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

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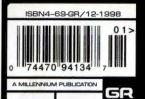


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A MILLENNIUM PROJECT



ISSUE 7 - DECEMBER 1998



Cover Story .24

THE LEGEND CONTINUES. WITNESS THE NEXT EVOLUTION OF LINK IN ALL HIS 64-BIT GLORY IN OUR SPECTACULAR 4-PAGE REVIEW.



Castlevania 64

GAMERS' REPUBLIC JOURNEYED TO KONAMI JUST IN TIME TO BRING YOU A 4-PAGE EXCLUSIVE ON WHAT IS SURE TO BE ONE THE HOTTEST NINTENDO 64 RELEASES OF 1999.





More Dreamcast .28

AS SEGA'S NEW SUPER CONSOLE NEARS ITS JAPANESE LAUNCH, MORE AND MORE REMARKABLE SOFTWARE IS BEING REVEALED. GET THE LATEST INFO ON ALL THE NEWEST DC WARES.



FEATURING:

| Akolyte All Star Tennis Animaniaes Ten Pin Assault: Retribution Asteroids Bornberman World Brave Fencer Bug's Life Bushido Blade 2 Castlevania 64 Contipede Cool Boarders 3 Crash 3 Dark Stone Dark Vengeance Destrega Drak Vengeance Destrega Drak Vengeance Destrega Fragonseeds Drakan Duke Nukern:Time to Kill ESPN NISA EverQuest Fifth Element Fox College Hoops Gauntlet Legends Guilty Gear Hedz Jackie Chan Sturitmaster Jeff Gordon Racing Kagero: Deception II Lode Runnel Lucky Luke Metal Gear Solid | 6600866737843800727515151576982948840101425510142554344456698948840101425543444566989488401014255434445668860101425543444566886010142554344456688601014255434445668860101425543444566886010142554344456688601014255434445686010142554344456860101425543444568601014255434445686010142554686010142554686010142554686010142554686010142554686010142568600000000000000000000000000000000000 | NEA Live 99 NHL Faceoff 99 NHL 99 NHL 99 Ninja O.D.T. Outcast Pool Hustler Psybadek Quake 2 MP 2 Rayman 2 Requiem Ridge Racer 4 Roadsters '98 Running Wild Sentinel Returns Shadow Medness Shogo Silent Hill Small Soldiers South Park Speedbusters Streak Test Drive 5 Tomb Raider 3 Ta-Kindgoms Ta-Kindgoms Ta-Kindgoms Ta-Kindgoms Ta-Kindgoms Turek 2 Virtual Pool Virl Baseball 2000 Virld 9 Xenogears Xtreme ProBoarder | 105 105 105 105 105 105 105 105 105 105 |
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trontunes

CAPCOM COMMITS TO DREAMCAST...

Capcom's Okamoto has this to say about that:

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

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

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

DREAMCAST BIOHAZARDOUS

Biohazard has been announced as a Dreamcast game...

...under the codename Veronica. Story setting: you're on a desolate island located somewhere in the South Pacific three months after BioHazard 2. The main character will be Clair Redfield, one of the two characters you control in BH2. Because of the high graphical performance of DC, characters in the

game appear seamless, sporting smooth surface texturing (DC's skin structure enables the rendering of the whole character, as opposed to rendering part by part). Unlike the original BioHazards, everything in the



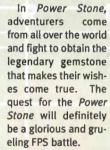


game is fully polygonal, so the creators have been able to take liberties. experimenting with new camera angles such as allowing the player to see through the enemies' eves...

GET OFFA MY STONES

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

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







GRANDIA 2 MADE GRAND-IER

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

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

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

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

SHOOTING GHOSTS

D ue in December for Dreamcast, Geist Force is being developed...



.. internally by Sega of America in concert with CG masters Netter Digital Entertainment, best known for their special effects work on Babylon 5. A combination of free flying and rails type shooting, Geist Force's view will

be dynamic, changing to the best possible angle automatically (like Sonic) so players are less likely to get confused. Each stage of game will be different as there are horizontal scrolling stages, 3D dog fights, and so on. Unfortunately, the version on display at this year's TGS was less impressive than the supposedly 30% demo shown at E3. Curious.





PUYOPUYON

R's that damn puzzle game again!! AARGHHH

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

The game will feature "Combo Voice" and "Funny Demonstration," which were included in the original versions. Compile also plan to add more characters, each with his own unique attack. The game system is being constructed to give players the ability to target their oppo-

nents and engage in up to five sequential combos. Costume





colors will change as well.

INTERVIEW WITH PRESIDENT NINTANI

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

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

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

UBISOFT GO RACING...

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

Footage and shots depict incredible detail in car and track design. To keep the game as accurate a sim as possible, Renault, a French car manufacturer famous for creating some outrageously fast cars, are consulting UbiSoft throughout the development process. While it is unfortunate that the game will lack the authenticity and appeal









that a F1 license would bring, with a Dreamcast engine under the hood, you know this baby's going to fly. Slated for release this winter, the game will likely be on many import buyers' lists. Oui papa!

VF3:TB - FROM THE TEAM THAT BROUGHT YOU KILEAK

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

ATTACK OF THE TINY CONSOLES

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

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

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





Numerous enhancements have elevated this handheld to the "gadget" status, not the least of which is the exchange of character data between players and the ability to play vs. games with an adaptor that uses radio frequencies. No cables are needed, and the playable communicative radius is between 15 feet to 90 feet depending on interference and the number of gamers linked up (a maximum of four). Alas, extra Yen is

required for this adapter, which will be available in Japan at the end of November. Other features include the interchangeability of data between the Dreamcast and Neo Geo Pocket, and a time-lapse function. By developing Pocket Monster-style games in the future, it will be possible for players to cultivate their own characters using Neo Geo Pocket, and then transport them into a Dreamcast title to take advantage of the machine's graphical capabilities. The time-lapse function has a calendar and clock, so it is also possible to develop games that are

time sensitive. In fact, the soon-to-be-classic Melon's Growth Diary (a Neo-Geo Pocket launch title) is expected to give players a greater sense of reality in the simulation as it presents you the opportunity to "grow" a girl named Melon.

The first real title of interest using all the functions available between the Dreamcast and Neo Geo Pocket will be King of Fighters, available in Spring 1999. Initial launch titles are Samurai Spirits, Real Bout, Gekka no Kenshi, and Metal Slug, but as demonstrated

at the Tokyo Game Show, SNK's launch strategy needs a little work. Both the monochrome and color versions of the Pocket were shown, which begs the question... why buy black and

HARDWARE SPECS

CPU: 16 Bit MON/TOR: 160 x 152, Mono chrome 8 levels SIZE: 74mm (L) x 122mm (W) x 24mm (H)

unctions:

-) Real time world clocks which enable user to check
- a) Alarm clock
- 3) Daily fortune teller
- 4) Memory back up

EVANGELION GOES POLYGONAL ON N64!

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



In Evangelion 64, players will have to clear each mission via oneon-one battles with Angels from the series. Bandai are even planning to duplicate the scene from Genesis: 12 where Shinii & Eva-01

go cannibal, eating away at the Angel's A.T. field like a mad dog! Other missions include counterattacking Angels within a specified time, working together with Rei and Osuka. Like in the anime, you will receive a briefing from Misato.

who is in charge of combat operations. During battle, the condition of your Eva is displayed on the scree

and, like in the series, if your Eva receives damage, it will effect the pilot as well. Depending on the amount of damage to the Eva, the rate of synchronization between you and it can change, in which case the Eva can become uncontrollable. You'll also have to watch out for the umbilical cord. Once it is cut, you can only

operate your Eva for five minutes - just like the anime! Bandai intend to mimic the atmosphere of the original animation series precisely to please the millions of Evangelion fans world wide. We'll keep a close eve on this one. This is just what the N64 needs in Japan.





WEX MAJOR: NATIONAL PLAYBOY



this September to promote their latest release, Wild 9. The rules were simple. Nine players would play Wild 9 for 99 hours, and the one who held it together the longest would win the grand prize of \$9999.99. Each contestant was allowed a nine-minute break every hour, and a two-hour break every nine hours. Needless to say, most failed to stay the distance. In the end, four contestants remained. Of course, their chirpy optimism and massive, swollen stamina could have had something to do with the fact that the contest was

being held at none other than Hugh Heffner's Playboy mansion in Beverly Hills! Contestants got to meet many sexy playmates, Hugh himself, and other stars throughout the threeday event. It seemed that the four blokes left were not going to give in, so in the presence of David Perry, the Shiny team and Interplay, a sudden-death situation ensued. It was very close, but in the end, Brent Rambo (honest) won the grand prize, with David Lucas snagging a close second. Mr. Perry awarded the winners two huge checks, but after all, at an event like that, there are no real losers.





NAMCO...NEW PAD, NEW PS GAMES!

Together wit the release of Racer Type 4, Namco will release new analog con



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

STAR IXION (PS) c) NAMCO LTD..

shooting The game setting is space



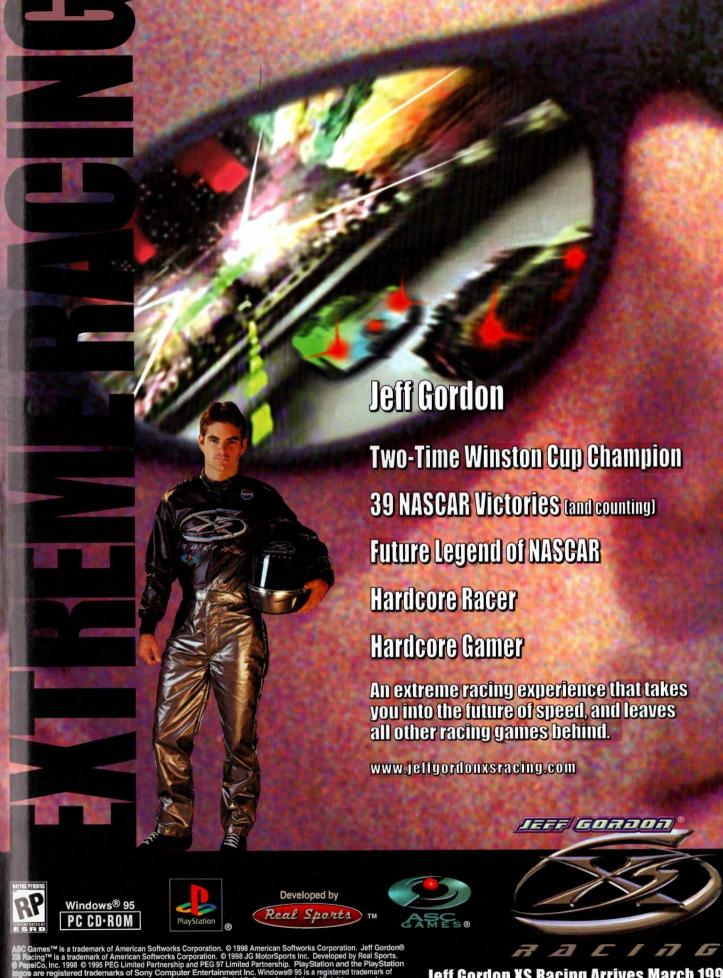
in the 25th century, where you become a pilot in a space military force that defends colonies and bases populated by humans. In order to repel the unknown life forms that appear, you have to implement strategy in Map mode and shooting skills as a pilot in Combat mode. Of course, Star Ixion is also packed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

TALES OF PHANTASIA (PS)

Dec 1995 and was a big hit,



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













SONY PLAYS IN YOUR POCKET

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

POCKETSTATION (SCPH-4000) COLOR: white and crystal SIZE: 64 x 42 x 13.4 mm WEIGHT: 30g Scheduled for release in Japan on December 23, the tiny system will be priced at ¥3000 and will be available in white or crystal (clear) color schemes. The PDA will not only act as

a memory card for the PlayStation, but also interact with games, which should open many avenues of innovation for PlayStation games in the future. Powered by a lithium battery, PocketStation comes with a clock function that can be used to properly synch it with PlayStation games. Another feature is an infrared communications function that can exchange data with other PocketStations. Although you need a specific application to use the infrared link, it is likely that this program will

come with PlayStation games that support it. Although the PocketStation is miniscule, it is outfitted with a high-quality speaker that yields PCM sound quality.

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



GET OFF THE BANDAIWAGON...

WONDER SWAN

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

It looks as if everybody in the game industry is dying to get into the PDA business. Bandai, known to manufacture various kinds of portable games including Tamagotchi, is preparing to release a very

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

Just as important as the interesting technology, the lineup of developers is also very impressive. Square, Namco, Konami and Capcom have all jumped on the "bandaiwagon." Currently, an impressive list of over thirty games is scheduled to



be released, including a Chocobo game, Puyo Puyo, Evangelion, and best of all, Tekken. Software prices are expected to be in ¥3,000-4,000 range.

POKEMON GOLD

Nintendo finally announced the approximate release date for both their *Pocket Monster* "Gold" and "Silver" versions. They will be available prior to the first week of May next year for the GameBoy Color. The company also announced that the Nintendo Space World, which was supposed to be held this year, will be held on May 1-3.

Given the fact that Nintendo lacks numerous new software titles in Japan, and the 64 DD is still in develomental stages (now slated for release in quarter 2 next year) the show will certainly be interesting.



ENEMY ZERO, TO GO



When Enemy Zero came out, many were perplexed by its concept. You didn't see the enemies but instead had to rely on sound to flush them out. Bandai plans on releasing a portable game unit that is similar in concept. Reportedly a portable shooting game, "Otoge" (sound game) looks like a little sports radio. This

tiny game machine comes with a realistic sound effects system so that you can hear the sound of enemies coming from behind or from the side. What you have to do is shoot them down. At under \$25, we wouldn't be surprised if this little gizmo shows up here in the near future.

reasure finally launch game titles for new hardware NAOM!...

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

GROWING INDUSTRY

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



ects show report

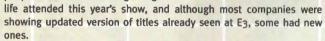
A ngela Harrod braved the crowds, the traffic, the wind and the rain (well, it was quite sunny actually) of London to report on this year's ECTS show.

Okay, so the weather sucks and the people sound a bit too much like Austin Powers, but the Brits recently had plenty to be happy about at this year's ECTS. Far from being behind, the European games industry is getting bigger and better, with some very juicy titles on the way. Over 22,000 people from all walks of gaming

INCOMING

PC SOFTWARE

DELUGE!



DREAMCAST IN UK - ALL THE RAGE!

The word Dreamcast was on everyone's lips, and they were keen to see whether the UK developers would be revealing any titles. Most people were still taking the fifth, but UK developer Rage Software were showing their first DC title in a very secretive, behind-closed-doors type of affair. Incoming (available already on PC) is best described as a multivehicle arcade action game. The version we saw at the show was about 60% complete, and they hope to make the game a DC launch title.

They're also developing a second DC game, Expendable, a third-person, 3D arcade-style space sim. Rage developed their own proprietary 3D lighting effects engine for Expendable.





DRAKKAN

products from Sierra, including Diablo II (looking amazing) and Half-Life. Huge crowds gathered to see the demonstrations and take part in their first hands-on test. Big-name

sequels such as Duke Nukem, Mech Warrior III, Total Annihilation: Kingdoms, Populous, Dungeon Keeper II, Descent III and Abe's Exodus drew large crowds, but some original titles stood out. Psygnosis had Drakan, the superb looking fantasy hack 'n slay. The gorgeous Outcast from Infogrames and Monolith's first person anime-inspired shooter, Shogo: Mobile Armor Division, had the crowds gathering big-style. Gremlin Interactive also had some very juicy titles on show. In fact, their stand was one of the biggest, and was busting at the seams with hot PC

titles such as Blade, Wild Metal, Soul Bringer, Tanktics (also PlayStation) and Tribal Lore. Ever played Prince of Persia? Well now, thanks to Red Orb, it's joined the ranks of 3D, although fortunately the gameplay is much the same. If you liked Myst and Riven, then DayDream have something for you...



CONTINUED ON THE NEXT PAGE



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



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ects show report



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

And remember those wiggly little critters known as the Worms? Team 17 have brought them slithering back

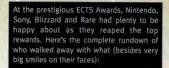
in Worms Armageddon, which may well be the final 2D game for the slimy creatures. New weapons, including the Indian Nuclear attack, and new enhancements like Internet team play should make this one a blast.

MIYAMOTO NO-SHOW!

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

ECTS FINAL THOUGHTS

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



Reference Product of the Yea Encarta 98 (Microsoft)

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

Game of the Year - Japan (LOGIN

Ultima Online (Origin)

Game of the Year - Spain (Micromania)

Starcraft (Blizzord)

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

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

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

Game of the Year - Benelux (Power Unlimited)

Cammandas: Behind Enemy Lines (Eidos)

Game of the Year - Germany (Power Play)

Jedi Knight: Dark Forces II (LucasArts)

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

Best Console
Sany PlayStation

Developer of the Yea

Game of the Year - Const GoldenEye ao7

Game of the Year

Publisher of the



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GAME BOY.

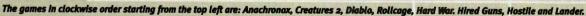






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[www.shadowmadness.com]

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CRAVE.

2 F1 WORLD GRAND PRIX N64 7 ODDWORLD:PLATINUM PS

united kingdom 🤝

[RANKED ON UNITS SOLD SEPTEMBER 1998]

3 MISSION IMPOSSIBLE N64 8 DUNE 2000 PG

database







1 WWF WARZONE ACCLAIM

2 NCAA FOOTBALL '99 ELECTRONIC ARTS 7 TEKKEN 3 NAMCO 3 GRAN TURISMO SONY

4 MADDEN '99 ELECTRONIC ARTS

5 NFL EXTREME SONY

6 NFL GAMEDAY '99 SONY

8 TOMB RAIDER FIDOS

10 CRASH BANDICOOT SONY

game from Acclaim, WWF Warzone - still on top!

top ten best serrine *nintendos+* titles RANKED ON UNITS SOLD AUGUST 1998

- 1 WWF WARZONE ACCLAIM
- 2 BANJO-KAZOOIE NINTENDO
- 3 GOLDENEYE 007 NINTENDO
- MISSION IMPOSSIBLE INFOGRAMES 10 1080 SNOWBOARDING NINTENDO
- 6 SUPER MARIO 64 NINTENDO
- 7 MARIO KART 64 NINTENDO 8 MORTAL KOMBAT 4 NINTENDO



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

top ten best serrine *saturn* titles RANKED ON UNITS SOLD AUGUST 1998



1 SHINING FORCE 3 SEGA

2 TOMB RAIDER EIDOS

3 CROC:LEGEND OF GOBBOS FOX 8 MADDEN NFL '98 ELECTRONIC ARTS

4 STREET FIGHTER THE MOVIE ACCLAIM 9 SONIC 3D BLAST SEGA 5 NASCAR '98 ELECTRONIC ARTS

7 FIGHTING VIPERS SEGA

6 NBA LIVE '98 ELECTRONIC ARTS

10 HYPER 3D PINBALL VIRGIN

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

top ten best selling pc titles RANKED ON UNITS SOLD AUGUST 1998

- 1 STARCRAFT BLIZZARD
- 2 CABELA'S BIG GAME HUNTER HEAD GAMES 7 MS FLIGHT SIM '98 MICROSOFI
- 4 UNREAL MMX GT INTERACTIVE
- 5 DEER HUNTER WIZARDWORKS
- 6 R.M. TROPHY HUNTER ww
- 8 MYST BRODERBUND

2 WWF WARZONE-n64 ACCLAIM

3 BANJO-KAZOOIE-n64 NINTENDO

- 9 POLICE QUEST:SWAT 2 SIERRA
- 10 FINAL FANTASY VII EIDOS

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



top ten overau console



FOR THE MONTH OF AUGUST 1998 1 WWF WARZONE-DS ACCLAIM

- 6 GRAN TURISMO-DS SONY
 - 7 WAIALEA COUNTRY GOLF-n64 NINTENDO
- 8 MADDEN '99-DS ELECTRONIC ARTS 9 NFL EXTREME-PS SONY NCAA FOOTBALL-PS ELECTRONIC ARTS
- 5 GOLDENEYE 007-n64 NINTENDO
- 10 MISSION IMPOSSIBLE-n64 INFOGRAMES

world republic top ten games

8 STAR OCEAN: SECOND STORY PS

9 BIO HAZARD DUAL SHOCK PS

10 FISHING THE MASTER RIVER PS



1 POCKET MONSTER PICACHU GB 6 POWERFUL PRO BASEBALL PS 2 METAL GEAR SOLID PS 7 POKEMON STADIUM N64

[RANKED ON UNITS SOLD SEPTEMBER 1998]

- 3 FUSHINENGI PS
- 4 SD GUNDAM G PS
- 5 XI PS
- 9 MORTAL KOMBAT 4 MIDWAY

Driving and Sports take a back seat to the immensely popular wrestling



1 TEKKEN 3 PS

5 ISS PRO '98 PS

4 TOCA PS

FOR THE MONTH OF OCTOBER 1998

6 C&C RETALIATION PS

10 GRAN TURISMO PS

9 COLIN MCRAE RALLY PS

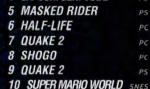


d. hauverson



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

- 9 QUAKE 2







- 2 METAL GEAR SOLID 3 ZELDA 64 4 CAPCOM GEN. VOL 2



b. siechter



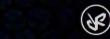
- 1 METAL GEAR SOLID 2 DRACULA X 3 CASTLEVANIA 64 4 CASTLEVANIA IV
- 5 WILD 9 6 A BUG'S LIFE
- 9 LODE RUNNER
- 7 CAPCOM GEN. VOL 2 PS 8 J. CHAN STUNTMASTER PS 10 FIFTH ELEMENT



d. rees



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



m. hobbs m. grissin



- 1 ZELOA 64 2 METAL GEAR SOLID 3 XENOGEARS
- 4 CAPCOM GEN. VOL 2 5 DESTREGA 6 MASKEO RIDER
- 7 RALLY de AFRICA 8 GUILTY GEAR
- 9 POKEMON (RED) 10 MAZIN SAGA





1 EVERQUEST 2 DESTREGA 3 SF3-SCENARIO 3 4 BEATMANIA 5 METAL GEAR SOLID 6 ZELDA 64 7 BLAZE&BLADE BUSTERS PS 8 TWISTED METAL 3

9 DRAGON SEEDS

10 VIGILANCE



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





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



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

craphics and cameptay:

When discussing 2D games, there are really two separate issues at stake. The first is 2D graphics, where a number of flat pictures (sprites) are drawn on top of one another to create the graphics. The second is 2D gameplay, which generally simply refers to games which could be done with 2D graphics without changing how they play. So while Super Nintendo and Genesis games (with occasional exceptions) used both 2D graphics and 2D game-

recipie Romin

play, there is no real reason why one could not create a

game with completely traditional 2D gameplay that uses 3D graphics. In fact, this has been done reasonably often during the current generation of consoles, most recently by Shiny with Wild 9 on the PlayStation, a 2D platform game with entirely 3D graphics. Treasure have for the most part stayed on the other extreme of 2D games, with everything done in hand-drawn 2D graphics, although Radiant Silvergun, their most recent game, has gone an intermediate route, still sticking with traditional 2D gameplay, but using a combination of 2D and 3D graphics.

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

The Tools for 20 Graphics

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

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





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

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

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











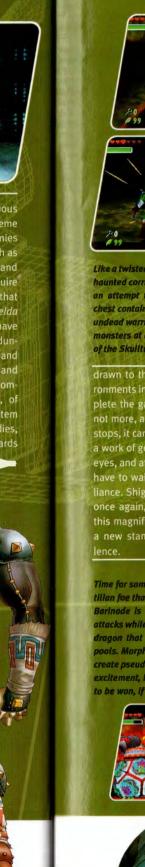
by the sheer magnitude of the overall graphi- Hyrule Lake, town and castle, and the various perfectly to every situation, thanks to the meticulous work of Miyamoto, and the control system, via the superb N64 joypad, gives the player a perfect sense of being completely in command of the action. For example, when

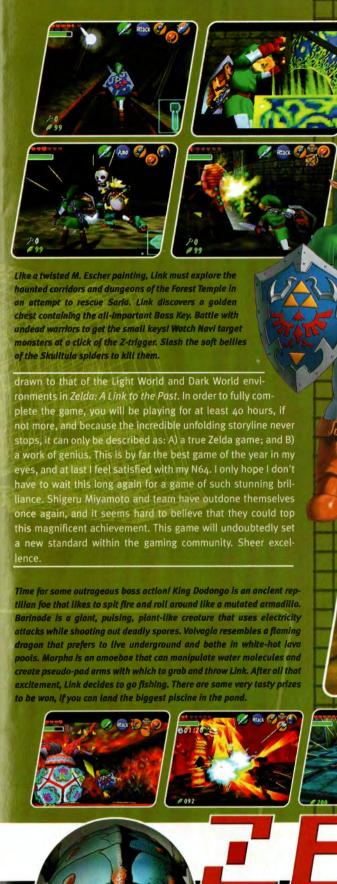
in combat (all of which is real time), Link will target an enemy and you to run circles around the creature while the awesome bosses that reside in the deep dungeons. This is easily the most intuitive combat system in a 3D adventure to date, especially when in time, with

compared to others on the system, such as an obvious Quest64. Aurally, Zelda revamps classic tunes comparison and sound effects while at the same time introducing new scores to the game. A marvelous sense of adventure and even nostalgia forms when you hear the music, spurring you on to complete the game. Familiar locations arise in the shape of Kikikara Village, the Graveyard,

cal excellence. Link looks, sounds and reacts dungeons. The dungeons each have a theme (such as water, ice, fire, etc.), unique enemies and bosses, and a variety of treasures such as weapons, keys, magic spells, puzzles and traps. The puzzles later in the game require some real brainpower to solve, and now that everything is 3D, even the most die-hard Zelda fanatic will be tested to the limit. Link will have immediately the 3D environment allows to search and conquer at least ten huge dungeons as well as many other sub-games and defending with a shield and striking with a locations in order to defeat Gannondorf and primary weapon. It all feels solid and save Princess Zelda. All of these tasks are comvery real. You get an amazing sense of pleted with the aid of time travel and, of achievement when you finally defeat course, the Ocarina of Time. This royal item allows Link to learn and play ten melodies, which in turn enable him to travel backwards





















MASSIVE ENVIRONMENTS AND FIRST-RATE GRAPHICS

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PUT SIMPLY, ZELDA: OCARINA OF TIME IS THE BEST GAME ON THE M64, AND QUITE POSSI-BLY ONE OF THE BEST GAMES EVER. EVERTBODY NEEDS TO PLAY THIS GAME, PERIOD.



the legend of relate

Creancast by mike sriftin first way 2 7

climax landers



CLIMAX STRIKE AGAIN...

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

A FANTASY DREAM BROUGHT TO LIFE

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

> A) Marian perched atap a tree fortress B) Sword regards this amazing chapel C) A stunning realtime structure D) A taste of battle effects to come

















A HERO TRAPPED IN A BEAUTIFUL WORLD

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

to his freedom. He grudgingly accepts.

Take a look at these shots. Climax have the Dreamcast rendering polygonal characters, items, and maps in real time at 60 fps in high-res. They've explained how restraints from the past have melted away. The number of characters per scene, for instance, has increased by three fold. The motion and design of each

character is dramatically improved over typical games. At the TGS, we witnessed stunningly huge towns flanked by opulence and complexity that is rarely seen. The dungeons in Landers are randomly generated, which tends to sacrifice the quality of the layout and graphics. Instead, the random generation in Landers employs an intelligent system of parameters to provide 3D layouts, so the detailed dungeon environments never seem to suffer as a result. In fact, Climax have taken steps to ensure that the dungeons evoke mass tension and paranoia each and every time you play. **............**



mind-numbing detail in every 30 environment!







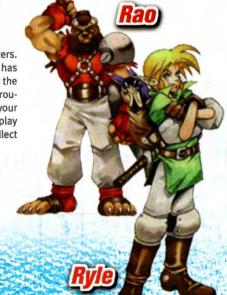
We were absolutely floored by the stunning tow in Landers. Ryle, Landstalker's hero (top left), leaves one such town. Climax artwork In 3D, at 6o fps!



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













virtua fighter 3:tb The model a powerhouse launches with the oc

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

VF3:tb has 12 characters and 13 stages, although only six of each were available at the show. We have images of five characters right now, including Lau, Jeffrey, Kage, and Sarah, and three different stages. At this time (mid October), the game is about 70% complete. As you can see, it's looking awesome. We observed that most backgrounds were slightly lower resolution, overall, than their arcade counterparts. The

actual polygonal construction of the stages seems to be exact, however. The characters shown weren't quite complete: Lau was missing his long upper garment, Jeffrey's legs were a little chunkier than usual, Jacky's jacket wasn't rippling in the wind, stuff like that. Most of the intricately detailed animations of the characters weren't quite finalized, which is probably why characters like Aoi (with her billowing dress) weren't shown. In terms of gameplay, Sega has promised a 100% translation and most players at the TGS agreed that the show version was close - very close. Considering the quality of previous arcade to home translations, we're pretty sure VF3:tb will play like a dream. You'll probably need to pick up the Arcade Stick, though, However, our correspondents said the pad was "almost worthless" when it came to VF3:tb.









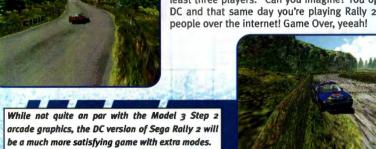
sega rally 2 the first name to demonstrate the preamcast's modem

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

The DC version of Sega Rally 2 will include several new modes exclusive to the home game. Arcade mode will be a straight port, but extra modes like Original, Time Attack, and a Car Settings submenu will be made available. The Original mode alone is worth the purchase, as over a dozen new courses are selectable including all of the original Rally's tracks (compared to SR2's

four arcade tracks!). The best news, however, is the fact that Sega Rally 2 will be playable over the net using the DC's packaged modem! The AM conversion team let slip that Rally 2's modem play will support "at least three players." Can you imagine? You open your DC and that same day you're playing Rally 2 against people over the internet! Game Over, yeeah!









evolution

peveloped for 128-bit apagaming excitement









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

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

the total dream package a full set of peripherals adding to your playing experience

ig glass cases (right) at the TGS housed the contents of the Dreamcast package, which includes numerous exciting cords and a slightly differently designed console. The rear of the unit is now sculpted up into a "spoiler," and there's an internal fan (thus hopefully avoiding the joy of balancing an overheating machine that PlayStation owners experience). Note the embossed Sega logo above the joypad ports, and DC logo atop the lid. There may or may not be a "Powered by WindowsCE" logo to the right of the joypad ports. The joypad was light, easy to use, had a d-pad that actually could be pressed into the diagonal corners (unlike the Nintendo 64 pad), but wasn't built for fighting games. Cue the Arcade Stick, attached to a solid base and built from the same materials as the marvelous Megalo 50 sit-down arcade cabinets - perfect for VF, and lightning fast responsiveness. Then there's the Visual Memory cards (not VMS anymore due to copyright

infringements) with a tiny d-pad and packaged in the same way as other LCD games. A keyboard was also present but not final, as was the only non-white peripheral, the racing controller which provides the Sega Rally fanatic with an orange and dark grey steering experience. Overall? Top quality workmanship!

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













36th am show

Special exclusive arcade report from Japan!

opened its doors to press and public to reveal the future such as innovative multiplayer network fighting as seen of gaming for the years to come. In particular we saw in Sega's Spikeout. some distinctive new trends forming and what could be The last few years we've seen a lot of giant simulation called a turning point in the fortunes of the amusement cabinets used for a variety of games from skiing to fishindustry. Suffering from a downturn in profits due part- ing, but with escalating costs and a need to improve the ly to economic depression and partly to the dominance price performance of arcade games, this year's AM of a new breed of light user, all the major arcade game. Show saw a considerable drop in the number of this manufacturers are re-evaluating their traditional lineup type of game. Instead, in order to attract more players, of titles. In particular, their efforts have been to attract makers are trying to build more features into the stannew casual users through brand-new arcade genres dard cabinets along the lines of Namco's Nam-Cam or such as Taito's Go by Train and Konami's Beat Mania. Sega's Visual Memory System.

ingly become a little stale and repetitive, and as a about its arcade future, it certainly revealed that all the result, even the shrinking base of hard-core users is makers are actively working to ensure their survival for playing them less than before. Instead, this year's show the long years to come. Only time will tell whether saw a re-emergence of the shooting game to take its they've succeeded.

🛖 he Tokyo Big Site was once again the venue for the place. Whether it be a 3D gun shooting game or a typi-36th Amusement Machine Show (AM Show), From cal side scrolling shooter, everyone had them. Those Sept 17-20, the world's largest arcade game show fighting games remaining are seeking out new territory,

The dominant beat 'em ups of the past have increas- Although the show could have been overly optimistic







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

Everyone's favorite games from the show were Konami's **POP'N MUSIC** music-orientated games. Currently riding a massive This game is a little easier than Beat Mania and is aimed more impressive lineup.

DANCE DANCE REVOLUTION - PIC 1

The first-ever dance simulation game, this is like actu- Konami's own horror shooting game 2 ally taking part in Bust a Move. It's really simple to features the original three-gun cabinet. understand but it's still tricky to dance in step if you. Two of the guns are handguns but the don't keep in time with the music. The floor unit has other is a shotgun that actually has a four arrows (up,down,left,right) that you must step on wider firing range, making it easier to in the order displayed on the screen.

BEAT MANIA 3RD MIX - PIC 2

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

surge in popularity, the music game boom that Konami for casual users. In addition, with nine buttons to press, sevcreated has revitalized the arcade, and by taking advan- eral people can play together at once, but you only have to pay tage of almost no competition they are building up an the one-player price. Compared to Beat Mania's wide range of music, this game is more for popular songs.

hit multiple targets.





Stunning lineup from Sega's crack AM divisions! The new board NAOMI steals the show!

The center stage of Sega's Booth and in fact the biggest unveiling of the show was the NAOMI board. On it rests not only Sega's future for both arcade and consumer but a vast number of small third-party companies who would have otherwise been unable to keep up with the



ever-escalating costs of creating new hardware. However, even with the new low-end NAOMI board, the majority of the stand was still dominated by Model 3 games.



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

STAR WARS TRILOGY ARCADE - PIC 3

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

DIRT DEVILS - PIC 4

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

to get to grips with but lots of fun once you master the handling. OCEAN HUNTER - PIC 5

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

shooting game at the show. BLOOD BULLET - SIDE STORY - PICS 6, 7 & 8

An incredible looking zombie shooting game based on the House of the Dead story. The visuals are spectacular with excellent animations and creature

design as you and a friend select from three hardy adventurers and take to the streets to rid the town of undead scum. Imagine Resident Evil meets Final Fight in full 3D! More on this monster hit next issue!







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CAPCOM — Look forward to new products and new technology — Popular characters take center stage!

Capcom have sought out the talents of outside design- ter animation as well. ers and artists to enliven their games with truly original JOJO'S STRANGE ADVENTURE and unique new characters. Even those people who Only on video, but probably the most awaited Capcom game for Sega's new NAOMI board: Power Stone is still under well over here. development but early video footage showed an incredible promise. This is Capcom's first true 3D fighter for sure. Check out "Frontlines" for more info.

TECH ROMANCER - PIC 1

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

MAGICAL TETRIS CHALLENGE FEATURING MICKEY

Capcom's first Nintendo 64 game was looking very good indeed with many female players attracted to its obvi-

In order to attract hard-core users fatigued from end- ous Disney theme and the fun to play original story mode. Capcom's less sequels and build up a new group of light users, excellent 2D skills have been to put good use with beautiful charac-

wouldn't normally touch a fighting game were glued to long time. Not only does it benefit from a rich manga pedigree, full of the monitors showing Jojo's Strange Adventure. great looking characters with incredible special attacks and abilities, Capcom's big announcement was their first game for it's also only the third CP-System III we've ever had. Expect this to do





TECMO - Diverse range of original titles on show!

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

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

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

FLAME GUNNER - PICS 5 & 6

This wasn't playable but it looks like it could be a really interesting game. In particular, they've managed to seamlessly blend numerous high resolution movie





scenes throughout the game, which then smoothly revert back to the normal resolution level of the game. This effect alone is impressive.

ELANDOREE - PIC 4

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



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NANCO - Crowd-pleasing multiplayer titles are a big hit! The all-new Nam-Cam makes its debut!



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

RACE ON - PICS 1 & 2

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

GUNMEN WARS - PIC 5

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

SOUL CALIBUR - PICS 3 & 4

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



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

SAMURAI SPIRITS 2 - PICS 1, 2, & 3

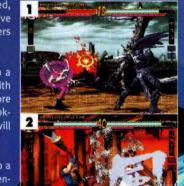
SNK's first Hyper Neo Geo 64 game has gone through a few changes. Out goes the free-dash system along with the stamina gauge, and instead we've got a tighter, more balanced fighter with enhanced visuals and sharper-looking graphics. Fans of the typical SNK fighting games will definitely approve.

BLOOD BUSTERS SECOND NIGHTMARE - PIC 4

Another horror shooter, but this time we've upgraded to a machine gun (with bomb launcher) and the result is plenty of gore. Heads fly off and blood spurts out from start to end, but you rarely have to reload with such a high bulle

count in your gun. The Hyper Neo Geo 64 is used to good effect for some pretty massive bosses.

they've been busy on its sequel and it shows. The graphics have been enhanced considerably and this helps portray those little comic touches that make the ame so much fun to play.







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

TAITO - Diverse range of original titles on show!

using their new low cost, high performance hardware, the Taito G-Net was well received by both people from the industry and the gamers. With just a simple card holding all the game data, it's really easy and cheap to exchange games. In addition, its incredible CG capability has allowed Taito to

create a couple of awesome games as well. Look out for more good things coming for the Taito G-Net soon!

CHAOS HEAT - PICS 1, 2, 3 & 4

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

RAYCRISIS - PICS 5, 6 & 7

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









PSIKYO

GUN BIRD 2 - PIC 1

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

PILOT KIDS

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





game set in a fantasy world where each of the eight standard characters has his own

individual attacks and unique capabilities Not only can you attack with your weapon but you can actually throw your weapon at your opponent as well for some pretty

A sword and sorcery fighting

ARIKA - Street Fighter EX stars make a guest appearance!

Building on the success of the Street Fighter EX series. Arika are expanding into new territories. This will no doubt take shape even further with the support of Namco behind them. Look for Arika to be behind some cool games in the near future. For now Arika fans can enjoy their latest lineup. FIGHTING LAYER - PICS 1, 2 & 3 Having left Capcom to work with Namco, this is Arika's first original

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

TETRIS: THE GRAND MASTER - PIC 4 Not to be confused with Magical Tetris

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





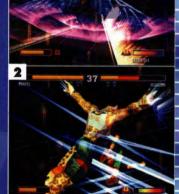
ANGUN FEVERON - PICS 1&2 Carefully blending the traditional old-style shooting game format with a host of new features, this game has a very nostalgic but exciting feel to it. In particular, all the BGM is '70s disco

music, which adds a most unusual atmosphere. That aside, the game is for everyone, including beginners and maniacs.



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





ody Roar 2 C Eighting/Razing © Hudson Soft All Rights Reserved. Still under development 1998 Arika Ali Rights Reserved Tetris 🕆 Élorg. Ali Rights Reserved 🖰 Cave Co., Lid. Ali Rights Reserved



gauntlet legends by Dave Rees

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

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

Gauntlet Legends strikes the optic nerve with shameless tenacity. The

t has been almost 14 years since beautifully sculpted structures and vivid outdoor environments are mere backdrops to the spectacular combat effects. But the game's most interesting new feature is how it allows you to enter a name and password for your character and save game data for subsequent retrieval: When starting a new

game, you can load your character.

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









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

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

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

A highly intense action/fighting game, Stuntmaster manages to capture the Chan charm in a number of creative and entertaining ways. When the options screen first comes up. Chan sings the words "Radical Entertainment," and you just know there was a goofy smile on his face, a delight in what he was doing in the recording session. Little

touches like this - Chan intones humorous remarks throughout the game - hint that the developers seem to understand the charm of Chan and are using his image and crafting a game around it that is a natural extension of his persona: think of Stuntmaster as a convincingly interactive Rumble in the Bronx.

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









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

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



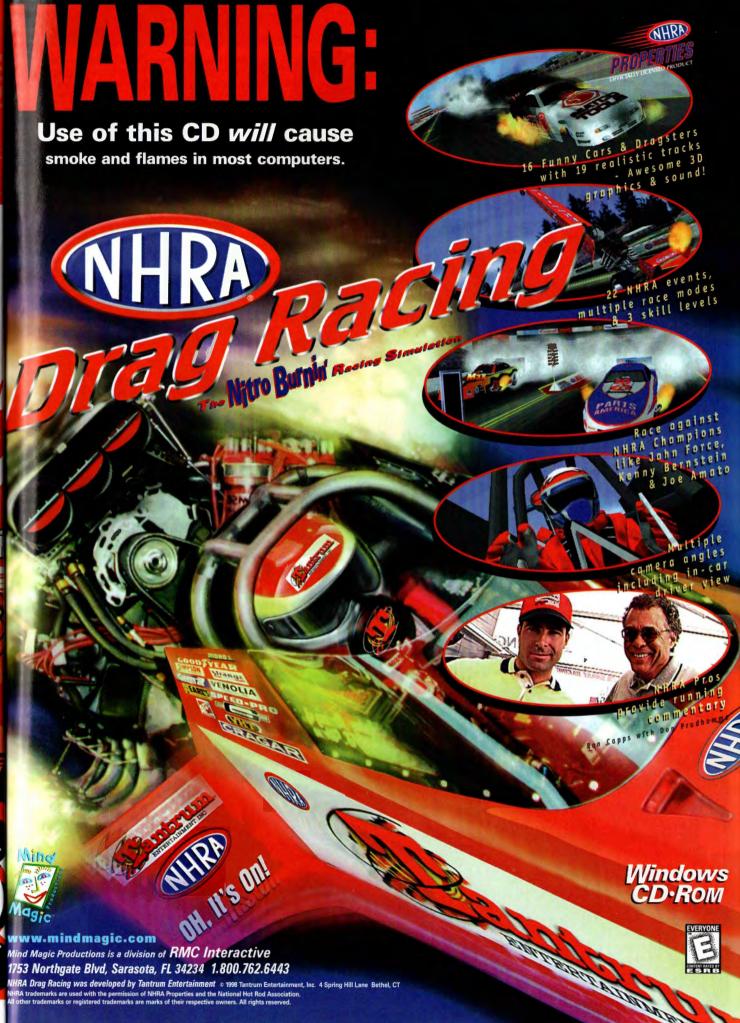
simple task that much more difficult.

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

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











has it stopped by Heaven or Hell lately? and as you trek through breathing Well, it's about to. In a classic battle between passageways, heads and arms prothe ultimate opposites, good and evil, Cyclone's trude from the walls, flailing about Requiem invites us on a terrifying ride that as if they are desperately reaching launches from the grim underworld of Hell, and for unattainable salvation. It almost hopefully, ends at the pearly gates. And like Sin feels uncomfortable to play the first and Half Life, the game will focus on action but levels of the game, even from the be driven by a deep back story.

Assuming the role of an angel, Malachi, you are ironically, when you finally escape commanded by God to cleanse the Earth of an from the underworld, you find yourarmy of rebellious angels, the Fallen, self-facing predicaments that make (Curiously, the name Malachi was also given to Hell seem like a vacation spot. the last prophetic book of the Old Testament; it Requiem's selling point will likely signifies the figure of the messianic precursor.) be the unique lineup of abilities, It may sound a bit similar to Messiah, but one both offensive and defensive, at thing is for sure: Malachi is not a cute, rosy- your disposal. Not exactly angelic by cheeked Cherub. And armed with some power- nature, many of the offensive spells ful weapons and creative abilities, he is perfect- cause a painful and violent death to ly capable of defending himself without exploit- the unfortunate receiver. Blood Boil, ing the souls of his enemies.

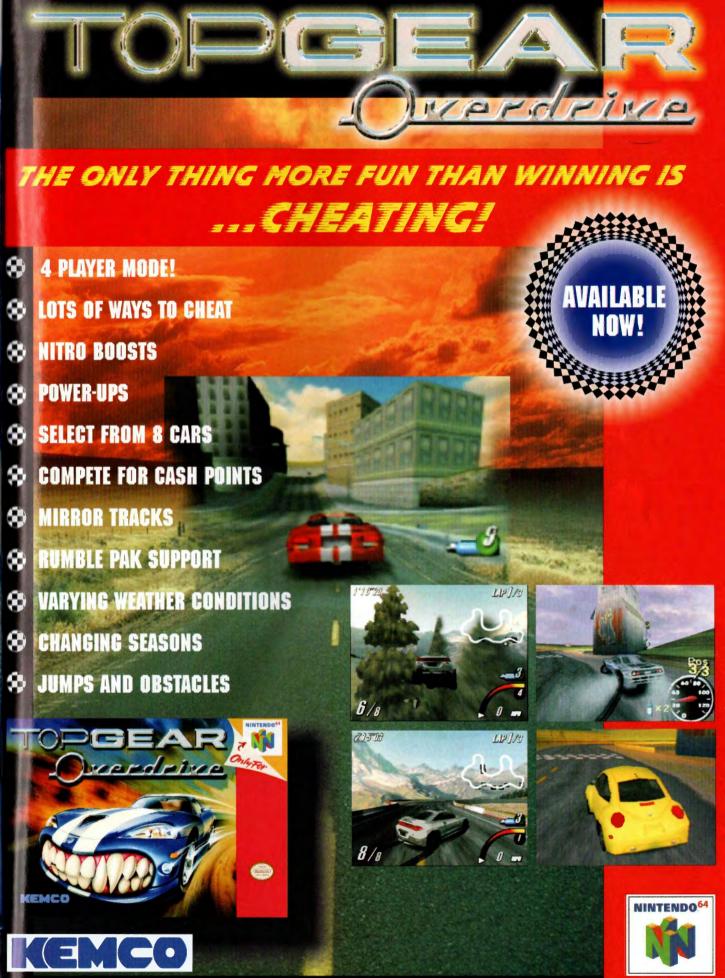
immediately becomes evident that Cyclone explodes - entertaining stuff. have made a concerted effort in mirroring our But the question is: With its proprietary 3D unknown origin, faint moans of discomfort and time for that one. @

he PC takes us to many visionary places, but torturous cries of agony fill the air, safety of your favorite chair. But

for example, causes its victim's blood to boil When you first begin to play Requiem, it over and, after quivering spastically, he

understanding of Satan's dwelling. Demonic engine, will Requiem be in the same league as whispers of "Malachi" emanate from an Sin and Half Life? You'll have to wait until next





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tomb raider 3 by Dave Rees

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

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

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

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



We recently journeyed deep into the English Countryside for a meeting with Lara herself... GR (Gamers' Republic): Looks like you've done a little renovating since the last time we took a look inside vour abode.

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

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

GR: Mmmm... Earl Grey. How long have you been in the service of Miss Croft. Winston? [Winston mumbles, sucking air noisily down his windpipe in reply. Then he farts and shuf-

fles away. Lara offers a translation; LC: Winston sort of comes with the house. He's been rattling about for a fair while now.

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

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

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

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

GR: How did it compare to previous quests?

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

GR: Just who pays for this sort of thing? Are you lecturing at universities to pay the bills? LC: I funded my own expedition to India by auctioning those Victorian bedsheets, then the research company who subsequently employed me covered the rest of my expens-

es. I can't imagine Universities wanting me to encourage their students with my methods; archeaologists are very attached to their toothbrushes and trowels...

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

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

GR: How do you stay in such great shape?

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

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

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

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

LC: Go on...

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

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

GR: What music are you listening to now?

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

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

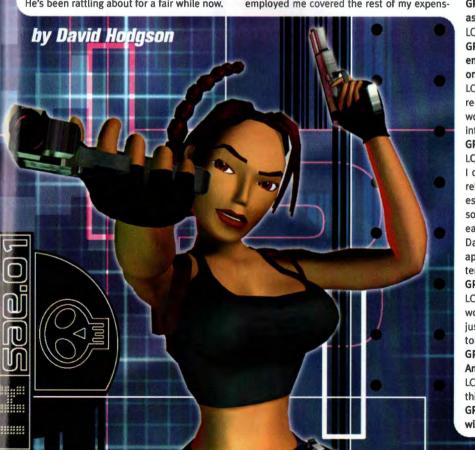
LC: I've heard that too. To be honest, I'm not worried too much about who would play me... just so long as they look at ease in a dark tomb with a rocket launcher in their hands.

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

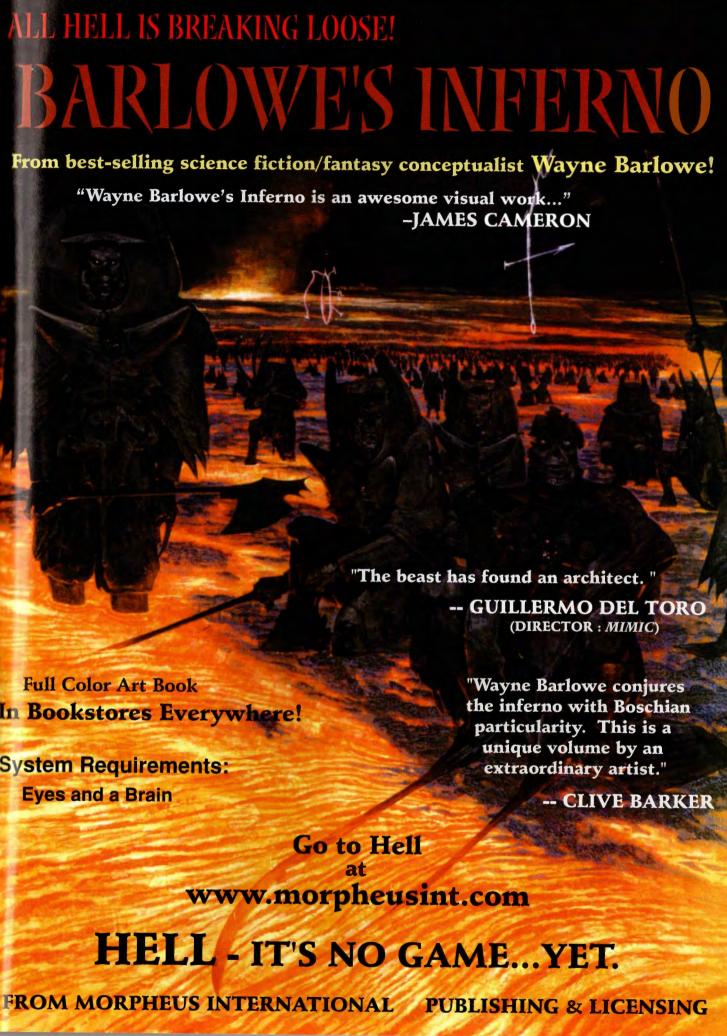
LC: I hope you manage to get through my third adventure in one piece!

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









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

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

dozen different weapons, some sacred, some familiar, some futuristic, and all deadly in the right hands.

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

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

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













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

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

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

Enemy AI is setting new standards, as lumbering hulks hide behind boxes and play "chase" with you, running around to the opposite side of a crate as fast as you try to catch them. However, startle two creatures (especially those without ranged weapons) on the other side of a

narrow door, and they'll sometimes reach the doorway simultaneously, stick in their running animation (as they both are unable to fit through the door), and continue to lope forward into the door supports. Punt a grenade through the legs of a creature walking away from you (unaware of your presence), and there's no reaction (except when the creature rockets skyward after detonation). More glitches are to be addressed before the final game appears.

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





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



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













twisted metal 3

vided the basics: A new engine, characters, and vehi- who now digs deep into turns as he delivers manic, cles, new play mechanics, and a fresh theme. It was flaming death to all the world. The handling seems the pinnacle of vehicular combat on the PS. to be going in the right direction (the lamest of puns Eventually though, the competition arrived. not intended), offering a good balance between real-Activision/Luxoflux provided us with Vigilante 8, a ism and twitch requirements. 989 have also supgame that continues to reign as King of Vehicular plied new vehicle designs, such as the hippie-tastic Combat, and the new Singletrac/GT effort, Roque tree hugger Flower Power, crazed construction work-Trip, is a competent addition to the genre. Now, 989 er Auger, and the new tazer-happy flat foot team on Studios, minus TM's original developers Singletrac, board Outlaw 3. This brings a heavily armed beetle, attempt to secure the coveted number one spot once a massive drilling rig, and a futuristic cop car into the again. Twisted Metal 3 will arrive just before the hol- fray, joining a Monster truck driven by a golden age iday season decked-out in a set of jolly new threads, madwoman and a beach buggy piloted by a pyromabearing violent gifts for the good little boys and girls niac 'dude'. Ah-ha. It's good to know 989 is preservanxiously awaiting a sequel.

TM3's biggest change involves the handling, 989 leans his cruisin' pneumatic monster into corners

When Twisted Metal 2 hit the market, it didn't and the effect of steering such a tub is finally true. have any competition. As a sequel, TM2 pro- The same goes for long-time favorite Sweet Tooth, ing TM's patented cast of bizarre contestants.

The brand-new engine is looking great right now. have opted to virtually transform the series' physics It's chucking around loads of explosions with model from an arcade-style 'twitch' schematic into a impressive colored lighting and giant, sweeping realistic, four-wheel suspension, skid- and drift-sen- environments, all at 30 fps. Twisted Metal 3 is the sitive tour de force. This move, in response to V8's only game designed in the same scope as Vigilante intense physics model, adds extra meaning to those 8 (big vehicles and environment models), and the vehicle stats we all sift through before deciding on a characters and weapons have huge potential. I hope character. Thumper, South Central's last hope, now 989 can turn this one into another PS classic! 😽





Uprising 2
by Dave Rees

W ith the release of *Uprising* in 1997, Cyclone were the first developers to attempt a true 3D RTS game for the PC, but that fact actually worked against them. The reasons

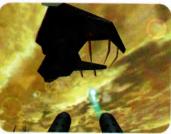
have less to do with their ability to create great games and more to do with the difficult task of migrating such an intricate genre from the familiar world of 2D to the complex and taxing world of 3D. But what the relatively tiny company learned from their original pioneering effort has now proved to work for them: Uprising 2: Lead and Destroy is looking very impressive.

Just after the overthrow of the Imperium in Uprising 1, a somewhat disorganized alliance was formed to ensure a secure future for mankind. But a time of reorganization and planning is also

a time of instability and vulnerability. From the shadows, a fearless race of alien beings that feed on the DNA of other species, the Trich, were watching with anticipation, waiting for the right moment to strike. Without warning, they broke their silence and invaded the alliance. It is you who are chosen to lead a squadron deep into enemy territory and relinquish the enemy spawning ground, thus eradicating their species and saving your own.

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

But it is not just the story that will grip players who partake in the game, it is the gameplay: fine-tuned,





intense, volatile, explosive, cataclysmic action strategy. The sort of action that keeps you on the edge of your seat and causes you to lose track of time. The sort of strategy that requires cunning maneuvers and quick thinking. And, as a generous response to many user requests, Cyclone have also added new weapons, new network modes (including a racing mode!), and created a new HUD that makes it easy to just pick up and play. It looks like they are on the right track. 🗑



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



ctivision previeus



nightmare creatures

An atmospheric romp through Victorian London provides the backdrop for Kalisto's attempt at a Tomb Raider-style experience, but with more in the way of



combat, critter dismemberment and a host of frightening creatures shambling out of the fog. Being a fan of the original (except for the jumping and limited horizon). I was expecting a little less in the Nintendo game. However, I was overjoyed to see a faster frame rate, smooth non-warping, pixel-free textures on the buildings, floors and walkways, and all the gore of the original. Only the lack of sound hardware has affected the game, as the threateningly ambient music now sounds as if it's being played through a \$30 Casio synth



instead of a cathedral organ. Other changes are the option to remove the adrenaline bar, and the fact that some items only affect certain beasties. Most impressive. 9



vigilante 8

Clearly one of the best PS titles Activision have ever produced, Vigilante 8 is the top console vehicular combat game. With awesome play mechanics and realistic yet arcade-like controls, V8 blazed onto the scene and immediately seized the spotlight from Twisted Metal 2. In an attempt to spread the brand name of Vigilante 8, Activision have commissioned V8's creators, Luxoflux, to have an N64 version of the game ready by March '99. After an extensive test of a very early version of V8 for the N64, we've come away with the impression that yes,





the N64 needs a game like this, but no, it probably can't handle the game as well as the PS. Mind you, Activision have gone the extra mile by providing several cool two- to four-player split-screen modes and a Quest Mode for the secret Alien character. The game will also use the 4-meg pack for high-res display. Now about that low frame



quake 2

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

Additionally, id are finally getting their act together and helping out (they call it "directing") with the port-over (presumably after seeing the state of Saturn Doom), as well as toying with the idea of adding new weapons from the PC Quake's duo of mission packs. One thing's for sure: the particle effects (although slightly blocky) and the lighting both add a previously unseen level of detail for a

PlayStation first-person shooter. If the rest of this superb conversion of the king of first-person shooting games looks this good, we'll have an almost perfect game here. Almost? Yep, there's one small shortcoming – no link-cable play is planned. ♥



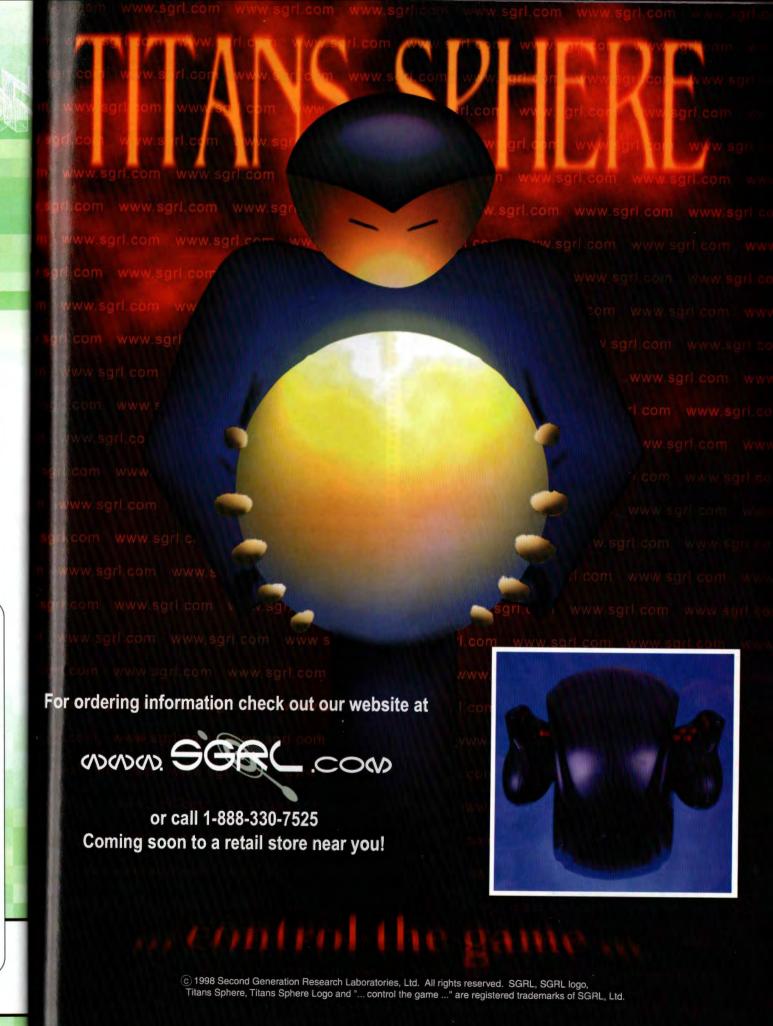








123198 ETA T-L



The updated Frogger was

a fairly big hit for Hasbro, so

it is no surprise to see anoth-

er arcade classic getting the

3D treatment. This time

Centipede receives the polyg-

Two modes of play will be

Arcade

Adventure. Arcade mode basically

re-creates the original with tiny lit-

tle polygon graphics. Considering

the make-overs that some classic

titles have received, this portion of

the new Centipede is disappoint-

ing; it looks bland and would have

on tap for would-be extermi-

seminal

and

the

around.

onal infusion.

SHOGO

DEVELOPER: MONOLITH PUBLISHER: MONOLITH AVAILABLE: NOVEMBER

Despite the overall Japanese anime style and stomping mech combat, Shogo is from home grown talent set to appeal to more than just the irresponsible pictures crowd. The reason is simple: it's an absolute blast to

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

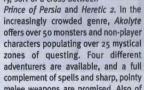








Take on a triad of evil gods in Akolvte, another stab at the 3D action adventure made popular by the bouncing Croft woman. This time, however, skin-tight vest tops are discarded in favor of flowing pantaloons and massive two-handed weaponry, sort of a cross between



melee weapons are promised. Also of note are the "years of research" (according to the press release) undergone to flesh out a storyline that borrows from Greek, Norse, Egyptian and Chinese folklore and mythology to create an amalgam of cultures, which is readily apparent in the scenery. Other noteworthy features include "bones" technology, and no, this doesn't feature DeForest Kelley grumbling, but instead allows dynamic deforming of the character's limbs while maintaining low animation sizes and fluid motion without the infamous 'moonwalk' that





afflicts other games of this ilk. Overall.

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

titles such as ASC's One. Players will get to choose from one of two

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

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



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

to hold a player's interest through the entire





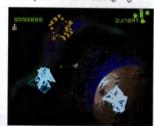


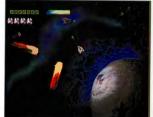
Asteroids. Not another meteor-infested movie starring a balding egomaniac, but a video game harking back to the earliest and purest days of video gaming itself, back when vectored graphics looked stunning. and flashy visuals weren't able to mask substandard product. Now Activision, after granting PlayStation owners their very

own collection of Atari 2600 classics, has attempted an updated version of Asteroids. The name remains the same (as does the gameplay, still one screen big), but the graphics certainly do not, changing to detailed polygon models of icebergs floating in space and rocks of granite gracefully spinning through the cosmos

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









benefited from some lighting effects and some kind of sparkle. The Adventure mode, on the other hand, is more noteworthy, as it takes the classic's gameplay and throws it into a 3D landscape of sorts. Dropping into each new zone, you'll perform tasks such as rescuing people and protecting structures while a centipede makes its way down through the mushrooms. You can jump and collect powerups, just like in a 3D platformer, but the action remains very much tied to the first



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



With the popularity behind Ultimo Online and the building excitement following EverQuest, it's hard not to notice the latest fad in PC gaming: real-time internet RPGs. And now French developers Delphine, the minds behind Fade to Black and Moto Racer, are jumping

into the mix with Darkstone. But in the attempt to differentiate their latest release from the competition, players can expect the online quest to be accompanied by a strong single-player mode as well - which the PlayStation version will surely be based on. Delphine is also promoting the facts that each time you play you'll face a unique mis-



sion, thanks to their random Quest Generator; that the game gives you full camera control at all times; and best of all, you'll be able to control two characters at once. Yeah, we don't know acters at once. Yeah, we don't know what the hell that means either. Well, I







It's rare that you can describe a game as beautiful - maybe realistic, with awesome accelerated graphics, but rarely beautiful. But that's what Outcast is: it's probably the most graphically gorgeous game I've seen in a long time. This non-linear action adventure revolves around Cutter Slade, a covert



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







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The lurid appeal of Dark Vengeance is

realized through its dimly lit environs

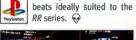
and foreboding ambience.

After some TGS playtesting, we came away very impressed with Namco's delayed high-octane racing fest, and this was in the light of the graphical dazzlement experienced from Sega Rally. Think Gran Turismo with even more bells and whistles and vou're on your way to realizing the visual punch that RR4

delivers. Replays are actually more impressive than Gran Turismo's, with cars in high resolution (complete with an overabundance of reflections) but with extra effects like working front and rear lights (the rear lights in particular leave tracer effects, giving a real sense of speed). As you can see, the scenery is pure Ridge Racer, as is the gaming.



Choose from Grip (if you always brake at corners) or Drift (if you're in the business of powersliding), and after additional coaching from a manager, start those engines and rocket around lengthy courses set in a perfect learning curve. Finally, the Republic is thankful that the intense techno is back, allowing the maximum racing speeds to be reached with frenetic dance-







could call Roadsters '98 a sequel of sorts to Titus' betterthan-average-looking Lamborghini. It's by the same team and it shares parts of that particular game's engine. It does not, however, share the license, or any license for that matter. Roadsters fea-



tures a bevy of convincing look-alikes, which promotes the sense of a particular car without Titus having to deal with a load of legal wrangling and licensing fees. The roster of impostors shown to us in preview form included wellmodeled simulacrums of Vipers, Renault Spyders, Mercedes SLKs, and Ferrari F355s. The all-important courses were looking pretty good as well, with nice weather effects and often-vibrant scenery. Draw-in was kept to a respectable minimum with fog leading the charge in this regard.

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

When finished, Roadsters 'o8 should prove to be at least as good as Titus' last effort and maybe even a whole lot better. A good spit and polish is all it





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Ah, the "Spirit of Christmas" episode must be the most infamous so far. You know, the one where Cartman says, "Pigf@#\$er" in front of lesus. That's right, folks, those four angelic little boys from South Park are



landing on the N64 sometime soon. They have made the transition between "2-D Moomin" land to "3-D Fat Bloke" land as they waddle around being obnoxious to everyone. It seems as though the mighty Nintendo might have a problem with some of the mature content of the game, because let's face

it - the TV show is hardly suitable for youngsters. This said, it will be interesting to see how the content of the N64 version stands up to that of the more relaxed attitude of Sony and the PC market.

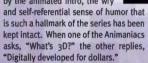






S

Here's a bowling game the kids out there are sure to love. ASC's popular Ten Pin has been transformed into Animaniacs Ten Pin Alley and features a cast of regulars from Warner's hit animated show; Yakko, Dof, Wakko, Dr. S, Ralph, CEO, and Brain are all immediately selectable characters. And judging by the animated intro, the wry



Obviously designed with kids in mind, a few tweaks have been implemented to allow tiny brains to come to grips with bowling. For example, gutters can be

turned off and replaced by bumpers, so no more embarrassing gutter balls for the little ones. You'll also see some wacky FMV cut scenes depicting certain

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





drive a well-balanced mind to the fringes of lunacy, make a murderer of a saint, or stain the purest of souls. But what happens when a character of wicked predisposition - a sleuthing trickster, battle-worn gladiator, or powerful sorcerer falls under such a chaotic state of mind? If Reality Bytes' upcoming game, Dark Vengeance, is any indication, then the answer would surely include words such as "catastrophic," "murder," and "decimation." Truly dark in its presentation, the game answers that question in full, and perhaps

allows us to exploit the effect that such an altered state might have on our own mind. But before we discuss the game further, a dip into the history of its purveyors is necessary.

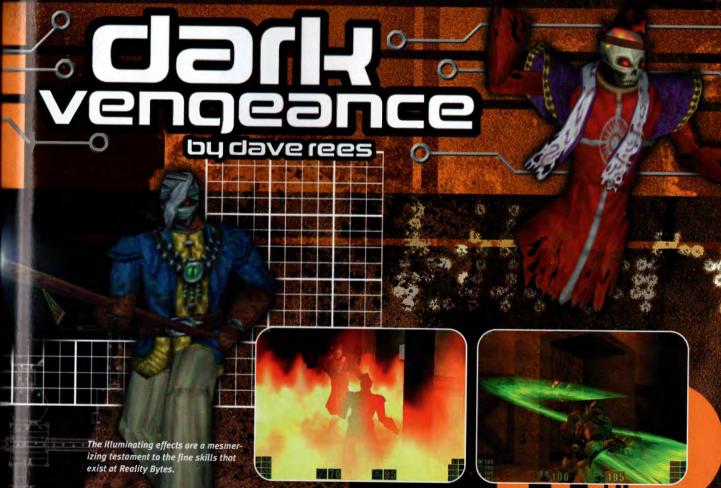
Reality Bytes' first game, Sensory Overload, was released at a time when Doom was the most talked about PC game in the world, but on the struggling Macintosh, the FPS market was wide open. Being the first FPS adventure to push the Mac's 32-bit hardware, its represen-

The power of vengeance is ominous. It can tational style was far more advanced than anything previously seen. Unfortunately, the marketing of Sensory Overload was understated, and the game soon fell victim to the long shadow of Bungie's superior effort, Marathon,

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

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











The Trickster, Sorcerer and Gladiator request your help... Each character provides a unique challenge and experience...

soon enough, GT Interactive picked it up. But in However, the discovery of items, solving of 1995, technology was still in a state of infancy; puzzles and climbing of obstacles are all sectoday's technology is much more forgiving.

Reality Bytes' goal with Dark Vengeance is new type of experience to the third-personperspective adventure. By incorporating three completely unique character types - the trickunique weapons and abilities, and a physics based on mass, they have managed to accomis another matter.

As an experiment in gaming from the third person, Tomb Raider easily managed to make believers of us all, even with its now-glaring faults. But perhaps what had us turning away from TR's low points was its pace: Intentionally of drama and exploration than it did action.

ondary to the slaying of enemies in Dark Vengeance. Thus, with an unavoidable resemone shared among many developers: to bring a blance to the likes of Heretic 2, issues such as line of sight and aiming both become key. Reality Bytes have devised an auto-targeting system that takes care of this potential threat ster, sorcerer, and gladiator – with completely to its playability. A cursor that normally depicts your line of sight will lock onto enemies when model that properly differentiates objects within proper proximity, and any projectile, spell, or slash will greet your foe with accuracy. plish their goals in theory; execution, however, But, depending on which character you play as, there are significant variances in the experi-

With three distinctive characters to select from, Reality Bytes' most demanding challenge was in the delicate balancing of the characters - not only in the weapons they employ, spells slow-moving, the game exuded more moments they cast and abilities they have, but also the jumping dexterity, overall quickness, health and constitution, and even how inertia affects progress when running and turning. The trickster is a tough wench, armed with stealth and a cunning arsenal of blades and bizarre weaponry. The Gladiator is a hulking mass, fast and durable and ever so experienced at slicing and dicing those who impede his progress. The sorcerer is frail and slow, and thus must rely on the conjuring of various spells to defeat his enemies from long range. And as he runs away. leaving a few stun runes in his wake will keep



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



Using various tactics and teamwork in multiplayer mode can result in some hilarious victories... Multiplayer deathmatches are a test of skill and wit...



him safe from particularly agile attackers. The goal herein was to differentiate the characters enough to warrant replay value, to cause players to wonder how they might solve a puzzle or get through an area with a different character. Some enemies fly, which would be tougher for the hand-to-hand combat. Some are fast and very tough to avoid. Some even use crates or barrels to block long range attacks. Others, like the highly imaginative stained-glass-window knights, surprise you as they piece together in front of your very eyes, leaving you no choice but to fight.

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

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

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









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





Who's the Amphibian with all the action?



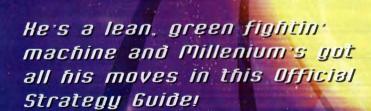












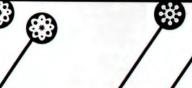
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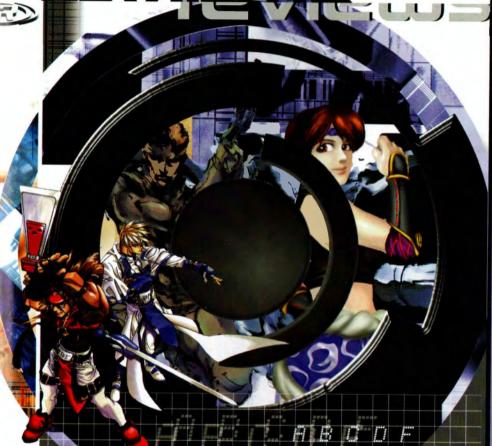
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Par for the course with the holidays just around the corner, this month's reviews section is packed with over 35 games! The best news is that there's a lot more good than bad to choose from this season as well as a few pleas-

ant surprises such as Destrega and Guilty Gear. RPG and action RPG fans alike have a lot to cele-brate with Brave Fencer, Xenogears, and Zelda, and action fans will feast on Metal Gear Solid, Wild 9, and Crash 3!







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

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

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

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

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

GAMES REVIEWED THIS ISSUE

| | - |
|------------------|------------------|
| 5TH ELEMENT | C+ |
| BOMBERMAN WORLD | D+ |
| BUSHIDO BLADE | B+ |
| BRAVE FENCER | A- |
| BRIGANDINE | B- |
| BUG'S LIFE | В |
| COOL BOARDERS 3 | B- |
| CRASH 3 | В |
| DESTREGA | B+ |
| DRAGONSEEDS | C+ |
| DUKE NUKEM:TTK | C+ |
| GUILTY GEAR | B+ |
| HEDZ | C+ |
| KAGERO | C+ |
| LUCKY LUKE | C+ |
| METAL GEAR SOLID | A |
| Mr. Domino | В |
| NBA LIVE '99 | B |
| NHL '99-PC | A |
| NHL FACEOFF '99 | B+ |
| NINJA | B- |
| ODT | D+ |
| POOL HUSTLER | C+ |
| PROBOARDER | В |
| PSYBADEK | C |
| QUAKE 2 MP 2 | B- |
| RUNNING WILD | C |
| SENTINEL RETURNS | B- |
| SMALL SOLDIERS | D+ |
| STREAK | C+ |
| TEST DRIVE 5 | B |
| VIRTUAL POOL | В |
| WILD 9 | B+ |
| XENOGEARS | A- |
| VR BASEBALL 2000 | В |
| ZELDA OOT | - A |
| | The second level |

a. Games marked in RED are highly recommended for your gaming collection.

2. Games marked in BLUE should be avoided

(Subject to the reviewer's personal preferences, it can be generally accepted that any gome scoring a B or higher is a great way to spend your gaming evening. Games scoring a low D or F should be microwaved for three seconds and returned. 1

Who's the Amphibian with all the action?











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the adventure's commencement, the first tasks you're dealt merely serve as a live example of how the game is to be played. Once you've completed the Steamwood portion of the game, events become more momentous and challenging. I know that's hard to believe when you're in a village named Grillin' ruled by Emperor Thirstquencher in

ple, late at night people won't answer their doors and only the Inn remains open. Musashi grows sleepy as well, but rather than checking into the Inn he can sleep anywhere, anytime. Another praiseworthy gameplay trait is the Assimilation technique, which plays a key role in the game. Launching the Fusion blade into any enemy allows Musashi to absorb their special power. Most often, if you find yourself stuck. Assimilation is the key. And finally, (well not really, I could write a novel about this game) I must loudly sing praise to one of the bestever Square soundtracks. I know that's saving an awful lot, but it's that good. In the end, Brave Fencer Musashi breaks new ground for Square and provides the discerning action/role-playing gamer with the most notable quest since the original LandStalker. Square have shown beyond the shadow of a doubt that they possess legendary skills in all walks of gaming.

adds a sense of time to the quest. For exam-Allucaneet empire, but trust me. the overemphasized gaiety, while indeed a distraction for anyone over 12, doesn't ruin the game. Brave Fencer Musashi grows on you steadily as you progress and eventually look beyond these mistakes. One of the many elements that elevates BFM to "A" level status is the real-time aspects of the gameplay. The ability to sleep in front of a shop or dwelling until morning (or it opens)

brave fencer musasi

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

> CHEESY BUT GOOD INTERACTIVE STORY MAMMOTH ENVIRONMENTS TOWER BEFORE YOU

CONSTANT WEAPON AND TECH UPBRADES KEEP IT REAL ONE OF THE BEST SOUNDTRACKS THIS YEAR

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





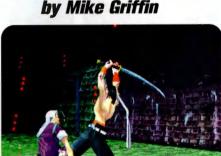


bushido blade 2 1

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

First up, there's the weapon-combat gameplay. Each of the six weapons performs exactly as it should,











using a tiny Saber and you'll have to find a combination of parries that will push you through the defense afforded by such a long weapon. On the other hand, many characters are able to wield two weapons simultaneously-an incredible offensive onslaught. Match up a pair of these gifted fighters and you'll witness a spectacle of wild clashes and counters so brutal, so undeniably violent, that all other weapon-based fighters pale in comparison. Bushido Blade 2 immediately receives a passing grade because of its dedicated weapons combat, and thanks to its relatively simple, responsive control system, it goes much, much further. One hit kills have never felt so legit.

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



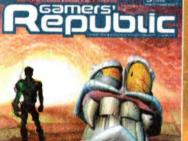


HERVY FOG: IN TURN. HIGHLY DETRILED CHARACTERS

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









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timing. Always check your

Strega gauge to determine the

strength of each forthcoming attack.



Destrega clearly emphasizes long-

range Strego attacks as the primary

offensive weapon, but clever surges

of hand-to-hand blows can put your

opponents away just as easily. Doyle,

for example, has an incredibly power-

ful dash elbow that knocks away

almost half of the life bar! Also, many

character are able to juggle foes after

sequence. If you follow up quickly

the final hit of a combo - a stunning

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

CRAFTED WITH SKILL AND DEDICATION

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





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

Offensive technique #3: Power Deflecting Dashes

EXTREMELY POWERFUL ENGINE HANDLES ANYTHING BIG BATTLE STAGES YIELD LARGE-SCALE FIGHTS

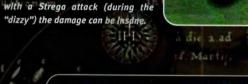
STORY MODE IS COOL...EXCEPT FOR LAME U.S. VOICES SOME CRAP INFOMERCIAL-STYLE TUNES. UNSUITABLE!

WITNESS THE POWER OF OMEGA FORCE...AGAIN! THIS TIME THEY'VE OUTDONE THEM-SELVES. IF YOU LIKE HOURS OF V.S. BATTLE IN THE VEIN OF VIRTUAL-ON, BUY THIS GAME.





playstation review





skinheads at a bachelor party. Wholesome and pure smart design. it is not. Nasty is its drawing card: A dominatrix Less is sometimes more, but when it came time to a sabotage of the chance for good "virgin wool."

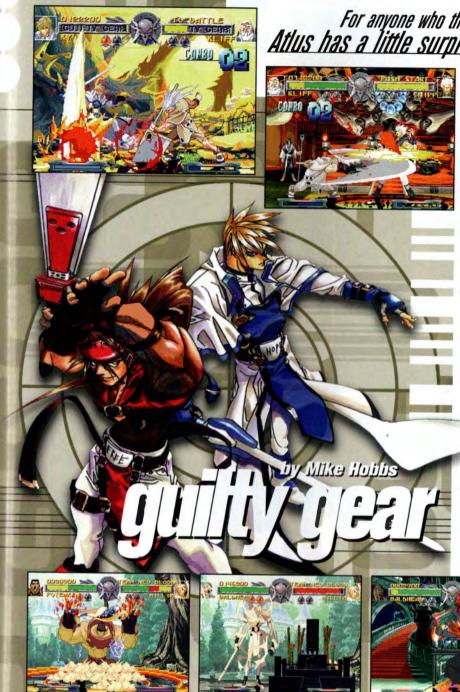
As Duke explores the possibility of entertaining us attention-grabbing finish on the game.

S coffing in the face of decency, *Duke Nukem: Time* but too much of the time the dialogue and setup are to *Kill* is about as politically correct as a group of contrived, relying on raw shock value rather than

crudely taunts Duke to "turn out the lights and I'll build a world around Duke's persona, more is exactly show you the meaning of pain"; in a Western setting, what was needed: more enemies, more animations, Duke cracks a safe with the combination "36-24-36... more speed, more detail. The levels, which range now that's my kind of safe": and in the king's cham- from labyrinthine castles to Western towns and the ber, a medieval setting, a maiden grinds on the bed mines running beneath, are expansive and open with post with the force and passion of a dog in heat. lots of climbing, swimming, jumping, and hanging in There's even a little animal loving going on down- the midst of energetic action sequences between stairs in the castle yard: Sheep copulate in all their period-dressed pigs and aliens. There are allusions polygonal glory while Duke observes their mating as of a great game in nearly every area, but the pieces just haven't been properly laid in place to put an

as a 3D action/adventure game, indeed every bit of Struggling to find its way in the shadows of the his relentlessly crude and irreverent attitude contin- likeness of Tomb Raider, Duke Nukem knows the ues to drop its sludge wherever the situation seems comparisons to this vanguard series will be launched ripe for comment. It can be its way: In the subway, Duke dan use a pay phone entertaining to hear the that rings through to the heavy breathing and moanuncouth Duke make his ing of a female voice who Duke, before scratching his observations butt, asks sleazily, "Oooh, Lara, is that you?" Yeah, inspired by his gritty world, only in your dreams, Duke. *

duke nukeni time to kill.



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

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

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

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

> shadowy Zato squeezes prev with a giant phantom hand. Crazy stuff indeed.

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



■ GAMEPLAY IS FAST AND ACTION PACKED OUT AS POLISHED AS CAPCOM'S BEST

In what sadly may be a dying genre, Guilty Gear works overtime to entertain and succeeds at being one hell of a 2D fighter.

CONTROL IS TOP NOTCH

GREAT CHARACTER DESIGN AND ANIMATION

REPUBLIC SAYS..

REPUBLIC SAYS.

■ DECENT SCENERY GRAPHICS AND ARCHITECTURE

SLOPPY, REPETITIVE ENEMIES LOSE INTEREST THE APPEAL OF TIME TO KILL CAN BE BROKEN DOWN IN A FEW OF DUKE'S OWN WORDS





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

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

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

There are seven associates you can contact via the ingenious Codec, and some (such as Nastasha Romanenko) provide optional information of such depth, it alone must have taken months of development and research.

Fleshing out the game's characters to a degree of detail never seen before in a video game has been Kojima's crowning achievement. Indeed, any game which consistently prickles the hairs on the back of your neck throughout the entire playing experience is a must-have title in my book.

I'll round off this unequivocal recommendation of a stunning piece of software with a few almost insignificant shortfalls. Firstly, the translation, although almost faultless, has been toned down for the American market. Solid Snake was a little more leering and potty-mouthed in his Japanese incarnation. Secondly, the shortcomings of the PlayStation hardware mar the cut-scenes, creating realistic but mannequin like characters (with glitching joints and non-moving mouths) that no amount of motion-capture magic can overcome. Finally, some may moan about the ease of completion,

and indeed, ten hours of intense gaming seems to be a little less than most gamers require, but the American version has combated this by introducing three more difficulty settings compared to the stunningly easy Japanese version. For those complaining of the easy difficulty, I challenge you to complete the game in less than two hours on Extreme difficulty setting... a task that takes weeks. You'll still have to flick through the huge amount of Codec transmissions that cannot be skipped (another problem), and there's no prize for completion of the game on Extreme, but the replay value is still exceptionally high and you'll still quiver with the strength of the graphical engine, the time and work Kojima's team undertook to provide us with this game, and Kojima's eventual triumph at creating a truly believable cinematic experience you're not only a part of, but fully immersed in. And that is what Metal Gear Solid is all about.



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

AN ENCELLENT SUB-GAME ENFORCES YOUR TRAINING PERFECT SOUNDS, WITH SPEECH, SFN & TUNES.

R DETRILED CAST YOU REALLY CARE ABOUT.
 NUMEROUS SUBTLE TOUCHES ADD EVEN MORE

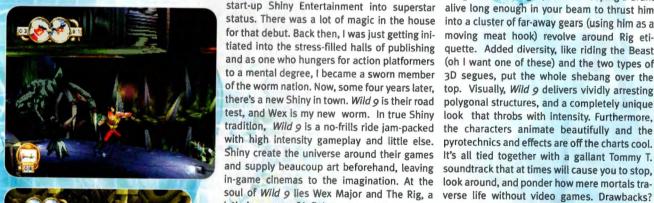
SELVS METICULA ABSORB

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

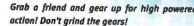














with high intensity gameplay and little else. pyrotechnics and effects are off the charts cool.

lethal weapon of infinite torture. It is used not There are but two: the hurtin' background in only to torture and manipulate prey, but as a the Crystal Mines, and the fact that little of all grappling device as well, connecting Wex to those character profiles really shine through... swing points that serve as a means of progres- Perhaps we'll learn more in a different form of



INDOVATIVE PLRY MECHANICS DELIVER BIG TIME FUN ANYONE WITH A PULSE WILL PLAY MORE THAN ONCE

COMPLEX. ANIMATED POLYGONAL STRUCTURES AMAZE EPIC SOUNDTRACK FROM TOMMY TALLARICO

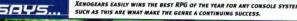
I WISH IT WERE A TAD LONGER, BUT OYERALL, I COULDN'T BE HAPPIER WITH SHINY'S 2ND PLATFORM EXTRAYAGANZA. WILDLY FUN AND WICKEDLY INNOVATIVE, WILD 9 DELIVERS!

REPUBLIC SAYS.



REPUBLIC SAYS.

XENOGEARS EASILY WINS THE BEST RPG OF THE YEAR FOR ANY CONSOLE SYSTEM. TITLES SUCH AS THIS ARE WHAT MAKE THE GENRE A CONTINUING SUCCESS.



A BUG'S LIFE

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

It may be junk to you or me, but to Flik, the ant in A Bug's Life, a few discarded decks of cards, scattered aluminum cans and old soda bottles are the landscape to a city a treacherous, intricate, finely realized city at that. In fact, every level in this game, which is based on the Disney/Pixar upcoming feature film, is an excellent achievement in design and imagination. Roaming his huge, interesting world of



dried-up river beds, twilight mountain ranges and underground caverns, Flik does what in essence any good character in a 3D adventure game should: makes a lot of jumps over a lot of cracks and ledges, stomps and shoots the enemy with powered-up bug juice, uses his head to navigate his expansive world full of obstructions and mazes. Much larger bugs such as worms, beetles, and wasps as well as an occasional animal predator serve as Flik's torment in his journey, and like the miniature world they populate, all are sharply designed, entertaining us with the convincing plight of such a tiny creature.

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









LUCKY LUKE

OEVELOPER: INFOGRAMES PUBLISHER: OCEAN AVAILABLE: NOW

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



even a host of real-time cinemas to tie it all together. Intense











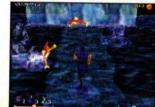
DEVELOPER: CORE PUBLISHER: EIBOS AVAILABLE: NOWI first played *Ninja* back in 1996 before Core and Eidos joined forces, which gives you an idea of how long the game has been rattling around. When you've got a hot property like Lara Croft in your midst, I suppose a game like Ninja is bound to take a back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

searching for hidden goods like money and food and keys to unlock gates that block your path. You'll need a lot of coins for the shop to purchase items such as extra lives and smoke bombs from the toothless old fart that runs the joint. There are also quite a few platforming elements in Ninja and, as you can see, some pretty nasty bosses, of which I suggest you save your powerful magic (which grows with experience) for. While quite enjoyable, Ninja's biggest obstacle may be overcoming its own drawn-out gestation period. Otherwise, it is most desirable.











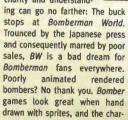




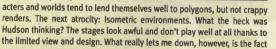


This game is sacrilege. I have always been a HUGE Bomberman fan, and I continue to support the series even as it goes through various transformations. The N64 Bomber games I can handle. Bomberman Fight is pretty good, too. Sometimes, however, my charity and understand-

BOMBERMAN

























distance, flying taxis zip around ledges protruding from explorable apartment

If Fifth Element were more technically savvy, a truly excellent game would be

at hand: level layout is top-notch, sound and music are strong, exploration- and

action-based missions never fail to entertain, the atmosphere is rich. Lee Loo,

who employs primarily hand-to-hand combat, and Korben Dallas, who deals

with the heavier shooting aspects of the game, alternate mission tasks through

futuristic levels set against backdrops of several distinct locations, including

Egyption temples, a floating vacation spot, and the office halls of a future New

York. The parallels to the film are channeled well into Fifth Element, and there

is a driving force to the game that can be enticing. But despite the many fine

aspects supporting every level, the glossy finish needed to underpin the adven-

ture has been reduced to a rough interpretation of locales from the film-and

buildings that extend into the clouds. It's a great level.

the game fails to reach a higher peak as a result.

I love a game that can make

my heart beat a little bit faster.

give me a quick rush of adrena-

line in a precarious situation.

The Fifth Element accomplish-

es this in a big way in a scene in

which Lee Loo, the alien beauty

seen in the film from which the

game is based, must run along

a network of narrow beams

that support a sky tram at ver-

tiginous heights. In the hazy

U

QUAKE II: Mission Pack 2

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

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

Unfortunately the levels aren't that interesting and a problematic element was added: annoying-

ly accurate and well-armed spherical pests in the form of wall-mounted turrets. Small and stupid but dangerous and tediously difficult to destroy, turrets (especially the rocket-equipped variation) are better left in operation if you wish to succeed in your mission. This became an unpleasant test of will for me, and took away from the overall single-player experience.

As always, Death Match is a fabulous fragfest filled with glorious gibs. The new spheres add to the deadly game of skill, but the additional weapons are mediocre, and the multiplayer maps,

much like the package in general, falls noticeably below the quality of Xatrix's Mission Park #1.



How much importance do you

place on a game's graphics? That's

the question you must ask your-

self as you look at Brigandine,

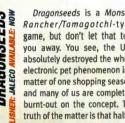
Atlus' new turn-based strategy

title. If graphics are low on your

list and you like the genre, this







the crap you may have seen or played (not including Monster Rancher - that was pretty good) was uninspiring garbage designed to ride the bandwagon all the way to profit town.



that once you're through with all the preparations, the fighting itself is pretty fun; it's beyond simplistic, and yet it requires a decent amount of strategy. The polygonal fighting scenes look O.K., and most of the artwork in the game is detailed. Dragonseeds is above average and very playable, especially if you start pitting your beasts against a friend's in the v.s. mode (via memory cards).







mostly 16-bit looking title can provide its fair share of fun In Brigandine, you're battling for control of Forsena. As the game begins, you're given a choice of one of four domains and personas: Leonia and Lyonesse, Norgard and Vaynard, New Almekia and Lance, and Caerleon and Cai. Each offers a unique conquest and set of lead characters to guide you through your quest for domination. Starting from a fixed number of knights and castles (or domains), you'll organize troops, summon monsters, and mount attacks on neighbor-

The overworld map where troop movement is handled is no more than a Mode-7-type flat plane with little colored flags denoting different domains.

32-bit game.

Once a battle begins, a slightly more

detailed flat plane becomes the backdrop

and you'll move your troops in a turn-

based fashion over a typical hex grid.

Once two opposing units encounter each

other, a real-time engine takes over and

renders the battle with first-generation 3D

results. These graphics are not sloppy or ill

conceived in any way, they just lack the

sparkle one would expect this late in the

But if graphics aren't that important to

ou, there's decent, Japanese-style turn-

pased strategy here. I had fun with it, but

once I turned off the battle scenes for

speed's sake. I could very well have been

playing a 16-bit game. Provisionally recom-

ing forces as you attempt to spread your power throughout Forsena.





Dragonseeds is a Monster Rancher/Tamagotchi-type game, but don't let that turn you away. You see, the U.S. absolutely destroyed the whole electronic pet phenomenon in a matter of one shopping season, and many of us are completely burnt-out on the concept. The truth of the matter is that half of



Personally, I'm only attracted to these monster breeding sims when the whole package is tight, creative, and easy to navigate. Dragonseeds is one such game. For starters, the menus are comprehensive and blessed with excellent music. Creating (or "Cloning") monsters is a cinch: You can store loads of your creatures at the Biobank, and training and equipping them is no problem. There's also some interesting options around town, besides shops and training facilities. For example, once your creature's life cycle approaches expiration, you may generously release it into the wild to die among its kind instead of destroying it. Ideas such as the one I've just described combined with Dragonseeds' unique background story give it a decidedly darker edge than most of the sugar-coated games in the genre. You'll be pleased to hear









Scottish developers VIS Interactive have created a very weird collecting/shooting game in the form of Hedz. The idea is that aliens have been abducting people from Earth and removing their heads. You are an alien headhunter participating in a competition to see who can collect

the most "hedz." There are 225 different hedz to collect, over four different asteroid worlds, each containing five Dans (levels). The game plays well in a rather basic 3D environment, but the control is good and the addictive quality of collecting the hedz is fairly strong. You can battle with five hedz at





a time, and they each have different abilities such as flying, bombs, machine guns and even guitar shockwaves! Featuring online multiplayer action, this cool, bizarre title deserves a look if you are seeking a new experience. Now then, where did that Elvis head go?







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

As in the first game, your goal is to lure victims into traps that you've set up from room to room. The biggest difference here is that you now play from a third-person perspective. From a selection of upgradeable traps, you choose three unique floor, ceiling, and wall traps that can then be set up anywhere within a room. You can be as



clever or a straightforward as you like with trap placement, Unfortunately, it's a small problem that you don't have to be overly clever, and the game ends up being a little easy, especially in comparison to the first.

Kagero is not for everyone, just as its precursor was not, but there's a good concept hidden behind the uninspired graphics and control. Trapping some

poor bastard in a devious multi-hit trap setup is deliciously evil in its execution for a time at least. Fans of the first may be disappointed with Kagero's ease and comparative simplification, but for others, this unique melding of action and almost free-form puzzle solving might prove entertaining. *



games. Created by the lapanese company Artdink (makers of surre al titles such as The Aquanout's Holiday and Tail of the Sun), Mr. Domino is a charming puzzle/racing game that

Once in a while, a

puts you in control of one of many different domino-shaped creatures. You have to guide your domino-man through obstacleladen courses while laying dominos behind you. The idea is to set up a cascade of dominos that will trigger switches when knocked over. Not as easy as it sounds. but thanks to a good control method and really cool environ-



ments, it is really good fun. Mr. Domino is a fantastically original game, and these days, this is a rare and beautiful thing. ದ











Early in Small Soldiers,

you'll find your character

faced with a daunting jump to

a tree branch well into the dis-

tance, hanging above a lake

of slime. The jump is seeming-

ly impossible, but the colli-

sion is so inexcusably poor

and the field of depth so arti-

ficially manipulated that the

distance is basically cut in

half. When the jump is actual-

When an airship transporting a magical life-saving pearl crashes on the grounds of a mysterious, foreboding tower, the crew members must set out to locate several canisters of a helium-like gas to inflate the enormous balloon of their disabled vessel. Fortunately, everyone in the O.D.T. universe follows



the same technological arc and keeps stockpiles of the gas lying around. So off we go to confront the variety of tall, slender aliens and lumbering mechanical creatures (the one ray of light in an otherwise black hole of a game) inhabiting the decaying tower of cold concrete and steel.

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





lessen the numbing ineptitude of

the game.

OPTIONS

CAMERA >

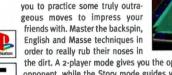
REPLAY

QUIT GAME

EXIT

It's time to polish your trusty cue and enter the smoky, seedy world of pool hustling with Activision's latest 3D pool sim. As you aspire to become the ultimate pool shark on the circuit, you have to start at the bottom with a limited amount of cash and slowly work your way





the dirt. A 2-player mode gives you the opportunity to slap down a human opponent, while the Story mode guides you through the underworld challenges of modern day pool hustling. Pool Hustler is a great little game, and if potting shiny balls appeals, then check it out right now!





A racing game can get away with more than it should if it speeds by at a beguiling 60 frames per second. If not for its fast tracks. Running Wild would fall sharply in its attempt at inviting players into its cartoon racing circuit but because it can be somewhat exciting taking



of ice and lava, through whimsical city

streets, thorn-infested deserts and

water-soaked jungles, the racing, which

is done on foot, is heavily dependent

upon the avoidance of environmental

hazards: incessant jumps over and

around obstacles such as fire torna-

does, brush patches, and anything else

indigenous to the courses is the only

path to victory. This takes Running Wild

into a constant battle with the reflexes.

and for that if for little else, I marginal-

ly enjoyed it.

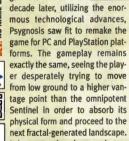
the steep, winding courses at such convincing speeds, there are moments when the game pretends to be better than it really is.

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



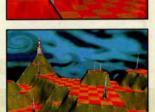


Originally released under the UK Firebird label on the Commodore 64 in the mid '8os. The Sentinel took Europe by storm, as Geoff Crammond's bizarre and surreal strategy game totally hooked the first wave of true gamers. Over a









cess in the U.S. as in Europe, but this can be attributed to the fact that most U.S. gamers were weaned on consoles and not on the old-school home computers of the eighties. A great challenge and worthy of ny hours of your time.



DIERS



ly made, the character incredulously hangs onto the very bottom of the thick

branch, exhibiting a feat of dexterity not even a cat could accomplish. This is

only one example of the incompetence that grows up like a patch of thorns,

The collision, which rivals some of the worst displayed in a 32-bit title, is

not even the game's fatal flaw; there are a number of dents that by themselves

are annoying problems but when added up completely total the project: A

sheet of blackness is right in front of your face no matter where you turn; the

control feels like the character is tethered to a wire fixed at the center of the

constantly rotating screen; enemies exhibit such inane movements they

become annoying distractions in a game where action is the foundation; level

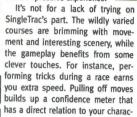
design is mechanical, gravely simple, an afterthought in design. Whatever

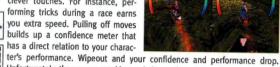
copies of SS are left over from deplorable brand-power sales can be dropped

squeezing out any life the game might have been able to express.

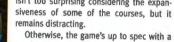


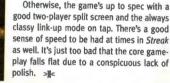
The parade of unspectacular American titles continues with SingleTrac's latest Streak. This futuristic racer based around Back to the Future-ish hoverboards has some good ideas lurking about, but the rough presentation and overall lack of refinement get in the way of what could have been a more impressive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





Unfortunately, the pop-up-masking, twisting and turning courses make this a bit more of a chore than it needs to be for optimum fun. While some may find this challenging, most will probably find it frustrating, and rightly so. Also, the frame rate is inconsistent and there are some z-buffering problems, which isn't too surprising considering the expan-







the same league as Need

For Speed 3. This, in effect,

puts it out of the league of

good base for comparison,

as most of you have played

one of these games before.

TD 5 has an excellent envi-

ronment engine, especially

true for the vast streaming

courses. The levels still pop

in a little, but you'll be astound-

ed at times by the deeply con-

structed roadside panorama.

The car models look excellent,

reinforced by quality details like

reflections over the windshields

Unfortunately, for all these fine

details, a couple of glaring omis-

sions tend to frustrate me eas-

ily each time I play. First,

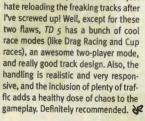
nto the movie-to-game-translation landfill. 🛞

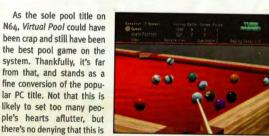






there's no custom control option, just the pre-sets given. I'm living proof that they haven't given players every desirable configuration, because I can't find the one I need. Secondly, they've left out a Restart Race option in the pause menu. Why?!!

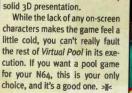




there's no denying that this is a great playing, great looking game of pool.

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

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



















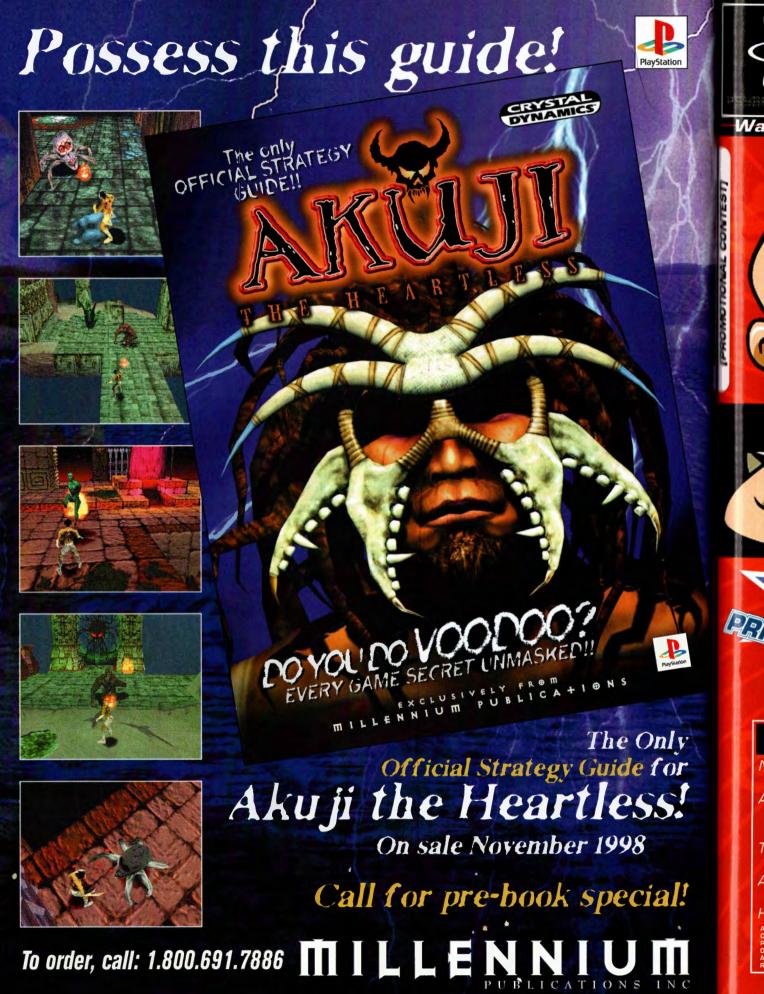








6











Vanna win some seriously cool stuff?

Just fill in the form below and mail it our way to be Prize winner will be the proud owner of a Joyride Snowboard, a pair of Vans shoes, and a Psybadek game and t-shirt! Five First Prize winners get a pair of Vans shoes, plus the game and t-shirt. Twenty-five 2nd Runners-up will get the game. And hey, you lucky winners... ALL of you will also win a 1-year subscription to So get scribbling!

psybadek t-shir

psybadek games





HEIGHT/WEIGHT (FOR SNOWBOARD);

Send Entry To: Gamers' Republic: Psybadek Contest.

GAMERS' REPUBLIC RES

The sport of tennis is set to receive its first "true to life" simulation on the N64 and PlayStation this fall with UbiSoft's All Star Tennis '99. Featuring eight international tennis juggernauts — Michael Chang, Jana Novotna, Jonas Björkman, Amanda Coetzer, Richard Krajicek, Gustavo Kuerten, Philippoussis - and authentic rendered courts - Wimbledon, Mediterranean,

playability is what might push it over the top.
Capturing the individuality of each superstar
was a priority of UbiSoft.
In reality, not one player exudes the same passion on the court. Michael Chang and Conchita
Martinez are both relentless players, and both echoed in the game, as the characters will have unique moves and distinct AI that reflect their arcade experience will not be disappointed at all. All-Star Tennis will feature action replays and three modes of play – smash, arcade and bomb – to spice up the fun factor.

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









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

ALL-STAR









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

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

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

So then it becomes a question of NBA-sim value over fun basketball-game value. Well, I night prefer a game like NBA Live '99 because it has great presentation, options, it's very playable, and it feels like you're playing an official product. NBA Tonight is even more playable than Live, but considering what it's trying to be (read: big-time NBA game), it

ESPN NBA

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









FOX SPORTS

developer/publisher: fox sports interactive available: new





• developer ea • publisher ea • available now

nh '99 by Dave Rees

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

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

W here the PlayStation version falls just shy, NHL '99 for the N64 succeeds without question: the frame rate is consistently high, the game never skips a beat, and the resolution is sharp. Because of this, the finer details, such as the motion captured animations and overall flow of the game are fully realized, leaving almost nothing to the imagination. Even when the action becomes intense, the players gracefully pull off skating maneuvers joined by seamless transitions in-between. Forwards to backwards skating, cross-overs, checking, speed bursts

and stopping (replete with a misty spray of ice) are all emulated perfectly. While the overall action still suffers from being a bit slow (HOCKEY IS A VERY FAST SPORT!), the overall feeling of NHL '99 on N64 is much more authentic than that of its PlayStation counterpart.

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

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

ave EA stumbled a little bit with NHL '99 on the PlayStation? Last year's effort was a dramatic improvement over the miserable NHL '97. but it appears that the trend did not quite continue. Yes. EA have put a tremendous amount of effort into perfecting the look of the game, ren-

dered all of the arenas as seen in the now-famous fly-bys. included some clever new modes of play, and improved the AI. But for a hockey game to be great, it must have solid control and playability. For technical reasons, this is where NHL '99 on the PlayStation has slipped a bit.

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

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

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

The high-res graphics of the PlayStat ASSISTED BY HOLZINGER BARNABY prove a bit too taxing







feature that cannot be touched by its console siblings. Console sports titles of all types have allowed multiple players to enjoy a game on the same screen, but with PC networking (and soon enough, Dreamcast, so console bigots can relax) each player can view the ice from a personal perspective that is always fair. It also gives players an opportunity to focus on an offensive or defensive play style to greater degree. This added dimension, along with the extraordinary detail within every aspect of the game, makes it unbeatable. NHL '99 for the PC represents a stunning improvement over its predecessor, and while EA have made excellent use of PC technology, they have proven that their knowl-

An encouraging example of what th future holds for sports games, the I version inherits the crown



ALL VERSIONS ARE DEEPLY ROOTED TO THE SPORT THE VISUAL PRESENTATION HIGHLY EFFECTIVE

ues anning

t's a great day for hockey: NHL '99 on the PC is perhaps the finest hockey game to

date - even surpassing the likes of NHL '94 on the Genesis. What more can be said? Every detail is included, every corner is covered, and for the first time, the 3D

factor does not impede upon the gameplay at all. This game is everything the

Perhaps it is because the PC is currently a superior vehicle of gaming, allowing EA

to focus on the game rather than the technology, that the final product turned out to

be so phenomenal in so many areas. Every skating motion, play-by-play call, pound-

ing check, face-off, fight, pass and goal is undeniably beautiful to watch and ulti-

But beyond its excellent playability and presentation features, the game has one

PlayStation version was aspiring to be, and more.

edge of the great sport of hockey is unsurpassed.

mately satisfying to execute.

THE PC VERSION OVERTHROWS THE COMPETITION

THIS IS TRULY A GREAT YEAR FOR HOCKEY. THE EVOLUTION OF THE NHL SERIES IS GLIDII

nba live '99

A Sports' robust N64 engines have all showcased massive play-fields and good frame rates this year, and their capacity for cart

music and sound has been remarkable. This trend continues in their

new N64 b-ball title NBA Live '99, which has fantastic sound and

graphics right from the start. The pseudo-sampled music is top quality, straight-from-the-disc versions. It's funky stuff, too. Also,

from the "It's in the game" screen and onwards, every image that

meets your stare is high res. It's a treat to see these crisp 3D images

on the N64, unlike the slightly filtered blur of other basketball

Beneath the brilliance of these crisp visuals and system-defying

sounds, there's also a sweet menu system chock full of cool options

like Monster Dunking, arcade or sim ball physics, score catch-up,

and a Create Player mode. In this respect, NBA Live '99 is the most

customizable b-ball game on the N64. The gameplay, although not

as smooth as it should be, is extremely controllable. I love the pass-

ing system whereby teammates are each assigned a button on the

pad, and the speed boost allows for spectacular plays in the paint. One of the strongest points of NBA Live '99 is its Arcade Mode, which is so wide open it approaches NBA Jam. Streaking balls, huge dunks, inconsequential penalties, it's all here (sort of like a free

mini-game hidden within a simulator). This game's only real prob-

lem is slightly lagging controls, probably due to the often twitchy animation, which in-turn occurs when the game drops a few frames. It's nothing too severe. Ultimately, EA have crafted an extremely

attractive, lavishly detailed NBA sim. Their reputation stands.

games on the system, like College Hoops.

High resolution graphics always look great, but it makes one

helluva difference on the NG4. NBA Live '99 takes advantage

of this feature, offering a lush cartridge presentation.

still find myself playing

these games can attest to

takes to make a good snow

boarding game. While not in the same league as both

titles, Cool Boarders 3 doe

offer a bunch of cool licensed

products like Burton and Swatch boards, other "hip" sponsors, and its numerous

Butt...bah!) contain all th

required rails, jumps, and

high-speed corners. CB3 has

a great 30 fps two-player

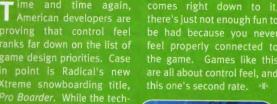
mode, too. There's also fight-

ing, and with up to four other

competitors racing alongside

XTREME









lacks the kind of satisfyir

response required to inspi

repeated play.





meter is decent), rail slides ook fake and require min mal effort, and simple carv ing feels artificial. The tracks never really evoke a sense of jeopardy, which is important. In the end, CB3 is aesthetical v very solid, but lacks an memorable personality.





faulty Al and average preto rival the likes of EA's NHL '98. This year, 989 have

ame's glaring faults, and ne results make it a favor-

esponsive control; it 's the fastest, smoothest, and nost playable hockey game to date. It just feels like the ary passing system, throws a nasty blow at EA; you can now choose a specific play er when on defense. And which doesn't really matter. Faceoff '99 pretty much rivals EA's latest offering in every category. The war battle is won by 989.

8.



of VR Baseball 2000.



What would a good by using the *Messiah* baseball game be engine to full effect before without solid gameplay? VR even Dave Perry and crew age-old requirement first show it off in the game and foremost in the design itself! As a result, the characters look incredible. dous animation, fully 3D ning... this game looks very,

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



BRAPHICS ARE DEFINITELY ADVANCED FOR THE DAY CONTROLS ARE INTELLIGENT, YET SOMETIMES SLUGGISH | REALLY GOOD MUSIC, SPARSE OUT WELL-TIMED VOICE

B ARCADE RULES ADD A WHOLE DEW. FUR DIMENSION

This is a 100% worthwhile purchase for NBA fans with an N64. It's very easy to get into, and customizing is a cinch. Hopefully EA can do even better next year.

REPUBLIC SAYS...

WORLD REPUBLIC

Role playing games featuring stunning visuals and even a Bandai fighting game with actual game mechanics - what a month!

WORLD REPUBLIC PREVIEW • developer RED • publisher ATLUS

THOUSAND ARMS



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



IMPORT RELEASE SCHEDULE

PLAYSTATION

NOVEMBER

Capcom Generation - Capcom Another Mind - Square Smash Court - Namco **ADVAN Racing** - Atlus Ru Gi - Konami Roldvland . Ramprost PoPologue - SCE Libero Grande - Namco G-Police - SCE FIFA WORLD CUP'98 - EA Square Vampire Savior EX Edition - Capcon

DECEMBER

Ridge Racer Type 4 - Namco Tamamayu Monogatari - Genki Dance Dance - Konami Ehrgeiz - Square

| League Winning Eleven - Konami Chocobo 2 - Square Tales of Fantasia - Namco Genso Suikoden 2 - Koei Thousand Arms - Atlus Street Fighter Zero 3 - Capcom Crash Bandicoot 3 - SCE

SEGA SATURN

NOVEMBER/DECEMBER

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

SEGA DREAMCAST

NOVEMBER

Godzilla Generations - Sega Sega Rally 2 - Sega Virtua Fighter 3 tb - Sega Pen Pen Tri-ice-alon - GI luly - Forty Five

DECEMBED

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

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

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

showcasing special events, introducing new characters, or just shows off the amazing landscape of the four unique countries that make up TA: Traggald, Miscantonia, Langard, and, of course, the Dianova Empire.

The all-important



3D backdrops and 2D characters, the world of battle scenes use what has been dubbed Animation Battle, Thousand Arms is brought to life. As in almost every which basically means that your characters remain 2D in the 3D RPG, the free-floating camera can be rotated to battle scenes. You can have up to three members in your party, view the towns and major areas from almost any with one of them functioning as the advance guard during batangle, and sometimes takes a life of its own when the with the other two forming the rear guard. Only the charac-





ter in the front can engage in direct attack while the two bringing up the rear can utilize only magic attacks - a novel approach.

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

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

WORLD REPUBLIC REVIEW . developer/publisher TAMSOFT

KNIGHT & BABY



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

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

are no sloppy seams or textures anywhere - quite remark-

interesting characters and top-notch production qualities. instantly recognizable (and user friendly) interface. The The game has a very crisp and clean look and feel. There only problems you're bound to experience, playing sans the ability to understand Japanese, will be event based. The able taking into account you can spin the map at anytime standard rules apply: talk to everybody you can, explore all for the appropriate perspective. The color palette is also open areas, and look for evolving characters in the text much to my liking, for even in dank areas, the colors are when talking to someone you've already spoken to. I got



vibrant and befitting of the locale. And, of course, it goes without saying that the character design is masterful. Love it or leave it (I love it), it is distinctly unique for a Japanesebred game. Most of you, sadly, will never see Knight and Baby in motion (although I plan to run it by every company I possibly can) but those of you who dare to traverse the inner workings of an import RPG will be amazed by the fluid animation of the characters in the overworld and the amazing attention to detail throughout. The closest comto Wild Arms, as it exhibits similar viewpoints and an suit?

through the first two chapters rather simply and I don't understand a lick of Japanese. It isn't often these days that I'll dedicate the time needed to complete a Japanese RPG, but I plan to enjoy every second of Knight and Baby.

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



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



glad it's dead!

SATURN REVIEW

COTTON BOOMERANG

Saturn users looking for their last

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



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

RALLY DE AFRICA



Prism Arts surprising new rally game may just be the playstation's best! • ow on earth can anyone justify the purchase of another rally game, let alone an

import? Well, I suppose that depends on how many you currently own, or how

much of a racing fan you are. For those of you who'll take a spin whenever a quality

racer presents itself, or if you dug Sega Rally but never owned a Saturn, have a look at



A) Realistic feeling suspension

replays allow you to view the action from four vantage points!

PLAYSTATION PREVIEW

DANCE, DANCE, DANCE

KCE Shiniuku are busting out

some killer grooves of their own

in the shape of the forthcoming

Dance! Dance! Dance! Although

firmly rooted in the Bust a Move

style, a differing play system

allows a little more depth this time

around. You can make your char-

acter dance anytime you want by

entering commands as well as

changing the music to a CD of your

own choosing. However, the main

feature is that you star as Subaru

in a story mode to find the

secrets of dancing." Various

characters divulge information

before you tackle each "dance

master" of a particular style. More points are awarded if you can do combination dance techniques and by dancing precisely

Prism Arts' Rally De Africa 1998, an unexpectedly strong entry into the category. This well-rounded racer comes to us with three classes: K, A, and S, with four cars in each. K class takes you through a three-race series, A class around four tracks, and S class features all five courses. Locations include the scenic Lake Victoria, architecturally rich Casablanca, a serene, ash-laden Kilimaniaro, coastal Drakar, and the rugged Congo. Before each race you can toggle your musical selections (including such



instant classics as "Fullspeed Ostrich") and then, as the rally commences, choose from the dreaded hood cam or my personal fave, the tried and true (but seldom fully realized) 3rd-person cam. Don't ask me who Prism Arts is, but De Africa



has a solid 3D engine with very minimal clipping and visible seams, splendid physics, and excellent car models. The balance is spot on as well. It's as if these guys were veterans of the genre. In fact, I'm hard pressed to conjure memories of a better off-road racer on the PS. One gets a truly fluid, absorbing feel (dual shock in hand) as the cars softly weave their way around the tracks, each feeling as it should in contrast to respective body style, speed, and attributes. A real surprise! I only wish the game had Gran Torismo-like staying power. That aside, this is an import racer no genre fiend should be without. A highly recommended purchase. \$

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

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

MASKED RIDER



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

B ack in the '70s, before *Power Rangers* and around about the time we were all watching Hong Kong Phooey, the Japanese were raving over men clad in lucre body suits and luminous rain boots who engaged in mock martial arts battles. Rubber-masked foes known as Cactus Man and Parrot Man

clashed with Hiroshi Fujioka (who now plays Segata Sanshiro in the Japanese Sega Saturn commercials), producing Chuck Norris-quality kicks (i.e. almost never over knee height)

to the tune of what can only be described as "Ennio Morricone meets the Beach Boys after a run-in with Lalo Now transcribe these elements into a fighting game with a Tekken 3 engine (complete with hit explosions,



moves and backgrounds exactly like the Namco fight fest), a couple of Story modes that have you clad in full '70s polyester suits and sideburns, ready to roundhouse half a dozen "ninja" guards before you transform into the Masked Rider and defend yourself against your hated enemy ("Frog Man!" "Beehive Head Man!" "Man-

with-yellow-rubber-boots-and-giant-Maggot-head Man!"). A high-camp clone of Tekken 3, there are dozens of humorous touches, numerous juggle combos hilarious music and sound effects, and even an interactive "sticker" collection that you add to after you uncover more of the game's secrets. No wonder this is taking Japan by storm; this is one Bandai translation like none before. It actually couples high intensity 70s Japan pop culture with actual gameplay. A must buy.

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

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

WORLD REPUBLIC REVIEW · developer/publisher CAPCOM · available in japon NOW

CAPCOM GENERATIONS VOL.2



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

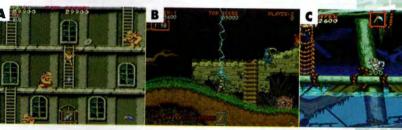
were. With cruel midway points, relentless bosses and insane Capcom with much excitement.

time limits, you will soon be wondering how you ever completed them back in the day! Ghosts and Goblins remains a superb

(A) Ghosts and Goblins was the one that

kicked it all off (B) Arthur prepares to nuke a

r Arthur's video gaming adventures are now as legendary as challenge, but with the addition of Ghouls and Ghosts, and, of S ir Arthur's video gaming adventures are now as regendary as his heroic deeds of yore, and so Capcom of Japan have course, the Super Famicom Super Ghouls and Ghosts, you will course, the Super Famicom Super Ghouls and Ghosts, you will course, the Super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Famicom Super Ghouls and Ghosts, you will consider the super Ghouls and Ghosts. released the next in their promising Generations collection for the soon be guiding Sir Arthur through familiar terrain and assaulting 32-bit community to prove that retro games are still as popular as those nasty hell-spawn! Other features on the disc include origiever. Vol2 sees the Ghosts and Goblins trilogy reproduced per- nal artwork galleries, cast members, profiles of the games and fectly. The first thing you notice is just how incredibly challenging the all-important game tips. Being pixel -perfect conversions of the games are. The initial difficulty will be a sharp reminder for the originals enables new gamers to revel in the heady aroma of older gamers of just how tough those old arcade classics really such classics, so with this said, I await future volumes from



bunch of undead reapers with his golden armor pawerup (C) Super Ghouls and Ghosts appeared on SNES but was still awesome!

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

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

DOLPHIN'S DREAM



Search for sunken treasure in Konami's underwater exploration game



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

Dream is a highly enjoyable walk through some aspects of a world that very few of us will ever see in person. I nearly forgot, but the dolphins are your friends! They will help you out on your dangerously epic

quest for the treasure!

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

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

PLAYSTATION PREVIEW

HARD EDGE

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



Raily De Africa © Priam Arts. 1898. Masked Rider © Baadai. 1998. Dance, Dance, Dance © Konami. 1998.

**PHIVEPHICEP

Capcam Generations Val 2 © Capcam 1998. Dalphia's Draom © Konami. 1988. Hard Edge & Sunsofts 1988.

MAGICAL MEDICAL

Have you ever thought about how

viruses affect your body and how

your body reacts to it? You will

after playing Magical Medical, an

excellent glimpse of immunology

in RPG form with cute graphics.

Your mission is to eliminate for-

eign objects that enter a natient's

body with the help of T-cells and

Macrophage, as well as obtain

information from the cerebellum

and create some of your own pow-

erful antibodies to repel viruses

efficiently. The uniqueness of the

game sets it apart. Considering

the cute graphics, this is good for

educating and entertaining chil-

WORLD REPUBLIC REVIEW • developer/publisher TGL

ADVANCED VG 2



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



hick fighting - as old as the dinosaurs and as much fun to watch. If you're up for such quality entertainment there's none much better than Advanced VG 2. All of the elements that make up a good 2D fighter are present and accounted for in this animeinspired chick brawl, including a vast assortment of splendidly drawn anime-style babes, accurate collision, a plethora of unique moves, and a gauge to build up and unleash

nasty super attacks on your opponent, sucking the color out of their life bar like a vampire in a blood bank. Accompanying the super attacks. Advanced VG spews some convincingly realistic light explosions that contrast the hand-drawn nature of the game nicely. While not on par with Capcom's best in terms of animation, the movement in VG2 is good overall, although not as fluid as I deem necessary in terms of buoyancy, if you know what I mean. Undoubtedly fans will be quite happy with this installment of VG, while hard-

core fight fans will likely hold out for the upcoming Marvel vs. Street Fighter game due out Oct. 23. We'll review that game in the January World Republic. 4



WORLD REPUBLIC SAYS "A solid 2D fighter with good ani ut with Marvel vs. SF so close, this one's for fons only."

PLAYSTATION REVIEW

speciai attacks are

standard (B) Skirts

are flying, and suc-

essful hits sparkle

with an impressive

explosive shower.

TOUGEI MAX 2

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



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

WORLD REPUBLIC PREVIEW · developer/publisher KONAMI KENSAI



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

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

Developed at Konami's Tokyo studio, Kensai is said to feature over twenty characters, and judg-

ing by press materials, four of these will take center stage. There's Allen, orphaned since birth and with a big chip on his shoulder, Hong Yuli, a disciple of a druken master, Yugo Sangunji, a karate master on a quest of self discovery, and the young Saya, who is on a quest for her father.

With the 3D-fighting genre so mature, look for Kensai to feature some innovative gameplay with a unique counter system that puts the emphasis on a more realistic style

of fighting action. We'll be bringing you more on this promising title as it







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

Advanced VG2 C TGL 1998. Kensai C Konami. 1998. Terque Max 2 C Atius. 1998.

WORLD REPUBLIC PREVIEW • developer/publisher GENKI

TAMAMAYU MONOGATARI



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



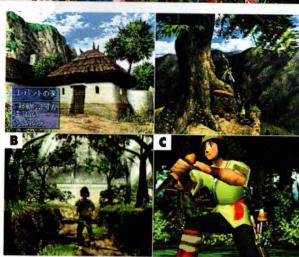
collowing on from last month's news report, we can now bring you more gameplay details of what promises to be one of the most eagerly awaited video games in Japan. The story develops around the main character Lebant (the master of Mayu), who has the ability to capture the evil spirits, and a girl called Marbu (of the Nagi people), who has the ability to purify the evil spirits. After capturing an evil spirit, they must be purified by facilitating the emotional and spiritual powers of a Nagi female (in this case, the player uses Marbu). Once a spirit has been cleansed, its powers may then be harnessed in a battlefield environment to aid our heroes in their quest. Each spirit has its own unique special power or magical ability, and they even gain experience and develop skill levels when engaged in combat. These entities are the key to defeating the more powerful evil spirits that the heroes would not usually be

able to defeat by themselves. As the player, you will need to understand the characteristics of your pure, captured spirits, and you must be able to employ certain tactics if they are to be triumphant against foes. One way to enable the spirits to become more powerful is to use a technique that physically combines two or more together. Their appearance will change and they may even develop totally new skills or powers, depending on what their original abilities were. The key to winning is to find the best combinations and the most effective balance of power and skill for the spirits to really succeed. Tamamayu Monongatari features exquisite, fully rendered backgrounds and utilizes polygon-modeled characters and enemies. Through interaction and conversation with other characters met in the game, players are able to glean important

information that is vital to the success of the mission. Combat takes place using a commandinput turn-based system, which gives the player a distinctive, realistic battle experience. There is a very exciting buzz in the air for Tamamayu Monongatari; we'll have an update of this possible masterpiece next month. > *



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



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



dren, but the title is interesting for adults as well. B



GORGEOUS STREET

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



Advanced VS2 © TGL. 1998. Kensai © Konami. 1898. Torque Max 2 © Atlus. 1988. Magical Medical © Konami. 1998. Tamamayu Monogatari © Benki. 1898. Itadaki Bergeous Street © Armor Project/Tomcat System/Shinsuke Okawa/Enix 1998

inside and out.

(G) Rivaling any RPG to date in terms of detail,

shops and other village locales look amazing

THE TALENT BEHIND FROM SOFTWARE

What's next from From Software?

From the left Toshifumi Naheshima, Shinichiro Nishida, and

Yasuvoshi Karasawa, All From Software titles have involved these

chans in one way or another. Amonast other things they have been

responsible for the classic Kina's Field saga, the Armored Core

series, Shadow Tower and their most recent release, Echo Knight.

WORLD REPUBLIC INTERVIEW

THE CREATORS OF THE KING'S FIELD SAGA FROM SOFTWARE

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

When was From Software Founded?

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

Why did you decide to start making games?

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

> the PlayStation because it had the highest spec.

What influenced your choice to make a dungeon-based RPG?

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

How many people do you have developing games? In the beginning there were only three of us

making games. That rose to seven for King's Field and now we have about thirty people working just on games. From hereon we'll probably grow a little larger, but not much.

What's your production setup?

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

Your past games have mostly been concerned with character development and exploration in an RPG sense. Will this continue, or do you have plans to diversify into different genres?

We'd like to do both. We'll certainly continue the King's Field kind of game but we'll also try to create new titles such as Armored Core. I think we're certainly capable of creating equally good games in different genres.

Will any of your future titles be available on other formats, or are you exclusively developing for the PlayStation?

Even though we've been working all this time on just the PlayStation, it doesn't mean that we are a PlayStationonly company. Of course, we have a very good relationship with Sony but we aren't limited to just their hardware forever. The PlayStation era will end at some time.

When you were creating King's Field, did you expect it be

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

How did you come up with the name for King's Field?

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

Will the King's Field series always be a dungeon RPG?

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

With Shadow Tower, has the King's Field series come to

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

Will Shadow Tower become a series just like King's

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

THE KING'S FIELD ERA HASN'T FINISHED YET

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



MR NISHIDA REVEALS FUTURE FROM SOFTWARE TITLES

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

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

Is the Shadow Tower CG engine the same as the one in King's Field?

The base is the same but we improved it considerably. The engine we created for the first King's Field was very good our story. and we've used it as the base in all our games, including Armored Core and Echo Night. Of course, we make Has the team who created Echo Night worked on anything changes to the program to accommodate the different for From Software before, or was this its first project? data, but the basic logic is the same.

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

When can we expect to see Armored Core 3?

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

Echo Night, much like Armored Core before it, is a very unique game for From Software, where did the inspiration come from?

In the beginning it wasn't an actual game that we had in mind. In King's Field there are a lot of enemies around and various magic being employed which all take up a lot of

polygons. This meant that in the rooms we couldn't, for example, add a table that had a drawer in it which could be opened. From this limitation we experimented to see whether we could create this kind of detail in a game. Once we had proved this could be done, we then decided to make this kind of game.

Did you decide on the game's theme before the Titantic movie was released?

Most adventure games tend to be situated in large Westernstyle mansions, so we wanted to do something different. One of our ideas was for a ship. which is the stage we eventually chose. After that, while we

were still in development, we then heard that Titanic was enjoying a lot of success and at that time we wondered whether or not it would come to Japan. In the end, it was actually a very good reference for us because it portrayed the items of that era very accurately. However, it didn't influence

At first there was just one team for King's Field. Then we split this team into two and increased their numbers. Then later on we split these two teams again and enlarged them with new staff. Thus, there are both new people and people who have worked on the King's Field series in this team.



THE SOFTWARE OF FROM SOFTWARE

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

RMORED CORE 2 WILL BE A LOT DIFFERENT

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



TEKKEN: THE MOTION PICTURE

Original Japanese Release: 1997 Namco Ltd./ASCII Corp./Sony Music Entertainment Japan

Released in America by: A.D.V. Films

Length: 60 minutes **Dubbed** in English Action/Fighting

Review by Bryn Williams

Story: Based on the highly popular fighting series Tekken from Namco for the Sony PlayStation comes a tale of family betrayal and dishonor. In the beginning, the evil Hiehatchi Mishima, head of the Mishima Corporation, teaches his son Kazuya a life and death lesson. Kazuya manages to survive the hideous attack, and vows to get revenge on his father. Many years pass, and the Mishima Corporation grows into a worldwide military R&D center.

Local police become suspicious of the activities occurring on Mishima Island, and send in two field operatives to investigate under the guise of entering the Iron Fist tournament, held by the Mishima family. Then the fun really begins.

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

Animation: The overall animation quality is pretty much standard. Slightly better than the Street Fighter series overall, and better during fights. Dubbing: Reasonable western voice overs, but

some of the characters voices seem a little too serious. There is even a slight lisp in there!

Soundtrack: An excellent

classical score mirrors the high adventure on screen.

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

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

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





Original Japanese Release: 1996 Tosimitsu Shimizu/Tokuma Shoten - IVC

Released in America by: A.D.V. Films

Length: 60 minutes Dubbed in English Action/Comedy

Review by Dave Halverson

Story: On their way to the base to host the Thunderbirds - world renowned aeronautical acrobats the Airbats go for a little R&R at a hot springs resort that turns out to be haunted - hijinx ensue. Later, the Airbats and Thunderbirds lock horns as things back at the base get

a little, no, a lot, out of hand. It's the U.S. vs. Japan in a noholds-barred chick war!

Character design: Excellent.

Vibrantly colored and highly detailed throughout. The attention to detail never waivers.

Animation: Good overall.

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

Soundtrack: Nothing to write home about. It fits the action well though, '8os rock, Top Gun style, Fight Scenes: Excellent dogfight scenes once again. Check the lighting during loops and spins. Very nice.

Highlight: Love those hot springs!

Final analysis: Although not quite on par with episode one in terms of comedic value, 2nd Strike successfully delivers more excellent military mayhem, comedy, and camaraderie. It's a little touchy feely at the end, though. ★★★۶





DIRTY PAIR FLASH MISSION 3 ACT 1

Original Japanese Release: 1997 Takahiho & Studio Nue - Sunrise Released in America by: A.D.V. Films

Length: 90 minutes Dubbed in English Action/Adventure

Review by Dave Halverson

Story: As Act 1 opens, the plane Kei is on is mysteriously attacked and goes down in rugged snow-covered terrain. The sole survivor, Kei barely escapes with her life and manages to rescue a baby. Little does she know that the little

tyke is involved in a web of deceit that his enemies will kill for. Mommy and daddy are already dead! Episode 2 revolves around a psychotic little girl carrying out a hit out on the Dirty Pair (can you

> imagine!?) and Act 3 has the going



under cover as professional Beach Volleyball Champions! Love those leotards!

Character design: It doesn't get much better. Not only are the characters a delight but the different types of craft and architecture are also stunning.

> Animation: Very good. The first episode actually harnesses the best of the series thus far. A rarity.

Dubbing: ADV continue to improve the series as it evolves.

Soundtrack: Slightly cheesy but it fits the action rather

Fight Scenes: Guns. guns. guns! The bullets fly often and

in excellent visual style.

Highlight: Remember the first 20 minutes of A View to a Kill? They do an excellent rendition in episode 1. The huge killer teddy bear ain't bad either!

Final analysis: This is the best Dirty pair I've seen yet. The stories are getting better and the quality is

actually improving. All three episodes contain brief nudity, so kiddies beware. ****







Original Japanese Release: 1994 Go Nagai/Dynamic Planning Inc. -Toei Video Co., Ltd.

Released in America by: A.D.V. Films

Length: 60 minutes Dubbed in English Action/Adventure

Review by Dave Halverson

Story: Cutey and the Hayami Family continue their assault on the shapeshifting Dolmeck army, but when Cutey's weakness is exploited, the Family loses her forever. Or do they?

Character design: Classic style, very well drawn and animated. As usual, Grandpa's teeth take center stage and mere mortals transform into hellaciously deviant beings. The producers have done a fantastic job bringing the classic art into the modern day. Highly sexual.



Animation: Cutey's transformations are, as usual, spectacular, exhibiting the highest quality imaginable. Overall the entire 60 minutes is animated extremely well. although the concert scenes feature some repetitious moments. For a truly seamless experience, check out

the end of the opening cred-

Dubbing: Good overall.

Soundtrack: Cutey Honey features a Hollywood-style action-movie soundtrack. Spared no expense.

Fight Scenes: Clothing sheds, shapeshifting demons and violence swell out of control. Cutey's fights are spectacular and highly demonic.

Highlight: The final battle between T honey and Dolmeck.

Final analysis: The more I watch Cutey Honey the more I like it, although I really don't care for older character design. It is so wonderfully over the top in its sex and violence and features such creative demon elements that I doubt anyone will be able to resist its appeal. ***



Adventure Drama

Review by Dave Halverson



VISION OF ESCAFLOWNE Original Japanese Release: 1996 Sunrise Released in America by: AnimeVillage.com Length: 98 minutes English Subtitles



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

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

ヒニトニラミ ラル・イトンチルリラテミイ











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

Dubbing: Available online only thus far. Escaflowne is currently only available in Subtitled form, although a dubbed version is planned. Don't wait.

Soundtrack: Excellent. The highest quality available.

Fight Scenes: Truly a thing of beauty. The sword play and mecha battles are breathtaking.

Highlight: To many to list. This whole tape is a highlight.

Final analysis: Joins Akira, Wings of Honniamise, Evangellion, Memories, X, and Ghost in the Shell in anime heaven. A treasure that I will unearth often to remind myself that human creativity can still uplift, and take us to a higher place. Skip that network crap for one night and see what I mean. ***











SABER MARIONETTE

Original Japanese Release: 1996 Satoru Akahori-Hiroshi Neaishi-Tsukasa Kotobuki-Kadokawa Shoten/Bandai Released in America by: AnimeVillage.com Length: 100 minutes English Subtitled Action/Comedy series Review by Dave Halverson



Story: Japoness is a society made up completely of males, the only female element being high performance androids, or "marionettes." As our story opens, we meet young, hardworking (he sells fish) Otaru who normally could never afford a marionette of his own. When he is swept away by a fast-moving current and wakes up in front of an ancient museum, he accidentally awakens Lime and, like it or not, now owns a super marionette as we soon find out the likes that Japoness has never seen. Meanwhile Lord Faust and his cyber dolls are planning some sort of global domination. Matters get worse when Otaru awakens a second marionette, Cherry. You can guess the rest.

Character design: From the master of Toshinden and Go Kaiser, this is the work of Tsukasa Kotobuki.

Animation: Originally a TV series, Saber Marionette j features fair to good animation, comparable to Evangellions.









Dubbing: Saber Marionette j is currently only available in subtitled form, though a dubbed version is planned; however, I don't see how anyone could ever mimic Lime. Soundtrack:

Cheerful and happy. Matches the story very

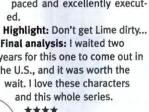
Fight Scenes: Much attention is paid to the action and fights in SMj. They are fast paced and excellently execut-

Final analysis: I waited two years for this one to come out in the U.S., and it was worth the wait. I love these characters and this whole series.

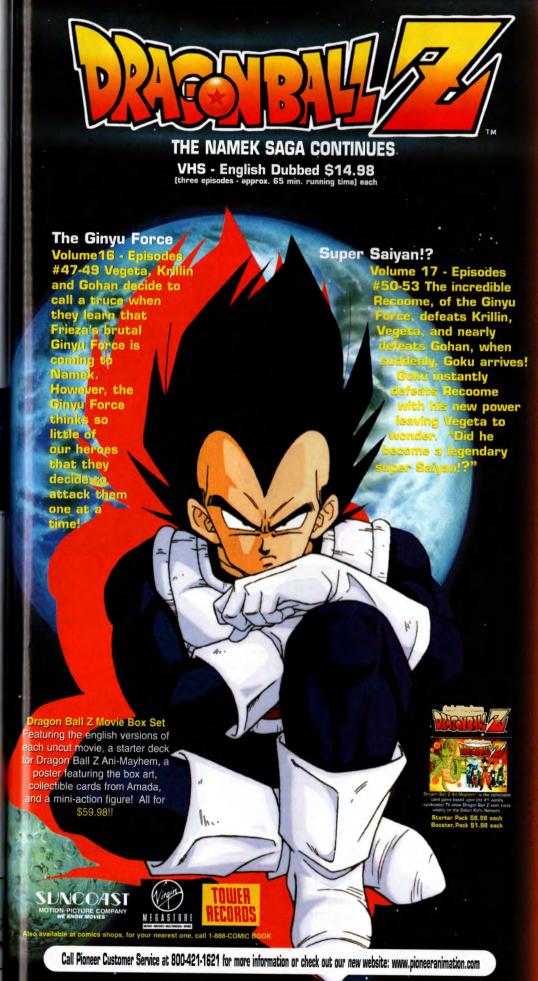












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(I) PIONEER The Art of Entertainment

THE UNCUT MOVIES























SLAYERS: DRAGON SLAVE

Original Japanese Release: 1996 Kanzaka Hajime-Araizumi Rui/ Slavers production commitee

Released in America by: ADV Films

Dubbed in English Action/Adventure

Review by Dave Halverson

Story: First, a nutball alchemist, Chimera, wants to use Lina's head on a hideous beast he's creating. Lina, of course, has other plans for her head. What's this? An army of Nagas! That laugh! Argh! Will Lina become a mere ingredient? Will all those Nagas ever shut up? Next up Lina and Naga take a job training a mama's boy (Jeffrey the scrawny) to become member of the royal guard. Jeffrey's, er, mommy, a fat, insane, beast of a woman, wreaks havoc in highly comedic fashion. She's tons of fun!

Character design: The absolute best there is. Pure mastery.

Animation: Excellent. The best you'll find this side of a major theatrical release. Better in episode 1 than 2 but excellent overall.

Dubbing: Surprisingly high quality. ADV does Slayers complete justice. **Soundtrack:** Again, simply the highest standards are adhered to.

Fight Scenes: Spellbinding. Lina and Naga unleash the usual earth, wind, and fire.

Highlight: In a spectacularly animated sequence, an army of Naga rise out of a fountain. That's a lot of breast action!

Final analysis: So far, ADV's two Slayers releases — Dragon Slave and Slayers the Motion Picture — rank among this year's best releases. It's easy to see why Lina and Naga remain two of anime's brightest stars in both Japan and the U.S. Dragon Slave comes highly recommended — it's funny, action packed, and splendidly written, acted, and animated. Do not miss it. Heeere's Josephine!! ****



POKEMON I CHDOSE YOU PIKACHU!

Original Japanese Release: 1995 Nintendo/Creatures/Game Freak/TV Tokyo

Released in America by: VIZ VIDEO

Length: 75 minutes Dubbed in English Fighting/Action for kids 3 & up Review by Bryn Williams

Story: Ash Ketchum has just turned 10, and so his dream to be the world's best Pokemon trainer can finally be realized. He gets his first Pokemon and license, and begins the epic task of finding and defeating all 150 Pokemon that are known to exist. Ash somehow manages to be late to the first day of training, and subsequently misses out on selecting one of the three Pokemon available to beginners. Instead, he has to accept an electric mouse called Pikachu. The pair don't get along to well at first, and Ash's attempts to capture wild Pokemon like Pidgee and Caterpie fail miserably, but soon enough Ash and Pikachu get into all kinds of dangerous situations, such as meeting the evil Team Rocket (Pokemon kidnappers). Together, they set out on a huge adventure as they try to become Pokemon masters!

Character design: Based on the Nintendo GameBoy classic, all the characters are exceptionally cute and lovable, especially Pikachu (I want one!). Ash and friends are well rounded characters and Team Rocket are sufficiently camp and evil.

Animation: Standard TV-quality animation, featuring exceptionally vibrant color and great battle sequences.

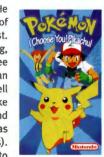
Dubbing: The dialogue is excellent, and never irritating. Of course, the Pokemon make downright huggable cute noises.

Soundtrack: Great music. There's even a Pokemon rap which mentions all 150 Pokemon!

Fight Scenes: The sequences between battling Pokemon really made me want to pick up the game and play! Everything is executed in true anime style, with special attacks and effects everywhere.

Highlight: When the overconfident Team Rocket get thrashed by a weak and feeble Caterpie, owned and trained by Ash!

Final analysis: While this is obviously aimed at a very young audience, there are aspects that appeal to everyone, given the Japanese nature of the characters and the Pokemon. It's like those excellent cartoon series you watched when you got in from school. Fantastic stuff indeed.















PLAY AS ALIEN SAUCER ENTER R1, SQUARE, X, SQUARE, L2, CIRCLE

PLAY AS HELICOPTER

ENTER L1, TRIANGLE, R2, TRIANGLE, TRIANGLE, R1 PLAY AS GOLIATH

ENTER TRIANGLE, L1, R1, X, L2, L2

DOUBLE PICK-UPS

ENTER L1, L2, CIRCLE, L1, R1, SQUARE INCREASED ARMOR

ENTER R1, TRIANGLE, R1, TRIANGLE, L1, SQUARE

ENTER X, CIRCLE, L2, X, SQUARE, L1 AS A PASSWORD TO ENABLE THE FUNTOPIA

GULCH LEVEL

ENTER X, SQUARE, CIRCLE, L1, L2, SQUARE AS A PASSWORD TO ENABLE THE GUICH

UNLIMITED TURBOS

ENTER SQUARE, X, CIRCLE, TRIANGLE, R1, R2 AS A PASSWORD. YOU'LL SEE THE BAR



RESTORE HEALTH

PRESS START TO PAUSE GAME PLAY AND ENTER LEFT x2, Down x2, Square x2, Triangle, Square. You SHOULD HEAR A SCREAM TO CONFIRM CORRECT CODE

CARRY UP TO 99 ITEMS

HOLD L1 AND PRESS LEFT X2, DOWN X2, SQUARE X2, TRIANGLE, SQUARE AT THE ITEM SELECTION SCREEN. THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE

INCREASED ITEM INVENTORY

HOLD L2 AND PRESS LEFT X2, DOWN X2, SQUARE X2, TRIANGLE, X AT THE ITEM SELECTION SCREEN. THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE ENTRY. ONE MORE OF EACH ITEM WILL BE AVAILABLE EVERY TIME THIS CODE IS ENABLED.

MORE TYPES OF ITEMS

HOLD R1 AND PRESS LEFT X2, DOWN X2, SQUARE X2, TRIANGLE, CIRCLE AT THE ITEM SELECTION SCREEN. THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE

LEVEL SELECT

SELECT A CHARACTER, THEN HOLD R2 AND PRESS LEFT x2, Down x2, Square x2, Triangle, Square at the NEXT SCREEN (MISSION SELECT). THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE ENTRY.

LAYOUT SELECT

SELECT A CHARACTER, THEN HOLD RI AND PRESS LEFT x2, Down x2, Square x2, Triangle, X AT THE NEXT SCREEN (MISSION SELECT). THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE ENTRY.

ALTERNATE AYAME COSTUME

PRESS LEFT X2, DOWN X2, SQUARE X2, TRIANGLE, CIRCLE AT THE ITEM SELECTION SCREEN. THE ARMOR ICON WILL AUTOMATICALLY BE SELECTED. BEGIN GAME PLAY AS AYAME AND SELECT HER THIRD COSTUME.







rogue Erip

codes all formats

toca-touring car championship











cruisin[,] the world

MOON TRACK

SUCCESSFULLY COMPLETE THE GAME ON "CRUISE THE WORLD" MODE UNDER THE EASY DIFFICULTY LEVEL. THE BONUS MOON TRACK MAY NOW BE ACCESSED AFTER THE CREDITS.

POWER LEVEL 1

OBTAIN AT LEAST 8 POINTS IN CHAMPIONSHIP MODE. THEN, PRESS C-UP OR C-DOWN ON THE CAR SELECTION SCREEN.

POWER LEVEL 3

OBTAIN AT LEAST 100 POINTS IN CHAMPIONSHIP MODE. THEN, PRESS C-UP OR C-DOWN ON THE CAR SELECTION SCREEN.

TWO-TONE COLORS

OBTAIN AT LEAST 150 POINTS IN CHAMPIONSHIP MODE. THEN, PRESS L OR R ON THE CAR



CHEAT MODE

ENTER ONE OF THE FOLLOWING PLAYER NAMES TO ACTIVATE THE CORRESPONDING CHEAT FUNCTION. YOU'LL HEAR TIFF NEEDELL SAY, "CHEAT MODE

DISABLE COLLISION DETECTION ENTER CMNOHITS AS A PLAYER NAME.

BETTER TRACTION

ENTER FLEXMOBILE AS A PLAYER NAME. A PINK CAR WITH REAR WHEEL DRIVE AND BETTER TRACTION WILL

VOLCANIC TRACK

ENTER CMDISCO AS A PLAYER NAME.

ALL TRACKS UNLOCKED ENTER JHAMMO AS A PLAYER NAME.

HELICOPTER VIEW ENTER CMCOPTER AS A PLAYER NAME.

CARTOON BACKGROUND ENTER CMTOON AS A PLAYER NAME.

STARRY SKY BACKGROUND ENTER CMSTARS AS A PLAYER NAME.

BONUS CARS

ENTER CMGARAGE AS A PLAYER NAME. THE NEW VEHICLES ARE IN THE TWO EMPTY GARAGES AFTER

ALL CARS UNLOCKED:

ENTER GONGOGO AS A PLAYER NAME. GO-KART MODE

ENTER CMCHUN AS A PLAYER NAME.

AGGRESSIVE CARS ENTER CMMAYHEM AS A PLAYER NAME.



spice world

NEW DANCE MOVES

HOLD START AND PRESS SQUARE, TRIANGLE, CIRCLE, TRIANGLE AT THE MENU SCREEN WHEN A SPICE GIRL WALKS ACROSS THE PLANET. ENTER THE TELEVISION STUDIO AND YOU'LL SEE THE SPICE GIRLS SURROUNDING A GROUP OF PURSES INSTEAD OF STANDING IN A LINE. NEW MOVES SHOULD NOW BE AVAILABLE IN THE DANCE STUDIO.

ALTERNATE TITLE SCREEN

HOLD START AND PRESS CIRCLE, TRIANGLE X2, CIRCLE AT THE MENU SCREEN. PRESS L1 + L2 + R1 + R2 + SELECT + START TO RESET THE GAME. AN ALTERNATE TITLE SCREEN WITH THE SPICE GIRLS SITTING UNCLOTHED BEHIND A SET OF CHAIRS WILL APPEAR. JUST LIKE THEIR LIVE PERFORMANCE OF NAKED!

HAVE YOU EVER ERASED A FILE FROM A MEMORY CARD ONLY TO GO DOH! AND REALIZE THAT WAS A HORRIBLE MISTAKE? WELL, THERE'S A FIX FOR THAT. PROVIDED THAT YOU'RE STILL ON THE MEMORY CARD SCREEN, AND YOU HAVEN'T RESET THE MACHINE, YOU CAN RETRIEVE THAT SEEMINGLY LOST FILE. ADMIT IT. YOUIVE

UNDELETE SAVED GAME FILE

IMMEDIATELY AFTER ACCIDENTALLY DELETING A SAVED GAME FILE,



puaystation hardware

PLAY AS NIGHTSHADE ENTER R1, R2, L1, L1, X, CIRCLE

PLAY AS ALIEN SAUCER

PLAY AS HELICOPTER

PLAY AS GOLIATH

INCREASED ARMOR

GULCH LEVEL

UNLIMITED TURBOS

ENTER R1, SQUARE, X, SQUARE, L2, CIRCLE

ENTER TRIANGLE, L1, R1, X, L2, L2

DOUBLE PICK-UPS ENTER L1, L2, CIRCLE, L1, R1, SQUARE

ENTER L1, TRIANGLE, R2, TRIANGLE, TRIANGLE, R1

ENTER R1, TRIANGLE, R1, TRIANGLE, L1, SQUARE

WE'RE BACK TO OUR TWO-PAGE FORMAT AGAIN THIS MONTH, AND HAVE FILLED IT CHOCK FULL OF GREAT CODES FOR YOUR PLAYING PLEASURE!



RESTORE HEALTH

x2, Down x2, Square x2, Triangle, Square. You SHOULD HEAR A SCREAM TO CONFIRM CORRECT CODE

CARRY UP TO 99 ITEMS

TRIANGLE, SQUARE AT THE ITEM SELECTION SCREEN.

TRIANGLE, X AT THE ITEM SELECTION SCREEN. THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE

MORE TYPES OF ITEMS

TRIANGLE, CIRCLE AT THE ITEM SELECTION SCREEN.

LEVEL SELECT

SELECT A CHARACTER, THEN HOLD R2 AND PRESS LEFT x2, Down x2, Square x2, Triangle, Square at the

LAYOUT SELECT

SCREEN (MISSION SELECT). THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE ENTRY.

ALTERNATE AYAME COSTUME

CIRCLE AT THE ITEM SELECTION SCREEN. THE ARMOR

PRESS START TO PAUSE GAME PLAY AND ENTER LEFT

tenchu:

steauth assasins

HOLD L1 AND PRESS LEFT X2, DOWN X2, SQUARE X2, THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE

INCREASED ITEM INVENTORY

HOLD L2 AND PRESS LEFT X2, DOWN X2, SQUARE X2, ENTRY. ONE MORE OF EACH ITEM WILL BE AVAILABLE EVERY TIME THIS CODE IS ENABLED.

HOLD R1 AND PRESS LEFT X2, DOWN X2, SQUARE X2, THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE

NEXT SCREEN (MISSION SELECT). THE SOUND OF A SHOUT WILL CONFIRM CORRECT CODE ENTRY.

SELECT A CHARACTER, THEN HOLD R1 AND PRESS LEFT x2, Down x2, Square x2, Triangle, X AT THE NEXT

PRESS LEFT X2, DOWN X2, SQUARE X2, TRIANGLE, ICON WILL AUTOMATICALLY BE SELECTED. BEGIN GAME PLAY AS AYAME AND SELECT HER THIRD COSTUME.









ENTER X, CIRCLE, L2, X, SQUARE, L1 AS A PASSWORD TO ENABLE THE FUNTOPIA

ENTER X, SQUARE, CIRCLE, L1, L2, SQUARE AS A PASSWORD TO ENABLE THE GUICH



rogue Erip

toca-touring car championship



cruisin[.] Hhe world

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UNDELETE SAVED GAME FILE

IMMEDIATELY AFTER ACCIDENTALLY DELETING A SAVED GAME FILE, PRESS L1 + L2 + R1 + R2.



puaystation hardware

I've been waiting for this album for sooo long. I love Q-Burns' music style. If any of you sampled his initial outing into the "Abstract Message" on the EP, you know Mr. Donaldson is on it. His closest Brother in Downtempo is Pimp Daddy Nash, another artist who presents surreal, funky soundscapes on the mellow tip. Q-Burns is a little different, though, With "Feng Shui," he combines a very organic



drum and percussive sound with bizarre synthy-sonic layering that will at

once have you wrapped up in the experience. Why? For several important reasons. Q-Burns has always had a certain identity as far as musical construction goes. He tends to begin a track with a very clear and memorable theme - it's the driving force behind the song. You are convinced that with this sound the song may never build. Suddenly, layer after layer is revealed and smoothed over the gorgeous bass and slow tempo rhythm. He guides each offering with genuine keyboarding skills as opposed to random sounds merged into rhythm. For this reason, Feng Shui will never disgrace a party. It's simply too captivating most of the time to argue with.

Mike Griffin

Fang Shull PERMIS FINANCE MESSEE Astralwerks, Domestic

If you haven't heard of James Lavelle's label, Mo' Wax, you are either: named Jethro, love to two-step, got feathered hair, still listen to Crüe, and drive a Camaro usually parked on your front lawn. Mo' Wax has brought us DJ Shadow, Money Mark and UNKLE,

renown for their excellent array of artists that avoid the pitfalls of commercial cliche. Though the album is an older sibling of Shadow and Lavelle's UNKLE über project, Psyence Fiction, Ape vs. Mo' Wax is a different beast altogether. Comprised of two separate CDs with (re)mixes from the Mo' Wax catalog, the album deftly probes various quadrants of the hip-hop universe with more of a humorous vibe (including a masterful sample of Ratt, samples of Tie-fighter engine screams and tongue-in-cheek answering machine messages) opposed to Psyence Fiction's more serious cinematic aura. Lavelle starts things right with an excellent Dust Brothers remix

of "Money Mark's Cry," a soulful and beat driven track that is sure to get the kids jumping and grandma looking to tear up a rug. What follows is a delicious buffet of vitamin-fortified aural goodies from Shadow, UNKLE, Liquid Liquid and Groove Robbers that will rock you on and on till the break of dawn. Gregory Han

> FIDE WE MED MESS ODINEY EEMEL

Mo' Wax, Japanese Import



During his stint as the Antichrist Superstar I couldn't listen to MM. He was just too pissed off. As someone who also endured the rigors of Catholic school I could understand his rebellion - I just couldn't join it. On Mechanical Animals, however, Marilyn has

shed the demonic persona which he used so masterfully to acquire superstar status, and created one of the year's best records. As far as the look goes, I dig the glam/sci fi theme he's adopted, although I find the fake white breasts a bit much. No one finds all this more puzzling than me, the last person anyone ever expected to like an MM record. But one can't help but draw the vintage Bowie/glam rock/metal comparisons - sensations that I once embraced, before they began dying a long, slow death. Manson brings to these long-lost sounds the elements that have kept them from mainstream status in the late nineties: showmanship, and a heavy (yet cryptically poetic) hand. He does so with cunning elegance as well. Don't judge Mechanical Animals by Dope Show - most of the songs are much better, and there's only one you'll have to skip for fear of being struck by lightning ("Posthuman"), Especially check out "Mechanical Animals," "Speed of Pain, " "The last Days on Earth," and "Coma White." Dave Halverson

Medicinies (Inducts

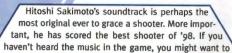
Merilyn Menson Nothing Records, Dometic

From the Tappy-induced overkill of the storm ing "Main Theme," it soon becomes evident this is exceptional game music. The two other "Main Theme" remixes are an "E3 Edit" (complete with didgeri doo solo and authentic Japanese moaning!), and a Quadra mixed six minute epic where spot effects, Japanese game speech and clarinet warbling combine. The rest of the in-game music inspires the game's genre perfectly. This includes "Discovery," a Vangelis-like watery theme (complete with radar blips and seismic percus sion), "Encounter," the Alert Mode featuring an excellent orchestral pursuit, and the ambient machinery of "Warhead Storage," an echoing choir with a pitter pattering snare, chirruping hi-hat, and concurrent drums to keep up the adrenaline

"Mantis Hymn" is exactly as it sounds, a layered cacophony of somber souls, while strong minor key violins of "Duel" emulate the continuing chase, with the now-familiar choir closing in after you, The penultimate soundscape, "Rex's Lair," is almost Germanic in its military nature; and the final "Escape," a frantic culmination and flight into the light with a quickening tempo readies you for a haunting Celtic melody - a traditional Irish folk tune evoking the power of nature. Stunning stuff.

David S.J. Hodgson

Matal Gaar Salid erichal Game Soundirack Konami, Japanese Import



invest in this soundtrack. Excellent, spine-shivering symphonic tracks abound on this fine companion CD. Extra tracks are also present, since Sakimoto-san made quite a bit of music for the game that didn't make it in. If you were to listen to this soundtrack without prior experience with Radiant Silvergun, I'd say you might think it's a little bizarre in parts. Then again, just like a good film score, RS' music conveys emotion, adventure, even action! And you don't have to see the movie or play the game to feel it. MG.



Capcom's latest arcade Street Fighter now has a two-CD soundtrack, and Takayuki Iwai, Yuki Iwai Isao Abe, Hideki Okugawa and Tetsuya Shibata have taken the CPS-3 capabilities and created some truly aver

age electronic techno with little homage to a particular character's stage or cultural identity. A rather mechanical sound has been achieved, leaving you numbed around ten tracks into this 47-course meal of mechanical electro beats fused with heavily synthed guitar wailings. There are some slightly older-school tunes such as "Mach-Smasher," which harken back to the original SF tunes, but the repetitive nature and similar resonance leaves one with a tinny sensation in the ears.



Street Fighter Zero 2 Original Soundtreek Capcom, Japanese Import

A selection of harp, piano and violins paint an eerie and rather epic ambience - a descent into madness, if you will - with tracks like "Wandering Ghost" perfectly replicating a tragic loss at sea. Shrill high pitched violin screeching, faint chiming, sounds of a

child's music box and staccato plucking can get a little too intense. Later, a jazz vibe picks up, with excerpts of church organ recitals, but eventually the eerie clatter of unnerving violins beckons you back. Although some of the natural sounds are a little false and electronic, there's a high production value and obvious talent at work here. If you were to find yourself stranded on the Marie Celeste, this would be the gramophone music wafting faintly over the stale sea breeze... DSJH

Cake Night Original Soundbreck FRDM Software Inc, Japanese Import





DAVE HALVERSON'S

1 VAST

Melt into a chair listening to this superb goth-ic/metal/ambient melee. V.A.S.T. Seeps into your mind and sets you free.

2. Marilyn Manson: Mechanical Animals The dope show beckons. A truly addictive record that sticks to you like a stray dog.

3. DLR Band

David Lee Roth's indie record that smoked the new VH, which blew chunks

4. Madonna: Ray of Light

Hot videos and feel good electronica from the

5. Kenki

Highly diverse, non-repetitious, masterful tech-



MIKE GRIFFIN'S TOP PICKS

1. Q-Burns-Abstract Message EP. Awesome collection of early stuff and bonuses from Q's impressive repertoire of downtempo.

2. Loop Guru-Loop Bites Dog:

Another totally unique experience from LG. Tight production, chants, beats, funky ambience. Great follow-up to their fantastic '96

3. Kruder&Dorfmeister-DJ Kicks

Superior chill-out remixes, top-quality original stuff, and the coolest album creation story ever.

4. Global Communication-P. Metamorphosis The best ambient album released this year by the masters of the craft. Stunning depth

5. Beastie Boys-Hello Nasty

Gotta' like it. The beats are nonstop, their lyrical prowess never fails, and MMM kills.



GREGORY HAN'S TOP PICKS

1. Jurassic 5 EP:

The old-school flow and rhymes from LA's own reawakened my taste for hip-hop

2. Renaissance Presents (Ossia & Dawson): The superlative compilation of British house and

3. Money Mark-Push the Button:

Pop gems from the Beastie Boys' own keyboard terrorist has yet to cease to please.

4. Ape vs. Mo' Wax:

An album that delivers the beats with more gusto than the more-hyped UNKLE project...

5. Lauryn Hill-The Miseducation of Lauryn Hill: Undeniably profound in content and delivery, defying its mainstream appeal, Hill is the queen of hip-hop.





A BUG'S LIFE PIXAR/DISNEY

RATED G IN THEATRES NOV. 25



This seems to be the year for computer-generated insect movies, and A Bug's Life takes things to the next level. Directed by John "Toy Story" Lasseter, the story stars Flik, an individual kind of ant, who dwells peaceful-

ly on Ant Island. All that changes when the Grasshoppers, led by Hopper (Kevin Spacev), invade to steal all the ants' food. Flik decides to gather an army of bugs to take on the unscrupulous hoppers, but what he ends up with is a bunch of rejects from

Toy Story really started something, being the first



totally CG animated film. The talents behind that film have now created an incredible looking movie. In fact, A Bug's Life has a staggering 10 times more computer power behind it than Toy Story to generate the images.

The colors, textures and animation are truly amazing ñ even down to the facial expressions of the creatures, it seems no stone has been left unturned. The humor's pretty spot-on as well, featuring the vocal talents of Denis Leary, Julia Louis-Drevfuss and David Hyde-Pierce. Will this be the beginning of the end for traditional animation? Somehow, I don't think so.



THE NEGOTIATOR

Rated ReWarner Bross Available Nov 24 on VHS: Dec 15 on DVD

It's the classic case of the hunter becoming the hunted in this stylish action thriller starring Samuel Jackson as top hostage negotiator Danny Roman. The newly married Roman soon finds his life turned upside down when he is framed for murder and discovers that the corruption comes from within his own precinct. Someone unknown to him has been pilfering from the fund and is trying to set Roman up to take the fall. A desperate man, determined not to go down for something he had no part in (or did he?), turns the tables and takes his own hostages, including an Internal Affairs Cop (played by the late T.J. Walsh). Roman insists on dealing with the only man he feels he can trust, a negotiator from another precinct. Chris Sabian (Kevin

OK, so there's plenty of action in this movie. but it's definitely not your usual mindless Hollywood car chase and explosions stuff: there's a real story here. The only downside was if you saw the theatrical trailers: a case of giving way too much away, which is something I won't do in this review, just in case you haven't seen it vet! Definitely worth watching.



DONKEY KONG COUNTRY

Now on the Fox Family Chennel Sundays at 10 a.m.

Donkey Kong gets rendered! Yes, if you haven't caught it already, then switch on to the Fox Family Channel to catch Donkey Kong in all his CG glory. The episodes follow Donkey Kong and his pals as they take on the evil King K. Rool and his reptilian sidekick Kremlings in search of the Crystal Coconut. Reboot really started something with CG animation, and Donkey Kong is certainly impressive. Medialab, the extremely talented company responsible for DKC, uses a technology called performance animation, which starts with animators making wire frames of the characters and adding a computerized molding. Then they give the characters textures, and they go all out here. One Medialab rep stated "one could even see the various strands of hair on his fur." Then real-time animation uses a similar technique used in games like Super Mario 64 to bring them to life - only in this case, a real guy dresses up in a skin-tight suit and romps around a blue-screen studio (hmmm. don't take him home to meet Mother). Everything is then put together to create the amazingly fluid movement and look of the TV series. Wouldn't it be cool to actually have a game that looks like this? Maybe some day.

BUTTING ROOM FLOOR

lkien fans get ready! New Line Cinema has committed som i30 million to make a trilogy of movies based on The Lord of he Rings. The three movies, which will be directed by Pete ackson (The Frighteners), will be shot simultaneously early next year in New Zealand and are slated for summer and

Sonic fans who need even more of a fix than the Dreamcast can une in next year for a new TV Although judging from early ictures, Sonic looks as thoug e's put on a ton of weight ell, he's been off the scene for while, what did you expect? We'll have an in-depth look in he next issue



f you enjoyed *Total Recall* the novie, then catch the TV series oming soon. There are 2 pisodes planned of this SFX 's set in the year 2070, and a aken over a devastated Earth and a newly colonized Mars.



On September 25, George Lucas answered the much-asked uestion: What's the title of the first Star Wars episode? The ficially announced title of the upcoming first episode is to ent followed Lucas' previous comment that the film would nly be released to theatres that fulfilled a "quality presenta on, and a positive group experience" (most likely referring to he THX audio standard). The film is set to be released nation





Should you wish to put pen to paper (or finger to keyboa Fallout, Gamers' Republic, 32123 Lindero Canyon & Westlake Village, CA 91361 USA (editorial@gamer

readers

Dear Gamers' Republic

I would like to point out that there has not b a game company that did not screw over its customers in one way or another. Here are some Dear Steve.

ATARI - 5200 and 7800: Both were not supported. Jaguar: Lack of game support.

NINTENDO - 8-bit: Their robot - it was more money to get it and it was worthless.

16-bit - The Super Scope Six again was not supported. 64-bit: Promised quality over quantity, got

SEGA - 8-bit: Came with a gun, neither the system nor the gun was supported.

SEGA CD - The next level? 32X? Blast processing? The only thing that got blasted was my wallet! SATURN - They did not support it. There are hundreds of games in Japan that should have been brought to U.S. but were not. Dreamcast: In my opinion Sega of America has lost all respect and trust in the U.S. Their track record speaks for itself. So why would anyone trust a company who, when their system does not do as well as they would like it to, just stop game support and hose all of the people who were dumb enough to trust them yet

lens overheats causing sound and full motion video skipping. What I can not understand is why Sony would not admit there was anything wrong. But, for 80 dollars, they will fix it for you.

COLECOVISION - Adam? Can you say doorstop. NEC - TurboGrafx 16, and their CD add on. Both hombs

tired of getting burned by the video game companies doing this to me and everyone else. Also, I read that 32 million PlayStations have been sold change. The beauty of it is that in a country as rich worldwide. I thought, yeah, but how many of those as ours you have the choice and options to do and are actually still working? I have enjoyed playing purchase whatever you want with your entertainvideo games since Pong. What we need to see is ment dollar. Personally, I like my 32X, Virtual Boy,

ter than they do now.

From Steve Ilmek

Take a minute and look at it from another perspective. Video game consoles are relatively inexpensive compared to other forms of electronic entertainment, and because technology continues to evolve, companies know if they don't answer the call, they'll be left in the dust. So often, the best-laid plans are never fully realized. First of all, thank you for providing extensive cov-To some extent it is the consumer who is at fault. If everybody ran out and bought a Jaguar or 32X or any of the other systems you mentioned and then. when new technology came along, balked and looking for the next big leap in technology - that heightened experience, better than the last. Also, technology, it is readily available used at good prices. Sure, in a perfect world there would still thousands of dollars a year on clothes because fashion evolves, and the same goes for cell phones, micro electronic gizmos, and a plethora of other devices. It all depends on where your pri-One of the reasons I wrote this was that I am orities lie. Some people still have dial phones and some are still playing the NES because they are either financially challenged or simply not fond of the video game companies backing their systems Jaguar, Neo-Geo, Nomad, and SNES and still play

absolutely love, and I'm equally upset to see cheap N64 ports when we were promised waves of A titles initially. But I'll get over it.

erage of the entire video gaming world rather than limiting exposure to what sells well. Secondly, I have more than a few questions that I hope you can answer. I recently purchased Radiant Silvergun chose to stick with what they had, those systems and was pleased to see it live up to every expectawould still be thriving and we wouldn't be looking tion I had and more. I was wondering what signifiat 128-bit consoles. But gamers are constantly cance the hidden dogs throughout the game had. I currently have found only nine and have a rating of "feeder." Does the dog master rating have anythink of all the excellent classics you just mentioned. If you really loved any of that great old plus screen? Also, in your recently published interview with Treasure, a question was asked in reference to any title in development for the upcoming be developers working on 8th-generation Dreamcast to which a response of "unable to com-Genesis games and the like, but sadly, there just ment at this time" was given. This led me to SONY - PlayStation: Defective run of systems, the aren't enough users out there to support the high believe (hope) that a 128-bit Treasure game was in cost of developing a game. If companies didn't the works. Unfortunately, I have not heard any try new things that run the risk of failing, the mention of Treasure developing anything for Sega, industry would stall. People spend hundreds or even rumors. Have you heard anything in regards to this matter? Finally, on the subject of the N64, is the low number of consoles in the Japanese market contributing to the lackluster development of titles? Is it just not worth it for a publisher to back anything short of a Zelda (guaranteed sales)? | would hate to see another system die before we are able to see its true power. I hope that you are able to respond to my questions. I would like to thank you in advance for your continuing quality coverage of the video game industry.

--- From Chris Rul

P.S. I have serious envy for your career paths.

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We're getting tight on space but here goes. Treasure have informed us that they are working on a NAOMI game (the arcade version of the DC), which will inevitably end up on the Dreamcast. but won't say what it is. The tension mounts! In regards to N64 development. Yes, the slow movement in Japan means less Japanese development and ultimately less games here. It is very costly to develop and manufacture a cartridge game and with so many alternatives available to publishers. Nintendo is going to have to sweeten the pot to stay vital with the N64. On the other hand, with RARE and first party Nintendo games selling in the millions, and the Gameboy Color about to hit. along with Pokemon fever, I doubt they're very worried about anything. Nintendo are a strange company. We're as curious as you to see what they do next. Oh, and there are 30 dogs, although we've only found 29. I'll get on that one and bury the answer somewhere next month! P.S. I accept resumes anytime.

BRESoftware.Com

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Shoot the first Craw powerup and take out the first three guys from top to bottom, grabbing the Craw once near the bottom of the screen way through the mass of targets that presents itself. Once you've done this, move towards the middle of the screen and use your Back Shot to explode the nasty rear enders who pop in at the left side of the 12). Watch out for those bullets! Resume position on the left and eliminate the small enemies before diving down into the foliage. Keep your eyes peeled here for a 1-up hidden within the trees - just keep shooting and look through the gaps in the foliage. Once through, stay up and all the way left in anticipation of the big runner who leaps onto scene. It looks like he'll hit you, but just stay left, and as he's doing the monkey-bar routine through the tree tops, blast him with an over-charged Twin Shot for as long as you can (03). He'll drop down and a few more standard shots should finish him off. Grab the Wave weapon. Next, you'll encounter the first group of hanging sacks. For the most part, avoid wasting your time shooting these down. Zip through the green-laser-dropping pods and grab your next Craw (04). Head for the bottom of the screen and use an over-charged blast to take out the gas jets before quickly moving up to take out the next wave of enemies. When you see the Danger warning from behind, switch to Back Shot for the rear enders Next, take out the small machines on the ground before blasting the top laser droppers with a powered-up shot (06). Stay high and take out the snake above the jets (07). Go low and take out the machine before the next snake comes from the rear Destroy it and zoom through the next two groups of laser pods. After another snake, take out the big group of laser pods. Stay back and use the Wave for the green enemies who pop up (09). Then, stay low and take out the worm with your Twin Shot (10). For the boss, judicious use of over-charged weapons is in order. When he charges, just rise and attack from the other side (11,12). Don't miss the two Craws.



























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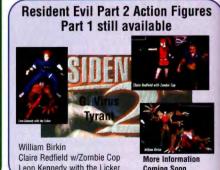
















As we put the finishing touches on the December issue, it is already evident that the January Gamers' Republic is going to be an event-filled issue as well. While in Japan at the Sega New Challenge Conference 2 and Tokyo Game Show Fall '98, we gathered a wealth of exciting information on Sega's Dreamcast and NAOMI as well as new PlayStation games like Saga Frontier 2, Sony's new Legaia Densetsu, Namco's R4, Wolfteam's Cybernetic Empire (yes, they're back!), Square's Final Fantasy VIII, and Konami's Suikoden 2. We'll bring you coverage of Winback, Hybrid Heaven and Evangelion for the Nintendo 64 as Also, as we usher in a new Sega generation with the Dreamcast, so will we

say goodbye with our review of the final Saturn release in the U.S. - Working Design's beautiful Magic Knight Rayearth, which came in just as we whisked this edition off to press.

We'll also be bringing you an in-depth report on Shiny's PC game of infinite possibility, Messiah, and a review of the first full-blown accelerated platformer for the PC, UbiSoft's Tonic Trouble. We look forward to seeing you back here next month. Until then...

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