or Banpresto's Super Robot Spirits were created exclusively for the Japanese market but others such as Kemco's Blade and Barrel or Seta's Rev Limit and Wild Choppers were designed with universal appeal and have already been picked up by American companies. Below is a list of what was at the show:


Powerful Pro Baseball 4
By Konami

Acclaim is no stranger to game players and their game Turok was really looking good with smooth character animation, great battles and huge levels. It should be out in March.

Asmik will be bringing out a new wrestling title called Virtual Pro Wrestling which the company claims will set new standards in number of moves and smoothness of motion. It is scheduled to be released in February.

Athena will be starting their N64 work with a Japan only game entitled Pro-Mahjong Kiwame 64.

J-League Perfect Striker
By Konami

Imagineer has been working on N64 games for some time now. Their first half '97 releases include Pro Baseball King; J-League Dynamite Soccer 64; Multi Racing Championship and a yet unnamed action adventure game similar in design to Mario.

Enix, long known for their popular Dragon quest series will be continuing the simulation line with Wonder Project J2 and a new action game tentatively called Go! Go! Trouble Makers.

Epoch is taking their well known Doraemon series from the Super Famicom up to the Nintendo 64. Their next in the series should be out in March.

Goemon
By Konami

Electronic Arts has teamed up with Victor in Japan and will be bringing out their FIFA soccer game on the N64. The game name will use the J-League title.

While Game Bank is not a very well known company in the U.S. they certainly know a good game when they see one. Their first N64 game will be Hexen.

Kemco has been working on Blade and Barrel for some time and it is ready for release. It played perfectly and should do well when it comes out in the U.S. next month.

Mahjan Master
By Konami

Koei's first N64 game will be a Japan only release entitled Mahjong 64.

Konami had a large booth at the show and rightfully so. Their first few games include Powerful Pro Baseball; J-League Perfect Striker; Mahjong Master and Mystical Ninja Goemon 64. Konami officials would not confirm whether the Castelvania series would be coming to the N64.

Seta was one of the first of the third party licensees. Their new games include the racing game Rev Limit; Wild Choppers; St. Andrews Golf; Marita's Shogi 64; Like

Wonder Project J2
By Enix

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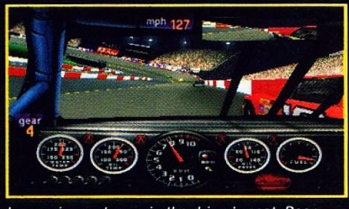

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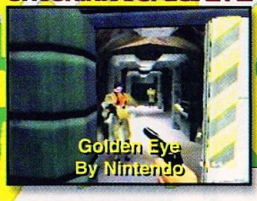
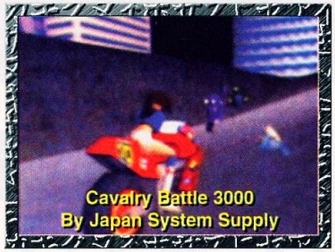

Golden Eye
By Nintendo

Like Thunder "Go"
By Seta

Morita's Shogi
By Seta

Chamelon Twist
by Japan System Supply

Mother 3
By Nintendo


Cavalry Battle 3000
By Japan System Supply

Seta's N64 Modem
By Seta

Thunder "Go" and a simulation game called Super Real Island. Seta also will be bringing out an N64 cartridge modem so that players can challenge others anywhere in the country.

Tommy is another not very well known company but their S.D.F. Macross cart will be recognizable to all fans of that series.

Japan System Supply is a new N64 licensee and they have just begun to program their two games - Cavalry Battle 3000 and Chameleon Twist. Both should be out in November.

Hudson has decided to throw their hat into the N64 ring and we really were hoping to see a new version of Bomberman but it was nowhere in sight. It is on their schedule so we'll check back with them in a couple of months. Bomberman 5 for the Super Famicom was great though! Also on their N64 list is Power League 64; a new fighting game called Dual Heroes; a great looking pro wrestling cart and another fighting game called New Hagane.

Banpresto will start working on an anime based game called Super Robot Spirits.

Ocean's game Mission Impossible is coming to Japan from Victor Interactive. While not playable the demo cart looked exceptional and this is one game to look for later this year.

Sonic Wings is a popular arcade shooter in Japan. Video Systems will do the conversion and the first level played perfectly with no slowdown at all. They are also working on a new Mahjong game.

Human is channeling their programming skills into making the most realistic Grand Prix simulation possible. The 80 percent version had all the geometry in and moved along at a very rapid frame rate. This was the most realistic racing game at the show.

Finally there was the new company called Bottom Up. They are the ones who are making a Sumo wrestling game for the N64.

Dual Heroes
By Hudson Soft.

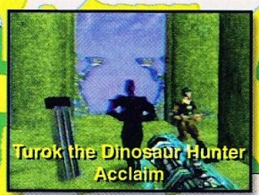
Goemon
By Konami

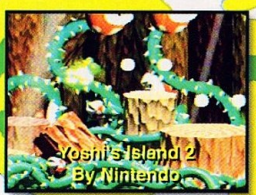
That wraps up the show. We will continue the coverage next issue when we blow out Mario Kart and come back for a detailed look at the other hot titles like Zelda, Yoshi's Island, Mission Impossible.

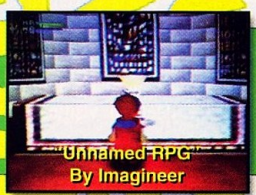
SDF Macross
By Tomy

Sumo 64
By Bottom Up

Baseball 64
By Hudson Soft.


Turok the Dinosaur Hunter
Acclaim


Yoshi's Island 2
By Nintendo


"Unnamed RPG"
By Imagineer

SDF Macross
By Tomy

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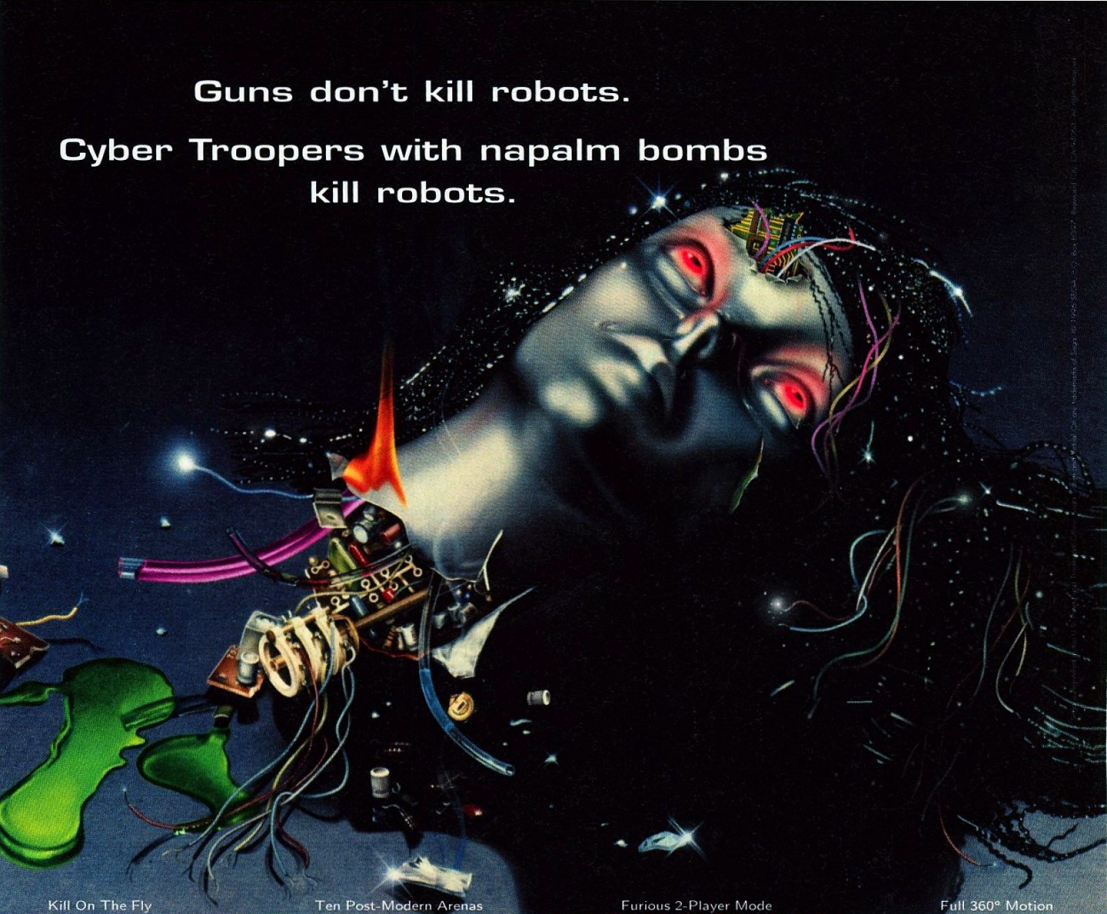
K-A
CONTENT RATED BY ESRB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Retro Gaming

GAMES ONCE THOUGHT DUMB COMPARED TO THOSE OF TODAY ARE COMING BACK WITH A VENGEANCE. WILL THE TREND CONTINUE?

Here's a strange observation: Back in the early days of gaming, when most games that were popular could only be played at the arcade because of the technology, the graphics were usually no more than blocks that sported a few colors. The music wasn't about orchestration, it was about beeps and buzzes. The sound effects weren't hi-fi digital, they were...well, more beeps and buzzes. Games like Joust, Galaga and Pac-Man were marvels of the electronic age.

Then times changed.

At first, the change came on slow. A few games came around that really caught peoples' eyes like the vector-graphics phenomenon (i.e.,-Star Wars at the arcade back in the '80s). Others came around like Tempest and Battlezone.

Home systems started popping up like crazy. Telestar came along and gave players Pong, and it blew up from that point on. There was Vectrex, Intellivision, Colecovision and a whole slew of others (including the original NES some time later). Like the old days, we were impressed with what we saw, even if it was in 16 colors.

Some time after that, the Super NES and Genesis rolled along and gaming changed. The games of the olden days were almost forgotten. With the introduction of the Sega CD, some wondered if FMV was going to take over. Simple, fun games like Robotron were lost. Now we have 32-Bit systems along with a 64-Bit—this is when something strange happened.

Old games were suddenly in demand. Some people played and laughed while others were genuinely interested in those oldies but goodies. It's no surprise, then, that so many things dubbed retro have come back in style.

Clothing items like bellbottoms and tie-dyes came and went (though people can catch glimpses of them every now and

REMEMBER KUNG-FU? IT'S LIKE TEKKEN'S GRANDPA.

THERE ARE SO MANY RETRO GAMES THAT HAVE ALREADY BEEN RELEASED AS WELL AS A BUNCH THAT ARE ON THE WAY. RETRO IS BACK AND IT'S RAD!

again). And it seems that a day doesn't go by when a '90s hippie is spotted walking around town or in a local mall.

In the same way games from the past have come back, clothing and attitudes have. There is one major difference though: The games of yesteryear have something that separates them from what we call fads—that feature is playability.

As of late, some think there are loads of games coming out that rely heavily on graphics to sell the game. When the controller is picked up though, and the character can barely be maneuvered because of the control, graphics mean little or nothing. Luckily companies realize this and are bringing games out that have that playability from the old days that is so important, along with the awesome graphics of the '90s (i.e., NiGHTS, Mario 64 and Crash among others).

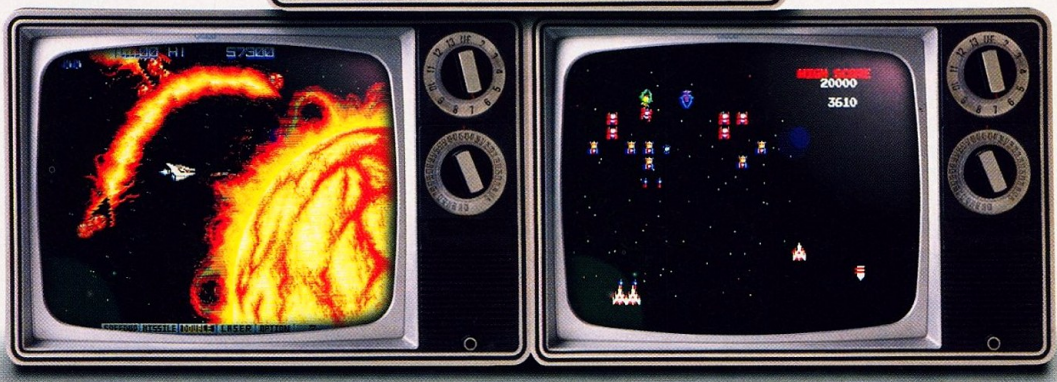
There are other games coming out that don't have graphics that are "cool." In fact, the graphics in these games are pretty bad but, in a sense, they're supposed be. These games are ones like Joust, Robotron, Galaga and Pac-Man that have come out in compilation packs or by themselves. The graphics are small and blocky, but that was advanced back in the day when they originally were released in the arcade.

Of course, there are always the enhanced versions of the oldies like Robotron X and Tempest X (Tempest 2000) that have come to the PlayStation or Saturn. These titles are something completely different. They technically have the same playability of the original titles with graphic and sound enhancements—not to mention options once thought impossible on the old title.

With all of these different old games coming out, who is to say what's worthwhile or not? That's where *EGM* comes in. Gamers can rely on this as a guide to some of the retro titles that have come out in the past couple years. Note that not every "retro" title is included in this feature—after all, if we did it all in one month, what would be left for next month? Due to space restrictions, not every single retro title has been covered, but a good majority of the ones that have been released (or are going to be released) will be seen in this feature. On top of this, some Japanese titles will be shown. Some of the Namco collections that haven't made their way here yet will be seen along with some Saturn standalones like Afterburner II and Outrun. These may never make it to the States, but if we're lucky and Sega deems them worthy, maybe they will.

People always say what goes around, comes around. I guess it's no different in the world of gaming. Who knows what might come around in the future—will the Super NES one day become an archaic system? Will the PlayStation become a dinosaur in the years to come? Certainly none of the big three want this to happen to their babies, but with the advances being made in technology, who knows for sure.

Keep an eye out for next month's feature on actual retro. *EGM* will take a look at the systems that started it all—the Atari 2600, the Coleco and many others. May retro live on forever.



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b) Some of the intruders.
c) Just the intruders you don't like.
d) Just the intruders who piss you off (like Yurias).
e) Most of the above.

2. How are you going to trap and kill the intruders?

a) Spike them from the wall.
b) Crush them with the Stomp.
c) Zap them with the Volt Cage.
d) Use Mind Kill.
e) Most of the above.

3. What are you seeking?

a) Revenge.
b) Vengeance.
c) Redemption.
d) Acquittal.
e) All of the above.

3. Are you really...

a) A good guy.
b) A bad guy.
c) A victim of circumstance.
d) A wimp.
e) All of the above.

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retro compilations

namco museum volume 1

When people hear the word museum, they usually think of the arts or sciences. For some reason, video games don't come to mind. Namco wants to change that with their volumes of arcade classics that are out or coming out.

Namco Museum Volume 1 for the PlayStation has some of the hits that were the best back in the day. They include: Pac-Man, Galaga, Pole Position, Boconian, Rally-X, New Rally-X and Toy Pop.

Gamers will find that Rally-X and New Rally-X are very similar. Toy Pop was never in U.S. arcades—instead this one was a Japanese arcade game. The main character in the game resembles Pinnochio. Besides these, who can resist games like Pac-Man, Pole Position and Galaga in one pack?

This is the first volume of five in the Namco Museum series. The five will spell out NAMCO. Part five is not out yet, but take a look in our PlayStation Show feature for a look at some early screens.

namco museum volume 2

Volume 2 shows just how times have changed with games like Mappy and Dragon Buster. This collection includes: Xevious, Gaplus, Super Pac-Man, Mappy, Grobda and Dragon Buster. It is also for the PlayStation.

Gaplus, the sequel to Galaga, has the elements of a classic shooter. Xevious should bring back memories. The game's use of laser shots for firing at flying enemies and bombs for hitting ground targets was incredibly innovative at the time. Gamers may still get chills when they face the first Boss.

Dragon Buster is very primitive, but fun in its own simple way. When the character gets juggled by an enemy, gamers may wonder if this is where the juggle-combo idea came from.

namco museum volume 3

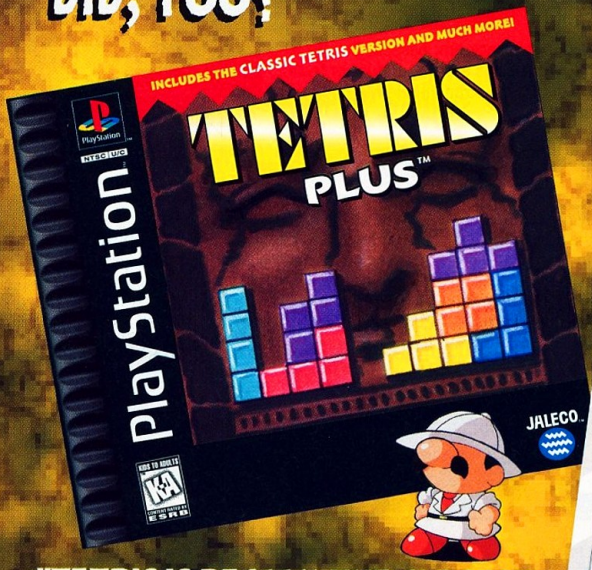
Here's another classic compilation from Namco, but this one isn't out yet. Namco 3 features: Ms. Pac-Man, Galaxian, Dig Dug, Pole Position 2 and Phozon. Ms. Pac-Man has had her popularity reborn with versions of the game on the Genesis and the Super NES. This version on the Namco compilation is identical to the arcade and it comes with all of the other games.

Dig Dug is also on this one. Many gamers can't get enough of the tunnel-digging and air-pumping of this title.

Another Galaga-esque title, Galaxian appears on this volume, only gamers can't have their ship captured on this one.

Phozon is a strange title, but is interesting and kind of trippy at the same time. Pole Position 2 is a step up from the original with more tracks.

YOU'VE MOVED UP TO 32-BIT TECHNOLOGY... ISN'T IT ABOUT TIME YOUR FAVORITE GAME DID, TOO?



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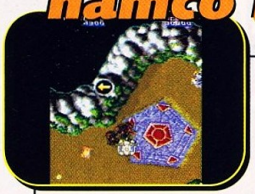
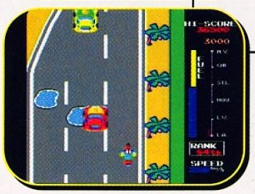
namco museum volume 4



This one isn't out yet either. The screens above are from the Japanese version. Volume 4 puts together some of the stranger titles from the Namco archives. Of course, they're all fun. Included in this pack are: Assault, Ordyne, The Genji & Heike Clans and The Return of Ishtar. Genji is one of the strangest games we've ever seen.

IREM arcade classics

IREM? Hmmm....some may not remember the games in this pack for the PS by the title alone. When games like King-Fu and 10-yard Fight are mentioned, everything becomes clear. Who could forget the days of Kung-Fu, playing through level after frustrating level? The key to this one is that as frustrating as it could be, it was almost always fun. Zippy Race is pretty decent, even though it wasn't as popular at the arcade. This classic compilation is available in Japan only. I guess we'll have to settle for Kung-Fu on the old NES.



thunder force gold pack

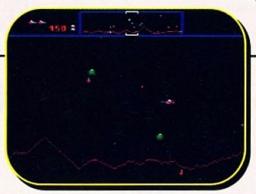
Some may remember the Thunder Force games from the Genesis rather than the arcade, but they were in the arcade in full force. This Japanese Saturn pack offers both Thunder Force II and Thunder Force III. The graphics on this one are identical to the arcade and the Genesis.

gradius deluxe pack

Another classic shooter series put onto a compilation disc. The Gradius Deluxe Pack for the PlayStation gives gamers both Gradius I and II. The graphics and sound are a perfect match to the arcade. Oce again, this is a Japanese compilation. There is no word if this title will be released in the U.S.

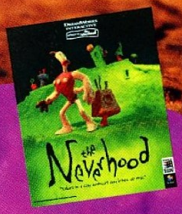
arcade's greatest hits

Finally, another classic compilation that is available in the U.S. Arcade's Greatest Hits from Williams features a slew of arcade games that were some of the best (if not *the* best) in the arcade days. The pack includes: Bubbles, Defender, Defender II, Joust, Robotron: 2004 and Sinistar. All of these should bring back some major memories for any fans of these titles. Most of the editors here at *EGM* still get scared when they hear Sinistar say, "I hunger!" There is a second Arcade's Greatest Hits on the way. This one will have Asteroids, Missile Command, Tempest and others.



You're Fighting to protect good and Restore the Rightful King to power.

The Bad News is you're the guy on the right.



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—NEWSDAY

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retro stand-alone

outrun

Outrun is one of Sega's greatest racing games that surely has paved the way for such recent hits as Daytona USA and Sega Rally. It is one of the Sega Ages games for the Saturn, that unfortunately, may never see the light of day in the States. The Saturn version still has all of the great features that made the arcade original so much fun. Gamers can still use the car's radio to choose what music they want to listen to as they drive (tune it to Splash Wave every time, baby), and your girlfriend still gives you a major chewing-out after you crash. Even the little touches, like the brake lights lighting when you hit them, are still intact. Outrun was known for its multiple courses that you chose by following forks in the road. One new feature that was included in the Saturn version is the ability to listen to arranged versions of the classic Outrun tunes during the race. Sure, the scaling and graphics may seem a bit dated today (okay, a lot dated), but there's just something about racing in a red convertible with a hot blonde in the passenger's seat that signifies what video games are all about.

asteroids

The idea in this one is simple enough: Destroy all asteroids, down to the littlest piece. There's something about the Game Boy that lends itself to games like this. Maybe it's because of its small screen or portability. Whatever it is, Asteroids does well on the GB. Gamers may have a difficult time finding this one though, since it isn't sold at most retail outlets anymore. Fortunately, there are many retail outlets selling more used games. Electronics Boutique, Babbage's and Funcoland are just a few. Although this version isn't necessarily identical to the arcade, the idea is there and that's what counts on these arcade classics. Playing it on the Super Game Box always helps to see what's going on. It also has a Link Mode.

afterburner II

It seems like ever since the movie *Top Gun* came out, more and more people have an urge to jump in a jet and take down some enemy fighters. Er...maybe that was *Star Wars*. Either way, After Burner II was an incredible piece of technology back in its day and this arcade conversion for the Saturn is perfect. The graphics look just like the arcade and the sound is equally right-on. *EGM* wonders if Sega will bring out a compilation pack of their own. Afterburner II, like the aforementioned Outrun, is part of the Sega Ages series. This, of course, means that gamers won't see it around here any time soon, if at all. There's always the option to order a Universal Adapter for the Saturn which allows gamers to play Japanese games on their U.S. Saturn. With the cost of imports, though, this may not be an option for all gamers out there.

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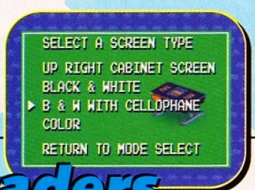
paperboy

This one may hit close to home for many gamers out there (no pun intended). Paperboy for the Genesis is a pretty old title in itself, not counting its arcade counterpart. There's nothing quite like driving down the block, tossing papers at your neighbor's windows and breaking them. Of course, old ladies and dogs chasing you never helps. One thing that *EGM* wonders—do all paper passers need to make it through an obstacle course?

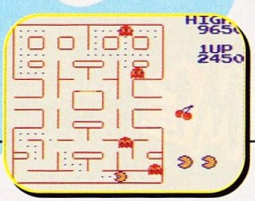
donkey kong

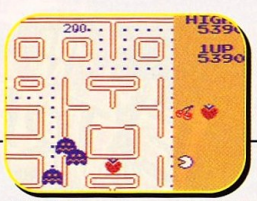
Donkey Kong for the Game Boy is kind of a strange bird. It is a combination of a stand-alone game as well as an enhanced one. You see, the first few levels are the classic arcade levels (including the elusive "Pie" Level that was absent from the old NES version of Donkey Kong). After you beat all of those levels, they don't simply repeat themselves as they did in the arcade original. Instead, you are treated to approximately 100 more levels of hammer-swingin' fun. The levels that follow are more a blend of puzzle-solving action than the first few. Mario now has a new set of moves (such as a backflip) in addition to his old ones to help him save Pauline from the Kong.

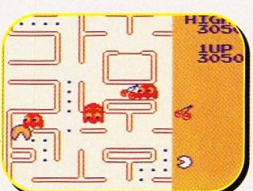


space invaders

Considering the recent fascination with space and aliens, Space Invaders should be a perfect retro title for plenty of gamers. Although the screen is a little small, the hectic action can still be attained. This is, of course, the space shooter that started it all. The premise is simple: All you must do is blast the descending hordes of aliens before they reach the planet's surface. You're one-shot-at-a-time laser cannon may not impress these days, but it gets the job done. While the game plays great on the Game Boy, there is a special treat if you own a Super Game Boy. Since SI is so small, there is an arcade-perfect Super NES version of the game on the Game Boy cart if you use the Super Game Boy.







pac-man

Who would have thought that a little yellow ball that eats dots could get into so much trouble? This version of Pac-Man for the Game Boy is another good game for a hand-held. The game features two kinds of play: Zoomed-in Mode follows Pac-Man around the maze and Zoomed-out Mode is more like the original arcade version. Of course, there are no colors on the Game Boy, so don't look for any blues or yellows. There is fruit to be eaten in the middle of the table though. Most of the tables are similar to one another.

Besides this Pac-Man, there are many other Pac-Man-related games in the various compilations available. These include Ms. Pac-Man for the Super NES, Genesis and the Game Gear. This version is enhanced from the original with many options to adjust and different modes of play to choose from—all this from a little yellow ball!

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retro enhanced

pitfall 3D

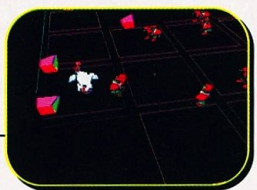
One of the most popular retro games of all time is about to get a facelift—or, at least, another one. Pitfall, perhaps the Atari 2600's greatest title, was brought to 16-Bit life in the multiplatform Mayan Adventure. But that update is nothing compared to what Activision has planned for Pitfall Harry Jr. this time.

Pitfall 3D plunks Harry into 24 massive 3-D environments, including a rain forest, cloud region, war camp, volcanic area and prison tower.

The Virtua Fighter connection is appropriate, considering that Harry can now pull off nearly 50 distinct attacks. Many of these moves will be activated through Street Fighter-type button combinations. With its 3-D world and fighting-game elements, Pitfall 3D pack plenty of features that are new to the Pitfall franchise.

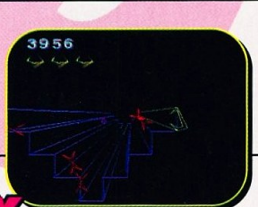
But what about the play mechanics that made the original so much fun? Don't worry—Pitfall 3D has more than enough crocodile and swinging vines to satisfy nostalgia-starved gamers.

Pitfall has certainly come a long way from the original.



robotron x

There was a time when little old Robotron was flat. Then technology changed and he was transformed into 3-D. Robotron X for the PlayStation has gone through some changes since the original versions *EGM* received in the past. The 3-D graphics have been tweaked and so has the control. It's interesting to compare the original version (found in the Arcade's Greatest Hits by Williams) and Robotron X (also by Williams). The techno soundtrack fits perfectly into this intense robot-destroying game. There is no talk of any other games by Williams being converted into "X" versions (of course there is Tempest X but that one's by Interplay). Who wouldn't love Joust X or Bubbles X? Who knows, time will only tell.



tempest x

Vector graphics are back again, but this time trippy graphics have been added. Tempest X for the PlayStation shows that good gameplay can never really die and that flashy graphics can work well if they're done right.

This version allows gamers to play more than just the new version of Tempest. Players can choose between Tempest X, Traditional Tempest and a Head-to-head Mode.

The original version is right on except that gamers can adjust where the playing field is viewed from. All of the enemies and power-ups look exactly like they did back in its day—all vector, all the time.

The "X" version of the game shows off what unique lighting effects the PlayStation can do on the fly. Players can pick the level that they start on—some are simple scapes, while others are quite a challenge.

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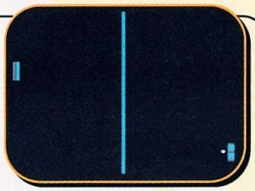
retro hidden

galaga/galaga 88

Ridge Racer offers gamers a chance to play a Namco classic while the game loads. Galaga is even more challenging when a time limit is involved. Destroy all ships and have a chance to drive almost all of the cars. Some readers may have seen this one in Trickman Terry's section in past issues (or in *EGM*'s Trick section).

Besides Ridge Racer, the sequel to this one offers a classic title as well. Another version of Galaga makes its way to the sequel to Ridge Racer. In Ridge Racer Revolution, gamers can try to beat Galaga '88 so they can control some of the secret cars in the game. This makes sense considering that Revolution is a sequel to Ridge Racer and Galaga '88 is a sequel to Galaga.

pong



Could there possibly be a simpler game? Pong is the originator of games—or at least the one everybody seems to know about. What better game to find Pong in than Mortal Kombat (MK3 to be exact). *EGM* wonders if it's possible to pull off a combo, or better yet, a fatality on one of the simple white bars. More than likely this isn't an option.

pitfall

This one is like looking in the mirror at yourself looking in another mirror. Pitfall: The Mayan Adventure lets gamers play as the original Pitfall Harry in the Pitfall that came out so long ago. Imagine that, Pitfall in Pitfall. The new Pitfall 3D is rumored to not only have the original Pitfall, but also the Mayan Adventures as well.

galaxian

The original Tekken for the PlayStation lets gamers play some Galaxian before the fighting begins. Those who are skilled enough to destroy the alien invaders will be able to play as Devil Kazuya in the game. The game can get pretty tricky though, so there should only be a handful of players who can finish it...ahem.

mario bros.

Unfortunately, this title is so "hidden" that when press time came, we were unable to obtain a shot. Gamers can find the original Mario Bros. game within Super Mario Bros. 3 as well as Super Mario All-Stars. This way, gamers can see what the original brothers were doing before they made it big and after they were messing around with the crazy monkey, Donkey Kong. This is a great two-player game and it's equally fun as a one-player title. If being a plumber is this fun, maybe some of the *EGM* editors picked the wrong profession!

NEXT MONTH

As mentioned in the introduction, next month's issue will also feature some more retro gaming. Next time, though, the retro won't be recent releases of games or enhanced versions that make the old one really look ancient. Instead, we'll focus on some real retro. *EGM* will delve deep into the archives to find the real stuff. We're talking 2600, Intellivision, Coleco and a slew of others. On top of the systems, we'll take a look at the games that started it all and are still around today. Editor Shawn Smith plans on doing some investigative reporting as he finds houses that still have ancient systems in them. Will they work? Can the dust be wiped off of them? Check out next month's issue to find out what retro really is.

The old Coleco tabletops are just one of many retro items that will be featured next month.

NOTE

If you're interested in the Japanese titles featured in this section, watch for a feature on why some Japanese games don't always come to the States in upcoming issues.

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Shiny Entertainment's soon-to-be-released PC game, MDK, has sparked plenty of interest in the gaming community. This high-tech third-person, 3-D shooter boasts many innovations in design and artificial intelligence. Ever since Shiny first showed the game earlier this year at E³, we wondered if MDK would make it over to the gaming consoles. Wonder no more. *EGM* got a sneak peek at the PlayStation version of MDK, and the game has a lot of potential. Although the concept of MDK was born at Shiny and the company is developing the game for the PC (their first foray in the PC market), the PlayStation port is being handled by Neversoft Entertainment, the producers of Skeleton Warriors on the PS and Saturn.

The MDK universe takes place on Earth (and partially in outer space) in the year 1999. Dr. Fluke Hawkins and his protege, Kurt Hectic, have rocketed from Earth on a five-day mission into space to study the source of some flange orbits. While in space, alien beings known as Stream Riders invade Earth and force the entire human race into slavery. The Stream Riders are now busy creating massive mobile mining cities that strip-mine the surface of the planet by the ton, destroying any sign of civilization in its path.

It is Kurt's mission (the player), to return to Earth and destroy the leader (or driver) of these mobile mining cities and prevent them from wreaking further mayhem on our beloved planet. Dr. Hawkins will remain on the ship researching and inventing new ways and weapons to assist the player in his/her efforts to continue destroying the aliens and saving planet Earth.

MDK has 60 levels spread out over six different mobile mining cities. Kurt's weapons consist of 1) a form-fitting suit of blast-proof material that allows the player to take a hit (but not indefinitely and not without power-ups); 2) a

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In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					
		E				
P	I	N	C	H	W	MYSTERY WORD
	R					
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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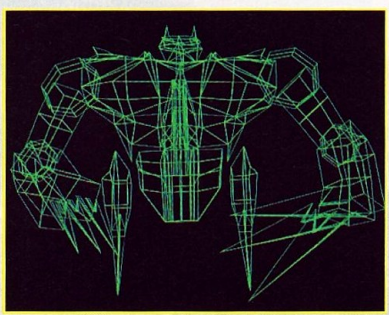
high-tech composite reusable parachute that allows players to float during escapes and attacks and 3) a helmet-mounted sniper rifle and vision goggles that train on an enemy up to two miles away. This allows players to zoom in and pick off enemies from long distances.

One of the features that makes MDK so unique is that the game has a completely reactive environment. Each enemy has its own distinctive personality and artificial intelligence. Some may react to the player's actions aggressively, while others might be more passive. What's even more unique is the fact that the environment will react to the player's level of activity and respond accordingly. A Dirty Harry technique will draw a lot of heat, while a more stealthy approach won't alert security forces and might permit a player through an area without firing a shot.

Neversoft has gone to great lengths to ensure that the PS version of MDK captures the look and feel of its PC brother. At this point, the two games look almost identical. Overall, the graphics in MDK have a dark and evil sci-fi feel, and although the game is still very early, what we saw looked impressive. MDK is a third-person shooter (the first-person Sniper Mode is the exception), with a view-point similar to the one found in Mario 64, Tomb Raider and Fade to Black. The ability to zoom in from a mile away within the Sniper Mode is remarkable. All the enemies and the environment are completely polygonal. ■



Interview

EGM got a first-hand opportunity to chat with two of Neversoft's head honchos about converting MDK over to the PlayStation. Joel Jewett is the president and AGD (All-around, Groovy Dad) of Neversoft and Mick West is Neversoft's Technical Director and the lead programmer of MDK for the PlayStation.

Q: When did you first begin programming work on MDK for the PlayStation?

MW: We've been working on MDK for about three months. We're about 50 percent done with the project at the moment (we have another three months to go before we have to submit the game for approval), and It's coming along quite nicely. Were developing the game in sync with Shiny Entertainment and we're constantly getting updates in game code and graphics. One of our immediate goals is to catch up with them and get code parity with the PC version of MDK.

Q: Are there any plans to convert the game to any other system?

JJ: I think Shiny is going to wait and see how the PlayStation game does at this point before considering a conversion to any other system.

Q: Why do you think Shiny chose Neversoft to develop MDK for the PlayStation?

JJ: The reason we were chosen to do the game was because Shiny figured our company was up to the task of developing a proper conversion. From Shiny's perspective, I feel that they didn't want to worry about converting the game over to the PS, instead, they wanted to totally dedicate their time toward honing the PC version, (designing levels, refining code and so on), so when the time came to do a PlayStation version, they chose us.

MW: We do work together with Shiny to a certain extent, but really, they are just designing the product for the PC. MDK was designed specifically for the PC, and even though the game is being converted over to the PlayStation, the design of the game hasn't been influenced by the limitations of the PS in any way, which makes the conversion challenging for us. They're constantly changing things (new levels, redone levels, code changes, etc) which makes it interesting for us, but overall it's been a good experience and opportunity for us.

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PlayStation™

SEGA SATURN

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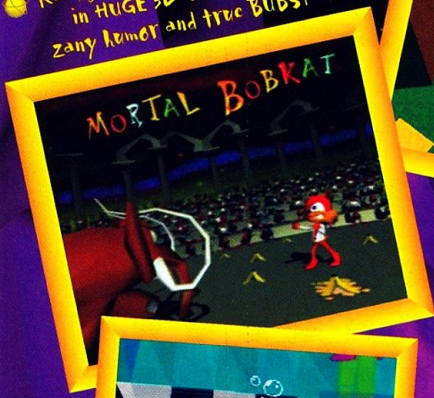

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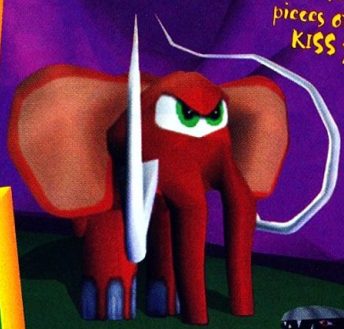

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MORTAL KOMBAT TRILOGY

DO WE DARE COMPARE? IT'S THE NINTENDO 64 VS THE PLAYSTATION

This feature is going to give us plenty of headaches. For the first time ever, *EGM* is going to do a side-by-side comparison of a Nintendo 64 cartridge to a PlayStation CD-ROM. Is it fair to compare a 64-Bit game to a 32-Bit game? Maybe, maybe not, but we're going to do it anyway. The subject of this somewhat controversial article is every Mortal Kombat fanatic's dream game: Mortal Kombat Trilogy. This latest installment in the Mortal Kombat series is the first game to come out on cross-generational platforms (between 64- and 32-Bits) and will be scrutinized by many. *EGM* is here to show you the differences between the two versions. When all is said and done, *EGM* will probably get angry calls from Nintendo, Sony and Williams Entertainment/Midway. Their executives are sure to get hot under the collar when they read what we have to say about their Mortal Kombat Trilogies. Oh well. It's all in a day's work at *EGM*.

Your key to screen shots: Blue borders=N64 and, Red=PS. Pretty easy, huh?

NINTENDO 64

PlayStation

SPECIAL COMPARISON FEATURE

GENERAL COMPARISONS

NINTENDO 64	PLAYSTATION
# of Total Characters	*# of Total Characters*
30	37
Modes of Play	*Modes of Play*
Single Two-on-Two Three-on-Three Tournament	Single Two-on-Two Tournament
Access Time	*Access Time*
Nope	Yup
# of Levels	*# of Levels*
29	29
MUSIC	*MUSIC*
System Generated	CD-Quality
Average Price	*Average Price*
$ 69.99	$ 49.99

NINTENDO 64

CHARACTER SIZE & ANIMATION

For your viewing pleasure, please pick the PlayStation version of MK Trilogy. Although the N64 Mortal Kombatants are slightly larger, the difference is barely noticeable. The PlayStation Kombatants have more frames of animation, which makes for a better playing experience. You can really see what we're talking about with Shang Tsung's morphs, being a silky smooth transition unlike the N64.

Above: Shang Tsung's morphing on the PS is smooth in transition.

A TALE OF TWO SUB-ZEROS

The PlayStation gets two separate Sub-Zeros: masked and unmasked. Masked Sub-Zero can do the Ice Blast and Ground Freeze, and unmasked Sub-Zero can perform the Ice Blast, Ice Shower and Ice Clone moves. The N64 only has one Sub-Zero. He is a masked ninja who has all of the powers listed above. Handy, isn't it?

HOW TO BE THE BOSS

Do you want to play as the Bosses Goro or Kintaro? Then you'll have no choice but to play the PlayStation version. All four Bosses are immediately playable on the PlayStation. If you want to play as Shao Kahn or Motaro on the Nintendo 64, you'll have do so by accessing a secret trick.

Above: Only the Bosses in the N64 can perform fatalities.

PLAYSTATION

NINTENDO 64

LOADING

Guess which version has load times? Even though the PlayStation Mortal Kombat Trilogy has a myriad of options to help cut down on the waiting, it still doesn't match up to the N64's instant accessing of information, from new levels to Shang Tsung morphs.

On the PS, you can pick which morphs Shang Tsung can perform, to limit the access time problem.

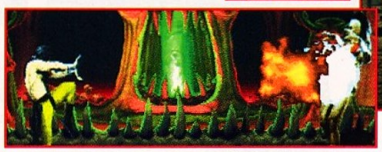
Known PS Glitches

1) While taunting, Shao Kahn may find himself endlessly jumping for joy (see picture below right).

2) If Kintaro or Goro hits the enemy with a fireball, the music may suddenly change tracks.

3.) If a morphed Shang Tsung wins, his next round's fireballs will disappear and his Ground Eruption will be glitchy.

4.) Random lock-ups may haunt your gaming sessions. Good luck!



BUGGIN' OUT

What happened to the bug testing for the PlayStation MK Trilogy? Whether *EGM* editors play the game more thoroughly, or MK Trilogy's play testers were giving a little less than 100 percent in their duties, we'll never know. The fact is, more than one *EGM* editor independently complained about a few glitches in the PS version. These glitches happened on every PlayStation machine we tried the game on.

Is Shao Kahn jumping for joy? Nope, he's upset over the glitches on the CD.

THE KHAMELEON FACTOR

Here, each system gets a brand-new, completely exclusive kombatant. The N64 gets the female Khameleon. This translucent warrior is always morphing into either Jade, Mileena or Kitana. The PlayStation gets the male Chameleon. He is constantly morphing into one of the seven color palette-swapped ninjas (Sub-Zero, Ermac, Scorpion, etc.). Both Khameleon and Chameleon get the full powers of whomever they have morphed into.

PLAYSTATION

OLD SCHOOL MK

The PlayStation takes advantage of its larger storage medium, the compact disc. With this extra memory, the PS MK Trilogy will have an extra four fighters (on top of the ones mentioned previously). You can play as the new or original Kung Lao, Rayden, Jax and Kano. Rayden and Kano put on their MK1 duds and Kung Lao and Jax don their MK2 attire. Besides having all of their original moves, each of these old-school warriors have one new move. The N64 MK Trilogy misses out on these features.

It's an old vs. new school showdown between Jaxes and Laos.

SHAO KAHN'S TREASURES

Double your pleasure, double your fun. Two lines for the price of one.

Beat the PlayStation MK Trilogy, and you'll get one treasure line.

THE PRICE FOR THE PAIN

Is the N64 version worth the extra $20? Read The Verdict.

Finally, the cost of kombat. Will this be the deciding factor among people who own both the Nintendo 64 and the Sony PlayStation? On average, the N64 MKT cartridge costs about $20 more than the PlayStation disk. This vital factor might steer more gamers toward the PlayStation version, despite its glitches and load times.

THE VERDICT

Shawn Smith

This is a tough one. There may not be as many characters in the N64 version and there is some slowdown, but I'll take that over obvious bugs any day. The graphics aren't quite as good as the PS version, but I'd hardly say that they're bad on the N64. Price is a concern, but you are getting practically everything MK-related. I'd go N64.

Dan Hsu

Let's see. The PS MKT has many more fighters. That's good. The N64 version has no load times. To me, that's better. Regardless, it all comes down to this: I'll gladly wait around for the games to load if I can save $20. And the glitches in the PS version haven't been enough of a bother to turn me off. Save the dough and go with the PS.

Crispin Boyer

If the N64 and PlayStation versions of MKT cost the same, I'd buy the N64 one. It's free of the load time and minor bugs that plague the PS game. Still, the PS version offers a near arcade-perfect UMK experience. Its graphics and music are actually a little better than the N64 version, and you get extra fighters. The bugs still bug me, though.

Sushi-X

At first glance, you'd think these were the same game, but they're not. While the N64 has no load times (a big plus for Shang Tsung fans), the PS has improved its access time to counter this. For gameplay, the PS wins hands down with faster, smoother animations between attacks. The additional characters also hedge my bets to the PS.

THE NITPICKERS' CORNER

If you are a nitpicker, then you are a pain in the butt to please. But you are what you are, so this sidebar is for you. Here are some of other, more or less important differences between the Nintendo 64 and the PlayStation Mortal Kombat Trilogies (this is by no means a comprehensive list; we could fill up a whole book with the differences that we have found).

The N64 has a three-on-three Kombat Mode.

The MKT, Midway and Williams logos are part of an FMV sequence on the PS.

The PlayStation has better music.

Smoke smokes in the Character Select Screen on the PlayStation version only.

The PlayStation MKT is lacking the Ultimate Kombat Kode (since all the characters are selectable, the Kode becomes unnecessary).

The PS gives you unlimited credits. The N64 gives you five, unless you enter the cheat that will give you infinite credits.

The PS Character Select Screen shows what level you are about to play on.

The backgrounds are slightly different.

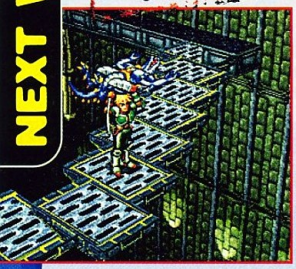
The N64 version has a secret Super Endurance Mode, which the PlayStation version is lacking.

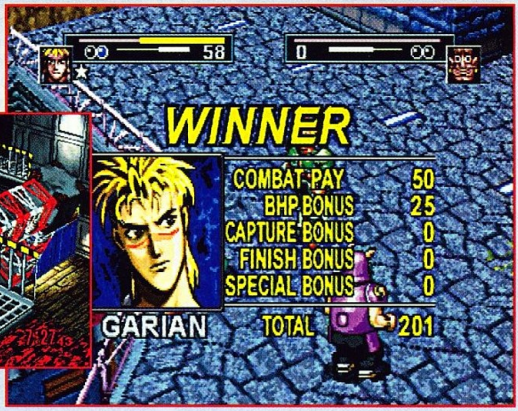
N64 MK Bosses have an Aggressor Meter, the PS Bosses don't.

When knocking an opponent into an upper level, the N64 cart will sometimes show a bit of slowdown.

The games' demonstration sequences are different.

SATURN





Dark SAVIOR

Like Action For Chocolate

The Sega Saturn has got to be an RPG lover's dream machine. Working Designs is porting many great Japanese Saturn RPGs to the U.S., and Sega is following suit with some great adventures themselves. Dark Savior is one of these.

DS is Sega's latest RPG, by the same team that worked on Landstalker for the Genesis. The Climax team combines action elements with strategy gameplay to create an involving story line into a game that is like nothing else available.

RELEASE DATE	DIFFICULTY
December	Hard
PUBLISHER	**% DONE**
Sega	75%
THEME	**PLAYERS** / **SIZE**
Action	1 / CD-ROM

Who knew that jalapeño juice would be the island's drink?

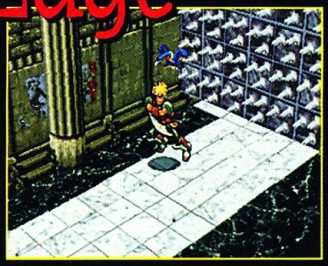
The graphics in DS are set into a 3/4-perspective isometric viewpoint that is reminiscent of Landstalker. The game's highly detailed polygon landscapes are put together well. The graphics compliment the mood of the game well, creating a realistic world in which to interact. Some scenes are as bright as Sonic, while others are dark and eerie. There is some slowdown present when there are lots of background elements on screen, but it's over quickly and doesn't detract from gameplay at all.

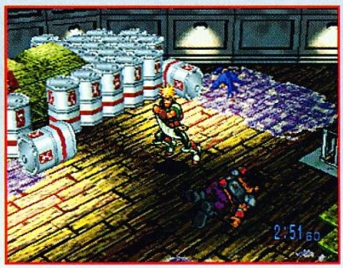
While inside the mines, you go through an underground lava lake. Strange yet adorable monsters lurk in its fiery depths.

The game is divided into Parallels, which each has its own subquests and worlds. As Garian, you start aboard a cargo ship bound for Jailer's Island keeping watch on Bilan, a maximum security prisoner. The monster escapes and you

Gamer's Edge

While carrying Drizzit from his prison cell, there's a few hints that will help you through quickly. If you find that there's a chasm too big for you to jump over, use run to gain momentum. Use blocks to hold down switches. Look for panels on the wall that could hide secrets. Carrying Drizzit through so many rooms gets to be a pain, but don't give up. Besides, if you leave him behind he'll be killed. You wouldn't want to disappoint the JLO, would you?





go running after it. The plot is full of action at every corner. While the story line isn't quite as involving as Square's Final Fantasy series, it's got some great twists and turns. Backing you up is Jack, your mechanized feathered friend who serves to help you figure your next move.

"Dark Savior will appeal to role-playing and action fans alike."

Mixing up the quest are DS' unique battle system. Instead of menu-driven battles, they are set up much like that of a fighting game. The details are there all the way down to "Round 1...Fight!" The action isn't as fast and furious as your average SF2 battle, but it's a welcome change from the passive mold that RPGs usually fall into.

The gameplay is more action-oriented than many of the RPGs that land on the market today. Gameplay is more like that of Sonic or Mario—you don't only need to worry about battles, but also jumping over obstacles and crossing lava-filled lakes. The isometric perspective lends itself well to this kind of game. The only minor problem in this is that sometimes it's difficult to tell where you're going or jumping, if there's something blocking your way. There are parts of the game where you need to toss crates across chasms, and with the

Gamer's Edge Change your view

With the three-fourths isometric view, there are a few times where obstacles will block your eyesight. Without being able to see what's in front of you, you won't be able to make any progress safely. Pressing the Left or Right shift buttons allows you to manipulate the camera so that you can see those hard-to-view places. Additionally, pressing the Y or Z buttons on the control pad while in this mode zooms the camera in and out. The only drawback is that the camera is limited, and can't show you a full 360-degree viewpoint. If you have the Saturn analog controller, you can use the analog pad to control the camera view. Not too useful, but if you have the controller, put it to good use.

The richly detailed graphics complement the isometric perspective of the game. Each area has a unique look, different than the rest.

Inside the Warden's lab, evil experiments are taking place.

Kay is the mysterious girl who gets inside the prison walls.

perspective, it's hard to line up exactly where you're throwing things. This becomes part of the strategy of the gameplay. Instead of being frustrating, it's fun to try to figure out how to pass the game's many puzzles.

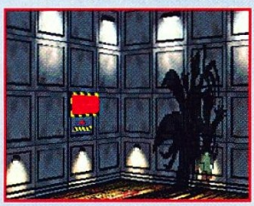
Like other 3-D games, you can manipulate the camera angle to see areas not visible in the regular perspective. Unfortunately the camera is limited, and you can't see a full 360 degrees around your character.

During the first Parallel, you must rescue Drizzit, a rebellion leader, from the jail. Once inside, you have to carry him out. This presents more than a few problems. If you leave him and go on, you'll end up failing the mission you were sent on. Some areas are impossible to pass through while carrying him. This is just one of the puzzles present in the game, and it's a welcome change from other RPGs that rely more on the battle system than puzzle solving.

A game so reliant on puzzle solving has to make sure that the answers aren't obvious. The way Dark Savior's puzzles are laid out, it's easy to overlook hints in the background—objects in the background that you didn't think did anything special have a purpose. Finding these and using them to pass each area is key. The designers have put a lot of thought into each of DS' areas. Moreover, each area of the game has a completely different look. Rooms filled with lava, the inside of the jail, the mines, the emergency exit—all have new environments and obstacles to tackle.

Garian carries along with him his handy-dandy planner book. This lists all of the items he's carrying, his vital stats, and what weapons he has equipped. Later on, it will be necessary to keep a close watch on the stats.

The game has changed a few key points from the Japanese version that makes it a bit unrealistic. In the Japanese version, the currency



Gamer's Edge

Chocolate makes the world go 'round

Eating the chocolate in Dark Savior won't get you any extra health (sweets are bad for you, don't ya know). Instead, Jailer's Island runs on a form of bartering, where you trade items for information, weapons or points.

Chocolate is the currency of the island, and you'll find it in places you'd never expect (if it's so valuable, there's a lot of it lying around). Collect five chocolates, and you can trade them in for 100 experience points. Note that in the Japanese version of DS, the currency was cigarettes, not chocolate. Makes a little more sense being on an island in a jail, eh?

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VEHICLE POLICE

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SEGA SATURN

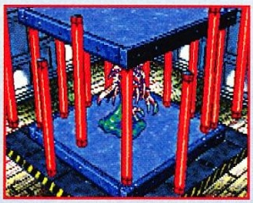
During battle if you hold down your Attack button, it charges up a special combo meter. Once full, it unleashes a devastating attack.

of Jailer's Island consists of cigarettes, booze and magazines (what kind of magazines?). In the U.S. version, the prisoners would much rather go for a bar of chocolate and an empty bottle than anything else. The magazines are still there—some of the prisoners love those. The only thing the changes accomplish is to make the game more humorous than the Japanese programmers probably intended.

Jack follows you around, but doesn't provide much useful information outside of the game's story line dialogue. There's an option to get hints from Jack, but rarely do any of his hints help with the area you're in.

Experience points can be used for a lot of different things. If you die, Jack will resurrect you for a price of 20 or so experience points. You can up your experience level once you have enough points, and use them to avoid battles. Gaining experience points is done by fighting and trading in items like bottles and chocolate for points.

Dark Savior will appeal to role-playing and action fans alike. There's more to this game than simply clicking on the right Battle Option. There's enough here to keep any gamer busy for hours on end with an amazing amount of puzzles to solve. Sega is doing the right thing in releasing this game to the U.S. market. ■



"...Climax combines action and strategy elements creating a very different role-playing game."

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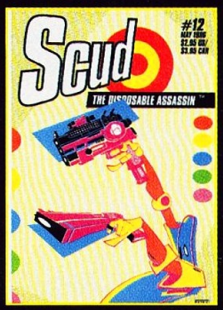
SATURN

Gamer's Edge

Okay, we know that Scud is a big comic book star, and now he's a big video game star, but what's next? Well, according to Scud's daddy, Rob Schrab, there may be a Scud movie someday. Rob has been discussing the possibility of a Scud movie with Oliver Stone's production company Illusion Entertainment. Although there is nothing definite in the near future, both Rob and the studio are exciting about the prospect of a motion picture. Rob would like the movie to be animated with either traditional cel animation or with computer animation as seen in Disney's *Toy Story*. With all the 3-D animation in the Scud game, a computer-generated movie would not be a big stretch. Either way, Scud fans can look forward to a bright future.



SCUD™

Not Even A Patriot Can Stop This Scud

RELEASE DATE	DIFFICULTY
February	Moderate
PUBLISHER	**% DONE**
Sega Soft	80%
THEME	**PLAYERS** **SIZE**
Action	1 or 2 CD-ROM

Games based on comic books are a fairly familiar breed. After all, a lot of comic heroes are very similar. They all have some sort of super powers that they use to battle a variety of power-hungry madmen.

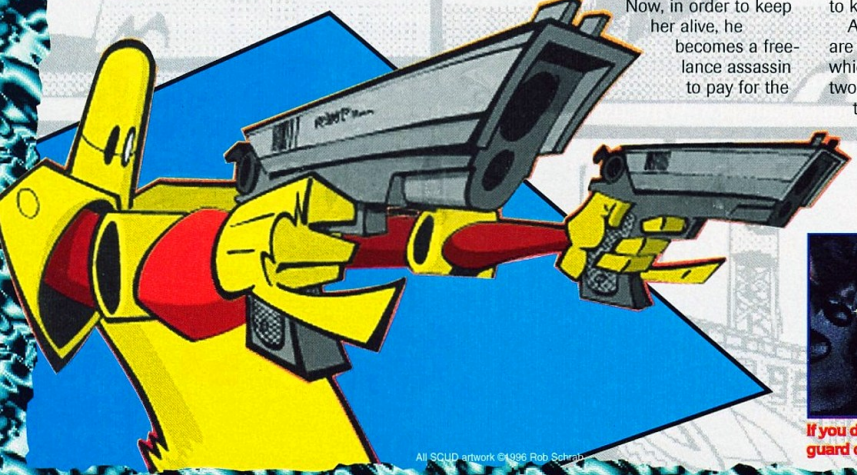
Scud: The Disposable Assassin is the latest comic book to make the jump into the video game world. So what makes this one stand out?

Well, Scud is definitely not your typical comic hero. The name for our hero comes from the class of robot that he is. He is a type of assassin droid that is purchased from a vending machine. Scud was originally purchased to exterminate a monster named Jeff. Jeff has mouths on her (yes, her) knees, mousetraps for hands, a plug for a head and a squid strapped to her belly. We weren't kidding when we said that Scud wasn't a typical hero.

Scud soon discovers that as a disposable assassin, as soon as he makes his kill, he self-destructs. Not wanting to die, Scud rips off Jeff's limbs so she can't attack him, and places her on life support. Now, in order to keep her alive, he becomes a free-lance assassin to pay for the life support bills. Remember, if Jeff dies, so does Scud.

It is with this bizarre premise that Sega Soft has based its latest Saturn game on. Scud (the game) combines standard side-scrolling action with first-person perspective shooting. There are also several variations on the game to keep the experience fresh.

All of the game's graphics are computer rendered, which brings the normally two-dimensional characters to life in full 3-D. There are also 20 minutes of movie sequences that brings the characters to life and ties the levels together. While graphics are



All SCUD artwork ©1996 Rob Schrab

If you don't take care of the guard dogs, they get in your face.

When the side-scrolling action changes into the 3-D shooting view, the camera pans over Scud's shoulder and into his point of view.

important, and cinemas can't hurt, it's the gameplay that counts. This is where Scud really stands out. There are multiple ways to control the game, plus there are even a few hidden gameplay configurations that show up after you beat the game.

There is the typical "one-player using the controller" style of play, but Scud demands more than that. You see, in the comics, Scud's weapons of choice are a pair of guns. To simulate the comic, you can use the Stunner gun to play as well. There is even a special mode build into the game that allows one player to wield two guns against the enemy just like Scud!

As a special bonus, you can also earn the right to play as Scud's zipper-covered sidekick, Drywall. After you uncover Drywall, the first player can play as either character, or you can have a second player join in on the fun. With the second player, you can play even more variations on the action/shooting theme.

With all the innovative gameplay elements, you can easily forget that the game originated with a comic book. Fans of the Scud comic will have a lot to look forward to with this game. There are many elements from the comics that have found their way into the game.

Each level is based on a plot line from the comic, and they feature locations and characters that comic fans will immediately recognize.

The version of Scud: The Disposable Assassin that we have seen was very early, but it is showing a lot of promise. The excellent graphics, unique gameplay and characters and plot based on one of the best comics out there, combine to form what could very well be one of the best Saturn games to date. ■

This is Jeff. Be careful not to kill her, or you'll kill yourself as well.

"...Scud is...not your typical comic hero."

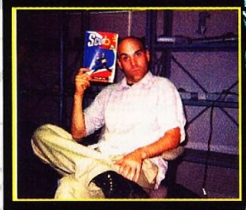
When Jeff's squid shoots you with ink, you can see yourself.

The big city may be a long way from *Jurassic Park*, but Scud will still have to deal with dinosaurs. Unfortunately, these are zombie dinos!

Behind The SCREENS

EGM recently talked to Rob Schrab, the creator of Scud: The Disposable Assassin. We were able to find out how Scud came to be and how Rob feels about the Scud video game.

The idea for Scud originated way back in the summer of '93. Rob, who is a big fan of comics, was disappointed with how comics were. According to him, the current superheroes spent too much time whining about how miserable they were. He also thought that there were too many "splash pages" in comics, where the heroes just stood there striking poses instead of



doing something. Rob wanted a hero who would say what he was going to do and then do it. Scud was that hero.

As far as the Scud game is concerned, Rob is very pleased with how it is coming along. He feels that the game's creators have done nothing but justice to his characters, and he says that the game's 3-D graphics make it look "bigger than life." Rob would even like to see a sequel sometime down the road. After all, this game is based only on a few issues of the series. There are still many more plot lines and characters that could be used in a video game.

If you want to get in touch with Rob or his company, Fire Man Press Ltd., you can write to him at:

Fire Man Press, Ltd.
2430 N. Humboldt Blvd.
Milwaukee, WI 53212

If you're a computer nut, you can check out the Scud Web page at http://www.execpc.com/~scud.

SATURN

VIRTUAL ON

Another Picture-Perfect Arcade Conversion

There's no denying Sega's success in their arcade division. How many people have plunked down quarter after quarter for a game of Virtua Fighter 2 or Virtua Cop 2? There's also no denying that the home translations of some of these arcade hits are what put the Saturn on the map today. Following in Sega's tradition of bringing home excellent arcade translations comes Virtual On: Cyber Troopers, the one-on-one futuristic combat game.

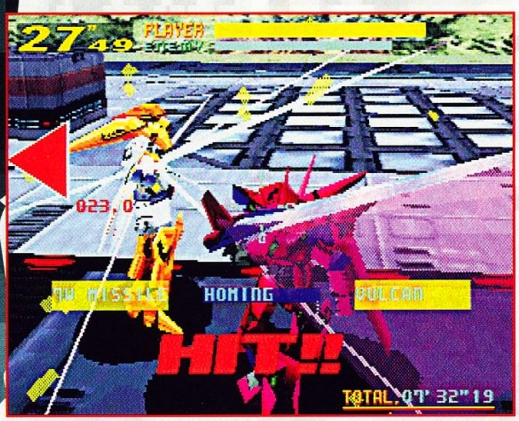
Virtual On lets you choose one of eight giant mechanized warriors to bring onto various battlefields. There, you will meet your opponent, which will either be the computer or another human in split-screen action (see sidebar).

Don't confuse this with any Street Fighter-type of game, though. This is a full 3-D one-on-one battle style that is reminiscent of the arcade game, CyberSled. Virtual On is fast-paced and furious.

As soon as the fight begins, you can dash for various obstacles strewn across the battlefield for cover. Or, you can try to overwhelm your opponent with a full frontal assault. Either way, don't expect the battle to last too long. The game is meant to be fast and to the point—kill quickly, or be killed quickly (it's nice knowing that you'll save plenty of quarters on this home version though).

Virtual On goes beyond CyberSled by offering you the ability to jump high in the air. The jump jets that each warrior gets allows new techniques in play—cowering behind buildings may no longer work for the timid.

The unique weapons that each mech holds is another plus. Each fighter will have to utilize these to his or her best advantage. For example, VR.Raiden has a laser that is extremely powerful and takes off plenty of damage,



When up close and personal, some of the warriors will pull out a melee weapon, like this long sword, for a quick kill.

Some attacks are so big, they are simply too difficult to avoid.

Here she is—the mother of all mech Bosses in all her glory.

GAMER'S EDGE

Virtual On offers gamers the latest feature in two-player split-screen gaming: the choice of how the screen gets split (horizontally or vertically).

"The game is meant to be fast and to the point."

if it connects. His laser's drawback is that it's quite slow and has to be aimed at a somewhat stationary target. Other mechs have homing attacks that may do less damage but lets you "fire and forget." Just shoot the weapon in your enemy's general vicinity (if your sights are locked on), and you'll hit. Still, other mechs have wide area-affecting offensive moves, like VR.Belgdor's Napalm attack.

The nature of these weapons may lead to some gamers feeling that it takes less skill to play Virtual On than other games of its type. After all, how hard is it to kill someone by launching homing missiles at him? The only balance lies in the fact that the robots are fast and maneuverable. Hopefully, if you are a target of VR.Viper II's 7-Way Missiles, you can run quickly and far enough to avoid getting hit.

Speaking of maneuverability, U.S. Saturn owners will have to make do by playing the game with a standard Saturn controller. In Japan, Sega will release a dual joystick designed with Virtual On in mind. If you've ever played the arcade Virtual On, then you would know the value of controlling your robot with two joysticks. The home game will attempt to make up for this by offering various controller configurations, but hopefully, Sega will consider bringing out the dual joystick in America.

As we said, Sega has had great success with their home translations of their arcade hits. Although some of them were lacking in a few areas (Daytona USA comes to mind), Virtual On appears to be—dare we say—right on. Look to this month's Review Crew to see the inside scoop on Sega's newest action title, Virtual On. ■

RELEASE DATE	DIFFICULTY
Now	Adjustable
PUBLISHER	**% DONE**
Sega	100%
THEME	**PLAYERS SIZE**
Action	1 or 2CD-ROM

Gamer's EDGE

Meet the 'Bots

Here is the cast of Virtual On: eight heavily armed mechanized warriors.

VR.Temjin
Weapons: Beam Rifle, Bomb, Beam Sword

VR.Dorkas
Weapons: Fireball, Hammer, Phalanx

VR.Fei-Yen
Weapons: Hand Beam, Bowgun Beam, Love Beam

VR.Belgdor
Weapons: Grenade, Napalm, Homing Missile

VR.Viper II
Weapons: Vulcan, 7-Way Missile, Homing Beam

VR.Bal-Bas-Bow
Weapons: Ring Laser, Floating Mine, Hand Bit

VR.Aphamd
Weapons: Shotgun, Bomb, Tongfer

VR.Raiden
Weapons: Bazooka, Ground Bomb, Laser

SATURN

Spot Goes To HOLLYWOOD

A Little Red Dot And So Much More

Back in the days of the 16-Bit systems, one of the most celebrated games was Virgin's Cool Spot. Now, it looks as though the perky little 7•Up mascot is making his way onto the 32-Bit systems.

In his latest game, Spot has decided that there really is no business like show business (like no business I know, anyway), as he has gotten into the movie biz. Actually, the game starts with a cinema of Spot getting sucked into a movie projector and shot into a movie screen. It is from here that Spot Goes to Hollywood begins.

Each of Spot's 20 levels is based on a particular movie genre. There are six different genres or worlds total. There are pirate levels, adventure stages (a la *Indiana Jones*) and horror stages. There are also three hidden worlds that you must earn the right to play in. These include a Western world, a sci-fi world as well as a *Jurassic Park*-ish dinosaur level.

Touch a clapper board, and you will continue from that point.

How does one find the hidden levels? Well, in each of the 20 levels, there are five stars. Some are hidden and some are in plain view. If you find all the stars in all the levels, the last three worlds open up. Fail to find them all and you still see an ending, but not the best one.

Also scattered throughout the levels are hundreds and hundreds of red dots. Collect 100 of these, and you'll earn an extra life.

In addition to the stars and dots, there are loads of power-ups to be found. Weapon upgrades, shields, health recharges and 1-Ups are yours for the taking.

In this level, there is a wall of fire that is constantly closing in on you. If you don't keep moving, you will be a very uncomfortable Spot.

So there's a lot to find, but what is the game like? While Spot Goes to Hollywood may sound like a typical side-scrolling adventure, the action is viewed from a very different perspective. The game is played from an isometric viewpoint along the lines of Zaxxon or the more recent Sonic 3D Blast. This makes the game a little tricky to get into at first, but with some practice,

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	% DONE
Virgin	100%
THEME	PLAYERS	SIZE
Action	1	CD-ROM

Gamer's Edge

In order to get to Spot Goes to Hollywood's bonus levels, you need to find all five of the gold stars in each of the levels. At first, this might sound like a fairly simple task, but it can be a lot trickier than you would be led to believe. Sometimes the stars are in plain view. Other times, you may need to manipulate objects to obtain out-of-reach stars. There are also hidden rooms you'll need to find to earn stars. Perhaps the strangest method of collecting stars is the connect-the-dots method. Occasionally, there will be a glowing blue spot. When you collect it, another spot nearby will begin to glow. If you collect all the spots in the correct order, you will earn a power-up or sometimes a star. Keep searching to play more levels.

"...Spot takes a more lighthearted approach to gaming."

you will be able to maneuver as well as you could in a two-dimensional game.

Speaking of Zaxxon, there are a few little bonus stages in Spot that are reminiscent of some classic arcade games. Spot gives tribute to such greats as Centipede and Q*Bert. There is even an entire stage in the horror world that plays much like Zaxxon.

With such odd stages, you can tell that Spot takes a more lighthearted approach to gaming. One of the things that stands out most in Spot is its sense of humor. There are scenes that are straight parodies of movies (such as escaping from a *Raiders of the Lost Ark*-esque rolling boulder) as well as goofy enemies. These include wild boars that turn into roast pork when you shoot them and little baby Frankenstein-like monsters.

In keeping with the movie theme of the game, the music sounds as though it has come straight out of a feature film. Each level showcases a different score that relates to the genre of movie that you are playing through.

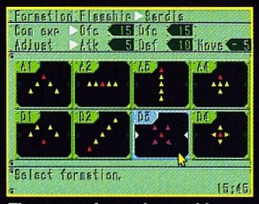
The colorful levels and wacky high jinks of Spot Goes To Hollywood will catch the interest of any fan of side-scrolling games. While the different playing angle may throw you off initially, the goal of finding all of the game's stars will make you want to come back for more. ■

Gamer's Edge

Like any good video game character, Spot knows that it will take more than his usual skills to defeat those who would oppose him. That is why you'll want to be on the lookout for the ample power-ups that are available to our little red hero throughout his journeys. The power-ups are in the form of gold, spinning circles with different letters on them. They allow Spot to toss more than his typical bubble weapon. Collect the proper icon, and you can shoot a more powerful bubble, shoot in three directions at once or even freeze your enemy with your bubbles. You can also earn a shield or gain bombs to blow open new areas.

SATURN

After you have picked your ships, you'll need some way to move them around efficiently. For this, you'll want to start looking into the formation command. This will line up a group of ships into a pattern where they will converge on the enemy as a single force. There are eight different formations available. Four are for defensive maneuvers, and four are of an offensive nature. Some are better at holding off head-on attacks, while others offer better mobility. The different mission goals will determine which formation will be the best to use, but experiment to see which ones work best for you.



The proper formation could mean victory or defeat.

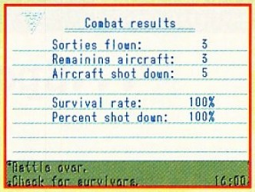
HEIR OF ZENDOR

Fight To Control The Future

So what's the deal with the future? It seems that every time you turn around, there is some society of the future in which water has become the most valuable commodity. It happened in *Tank Girl*, it happened in *Ice Pirates* and now it's happening in Koei's latest Saturn strategy game, Heir of Zendor: The Legend and The Land.

In it, there is a supreme council made up of a group of color-coded leaders named the Five Kings (there are Amber, Black, Blue, Crimson and Gray Kings). The Kings control everything in the kingdom of Zendor, including the only planet that still has water. It seems that there has been an uprising, and rebels are fighting back against the Kings. That's where you come in.

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	**% DONE**
Koei	95%
THEME	**PLAYERS** / **SIZE**
Strategy	1 or 2 / CD-ROM



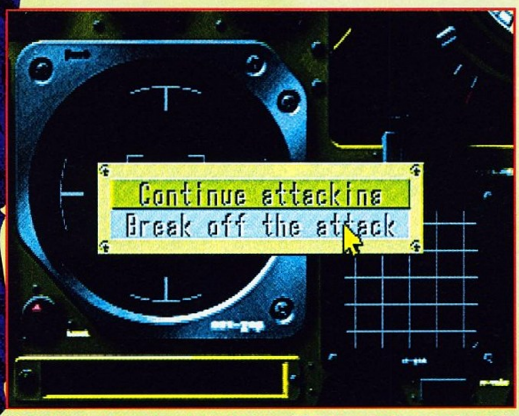
This Report Screen tells you how well you did in the last mission.

> "...it's time to engage the enemy and take 'em down."

You play the Prince of Zendor, who is under the service of the Five Kings. You lead your forces into battle against the Rebels in an attempt to stop them from overthrowing the council.

The game is played in the classic, turn-based strategy game style with a few original twists. Before each mission, you are given a briefing as to what you need to accomplish. These mission objectives can range from simply destroying the enemy to serving as an armed escort for another ship.

After you have received your orders, it's time to carry them out. Like most strategy



Make like Indiana Jones and choose wisely. If you're in a good mood, then you can break off your attack. If you're a bit cranky, fire away.

Get mission briefings from characters like the Crimson King.

These ships are lined up in formation for easy maneuvering.

games, everything is menu-driven. Your first set of options will get you ready for the upcoming battle. You can get information and statistics on all the ships in play, both friendly and hostile. This is also where you select which ships you want to serve as your wingmen and what weapons they will carry. A map of the battlefield is available, so you can see where you want to place your fighters. Once you get everything set up, it's time to engage the enemy and take 'em down.

This is where the turn-based play takes over. Both the player and the computer have the opportunity to advance their ships and attack the opposing forces. These actions are handled from a 3-D viewpoint.

Each of the different classes of ships has its own characteristics, such as what weapons it can carry, armor level, range of attack and how far it can move per turn. All of these factors come into play when you are moving your army in for the kill.

Of course, moving and shooting aren't the only options here. You can program certain ships to automatically retaliate when they are attacked. There is also a Form Option that allows you to group your fleet in various formations so that you can move a whole group at once. This is good for defending ships or breaking through enemy defenses.

After you command all of your ships, it is the enemy's turn. Their ships will advance and attack, or sometimes, they may flee. When they are done, the pattern is repeated until one side is left standing, or flying, as the case may be.

This is the lightning weapon you have at your disposal. You attack manually, and you can have the ship retaliate if it's attacked.

"...a lot of depth, and yet it is simple enough to just pick up and play."

Sometimes during the game, you have a choice as to what you wish to do. For instance, if a group of enemy ships appears unarmed, you can let them go or keep on attacking. What you choose will affect the later missions that you play.

Heir of Zendor is a strategy game at heart, but its futuristic setting and 3-D perspectives can even get the casual gamer interested. There is a lot of depth, and yet it is simple enough to just pick up and play. This could be a good game for introducing someone to the strategy genre. ■

Gamer's EDGE

Before each mission, you are given the chance to pick what other ships you want along with you during your battle. Depending on the mission, you will have different classes of ships available to you. You will also be able to take a different amount of ships with you at different times. Your success in the mission depends on wisely choosing which ships will be of the most help to you. Will you use the Patrol Craft? It is highly mobile, but the weapons are not the best. The Heavy Cruiser is powerful and has good armor, but cannot move very far. Each ship has its own strengths and weaknesses, so choose a good variety depending on the individual mission goals.

PLAYSTATION

Batman™ FOREVER

I Whupped Batman's Butt

"Who is Batman?" This was the question posed by the Riddler in the blockbuster hit movie, *Batman Forever*. Avid video game players know Batman (or *the* Batman, if you will) as the star of numerous games for a variety of game systems.

Batman has made appearances on such platforms as the NES, the Game Boy, the 16-Bit systems and even Atari's Lynx. Now the Caped Crusader and his plucky sidekick Robin are making their first appearance on the 32-Bit systems.

The premiere Batman game for the Saturn and PlayStation is based on the latest Batman movie, *Batman Forever*. Don't worry, this game isn't based on the mediocre Batman Forever games for the Genesis and Super NES, this one is based on the Batman Forever arcade game.

"...combos that feature over 100 hits!"

If you haven't played the arcade game, it is a two-player, simultaneous beat-'em-up in the style of Final Fight.

Actually, that might not be the best way to describe it. Remember Konami's old Batman Returns game for the Super NES? Imagine that type of gameplay without the driving scenes and with about 100 times the intensity.

If there is one thing that Batman Forever: The Arcade Game delivers, it's fast and furious action. Every second of the game is the type of button-pounding, side-scrolling fighting that's becoming more and more rare on the new systems.

If you've seen the movie (and let's face it, you probably have), the game's plot should sound rather familiar: Gotham City is once again under siege by another pair of ruthless villains, Two-Face and the Riddler. As usual, it's up

What's this?! Robin, the heroic Boy Wonder, fighting Batman? No, Robin is just taking out a giant bat that has infested the Bat Cave.

Batman and all related elements are property of DC Comics ™ and ©1995. All rights reserved.

When Batman powers up, he powers up big time. Duck, Robin!

This is the screen where you pick the power-ups that you will take to the next level. Both players compete to earn the ones they want.

to Batman to save the day with his crime-fighting skills and his selection of "wonderful toys."

Even with all his amazing abilities, Batman's no dummy. Taking on Tommy Lee Jones and Jim Carrey at the same time would prove difficult for

anybody, so Batman decides to gain a Boy Wonder to help him in his fight. This, as we all know, is Robin.

In the game, two players can team up as Batman and Robin to fight against Gotham's worst menaces.

Both players can even choose the same character. How or why there would be two Dark Knights is beyond me, but hey, it's a good feature. If you prefer to fight your crusade for justice alone, there's always that option as well.

As in any good fighting game, your standard weapons are your very own bat-fists and bat-feet. Just by pounding the controller buttons, you can pull off a variety of different attacks. There are even moves where you can grab enemies and throw them into the background or right at the camera, where they hit your TV screen and fall down.

While punching and kicking may be enough for the typical street fighter, a superhero has many more techniques at his disposal. This is where Batsy's collection of crime-fighting gadgets comes into play.

During your battles, you can collect different tools to help you fight. These weapons can be powered up to three levels to make them even more powerful.

Batman just wouldn't be Batman without his Bat-a-rang. You can also find grappling hooks, tasers and smart bombs. One of the stranger weapons is a device called the "Bat Call" that will summon a barrage of bats. They will act as a shield for you or even attack the enemy. Strange, perhaps, but effective.

A 152-Hit combo is very impressive, but you can go even higher. Play as Robin and practice, practice, practice to pull off a 700-Hit combo!

Two-Face likes to pop up in the foreground to shoot at you.

Gamer's EDGE

Dare to Compare

When a game like this is released on two dueling platforms, someone is bound to ask, "What's the difference between the two versions?" Well, if you only have the Saturn or the PlayStation, you have no reason to be jealous of others.

Both versions of Batman Forever are virtually identical. Sure, there are minor differences: The Batmobile drives into the game faster on the Saturn version; the PlayStation version has a prettier loading screen, but it's all just cosmetic. No matter what system you get Batman for, you're getting essentially the same game.

Well, so far this sounds like a typical "walk-and-punch" game. If a game wants to survive nowadays, it had better have some sort of special feature or new play technique to it. Batman Forever comes through on multiple accounts.

GAMER'S EDGE

C-C-C-C-Combo!

So you've played through Batman Forever: The Arcade Game and you're looking for even more of a challenge? Then it's time for you to master the game's combo system. As Batman or Robin, you have a ton of combo maneuvers that you can pull off. Each character has his own set of moves, so there is plenty to learn. From what we have seen so far, Batman has more combo moves than Robin, but there may just be more hidden ones for the Boy Wonder. Most of the combos involve pressing the buttons in a pattern, such as punch, punch, kick, kick and then repeating that pattern. Practice, and you can pull off huge combos. There have even been rumors of a 600-hit combo!

Fight Two-Face's groupies, Sugar (played by Drew Barrymore in the movie) and Spice. Beaten by Drew Barrymore? Is that really bad?

Arrive to the fight in style with your sleek, sexy Batmobile.

Yes, the power-ups in this game are impressive indeed.

Many of the one-on-one fighting games today have some sort of combo feature. By hitting sequences of buttons or chaining special moves, you can pull off some impressive combo moves.

Batman Forever takes the combo system from fighting games and incorporates it into its gameplay. Both Batman and Robin have their own set of combo moves to learn. If you can properly chain moves together, you can pull off combos that feature over 100 hits!

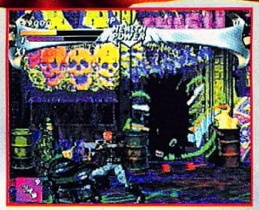
The one thing that you need to remember about the combo feature is that you can only pull them off when your combo meter is full. The combo meter is located below your life bar, and it can be filled by collecting the power-ups that most of the enemies drop when they are defeated.

In addition to the meter-filling power-ups, there are also special pressure pads that appear every so often. When you walk over these, it causes some reaction in the game. Stepping on a Bat Signal drops special tools into the area. Two-Face's Yin-Yang will do one of two things. It can create a good effect such as invincibility, or it can bring you harm, like shrinking you down to a

Gamer's Edge

Be A Hero

Perhaps the most important decision you will make in this game is which of the superheroes to play as. Will it be the brawny Batman or the feisty Robin? One would think that Batman would be the better choice, right? After all, the game's name is *Batman* Forever and let's face it, Batman is just flat-out cooler than Robin. Still, Batsy may not be the choice for you. Both characters have the same basic moves and can use all the special weapons, but several *EGM* editors agreed that Robin was the better character. While Batman may have more combos than Robin, it seems much easier to pull off Robin's combo moves.



Picking up an "Evil" power-up may result in you shrinking down into a pint-sized superhero. Isn't he cute? He's also quite vulnerable.

itty-bitty Batman. The third pressure pad is the Riddler's question mark. This will randomly give you one of the beneficial effects.

If these features aren't enough, there is another special feature that rewards you for excellent performance during the game. At the end of every level, the game tallies up different statistics and allows you a choice of power-ups to start the next stage with based on how well you did.

Awards are given for defeating the most enemies, hitting the most villains with the Bat-tools, throwing the most villains into the screen, picking up most of the three pressure pads, getting the highest round score and for getting the highest combo attack.

When two players are playing together, they have their own statistics and try to beat each other out to earn the desired power-up. This creates a sense of competition during a cooperative two-player game. There's just a strange feeling of satisfaction when you pull off a huge combo at the end of the level and end up stealing the one power-up that the second player thought he would be using in the next level.

If you've played the game at the arcade, the graphics should seem just about the same. There is a little drop in the amount of character animation from the arcade version, but the computer-rendered graphics look amazing.

The game's music is along the same lines as the movie's soundtrack. It's a lot of dark, moody "Batman-ish" tunes that fit the game rather well.

Gamers who long for the olden days when games like Double Dragon and Final Fight reigned supreme should get a kick out of Batman Forever: The Arcade Game. Both the Saturn and PlayStation versions are virtually identical, so whatever 32-Bit system you own, you can get that side-scrolling Bat-fix you've been jonesin' for. ■

Gamer's Edge

Goofy Bad Guys

There are scores of bad guys in Batman Forever: The Arcade Game. The obvious ones are Two-Face and the Riddler. Then there are the legions of nameless thugs who are mainly there as cannon fodder. Perhaps the strangest enemies in the game are some of the level Bosses. Maybe it's just me, but I don't remember seeing characters such as Zapper, Guesser or Flex in the *Batman Forever* movie. Yet, they are in the game. Don't laugh. While they may have bizarre names, these guys are tough. Look out for the oddly named, yet deadly, duo of Feather and Stevo. Ironically enough, the strongest Boss is the one with the weakest name, Tassel.

PLAYSTATION

PSYCHIC FORCE

Not Your Average Psychic Friends

Acclaim has had a steady stream of hits bringing Taito's Japanese releases to U.S. shelves.

Bust-A-Move 2, a classic puzzle game on any system, was one of their more renowned titles. Now comes Psychic Force, a unique fighting game that is purely Japanese in nature.

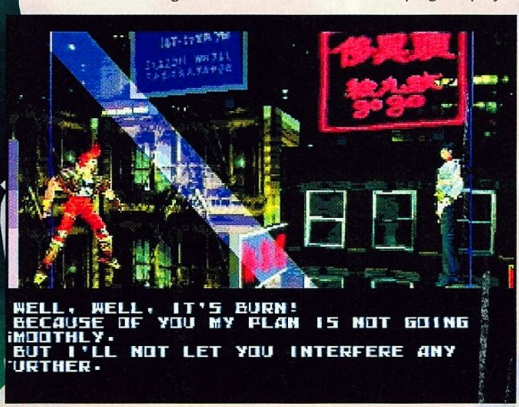
In a world where psychics have been outcast, a battle for supremacy is waged between eight agile warriors. Not all are willing participants in this battle to the death. Set out in a futuristic world, these fighters are forced to compete, trapped in a cube of psychic energy during each fight.

Acclaim has brought Psychic Force over from Japan without making any changes to the game, either in story or in gameplay. This was a good decision and keeps gameplay close to how the programmers in Japan wanted it to be played. None of the voices have been changed to English; instead Acclaim opted to subtitle the Story Mode and other cinemas in the game.

What will hit you first is the eye-catching intro. The character designs have a distinctive anime styling that many polygon fighting games lack. The intro lasts approximately two to three minutes and shows off the PlayStation's FMV capabilities very nicely. Also intact is the theme song, sung in the original Japanese.

The gameplay is very much like Battle Arena Toshinden. The difference is that airborne battles take place in a three-dimensional space—the cube. You are able to move freely about the cube up and down, but the computer takes the liberty of moving you in and out of the cube. Touching the sides will stun you so that you're unable to block an incoming attack from your opponent. This becomes integral to the game and in pulling off multihit combos.

Movement is controlled by the directional pad. Blocking



In the Story Mode, before each battle, a cinema is played in which you learn about the conflict between characters.

Sonia shocks her enemies with a bolt of pure energy.

Brad attacks by surrounding the enemy with a bolt of energy.

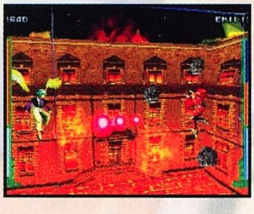
Gamer's EDGE

STORY MODE

One of Psychic Force's unique features is its Story Mode. Unlike the Arcade Mode, the Story Mode does not have a time limit set for each match. Instead, it is a fight to the death.

During the course of the fights, you'll be pulled deeper into each character's history and find surprising revelations about some of them. Each of the game's battles is set in different episodes, and there are opening Cinema Screens at the beginning and end of each fight. Makes you wonder why more fighting games don't adopt a Story Mode, doesn't it?

"...character designs have a distinctive anime styling that polygon fighting games lack."



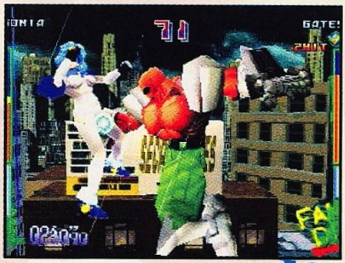
Keith is the end Boss of the game, and as you'll find out, he pulls off combo after combo—know your Block button!

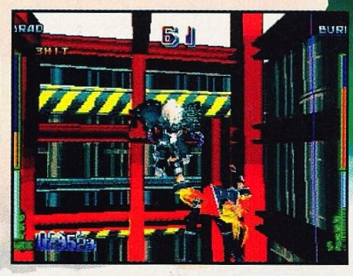
(or "guarding" as referred to in the game) is assigned to a button on the control pad. Your attack buttons are light and strong. Both throw projectile attacks when you are at a distance from your opponent. You can also assign buttons for dash and charge. Assigning dash to the X button is probably the best configuration. Without assigning it to a button, dashing is achieved by pressing both attack buttons at once.

Psychic Force is heavily reliant on projectile attacks, lacking the kind of hand-to-hand combat that made the Street Fighter II series so popular. Projectiles can be thrown with the touch of a button, and this leads to some distant fighting with projectiles to see who can block first. Each character can have three or four different projectile attacks of varying strength.

When the game does get into hand-to-hand combat, it's often very slow. On harder difficulties, the computer knocks you into the wall, stunning you even if you're blocking, making you an open target for a devastating attack. The computer pulls off moves at just the right time that you'll find

RELEASE DATE	DIFFICULTY
February	Moderate
PUBLISHER	**% DONE**
Acclaim	85%
THEME	**PLAYERS** **SIZE**
Fighting	1 or 2 CD-ROM





Gamer's EDGE

Stay away from the edge of the cube as much as you possibly can. When attacked, if you hit the cube, you'll be stunned and open to a hit for several seconds.

If you are having difficulty pulling off the game's special moves, go into the Options Screen and set the Command Time Option in Key Config to "long." This will give you more time than is needed to pull them off and generally makes them a lot easier for the beginner.

Dash forward for a clean shot at your opponent.

Psychic Force relies heavily on the use of projectiles. Each character throws the projectiles at the touch of a button.

yourself defenseless against it.

The graphics in Psychic Force are nothing to write home about. They are well-animated, but the polygon figures aren't as complex as those seen in the original Toshinden. The special attacks in the game produce some cool graphic effects, but they're standard fare as far as fighting effects. While the graphics are polygons, the projectiles and specials seem to have a pixelated, sprite-based look to them. Once you know one character's moves, almost all the other characters share the same controller motions, making it easy to learn every character in the game.

The characters' hand-drawn looks in the intro and cinemas are much nicer-looking and

"If more companies would take the same approach, U.S. gamers would be benefiting from more of the best Japan has to offer."

Psychic Force's character designs will satisfy any anime fan's tastes. Not unlike other fighting games, each character has a wide range of special attacks. Acclaim hasn't Americanized any of the artwork or what the characters say after each fight. The characters and their stories are brought together in an ultimate duel for power. Some of the characters share controller motions—after learning one, the others will be easy.

Gamer's Edge Characters

Keith: He is a maniacal psychic bent on dominating the world. His first mission is to take out all who oppose him. He has many powerful attacks and can perform amazing combos swiftly.

Wong: The master of psychics uses his abilities in evil ways. He can clone himself so that your projectiles don't know who to go to, and he can teleport from one side of the screen to the other.

Brad: Sporting large claws, Brad's main power is that of controlling rocks and boulders. His special attacks include surrounding himself in a shield of rocks, and smashing his opponents with boulders.

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brighter than the polygon representations during the game. It would almost have been better to have them sprite- based just to see better animation or brighter colors.

The game's arenas have stunning graphics, but after playing for a while, you realize that the cube isn't quite as big as you once thought. It's too easy to get knocked against it or accidentally touch it. The game's intro and one of the cinemas would have you believe that you fight in the middle of a big city. While the fight does take place there, it doesn't feel like you're fighting in a metropolis setting because of the cube.

If options is what you're looking for, Psychic Force delivers. With Story, Arcade and Training Modes, Psychic Force offers a great deal of playability. The Story Mode only offers opening and closing cinemas after fights to the regular Arcade Mode and takes away the timer.

Psychic Force will have an uphill battle competing against names like Tekken 2 and Toshinden 2, but there have been worse fighting games to show up on the PlayStation. If the Toshinden style of fighter is what you like, Psychic Force matches your taste. The feel is different than Toshinden, but the gameplay is surprisingly similar. If you've played any of the Dragonball games on the Super Famicom, this will seem very familiar as well.

Acclaim has done a good job localizing Psychic Force for the U.S. market. If more companies would take the same approach, U.S. gamers would be benefiting from more of the best Japan has to offer. ■

Gamer's EDGE

Training Mode

Psychic Force's Training Mode allows you to get a grip on each character's special move. By pressing Select during the training, you can return to the beginning stance from any area of the board.

The characters will not lose any life here, so you'll be able to try out your special abilities unharmed. The only thing missing here is any control over the computer player.

Gates: The terminator of the group of warriors, Gates isn't too fond of psychics. His arm is equipped with a missile launcher and bazooka that can take out even the fiercest of opponents.

Burn: The Ryu-type character of the group, Burn has a plethora of projectile attacks and fireballs. His attacks, like his name, are all fire. He will do anything in his power to stop Keith's mission.

Genma: A samurai warrior dressed in ancient robes, Genma uses the power of psychic energy to attack his enemies. He uses his chain to produce a devastating bolt of energy at opponents.

Wendy: Similar to the Wicked Witch of the West, Wendy rides on the wind. Her attacks center around gusts, and her special attack sets off a tornado that throws debris your way.

Emilio: An angel with wings, she uses light attacks against her opponents. Special moves include shooting an arrow made of light as well as trapping her foes in a jewel and blasting them out.

Sonia: Sonia harnesses powerful bursts of energy to attack. Using her powers, she'll give you shock therapy if you don't dodge or block in time. Her attacks can be very devastating

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PLAYSTATION

WARHAMMER: SHADOW OF THE HORNED RAT

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Following in the footsteps of some of the world's most notorious conquerors, such as Caesar, Alexander The Great and Napoleon, players now have the chance to hone their marauding skills and play the role of a mercenary leader in the comfort of their own home. In SSI's latest strategy and conquest title, Warhammer: Shadow of the Horned Rat, players are given the opportunity to test their cunning and leadership against hordes of mythical creatures in lands filled with magic and danger around every corner.

In Warhammer, you play as Morgan Bernhardt, the commander of the Grudgebringer mercenaries and leader of the Grudgebringer Calvary Regiment. Your goal is to earn a king's ransom in gold and swell the ranks of your army to become the most powerful and notorious leader in the land. But to get to this giant goal, you must hack your way through many bloody missions offered to you by wealthy patrons who pay you well to do their dirty work for them.

Begin your adventure from the Mission Start Screen. Here you can browse through reference books depicting the use of magic and describing the enemy troops. You can also keep track of your finances as well as hire new troops to replace the ones defeated in previous battles. However, the only places you can replenish these troops are in the cities where your guide, Paymaster Dietrich, informs you that they are available. Meaning only if a town where you are currently at

> "...test their cunning and leadership against hordes of mythical creatures in lands filled with magic and danger."

Paymaster Dietrich handles all of the monetary issues.

Look up enemies in the archive to see what you are up against.

has some potential warriors can you hire them. You can also choose a training mission from the general Pre-mission Screen to use as practice for yourself before you go into a serious battle. Useful for beginners, but once you understand the controls, this option is nearly useless.

After the mission is selected, you get the chance to listen to Dietrich's words of advice about the upcoming mission as well as your goals. Once you have had enough of his talk, you proceed to the Mission Screen and look at the battleground before you.

RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	**% DONE**
Mindscape	95%
THEME	**PLAYERS** **SIZE**
Strategy	1 CD-ROM

"...you have no time to waste and must send your troops immediately to fight off the invading hordes."

In some of the missions, you are allowed time before the enemy starts to advance to track their location by scrolling around the screen and then to place your troops in the most logical places and formations. In other situations where you are supposed to escort a caravan or such, the mission begins in a hurry with the word "AMBUSH." In these situations, you have no time to waste and must send your troops immediately to defend off the invading hoards.

Once you start to build a reputation for yourself, you will begin to find many different types of warriors offering their services to you. This will allow you to further your reach of power, and if you so choose, defeat the enemy with the volume of your troops instead of quality. Archers, war machines, general troops and wizards will all be fighting for the chance to serve a great leader such as yourself (if you lead well).

Besides the power of additional troops, you can also add the power of in-combat

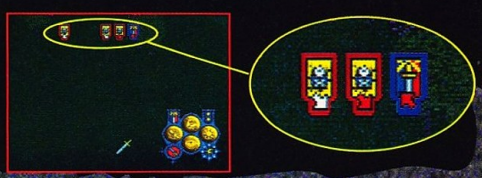
The conversations between your character and the paymaster are entertaining to say the least. You can get some good info however.

GAMER'S EDGE

In a raging battle, players don't always have the time to spend scrolling around the screen in search of invading troops. Their time is usually soaked up with controlling their own forces which gives little time for scouting.

One really helpful feature in Warhammer: SotHR is the tracking feature that is wrapped around the outside of the screen. These little icons can show the player exactly where the enemy and their own troops are located with a glance of the eye. The icons move freely around the outer rim of the screen and show the position of all units on both sides relative to the current view of the player.

The Icons also show a small representation of the banner of the troop in question, so you can quickly understand what your troops are doing to combat the enemy forces. The best feature about the unit tracking is how you don't even have to be looking at any units on the screen and you can still have a general idea what is going on. As with any feature like this, only with proper practice and continued use can troop locations be quickly apparent to the avid gamer.



GAMER'S EDGE

Forged during the War of the Beard. The Armor of the Beard was made specifically for dwarves. It gives no combat advantages except it's added protection.
Game Note: It gives the wearer extra protection from wounds while in combat

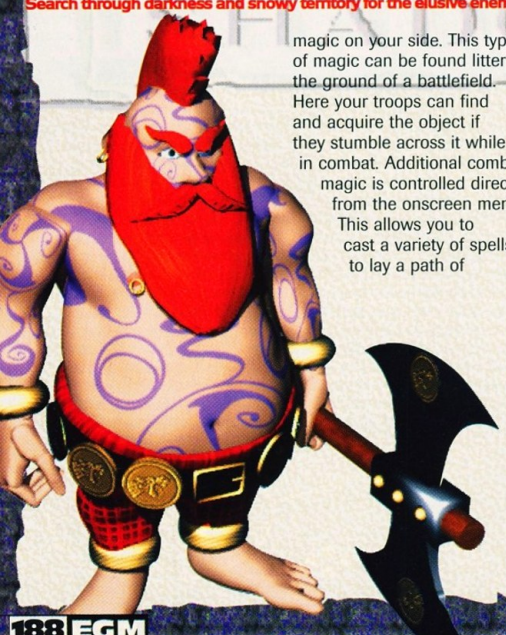
The Dragon Blade was originally just a plain chunk of steel. After forging it in fire from a red dragon's breath and quenching it in dragon's blood, the sword gained magical powers.
Game Note: One hit from this weapon counts as two in the field of battle.

This dreaded banner carried in front of advancing troops is rumored to cause uncontrollable fear in the enemies facing it. The Dread Banner is woven with potent spells of fear in its very fabric
Game Note: Regiments carrying this banner cause fear in the enemy, increasing the chance of them fleeing in battle. They also are immune to fear themselves.

Inscribed magically with many distracting patterns, the Shield of Photos magically distorts missile attacks sending the projectiles off of their original course.
Game Note: Any character using the Shield of Photos is basically safe from missile attacks, bows, crossbows, war machines and any other device that launches projectiles.

Seasonal differences are also taken into account in Warhammer. Search through darkness and snowy territory for the elusive enemy.

While in battle, you can pull up the map to check your progress.



magic on your side. This type of magic can be found littering the ground of a battlefield. Here your troops can find and acquire the object if they stumble across it while in combat. Additional combat magic is controlled directly from the onscreen menu. This allows you to cast a variety of spells to lay a path of destruction down in front of your marauding troops.

In combat, day and night is taken into account, reflecting the darkness of the land into the battlefield. Ambush situations make a world of difference—it is a lot more difficult to see the enemy troops as they mount their attack. And finding magical items in the dark is a near impossibility.

Graphically, Warhammer: Shadow of the Horned Rat is really good for the game and story depth that the title tries to bring across to players. The larger graphics, such as the villages and the surrounding lands, are fairly detailed. This carries true even to the smaller graphics in the troops and the enemy units. The littering of corpses and the flocking of scavenger birds over their rotting flesh are even seen in high detail as the battle continues somewhere else on the screen. Screen refresh rate is also acceptable. But because

"...the foundation for all the strategy-based excitement is found in the play."

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The Banner of Wrath is one of the most feared (and most desired) items in the game. It has been infused with great power and can lash the enemy with bolts of pure energy from the mighty symbol.

Game Note: When the player so wishes, a powerful lightning bolt will strike out from the banner and strike the first unit in its path.

Few wizards can withstand the touch of Amber magic. It's like a chilly wind that freezes the very marrow of your bones and drives away reason. It is the magic of wild places and bestial minds.

Game Note: The Five Spells are:

1. The Flying Bower
2. Hunting Spear
3. The Flock of Doom
4. The Curse of Anraheir
5. Tangling Thorn

Bright wizards are fire wizards. Their magic is of flame and heat. They make excellent Battle Wizards with their ability to cast fireballs and flame storms upon their enemies.

Game Note: The Five Spells are:

1. Fireball
2. Piercing Bolts of Burning
3. The Burning Hand
4. Conflagration of Doom
5. Flamestorm

Represented by the color blue, Celestial wizards draw their power from the Comet of Power. In battle, Celestial Wizards command the power of the heavens, calling down lightning and savage winds against their foes.

Game Note: The Four Spells are:

1. Azure Blade
2. Lightning
3. Wind Blast
4. Storm of Shemtek

Before a mission you can select the number of troops you want.

Warhammer isn't an extremely fast-paced game, play speed isn't taxed too much from on-the-fly fast regenerations.

Sound and music fit surprising well, even though no awards are going to be won in this category. It is again just what is needed to make the title complete with little to no bells and whistles. Background sound is really soft and nearly non-existent giving total control to the sounds coming from the confrontations happening all over the play area.

Graphics and sound help out the entire title, but the foundation for all the strategy-based excitement is found in the play. Although the control is a bit overwhelming at first, players will quickly pick it up and master control of the army waiting for their commands. It helps to know how the enemies are going to attack so players can position their troops in the optimal place to defend against their advances. But even if you happen to make an improper movement that causes you to falter a little in your mission, you have the option of continuing on to the next mission and accepting the consequences or you can load your previously saved game (from the memory card) and give it another go. Game options are the key for players to have an outstanding experience by having every game based solely off the player's selections and the outcome of the missions. Whether a player wants to save his/her money and try to fight off three invading armies with only one of his/her own or use backup support to overwhelm the opposition, the choice is his/her.

This type of flexibility in any title can make it a hit. Warhammer: SotHR fills the void that players have had for a while for a mercenary-style game where you can choose your own adventure and make game selections from the point of your character. ■

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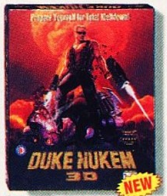

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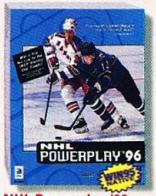

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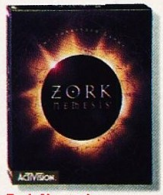

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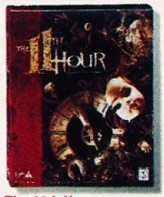

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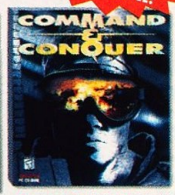

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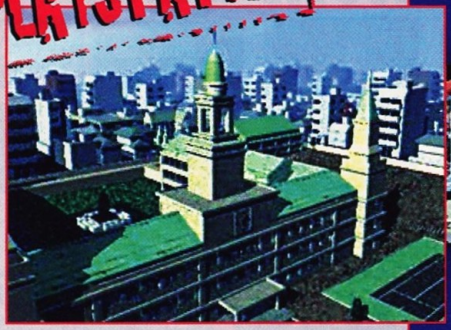


PERSONA

Release Your Inner Self

Two issues back *EGM* had a preview version of Persona and was able to give readers some info even though the version featured was entirely in Japanese. As talented as we can be, we weren't able to get a full translation before press time. We recently received a new version of the game and are happy to announce that it's just about done and better yet, it's in English.

The main thing that's different about the recent version Atlus sent to *EGM* is the language used in the game. No graphic elements have been changed from last month, but now we'll be able to get further into the game with shots that really show what the game is about.

Orchestrated music has been added along with some realistic sound effects that create a great atmosphere. When gamers walk through the school, they hear fellow students in the background and the sound of their feet clicking on the tile floor. The music inside the school is bouncy and happy, while the music in a dungeon is more dramatic.

In case readers didn't catch the early Next Wave on Persona in issue #88, here's a quick overview of the story line: An evil corporation that has recently moved into town is working on a dimensional portal that'll allow people to travel to and from other dimensions.

Unfortunately the corporation's motives are evil, and the VP of the corporation, Guido, doesn't want anyone to interfere. A group of teens (the main characters of the game) from the town eventually find out that their young friend Mary is in trouble. It's their job to save her and the town—maybe even the world—since demons have made their way through the portal.

Gamers have had the opportunity of playing many different RPGs in their video game lives. Some come along that have something special (games like Final Fantasy, Chrono Trigger and Lunar to name a few). Persona is something that *EGM* doesn't see all

Gamer's Edge

Like many RPGs out there that have mini-games within the actual games, Persona comes through with an area that has some casino games. They include Poker, Slot Machines and others. Money can be traded in for coins so the games can be played. Big money can be won with some skill and a lot of luck. Check the pictures for the games included in the Casino Room.

CASINO GAMES

Gamer's Edge

Persona features the magic power known as Persona (hence the name). These Persona are versions of the character that are hidden inside of them. They can be released and used to heal the party or destroy the enemy. Each character has his or her own special Persona. As levels are gained, new Personas become available. Gamers can find the Velvet Room which is used to combine two Personas to make a new one. This way, the types of Persona that a player can have are large.

"A group of teens...find out that their young friend is in trouble...it's their job to help save her and the town..."

that often. Gamers who are familiar with Earthbound on the Super NES know about RPGs that take place in the present. Persona is similar in this aspect.

The characters of the game walk around in an average, everyday city doing average, everyday things—that is, until the demons came along and learned about their special magic abilities.

There is a large amount of characters to meet in the game. Some are members of the party while others are townspeople. Of course, players will meet enemies throughout the adventure.

Guido, the aforementioned leader of the dimensional chaos, knows what he is doing is evil, but he doesn't really care—after all, he *is* evil.

As mentioned in the Persona Next Wave a couple of months ago, the game is part of the Megami Tensai series, a popular RPG series in Japan. This will be the first time any game from that series has come to U.S. shores. The main reason for this, according to Atlus software, are the demonic/satanic overtones.

Gamers who want something different in an RPG should check out Persona when it hits store shelves. It has an incredible amount of options and a story line that makes you want to keep playing from beginning to end. ■

RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	**% DONE**
Atlus	100%
THEME	**PLAYERS** / **SIZE**
RPG	1 / CD-ROM

Persona features tons of enemies of all shapes and sizes.

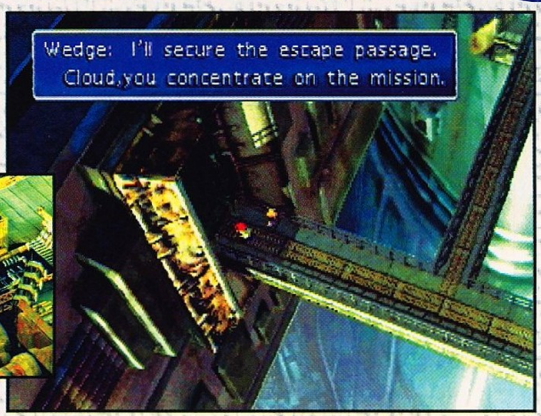
One way to get out of battling with an enemy is to talk your way out. Be careful, it could turn ugly if you say the wrong thing!

Gamer's EDGE

Characters

The game features a huge cast of characters. Some are friends while others are enemies. Look for characters that make multiple appearances in the game. Here are some of the main characters along with others who aren't quite "main" but are worth mentioning for one reason or another.

PLAYSTATION



FINAL FANTASY VII

Finally The Fantasy Continues

Square has been giving game players some of the finest role-playing games ever created for years. Final Fantasy III on the Super NES sold really well for Square, and it continues to be one of the best games ever made for that system. With the advent of 32-Bit, Square has jumped ship from Nintendo's wing and started making games for Sony's PlayStation. Following up their success with Tobal No. 1, Square finally delivers what everyone has been waiting for—another chapter in the Final Fantasy saga.

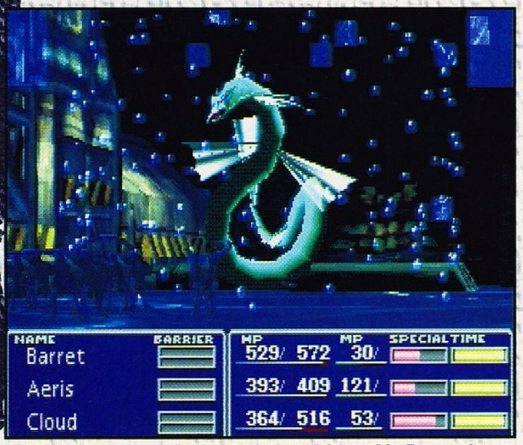
Game players have been able to experience a small portion of the game through a demo disc that was included with Tobal when it was released in the U.S. last November. For those of you who didn't get a chance to check out the demo, what follows is a preview of the type of gameplay and graphic flair that gives only a taste of what's to come.

Final Fantasy VII fills three CDs with some of the best adventure gameplay ever seen on the PlayStation. Originally, Square planned the game to fit on two CDs, but realized halfway through development that the game was getting too big and in order to make it the best game that it could be, they'd need to add a third disc. So in late September, Square announced that they were delaying the release of the game by a month to make sure that the title lives up to gamers' expectations.

RELEASE DATE	DIFFICULTY
2nd Qtr. '97	Moderate
PUBLISHER	**% DONE**
Square	25%
THEME	**PLAYERS** / **SIZE**
RPG	1 CD-ROM

The demo begins with our hero, Cloud, joining the Avalanche team to blow up the Makora plant. You must make your way into the plant and set the bomb that will destroy the plant and bring an end to the government's tyrannical reign of terror over the population.

The music in the final game will be over 100 tracks composed by Nobuo Uematsu. If



When Aeris summons Leviathan, its attack is graphically stunning and inflicts a lot of damage on the enemy party.

Cloud runs to assist the Avalanche team.

When the bomb is set, enemy forces attack with big guns.

The battlefield looks similar to that of previous FF games.

the music from the demo is any indication, the soundtrack will be amazing.

The graphics in Final Fantasy VII are amazing. Computer-rendered graphics that are superbly detailed complement the game's dark, futuristic look. The characters are made up of 3-D textured polygons, but still have a hand-drawn look that is important in continuing the heritage of the Final Fantasy series. Tetsuya Nomura can be credited for bringing the characters successfully into a polygon world. During the intro, you follow a peasant girl from a darkened alley into the streets. From this simple scene, the camera pans into a scene of the Makoro factory. The camera then zooms down into the center where the train station is located, and the Avalanche team begins their mission.

The ATB (Active Time Battle) system that Square has used in Final Fantasy VI (our III) and Japan's Final Fantasy V looks almost identical to that of previous games. Some improvements have been made, including a "special" meter which, when full, allows the characters to pull off supercharged attacks. Also new is a "Summon" command which brings special creatures to life to pull off graphically impressive and devastating specials.

Set the bomb, and successfully escape from the Shinra Makoro plant and the demo is over. A fantastic way to end just a small sampling of what's to come. As the Jan. 31 Japanese release date nears, anticipation of this game grows. U.S. gamers will be playing FF7 this year. ■

"As the Japanese release date nears, anticipation of this awesome game grows each day."

GAMER'S EDGE

The Special Attack meter fills up during battles and allows each character to pull off a super special move that racks up some devastating damage on the enemy's party.

It is yet to be determined exactly what affects the meter's rise, but this new option will add to the game's already incredibly fantastic interface.

In the demo, Cloud has two special attacks available to him. This opens up the possibility that characters can learn new ways of attacking throughout the course of the game.

A message will appear when special attacks are open.

Cloud's Cross Slash is one of his many specials!

PLAYSTATION

DISCWORLD 2

Adventure, Magic and Sarcasm

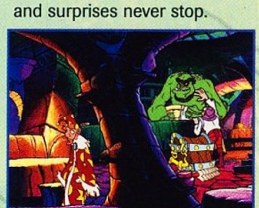
RELEASE DATE	DIFFICULTY
March	Moderate
PUBLISHER	% DONE
Psygnosis	60%
THEME / PLAYERS	SIZE
Adventure / 1	CD-ROM

On the thriving metropolis of Ankh-Morpork, someone has planted a bomb. Fortunately, there are plenty of people who know how to diffuse it. The problem is: Of everyone capable, the dumfounded mage Rincewind is the first at the scene. Needless to say, Rincewind's efforts didn't really work out and the resulting explosion leveled a portion of the city. Besides the obvious effect, the explosion has had a disastrous effect on Death himself.

Since the disaster, Death has disappeared and the dead haven't been collected like they normally were when they passed on. Many have become bored at their own funerals and have wandered off because Death has not been doing his job. When Windle Poons, the Unseen University's oldest wizard, fails to pass away quietly, the Arch Chancellor decides to perform the rite to summon death.

Rincewind finds himself caught in the mix to acquire the components of the spell. Using his ever-present sharpened sarcasm and his faithful walking luggage, he must do the impossible for a half-wit magician.

Without going much further into the plot, let's just say that some bizarre events start to unfold which place Rincewind into the role as Death where the fun and surprises never stop.



Of course, there is the usual mix of monsters to find in DW2.

Gamer's EDGE

Players of the genre will love the constantly changing views that this type of point-and-click adventure game takes you to.

In Psygnosis' latest point-and-click adventure title Discworld 2: Mortality Bytes! players can once again fall head over heels into the demented life of the nearly fallen magician Rincewind.

also hinder their progress throughout the game. The key to getting anywhere in the title is to coax the NPCs that are willing to help you with Rincewind's sly tongue (coming once again from Monty Python star, Eric Idle). There will also be a number of characters to interact with that will seem to want to do nothing more than cause you trouble in your quests. But no matter what you are or are not getting from them, the experience of dealing with them is bound to be hilarious.

A queen and servants... Rincewind is really in trouble.

Graphically the title seems to be on par with the previous release, bringing sharp visuals of all the interesting places and characters. And although the graphics are a high point, the best feature of all is the amount of humor that will have players in stitches as they walk in the shoes of Rincewind.

Considering the first Discworld really caught a lot of gamers by surprise with great fun and a plot that spawned laughs, the second release really has a lot to live up to. But with what we have seen so far, players are in store for another classic Psygnosis sequel where the designer's only goal is to make it better than its predecessor. It's a simple concept but hard to execute on a title as good as Discworld. ■

The fun of any point-and-click adventure game is contained in the locales where the plot allows you to go. And Discworld 2 is a perfect example of this. It allows you to explore many different places that include the fabled continent of XXXX and exotic places such as Djeli Beybi and Holy Wood.

Because Discworld 2 is also non-linear, you can go to places and even return if you have missed an important item or clue, or just to talk to the inhabitants. It's a thrill to go to each successive screen, and the game never fails to impress beginning players with the outstanding art and cartoony characters.

"...players must explore the landscape and find vital clues that will help unravel the mystery at hand."

Using the wits and the humorous attitude of the bumbling wizard and his trusted companion/chest, players must explore the landscape and find vital clues that will help unravel the mystery at hand.

In the adventure, players will come across many NPCs that will be both helpful and

That horse is too perfect to have anything to do with Rincewind.

Holy Wood has its share of parodies with characters.

PLAYSTATION

LEAGUE OF PAIN

Enter The Future Of Competitive Sports

We've seen plenty of sports games get translated to the video screen. Between all of the football, basketball, hockey and baseball games, it would seem that all the bases have been covered, so to speak.

Still, there's a lingering sense that something is missing. What about that arena-style sport where players must lob a glowing ball into a hovering goal? When does that game get its due? Okay, there may not actually be a game like that in real life, but with video games, you can do anything.

Enter the Professional Underground League of Pain (or P.U.L.P. for short), Psygnosis' twist on the typical sports game. P.U.L.P. combines elements of hockey, football and basketball into a totally unique sport set in a futuristic arena.

A P.U.L.P. team consists of six players. Of these six, only four are in play at once. The other two sit on the sidelines and are there if substitutions are needed. Each of the layers has his own individual statistics, which vary in such attributes as accuracy, power, speed and stamina.

There are three modes of play to choose from in P.U.L.P. There is a Friendly Mode if you are just looking for a single, quick game and the League Mode is where you play out an entire season of the sport. Perhaps the biggest mode of them all is the Tournament Mode. This is where you play a series of games against other teams, in a step ladder-style tournament. The winners of a pair of games play against each other and so on until one team bests all the others. In Tournament Mode, you can adjust the number of rounds, and, depending on the number of rounds, you can have up to 16 players controlling teams competing in the tournament. Like any good sports game, you can play against the computer, or, what is generally more fun, a human opponent.

No matter what mode you play in, the basic rules of the game remain the same. An entire match is divided into two five-minute halves. The game ball is a sphere of energy that needs to be "charged"

Oh, the humanity! The blimp view lets you watch from above.

If the ball is not charged, the goal will automatically block it.

Once you gain possession of the ball, truck down court to charge up the ball in the charger. Then, head straight for the goal and put 'er in!

Before the match, you watch as the players take to the arena.

RELEASE DATE	DIFFICULTY
February	Moderate
PUBLISHER	**% DONE**
Psygnosis	90%
THEME	**PLAYERS** / **SIZE**
Sports	1-8 / CD-ROM

Gamer's EDGE

While playing P.U.L.P., remember to take advantage of the many camera angles available to you. There are a whopping 22 camera angles from which you can watch the action. The angles range from cameras that are locked in one place that zoom in and out to cameras that follow the action to "blimp" views that give a bird's-eye view of the game. You can set the camera angle before the game even begins, or you can adjust it during the match if you need a better view of the proceedings. Some camera angles work great, while others seem more than useless. Experiment to get the best view.

"...feel free to check and punch and do whatever..."

before it can be thrown into the goal that hovers in the center of the court over the players' heads.

Charging the ball is actually quite easy. When you gain possession of the ball, you must run to the opposite end of the court and hold it near the ball charger for two seconds. After that, you are free to shoot it. If you lose possession of the ball and the other team gets it, they must charge it up again.

During gameplay, you can do just about anything to get the ball from the opposing team. That's right. In P.U.L.P., there are no fouls, so feel free to check and punch and do whatever you need to get the ball in your hands.

After you've had enough of the 16 teams in the game, there is a Team Edit Mode where you can create your crew of sports combatants.

Overall, P.U.L.P. has a dark, gritty feel that complements the style of game that it is. The graphics are excellent with the ball being the most impressive element. Seeing the glowing mass bounce off the walls, lighting up the court as it moves is an effect you have to see to appreciate. If you've been looking for a sports game that's unlike any you have seen before, Professional Underground League of Pain may be for you. ■

Like all sports games, when you score a goal, there's a celebration. You can even sound off airhorns with the shoulder buttons.

Gamer's Edge

One of the better features in P.U.L.P. is the Team Edit Mode. This gives you a chance to create your own team of six super athletes with the attributes you want them to have. You can change the name of the team manager and each of the players, so you can have you and your friends competing for real. Player attributes (accuracy, power, speed and stamina) can be changed at will. There is a separate team power meter that fills up when you lower individual player's meters and lowers when you raise the player's stats. With careful handling of the meters, you can create a perfectly balanced team or a team with one super player. The possibilities are endless.

PLAYSTATION

PROJECT X2

More Than Monkeys Flying Fighter Planes

Project X2 is one of the few entries in the space-shooter genre that has appeared on the 32-Bit system. Ocean and Team 17 have put together the sequel to their Amiga hit on the PlayStation.

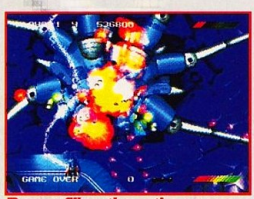
When first looking at the game, it seems as those it's going to be a WipeOut-esque driving and shooting game. The opening cinema has the main character speeding through the streets of a futuristic city. Looks are deceiving though, as you're soon jumping on board a spaceship and blasting off into the stratosphere to save the galaxy.

The graphics in Project X2 are amazing. CG-rendered ships, enemies and backgrounds all appear on the screen and rotate around with no slowdown whatsoever. Even in Two-player Mode, the game withstands massive firepower and dozens of explosions on screen without a problem. At first glance, players might mistake the graphics for those of another CG-rendered shooter that appeared early on in the Jaguar's life, Trevor McFur in the Crescent Galaxy. Don't mistake PX2 for Trevor's drab, zero parallax scrolling world, though. PX2's graphics are rich in detail, with enough parallax to keep anyone happy. While dodging in and out of asteroid belts, the screen zooms in and out between two playing fields.

PX2's gameplay isn't quite as good as the graphics. The levels are long, but not long enough to develop a level of challenge that matches the game. Enemies take up a lot of space on the screen and aren't that easy to destroy. Some enemies take a large number of hits before being destroyed, making rows of enemies impossible to pass. At times, it's better to avoid enemies altogether than to engage them in combat. Enemy fire is small, and sometimes way too light to be seen clearly with the amount of action on the screen. Some enemy fire can be destroyed by shooting it down, but others are impervious to attacks or need to be hit more than once to be destroyed.

Classic shooters like Gradius, R-Type and Gaiares used more strategy in their gameplay. With Project X2, all you have to do is keep your

Rows of enemies like this can be bad for your health.



Bosses fill up the entire screen with explosions.

With two players, it's difficult to tell where enemies are because of the massive graphic effects.

with enemies taking five hits or more from powered-up weapons. When killed, you are allowed to keep the weapons you collected before you died, but it doesn't seem to help that much. When two players are playing, fully powered up, the effects on the screen block out the action so that it's difficult to see where you're headed.

The game's Bosses are huge and beautifully detailed. The only drawback is that the explosions and fire on-screen is distracting to the strategy of destroying the Boss.

Project X2 has great graphics, and a huge amount of objects on screen with not even a hint of slowdown. The gameplay is a little bit loose and could use an injection of strategy. If what you're looking for is nonstop mindless shooting action, PX2 delivers a graphical tour de force. ■

"...it's better to avoid enemies altogether than to engage them in combat."

finger on the Fire button. It's a good thing that your fighter can take more than one hit before dying. Keep an eye on your life bar at the right-hand side of the screen. Running into solid background objects will kill you instantly like in most shooters.

The power-ups available are graphically intense. Their bark isn't as big as their bite,

PX2 has both horizontal and vertical shooting action.

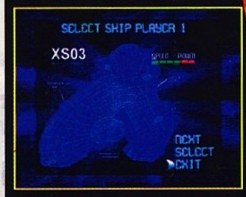
Deadly enemy ships swarm around your ship similar to the game Space Invaders.

Gamer's EDGE

The ships in Project X2 have small differences in them that can mean life or death during gameplay. Learn which ship is best for you in terms of power and speed, then blast off and take on the galaxy!

XS01: The middle of the road battle cruiser—The 01 has medium performance in both speed and power level. This is the best ship for shooting veterans to use.

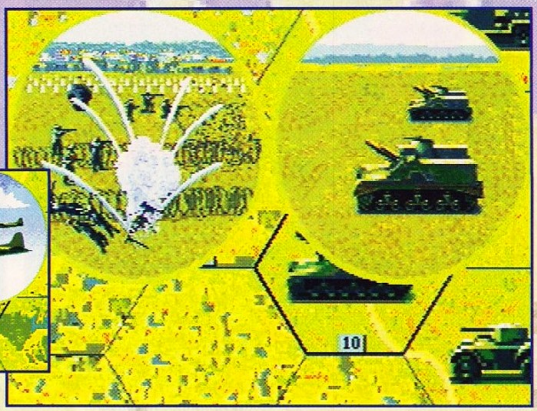
XS02: The sloth of the ships, the 02 doesn't have quite the speed to dodge fast-paced enemies. This is the ship for more advanced players to use after having finished the game once.



XS03: Fast and less powerful, the XS03 can dodge enemies and obstacles like nothing else in the galaxy. If you're quick with your movements and can dodge the worst of enemy fire, this is for you.

RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	**% DONE**
Acclaim	95%
THEME	**PLAYERS** **SIZE**
Shooter	1 or 2 CD-ROM

PLAYSTATION



ALLIED GENERAL

Get Caught In The Crossfire

Strategy game fans will surely remember countless hours spent hacking away at Panzer General.

Those who enjoyed that game will want to check out its sequel, Allied General for more of the best in strategy gameplay. One or two players duke it out in a war for supreme domination of Europe and Northern Africa.

The interface of the game takes some getting used to, but once you have gone through one or two missions in a campaign and gotten a feel for the control, you'll be beating enemy forces left and right. Much of the game is menu-driven, with two sides duking it out on a hexagonal map. The armies are spread over the map, positioned and ready for battle.

Difficulty can be set so beginners and the most experienced player can equally enjoy the game. For those hardcore strategy enthusiasts, it's possible to set an Enhanced AI Mode so that the challenge is super high.

Battles are mostly preset so that you've landed on the beach or are set to move forward. Some scenarios require that you manually place troops on the ground. In the first mission of the North Arcan campaign, enemies are in close range, so that moving your troops or attacking is easier. The game is separated into turns. The number of turns you are allowed varies

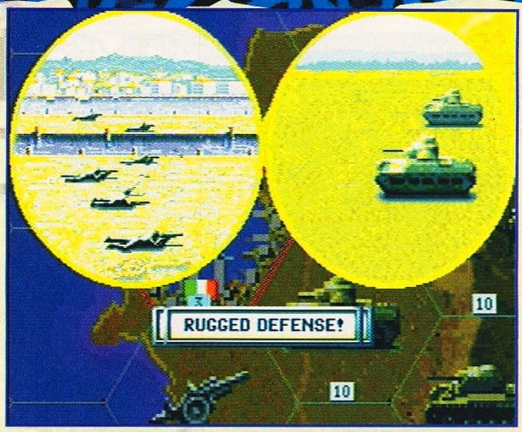
This close to victory, it's essential to keep a cool head. Use your artillery to take out the forces surrounding Benghazi.

When entering a battle, the screen zooms in on the action.

Gamer's EDGE

Since Artillery does the most amount of damage, utilize it first in a battle. This will wear down the Axis' forces enough so that attacking with tanks and ground troops finishes them off or depletes them enough to not be a problem. The projected losses are not always correct. In fact, you may take out more of your opponent's forces than originally predicted.

When in a battle where your troops have been depleted to such a level that you may not be able to continue, use a turn to build them back up. Buying Elite Replacements means that you don't have to decrease the experience level of your forces. Although it's more expensive than buying regular replacements, it's better in the end.

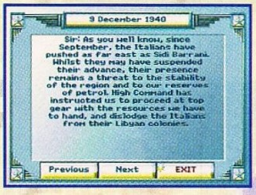


FMV accompanies gameplay, introducing each mission.

Gamer's EDGE

Purchasing extra forces to help your cause is crucial to victory in many battles. Use the Prestige Points that you have collected throughout the course of the game to buy extra supplies and ammo. Be cautious, because in later battles you can actually lose Prestige to your enemy.

Remember when purchasing new forces that they must be placed in the vicinity of a city that you have already seized. So if you're far away from your home base and need immediate help, any new tanks that you buy won't be usable until they are able to move to the battle.

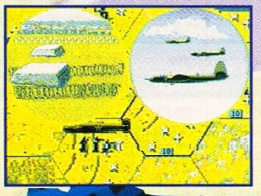


"Winning a battle gains your side experience and prestige with which to build up your army."

from mission to mission, depending on the difficulty.

In Campaign Mode, you can choose to play as an American, British or Soviet General. Allied General also features a Scenario Mode which has about 35 different challenges, a few of which historically never occurred. All of them take place during World War II on the European and African front. One or two players can play a scenario, battling it out for military superiority.

To buy arms and upgrade your armies, you use the game's form of currency—Prestige Points. Winning a battle gains your side experience and prestige with which to build up your army.



Moving ground forces around is key if you want to be able to take over Benghazi quickly. Tanks and troops can move great distances very quickly, while Artillery must be transported to the action. Normally Artillery moves only one square in each direction,

while with the help of a transport it can move approximately the same distance as a tank.

The landscape around each battle plays a role in which side emerges victorious. Troops hiding in the mountains or entrenched can inflict damage on ground troops attacking from a lower position. When you reach Benghazi in the first campaign, it is important to have your troops ready and experienced enough and armed to inflict damage on the encampment. Attack with tanks first, ground troops next and Artillery in the back. Artillery inflicts the most amount of damage to the enemy more frequently than any of the others. Ground troops are usually left with the task of finishing off an opponent's forces once they have been worn down by tank fire.

The graphics aren't the most amazing thing you'll find on a 32-Bit system, but the graphics aren't what Allied General is about. SSI's Allied General brings the second game in the five-star series home. If you are into strategy gaming, Allied General packs a lot of challenge, action and intrigue into an affordable package. ■

RELEASE DATE	DIFFICULTY
Now	Hard
PUBLISHER	**% DONE**
SSI	100%
THEME	**PLAYERS** / **SIZE**
Strategy	1 / CD-ROM

The computer notifies you of the expected losses on both sides before you choose to attack. If it's too big a price, don't attack.

NEO•GEO

SAMURAI SHODOWN IV

Be Outta Here By Sun Up, You Crazy Samurai

Howdy, partner! There's a special something happenin' when a bunch of samurais get together to do some country dancin'...er, wait a second. It's Shodown, not hoedown. Samurai Shodown IV makes its debut to do some slashing at the arcade (or Neo•Geo).

Gamers may be familiar with the other versions of Samurai Shodown that have been on the Neo•Geo as well as on almost every console system.

Samurai Shodown IV introduces some new characters as well as returning characters from Samurai I and II. Tam-Tam and others are in this fourth installment, even though they weren't in Shodown III. This time, the game features over 15 characters, each with his/her own special moves and techniques. (Check the sidebar for more info.) Each of the characters has his/her own look—the pictures in the sidebar only show their faces, but the pics elsewhere show the cool look that the characters have.

When choosing a character, a gamer has the option to fight with one of two techniques. By choosing Bust technique over Slash, a player will find that the character has different moves. The different techniques also separate the characters into good and evil. These techniques also give the characters a few different moves.

A player can also choose different battle classes: Upper, Medium and Beginner. These merely adjust the difficulty of the game for that character.

The moves in the game are plenty—most being fireball-type motions (Down, Down Right, Forward+button) while others are very difficult. There are also special commands for other moves that can only be executed when in "Pow" Mode, similar to a super combo.

The graphics in SS4 are great-looking. The characters are in full battle garb (whether they're a ninja, a samurai or a swordsperson). By pressing the B button on the Character Selection Screen, a player can change the color of the character's outfit.

The backdrops also change while playing. For example, when the time limit gets close to zero, the background will change from a nighttime forest scene into a dismal rain scene. Also, when a character's "Pow" bar reaches its peak and is activated, the backdrop becomes a giant symbol—some are giant skulls

Shodown IV is no adventure game, but it does have a map.

Something evil is happening in the background. Could that be an indication that someone has just used their "Pow" meter?

RELEASE DATE	DIFFICULTY
Now	Moderate
PUBLISHER	% DONE
SNK	100%
THEME	PLAYERS	SIZE
Fighting	1 or 2	378-Meg

No one ever said that a slash to the chest was a good thing.

nothing but a black void.

Other neat features include the animal friends that also appeared in previous versions (no, they can't be killed) and the button-tapping excitement when two swords lock—

"Like Samurai Shodowns of the past, this one has...sliced bodies and chest wounds that seem to bleed for hours."

while others are pentagram-type designs.

The game's music and sound effects add quite a bit to the gameplay. There's nothing like the sound of a sword slash going through an enemy when they've been wiping up the floor with the gamer's character. The music is standard Samurai music, which isn't a bad thing by any means.

By executing different moves, players can get some mean combo action going as they're put up against some tough opponents. The sword expert, Charolette, has gotten up to 32 slashes during one combo situation. This can cause some major damage. All of them look cool, but some aren't all that powerful.

Like the Samurai Shodowns of the past, this one has the fatal moves that can't be found in many other places. Sure, some games boast head-exploding fatalities, but Samurai Shodown has diagonally sliced bodies and chest wounds that seem to bleed for hours. Gamers may wonder, though, why the insides of the characters are whoever taps faster will end up keeping their weapon. Whoever doesn't will lose their weapon until they retrieve it.

By the way, Samurai IV doesn't have anything to do with country dancing—let's be thankful. ■

Gamer's EDGE

The main difference between the two different techniques is a good character versus an evil character. Notice that the Slash version of Galford has his dog, Poppy, whereas the Bust version of him (the evil one) doesn't sport the pooch during battle. Also the bird-lover, Nakoruru, drops her feathered friend for Galford's toothy wolf (or at least a version of his wolf).

Some of the moves differ between the two techniques as well. Usually no more than three or four moves are different between the modes. Experiment to find what character works better with Bust or Slash.

GAMER'S EDGE

There are a few combo moves that do require more than one button tap, but usually a three-, four- or five-hitter shouldn't be much of a problem with any of the sword-toting characters. The key is to find the move that gives the most hits and then do that same move when the character is powered up.

When pow'ed up, a character will usually double or triple the amount of hits they can dish out in a combo. As mentioned in the body text, some characters can give major hits (up to 30 or more). Another way to find combos is to just mess around with different button taps and fireballs moves. Keep an eye out for special moves that pop up on the screen during play.

Also look in upcoming issues of *EGM²* for a blowout strategy guide of Samurai Shodown IV.

Charge up and do some special moves to dish out some major damage. And to think, the "Pow" meter hasn't even been activated yet!

PLAYSTATION

RE-LOADED

Load Up Again And Again

The first Loaded became an instant classic on the PlayStation. Tons of action, bloody mayhem and enough blasting to keep any gamer happy for a long time. Interplay and Gremlin have teamed up once again to create a sequel to their smash hit—Re-Loaded.

It's not unlike the first game in that it has plenty of shooting action. The main difference, though, is that this time there are some new faces. The interface has also been cleaned up and the control looks to be a bit better than the first. The copy *EGM* received is still early, and only one level was playable so far. The enemies are now made up of seemingly nude monsters running around.

The futuristic wasteland that will make up the first level of gameplay is graphically not as impressive as the first game's levels at first glance. The landscape doesn't have very much variety other than hills that must be climbed over as well as a maze of pathways and crossings. During the first level, your mission (should you choose to accept it) is to collect three objects and return them to their owner, who will then allow you to pass over his bridge.

Control is very important in a game of this type. With enemies coming at you from all sides, it's important to be able to shoot in all directions quickly. An analog controller would help in this case, but the PlayStation controller works fairly well for right now. The only problem is that sometimes enemies attack you before you can turn around and shoot at them.

The addition of a few new characters helps the game out. Old friends come back to cause more carnage. Re-Loaded stars Cap N Hands, Butch, Mama, The Consumer, Bounca and Sister Magpie. Each of the characters has his or her own opening presented with CG-rendered graphics.

The music is a combo

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	**% DONE**
Interplay	90%
THEME	**PLAYERS** **SIZE**
Action	1 or 2 CD-ROM

Don't blast this guitar-toting free spirit! He's got the key to the next level, and maybe if you gather some goodies, he'll let you pass.

Blood spatterin' fun awaits all who are worthy to reload.

Sister Magpie unleashes her special of mass destruction.

Gamer's Edge Characters

Each of Re-Loaded's characters has a different speed, special attack and weapon. Which one will you use to spread the maximum amount of carnage?

Name: Sister Magpie
Crime: Extortion
Speed: Fast
Weapon: Superior Mutha
Special: Animal Magnetism

Name: Bounca
Crime: Mindless Swedging
Speed: Slow
Weapon: Tri Me
Special: Twist and Shout

Name: The Consumer
Crime: Cannibalism
Speed: Medium
Weapon: Hot Lips
Special: Oh-Beese

Name: Mamma
Crime: Big Baby
Speed: Slow
Weapon: B.B.S.
Special: Seismic Tantrum

Name: Butch
Crime: Gender Straddling
Speed: Medium
Weapon: Gender Defender
Special: Flaming Ring

Name: Cap N Hands
Crime: Genocide
Speed: Fast
Weapon: Retro Ballistas
Special: Blood Bath

"...has the potential to be better than the original."

platter of heavy-metal guitar riffs, which is to be expected in a game like this. A handy Two-player Mode increases the amount of action as you and a friend go head to head in a deathmatch to the finish.

Even at this early stage, Re-Loaded looks like it has the potential to be better than the original. We'll pass more info your way in the coming months on this Loaded sequel. ■

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PLAYSTATION

K-1

Kickboxing, Sport Of The Future

When you think of fighting games, the sport of kickboxing probably doesn't come up right away. XING Entertainment has remedied this by providing kickboxing fans with an accurate, enjoyable simulation of the sport.

The first thing you'll notice about K-1 is that it has real kickboxing champions. Once you work your way through the game, you are treated to an ending that shows how the game was made. From the looks of it, you wouldn't want to fight these guys for real!

The amount of options in K-1 is unbelievable. In One-player Mode, fight to the top. Once you've won the Championship, the Master will come out of hiding to fight you. There's a Two-player Vs. Mode, Tournament Mode (up to eight players) and a Team Battle, where each player picks three fighters and then dukes it out, tag-team style.

As if that wasn't enough, K-1 utilizes a new AI Mode, in which you can create a new fighter and train him. The computer analyzes each attack and "teaches" your computerized fighter to counter them. After training your fighter, you can save the information on the PlayStation's memory card. You can then set up a battle between the fighter you trained and a friend's champ. The graphics are the standard fare of polygons. There is an option to turn on extra details, which add to the number of polygons displayed. Kickboxing comes to the console systems in style! ■

"...you wouldn't want to fight them for real!"

RELEASE DATE	DIFFICULTY
February	Variable
PUBLISHER	**% DONE**
T*HQ	75%
THEME	**PLAYERS** **SIZE**
Sports	1 or 2 CD-ROM

Gamer's Edge

Polygons, Polygons

K-1 has an option to enhance the graphics on each fighter. Turning on the "Extra" Mode in the Options Screen adds polygons to each character and also adds detail.

Contest Rules:

1. No Purchase Necessary: To enter, send a standard size postcard containing name, address, and phone number to "Tomb Raider Contest," 303 Sacramento Street, San Francisco, CA 94111. 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 Feb. 1, 1997. All entries become exclusive property of Eidos Interactive (Sponsor) and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Only one prize per family, organization or household.

2. Prizes: 1 Grand Prize: Grand Prize winner will receive one (1) Leather jacket, three (3) video games, one (1) backpack and one (1) poster. Grand Prize has an approximate retail value of $700.00. 5 First Prizes: First Prize winners will receive three (3) video games, one (1) back pack and one (1) poster. First Prize has an approximate retail value of $300.00. 15 Second Prizes: Second Prize winners will receive one (1) poster. Second Prize has an approximate retail value of $5.00. Winners will be determined by a random drawing from all valid entries by Sponsor whose decisions are final. Drawing to be held on or about Feb. 15, 1997. All prizes will be awarded. All other prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) 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: Contest open to residents of United States and Canada. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Publishing Company, Sponsor and their respective affiliates are not eligible. Neither Ziff-Davis Publishing Company, Sponsor nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Publishing Company, Sponsor 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.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Tomb Raider Contest Winners List," 303 Sacramento Street, San Francisco, CA 94111. Requests for winners lists must be received by March 1, 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. Sponsors: This contest is solely sponsored by Eidos Interactive. (1996 Eidos Interactive. Core, Tomb Raider, Lara Croft and her likeness are trademarks of Eidos, plc. All Rights Reserved. Printed in USA.

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- Tomb Raider Collectable Poster

SECOND PRIZE

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PlayStation

PC CD

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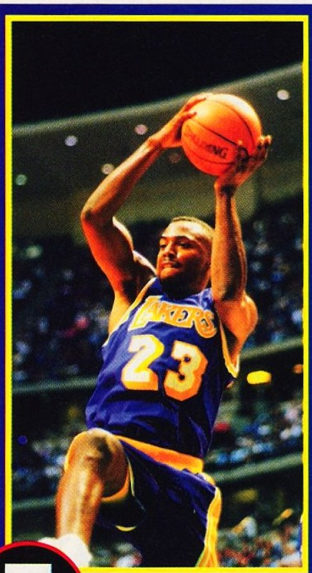
ELECTRONIC GAMING MONTHLY

TEAM EGM

SPORTS

NBA LIVE ROCKS THE HOUSE AT CEDRIC CEBALLOS' CRIB, AND WE WERE THERE



This month in Team EGM, we're checking in on some hot new titles due to slam onto the sports gaming scene. First off is FIFA 97, the new-and-improved version of EA's successful soccer franchise. Next, we try to hook a lunker with Hot-B's Big Bass World Championship. Then, we take a look at Williams' arcade-style hockey game, Open Ice. Since it's based in the suburbs of Chicago, we would be remiss in not paying tribute to hometown hero Michael Jordan's new game, Space Jam. Developed by Acclaim, this title loosely follows the movie's story line, and features a number of Warner Bros. characters as well as His Airness. Finally, we take an exclusive look at Virgin's exciting new baseball game, Grand Slam Baseball. This one looks like it might turn quite a few heads.

Also included this month is coverage of the EA Sports NBA Live 97 House Party held at the home of Los Angeles Laker star Cedric Ceballos. Cedric was kind enough to welcome EA and Team EGM roving reporter Kelly Rickards, into his home with a number of basketball players, media and Hollywood celebrities including the actor who plays Steve Urkel. They all had a grand time. We spoke with Cedric about NBA Live 97, as well as the event as a whole.

In keeping with last month's issue, our Box Scores are twice as large as usual. This issue, we feature some of the most eagerly anticipated games for the PlayStation, the Saturn and the N64. Included is ASC's TNN Motorsports Hardcore 4x4 for the Saturn. This game, with its four-wheel independent suspension, is one of the most realistic racing titles released.

We also have a peek at the long-awaited racing game for the PlayStation, Jet Moto. This one could give WaveRace 64 a run for its money. Of course, it can't compete with the graphics-processing power of the N64, but the track design makes the game every bit as exciting in our opinion.

Also included are a pair of basketball games in a similar vein. We take a look at what Williams did with NBA Hang Time for the Nintendo 64 and go behind the scenes to see what Acclaim did with NBA Jam Extreme.

There's even more sports excitement featured inside, so take a look and see for yourself. One other point of interest: You, faithful reader, may see some changes in Team EGM in the coming months, but never fear: *EGM* will continue to bring you the hottest and most anticipated titles, with honest reviews and in-depth previews. That's just what we do. It's not rocket science, it's just good, old-fashioned hard work and coming off of the ball quickly is something we've come to do to keep you sports gamers informed.

THE LINEUP

- **PREVIEWS**
  - FIFA 97
  - BIG BASS WORLD CHAMPIONSHIP
  - OPEN ICE
  - SPACE JAM
  - GRAND SLAM BASEBALL
- **BOX SCORES**
  - HARDCORE 4x4
  - JET MOTO
  - 2 EXTREME
  - IN THE ZONE 2
  - STREET RACER
  - NBA HANG TIME
  - NBA JAM EXTREME
  - MOTOR TOON GRAND PRIX
- **INTERVIEW**
  - CEDRIC CEBALLOS EA SPORTS NBA LIVE 97 HOUSE PARTY

QUICK SHOTS

Dakar will give PS owners off-road racing similar to Sega Rally.

Virtual Pool will turn your living room into a virtual pool hall.

Atlus' Peak Performance will give players a chance to race a number of interesting vehicles.

FIFA 97

EA brings their soccer franchise to a whole new level of realism

Ever since Electronic Arts released the first FIFA title for the Sega Genesis and the Super NES, it has been the yardstick by which all other soccer simulations are measured. Players were wowed by FIFA's stunning player animation, technical accuracy and realistic sound effects, including sampled crowd chants that truly captured the emotion of the world's most popular sport as no other simulation previously had.

Electronic Arts has completely rebuilt their already excellent soccer engine for the long-awaited PlayStation version of FIFA 97. As in previous installments, FIFA 97 features real teams, uniforms and players from around the globe. EA used their patented MotionBlending method of motion capture to animate FIFA 97's realtime 3-D players, accurately rendered down to the numbers on their jerseys. Players will perform a number of authentic movements, including headers, body blocks, sliding tackles and just about any other move you might find in the game the English affectionately refer to as "football."

Many sports games are including both Simulation and Arcade Modes of play in order to appeal to a wider range of sports gamers. FIFA 97 is no exception. In addition to the traditional Simulation Mode, FIFA 97 has a new High Speed Mode that features an adrenaline-charged, arcade-style of play for gamers wanting a quick soccer fix.

With the power of the previous FIFA titles behind it, FIFA 97 could turn some heads on the strength of its name alone. But you can be sure that the folks at EA will not be content to release simply "another FIFA game." Instead, they're looking to provide their customers with a completely new gameplay experience. For better or worse, this kind of approach to game design is welcomed by gamers who are looking for something more than the run of the mill. What we've seen of this title indicates that this could be just such a game.

Although there are a number of quality soccer titles in the works, any sports product from EA carries a number of high expectations. In some ways, this is certain to make designing sequels tough on the developers, especially considering the hostility with which game reviewers view "updates," which are nothing more than rereleases of previous games which may differ only cosmetically from their predecessors. From what we've seen, EA looks to have taken care of this problem head-on.

Often imitated but never duplicated, FIFA 97 should make an excellent addition to any sports gamer's 32-Bit library.

RELEASE DATE	DIFFICULTY
Now	Variable
PUBLISHER	**SIZE**
EA	CD-ROM
PLAYERS	**THEME**	**% DONE**
1-8	Soccer	90%

POWER MOVE

PRO-WRESTLING MOVE NO. 4

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PRO-WRESTLING MOVE NO. 16

THE DRAGON SUPLEX

PRO-WRESTLING MOVE NO. 31

THE TURN-BUCKLE FACE PLANT

PRO-WRESTLING MOVE NO. 24

THE FLYING ELBOW DROP

PRO-WRESTLING MOVE NO. 49

THE ROUNDHOUSE KICK

PRO-WRESTLING MOVE NO. 10

THE OUT-OF-RING BACKBREAKER

PRO-WRESTLING MOVE NO. 33

THE TURN-BUCKLE TAKE DOWN

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NBA LIVE 97 HOUSEPARTY

EA is in the house!

When EA Sports wanted to premiere NBA Live 97, they decided to invade Laker Cedric Ceballos' pad with a houseful of basketball players, media personalities and other stars. Upon seeing the game, all present were visibly impressed. Here's what the tolerant Mr. Ceballos had to say about this exciting new basketball game from the masters of the world of sports:

EA: So, what do you think of the game?

CC: It's exciting. You know, I watch a lot of basketball—college, high school, what have you—and it's just like you're watching a TV game, really. I mean, I don't even have to play the game to be excited about it.

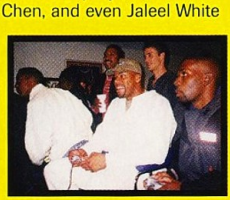
It's really a good game. The graphics are wonderful, the moves are original, they're lifelike...that's what makes you get excited about the game and a little bit hyper when you're watching it.

Is it the type of game you would take with you on the road with your PlayStation?

I'm definitely going to take this on the road. It's my first time experiencing the PlayStation; I'm usually a Super Nintendo guy. But the graphics, the way it moves, the 3-D motion—it's just wonderful. When you're on the road and you have nothing to do, or even when you're at home, it's something nice you can play with.

NBA LIVE 97 CELEBRITY TOURNAMENT

There were a ton of celebrities at Ceballos' house, including Lakers Elden Campbell, Jerome Kersey, Trevor Wilson and Sean Rooks, as well as EA's Dave Dempsey and Glenn Chen, and even Jaleel White (TV's "Urkel"). They all got a chance to go head to head on Live 97, and a good time was had by all. Cedric fared the best overall, but it could have been simple courtesy to the host. Even with all the lights and cameras, Cedric was all smiles, showing that he didn't mind a few dozen houseguests. Here's what he had to say about EA's invasion on his homefront:



Is this the first time you've had an EA party at your house?

Yeah, this is real different. I never experienced anything like this. EA came in and handled everything perfectly. Hats off to them; they did a great job. It's another extension of how great their games are. They're great people, and hopefully I can work with them in the future.

BIG BASS WORLD CHAMPIONSHIP

Armchair fishermen have another chance to snag a few lunkers when Hot-B releases their Big Bass World Championship for the PlayStation. Packed with features covering every aspect of fishing, this game should appeal to gamers and real-life fishermen alike.

The game begins in the den, where players can select their favorite rods and lures and check the calendar to see what tournament they would like to enter. Players also may consult a 40-page book that contains extensive information and illustrations of the fish species featured in the game. Players can gain vital information about each species' feeding habits and fighting abilities that will prove invaluable later in the game. So much detail is included that it is likely that playing this game will improve the performance of real-life anglers out on real-life water. Understanding what appeals to different fish can go a long way.

Once out on the water, players can use their on-board, fish-finding sonar to locate that prime location. Big Bass World Championship has a wide selection of lures—including spinners, jigs, worms and artificial crawdads and frogs—to choose from. Additionally, all lures are available in natural or day-glow colors for day or night-time angling. Players will need to choose their lures with great care, since certain lures move differently through the water, thus appealing to different kinds of fish.

Once a lure is selected, the game switches to the casting interface, which allows players to adjust the direction, angle, power and height of the cast, giving precise control over the positioning of the cast. After expertly casting their lines, players can switch to an underwater perspective. Players have fine control over lure action, both to attract fish and to avoid underwater obstructions. After landing the big one, players can weigh it and see if it's a keeper.

Many fishing fans already may own a 16-Bit fishing game, but the graphic improvements offered by the 32-Bit PlayStation are reason enough to consider purchasing Big Bass World Championship. The underwater view best demonstrates the PlayStation's graphic potential. As the players crank in their bait, the contoured-polygon lake floor scrolls by with extreme fluidity. The fish are prerendered sprites and are accurate down to each species' distinctive coloration and markings.

Hot-B's Big Bass World Championship has all the features to satisfy the most avid fishermen. The game is even endorsed by Hank Parker, one of the sport's top anglers.

With all these authentic features, Big Bass World Championship is sure to give the die-hard fisherman more than enough to occupy his time until fishing season starts up again.

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	**SIZE**
Hot-B	CD-ROM
PLAYERS	**THEME** / **% DONE**
1	Fishing / 80%

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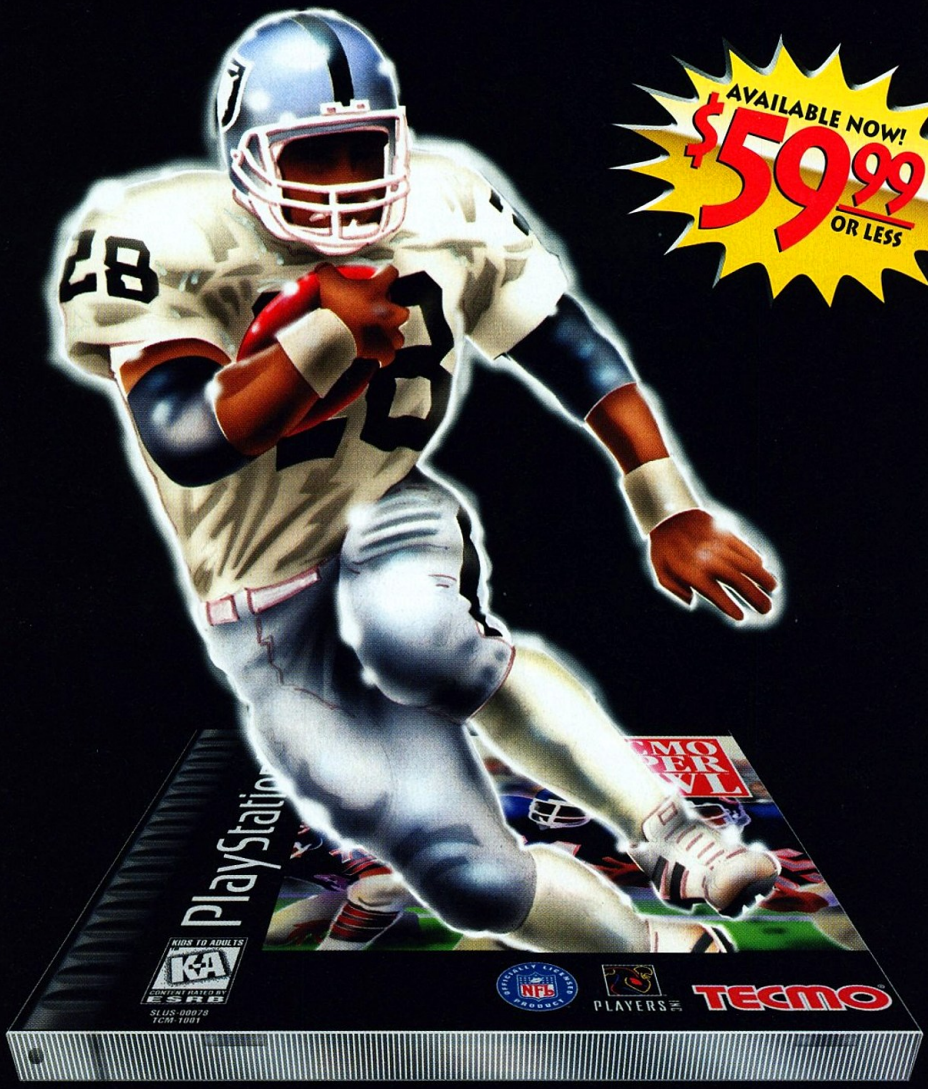

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PER BOWL™

IT'S UN-BOWL-IEVABLE!

CREATE YOUR OWN SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true **play by play** commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

TOURNAMENT MODE

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has

a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see the interception again, and again, and again, and again.

NEW RECORDS & STATS

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

NEW PLAYBOOK

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know, Tecmo Super Bowl is the only

game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of the most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

1 TECMO® SUPER BOWL™
1 SONY™ PLAYSTATION™
1 TELEVISION
\+ 2 OR MORE PLAYERS

= GREAT FOOTBALL FUN

If you like REAL FOOTBALL WITH REAL PLAYERS you'll LOVE TECMO® SUPER BOWL™

TECMO
You're There

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Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)

PLAYERS INC

OPEN ICE

Williams puts their arcade action on ice

Williams' latest sports hit, NHL Open Ice, has arrived on the PlayStation, and it is crammed with all the hard-hitting excitement of the arcade original.

The best way to describe NHL Open Ice is to call it NBA Jam on ice. Players assume control of digitized versions of two of their favorite NHL stars, who zip around the rink, executing pin-point slapshots and wildly exaggerated super moves. Fully licensed by both the NHL and the NHL Players' Association, Open Ice's players are governed by their real-life attributes.

As in NBA Jam, Open Ice's players become "on fire" after executing a sufficient number of checks, assists and goals. Once on fire, a player becomes virtually unstoppable and can scorch the net with flaming shots.

Williams continues the insanity with tons of hidden characters, humorous scoreboard clips, a Big Head Mode and a unique Super Goalie Mode. The codes found in other Williams games were always entertaining, and you can be sure that this game will be no exception. You can also bet that there are a number of secret characters thrown in to keep things interesting. Williams also included a turbo button and an enlarged puck to keep the action fast and furious.

Like NBA Jam and NBA Hang Time, NHL Open Ice is more of an arcade game than a true-to-life hockey simulation. This being the case, it may appeal to arcade fans more than fans of the statistical, strategic side of the game of hockey.

NHL Open Ice takes full advantage of the PlayStation's CD audio by including commentary by broadcasting great, Pat Foley. The game's audio is further enhanced by the incredible DCS Sound System, so players will really feel every brutal cross check.

Because the action is so intense, players will find themselves accumulating scores which are incredible for any game of hockey. The two-on-two aspect can also take a bit of getting used to for those who rely on the passing game more than the drive and shoot. But this game is sure to be a refreshing change from the less intense, slower-paced "simulations." Nevertheless, all hockey fans should be interested in any game which captures the emotional side of hockey. Players who favor insanely fast action and flashy moves over strict sports simulations definitely will want to check this one out.

When players are on their way to being "on fire," they can take some truly huge shots, as shown above.

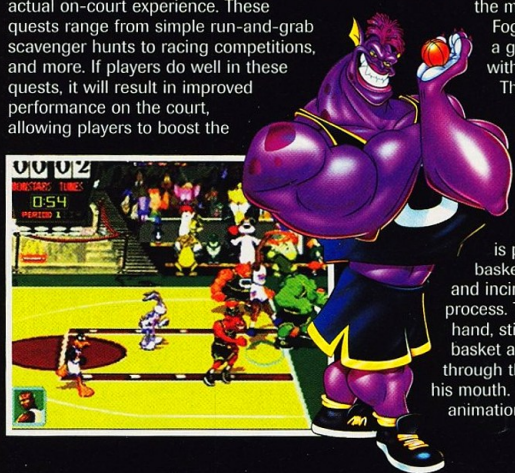
RELEASE DATE	DIFFICULTY
December	Variable
PUBLISHER	**SIZE**
Williams	CD-ROM
PLAYERS	**THEME**	**% DONE**
1-4	Hockey	75%

Acclaim, the company that brought you the NBA Jam franchise, is putting a twist on their next basketball title with the release of Space Jam.

Based on the movie featuring Michael Jordan, Bill Murray and a host of your favorite Warner Bros. cartoon characters, Space Jam combines the game of basketball with various adventure aspects of the movie, resulting in a charming sports title for younger gamers.

Players choose to represent either the Toon Squad or the Monstars, playing in a number of "mini-quests" in addition to the actual on-court experience. These quests range from simple run-and-grab scavenger hunts to racing competitions, and more. If players do well in these quests, it will result in improved performance on the court, allowing players to boost the abilities of all their characters. The on-court action is fairly simple, as might be expected in a game aimed at children. Players choose three characters for their team, from a collection of familiar characters, each with his or her own special abilities. Included are Bugs Bunny, Wile E. Coyote, Porky Pig, the Tasmanian Devil, Elmer Fudd and even Yosemite Sam. Of course, players can also select Michael Jordan to be on their squad, a wise choice since he excels in every category.

The attributes of the characters are appropriate to their on-screen personalities. Bugs, for example, is quick but not the most powerful, while Foghorn Leghorn has a great deal of power without being very fast. The characters can also execute a number of humorous special moves: Wile E. Coyote, for example, attaches a rocket to his back which explodes when he is positioned over the basket, dropping in the ball and incinerating him in the process. Taz, on the other hand, sticks his face under the basket and shoves the ball through the hoop and into his mouth. The accompanying animations, not to mention the entertaining background illustrations, are true to the Warner Bros. name. The audience, for example, features a number of Looney Tunes heroes and villains who respond to the events in the game with appropriate reactions.



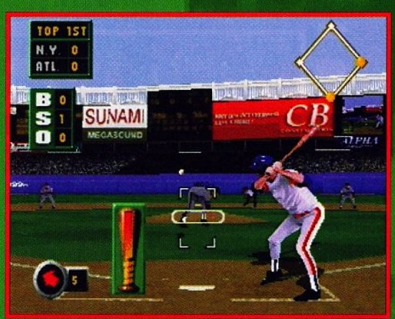
Although Space Jam is not the most challenging game, it should certainly appeal to younger players, as well as any fan of the classic Warner Bros. cartoons. The mini-games contained within should make for some long-term play, as well. If you've seen the movie and you're looking for more of a Space Jam experience, take a look at this game.

RELEASE DATE	DIFFICULTY
Now	Easy
PUBLISHER	**SIZE**
Acclaim	CD-ROM

PLAYERS	THEME	% DONE
1-4	Basketball	95%

GRAND SLAM BASEBALL

Some sports gamers may be feeling a little disillusioned with the vast number of baseball games available for the various console systems. Even with the different options available in each game, some gamers might wonder what any game could have that hasn't been done before. Nevertheless, even though there are already a slew of 32-Bit baseball titles available, Virgin's Grand Slam Baseball offers so many unique features that even the most jaded sports gamers will want to take a look.



Grand Slam features unique, arcade-like pitching and batting meters that give gamers unprecedented control. The game also features "smart" fielders who cue the player on which cut-off man or base to throw to. Grand Slam's catchers also signal how to pitch to each real-life batter to exploit his weaknesses at the plate.

Grand Slam has a unique Sprint button to urge base runners to turn doubles into triples and a Back Pedaling Option to give gamers fine control over fielders. This should be a welcome addition, since many games offer clumsy, "all-or-nothing" controls over base runners and outfielders.

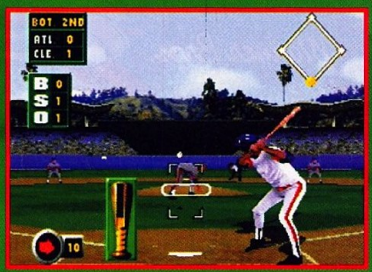
The realistic touches don't end there, however. Grand Slam's 28 stadiums, accurately modeled after their big-league counterparts, gradually empty during blowouts and fill to capacity during the playoffs. Because the stadiums are rendered in 3-D, the action can be viewed from any angle, including a behind-the-fielder angle that really puts the gamer down on the field.

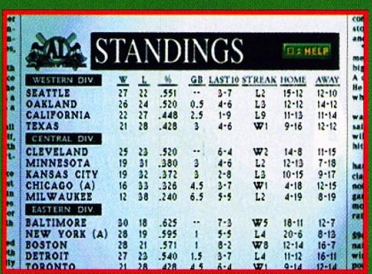
Grand Slam Baseball has many modes of play to keep gamers coming back for more. Pitch and Hit Mode is for those who want a fast, arcade-like style of play, while Simulation Mode allows gamers to play an entire season, complete with statistical tracking and player trades. Players can take optional batting and fielding practice or swing for the fences in a home run tournament.

Virgin traditionally has not been known for their sports titles, but games like Grand Slam Baseball should land them in the software big leagues in no time. It's clear that gamers love games which allow for fully customizable play. Control is key in sports games, and it looks like Virgin has kept this firmly in mind throughout the design process.

Even with the sometimes overwhelming number of baseball games available, Virgin's Grand Slam should be one that stands out from the crowd. It's a sure bet that baseball fans and fans of sports games in general will definitely want to take a look at this one. It won't disappoint.

RELEASE DATE	DIFFICULTY
April	Variable
PUBLISHER	**SIZE**
Virgin	CD-ROM
PLAYERS	**THEME** / **% DONE**
1-8	Baseball / 85%





NFL™

Offensive Coordinator.

A back-breaking,

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tension-soaked,

utterly frustrating and

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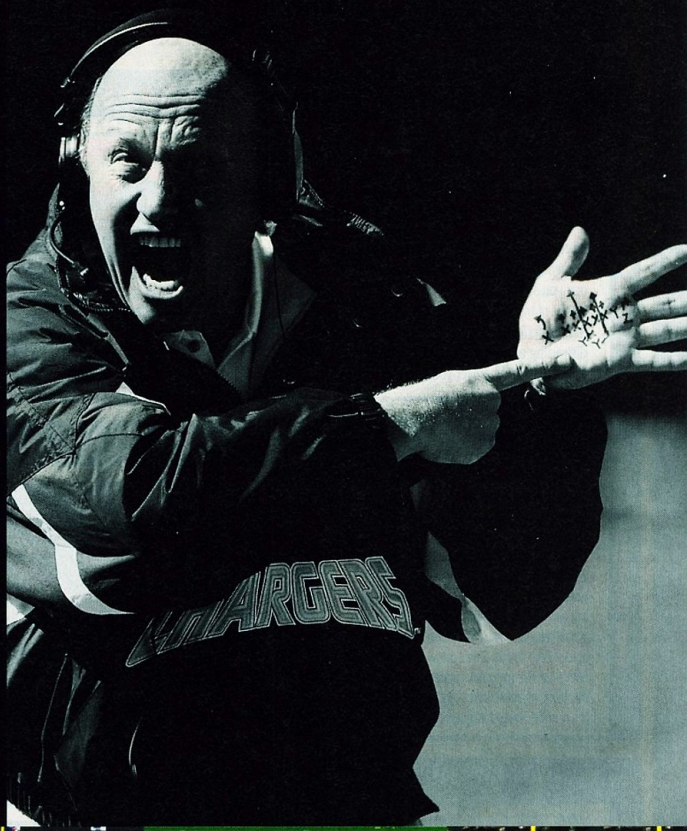
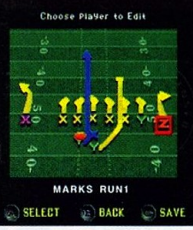
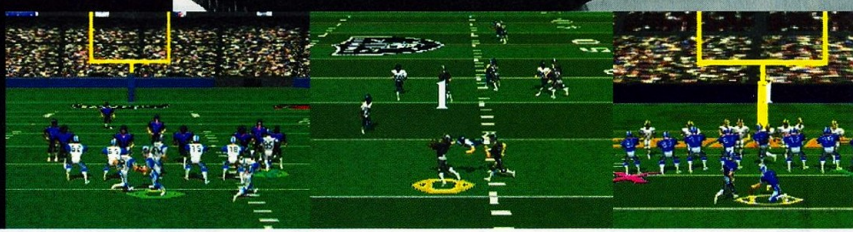
And it's all yours.







NFL '97's exclusive Play Editor feature lets you design your own plays and run them with any offense in the NFL. So you're offensive coordinator, you're head coach, you're in charge of all 1,500 NFL players. Now all you need is the game. Sega Sports™ NFL '97. Play football like real football players play football. Only on Sega Saturn.™

NFL 97

SEGA SPORTS™

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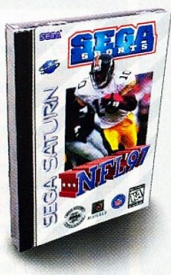
1 TO 8 PLAYERS

1 to 2 player game unless used with 6player adaptor

PLAYERS INC



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Sporting Game Reviews

Current Favorites:

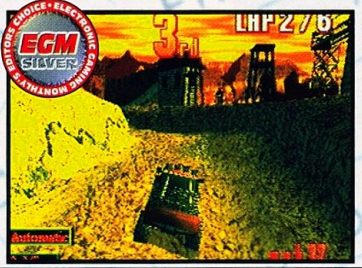
Todd Mowatt

•WaveRace 64 •NHL FaceOff '97

HARDCORE 4X4 • SATURN • ASC

Todd Mowatt

This is 4X4 racing action at its best. However, at times the action is a bit sluggish, and the game could have used a little more polish. The weather factor is a nice touch which adds to the realism of the title. If you are a fan of off-road action and like seeing the mud and dirt flying off of your tires, then this game is one you should take a close look at. There are plenty of tracks to help you enjoy your off-road experience. The preset tracks are a little distracting and I wish you could leave the tracks and go wherever you want.



Joe Rybicki

This is one of the most realistic racing games I've ever seen. Unfortunately, that's not altogether a good thing. I would have preferred a bit less realism and a little more excitement. Still, this is a quality game, with large, interesting tracks and a number of entertaining features. The inclusion of weather makes for even greater depth. The first-person view made me wish I had a big-screen TV! One question, though: If it's an off-road game, why are there preset tracks? Anyway, it's worth a close look.

JET MOTO • PLAYSTATION • SONY

Todd Mowatt

Consider this game as WaveRace on the PlayStation. SingleTrac has put their seal of quality on this game. The 10 tracks are very challenging as well as exciting. When your watercycle drops 200 feet, your stomach goes along with it. The physics of this game are incredible, and this game is full of gut-wrenching action. The Two-player Mode is also a nice touch. The sound and visual effects of the mud and water squirting off of the back of your water cycle are incredible. It's a solid, well-designed game!

Joe Rybicki

I love this game! The developers at SingleTrac have come away with another winner. The tracks are long and interesting, with a number of challenging obstacles like trees, stumps and even a waterfall. Some of the tracks are "suicide courses," which force players to spin around at the end and race into oncoming traffic. The controls and the different bikes take a bit getting used to, but it's a small complaint. The well-designed tracks make this one of the best racing games around. Buy it!

2XTREME • PLAYSTATION • SONY

Todd Mowatt

Sony's taking it to the Extreme again. The PlayStation's top-selling game worldwide has gotten even better. If you were a fan of the first title, you will enjoy this one. The challenges are totally different with more tracks and events added. If you didn't like the first game, then you will be on the same side of the fence as my pal on the other side of the page. This game does have a lot to offer and I had a blast. The four types of power-ups and choice of 10 different characters sold me on this game...not to mention the season competition!

Joe Rybicki

This is one of the most unexciting games I've seen for the PlayStation. I wasn't a fan of the first one, and the second is not an improvement. You'd think that the designers at Sony would really exploit the abilities of the PlayStation. Instead, the graphics are blocky, the animations jerky and the courses uninspired. I do like having the ability to beat up on your opponents, especially in Two-player Mode. But I can't say that it redeems this game. If you liked the first one, this is more of the same. But I wouldn't recommend it to anyone else.

IN THE ZONE 2 • PLAYSTATION • KONAMI

Todd Mowatt

The players' shadows on the floor are a very nice touch. The addition of the two mini-games, Horse and One-on-One, add to the overall basketball package that this game presents. The frame rate is distracting at times, especially when you inbound the ball. But other than that, all of the major flaws from last year's version have been improved. The addition of the Create-A-Player and Trade-A-Player Options are key improvements that were not in last year's game. Rebounding the ball has also been improved. Nice job Konami!

Joe Rybicki

This is a fast-paced, polygon-based five-on-five basketball game which should satisfy any fan of the sport. The graphics are not among the greatest, but they allow for such quick movement that this can be over-looked. Most five-on-five games suffer from slower speeds due to the number of players onscreen, but In the Zone 2 doesn't have this problem. The computer AI could use some work, but the game is great fun in Two-player Mode. This is one for gamers looking for a happy medium between NBA Jam and NBA Live. Check it out.

Sporting Game Reviews

Current Favorites:

Joe Rybicki

- Jet Moto
- WipeOut XL

STREET RACER • PLAYSTATION • UBI SOFT

Todd Mowatt

If you played and enjoyed the 16-Bit version of Street Racer, then you will really appreciate the improvements that have been made in the PlayStation version of Street Racer. The frame rate is incredible, and it is very noticeable as you make your way around any one of the 24 different 3-D tracks. This time around you can take part in eight different races, and your weapons are new and a blast to use. There's even a special "Rumble" Mode where all cars battle it out, not to mention an eight-player link feature.

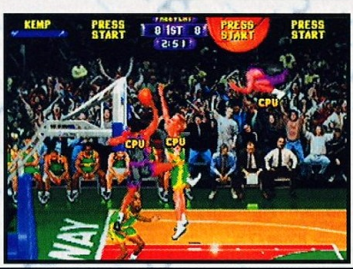
Joe Rybicki

I don't know why anyone bothered releasing this Mario Kart clone on the PlayStation. The developers were able to include a number of different tracks, but the tracks themselves are uninteresting and sometimes even tedious. The special attacks and abilities of the different racers make for some mild amusement, but it wears thin quickly. If you liked Mario Kart and you want to play it on the PlayStation, this is your best bet. But if you're looking for real racing excitement, look elsewhere.

NBA HANG TIME • NINTENDO 64 • WILLIAMS

Todd Mowatt

It's smooth and the players look similar to the real players, but even the announcer sounds like he is from the original NBA Jam. I disagree with Joe—I liked the way the game played, and it is an improvement over its 16-Bit basketball predecessors. I agree that it could have been a little bit more polished and at times it seemed as though the computerized opponent was blocking the basket a little too fiercely, bordering on goaltending. The addition of the Create-a-Player is new and a nice touch. Check it out!



Joe Rybicki

This game would probably be better described as NBA Jam 64. It seems that Williams bought the rights to the first Jam engine when Acclaim decided it was time for a change. This being the case, the title offers basically nothing new, except updated players and bigger character sprites. The ability to create your own player does make for added playability. The graphics look 16-Bit (quite a feat for the N64), and the sounds aren't much to talk about either. Buy this if you want to Jam on your N64.

NBA JAM EXTREME • PLAYSTATION • ACCLAIM

Todd Mowatt

This time around you can choose from any two of seven of your favorite NBA superstars. Jordan, Barkley and Shaq are noticeably absent, but then if they were there, the game would cost close to $100. Other than that, this Jam is a solid game that will provide many hours of enjoyment for die-hard arcade fans. The only other thing that bothered me was the lack of strategy in the game. Other than that, the addition of marvelous Marv Albert and his verbal high jinks really added to my enjoyment of this game. It's one solid arcade basketball title!

Joe Rybicki

Considering that NBA Jam was the first title to get me into sports games, I was expecting a great deal from Jam Extreme. Starting from scratch, however, is sure to bring about some hiccups. With the polygonal players, the game runs a bit slower than its sprite-based predecessors. This is crucial to the excitement level, and the game loses points here. The other problem I found was a bit of difficulty in determining the proper position of the player due to the shifting camera angles. Still, it's an exciting game and a dead-on port of the arcade. Check it out.

MOTOR TOON GRAND PRIX • PLAYSTATION • SONY

Todd Mowatt

This game is very cute and a lot of fun to play. There are a number of hidden elements that are a blast to find. The tracks are long and the environments are visually entertaining. This, if you haven't already noticed, isn't your typical racing game. You can go over jumps and increase the size of your car, but don't let that distract you. Packaged underneath the cartoony look, this is an excellent racing game that any fan of this genre, young or old, can enjoy. I'm hooked on this game, and I can't play it enough!

Joe Rybicki

I was all set to dislike this game when I first saw it, but I have to say that I was pleasantly surprised. The tracks are long enough to be interesting, with a number of visually entertaining backgrounds and environments. The inclusion of the sometimes-wacky power-ups and weapons makes for even more interesting play, especially the ability to jump and increase the size of your car. The cartoon graphics might take some getting used to, but this is a solid racing title that any fan of video racing is sure to enjoy. It's well worth a look.

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Got any ideas for the Top 5/10 Lists? Send them in! (You won't win a prize, but you'll get a warm, fuzzy feeling inside...)

Don't forget to check out *EGM*'s articles, exclusive reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.

Letter of the MONTH

HELL HATH NO FURY LIKE A RETAILER SCORNED

Dear *EGM*,

I own two video game specialty shops in Vancouver, BC, and like all other store owners, I placed my orders for the Nintendo 64 very early. Now, we all knew that there would be a shortage of systems, so I ordered 48 pieces from four different distributors, for a total of 144 pieces. And like other retailers, we began taking deposits to guarantee that people would receive them. Now, I didn't care when Nintendo decided to release the product early, but imagine my surprise when I found out that my distributors wouldn't even receive the machines until Monday, Sept. 30, and wouldn't ship them until the following day. I frantically called all the people who had paid their deposits to let them know that although Toys 'R' Us and Electronics Boutique would be selling their machines on Friday [Sept. 27], they would have to wait. But the fun wasn't over yet. I then learned that because Nintendo had released the product to their "direct" accounts first, many of the distributors were only receiving a fraction of their shipments. So of the 144 systems that I had ordered, I was confirmed to receive seven. SEVEN!! That's less than 5 percent of my order. So can you guess what I spent the weekend doing? Driving all over the city trying to round up enough systems just to fill my customers' deposits, and buying the product at full retail only to sell it for the same amount. Retailers have never made money selling hardware (a fact most customers should learn), but that's a bit ridiculous, don't you think? After all is said and done, Nintendo will come out and say what a successful launch they had, and praise will rain down from the heavens. But remember, Nintendo, it's guys like me who sell your systems for you, not some old lady in a Wal-Mart. When a customer comes into my store, I take the time to show them the good and bad points of a system, and as nice as Mario 64 may look, if you [tick] enough of us little guys off, Sony will surely have a great Christmas.

Tyler Burgess
owner, Encore Video Games, Inc.
Coquitlam, BC, Canada
tburgess@diablo.intergate.bc.ca

We showed Nintendo your letter to see what they had to say about the somewhat messy Nintendo 64 launch. They obviously told us that they would never intentionally...tick...any retailer off, whether it'd be a big chain or a Mom-and-Pop store. The problem was simply that demand outstripped supply. Demand: Nintendo told us that the major outlets alone (Toys 'R' Us, Electronics Boutique, Wal-Mart, etc.), could have sold over 1.5 million Nintendo 64s that first weekend, if that many units were available. Supply: North America only had 350,000 units to split amongst all of the stores that opening weekend. These big retailers were even complaining about not having enough systems to sell at launch! Whether that is any consolation to you, Mr. Burgess, is another story.

Congratulations Mr. Burgess, you win an Acclaim Dual Turbo Joystick. Maybe that will help erase the bad memories of the N64 launch.

ERFACE

THE MAN BEHIND RYU AND CO.

Dear *EGM*,

Isn't it interesting how everyone tends to attribute titles to one or two people? Mortal Kombat comes to us from Ed Boon and John Tobias, Mario from Shigeru Miyamoto, Virtua Fighter from Yu Suzuki, etc. Well, the one thing that struck me odd was that we are always attributing the Street Fighter games to Capcom. Is there any one person that can be held responsible for the creation of Street Fighter and for the popularity of the fighting game genre?

Madrox
webmaster@explorer.simplenet.com

Who is responsible for Street Fighter's unprecedented popularity? Read on...

A team lead by a gentleman named Akira Mishitani is responsible for bringing us the revolutionary Street Fighter II. SF2, as most of us know, is the one game that started the fighting game sensation. And in case you are wondering what Mr. Mishitani is up to, he has left Capcom to form his own company called Arika Development, which is currently developing Street Fighter EX for Capcom to publish.

NOW BOYS, TRY NOT TO FIGHT SO MUCH

Dear *EGM*,

This is my response to Dustin Weaver's letter in issue #87. Stick with my PC? Yeah right. That's not logical, that's limited thinking. I have a very powerful PC in my room. I also have a Super NES, a NES, a Game Boy and a PlayStation. I plan on buying a Nintendo 64 within the next six months. Why? Simple. Like *EGM* said, you won't get to play Super Mario 64 on your PC. Home gaming systems are also cheaper. A computer will constantly cost you money because of upgrades. Your PC might be powerful, that is until something new comes out for it three months later. Don't think I hate computers; I love them. Internet access is great, and I love programming. But I also like playing my Game Boy in a car on a long drive to the beach, and I also like laying in bed and playing my PlayStation on my 27-inch TV screen.

Peter Birdsong
peter@wtob.com

Don't forget, with Sega's new Net Link peripheral, console owners (well, at least Saturn owners) can now surf the Internet along with everyone else. Who would've thought that Sega would help bring the world closer together?

EGM—IT'S A LOVE...

Dear *EGM*,

I just received issue #87, and I was pleasantly surprised to see that you guys finally started using some decent paper. It makes the pictures look better. Good job! I also loved your Mario 64 strategy guide. Keep up the good work, and I will resubscribe this December.

Jason Lowery
keyl@airmail.net

Thanks. We strive to please.

...OR HATE RELATIONSHIP

Dear *EGM*,

I'm sure you guys must gets tons of praise mail, from gamers who love the mag. I can imagine tons of e-mails saying, "You guys rule" or "The mag is awesome!" I'm not about to do that. Frankly, I've stopped reading your publication. I don't see how you guys are still in business. First, your reviews. The only thing they consist of are short paragraphs from four editors. That just blows. I cannot base a decision on buying a game from the "reviews" you give it. All of your reviews are blatantly biased too. Your news (more specifically, Quatermann) is just pure rumor. I shall never buy an issue of *EGM* again. My friends all know better, and they have not been buying *EGM*. Furthermore, I dare you to publish this. Despite the angry nature, I hope you don't consider this as a threat letter, but as constructive criticism, as it is intended. Good day.

Jeff Windham
VGO Storms@aol.com

Let's tackle your criticisms one at a time. We are currently looking at ways to make the Review Crew format better, even though no one besides you has really complained about it before. Expect to see some format changes for the better very soon. You stated that we are biased reviewers and just left it at that. Every publication that has ever offered editorial opinions has been accused of being biased. We can tell you that we are completely impartial (which we are) until we are blue in the face. But the fact of the matter is, if your views don't match ours, then you'll probably think we are biased. Also, *EGM* has no reason to favor any companies. Our distribution is so large that more than enough companies are going to advertise with us regardless of how many we slap with poor reviews (it's the magazines in need of advertisers that are going to be biased—giving favorable reviews to all the big companies' games). And finally, about Quartermann being based on rumor—the column is called "Gaming Gossip." That should've given you some indication that the information it's based on is hearsay. But do you know what? That hearsay is given to us directly from industry insiders (developers, publishers, executives, etc.), so none of the information the QMann gives you is fantasized. We do appreciate your constructive criticism, and we have noted your comments on the Review Crew format.

WOULD YOU PAY $200 FOR A 2600?

Dear *EGM*,

I was telling my uncle the other day about how the N64 was finally out. When I told him that it was selling for about $200, he told me that he thought that price was awfully good. He can remember early Atari systems costing as much. And you know what? He's right! Whatever we're paying for any system now, be thankful we're not paying $200 for an Atari! That goes for the Jaguar too...

Joshua J. Slone
proth@juno.com

Most people may not recall, but the Atari 2600 did cost as much as $199 at one point (and the Jaguar used to cost $249). Just remember that the next time you complain about the Nintendo 64, PlayStation or Saturn costing an "expensive" $200! But still,

INTERFACE

even though $200 is relatively cheap when you look at the big picture, it's still $200...

MISGUIDED READER

Dear *EGM*,

I've been saving up for the upcoming systems, but I think that they cost way too much. I've been saving for seven years and still do not have enough money to buy a new system (and neither do a lot of my friends). And even if I was to get a system, I wouldn't be able to afford any games for it. I am asking you to lower your prices. A normal $65 game would be much better if it was closer to $40.

Kyle Hanson
Denver, CO

Are you somehow under the impression that *EGM* has anything to do with video game pricing?

THE SOUND OF MUSIC

Dear *EGM*,

It is my responsibility to tell you, my fellow American video game players, that it is time you come to realize that music did, does and always will play an important factor in games. Music goes hand in hand with gameplay, graphics and replay value in making good games. I think that many companies get too caught up in making the games look cool and play well that they forget about the music part of it. By the way, in last year's March [1995] *EGM*, you guys mentioned that game copying hurts everyone. Well that was not the case with my friend. He had recently purchased a copied version of Jumping Flash! 2 for merely nine Singapore dollars (six U.S. dollars), and it has all the capabilities of the original (save features, the extra world, etc.).

Md. Farhan b. Hassan
azmimm@singnet.com.sg

About the music, you are right. Like graphics (but to a lesser extent), music should be used to enhance, not take the place of, gameplay. Done properly, music can make a video game playing experience all the better. About the piracy issue, you are wrong. For a moment, let's forget about all the developers, producers, publishers, programmers, artists, etc. who you are hurting by not buying a legitimate game. Your friend's selfishness is hurting himself by driving up the prices of video games in general.

A lot of people who worked on the game Jumping Flash! 2 will lose out because of people like Mr. Hassan's friend.

For example, for every pirated copy of Jumping Flash! 2 that is sold on the black market, that's potentially one less legitimate JF! 2 that would be bought. So if Sony (again, this is just an example) doesn't receive income for these lost sales, what's the easiest way for them to make up for the loss? Charge customers a bit more for their games (and possibly spend a bit less on development—which hurts the quality of what we see). We'd personally like to see the money used a little more positively, like increasing programmers' salaries versus lining greedy pirates' pockets.

GET A LIFE, FOR CRYING OUT LOUD

Dear *EGM*,

I think that the whole idea of your magazine is incredibly ridiculous. It is sad that there are kids out there whose obsession for video games leads them to believe that your magazine is a necessity. People who are video game players need to get a life, maybe get outside once in a while. The world beyond "Electronic Gaming" is actually a pretty cool place!

Taylor Acosta
Scottsdale, AZ

Why can't video game fans enjoy a magazine about their hobby without it meaning that they are obsessed? After all, we have plenty of casual readers who are casual gamers. Is every single *Sports Illustrated* reader a big-time jock/loser who never leaves the house so that he or she can watch sports all day long on TV? Of course not (we hope). It's too bad that we are not allowed to print your mailing address; we are sure that there are some *EGM* readers who would love to get in contact with you and let you know what they think of your opinions. Oh well. If anyone would like to put Mr. Acosta's close-minded little [butt] in its place, feel free to write in!

SEGA FAN

Dear *EGM*,

I have a couple of questions to ask you about some upcoming (or so I think) Saturn games.

1. Is War Gods, Steel Harbinger, Maximum Surge, Dragon's Lair 1, Space Ace and Aeon Flux coming to the Saturn?
2. When is Dragon's Lair 2 coming out for the Saturn?
3. I heard Sega put a lot of money into NiGHTS. So how well is it selling?
4. As of now, how many Saturns were sold in the U.S.?

David Morris
Port Washington, NY

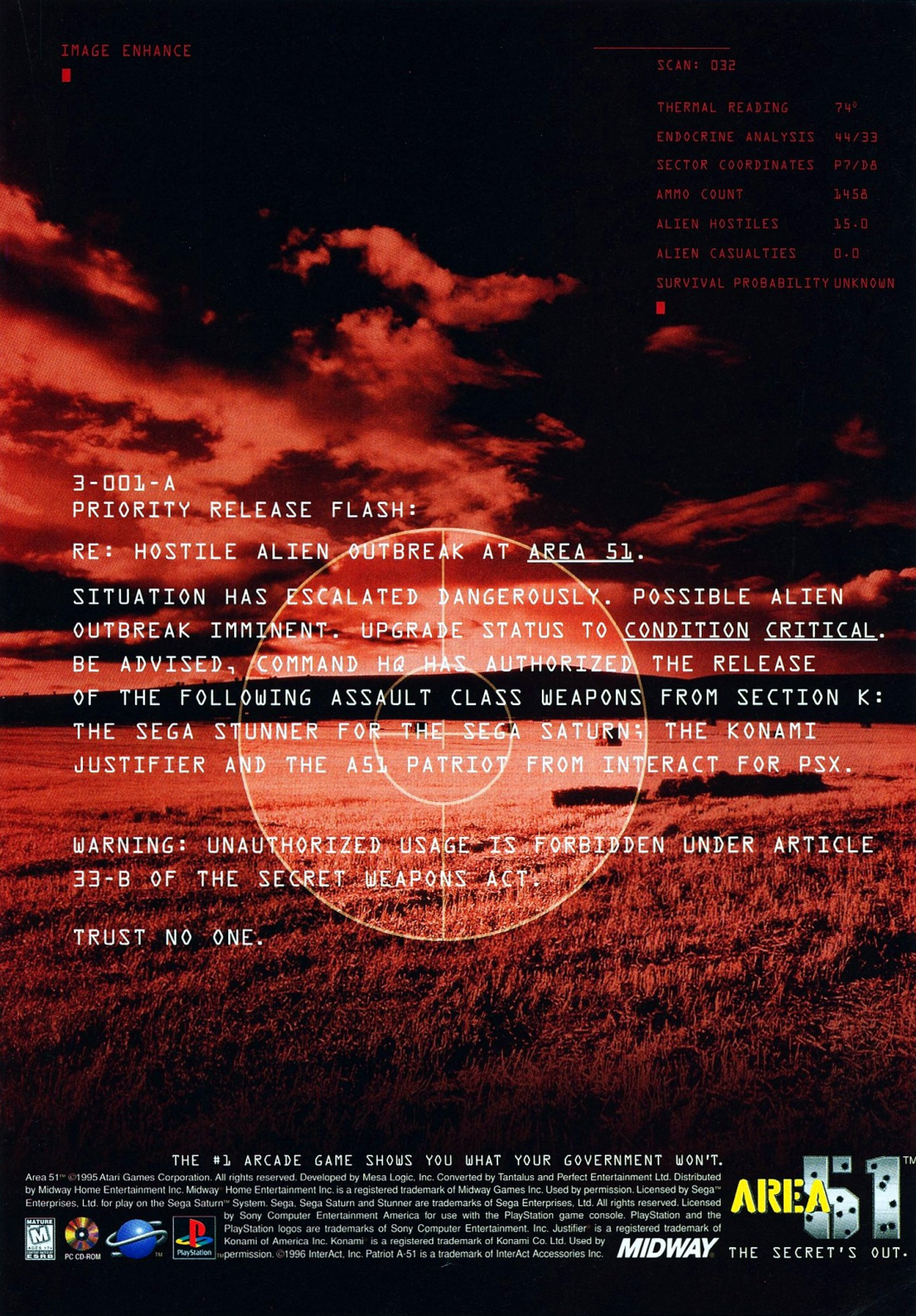
1. Sorry to be the bearer of bad news, but as of this writing, the answers are: no, no, no, no, no and no.
2. November is the release date, so it should be out by the time you are reading this.
3. We asked Sega how many units of NiGHTS were sold so far. Although they wouldn't indulge us, they did tell us that NiGHTS is one of, if not *the* fastest-selling Saturn title to date. This is a pretty general statement however, and it is not difficult for any game company to state the same thing for their games.
4. There were 900,000 in the U.S., over 4 million worldwide (don't forget, these are pre-Christmas figures; the number of Saturn units sold will definitely shoot up after this shopping season).

GET A LIFE, PART 2

Dear *EGM*,

My parents complain that I am too involved with video games (I generally play several hours per day after school). They say I spend too much time playing games and not enough time being productive or studying. I argue that video games are not detrimental but beneficial. I probably have great hand-eye coordination!

Terry Liepold
Denver, CO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THERMAL READING 74°
ENDOCRINE ANALYSIS 44/33
SECTOR COORDINATES P7/D8
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THE SECRET'S OUT.

INTERFACE

Sure you are right. After all, spending time developing your hand-eye coordination is much more important than wasting time on such trivial things like reading or writing. Just do us a favor and don't write us and comment on Taylor Acosta's letter. You are dangerously close to proving him right.

DARKSTALKERS VS. NIGHT WARRIORS

Dear *EGM*,

I would like to know if there is a reason that Capcom has decided to make Night Warriors for the Saturn and only DarkStalkers for the PlayStation? Both systems have SF Alpha, so why can't they both have Night Warriors?

LemonIce00@aol.com

Capcom told us that when the 32-Bit market was born, they wanted to develop good relations with Sony and Sega for marketing purposes. And to that end, Capcom gave each system an exclusive title, DarkStalkers was to go to the Sony PlayStation, and the sequel, Night Warriors, was to grace the Sega Saturn only.

Ever wonder why the PlayStation never saw the DarkStalkers sequel, Night Warriors? Read the above letter to find out.

SAY GOODBYE TO THE VIRTUAL BOY

Dear *EGM*,

I think that I speak for everyone when I ask: What the heck happened to the Virtual Boy? It's not listed on your magazine cover with any of the other video game systems, you have not reviewed any games for it lately and I have not seen it in any stores. Has the Virtual Boy become another 32X?

Alex Pickering
Canton, MA

Worse. Only 14 Virtual Boy games have been made (the 32X had at least 40), and no more are being planned for release. All marketing for the system and its games has also been stopped because, according to a spokesperson for Nintendo, the Virtual Boy belongs to a niche market. So...are "suckers" considered to be a niche market?

WHAT SHOULD WE DO ABOUT ISSUE #100?

Dear *EGM*,

Your magazine is just a year away from its 100th issue. Now this may be a little premature, but have you guys started planning something big? Personally, I'm looking to see this huge 1,000-page mega issue covering in detail every game ever made. But seriously, here's a couple of my ideas: 1.) A list of every game that's ever been awarded "Game of the Month"; 2.) A complete history of your magazine; 3.) A limited re-issue of every magazine (I guarantee I'll purchase them all), and if you can't pull that off, how about showing the cover art of every magazine?

Terence Grant
Los Angeles, CA

Boy, we sure couldn't tell whether you liked our magazine or not. At the risk of sounding like we stole your ideas, we've already incorporated some of them. We just recently published the *1997 Video Game Buyer's Guide*, which lists every game ever reviewed in the Review Crew. And last May, we had our 8th Anniversary issue (#82) that went back and looked at the long history of *EGM*. As for our 100th issue? We haven't looked that far ahead yet (our editors are still recovering from the Buyer's Guide and the big Christmas issue!), but keep the ideas coming. Hmm...it seems as though you are pretty crazy about *EGM*...you may want to skip commenting on Taylor Acosta's letter too.

MK TRILOGY (NON-) EXCLUSIVE!

Dear *EGM*,

I noticed in your magazine that both the PlayStation and the Nintendo 64 are getting Mortal Kombat Trilogy. I thought that Nintendo forced a one-year exclusive rights to any one new game. Did Nintendo give this idea up?

Dark Deed
via e-mail

Nintendo still has that one-year exclusivity to new games, but Mortal Kombat Trilogy was an exception. They did not want to force Williams Entertainment (the distributors of MKT) into such a binding agreement. So what Williams did was offer Nintendo an exclusive *feature* instead—the three-on-three Kombat Mode. It seems to us that either the relationship between the two companies is very healthy, or Williams Entertainment is too big and influential a player to be muscled around.

Nintendo didn't want to (or can't) tell a giant like Williams Entertainment that MK Trilogy was to be a Nintendo 64-exclusive title.

BOX-OFFICE DOUGH

Dear *EGM*,

I am writing to ask for your expert advice. My uncle and I are having a little quarrel over whether a name brand sells a video game or not. He believes that gamers will buy a video game merely because it has a major movie title on the box. I, on the other hand, believe that gamers are more conservative and ask more out of a game. They demand quality, graphics and gameplay. Are gamers willing to buy video games merely because it has a popular movie license?

Jason Rosell
Bullhead City, AZ

Who better to ask about movie-to-game titles than Acclaim, the king of movie licenses? We talked to Steve Lux, vice president of marketing for Acclaim (Alien Trilogy, Batman Forever). "These games should never replicate a movie screenplay," Lux said. "It should be an interactive exploration, or exploitation, of a popular universe. Our Dragon Heart game, for example, takes components of the Dragon Heart universe and expands it to become part of an interactive environment." So movie licensed games

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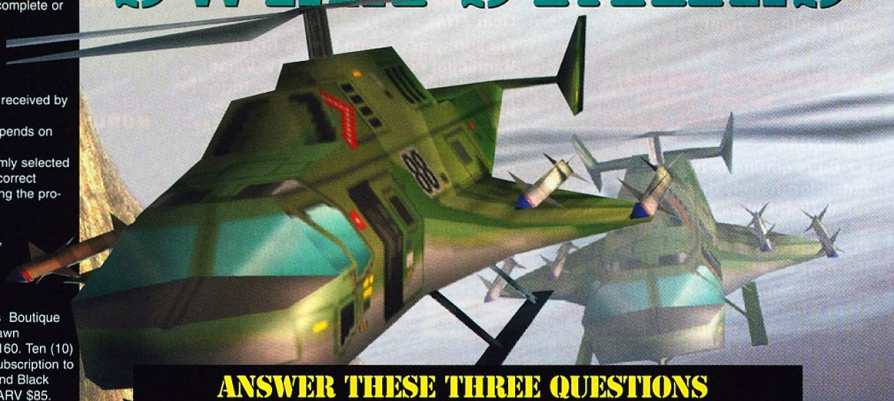

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ODDS OF WINNING: depends on number of entries received.

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let you play in a fantastic setting. That sounds good, but what if the movie was hot but the game itself left much to be desired? The tendency is then for a game to do well with its initial sales only. After a while, poor magazine reviews, word of mouth and Internet buzz would combine powers to make sure that the game does not become a major hit. So both you and your uncle are right.

PHANTOM PHAN, PLUS: WHY THE X-TREME DELAY?

Dear *EGM*,

32-Bit is getting better all the time, but unfortunately there were several great 16-Bit titles that got lost amid all the hoopla when the Saturn and PlayStation were coming out. One of the best was Phantom 2040 for the Genesis/Super NES. At the local video store where I rent most of my games, the owner tells me that virtually no one ever rented Phantom 2040. I imagine hardly anyone bought it either. Too bad, because it's definitely worth having in your 16-Bit library. On another note, can you tell us why Sega has delayed Sonic X-treme "indefinitely?" Was there a problem?

Randy Palmer
rip@nr.infi.net

Rumors floated around that when Sega first saw Super Mario 64, they had to send Sonic X-treme back to the drawing boards because Mario 64 was a lot better than they expected. Sega, naturally, says otherwise. They felt that X-treme needed more work done on it, like the addition of more levels and the fine tuning of gameplay. In order to tweak the game to the level they want, Sega has delayed X-treme to "sometime in 1997."

Is Sonic running away from Mario? Sega says not. Still, fans will have to wait until sometime next year to see Sonic X-treme.

And when asked if they were scared of Mario, Sega responded by saying that NiGHTS is meant to be their weapon to fight Mario 64 (and Sony's Crash Bandicoot). Sonic X-treme is Sega's weapon for 1997.

CAN THE BANDICOOT CHALLENGE MARIO?

Dear *EGM*,

I'm sure you've seen Sony's Crash Bandicoot commercials on TV. What were they thinking?!? Who was the genius that had Crash promoting his game outside of Nintendo? Now, *EGM* didn't rate the game too bad (8.5 was its highest score), but bragging in front of Nintendo? Sony should have shown a side-by-side comparison of Crash and Mario. Then they can brag...

Joshua Slone
proth@juno.com

Crash Bandicoot is challenging Super Mario 64 on all fronts: print ads (above), television commercials and store demonstrations.

Do you think Sony might be afraid to show a side-by-side comparison? As good as Crash Bandicoot is, the game really doesn't match the open 3-D feel and superb gameplay of Super Mario 64, as most people (Sony executives aside) might agree. You have to admit though, the advertising campaign is pretty funny.

Okay, because we get pestered all the time to bring back the (in our opinion) silly Psycho Letter of the Month section, we are going to have a reader vote. Let us know whether you want the section back by sending us a quick note by U.S. mail (no e-mail), Attention: Dan Hsu. Don't forget, if you don't want it back, you must let us know! How's this for proof that *EGM* is willing to listen to its coveted readers? We'll let you know what happens in a couple of months.

トップテン Top 10 JAPANESE GAMES WE WANT TO SEE IN AMERICA

10 PS/Saturn

TWINBEE DELUXE PACK

9 PS/Saturn

KURURIN-PA!

8 PS/Saturn/SFC

DRAGONBALL Z

7 Saturn

KEIO YUGEKITAI

6 PS/Saturn

GRADIUS DELUXE PACK

5 PS/Saturn

PARODIUS DELUXE PACK

4 PS/SFC/PC Engine

RANMA 1/2 SERIES

3 PS/Sat/PCE/SFC

TOKIMEMO SERIES

2 PC Engine SCD

DRACULA X

1 Super Famicom

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2. PRIZES:
1 Grand Prize: Grand Prize winner will receive one (1) DEADEYE arcade game machine. Grand Prize has an approximate retail value of $2500.00. 1 First Prize: First Prize winner will receive six (6) great Konami PlayStation games which include: NBA In the Zone, Project Overkill, MLBPA Bottom of the 9th, The Final Round, International Track & Field and NFL Full Contact. First Prize has an approximate retail value of $300.00. 5 Second Prizes: Second Prize winners will receive one (1) Project Overkill PlayStation game. 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 March 1, 1997. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of the Sponsor should the featured prize become unavailable.

3. ODDS OF WINNING:
The odds of winning will be determined by number of valid entries received.

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Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign the affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Publishing Company, Konami of America, Inc.,and their respective affiliates are not eligible. Neither Ziff-Davis Publishing Company, Konami of America, Inc. nor its affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner(s) accepting prize(s) agree that all prize(s) are awarded on the condition that 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 prize(s). Winner further acknowledges that Ziff-Davis Publishing Company has neither made 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 self-addressed stamped envelope to Project Overkill Contest Winners, 1920 Highland Ave., 2nd Floor, Lombard, IL. 60148. Requests for winners lists must be received by March 1. 1997. Allow 4 weeks for delivery of winners list.

6. RESTRICTIONS:
Void where prohibited or restricted law. All federal, state and local regulations apply.

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INTERFACE

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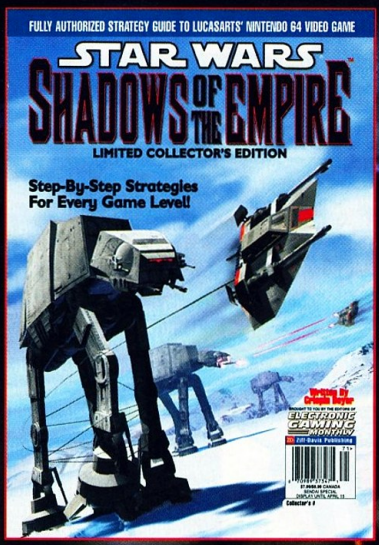

Take a behind-the-screens journey into the most anticipated *Star Wars* project this year, Shadows of the Empire, for the Nintendo[64] game system! If you love *Star Wars* and want to see everything hidden in the Shadows game, this is the magazine for you!

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Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

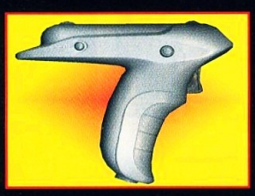
January 1997

Year-End Special

Now that the holiday buying spree is over, *EGM²* is here to support all the hot titles (like Shadows of the Empire—shown above) of the new year. Look for some top strategies on this and other high-end titles.

Now that the holiday rush is over, *EGM²* will help you get the most from the ton of games that all you good little kiddies received. Well, even if you weren't good and need a cheat to get past a level or two, check out this New Year's special with info on everything from controllers, tricks, strategy and just about anything else you need to get more from your games.

We'll start the coverage with a list and review of the best controls for each system as well as each genre. Then we'll continue the coverage from the very latest 64-Bit titles like Shadows to the tried-and-true classic 16-Bit games like Sonic and Donkey Kong Country. Finally, look for the second part of the year's best tricks for all the top games from '96 into the best of '97.



Is it a new raygun from Star Wars or Trek? No, it's part of next month's controller guide.

EGM² is determined to bring you the latest coverage on Donkey Kong Country 3, VectorMan 2 and Sonic 3D.

ELECTRONIC GAMING MONTHLY

FEATURE STORY

The *EGM* editors are back from Nintendo's Shoshinkai Trade Show. Watch for a special feature blowing out all of the new N64 releases like StarFox 64 and more.

The Atari 2600 started it all. Don't miss our look back on the golden days of video games.

February 1997

The *EGM* editors are in the air flying to Japan to gather the latest game info from Nintendo's Shoshinkai Show. Watch for a special feature that lists all of the details about their new disc drive. Also, don't miss the most extensive coverage on all the new N64 games including Zelda, StarFox 64, Mario Kart 64 and more. As usual, you'll find this exclusive information and news only in *EGM* and months before everybody else.

As for previews, our editors have been working hard on getting the latest exclusive information on Resident Evil 2, Soul Edge, Final Fantasy VII and Clay Fighter 3.

Our Review Crew is already tearing into Command & Conquer. Next issue, they'll tell you if it lives up to its excellent PC reputation.

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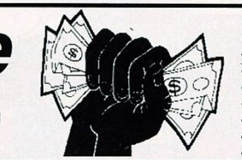

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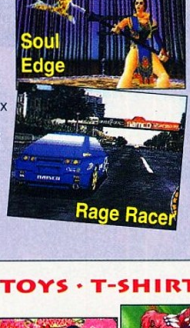

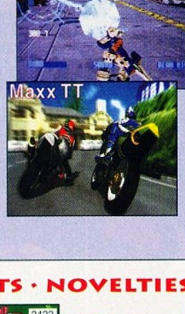

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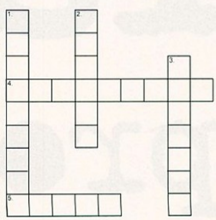

DOWN

1. Hidden Fighter in Virtua Fighter 3.
2. Fatal Fury Brothers Andy & Terry ________
3. The werewolf in Darkstalkers Jon ________.

ACROSS

4. Shiny Mario In Mario 64.
5. Tomb Raider villain Jaqueline ________.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to : January Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than January 30, 1997.

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[DIAGNOSIS › MIND BLOCK]

SYMPTOMS :

› Uncontrollable compulsion to play Super Puzzle Fighter

› Obsession with color patterns and falling gems

› Victory induced Euphoria

› Extreme competitive tendencies: gloating, etc.

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Rx :

› Continue regimen of frequent game playing

› Defeat friends repeatedly to relieve anxiety

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