SONY • NINTENDO • SEGA • PC • ARCADE

06. 00001. 01

NO. 6 NOV 1998

US $5.99 • CANADA $ 7.99

gamers' Republic

COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE



LEGACY OF KAIN SOUL REAVER

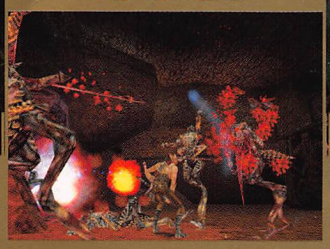
PAY HOMAGE TO THE VAMPIRE LEGEND

LEGEND OF ZELDA: OCARINA OF TIME, SONIC ADVENTURE, EARTHWORM JIM 3D, MEDIEVIL, TUROK 2, BUCK BUMBLE, WCW/NWO REVENGE, TOMB RAIDER 3

BLUE STINGER



HERETIC 2



TONIC TROUBLE



- INTERVIEWS! SEGA OF AMERICA, WHOOPEE CAMP AND PSYGNOSIS!
- ANIME, MUSIC AND MOVIE REVIEWS!

MILLENNIUM PUBLICATIONS INC

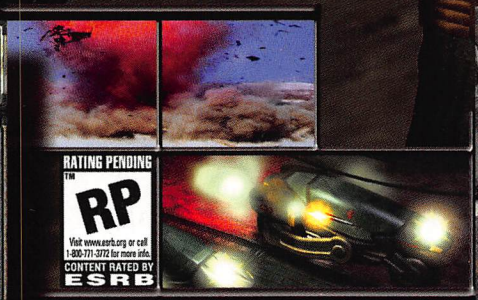
0 74470 94134 7

US $5.99 CANADA $7.99

IT'S TIME YOU

1998's BIGGEST GAME!
– PC Gamer







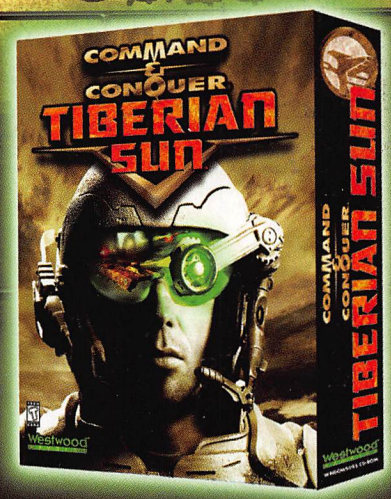
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

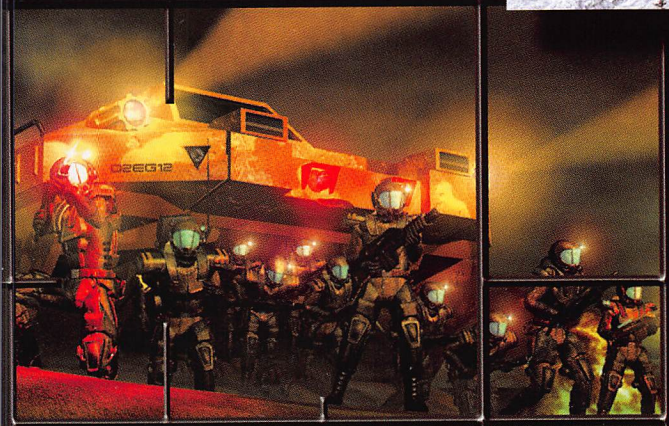
Command & Conquer is a registered trademark of, and Command & Conquer Tiberian Sun, and Westwood Studios are trademarks of, Westwood Studios, Inc. © 1998 Westwood Studios, Inc. All rights reserved.

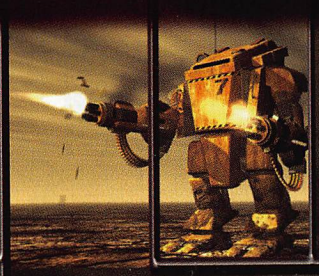
SAW THE FUTURE

COMMAND & CONQUER®
TIBERIAN SUN™









COMING FALL 1998

Westwood™ STUDIOS

www.westwood.com

Gamers' Republic MANIFESTO



publisher's log
version1.6

Ask and you shall receive. Last month I harped on about Sega's dismissal of the import game trade and low and behold, I actually got a reply! Whether or not Sega fans will like what SOA had to say in the resulting interview (check it out on page 31) remains to be seen. Elsewhere in game land, a holiday season loaded with spectacular sequels approaches. Whole Christmas vacations will be consumed as wives and girlfriends whine into the wee hours. Tomb Raider 3, Crash 3: Warped, Turok 2: Seeds of Evil, Zelda: The Ocarina of Time, Extreme G XG2, F-Zero X, Heretic 2, Myth 2, and a plethora of sports titles will all be yours for the taking. A vast array of fresh new faces will grace the shelves this year as well. Most notably the long awaited Medievil, Messiah, Tonic Trouble, and Wild 9. This should be one of the richest holiday seasons across the boards for gaming in general. Besides the impressive lineup of games, new goodies like Nintendo's 4-meg RAM upgrade (yes!) and Color GameBoy will expand our horizons as well. From mega gaming chairs to rumbling transparent controllers to action figures (!), the shelves will be teaming with tempting gadgets. To help you weed thru all of this holiday cheer, Gamers' Republic will introduce our annual Holiday Buyers Guide in the December issue. So, you might want to wait to prepare the old list. Hmmm, more space to fill: Here's a thought! If any of you developers out there are contemplating a really violent or edgy game, now is certainly the time! I doubt any congressmen or senators have time for our escapades now! Life on planet Earth continues to amaze, doesn't it? The president is diddling his intern while elsewhere the Beastie Boys are speaking eloquently to 24 million Americans via the MTV Music Awards. We've come full circle! Enjoy GR number 6.

DAVE HALVERSON
PUBLISHER
DHALVERSON@GAMERSREPUBLIC.COM

09>

74470 94134 7

THE REPUBLIC REQUIRES YOUR THOUGHTS:

PLEASE WRITE TO:
FALLOUT, GAMERS' REPUBLIC,
32123 LINDERO CANYON ROAD, SUITE 218,
WESTLAKE VILLAGE, CA 91361 U.S.A.
OR EMAIL: EDITORIAL@GAMERSREPUBLIC.COM

PUBLISHER
DAVE HALVERSON
DHALVERSON@GAMERSREPUBLIC.COM

EDITORIAL STAFF
EDITORIAL DIRECTOR: DAVID S.J. HODGSON
MANAGING EDITOR: RYAN LOCKHART
SENIOR EDITOR: DAVE REES
STAFF EDITORS: MIKE GRIFFIN, MICHAEL HOBBS, BRADY FIECHTER

DESIGN STAFF
CREATIVE DIRECTOR: GARY HARROD
ART DIRECTOR: GREGORY HAN
DESIGNERS: EDD FEAR, GERALD ABRAHAM, JEREMY CORBY

INTERNET STAFF
INTERNET DIRECTOR: BRYN WILLIAMS
JAPANESE EDITOR: JUN SAKAI

EDITORIAL CONTRIBUTORS
ERIC PRATTE, BRIAN OSSERMAN

MILLENNIUM STAFF
ASSOCIATE PUBLISHER: GREG RAU
CHIEF FINANCIAL OFFICER: BARRY BARONE
VICE PRESIDENT OF SALES: BOB BERNSTEIN
ADVERTISING DIRECTOR: JULIE SEGAL
PUBLIC RELATIONS DIRECTOR: ANGELA HARROD
ADMINISTRATIVE ASSISTANT: MELANIE MELTON
DIGITAL PREPRESS: JOHNNY BRACKETT
PREPRESS FACILITIES: JANO GRAPHICS
CIRCULATION: SANDY FILES
TELEPHONE 805.684.7339

NATIONAL DISTRIBUTION
RIDER CIRCULATION SERVICES, INC.
STUART BIENSTOCK
NATIONAL SALES DIRECTOR
3700 EAGLE ROCK BLVD.,
LOS ANGELES, CA 90065
TELEPHONE 213.344.1200
FACSIMILE 213.258.0626

FOR MIDWEST & EASTCOAST ADVERTISING INQUIRIES:
BOB BERNSTEIN
200 LARKIN DRIVE, SUITE C,
WHEELING, IL 60090
TELEPHONE 847.520.7995
FACSIMILE 847.279.1875

FOR WEST COAST ADVERTISING INQUIRIES:
JULIE SEGAL
32123 LINDERO CANYON RD.
SUITE NO. 111
WESTLAKE VILLAGE, CA 91361
TELEPHONE 818.889.4372
FACSIMILE 818.889.3195
JSEGAL@GAMERSREPUBLIC.COM

SPECIAL THANKS:
AMY HENNIG AND THE ENTIRE KAIN TEAM, DAN STEVENS, NINTENDO, BRIAN PELLETIER, MAC OS 8.5, *MODULATIONS*, BUNGIE'S MYTH 2, *THE BATTLEFIELD GAZETTE*, TMBG AT THE HOUSE OF BLUES &THE BEASTIE BOYS AT THE FORUM (BOTH SANITY-SAVERS), KING & MISHIMA, MARK MCGWIRE & SAMMY SOSA, AND BANDIT'S BBQ!

GAMERS' REPUBLIC™ is published monthly by Millennium Publications, Inc., 32123 Lindero Canyon Road, Suite No. 218, Westlake Village, CA 91361, USA. Subscription price is $29.99 per year. Canada and foreign add $10 per year (U.S. FUNDS ONLY) Subscription inquiries and address changes to GAMERS' REPUBLIC,™ P.O. Box 469049, Escondido, CA 92046-9640

© 1998 Millennium Publications, Inc.™. All rights reserved. reproduction in whole, or in part, without the express written permission by the publisher, is strictly prohibited. Millennium™, Gamers' Republic™, Millennium Strategy Guides™ and Millennium Books™ are trademarks and copyrights of Millennium Publications Inc.™.
Did we fail to disclose your copyright? We're very sorry! Tell us about it, and we'll correct it.

Number of graphic designers who worked on issue six: 2

MADE IN THE USA

gamers'republic

Gamers' Republic COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE
PUBLISHED MONTHLY BY:
MILLENNIUM PUBLICATIONS INC.

Buck Bumble









BEE PREPARED

The Herd is attacking and exterminating Earth's native insects! Only Buck Bumble, the most advanced fighting bee ever and the baddest bee in the hive, can save the day. Use Buck's cybernetic implants and stockade of deadly weapons to unmask the power behind The Herd!

- Put the sting on Attack Wasps and Killapillas in 20 unearthly environments
- Complete 360° freedom of movement in a totally real-time 3D environment
- Feel the buzz with Rumble Pak™ play
- Multiplayer deathmatches

EVERYONE E CONTENT RATED BY ESRB

NINTENDO 64

ARGONAUT SOFTWARE LTD

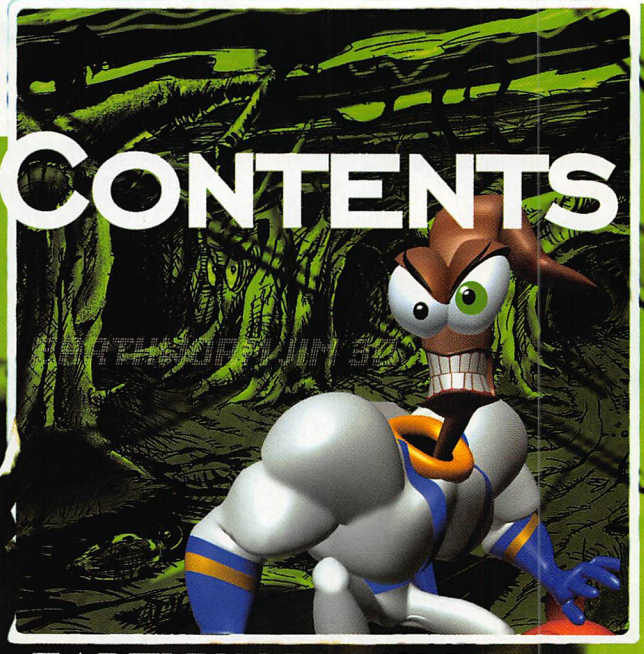
www.ubisoft.com

Ubi Soft ENTERTAINMENT

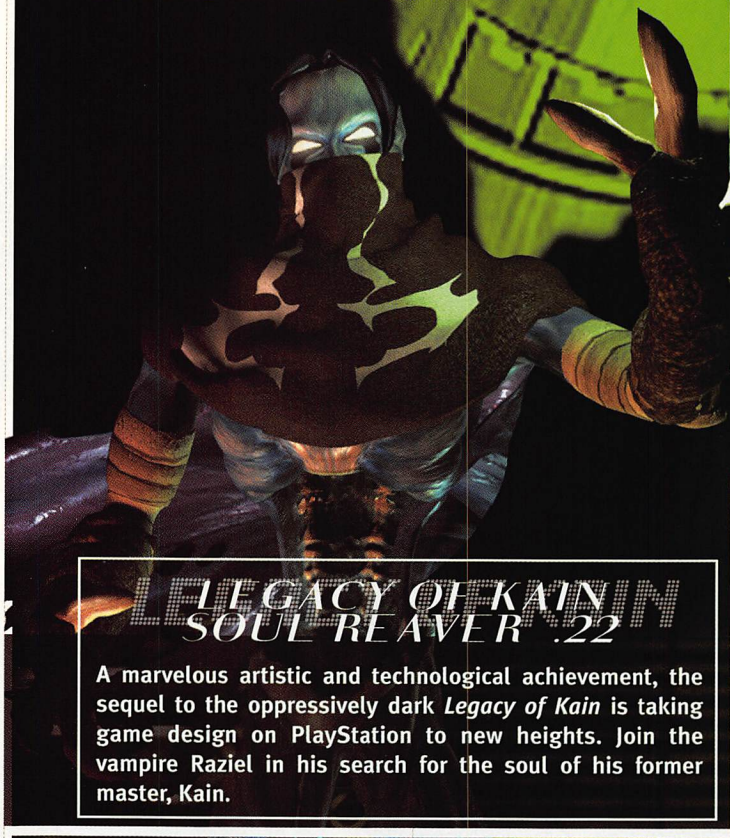
©1998 Argonaut Software Ltd. All Rights Reserved. Published by Ubi Soft Entertainment. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc.

TABLE OF CONTENTS

ISSUE 6 - NOVEMBER 1998



EARTHWORM JIM 3D .46



LEGACY OF KAIN SOUL REAVER .22

A marvelous artistic and technological achievement, the sequel to the oppressively dark *Legacy of Kain* is taking game design on PlayStation to new heights. Join the vampire Raziel in his search for the soul of his former master, Kain.



SONIC ADVENTURE .28

A Sonic report of global proportions. Travel to Japan for Yuji Naka's *Sonic Adventure* debut and then go behind the scenes at SOA, where Sonic was shown in motion for the very first time on U.S. soil!

GR

gamers' republic

MANIFESTO .02	SPORTS.100
FRONTLINES .08	WORLD REPUBLIC .104
DATABASE .18	ANIME REPUBLIC .110
TECHFRONT .20	CODEX REPUBLICA .122
DREAMCAST .28	MUSIC .124
PREVIEWS .36	CINEMATRIX .126
NINTENDO SPECIAL.70	FALLOUT .128
REVIEWS .81	NEXT MONTH .135



TUROK 2 .62



HERETIC 2 .76

take the *Quake 2* engine in a bold new ion. Deep atmosphere, an intriguing plot and acular artwork imbue the mind. But one key ion remains: will it work from a third-person ective?

FEATURING:

A Bug's Life	36	Everquest	65	Running Wild	69
Akuji	38	Extreme G XG2	88	S.C.A.R.S.	98
Alien vs. Predator	64	Fighting Force 64	48	Speed Busters	69
Armored Core: PP	82	Heavy Gear 2	67	Spyro	96
Baldur's Gate	40	House of the Dead	90	Star Shot	52
Big Air	66	Invasion From Beyond	50	Starcon	69
Blue Stinger	32	K1: Revenge	67	Starsiege/Tribes	54
Brunswick Bowling	98	King's Quest VII	67	Superman	69
Buck Bumble	86	Medievil	91	Test Drive 5	55
Bust A Groove	83	Milo's Astrolanes	68	Test Drive Off Road 2	55
Castlevania 3D	64	Nectarus	68	Tiny Tank	56
Clock Tower 2	66	NHL Faceoff'99	101	Tobu	69
Crash 3:Warped	42	Powerslide	68	Tomb Raider 3	57
Destrega	43	Rainbow 6	94	Tonic Trouble	58
Dethkarz	67	Rally Cross 2	51	Turok 2	62
Devil Dice	98	Rayman 2	66	Unholy War	97
Dungeon Keeper 2	44	Rouge Trip	98	VR Baseball 2000	100
Earthworm Jim 3D	46	Rug Rats	68	WCW /NWO Revenge	102

DC Bullet Logo, SUPERMAN and all related characters, names and indicia are trademarks of DC Comics©1998. Playstation©TITUS 1998-All rights reserved. Game boy©TITUS 1998-All rights reserved. Nintendo 64©TITUS 1998-All rights reserved.



DAILY PLANET

Early Edition ■ COPYRIGHT DAILY PLANET 1994

A GREAT METROPOLITAN NEWSPAPER

CIRCULATION 1,055,007 DAILY ■ Daily 50¢

MYSTERIOUS FOG COVERS METROPOLIS

HEADLINE STORY



■ Green fog cripples city. Local hero, Superman is still nowhere to be found.

By LOIS LANE
Daily Planet Staff Writer

METROPOLIS — Practically paralyzing pedestrians, closing businesses and bringing police and emergency services to a halt, the mysterious "green ghost" is smothering a panicky city under a blanket of fear and fog.

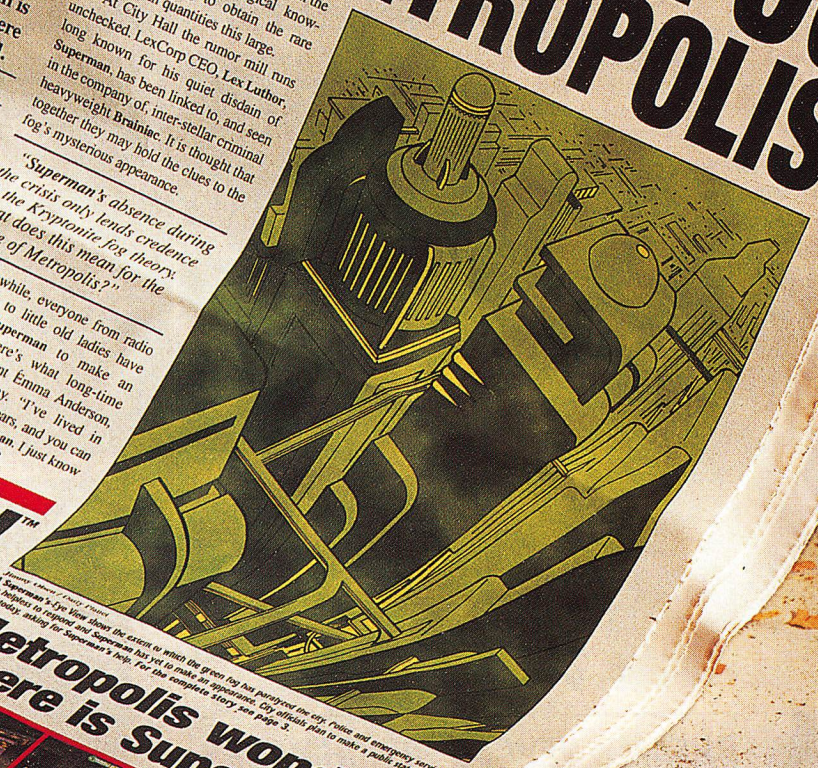
According to an unconfirmed report from A.R. Labs employee, the fog contains traces of the element Kryptonite, the only material known to affect the amazing powers of Superman.

Origins are uncertain, but the situation is once again Metropolis-wide. LexCorp is one of a handful of companies in the world with the technological know-how and funding to obtain the rare Kryptonite in quantities this large.

At City Hall the rumor mill runs unchecked. LexCorp CEO, **Lex Luthor**, long known for his quiet disdain of **Superman**, has been linked to, and seen in the company of, inter-stellar criminal heavyweight **Brainiac**. It is thought that together they may hold the clues to the fog's mysterious appearance.

"Superman's absence during the crisis only lends credence to the Kryptonite fog theory. What does this mean for the future of Metropolis?"

Meanwhile, everyone from radio disc-jockeys to little old ladies have called for **Superman** to make an appearance. Here's what long-time Metropolis resident Emma Anderson, age 78, had to say. "I've lived in Metropolis over 50 years, and you can always count on **Superman**. I just know he'll show up." —cont. page 8



Above: Cover / Daily Planet
A **Superman**'s-Eye View shows the extent to which the green fog has paralyzed the city. Police and emergency services are helpless to respond, and **Superman** has yet to make an appearance. City officials plan to make a public statement later today asking for **Superman**'s help. For the complete story see page 3.

Metropolis wonders where is Superman?

Above: Courtesy of Metropolis Museum / Associated Press
Hidden security cameras show the last **Superman** sighting in Metropolis. Flying photos, taken last week, show the Man of Steel in his home. But since the green fog appeared, no one has seen him. For the complete story see page 7.

SUPERMAN THE ANIMATED SERIES

RMAN™
he in town

PlayStation and Nintendo 64
are due to arrive this fall.
have seen many products
like "X-ray Vision" goggles
and the ever popular
"in-the-Dark" under-
wear with super hero-
resisting to find a
fact worthy of
Superman name.
look for
the
series
spin-off

GAME BOY

TITUS

FRONTLINES

DREAMCAST FUTURE? FUTURE CITY! NO SPEED LIMIT!

In a brief interview with Tom Szirtes, a software engineer from Sega Europe Ltd., we were able to obtain this small amount of shots...

...of a demo (Future City) designed for the Dreamcast. Different continents have displayed different demos for Sega's powerhouse, so enjoy these while you can.



GR: What was the purpose in creating the Future City demo? Since it's not part of an actual game, what use does it serve?

TS: The demo's purpose is two-fold: 1) the idea is to provide the source code to developers so that they can learn very quickly how to get a game running on Dreamcast by studying it; 2) as an exercise internally for Sega Europe, so that through making it and learning from the problems that we come across we can, in turn, supply an even higher level of support to our developers.

How long did it take to create? How much manpower was used?

The demo was done by one Software Engineer (Tom Szirtes) and one Artist (Iain Nicholls) in Developer Support department in our spare time (we have many other jobs to do) in a few months.

Why choose the Blade Runner-esque setting?

Because we love the atmosphere of the original film. Also, it was a good environment to show many different special effects.

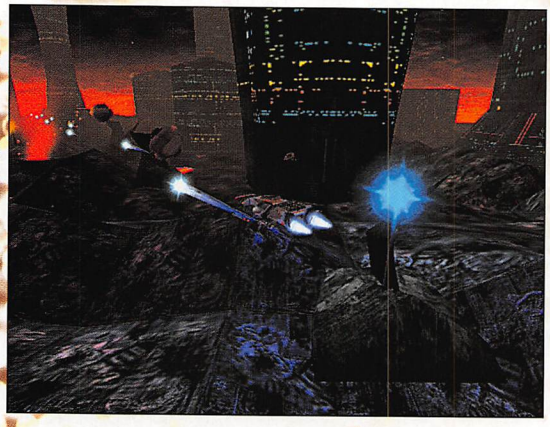
What aspects of this demo are you especially happy with?

As a programmer, I'm very happy with the particle effects; the same system can generate fire, sparks and smoke. Also, the many lighting effects are very nice, I think.



Future City has been coded on an earlier and later development kit. Is it an ongoing project? What kind of improvements could you implement with the final delivered kit?

We do not intend to invest too much more time in this, since this is only a programming exercise. The final version will run very, very fast. However, the demo is programmed to make use of advanced features of final hardware that we do not have yet in Europe.



How many polygons are you displaying per second with Future City?

Actually, I'm not sure. It varies, but I think it is over half a million. As I said before, we cannot judge this properly until we have final hardware.

Thanks Tom!



© 1998 SEGA

DREAMY NEW 3D BENCHMARKS FOR THE DC

NEC and VideoLogic have made a very important announcement regarding the Dreamcast Power VR chipset. First up, the PowerVR Second Generation chips entered into mass production for delivery to Sega in early September. This new era of graphic acceleration, called PowerVR Series2, will find its first dedicated application in the Dreamcast. As a result, the chips have been dubbed PowerVR 2DC. After the chip's final evaluation and qualification with Sega and NEC, the Dreamcast's performance is now officially rated at well over three million polygons per second, with a fill rate of over 1 GigaPixels/sec. This is over 20 times better than any current console and better than any exisiting arcade machine or graphics workstation. This new revelation means that first-generation DC games (based on pre-final development kits), no matter how good they look, won't even be scratching the surface of the machine's full potential. Be afraid...

DC MUTTERINGS OVERHEARD AT ECTS

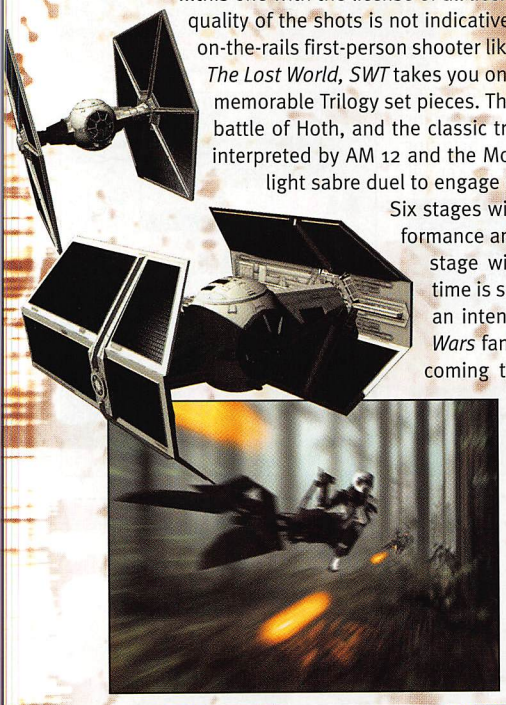
First-hand reports of the invite-only ECTS Dreamcast presentation have trickled out. Apparently, Sonic Adventure was running off a real DC Gig disc, plopped into the machine in front of the entire crowd. The system logo appeared, and then the game loaded remarkably fast. The game also loaded in new sections of the city speedway level midway through...in about one second. Attendees tried the DC pads for the first time, too. We hear the digital pad feels nice and clicky, and the stick has a good range and solid feel. Sega also revealed their OS copy protection program. It's simple: the OS info is on the outside of the 1-Gig discs.

THAT'S NO MOON...IT'S AN AM12 GAME

With visuals that would impress Mr. Lucas himself, Sega's Star Wars Trilogy Arcade looks set to be yet another attractive Model 3 title...

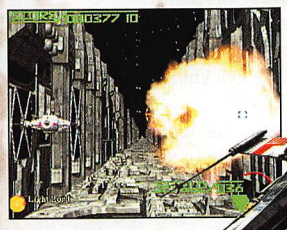
...this one with the license of all licenses. Still incredibly early, the rather poor quality of the shots is not indicative of what the final game will look like. An on-the-rails first-person shooter like their previous monster Model 3 license, *The Lost World, SWT* takes you on a thrilling ride through some of the more memorable Trilogy set pieces. The speeder bike chase on Endor, the snow battle of Hoth, and the classic trench sequence have all been beautifully interpreted by AM 12 and the Model 3 Step 2 board. There will even be a light sabre duel to engage in. Impressive. Most impressive.

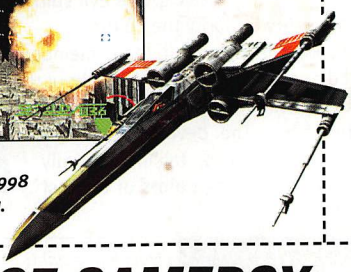
Six stages will be on hand, and based upon your performance and skill in uncovering hidden events, each stage will unfold and end differently. Total play time is said to be in the 15 minute range, but what an intense quarter of an hour it shall be. A *Star Wars* fan's wet dream, *Star Wars Trilogy Arcade* is coming this winter to a high-dollar arcade near you. Fire up the converters.











Star Wars Trilogy Arcade © 1998 Sega Enterprises, LTD., © 1998 Lucasfilm LTD & TM. All Rights Reserved. Used under authorization.

ANOTHER 64 DDELAY

It's the 64DD, Jim, but not as we know it. At a recent conference...

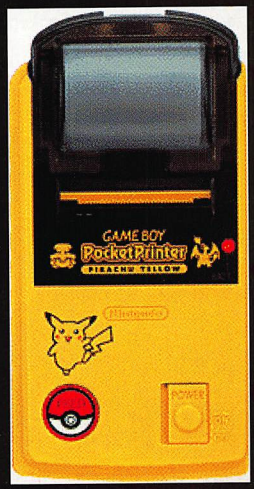
...for analysts, Nintendo of Japan announced a further delay of the 64DD. Now tentatively scheduled for a June 1999 release, NOJ stated that the reason was "because of a delay in software development for the 64DD." What that means, nobody really knows. Furthermore, with the cancellation of this year's Nintendo Space World show, and the delay of the Silver and Gold *Pokemon* games, it seems as if the company is experiencing difficulties producing product. A positive move from NOJ is that *Legend of Zelda: The Ocarina of Time* is on target to be released one week before Sega's Dreamcast. Therein lies another stumbling block for NOJ. The Dreamcast provides a much less cumbersome development cycle, so overseas developers might favor developing titles for the Dreamcast in preference to the N64. If and when the 64DD is finally realized, NOJ will still have their work cut out for them, and must concentrate on releasing more big titles, good promotional campaigns and a new overall strategy if they are to be successful. It is paramount that Nintendo announce games for the 64DD as soon as possible, and,of course, in a more timely manner.



© 1998 NINTENDO JAPAN

SAY "CHEESE," PIKACHU!

In the current Pokemon insanity, Nintendo of Japan is going to release a special GameBoy Pocket Printer. Being bright yellow, and sporting a little decal of Pikachu, it is likely to be very popular with the younger audience and sell a lot of units. Now then, if only they would release a Mario VCR, or a Fox McCloud blender, we could all be happy.



© 1998 NINTENDO JAPAN

THE UNITED COLORS OF GAMEBOY

With the release date less than a month away in Japan, Nintendo is hyping up the latest incarnation...

...of the most successful video gaming device in history. The GameBoy Color finally delivers crisp, clean images in—wait for it—color for the first time in the hand held's long reign. It uses a TFT (Thin Film Transistor) screen, similar to those used in laptops, to give it a very respectable pixel resolution.



Players can enjoy their old games in 4-10 colors, while the new color games will be able to be displayed in 56 colors (from a palette of 32,000). Getting an average of 20 hours gameplay from two AAA batteries, the GB Color also comes with an infrared communications port, presumably to do away with the link-up cables. Two new color-specific titles will be released on the launch day of the GB Color, and these are *Wario-land2* and *Tetris DX*. It would appear that *Wario* cannot die in the game; instead he becomes fat or drunk and suffers from comedic animations and movement routines. Sounds like one of the blokes I know down at the pub. The release date is October 10, and the GB Color will retail for 8,900 yen (about $65).





© 1998 NINTENDO JAPAN

RRT4 REVOLUTIONARY GT BEATER

There's little point in denying the brilliance of Namco's Ridge Racer Series. Nothing else on the Playstation has come close...

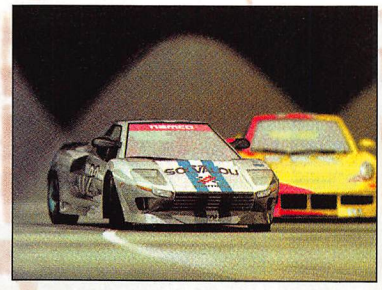
...to achieving the same sense of speed and pure driving satisfaction. The combination of its highly involving and entertaining physics along with near-perfect track design have earned it a strong following. Now, word is out that Namco are preparing a fourth entry into the series with *Ridge Racer Type 4*, and it's easily the most ambitious yet.

Namco have indicated that the feel of the game will more closely resemble the original *Ridge Racer*, as opposed to *Rage*, and that their overall goal was for the players to feel as if they are experiencing the life of a race car driver. You'll have four teams to choose from and four manufacturers, including Assoluto, Age, Lizard, and Terrazi from *Rage Racer*. The combination of your team and car maker will greatly influence your performance during the race. And to answer a criticism often leveled at the series in regards to track count, a selection of eight different courses will be in the game. Graphically, early screens show an uncanny resemblance to real life. This is going to be the best-looking Namco racer yet, if not the best looking PS racer ever. Clever lighting and shading effects work in concert to create highly realistic scenery. Namco guarantee a shock to any player experiencing its amazing visuals for the first time. Current plans call for a December Japan release with a U.S. date still up in the air. **© 1998 NAMCO**







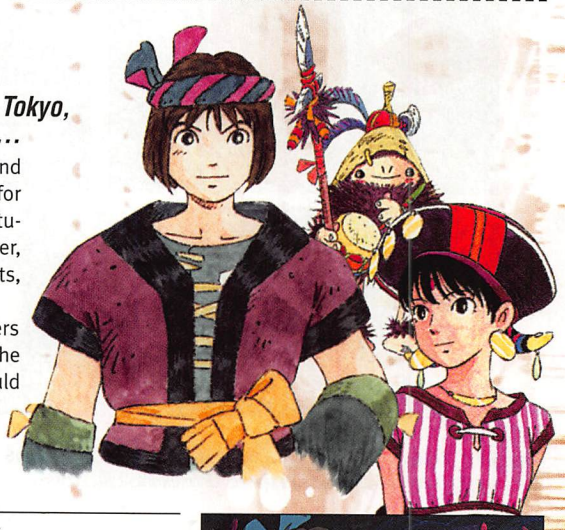


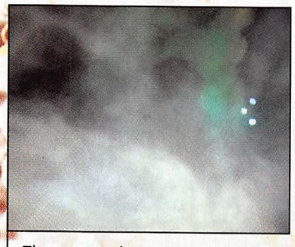
GENKI UNVEILS NEW PROJECT

On September 1 at the luxurious Four Seasons Hotel in central Tokyo, Genki announced their most ambitious Playstation project yet...

...*Tamamayu Monogatari* (*The Story of Tamamayu*). Art direction and character design are being handled by Katsuya Kondou, best known for his work on Miyazaki's *Tonari no Totoro* and *Raputa* anime and other Studio Ghibli creations. The story develops around the main character, Lebant (the master of Mayu), who has the ability to capture evil spirits, and a girl called Marbu, who has the ability to purify the spirits.

In the high-tech presentation hall, key development team members introduced Tamamayu and answered questions from the press about the game. After that, everyone went to the banquet hall where they could actually play the game. The development staff freely mingled with the press, talking casually about the game and explaining points of interest to people playing it.





The press show starts with the stage being filled with smoke!



From left to right:
Mr. Manabu Tamura: director
Mr. Kenji Shimizu: producer
Mr. Hiroshi Hamagaki: president of Genki
Unknown voice actress
Mr. Rentarou Mikuni: voice actor
Mr. Katsuya Kondo: art director
Mr. Kimitaka Matsumi: sound



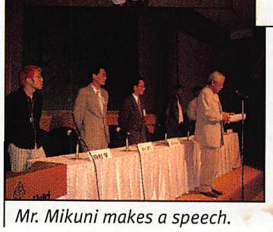




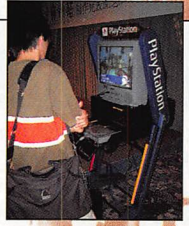
Mr. Manabu Tamura, the director (LEFT) and Mr. Kenji Shimizu, the producer (RIGHT), answer questions from the press.







Mr. Mikuni makes a speech.







© 1998 GENKI

THE ULTIMATE MAN-MADE CREATION
HAS BECOME THE ULTIMATE GENOCIDE MACHINE
AND ONLY ONE FORCE CAN STEM THE DEADLY TIDE

THUNDER FORCE V

Perfect System™

WIN $10,000*

Contest Co-sponsors:

Gamers' Republic
COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

Babbage's

software etc






SPAZ®
Twitch Games. Nothing Else!™

PlayStation®

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

* Full details can be obtained at our web site at http://www.workingdesigns.com, or by sending a SASE to: ThunderForce V Contest c/o SPAZ, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.

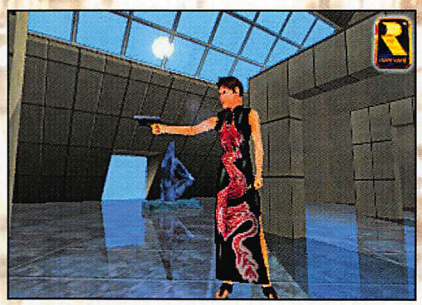
WORKING DESIGNS®

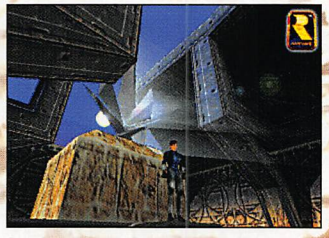
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "THUNDER FORCE V" is a trademark of Technosoft Co., Ltd. Original Game © 1997, 1998 Technosoft Co., Ltd. English Translation © SPAZ 1998. This game is published by SPAZ under license by Technosoft Co., Ltd. "Working Designs" and "SPAZ" are registered trademarks of Working Designs, Inc. All rights reserved. If the Gauntlet's A Rockin', Don't Come A Knockin'! Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417. Gamers' Republic is a trademark of Millenium Publications, Inc.

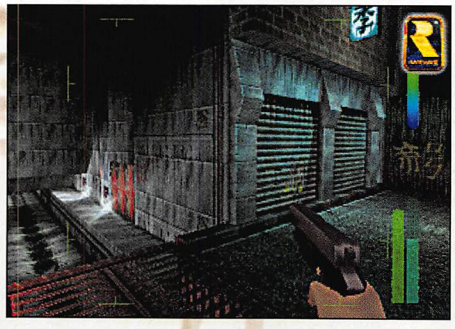
RARE HERO 3

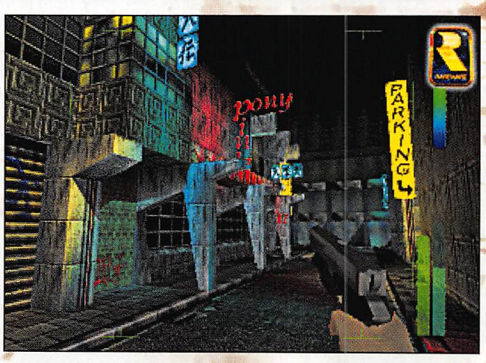
Joanna Dark sure is a foxy chick, and what's more, we can prove it. Just take a look...

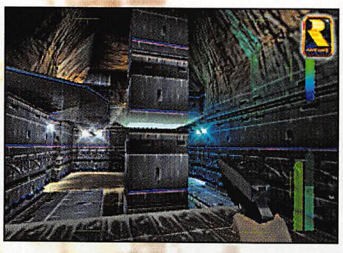
...at these new screenshots from Rare. Joanna sports a sexy Chinese dress with a red dragon nestling close to her bosom. Don't get any ideas, because this lady has more attitude than a grizzly bear that has just caught himself in his zipper. The quality of these visuals suggests to us that Rare may well be employing the services of the 4-meg RAM pack, hence the exceptionally crisp, clean textures and excellent lighting effects. The game will hopefully be released sometime in 1999. Enjoy these for now.





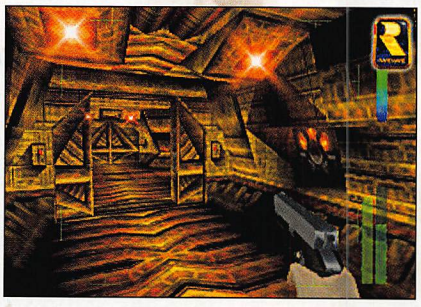








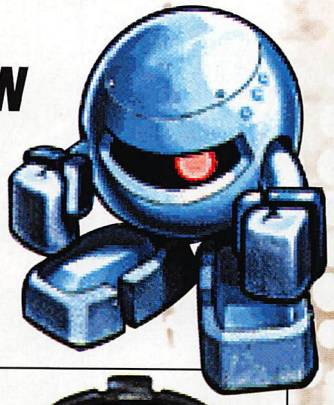




© 1998 RARE

CAPCOM TO RELEASE PEDOMETER GAME IN JAPAN

Capcom Osaka recently unveiled their own pedometer LCD game. Called the Bakuso Senki Metal Walker...



...it will join Nintendo's insanely popular Pocket Pikachu and Hudson's Teku Teku Angel in the battle for pocket pedometer bragging rights. And while those units are intentionally styled with the emphasis on cute, Capcom's Metal Walker has a decidedly "G-Shock" look about it.

You can link two units together for battle and the one-player game will feature compass and radar functions to help you avoid or engage in fights. No U.S. release is currently planned, but if *Pocket Monsters* takes off here, you just might see Capcom's little ditty riding its coattails. It's due in Japan at the end of October for around ¥2480 ($18).



CAPCOM GOES EURO CRAZY!

After much deliberation, Capcom has officially announced the opening of a dedicated European office with the formation of Capcom Eurosoft. U.S. president Bill Gardner will be heading up the London-based office and will oversee the selection of a managing director and the sales and marketing staff. According to Mr. Gardner, the operation will not affect the firm's current affiliate deal with Virgin Interactive.

© CAPCOM CO., LTD. 1998 ALL RIGHTS RESERVED

NINTENDO RAM PAK GETS A DATE WITH DESTINY...

Officially announced at last, it seems as though the hot add-on of the year for the N64 will be the 4-meg RAM pack. Available to be purchased for $29.95 as of November 24, the RAM pack will fit into the slot on top of the N64. Allowing developers to bolster graphics, speed and sheer quality of their games, this little black and red device is what Nintendo owners have been waiting for. Producing what effectively can look like accelerated graphics, the first few games to use the pack are known to be *Turok 2: Seeds of Evil* from Acclaim, and *Rogue Squadron* from Factor5/Lucasarts. Both titles employ special hi-res modes of play supported by the RAM pack, allowing gorgeous graphics to be the order of the day. Hopefully, more developers will pick up on the trend, and develop in this manner. Who can wait for a hi-res *Mario, Zelda* or even *Metroid?*

DEVILISHLY ADDICTIVE



"Devil Dice is a puzzle
game that eclipses even Tetris."
-GameFan

A High-Speed 3D Multi-Player Puzzle Game for the PlayStation® Game Console



TOTALLY ADDICTIVE GAMEPLAY



OVER 1000 PUZZLES TO SOLVE



UP TO 5 PLAYERS IN MULTIPLAYER

EVERYONE
E
CONTENT RATED BY ESRB

THQ™
www.thq.com

PlayStation®

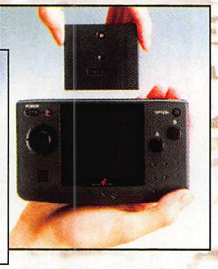
Product names mentioned herein are trademarks or registered trademarks of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Devil Dice is a trademark of THQ Inc. ©1998 SCEI. All rights reserved.

...SNK TO PUT A ROCKET IN YOUR POCKET

In what is sure to be the coolest black-and-white portable since Nintendo's world-conquering GameBoy, SNK's cute Neo Geo Pocket...



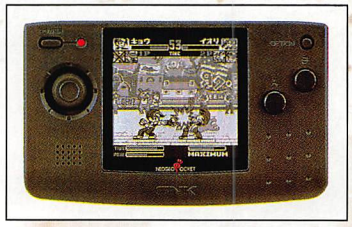




...boasts a better screen and is widely rumored to feature some kind of Dreamcast compatibility. Now before you get your panties in a bunch, no details on the nature of this supposed compatibility have been released, so we'll just have to see.

The little 16-bit unit's screen features a resolution of 160x152 and will be able to display eight shades of gray. A lithium-ion backup battery will allow for internal game data saves and will also allow for clock and calendar functions. Continuing the variety trend, a slew of different case hues will be available, including black, white, blue, silver and limited run colors such as camo brown and maple blue.

A number of pocket versions of classic Neo Geo games will launch with the system on October 28. *King of Fighters R-1, Baseball Stars,* and *Neo Geo Cup 98* will join *Dokodemo Mahjong, Pocket Tennis,* and *Melon-chan Growth Diary,* a little-girl-raising game. Cart size will max out at 16 megabits.





A U.S. release has been talked about for next year in either the second or third quarter. Price should be comparable to the Japanese version at about $50 (¥6800). Now about that Dreamcast compatibility...





NEOGEO POCKET
© 1998 SNK

MS. CROFT UNDERGOES PLASTIC SURGERY

The hits just keep on coming... This month's quiver of exciting game-and anime-related action figures has an emphasis on detail and quality!





Around the same time the game hits, so shall the action figures for *Turok 2, Seeds of Evil.* These will likely hang out at the likes of Kay-Bee, Babbages, and Toys R Us.







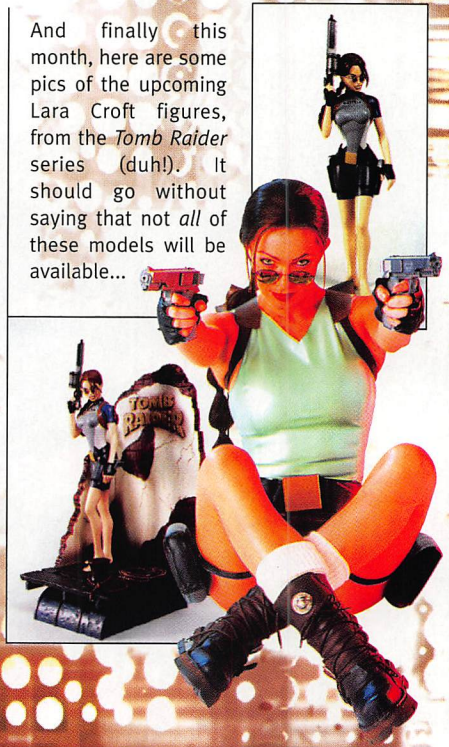
From Toycom comes three amazingly painted and modeled figures based on the new OAV series *Queen Emeraldas,* based on the manga by Leiji Matsumoto (*Galaxy Express 999*). Queen Emeraldas in uniform comes with Hiroshi Umino, Captain Harlock comes with Tori San, and Queen Emeraldas with cape comes with Tochiro. Each has a cool stand and a paint job you will not believe. Look for them this winter at finer toy and comic book stores.





From the popular Mega Drive & Genesis game (the MD version squirts blood) and legendary anime series, *Fist of the North Star,* Xebec Toys Violence Action Figures are also super high quality. Look for Rei, Kenshiro, Raoh, and Jagi at similar locations or for more info. Check them out on the web at http://www.kaiyodo.co.jp/.

And finally this month, here are some pics of the upcoming Lara Croft figures, from the *Tomb Raider* series (duh!). It should go without saying that not *all* of these models will be available...



[HOLD YOUR HAND OVER THIS PAGE.]

If you see a SHADOW, you've got until winter before (madness) descends upon the land.

Crave, Graveyard, and Shadow Madness are trademarks of Crave Entertainment, Inc. © 1998 Crave Entertainment, Inc.
All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

PlayStation®

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

shadow madness strikes this winter.
find out how to save yourself at www.shadowmadness.com

CRAVE ENTERTAINMENT

ROMERO BUYS THE FARM

Early on the morning of Friday, August 28, the tragic news of John Romero's death...



...coursed throughout the online community. Romero, famous for forming id software and creating the *Doom* and *Quake* series, appeared to take a bullet to the cranium, as a photo of him on a coroners slab circulated like wildfire across the net. Thankfully, rumors were dispelled an hour later, as a sleepy John assured people he was alive and well. He had left the picture lying around after participating in an article for the "Texas Monthly Magazine" in which he was listed as one of the top twenty Texans alive! The picture caused much turmoil, but all was well in the end. What kind of bizarre article was it, anyway?

ECTS STAR HAMMERED BY PUBLIC

The ECTS (London UK) attendance cruised past the 21,000 mark last week...

...breaking all previous attendance records. Figures were up almost six percent over last year, with a total of 21,297 people attending the three-day event. Sony and Nintendo walked away from the industry awards ceremony loaded down with many of the prized ECTS Interactive Awards. Best console was awarded to Sony's PlayStation, while Game of the Year went to *Goldeneye*. Sony stole the prize for Publisher of the Year, while Rare won Developer of the Year for *Banjo-Kazooie* and *Goldeneye*. PC Game of the Year went to Blizzard's *Starcraft*. No real surprises there, but at least the prizes were for quality products and companies. It will be interesting to see what happens next year, with Sega's Dreamcast on the horizon. Things may well be very different.



KUDOS TO EIDOS

Eidos continues to try and buy their way to respectability with their recent purchase of California-based Crystal Dynamics, makers of the popular *Gex* series. With Eidos' marketing savvy and deep pockets, Crystal are ensured a high profile, especially with the much anticipated *Soul Reaver* on its way. While *Gex 64* will remain a Midway property and Color Gameboy *Gex* will go out by way of *SVG*, all future titles will fall under Eidos. The latest rumor also has Eidos looking to purchase Psygnosis, a rumor made more palatable by Psygnosis' recent restructuring of their San Francisco studio.

NAMCO'S FULL OF BALLOON-HEADS! IT'S OFFICIAL!

© 1998 NAMCO

During the hot summer months, Namco have been doing a rather nifty promotion...

...at some 460 amusement centers across Japan as a service for their customers. Anyone who catches a prize when playing the Crane Game can have it specially wrapped in a rubber balloon. The balloon uses a tougher rubber compound than normal balloons and can last for up to a month and is particularly suited for plush toys. In addition, they add a ribbon and specially decorate the inside of the balloon for you as well. And all for free!



Rowdy crowds form in anticipation of free, fluffy, animal-filled balloons

POKEMON MOVIE PANIC!

For those who thought it wouldn't last this long, the Pocket Monster boom continues throughout Japan...

...without any signs of slowing down. In particular, the first Pocket Monster movie was successfully released nationwide and was certainly a big hit with all the children. Cinemas everywhere experienced blind panic as queues of children and their parents reached truly epic proportions. This will certainly keep the craze moving until the long awaited *Pocket Monster Gold* and *Silver* GameBoy versions are released later this year. In the meantime, kids all over Japan will be snacking away on Pikachu's balls. Rice balls, that is. It appears that a range of convenient meals sporting the Pokemon crew is readily available to be scoffed down, while waiting for the latest Pokemon paraphernalia to be released. Tasty!



© 1998 NINTENDO

SEGA SHUFFLES AM DEP'T.S

From the first of September, there are now two new Arcade R&D departments at Sega, AM 11 and AM 12. The head of AM 11 is Mr. Nagoshi, the producer of *Scud Race* and *Daytona USA 2*. He's moved from AM 2 along with Mr. Mifune (*Virtua Striker 2*) to start up his own department. AM 12 was previously known as AM Annex, so it's just a name change for them. Just to show you the full picture, here is a list of all the known AM departments and their latest games.

AM 1 : Arcade R&D Dept #1 (*The Ocean Hunter*)
AM 2 : Arcade R&D Dept #2 (*Daytona USA 2*)
AM 3 : Arcade R&D Dept #3 (*Dirt Devils*)
AM 4 : Arcade Hardware Dept
AM 5 : Joypolis Attraction R&D Dept
AM 6 : Medal Game R&D Dept
AM 11 : Arcade R&D Dept #11 (*Spikeout*)
AM 12 : Arcade R&D Dept #12 (*Star Wars Trilogy Arcade*)

© 1998 SEGA

REPUBLIC ERRATA

Issue #5 of Gamers' Republic, pages 102 & 103, stated that Lupin! and Silhouette Mirage were published by Hudson. In fact, the publishers are Asmik Ace and Treasure, respectively.

DEAD IN THE WATER™

LIVE FAST . . . DIE WET

"I WILL destroy you in the Battle mode ....
I WILL destroy you in the two player split screen mode...
I WILL destroy you in the combat cable link mode ....
I WILL DESTROY YOU MAGGOT !"
-SGT.Steel

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"When the flag goes down baby
your gonna feel the funk of my
Disco Fever Ray , You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"
-Dr.Graves









- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
- Two player split screen or combat cable link.

PLAYER 1

EVERYONE
CONTENT RATED BY ESRB

PlayStation

ASC GAMES™

www.deadinthewater.com



Dead in the Water™ is a trademark of American Softworks Corporation. ©PEG 96 Limited Partnership. ASC Games™ is a trademark of American Softworks Corporation © 1998.Dead in the Water™ is developed by Player 1.
The ratings icon is a trademark of the Interactive Digital Software Association. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

database

YOUR NUMBER ONE SOURCE FOR TOP SELLING CONSOLE AND COMPUTER GAME STATS



NPD THE NPD GROUP, INC.

top ten best selling playstation titles

RANKED ON U.S. UNITS SOLD JULY 1998



1 WWF WARZONE ACCLAIM
2 GRAN TURISMO SONY
3 MORTAL KOMBAT 4 MIDWAY
4 NFL EXTREME SONY
5 ROAD RASH 3D EA
6 TEKKEN 3 NAMCO
7 TRIPLE PLAY EA
8 TOMB RAIDER EIDOS
9 CRASH BANDICOOT SONY
10 MLB '99 SONY

Driving takes a backseat to the immensely popular wrestling game from Acclaim, WWF Warzone.

top ten best selling nintendo64 titles

RANKED ON UNITS SOLD JULY 1998

1 BANJO-KAZOOIE NINTENDO
2 MISSION IMPOSSIBLE OCEAN
3 MORTAL KOMBAT 4 MIDWAY
4 GOLDENEYE 007 NINTENDO
5 MLB KEN GRIFFEY JR. NINTENDO
6 QUEST 64 THQ
7 SUPER MARIO 64 NINTENDO
8 MARIO KART 64 NINTENDO
9 ALL STAR BASEBALL '99 NINTENDO
10 1080 SNOWBOARDING NINTENDO



Banjo-Kazooie has arrived, thrilling over a million Nintendo 64 owners and firmly landing in the number one slot.

top ten best selling saturn titles

RANKED ON UNITS SOLD JULY 1998



1 SHINING FORCE 3 SEGA
2 TOMB RAIDER EIDOS
3 NASCAR '98 EA
4 PANZER DRAGOON SAGA SEGA
5 STREET FIGHTER THE MOVIE ACCLAIM
6 NBA LIVE '98 EA
7 FIGHTING VIPERS SEGA
8 FIFA: RTWC EA
9 BURNING RANGERS SEGA
10 SONIC 3D BLAST SEGA

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 JUNE 1998

1 STARCRAFT BLIZZARD
2 UNREAL MMX GT INTERACTIVE
3 DEER HUNTER WIZARDWORKS
4 BIG GAME HUNTER HEAD GAMES
5 X-FILES FOX
6 TROPHY HUNTER WIZARDWORKS
7 FINAL FANTASY VII EIDOS
8 MYST BRODERBUND
9 TITANIC CYBERFLIX
10 DUKE NUKEM 3D FORMGEN



Blizzard's amazing RTS game refuses to give up the top slot once again this month, but will this change next issue with the release of Dune 2000?

top ten overall console

FOR THE MONTH OF JULY 1998



1 BANJO KAZOOIE-n64 NINTENDO
2 WWF WARZONE-ps ACCLAIM
3 GRAN TURISMO-ps SONY
4 MISSION IMPOSSIBLE-n64 INFOGRAMES
5 MORTAL KOMBAT 4-ps MIDWAY
6 MORTAL KOMBAT 4-n64 MIDWAY
7 GOLDENEYE-n64 NINTENDO
8 NFL EXTREME-ps SONY
9 ROAD RASH 3D-ps EA
10 TEKKEN 3-ps NAMCO

world republic top ten games

japan

1	STAR OCEAN: SS	PS
2	GUNDAM GENERATION	PS
3	POKEMON STADIUM	N64
4	POWERFUL PRO BBALL	PS
5	JUSTICE SCHOOL	PS
6	BIOHAZARD 2: DS	PS
7	GUNBARL	PS
8	MONSTER CAPSULE	PS
9	BRAVE FENCER	PS
10	XI	PS

[RANKED ON UNITS SOLD JUNE 1998]

united kingdom

1	TOCA TOURING CAR	PS
2	COLIN McRAE RALLY	PS
3	WWF WARZONE	PS
4	PREMIER MANAGER '98	PS
5	GRAN TURISMO	PS
6	BANJO - KAZOOIE	N64
7	WORLD CUP '98	PS
8	ISS '98	N64
9	TOMB RAIDER 2	PS
10	TOMB RAIDER	PS

[RANKED ON UNITS SOLD JULY 1998]

gamers' republic top ten games

FOR THE MONTH OF SEPTEMBER 1998

d. halverson



1	MEDIEVIL	PS
2	WILD 9	PS
3	TONIC TROUBLE	PC
4	TOMBA	PS
5	SPYRO	PS
6	CRASH 3: WARPED	PS
7	KNUCKLES CHAOTIX	32X
8	EXTREME G XG2	N64
9	ROAD RASH 3D	PS
10	SONIC	MD

d. hodgson



1	METAL GEAR SOLID	PS
2	METAL GEAR	NES
3	METAL GEAR 2: SS	MSX
4	HERETIC 2	PC
5	GEX 64	N64
6	TOSHINDEN	PS
7	KRISS KROSS	SEGA-CD
8	DEER HUNTER	PC
9	DEEP SEA FISHING	PC
10	SWORD OF SODAN	GEN

b. siechter



1	SPYRO	PS
2	METAL GEAR SOLID	PS
3	KAIN 2	PS
4	TOMB RAIDER 3	PS
5	BUST A GROOVE	PS
6	MYTH 2	PC
7	RAINBOW SIX	PC
8	HERETIC 2	PC
9	RADIANT SILVERGUN	SS
10	DESTREGA	PS

d. rees



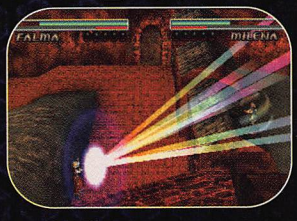
1	MYTH 2	PC
2	METAL GEAR SOLID	PS
3	HERETIC 2	PC
4	RAINBOW SIX	PC
5	KAIN 2	PS
6	DESTREGA	PS
7	NHL FACEOFF '99	PS
8	BALDUR'S GATE	PC
9	NEED FOR SPEED 3	PC
10	QUAKE 2	PC

m. hobbs



1	METAL GEAR SOLID	PS
2	DESTREGA	PS
3	RADIANT SILVERGUN	SS
4	GB ZELDA COLOR	GB
5	MOTORHEAD	PC
6	ARMORED CORE PP	PS
7	BUST A GROOVE	PS
8	NECTARIUS	PS
9	HEART OF DARKNESS	PS
10	UNHOLY WAR	PS

m. grissin



1	DESTREGA	PS
2	RADIANT SILVERGUN	SS
3	GUARDIAN HEROES	SS
4	SHINING FORCE III	SS
5	BUSHIDO BLADE 2	PS
6	KAIN 2	PS
7	METAL GEAR SOLID	PS
8	BUST A GROOVE	PS
9	TECHNO MOTOR	SS
10	VIGILANTE 8	PS

r. lockhart



1	METAL GEAR SOLID	PS
2	MYTH 2	PC
3	STARCRAFT	PC
4	LUNAR 2	SS
5	STAR OCEAN: SS	PS
6	ECHO NIGHT	PS
7	TOMB RAIDER 2	PS
8	BRAVE FENCER	PS
9	SHINING FORCE III	SS
10	RAINBOW SIX	PC

b. williams



1	ZELDA: OOT	N64
2	METAL GEAR SOLID	PS
3	RAINBOW SIX	PC
4	GET MEDIEVAL	PC
5	DUNE 2000	PC
6	WARLORDS 3	PC
7	LORD OF THE RINGS	SNES
8	DK3	SNES
9	TAIL OF THE SUN	PS
10	METAL GEAR	NES

TECHFRONT

This month we're talkin' models - not the fashion and runway type, nor the plastic and glue kind (although you can certainly find evidence of both at the *GR* offices...)

3D Models in Games

Esoteric Curiosities or the Future of Graphics?

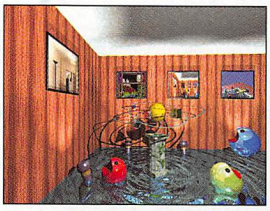
BY BRIAN OSSERMAN

Rendering the Models

This month, we bring you further discussion of some alternatives to standard texture-mapped polygonal graphics. Before diving in, though, a few words about terminology might not be amiss. There are really two aspects of computer graphics: modeling and rendering. Modeling is what determines how the world is described internally, and rendering decides how to actually draw the world onto the screen. What follows is a discussion of three different modeling techniques, which are, as you will see, not restricted to any one rendering technique.

Our Favorite: Curvey Models

A common tool in modeling is curved surfaces of one sort or another. Even when a game is to be polygonal, curved surfaces may be used to create the initial models, which will then be approximated by polygons. However, curved surfaces can also be used for models in the actual rendering process. They are particularly easy to use in ray tracing, but there are other, simpler rendering techniques that can use actual curved surfaces as well. One class of approaches is to subdivide surfaces into many small pieces, which can then be dealt with in a number of ways: approximation by polygons that are then rendered normally works, but it is also possible to draw each piece as a pixel (if they are sufficiently small), or as a group of pixels (an approach known as splatting). The advantage of breaking the surface up in real time is that as you get closer to it, you can break it up into more pieces for more detail so that it never gets blocky the way a polygonal surface does. Curved surfaces have never been too popular for real-time applications, partly because of the sheer power they take to render versus simpler polygonal models, but also because any surface can be approximated by sufficiently many polygons. However, the most recent graphics hardware often uses tremendous numbers of polygons to model curved objects (particularly people, as in *Virtua Fighter 3*), and this could spark more work on the possibility of more efficient techniques designed specifically for curved surfaces.



Ray-traced image using curved surfaces by Joshua Seims and Thomas Kang

Voxels: Not a New Wave Band

While polygons and curved surfaces both model objects in terms of their outer shapes, an approach known as voxels models 3D objects by actually describing the volume they fill. Voxels are to 3D computer models what pixels are to 2D computer models (and indeed, where pixel is short for "picture element," voxel is a contraction of "volume element."); the world is simply divided into tiny cubes, and objects are described in terms of which cubes they fill in space (along with the usual color and light properties of the object). Voxels are most useful when, for some reason, it is important to actually know about an entire volume and not just its exterior. Two examples of this are medical imaging, where the ability to see the entire volume is vital, and translucent objects like clouds, where it is the thickness at a given point that determines how much light it blocks. This sort of thing is difficult (if not impossible) to model accurately via surface-driven techniques. Voxels have been used in games, probably most notably in the *Comanche* series.

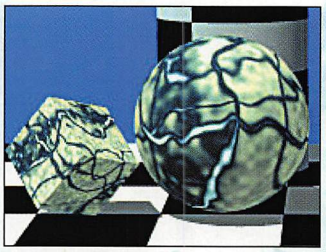




NovaLogic's Comanche Gold makes impressive use of voxel technology

Follow the Procedure

Finally, we come to a modeling technique that changes not what shape objects are, but how patterns are mapped onto them. While it is understood that texture mapping generically means "drawing objects with bitmaps" (that is, images made up of individual pixels), this is not the only way one can texture objects. The primary alternative is known as procedural texturing; instead of starting with a bitmap, you start with a function which describes color at any resolution. The simplest example might be something like diagonal lines, which would become noticeably blocky with regular texture mapping if you got too close, but that are easy to make completely smooth using procedural textures. More complicated textures involve noise functions or fractal-based functions, and can produce textures that look very much like grass or marble. There are two advantages of procedural texturing. First, it need not have a maximum resolution like a bitmap does, so certain procedural textures will automatically look good no matter how close you get to them. Second, functions which describe a procedural texture typically take up dramatically less RAM than a regular bitmap texture does. However, this does come at a cost: Every pixel color now actually has to be calculated, which is often far more computational than simply figuring out where on a bitmap the color is supposed to come from. For simple color functions (like diagonal lines) this isn't an issue at all, but the more complex (and more useful) ones typically are far more computational. Procedural texturing certainly has its place, perhaps even in real-time games, but for the time being expect to see it only in games trying to achieve a Jeff Minteresque level of surreal graphics.



Ray-traced image using procedural textures by Hilary Rhodes, using Bryce

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

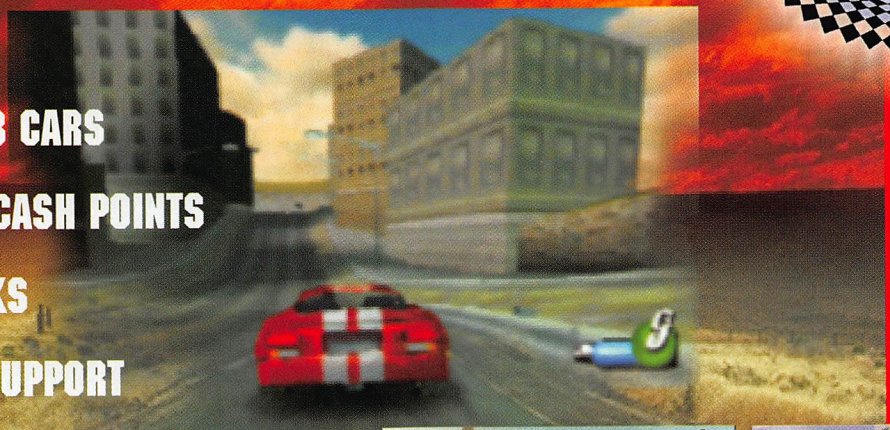
Brian Osserman is a senior at Harvard University studying mathematics and computer science, and has been playing video games and programming for as long as he can remember, starting with Logo on an Atari 800 in 1st grade.

TOP GEAR Overdrive

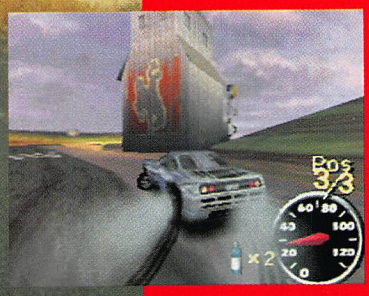
THE ONLY THING MORE FUN THAN WINNING IS ...CHEATING!

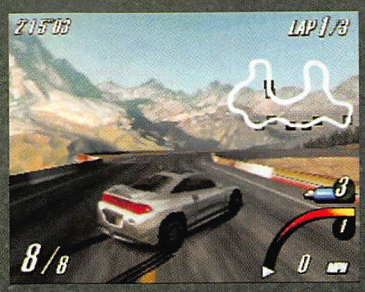
- 4 PLAYER MODE!
- LOTS OF WAYS TO CHEAT
- NITRO BOOSTS
- POWER-UPS
- SELECT FROM 8 CARS
- COMPETE FOR CASH POINTS
- MIRROR TRACKS
- RUMBLE PAK SUPPORT
- VARYING WEATHER CONDITIONS
- CHANGING SEASONS
- JUMPS AND OBSTACLES

AVAILABLE NOW!











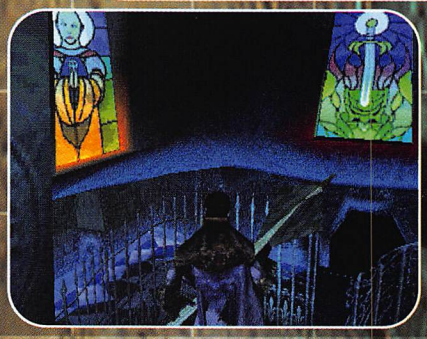


KEMCO

NINTENDO 64

LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC. ©1998 KEMCO, TOP GEAR is a registered trademark of KEMCO

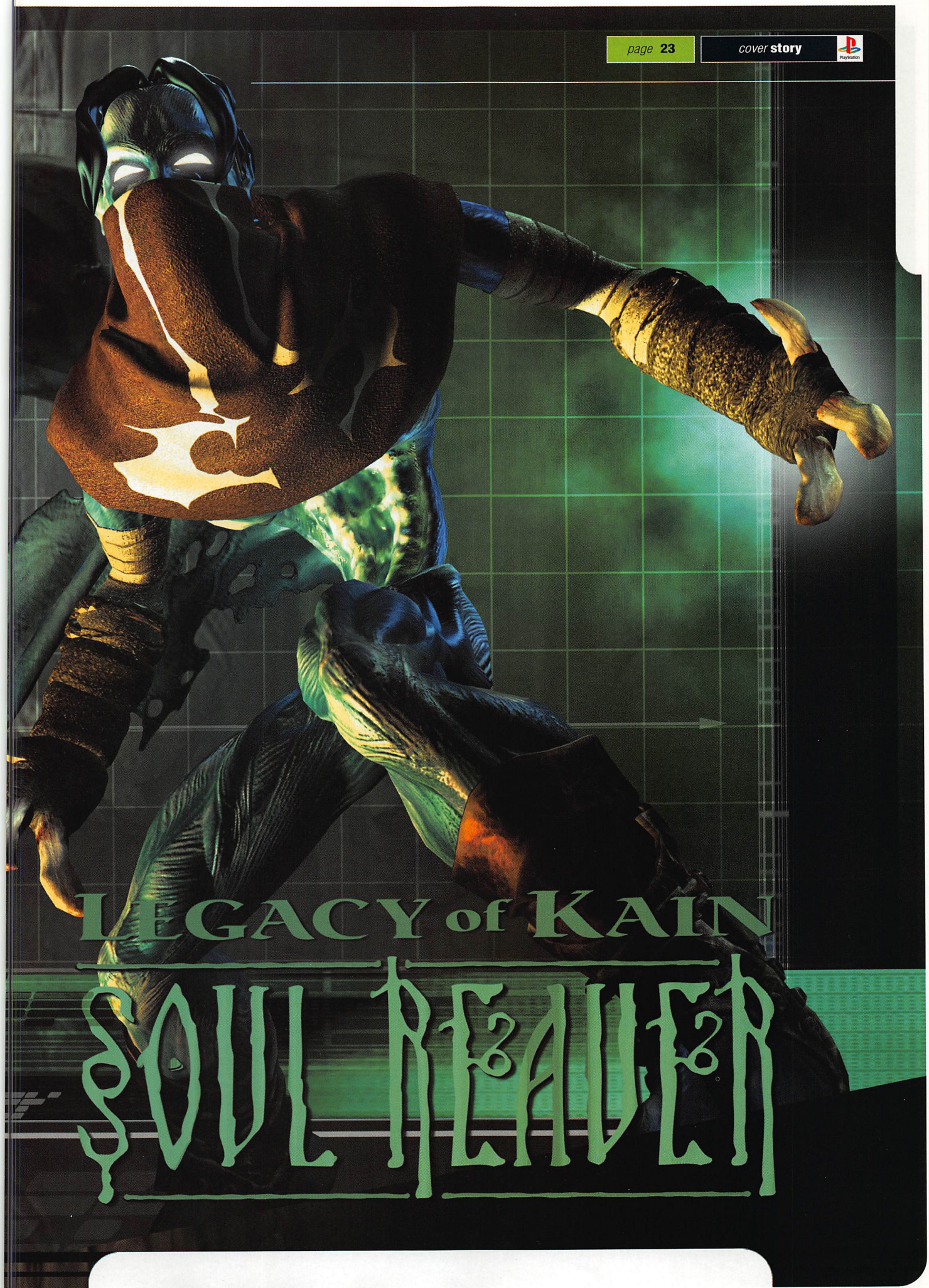




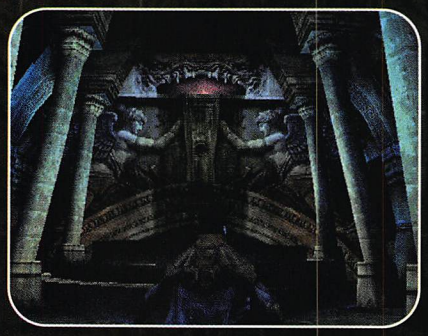
The night is his comfort. The souls of the dead are his peace. He welcomes darkness and the death that it brings. He delights in the face of all that is evil. Vast does he stand in his wicked glory, and he sees how evil goodness is. He is vampire, Nosferatu, prince of darkness. He is Raziel.

LEGACY OF KAIN
SOUL REAVER

BY BRADY FIECHTER


LEGACY of KAIN
SOUL REAVER







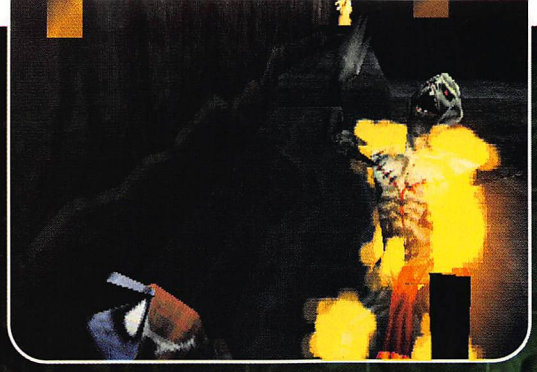
Imagine the plight of the vampire. He must live forever, eternally suspended in darkness. But even under the dreary conditions imposed by his state, he seems to take pride in his wickedness, accepting himself for what he has become, almost relishing in his damnation. In Legacy of Kain: Soul Reaver, the vampire Raziel is haunted by more than the curse of his condition: Banished to an underworld to spend his eternity in agony, tortured by insidious elements unwholesome to the flesh of vampires, Raziel is faced with the challenge of confronting his former master, Kain.

The story of Soul Reaver does not lurk silently in the background like so many adventure games, an excuse to give form and basic meaning to the gameplay and visuals. There is much we don't know about Raziel, and as the story unfolds through voice-overs we learn profound revelations about his existence and the vampires around him But, from the very beginning, we do know











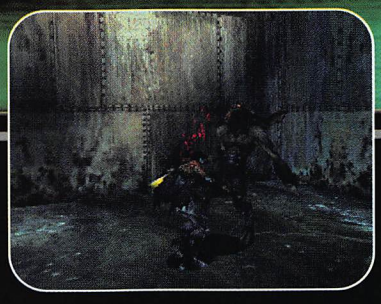
Legacy of Kain

that he is rightfully angry with his fate. He maliciously strikes down his brethren with as he cocks his head toward the heavens, devouring their released souls. The spirits of his fallen are his nourishment, feeding his evolutionary process. In victory against the 10 clan leaders, special abilities are bestowed upon Raziel as he assimilates his victim's essence, every confrontation leading to a greater being: with the power of the fallen clan leader now transferred to Raziel, walls can be deftly scaled, phase shifts can be made to pass through barriers like a ghost, water can be tolerated for swimming.

A vampire, existing as a supernatural being, possesses fantastical powers that render him impervious to typical combat strategies. The mechanical, haphazard mentality will not grant Raziel the succulent souls he hungers for; only a careful and deliberate approach will lead to the demise of the vampires. "Instead of just getting in there and slashing at the enemies and attempting to take their hitpoints down, because these enemies exist in the vampire state, when undamaged, they are particularly formidable," explains Amy Hennig, producer/director of Soul Reaver. "You have to be cagey enough to get them into a damaged state in which they are vulnerable, so that you can go in for an impale, burn them, or throw them. You have to think about what tools you need - 'do I have fire, impaling elements, something to control them with?' If the answer is 'no,' you are in an vulnerable state, and you must locate what you need."

Dispersed throughout the levels, objects such as urns and boul-







ders can be used to stun the vampires, and one- and two-handed weapons must be found in order to forever put the them to rest. While some weapons are burning tools, most objects embellishing the environments can be dislodged from their foundations and used for impaling: lightning rods from a village home, iron posts from a grave-yard fence, steel fixtures on a window pane – the variety in what can be found is only limited to a designer's creativity.

Raziel starts out with only his claws to do battle, but once he first confronts Kain, he destroys the Soul Reaver sword (the weapon Kain used to butcher his victims in the original game), and must claim it as his own in the spirit world. Once Raziel claims the sword, he can baptize it, as with other weapons, in streams of light, water, fire, spirit, imbuing it with added strengths. As he continues deeper into his dark world, Raziel will only mature, both physically and mentally, learning magic spells and better utilizing weapons.

In what is a grandly innovative idea, every area Raziel explores can be travelled through in two separate planes of existence - the spectral and material. These disparate realities teeter between the mystic and the mortal, and they can be passed into and out of by an awesome, real-time morphing command. When in the spectral realm, the entire environment shifts to open up new doors, contort buildings and rocks for previously nonattainable passage, even remove objects entirely. If not captured after the kill, a vampire's soul can escape into the spectral plane, and Raziel is forced to chase it or risk it manifesting back in the material plane stronger, sometimes in a completely altered form.

Providing a unique new set of obstacles for the player, the existence of the two completely separate worlds is a provocative concept. The path of survival, the means to the richest reward, is not always so obvious: the player must carefully ponder each situation faced. "The whole goal from our gameplay point of view is to have the player active all the time, but thinking all the time, too. The cool thing about people's favorite games - games like Zelda and Metroid - clearly your adrenaline is engaged, but your brain is engaged, too," says Amy. "So, having area-based puzzles, room-based puzzles, having to think through everything and not just charging through, say, a bowl in a china shop, adds a greater element to the game. Because the enemies are vampires, you have to think about how you take them on. Because there is the material and spectral, you have to think about where you should be at any one time, what the consequences are of losing health and dropping into the spectral world. It'll be a very hard game to play if you aren't thinking."

Soul Reaver is a game so dark and foreboding that light wilts in its presence. The artists have seized the story and made a world that is beautifully haunting in its shadowy dread and misty ambience. Decorated with exquisite gothic artwork, every corner of the cavernous walls drip into a pool of visual decadence. The grandiose architecture is influenced by actual Roman and Greek structures: looming arches rest on towering pillars, huge concrete pistons extend into decaying brick towers. There is a sense of authenticity, a sense of realism to the environments that is unlike anything that has been achieved before. These sights really must seen.

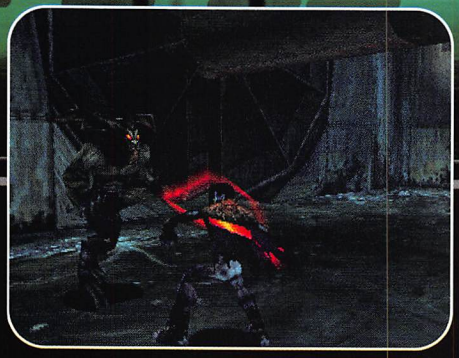
Not surprising, the designers are achieving a level of detail even they thought impossible. "We amazed ourselves at how believable it all became," says Amy. "The people here are artists... They don't just extrude blocks. We said from the beginning, if we're going to do a game like this, we're going to do it with a level of architectural reality and convincingness that hasn't been done before. I think we are succeeding."

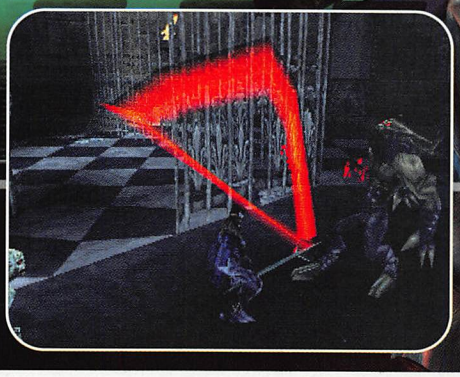
They are more than succeeding. It's as if they've given themselves the license to imagine anything; the only ceiling to their gloomy vision is the hardware. But around every foggy turn, the team seems to be circumventing limitation: textures are painted as art, displaying actual murals and meticulous designs in the walls and floors; and as we become entrenched in the surroundings, our suspension of disbelief remains flowing – not once throughout the entire journey will the CD visibly load.



With Soul Reaver's disturbing vampire theme, there is certainly a wellspring of darkness for the team to cultivate as the game continues through its design process. They are already realizing the theme with extreme poignancy. In a religious undercity, zealot cult members will actually rush to torched vampires and split themselves open to pour blood over the vampires' charred remains, resurrecting them . Scenes like this are why Amy says, with an an air of confidence in her voice, that "fans of the first game will not be disappointed."

Nor will those gamers who appreciate the fine art of making an unforgettable video game.





Make your Momma Proud, Play Chess.

NINTENDO 64

Only For

1996 & 1997 world microcomputer chess champion

VIRTUAL CHESS™ 64

You've never seen Chess like this before. With over 60 unique real-time animations these chess pieces do more than just move across the board. They fight. They jump. They even do somersaults. Combine all of this lunacy with one of the best chess engines ever created — it has won the 1996 and 1997 World Professional Microcomputer Chess Championship — and you've got THE chess game to own. Want to learn how to play? Let Titus the Fox take you on a trip from basic to advanced game strategy.

EVERYONE

CONTENT RATED BY ESRB



TITUS

©1998 Titus. Virtual Chess 64, Titus and the Titus logo are registered trademarks of Titus Software Corporation. Licensed by Nintendo.
Nintendo, the official seal, Nintendo 64 and the 3-D "N" logo are registered trademarks of Nintendo of America Inc. ©1998-Nintendo of America Inc.

SONIC ADVENTURE

by Dave Rees



Sonic In America!

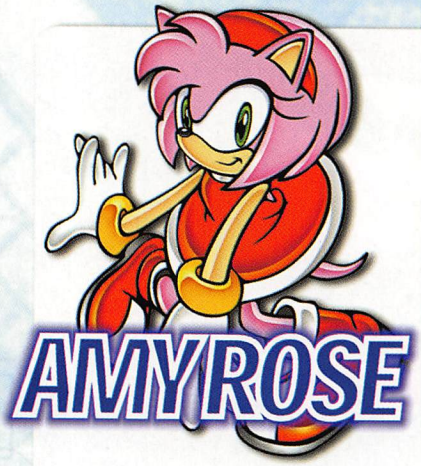


Remember that feeling of adrenaline the first time you maneuvered Sonic through lush settings at insane speeds? The dizzying level design and clever use of loops, twists, ramps, springs and chutes that propelled the deft blue hedgehog through his cartoon inspired world? It has been far too long. But the fact that Sega skipped a generation of consoles before releasing a "real" *Sonic* game, whether intentional or not, is turning out to be a good thing for us—a really, really, really good thing.

I was fortunately invited to Sega of America to witness a video of *Sonic Adventure* in action. I'll do my best to describe just how impressive the game looks, but keep in mind that any collection of words and pictures seems to have a tough time living up to the real thing.

Fill your mind with your favorite level from *Sonic*, *Sonic 2*, or *Sonic 3*. Now transform that world into a deep and wide free-roaming 3D environment. Then repaint it using a palette with millions of colors to choose from. And before we continue, don't forget that the Dreamcast's superior rendering capabilities eliminate any polygon warping, visible signs of mip-mapping and the dreadful Moire effect. Now pick a character: Sonic, Tails, Knuckles, Amy, Big the Cat, or E-102 "Gamma." Ok, the stage is set. Now, at an astonishing 60 fps, run, jump, fly, snowboard, zip-line, climb, bounce, and loop through the world around you with the same intense speeds that the classic *Sonic* games on the Genesis presented—somewhere between 50 and 100 mph. As you fly through one of the many loops in the environment, the camera will quickly pan to one away providing a side view of the action and quickly snap back behind you as you exit Now stop. Look to your left, right, up and down and realize that the Earth meets the sky where it should. Now let's travel somewhere else. How about a futuristic neon city, floating island, glowing cave, ancient pyramid, wide open field, snow-covered mountain slope, or even a majestic airship soaring high above the clouds. Enter a dense rain forest and watch as a thin layer of clouds gently rolls across the sky, leaves teeter in the air as they fall to the ground, and a waterfall surges over a high cliff and turns to fine mist as it hits a pond before you. And in the nearby is a clearing where an ancient pyramid reaches toward the sky—it beckons you.

The video was painfully short, only about two minutes long, but it was enough to prove that the Dreamcast is for real. Needless to say, *Sonic Adventure* is going to be the next game to take us where we've never been before.



AMY ROSE

Amy's mission is simply to escape from danger, but she will also have to avoid Eggman's robots to protect a little bird that is also in danger. One particularly humorous scene showed her wielding a huge hammer and angrily smashing critters as they popped out of holes. I always enjoyed a good game of mole in the Hole.



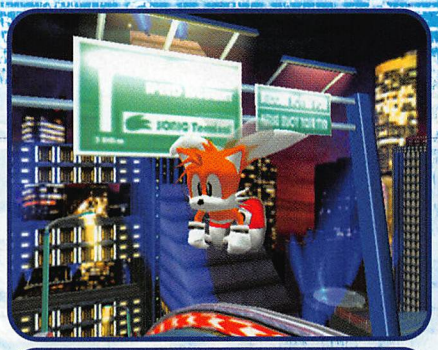
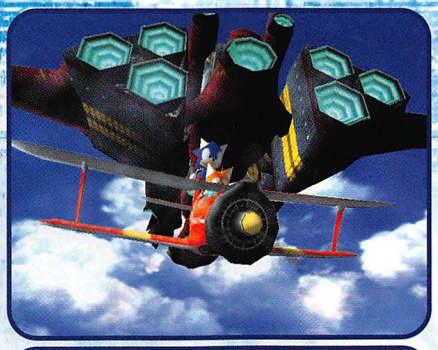
MILES "TALES" PROWER

Although Tails has been a mere sidekick to Sonic in past games, this time he's taking on an adventure of his own. Tails' ability to fly allows him to travel to far-off places that Sonic cannot reach, and sometimes that gives him a big advantage. When he chases after Sonic throughout the various game environments, it feels much like Nights, but free roaming.



KNUCKLES

Knuckles is back in grand fashion! This time he is the protector of the Master Emerald, a gem located on the floating islands. Utilizing his specialized radar, his mission is to find the widely scattered pieces of the Master Emerald. Each time you start a new game, all of the pieces are randomly placed, which should keep the replayability high. One scene depicted Knuckles scaling a huge building at insane speeds.

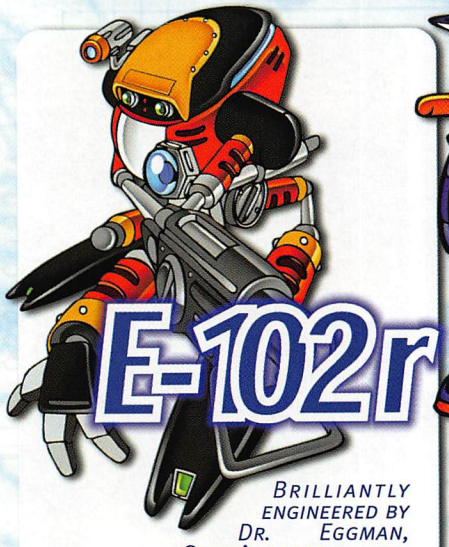







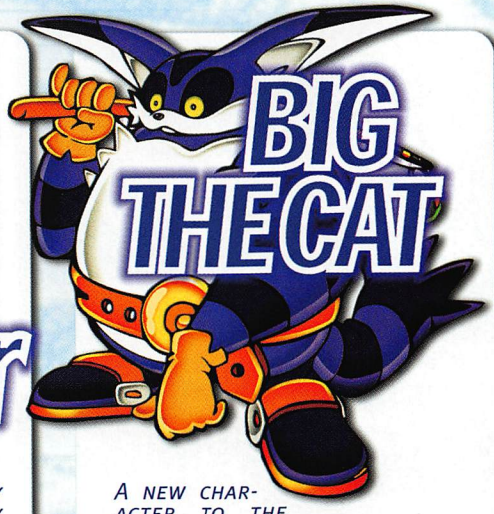


Just look at the overall detail in the environments and character models! Many of the textures were pulled from actual locations visited by Yuji Naka and his team over the past year. Each character will have a unique story, different level objectives, and varying routes to travel. Sonic will run and spin as he did on the Genesis, but he also has a new move: a homing spin jump that locks on to nearby targets.



E-102r

Brilliantly engineered by Dr. Eggman, Sonic's nemesis, this hovering mechanical beast is the second robot under E-100 series. Because of a bug in his program, he is now working against his creator. He is equipped with a rocket booster and a rocket launcher. We can't wait to see this guy in action.



BIG THE CAT

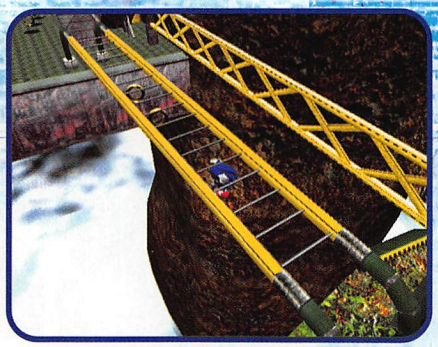
A new character to the Sonic series, Big the Cat is very slow and clumsy but packs a powerful punch. While fishing, his distinctly green frog friend suddenly disappears after swallowing a piece of the Master Emerald. Big's journey is to find the little green guy. Who knows, maybe you'll do some fishing on the way.



DR. EGGMAN

Sonic's archnemesis, who has been a rather bothersome fellow ever since Sonic was born, is back again. But this time he is calling on the ominous powers of chaos to help his cause. Chaos is a huge beast composed of water. At the end of each level he mutates into various forms. I wonder what his final form will be?







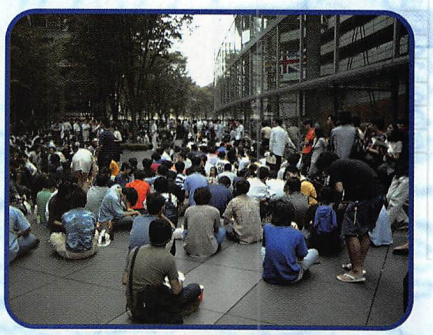
Sonic Adventure Event in Japan!

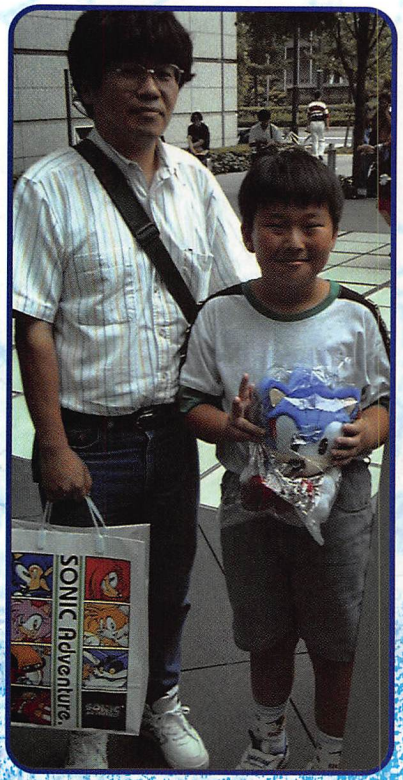
On Saturday, August 22, the Tokyo International Forum was center stage to over 15,000 people as Sega proudly unveiled *Sonic Adventure* to an eager world of gaming enthusiasts. The stretching queues for the event had started the day before and by the time the first of the two showings began, at 11 a.m, over five thousand people were gathered outside waiting for the next time slot.

As we prepared to enter the second showing, fans could be seen leaving the hall with wide grins plastered across their faces and toting special *Sonic Adventure* limited-edition bags containing a T-shirt, postcards, and event pamphlet. Many of them were also carrying a mass of *Sonic* goods that they had bought at the Sega shops inside. It was obvious that Sega managed to satiate the feeding frenzy that took place inside.

After all of the excitement over getting in had abated, we waited patiently in the darkened hall until the performance finally began. The show opened with the Iri-san demonstrations previously depicted at the Sega New Challenge Conference. After that, Sega's President, Mr. Irimajiri, appeared and talked about the Dreamcast briefly before they introduced Mr. Yuji Naka, who dramatically burst out of an egg-shaped balloon to a massive applause from the audience.

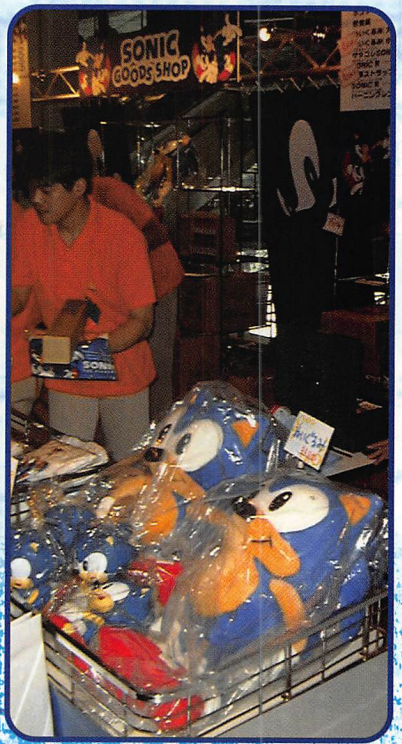
Articulating his thoughts on the *Sonic Adventure* project, he talked about his South American trip to gather materials for the game. He then ran a special video showing the Sonic Team climbing high into the mountains, standing next to ancient buildings and trekking through the jungle. In addition, clips from *Sonic Adventure* were mixed in with these various scenes to emphasize how they used their experiences to make the game. And then the moment we had all been waiting for ensued: Mr. Takashilizuka began playing the game live in front of the audience. By using a special sound sensor to measure our applause, the audience chose which game area they wanted to play. The winner was Sonic in Speed Highway! Finally, they wanted to put the audience into the game. To get the crowd all excited, they had invited Mr. Segata Sanshiro, who prompted everyone to repeatedly shout "SONIC!" The Sonic Team sound team then recorded their voices with a microphone and a DAT recorder. The show ended with a rock band on stage playing the main theme of *Sonic Adventure*. One of the guitars played was a special Sonic edition that had been painted with the new *Sonic* image.











Q&A with Sega of America

THE FOLLOWING Q&A WAS CONDUCTED VIA E-MAIL (TO EXPLAIN WHY I MAKE NO RESPONSES) AND IS MEANT TO GIVE SEGA USERS CONCERNED WITH THE SATURN'S LACK OF IMPORTS A LOOK INTO HOW SEGA WILL DEAL WITH THESE ISSUES IN THE MONTHS AND YEARS TO COME.

GR: Thank you for allowing us the opportunity to get this burning topic out in the open. As someone who blows way to much money on import Saturn games, I really appreciate it, as do our many Sega devoted readers whose e-mails and letters prompted this. Let's start off with the basics:

Q: Will Japanese games play on the U.S. version of the Dreamcast and if not, is it conceivable a compatibility cart could be developed?

A: Dreamcast games for the European or Japanese markets will not be compatible with U.S. Dreamcast consoles. Sega has no plans to develop a compatibility cart.

Q: So many great Saturn games never came out in the U.S., many of which contained little to no text to be translated. Many of these exploited the Saturn's strongest weapon against the PlayStation – 2D capabilities. It has been (and continues to be) proven with *Tomba, Castlevania,* and *Silhouette Mirage* that 2D games are in big demand, and these would have been Sega Saturn exclusives that couldn't be duplicated by the Sony camp. How could Sega pass up such a great opportunity to let the U.S. demographic enjoy these great titles and pump up the systems in the U.S.?

A: Selecting the right games from overseas to publish in the U.S. market is a very difficult challenge, and something that I know seems so simple is actually a complicated business proposition. To be blunt, sometimes the cost of translation, modification, packaging, distribution, etc., cannot be covered by the sales of the games when we stack them up against the whole line-up. This is why we work with various other publishers here to bring our properties to market .

Q: How will you keep this from happening with the Dreamcast? Is there a place where Sega users can air there concerns and grievances?

A: I am confident of 2 things: first, Sega of America will not bring all of Sega of Japan's titles to the U.S. market, and second, SOA will be working with other publishers to bring more of these titles to the U.S. for Dreamcast than we did for Saturn. We obviously want to keep as many customers as possible happy with the library. One of the biggest factors influencing our decisions is consumer feedback: e-mail us at csweb1@sega.com...that's the best way to cast your vote.

Q: Who at Sega keeps tabs on the import market and makes the decision whether or not to bring out a game?

A: It's a collective effort from product development and customer service in the U.S. and product promotions teams at Sega of Europe and Sega of Japan. The final decision is based on market demand and translation requirements.

Q: Is this collective effort aware of what Treasure and Gamearts can do for a system? Liken it to Rare for Nintendo or Naughty Dog and Square for Sony. That said, why did Treasure's *Guardian Heroes,* one of the best SS games of all time, get so little marketing?

A: Well, I guess you believe that we're not paying attention to the market. I assure you that we've been extremely focused on what's going on in the U.S. market in terms of sales, game genres, characteristics, etc. I doubt that any other company has been as attentive as we have over the last 12 months. Overall, RPG games in the U.S. represent between 7-10 percent of the console gaming market now. So, as I said before, you will see Sega of America weigh RPGs more heavily for Dreamcast than we have in the past. However, no matter how you slice it, RPGs don't represent the bulk of the market in the U.S. and they are some of the most time-intensive games, not only to develop but also to translate and modify. So, we'll be bringing more of them, and spending more money on them, but at this point I don't think we're going to make everyone happy.

Q: After seeing the splendor that these two companies squeezed out of the SS, like *Radiant Silvergun* (possibly the greatest shooter of all time) and *Grandia* (one of the best RPGs ever created) how will you treat their titles in the future? Will they finally get the U.S. treatment they deserve?

A: Again, it will depend on the type of games they make, the Dreamcast demographic and the status of other games in development for the platform. We have to take all games and desires into consideration when making publishing decisions to make sure we're building a long-term business for the platform and the brand.

Q: If indeed *Phantasy Star Nova* for the Dreamcast is confirmed (the logo has already been spotted) will you localize it as it is being produced in Japan so that it can be released close to the import? Do you realize that if you do not, thousands of people will be extremely upset?

A: Sorry, no news yet on the U.S. lineup. But, we'll certainly take this as a strong vote for the game.

Q: Two parter. First of all, do you agree that the opportunity for hard-core Sega fans to play import games (which are not coming out here) is beneficial for them and you? If you agree, then why not manufacture a compatibility cart (or disc) yourselves (to insure it's a quality product) or make the two systems compatible?

A: Yes, I do understand that some Sega fans want to play import games, and trust me, we get that these people are vital to our overall business. However, please understand that this is a very small community within the total gamer population, and we simply cannot cater our entire business to this segment, no matter how important. This would be a better strategy for a software publisher, not a hardware provider. Second, there's a reason why no console in the past has offered compatibility by territory: it leads to over-saturation in the market and consumer confusion, which diminishes the overall value of the products and could lead to an industry collapse.

Q: Does SoA and SoJ talk about this whole situation. If so, how does Japan feel about us wanting to play their games so badly?

A: No, we have no contact whatsoever... Of course, we discuss these issues regularly with SOJ and SOE. They have the same situation with Japanese gamers wanting American games, and again, they have to make decisions based on how well the games in demand will do in their market as a whole and how well they could support a foreign game in terms of customer service.

Q: What are your feelings regarding the import mail order trade? EB has even started carrying big imports like *Castlevania SotN* for the Saturn.

A: Anytime you start bringing in games that are not compatible with the hardware systems being sold in a particular territory, you run the risk of consumers being confused or disappointed with the game because it's either not in their language or won't play at all on their system.

Q: We often hear that the reason a game doesn't come out or get a lot of support is due to surveys or focus groups you conduct. When you conduct these surveys, how do you go about choosing the participants? Why don't you give your hard-core fans the opportunity to participate? People who buy a couple of games a year should not determine what someone that buys 20 or more will have to choose from.

A: Dave...dude... Just because you've never participated in one of our focus groups doesn't mean that other hard-core gamers haven't. We've conducted literally hundreds of focus group studies in the last 12 months and I guarantee you that the hard-core gamers are very well represented. In fact, the criteria we use generally deals with the number of consoles the gamer owns and the number of games he/she buys per platform.

Q: And finally, and oh so importantly, Japanese games always have awesome cover art and full-color instructions that prompt one to take a deep whiff. This makes every game a little treasure. I bought every single Mega Drive game I possibly could (as you know after seeing my office), especially when you switched to paper. U.S. manuals (save Working Designs' excellent work) are cheap black & white tragedies. Never has this been more problematic than with the book-sized Saturn CD case and large Xerox-tastic instructions. Please tell us that you are addressing this issue.

A: UNCLE! Yes, along with many other things, we're looking at a lot of options for changing our packaging and manual materials. This will be especially important as we begin shipping networked gaming titles for Dreamcast.

Well, folks, there it is. If you really care, the e-mail address beckons.

OUR THANKS TO DAN STEVENS, THE PUBLIC RELATIONS DIRECTOR FOR SEGA OF AMERICA FOR LENDING AN EAR.

blue stinger unveiled

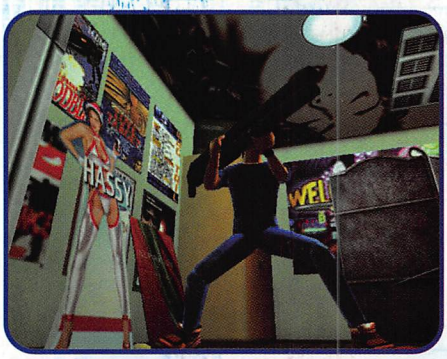
by Mike Griffin

Wow, the Dreamcast is heating up again. And it's a combination of incredible hardware potential and perfectly timed game announcements that fuels the hype. In terms of hardware, the recent Power VR/Video Logic benchmarks truly tell the tale. Over three million polygons per second? Pixel filling at one billion per second? Oh yeah, all on board the final Power VR DC chipset being delivered to Sega for production. Then there are the games. *Scud Racer*, *Rally 2*, *Fighting Vipers 2*, and *VF3* were always contenders, and now we know all three will be launch or winter titles. AM conversion teams have stated that these ports will come to the Dreamcast "better than arcade perfect." Hee hee, "better" they say. Oh man. *D2* was the most publicized game before *Sonic Adventure* captured and secured the spotlight with massive coverage. With each announcement, the images and details are more and more captivating. The latest and greatest? A Climax game is in development for Dreamcast. Go ahead, say it again. It feels good. *Landstalker*, *Dark Savior*, *Runabout*... these guys are awesome, and they've even brought some extra talent on board for the new project. Coming this winter, they're set to deliver a spectacular cinematic action adventure to the Dreamcast called *Blue Stinger*.

The origin of Blue Stinger...

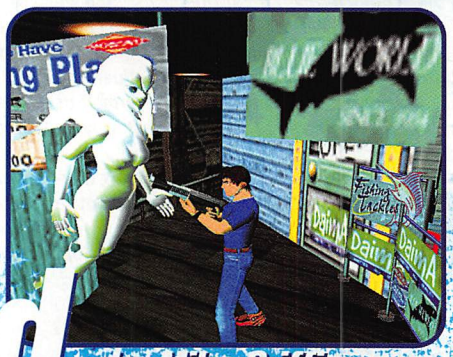
After releasing *Dark Savior* on the Saturn in September of 1996, Climax decided to reassess their development strategies. They came to the realization that high quality CG had to be integrated into their games, so a division was set up three months later to specifically create CG. In those days, many designers at Climax were using SoftImage to create CG movies, so they were brought over to the new division, called Climax Graphics. The team settled in, and planning commenced. During their research, Warp released *Enemy Zero* and it was determined that very visual games with lots of CG would be popular in the future. The staff began to consider the creation of games with extremely attractive visuals – stylish, emotionally charged images of the highest quality. While conceptualizing such a project over the course of half a year, they got wind of preliminary Dreamcast information. That was inspiration enough to move ahead with a new game – the first to incorporate their latest graphics technology. In late 1997, *Blue Stinger* was born.













All Images and Artwork © 1998 Climax Graphics/Sega

CINEMATIC ACTION GAMEPLAY

BATTLE ANGEL NEFILIN

UNKNOWN LIVING ORGANISM
PSYCHOKINETIC FORM

THE STORY SO FAR...

In *Blue Stinger*, you attempt to solve an intricate mystery while sinister creatures run amok. In the year 2000, a big earthquake rocks Mexico. As rescuers sift through the destruction, they notice something isn't right. A strange little island has suddenly emerged just off the coast of the Yucatan Peninsula, and the Mexican government is immediately notified. In 2001, the Mexican and U.S. governments combine their efforts and send in a special team to survey the island, ambiguously dubbed Dinosaur Island. Time passed, and both governments had nothing to report. The following year, a second expedition team comprised of research scientists is sent to the island, and again months go by and not one announcement is made by either government. Present day. Seventeen years have gone by since the second expedition team was dropped off, and almost everybody has forgotten about the island. The island hasn't forgotten about them, however...

A CLIMACTIC GAME SYSTEM...

Using high-powered assault weapons, you'll be blowing apart gargantuan atrocities of nature across painstakingly detailed environments. *Blue Stinger* will be 100% real-time cinematic, making use of the Dreamcast's graphical prowess instead of prerendered images. Mr. Ishigaki, producer at Climax Graphics, explained that the presentation would be like a *Die Hard* film if it were directed by Steven Spielberg. A bold statement. Their intent is to meld a combination of 30% suspense, 30% action, and 40% emotion into a rich gameplay experience, tentatively called Real Time Movie Action Adventure. Essentially, the developers are attempting to achieve the effect, expression, and satisfying drama of CG through real-time graphics, involving you in the adventure as if you were there as the main character, but in complete control. Climax Graphics are hoping their unique concept can set them apart from Climax.

HOLLYWOOD PROS LEND A HAND...

The savage mutations that you see on these pages will attack when you least expect it. You can't anticipate what comes next, so the gameplay always has an interesting element in its favor. The spectacular monster cast and mind-blowing suspense come from two of the "extra talents" I mentioned earlier. Robert Short, the winner of an Academy Award for *Beetlejuice*'s special effects, heads up *Blue Stinger*'s creature design. All of Robert's malevolent creations will almost inevitably impede your advancement. To guide the player through the most original and cinematic of locations, Climax Graphics has also enlisted the aid of Pete Von Sholley. His credits as a storyboard artist include *Mars Attacks*, *The Mask*, and *James and the Giant Peach*. This experienced Hollywood pair also provides radical design suggestions, camera work, and professional cutting techniques.



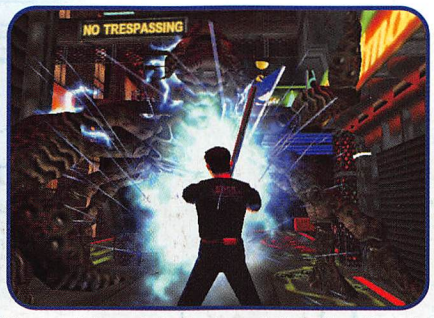


This unbelievable sequence demonstrates Climax Graphics' dedication to subtle details. Look carefully at the depth of the smoke effect as the rocket launches. Amazing. The ensuing explosion has multiple layers of intense pyrotechnics.

GET READY FOR THE STING...

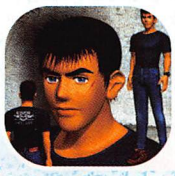
Blue Stinger looks amazing and seems to be in capable hands. It's already one of the most anticipated DC games here at *GR*. Why wouldn't you be excited about this game? These developers are incredible, the theme is awesome, and it's on Dreamcast. I'm there.







Stunning background detail is present in every one of these real-time shots. Look carefully at the effects in the middle and right shots...practically movie quality!



This is 28-year-old Elliot G. Barade, Blue Stinger's main character. He is a member of the E.S.E.R. (Especial Sea Rescue), in the C-730 Trooper division. He is a strong, enthusiastic and resourceful rescuer trained to use a variety of weapons and martial arts.



43-year-old Dogs Bower is the Captain of "Diana," a transport sea vessel that connects the mainland to Dinosaur Island. There's more to him than meets the eye, however. This ex-military man was apparently involved with the very first expedition to the island. Dogs is proficient with all artillery, especially fire weapons.



Janine King is a 24-year-old agent for Kimura Securities, a division of Dinosaur Island Research. Before accepting this post, she worked for an elite branch of the E.S.E.R. called Team Class S. Janine was one of their best operatives. She earned her Masters Degree at the much-respected M.I.T. when she was only 16. Her computer hacking skills are unmatched, and she is a firearms expert.









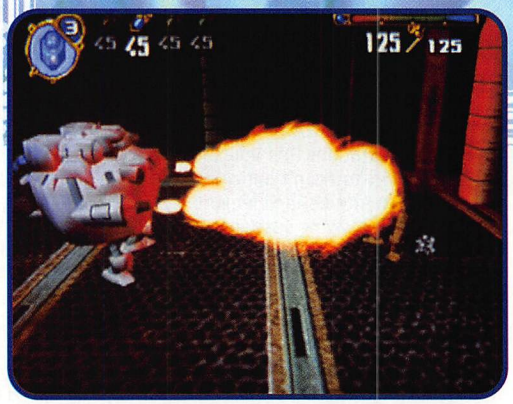
A title almost certain to remain in Japan when it makes its Dreamcast debut in February '99, *Go North-White Illumination* is romantic adventure simulation, a game genre few Americans are even aware of. In this particular one, you play as a high school sophomore travelling to Hokkaido for a fortnight during summer vacation. While you visit various tourist attractions presented through high-resolution real-life stills, you encounter anime ladies, eight of them altogether. These women could be the key to a memorable summer vacation, but that all depends upon your actions and conversations with them. You have to be a smooth talker. Come winter, you visit Hokkaido yet again to find the girls a bit more mature than when you last saw them.

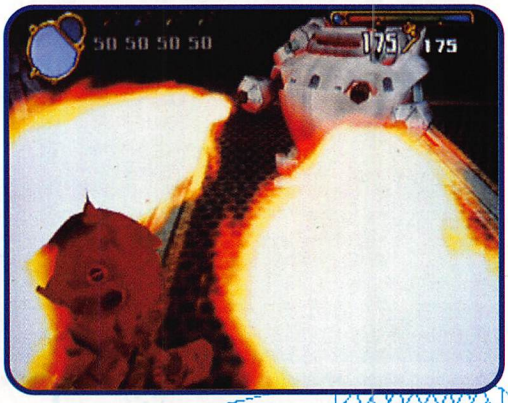
By presenting the images of Hokkaido in a realistic fashion, developers Hudson and Red hope to create an almost living travel guide with the aim of getting players to visit there after playing the game. Yep, you'll never see *Go North* here.

© SEGA ENTERPRISES, LTD., © HUDSON SOFT
© RED/ OJI HIROI, ILLUSTRATOR: NOCCHI

Elemental Gimmick Gear, or *E.G.G.* as it is more commonly known, began originally as a Saturn title. But as the game grew during conceptualization, it became clear that more powerful hardware was needed. Enter the Dreamcast, and *E.G.G* has been reborn.

A collaboration between Hudson and Birthday, *Elemental Gimmick Gear* is an RPG crafted of three unique perspectives, or visual elements. These consist of high-quality pre-rendered CG, 2D hand drawn overhead maps, and real-time 3D battle scenes. All aspects will use the incredible capabilities of Dreamcast to allow for a high level of artistry and graphical flourish. Custom gig discs and robust decompression routines will present CG movies with stunning clarity and resolution. And in an effort to get away from the often immaculate look of prerendered backgrounds, the 2D world maps in *E.G.G.* will all be hand drawn, making use of Dreamcast's deep color palette to accurately represent the artists' creations. Finally, the 3D battles will use the system's much-vaunted rendering capabilities to create a heightened realism with intricate polygonal models and complex lighting effects. Hiroaki Hara, president of co-developers Birthday, pointed out that "it was difficult to unite all the elements into one that does not give the impression of incoherence. For example, the transition from an event to a CG movie had to be very well coordinated." Let's hope they succeed in creating a coherent experience. Current plans call for a spring '99 release, plenty of time to make *E.G.G* as good as it currently looks.





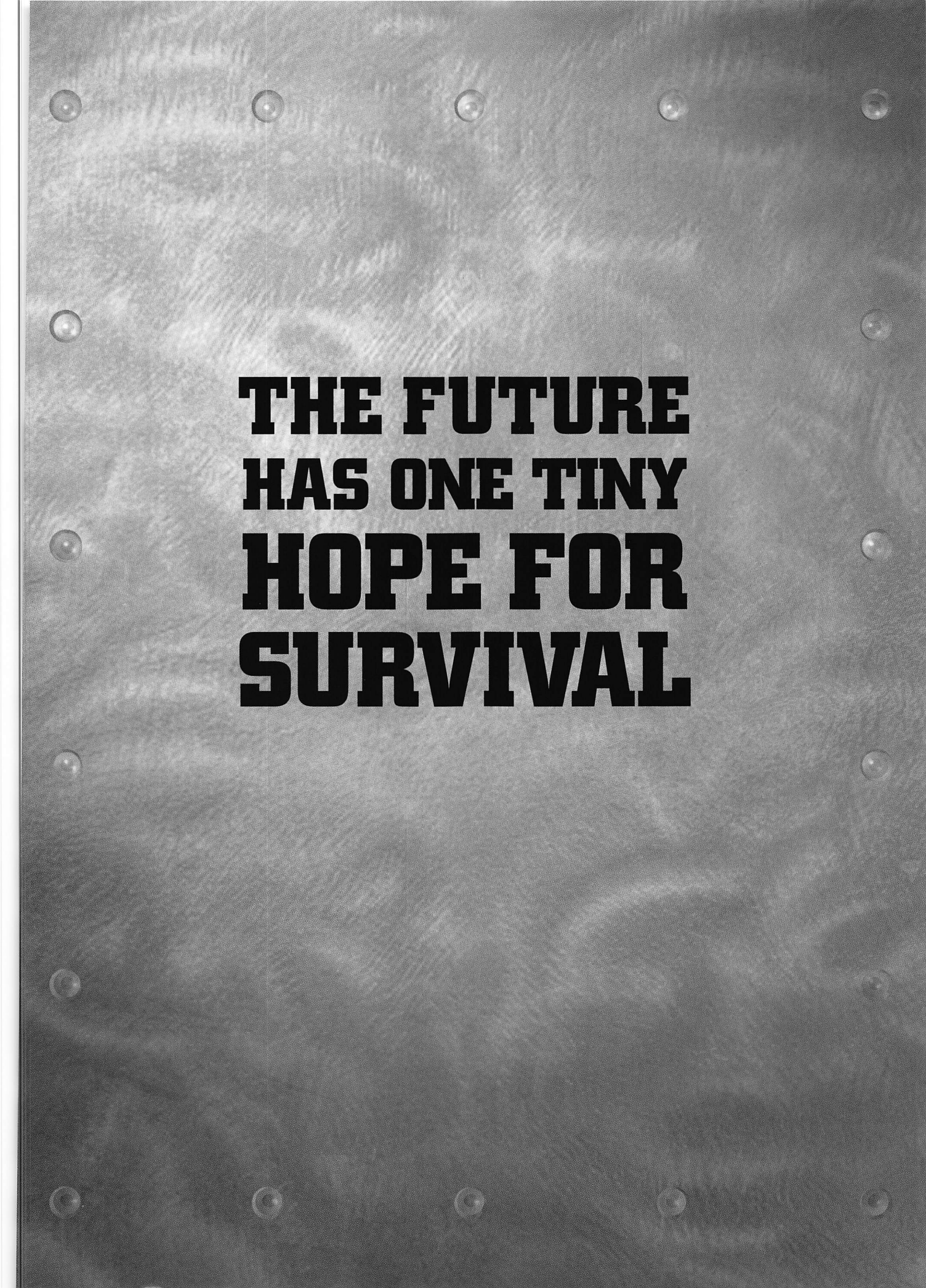
© 1998 HUDSON SOFT/BIRTHDAY










THE FUTURE
HAS ONE TINY
HOPE FOR
SURVIVAL

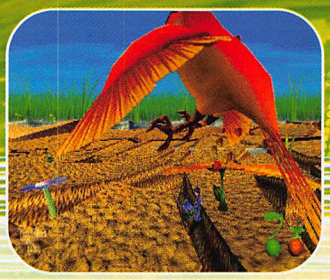
Spectacular exploration of the insect world

Play the game! See the movie!

Disney and Pixar wisely seek out the wizards at Traveler's Tales to sculpt their insect romp!

a bug's life

by Dave Halverson



A common occurrence of late, we've again received a previewable game based on a movie before its debut at the cinema. The last such instance saw us gasping at the wretchedness of *Toy Soldiers'* busted controls and praying that the movie would fare much better (which, it did not). This time around I think it's safe to say that the opposite will apply. Created by uber-developers Traveler's Tales (*Sonic R, Toy Story, Mickey Mania*), *A Bug's Life* seems destined to claim its spot among such greats as *Jungle Book, Hercules, Aladdin,* and *Toy Story.*

Traveler's Tales have assembled all the elements necessary to churn out a solid 3D engine, and are close to a truly impressive one for Sony's machine of infinite legs. The textures, as you can see, are extremely high res, and the horizons stretch far and wide before you. While there was some heavy slowdown, collision, and camera issues in our beta version, something tells me these will be addressed (they'll have to be for Traveler's to realize their vision and appease Disney Interactive and Pixar). I'm not wild about the motif, playing as Flik the purple ant, but the movie's target demographic likely will be, and so *A Bug's Life* should hit the mark with the utmost precision.

The game is based heavily on exploration and problem solving, revolving around different colored seeds. Let's say, for instance, you come upon a cliff you can't jump high enough to overcome. Depending on just how high it is, you'll need to collect the necessary colored icons to power-up the seed that you will carry to the cliff, activate, and use to bounce over the summit. Often times it will take a combination of seeds to complete a task. So, much like ants actually do, you spend a lot of time carrying many times your body weight. Of course, there are plenty of enemies to worry about as well, including spiders, wasps, worms, grasshoppers, and other such everyday shoe-goo. The models for all of these look very convincing. You can take out the assorted creepers by butt-bombing or throwing Berry Ammo at them. There are six stages of Berry Ammo, from normal to homing to deadly flaming berries. Using these elements, Traveler's Tales have crafted some very unique platforming and adventure themed levels, which culminate in vast guardian chambers.

Standard issue for a Traveler's title, *A Bug's Life* is enriched with play mechanics that develop gradually throughout the game. The deeper you burrow into *A Bug's Life,* the more sophisticated the tools at your disposal become; you can even use your bug buddies as strategic elements in battle.

If Traveler's Tales can work out the bugs, *A Bug's Life* should enjoy a happy Hollywood ending. Better hurry, though: Dreamwork's *Antz* can't be far behind, and they've got a Woody.





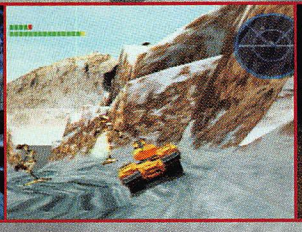


WHO THE !*#% YOU CALLIN' TINY?



"Tiny Tank's effects are some of the most impressive seen on a PlayStation... the game itself is a technical wonder."
-Next Generation







TINY TANK
UP YOUR ARSENAL

THE ADORABLE KILLING MACHINE

My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons-big guns and rocket launchers-so I'm not going to take any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut. www.tinytank.com www.mgminteractive.com

MGM INTERACTIVE

AndNow

PlayStation®

Developed by Appaloosa Interactive

TEEN T CONTENT RATED BY ESRB

TINY TANK: UP YOUR ARSENAL © 1998, MGM Interactive Inc. All Rights Reserved. Created by AndNow LLC. Software Background Technology 1997-98 Appaloosa Interactive, Inc. Distributed by MGM Home Entertainment, Inc. 2500 Broadway, Santa Monica, CA 90404. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

akuji the heartless

by Brady Fiechter

After having his heart ripped from his chest by his own brother, Akuji is banished to the underworld where he must attempt to escape its demonic grip.



Akuji The Heartless is a most disquieting journey, a brooding game filled with darkness and portent, its bleak world fed from a story of voodoo magic. The game is set in the underworld, where the main character, Akuji, is condemned to spend his afterlife after being slain by his brother. In order to escape the land of the dead, he must call on the souls of his ancestors and channel their energy to break the shackles of hell.

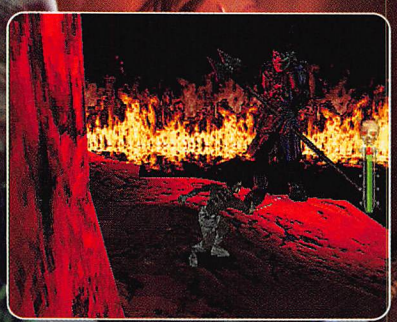
This leads to moments of battle between a legion of aberrant beings that lurk in the deep shadows. By locating magic throughout the levels, Akuji can summon various spells of which to do battle with the creatures, and for close range attacks, his claws become the instrument for death.

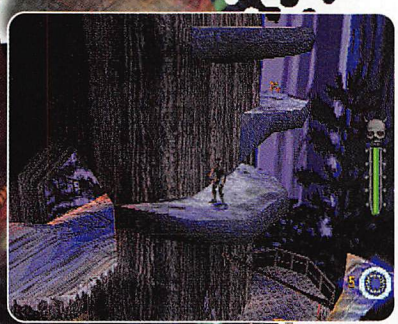
Adapted skillfully in appearance to the surroundings, the enemies are convincing within their world, yet it is Akuji who needs a little work: When he scurries around, he animates he as if he were a fatigued marathon runner. But when climbing, hanging, jumping or slashing at the enemy, the character maintains a pleasing animation.

Struggling to find itself in a few key areas, the game stumbles a bit in its heavy platforming elements, control, and camera work. Like so many 3D games on the PlayStation, the camera is currently the biggest threat to the game, and Crystal know this: they are utilizing an extensive amount of resources to remedy the problem.

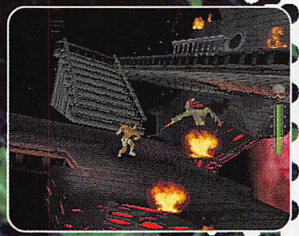
Where *Akuji* attempts to make up for its weaknesses is in its excellent level design, not only visually but in concept and structure. Through their visions of a hell, the game's creators inspiringly convey a somber and darkly beautiful mood with levels such as an ancient wooden ship, where an amazing sky melts its unnerving color around the sharp-angled platforms of the dilapidated boat, and a winding city in the trees, where the camera scales out to open up the towering view

Every step of the way, *Akuji* is hinting at a fine game. It can either coast through the final stages of development as a good game or grab hold of the fruitful theme and bear an adventure to remember.

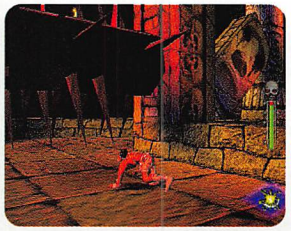












KNIFE EDGE

Nose Gunner

You're on the edge of destruction!
You've got missiles, cannons, plasma torpedoes, and nuclear weapons.

You've been given everything you need to defeat the alien race that has taken over the Martian colonies

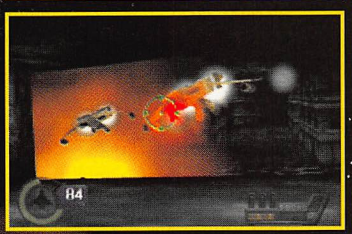
Except for one thing... Skill



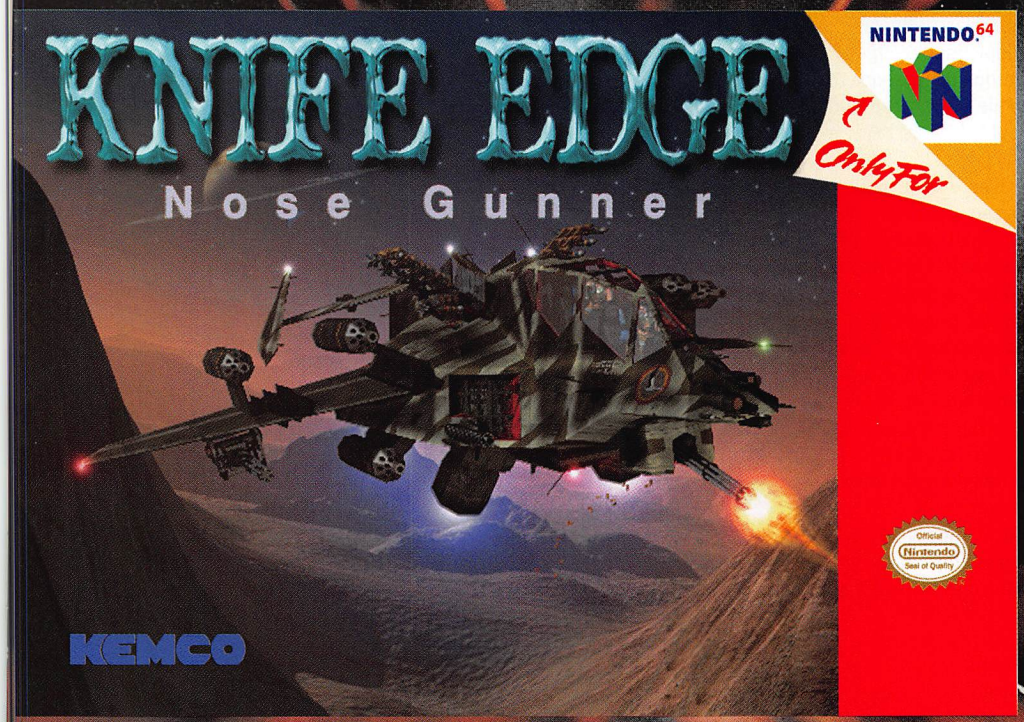






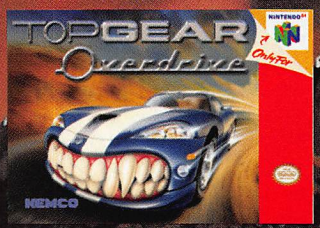


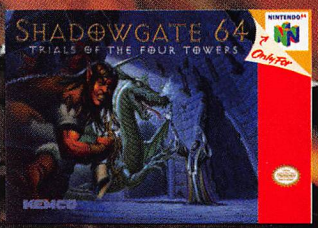




Also on N64:







NINTENDO 64

For more information visit us at: www.JustPlainFun.net

KEMCO

LICENSED BY NINTENDO. NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1996 NINTENDO OF AMERICA INC. ©1998 KEMCO, Knife Edge is a registered trademark of KEMCO

baldur's gate

by Dave Rees

Forgotten Realms Remembered.

A beautiful 16-bit depiction of the AD&D universe is upon us.

Imagine an immensely detailed AD&D licensed role-playing game that is spread across 5 CDs. Picture a beautifully drawn and seamlessly animated real-time world brought to life with uncountable ambient sound effects. Envision an elusive odyssey of mysticism, truth and destiny – a spiritual journey in which a young man searches for his true lineage. For role players, it sounds too good to be true. But those who are patient will not have to use their imagination much longer. Bioware's *Baldur's Gate* fits this description perfectly, and it's coming soon.





The sense of atmosphere and depth in *Baldur's Gate* is immediately apparent, but it is the character development and innovative gameplay that will likely push it well beyond mediocrity. As traditionalists would expect, the game features a deep character generation interface that allows players to define their gender, race, class, alignment, abilities, and appearance. The artwork depicting the character visages is extremely captivating, capturing the essence of AD&D unlike any PC title before. But while such setup and statistics are familiar to many, the gameplay is what takes a bold new approach.

Baldur's Gate transpires in real time, even during battles. Straying from the conventional turn-based paradigm, the real-time engine adds a new challenge to the battle scenes, particularly when it comes to keeping track of the health and status of individual characters. But Bioware has developed a very intuitive and effective interface to combat such issues. By right clicking on a character portrait located to the right of the screen, you will enter an inventory screen where you can select new spells, weapons and use items such as healing potions. And attacking is as simple as clicking on the enemy; the action transpires automatically, so there is no need to focus on each distinctive strike. But even more original is how the engine is also multitiered. Players can break up their party as they wish and explore multiple locations at any given time. This opens the game up to unlimited options: While one character is looting a nearby house for gold, another could be shopping at the local inn or even fighting a battle. And switching between characters is, once again, a simple click away. In the end, *Baldur's Gate* feels much like an AD&D licensed version of *Diablo*, but with several characters at your control — a formula that is sure to please many gamers.







REVENGE
IS JUST TOO SWEET!

N SPORTS
Only For

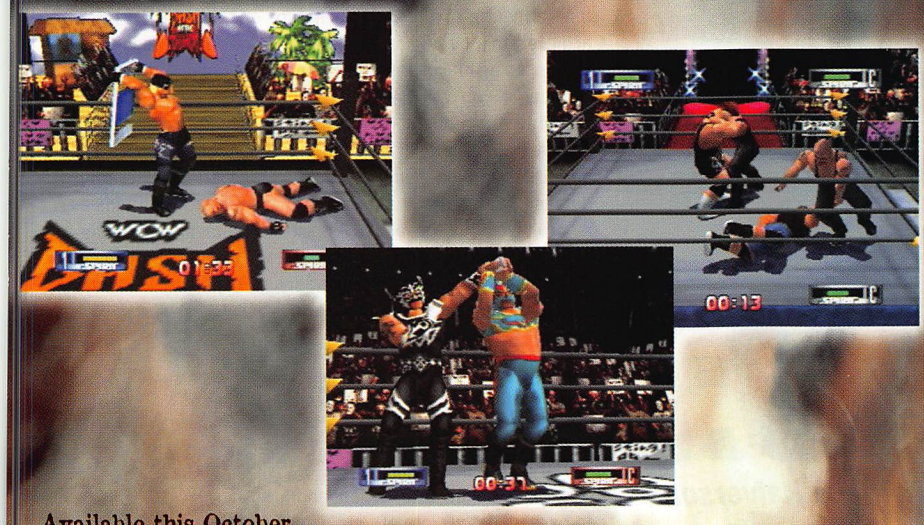
Over 70 wrestlers, including
50 WCW and NWO superstars

Real WCW theme music

Smoother animations, better graphics,
faster speed, and smarter AI

Over 300 unique wrestling moves

WCW nWo REVENGE



Available this October

THQ INC.™

NINTENDO64

www.WCWwrestling.com
www.thq.com

© 1998 World Championship Wrestling, A Time Warner Company. All Rights Reserved.
WCW™ and NWO™ are trademarks of World Championship Wrestling, Inc. THQ™ 1998
THQ INC. Nintendo, Nintendo 64 and "N" logo are trademarks of Nintendo of America Inc.
© 1996 Nintendo of America Inc.

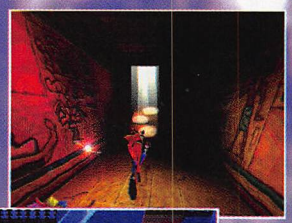
crash 3: warped

That Bandicoot's got Legs!

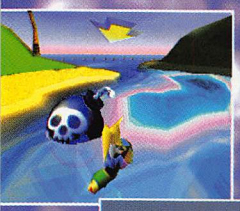
With Warped, their 3rd Bandicoot caper, Naughty Dog pull out all the stops!

by Dave Halverson







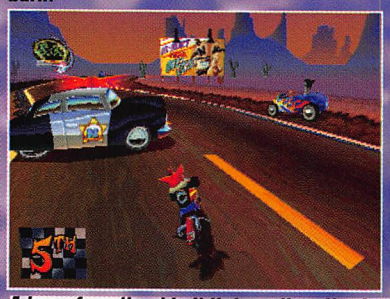








Shoot out the opposition's engines, then grab the goodies when they crash and burn!





A hog of another kind! It doesn't matter to Crash as long as he can ride! Beat them all to claim the crystal!

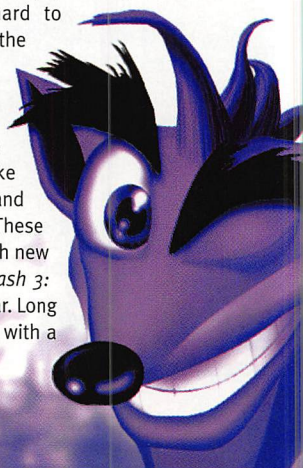


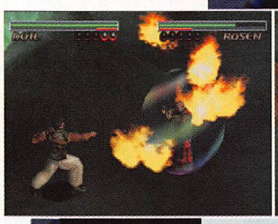
Does the fact that simply seeing Crash loaf about makes me happy deem me unfit to write about his third escapade? How about the fact that I own every piece of Japanese and U.S. Crash memorabilia? OK, how about this: I actually went out and bought a real Bandicoot! I didn't really, but given the opportunity I probably would, and then dye it orange to boot.

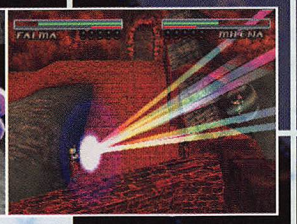
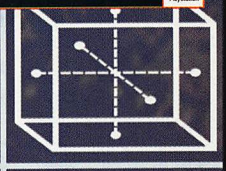
Being that this is merely a *Crash 3: Warped* update (the game will not be final in time for November issue reviews), there's no need to worry, mate—I'm merely pointing out what's new and improved. First of all, let's deal with the whole free-roaming issue. I feel there's been too much emphasis placed on what amounts to a very small portion of the game. The wave-runner sequences starring Coco aren't all that free roaming. They are set within parameters (albeit wide ones), just like the majority of *Crash* levels. The plane levels are actually wide open. The important thing is that both of these new features are extremely well-thought-out and gobs of fun. Neither compares to the Crashcycle racing sequences, though, which putter and sputter in hallmark Naughty Dog style. Further diversity is always a good thing, but do not run out and buy *Warped* for the free-roaming aspects of it. Buy it because it's more of what you've come to know and love about Crash, who now rides new critters, shoots a big gun, gets his sister into the act and is in every way just a little bit wackier than he was before.

Crash die-hards will be happy to know that number 3 is more akin to the original *Crash Bandicoot* while at the same time adhering to the do-able nature of *Crash 2*. ND have achieved this by adding peril in the form of advanced play tactics, so again you can get through the game, but to truly conquer it you will need "Road to Nowhere"-like skills—bravo! If you thought collecting all of the crates was hard before, wait till you get a load of this action. As you progress, defeating familiar and unfamiliar foes (both wickedly detailed), Crash picks up a host of new abilities that adds a new twist to the already masterful gameplay. Double-jumps, floating-spins, and super-flops add a notable new spin to Crash's already legendary gameplay. Aside from this, expect (I know it's hard to believe) the best graphics in the series yet, and a heapin' helpin' of jaw-dropping special effects.

Before I go, I must mention the diversity within the levels, like chases that segue into action and then back again, 3D into 2D, etc. These aspects, along with an entirely fresh new look and feel, are sure to make *Crash 3: Warped* the best in the series thus far. Long live Crash! We'll see you back here with a review next month.





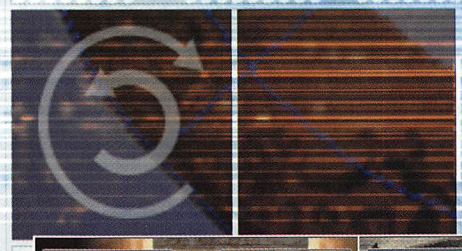
destrega

by Mike Griffin

The most important games are those that restore my faith in gaming. Games like *Nights*, *Panzer Dragoon Saga*, and *Metal Gear Solid*. Beautiful games. Without such genre-defining titles and the imagination responsible for their undeniable uniqueness, we might not be where we are today. Progression lends itself to better games, and pedigree usually ensures their success.

Koei's *Destrega* is taking the fighting genre to an unseen territory. Its design may have been influenced by the likes of *Bushido Blade* and *Psychic Force*, two completely original game concepts in their own right, but *Destrega*'s gameplay and theme feel a dozen times more solid, more complete. *Destrega*'s creators, Omega Force, responsible for last year's excellent *Dynasty Warriors*, have successfully merged a totally new fighting game concept with satisfying play mechanics. With a hyper-intense combination of long-range firepower, incredibly balanced blocking and deflecting techniques, minor hand-to-hand attacks, and huge multilevel environments, *Destrega* is a blast to play. I honestly haven't had this much fun all issue.

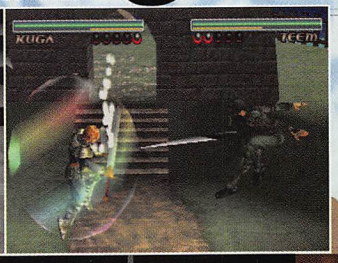
Each of the twelve main characters possesses various types of magical Strega powers as well as weak and strong hand-to-hand attacks. The homing Strega powers consist of Fast, Power, and Span. Fast magic is a weak, long-range attack, Power magic causes major damage over a wider area of the playfield, and Span provides you with an unpredictable formation of projectiles. Hand-to-hand attacks can be powerful, but they're simplistic and fairly easy to avoid or block. The real key to winning involves lightning-fast firing and maneuvering through the environments, using the Dash and appropriate Strega powers in tandem to keep your opponents off guard. The three Strega powers can also be used in combination, based on the Charge meter located beneath your life bar. Depending on the bar's length, you can charge up Fast, Power, and Span two to three times alone or combined for special attacks. To defend against this madness you can raise a shield, or you can deflect minor magic attacks (such as Fast) by tapping Guard just before receiving the projectile.



You really have to see all of this in action, playing itself out at incredible speeds, to completely fathom the intense spectacle that is *Destrega*. The magic effects are awesome, and the environments and well-shaded characters look amazing, with a frame rate locked at 30. The music and intro CG are also impressive, and hell, there's even bouncing boobs.

I wish we had more space for *Destrega*, but the issue is packed tight. I will insist on its return in the next *GR* so that I can run you through the Story mode and lay down a few advanced strategies with an updated version of the game. If you're interested already, your heart's in the right place. This is a refreshing title that deserves your attention.





Destrega has an intricate storyline showcasing this eclectic cast of magical strega fighters. Similar to Bushido Blade 2, the Story Mode chronicles the events of Destrega's characters through extremely well-directed real-time sequences complete with loads of excellent voice acting. In a unique twist, you'll fight using all prominent characters involved with the plot, instead of choosing just one from the start.



dungeon keeper II

by Dave Rees

The Horned Reaper has much to say...

...about his ongoing slaughter of the innocent.



Mmmm, I hear the clucking of tasty chickens nearby. It is making me hungry. The grinding of gears emanating from the training room is reassuring. I wonder if my dragons have reached level ten. The machinery in the workshop is clanking off in the distance. My trolls are building a new trap called the Sentry. It will continually scan the immediate area for intruders and fire well-aimed projectiles upon detection. They should be commended for their efforts on the new door they devised. It is a heavy slab of stone that rolls into place and locks out the enemy. I'd like to see them break through that. Sometimes, the best offense is simply a good defense. The pitter-patter of my imps running back and forth as they work hard to build my lair and mine gold gently soothes my mind. I must remember to slap them around a bit to increase productivity; I love scare tactics. Pages turn as my warlocks study feverishly in the library. They are learning a new spell called Tremor. It apparently causes fortified walls to crumble and it rattles anyone within its vicinity. I will have to remember to tell them about my latest idea. It is a spell that will cause creatures to turn against themselves. I think I'll call it Turncoat.

How will anyone stop me? With the Black Knight on my side, I can cause panic and chaos of tremendous proportions. My new little friend, the Dark Elf, is an extremely skilled marksman with a bow, and he is very fast as well. And how will anyone avoid my pits of death? The "home where the vicious salamanders roam"—that is what I call them.

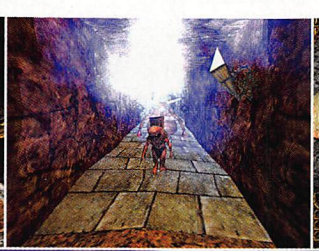




And how my minions have learned a great deal since my last onslaught. They are more strategic and organized in their attacks. They keep their distance from each other and concentrate on their immediate foes. And oh how I have dramatically improved the control over all that dwell below me. I have more options and my view of the world has been greatly enhanced. Ah, modern day technology. They call me Horned Reaper. I am a dungeon keeper. My dungeons are always well-oiled machines. And once again, with your help, I will transform a peaceful existence into an insurmountable hell. I look forward to meeting you.

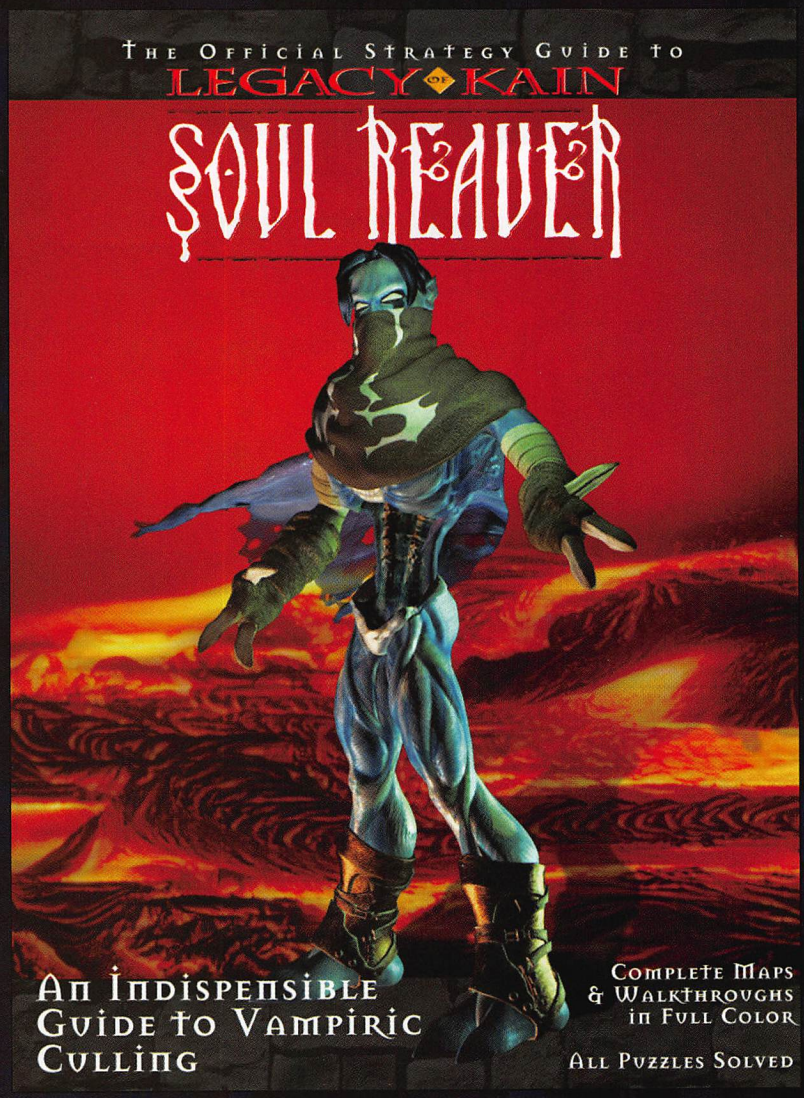








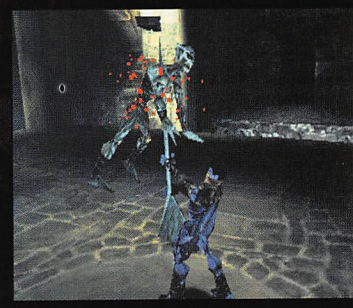
Soul Food...















...for the undead feast!

The Only Official Strategy Guide for Legacy of Kain: Soul Reaver!

On sale January 1999

Call for pre-book special!

to order, call: 1.800.691.7886

MILLENNIUM PUBLICATIONS INC



Jim's looking good on N64!

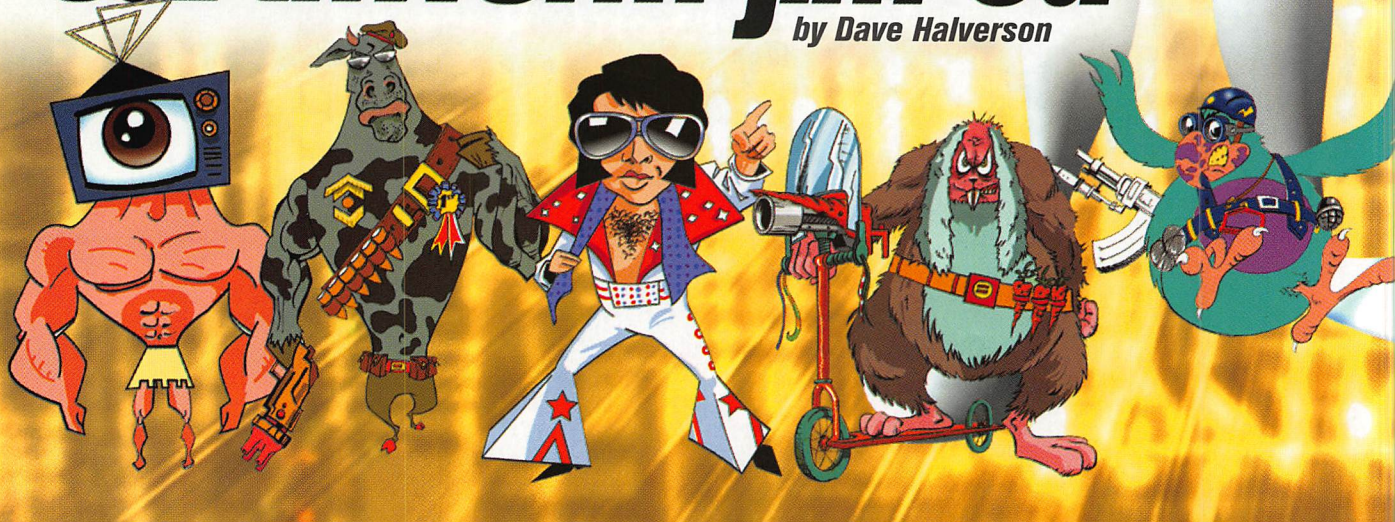
earthworm jim 3d

We did some digging at the ECTS...

and came up with somethin' wet 'n wigglin'

by Dave Halverson

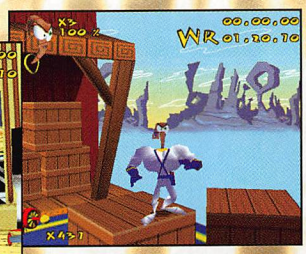
While he may be a little late, when everyone's favorite slab of walking fish bait, Earthworm Jim, does surface, it will have been worth the wait. How long of a wait, you ask? Judging by the version on display at the ECTS (and after, of course, conversing with Jim's new caretakers at VIS), we reckon *Jim 3D* will show up around mid-1st quarter '99. A blessing of sorts, VIS will not rush out what is now looking like a fantastic 3D romp, and Jimbo won't get lost among this holiday's many heavy hitters. Then again, I'm sure Interplay's not exactly celebrating the fact that Jim will miss Christmas. The good news is that all three versions are looking equally good for their respective platforms: The game isn't being wrenched into any one format. Rather, VIS are maxing out each system's capabilities. Through the use of voxel technology (it's fun to say voxel, isn't it?), *Earthworm Jim 3D* has a comparatively smooth look in contrast to similar polygonal fare. Also, as is apparent on these very pages, within the PlayStation version, VIS are successfully dealing with those unsightly seams and, on the N64, its inherent blurry textures. The levels in *EWJ3D* are coming together nicely, too, each privy to its own set of freakish locals. You've got your disco zombies, manic scooter-riding rabbits, gun-toting cows and other such nonsensical freaks, along with the return of some old favorites from the original scroller, like Professor Monkey for a Head, Psycrow, and everyone's favorite feline, Evil the Cat. As has been previously reported, we can now safely say that humor has been successfully injected into the mold. Jim's phobias become realities and all heck breaks loose. He watched too many horror shows, so there's a spooky parody level; he fantasized about being a sheriff in a dusty old Town, so voila... you get the picture. The levels themselves are true to Jim's roots (can worms have roots?) in respect to hard-core platforming, but VIS are mixing things up a bit with some puzzle elements and unpredictable

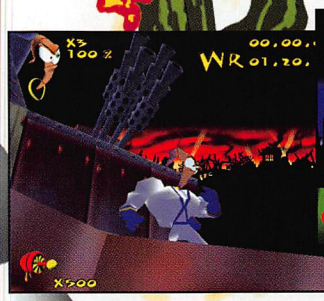








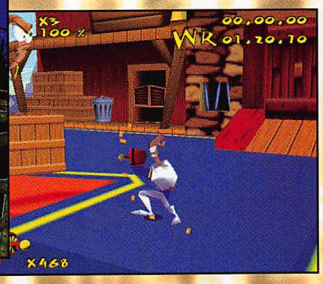






PC CD ROM This here cluster is from the pc

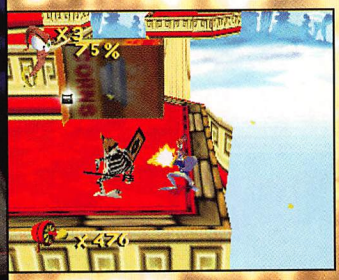




enemy AI. In between, in true Shiny form, Jim whips out the old pocket rocket or slides on a slick pig. Jim's arsenal has also grown. He now harnesses the power of 13 guns in total, including the smelly- rotten-egg gun and the daisy firing (hit the deck!)...pacifier.

It was nice to see the game running smoothly at the ECTS show, but we'd really hoped to cart one back for a more in depth hands-on analysis. The game's delay, though, prompted the big red light on a playable, and so we're a little shaky on actual control issues and the like, but what we've seen looks promising, including the camera, which can often make or break a 3D game. Well, that's about all the groovyness we can shed for now, so all of you Jim fans out there, (those are some wacky web sites people) hold your horses (or cows) for a few more months, and Interplay will deliver to you one shiny new game-o-Jim.







N64 More 64 shots!





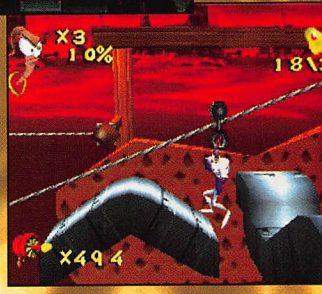


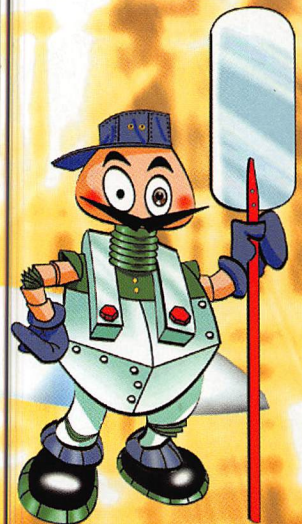






PlayStation And Jim on the PlayStation.... Luscious!





fighting force 64

by Mike Griffin



The N64's first true 3D beat 'em up

Plagued by stunted frame rates and blur-tastic resolution

If you've played *Fighting Force* on the PS, you know (hopefully) that it wasn't that good. Sure, it had its moments, but with a nonexistent combo system, poor collisions, glitchy graphics, and annoying slowdown, it became an exercise into tedium that only the most devoted of gamers could enjoy. It was far too ambitious.

Now we have an N64 version gearing up to hit the market, and it should be better than the PS version, right? Nope. The 64's maturing power has been completely ignored here. Frame rate and resolution have been seriously compromised. This is forgivable, as very few developers can program for the system as well as Nintendo, Rare, Iguana, and select Japanese companies like Konami. No, the truly sad part is the gameplay, which hasn't been tweaked in the least. It has only become slower and more mundane with time - time that could've been spent enhancing the gameplay. Eidos needs to squeeze some extra development time out of Core and fix this one before sending it out into the world.



Fighting Force 64 is a free-roaming 3D beat 'em up starring four unique brawlers. Ben Smasher is the lumbering Haggar type of the group, Alana and Mace are the quick, high-kicking femme fatales, and Hawk is your generic uppercutting street fighter type. The character design itself is fairly original, and each aggressor offers distinctive advantages and disadvantages in combat. The amount of moves available to each fighter is poor, though, so you'll essentially be choosing them based on their speed or stamina and not for particularly cool moves or techniques. Levels include parking lots, elevators, subways, the Brooklyn Bridge (a respectable large-scale model), as well as an air base and hovercraft. Each of these areas is populated by enemies matching the theme, such as gun-wielding thugs in the Bronx or khaki-wearing, hand-to-hand military experts in the army base.



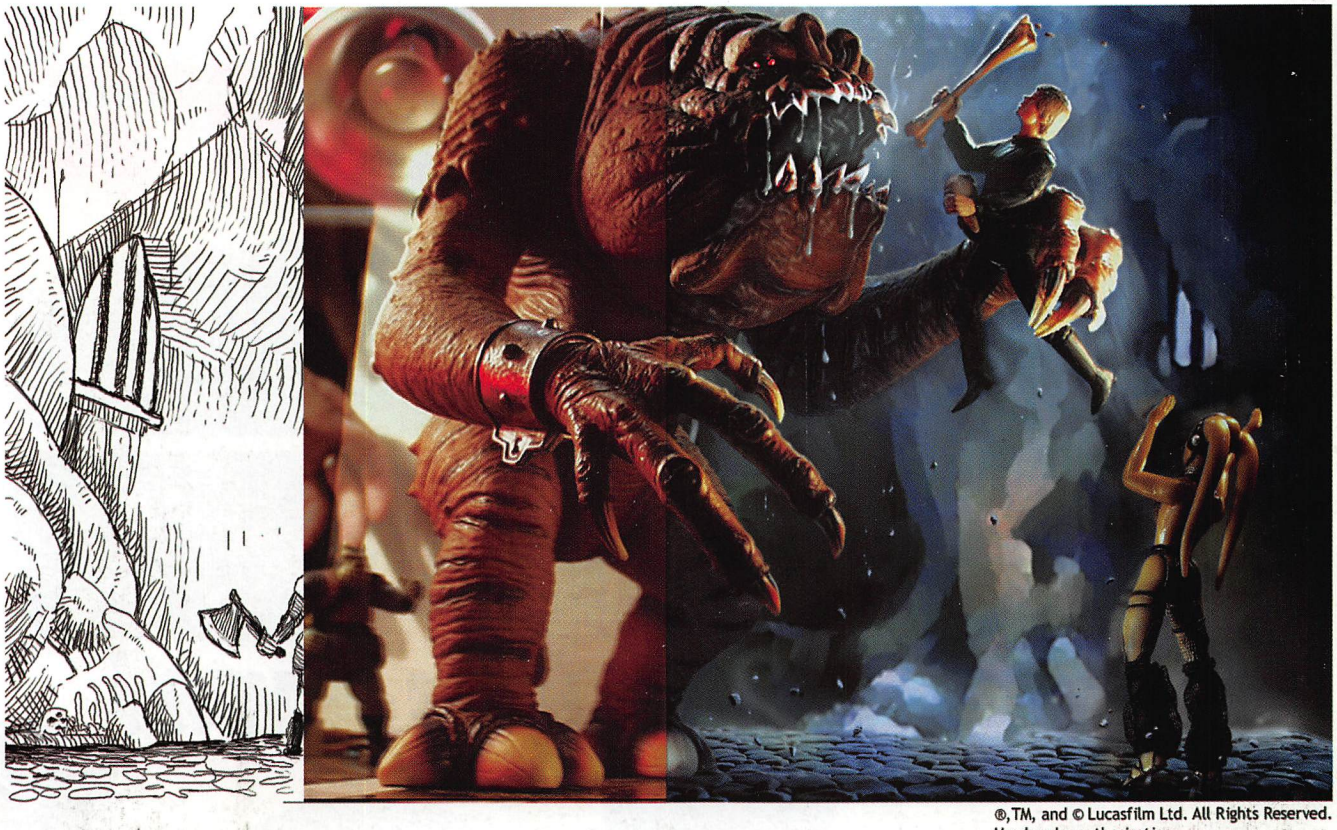


In the end, *Fighting Force 64* has the potential to be nothing more than an inferior reproduction of a subpar PS title. Of course, you might be desperate for a two-player beat 'em up on the '64, and this game could turn out to be good, eventually...





the magazine that brings toys to life!



®, TM, and © Lucasfilm Ltd. All Rights Reserved.
Used under authorization.

$21.95 for a one year subscription.*
that's over 1/2 off the cover price!

call 1 800 520 3322
for VISA, MC, & AMEX orders.

mail check or money order
(U.S. funds) to: **go figure! magazine**
1325 n. curson ave
Los Angeles, CA 90046

go figure!™
the toy culture magazine

*domestic rate only.
allow 6-10 weeks for delivery of first issue.

www.gofiguremagazine.com

Aliens invade us in the future? Bring it on!

The War of the Worlds was then... This time, we're ready!







If the PlayStation existed in the 1950s, then *Invasion From Beyond* would likely be one of those killer apps—the type of game that would single-handedly sell millions of PlayStations. It is a humorous tribute to the infamous UFO craze that, back then, had millions of Americans fearing that the earth was a likely target for a hostile alien attack. But today's society seems to be much less nervous. Visions of highly intelligent alien life forms descending upon us in their wobbly little saucers, introducing us to a wealth of knowledge and providing us with wonderful new technologies are more common. King of the Jungle's upcoming game, however, paints a picture that hearkens back to our distant panic-stricken days.

But there's no need for panic here; this "Invasion From Beyond" takes place in the future, a time when we earthlings are very capable of defending ourselves from such adversity. We have a wide variety of powerful aircraft equipped with some highly advanced weaponry and a device that beams innocent civilians to and fro.

Invasion From Beyond is a shooter with a nice 60 fps free-roaming engine, fitting tunes, varying mission objectives and plenty of action. But while the preview version is initially fun to play, a bit of monotony creeps into the overall experience after playing through a few of the levels. Each mission typically revolves around rescuing civilians by picking them up with your beaming device and dumping them into various sanctuaries. And while performing your rescue duties, you must defeat any alien spacecraft you run into along the way, deploy defensive gun emplacements to strategic locations, and prevent the destruction of key locations.

Today, the interest in extraterrestrial life is still strong, but much less consuming. Too bad for King of the Jungle, because Sony would surely have published this game themselves, and a short but cool mascot with greenish-gray skin, an elongated head and slanted black eyes may have been born.

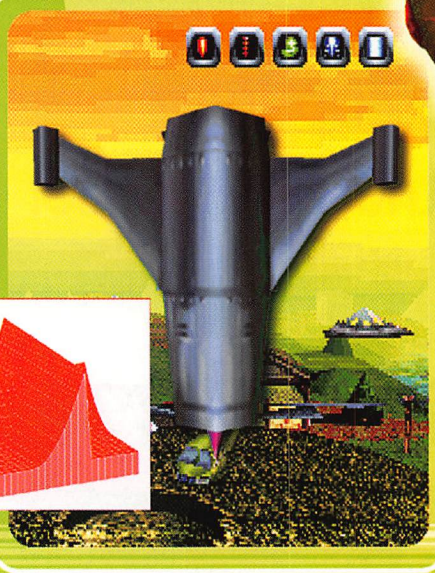




Invasion From Beyond features a great engine, but the environments are very small: the repeating terrain is immediately noticeable.

invasion from beyond

by Dave Rees





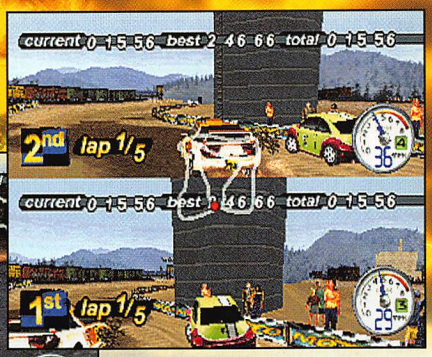
rally cross 2

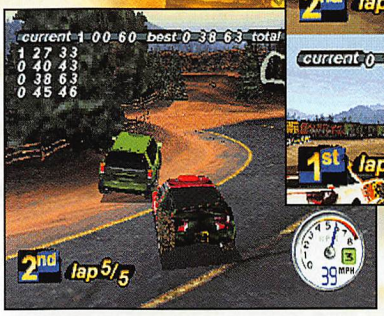
by Mike Hobbs

Rally Cross returns with more tracks, more cars, and an all-new track editor. But will it match the challenge of the first?

The rough and tumble thrills of *Rally Cross* continue. As one of the few "interpretations" of this decidedly European motorsport on the do-everything PlayStation, the original *Rally Cross* found a good many fans with its challenging control and chunky but effective graphics. Though far from anything resembling a simulation of the sport, it nonetheless captured something of the intensity of it. And now, with the benefit of hindsight, user response, and small technology advances, a sequel is on the way.

The predictably named *Rally Cross 2*, like most sequels, attempts to throw some new ideas into the mix while still retaining the overall feel of the first game. The most noticeable change is the inclusion of a simple track editor. Though it won't allow for the kind of compound curves and the more extreme up/down orientation of the developer-designed tracks, it'll be a great feature to play around with nonetheless.





While the sequel doesn't sport the original game's four-player split-screen mode, four can still play in link-up!









Further enhancements and additions include vehicles with user definable colors and handling and performance characteristics, along with a new, more robust engine. Cars now feature real-time lighting and even accumulate mud as they race. Sadly, the original game's admittedly rough four-player split screen is missing in action, though four can still compete in a nifty split-screen link-up mode. The devious suicide and head-on modes return as well.

If our preview copy (three cars, three tracks) is anything to go by, things will be made a little easier this time around, a hallmark of many sequels in this day and age. For instance, while it's still no feat getting your car on its roof, it does so with less proclivity than in the first. This could still change, of course, but it seems to be a logical if safe choice; some found the original frustrating as opposed to challenging.

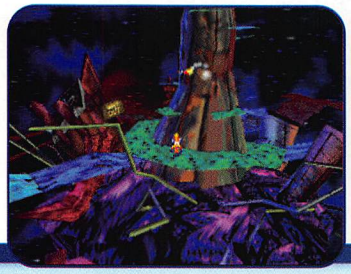
With a greater selection of vehicles and at least double the number of courses, *RC2* should have no trouble attracting new gamers to the *Rally Cross* flock. Whether the challenge level will be there to test true fans of the original remains to be seen, yet the game may ultimately please in ways not yet known. It's due in November. >¾<



Rally Cross 2 will ship with a level editor that will allow for simple track design.



Three years in the making, Infogames' premiere Nintendo 64 title, *Starshot* (previously known as *Star Circus*), is nearing completion. Now that we've laid hands on this much-ballyhooed title, we can finally shine some light on exactly what the heck the lead character is, where the circus motif enters into the picture, and precisely what this game is all about. *Starshot* is presented as an interstellar platform/adventure. After an hour or so of scrutiny, the closest comparison I can draw amongst currently available N64 adventures is to *Mystical Ninja 64*... which is a very good thing. However, whether or not *Starshot* is the game that *MN* is remains to be seen. The little pointy-capped gnome you've been staring at all these months is himself Starshot, a juggler in a roving band of sci-fi circus performers (thus the moniker). I was more than a little relieved to discover that the game does not take place in and around a circus. That's been done, and, frankly, doesn't need to be again unless Aero decides to come out of retirement. The game takes place in numerous, distinctly contrasted free-roaming environments where Starshot and his zany cohorts explore, interact, and run into a vast assortment of predicaments. At one point, Starshot finds himself smack dab in the middle of a military battle, a sort of RTS environment if you will. In this level he must merely escape with his life; however, if you wish, he can choose sides and fight. Infogrames are creating a very unique set of circumstances in an effort to break the mold set by previous 3D adventures, and from the looks of things, they've got a good shot at pulling it off. *Starshot*'s 3D engine allows over 10 characters and 50,000 polygons to occupy the screen simultaneously. The textures look crisp and colorful and the character animation is very smooth. Infogrames are using Cartoon Skin and Total Distortion for a seamless animation look in 3D. Although I did notice a hint of stuttering in the frame rate, the cart was only 60% complete, so I attribute such minor kinks inherent of its incomplete status. Otherwise, things look mighty impressive. The way in which the environments fade into view (better known as fog) has been colored according to the level hues, so fogging is much less noticeable here than in other games. Easily the best looking game I've seen out of the Ocean stable since the old *Addams Family* days, I have high hopes for the final product. The developers are working feverishly to get *Starshot* onto store shelves in time for Christmas. Should they be successful in their endeavor, look for lots more *Starshot* in the December issue.









Ocean prepares to launch its premiere N64 title into your orbit...

SPACE CIRCUS starshot

by Dave Halverson





"Starshot's 3D engine allows over ten characters and 50,000 polygons to occupy the screen simultaneously."

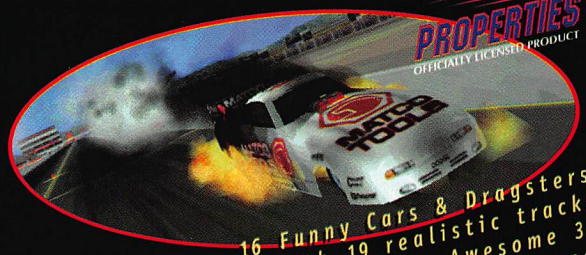




WARNING:

Use of this CD *will* cause smoke and flames in most computers.

NHRA PROPERTIES
OFFICIALLY LICENSED PRODUCT



16 Funny Cars & Dragsters with 19 realistic tracks - Awesome 3D graphics & sound!



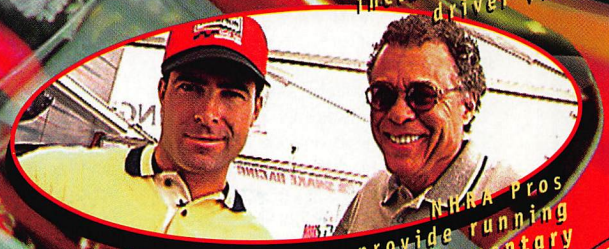
22 NHRA events, multiple race modes & 3 skill levels



Race against NHRA Champions like John Force, Kenny Bernstein & Joe Amato



Multiple camera angles including in-car driver view



NHRA Pros provide running commentary

Ron Capps with Don Prudhomme

NHRA Drag Racing

The Nitro Burnin' Racing Simulation

Tantrum ENTERTAINMENT INC

NHRA

OH, It's On!

Windows CD-ROM

EVERYONE

CONTENT RATED BY ESRB

Mind Magic Productions

www.mindmagic.com

Mind Magic Productions is a division of RMC Interactive

1753 Northgate Blvd, Sarasota, FL 34234 1.800.762.6443

NHRA Drag Racing was developed by Tantrum Entertainment © 1998 Tantrum Entertainment, Inc. 4 Spring Hill Lane Bethel, CT
NHRA trademarks are used with the permission of NHRA Properties and the National Hot Rod Association.
All other trademarks or registered trademarks are marks of their respective owners. All rights reserved.

starsiege/ tribes

By Dave Rees

STARSIEGE

The war between the Cybrid forces and Earth was waged over two hundred years ago. The once-ominous alien threat that consumed the blue planet has withered to a seemingly vaporous menace, but a new conflict is now at hand – a conflict from within. Under the tyranny of an immortal emperor, the human race has slowly divided itself. A civil war is about to erupt. And while Earth is suffering from a state of internal unrest, the Cybrids have been watching and waiting. Waiting for the right time to strike. The time is now.

After *Earthsiege* and *Earthsiege 2*, Dynamix decided that the name *Earthsiege* was too limiting. This next chapter of warfare takes place across different planets with varying terrain. The Earth's presence in the universe has become more pronounced, the human race has evolved, new weapons of war have been crafted and the HERCS are now incredibly advanced. And the war that is about to begin will have three players – the Cybrids, Rebels, and Imperial Terrans. This is *Starsiege*.

Dynamix have stressed the importance of the story behind *Starsiege*. It helps build a frame of mind that accentuates the chaotic gameplay, and keeps players focused on their objectives. But they are also stressing the abilities inherent within their proprietary game engine, code named The Core. It is a powerful multiplayer engine designed to take advantage of servers with multiprocessors, and the player limit is determined by available bandwidth. *Starsiege* will please fans of *Earthsiege*, but will likely draw many new fans as well.





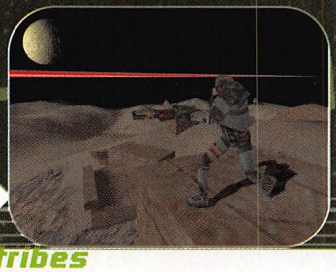


TRIBES

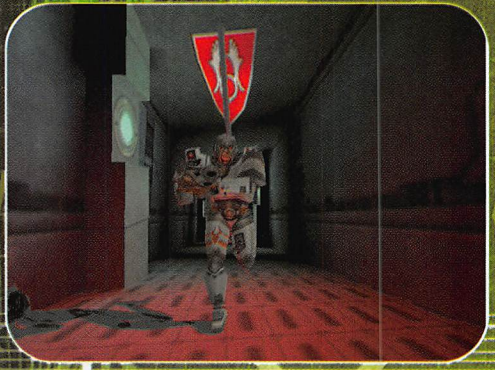
"Wow, you can see for miles and miles." That is the first thing that came to my mind when I first saw Dynamix's *Starseige TRIBES*. But I was surprised even further when, without any pause in the action whatsoever, the player walked into a large futuristic structure, rode a platform elevator to a lower floor and began to explore an intricate set of hallways and rooms. I suddenly realized that this game was potentially going to be something very different. And it is.

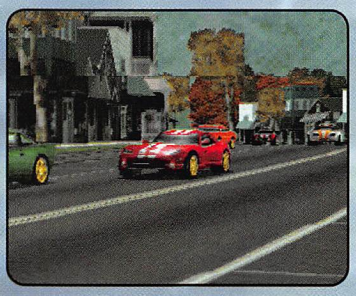
Starseige TRIBES is a FPS that shares technology with *Starseige*, but unlike other games of its type, it requires players to act as a part of a squad – "squad-based first person action" is how Dynamix describes the game. Actions must be coordinated and cooperation is imperative to claim victory against other tribes. The computer is not your typical opponent, other members of your tribe and your enemy tribes will likely be human opponents, as the game was built from the ground up to be a multiplayer experience. And while most players will be fighting in first-person mode, one player assumes the role of the tribe commander. With the ability to view the action from above, the leader can monitor his troops as well as enemy actions. *TRIBES* is a very ambitious title, and if Dynamix can pull it off, it will likely be a huge hit.













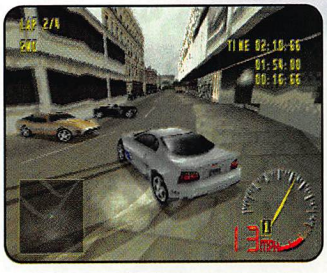
test drive 5

Since our last preview, *Test Drive 5* has made exceedingly good progress. The car models are complete, the high-profile soundtrack is in, and the play mechanics and physics are almost wrapped up. Also, the environments are nearing completion and Pittbull Syndicate's streaming engine is clearly up to the task. The noncircuit tracks, especially, are massive in length, with a surprising array of cool spot effects like multiple lens flares and environment mapping.

Accolade is especially proud of the "high-res" graphics in *TD5*. Running in the PS' 512x240 resolution mode is an achievement, considering the game flirts with 30+ fps all the time, although it doesn't appear to be that much of a graphical leap to the naked eye. You'll appreciate the resolution during the *Gran Turismo*-esque replay sequences, however, as the realistic, high quality models sweep past the camera.

As I test out recently completed tracks like Newcastle, with its gorgeous castle grounds, I come to realize that *Test Drive 5* has some seriously responsive handling and very cool, 100% arcade-style drifting. It is by no means as technically demanding as, let's say, *Gran Turismo,* but the feeling is just right for each car. Classic streamlined powerhouses like the '66 Shelby Cobra and '69 Camaro ZL-1 slide and tear just as they should, whereas the '71 Hemi Cuda and '70 Chevelle launch into slides and rock quite a bit before righting themselves. The new-school monsters like the Saleen Mustang S351-R and Camaro SS LT4 manage to hold their line even as you apply more power through the corners, and deluxe screamers like the Aston Martin Vantage and Nissan Skyline cruise effortlessly around long, steep bends.

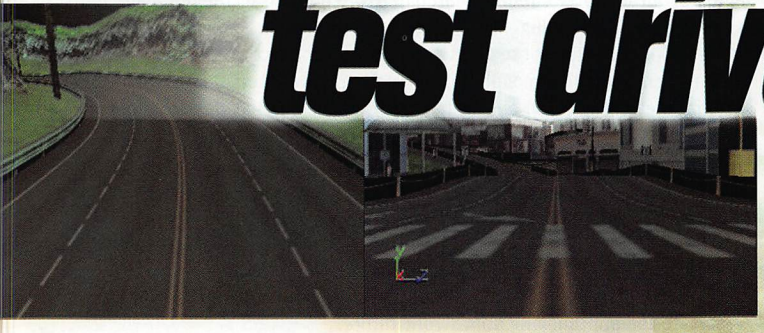




This is the last preview of *Test Drive 5* before the review next month. It's looking good right now, but be sure to check back with us for the lowdown once we've played the final.

test drive preview

by Mike Griffin



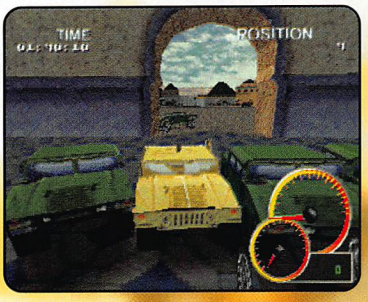
test drive off-road 2

O.K., let's face it: The first *Test Drive Off-Road* was a terrible mess. Everyone knows it. Sadly, it seems as though everyone bought it, too. Hundreds of thousands of people forked out the cash, and it continues to sell even as I write this. Now, thanks to these phenomenal sales, Accolade have set forth in creating a sequel. This time they've invested a lot of money and loads of manpower into the project, in hopes of not only enjoying great sales, but positive critical response as well. When this one sells, it won't be a fluke.

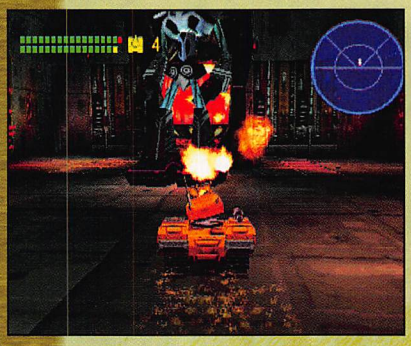
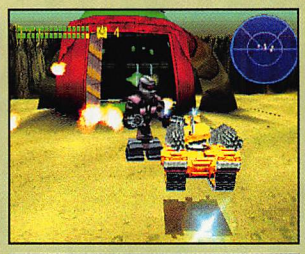
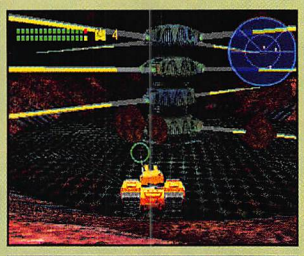
The first ingredient that lends credibility to *TDOR2's* potential is the adoption of Pittbull Syndicate's powerful *Test Drive 4* streaming engine. Last year's engine was a freaky conglomeration of pathetic frame rates and intolerable clipping. This year, using the modified *TD4* engine, Accolade are producing some fantastic, expansive environments that shift smoothly and efficiently well into the horizon. Also, they've scored the official Hummer license, among other truck and buggy licenses, further enhancing the realism of off-road racing. The vehicle models are detailed and a great deal of effort has been put into assigning handling and power characteristics that reflect their real-life counterparts.

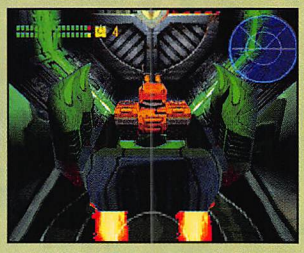






Test Drive Off-Road 2 is still very early yet - i.e., there's minimal A.I. - but I like the track design (so many jumps!) and approve of the vehicles and handling thus far.



tiny tank

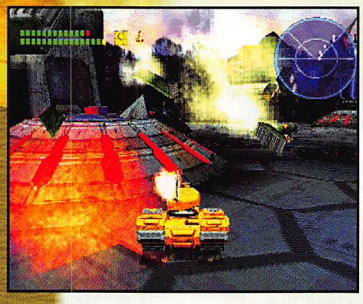
by Brady Fiechter

UP YOUR ARSENAL

As if war itself weren't appealing enough, the wonderful folks at Centrax, a corporate entity in control of the armed forces, have found it in their best interests to create an endearing mascot in an attempt to attract anyone who just can't seem to find a soft spot in his heart for mass destruction. This hero of the day is called Tiny Tank, and it wants the world to know that it will be "bringing you peace, one war at a time." How reassuring.

Tiny Tank is just one of a legion of automated weapons created to usurp humans as the premiere fighting force. Through Centrax's negligence, these killing machines become self-aware, which leads to, of course, the desired takeover of mankind. In attempt to quell another of their fiercest enemies, rust, the machines would love to remove oxygen from the atmosphere, eliminating two of their most pressing nuisances in one fell swoop. But what they didn't count on was having Tiny Tank on the side of the humans,

Tiny Tank - the future of the military, "bringing you peace, one war at a time."

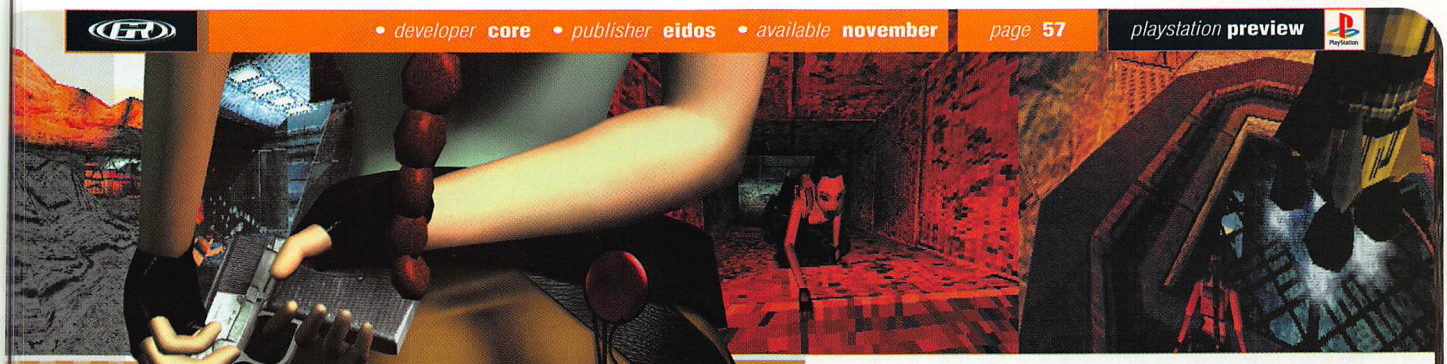


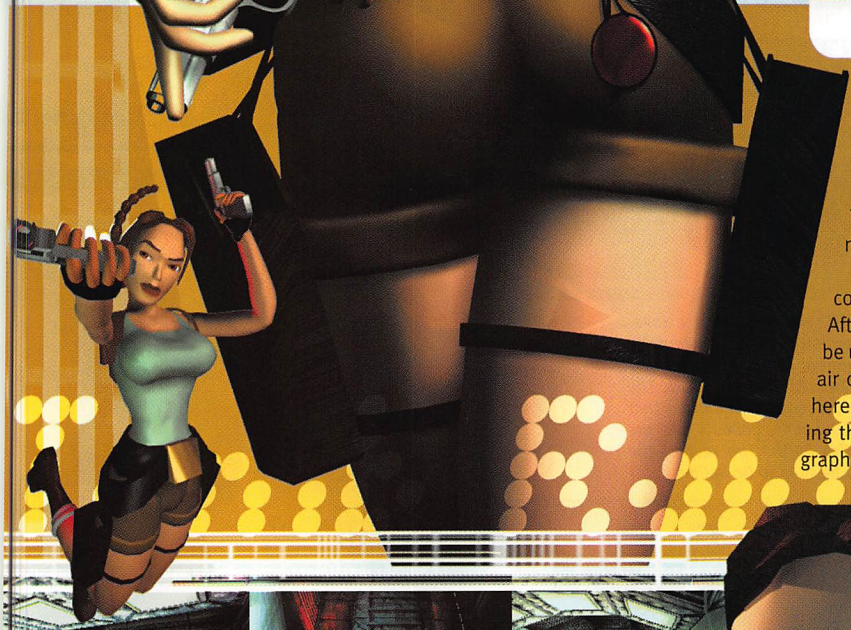
and it is here where the sardonic tank of death moves in to put an end to the approaching apocalyptic future.

Most games heavily based in action elements need a back-story about as much as Clinton needs Viagra, but in *Tiny Tank,* in which the first word spoken in every mission objective is "destroy," the story is actually a direct pipeline to the game's enjoyment. As the seemingly innocuous Tiny spouts its sneering remarks while unleashing its true power of machine gun turrets and rocket launchers, the little tank broadcasts a manipulative radio show produced by the villain of the game, MuTank. Injecting *Tiny Tank* with amusing wit, the clever monologue taps into the story and makes it much more than an inconsequential fixture flapping on the tale of the action.



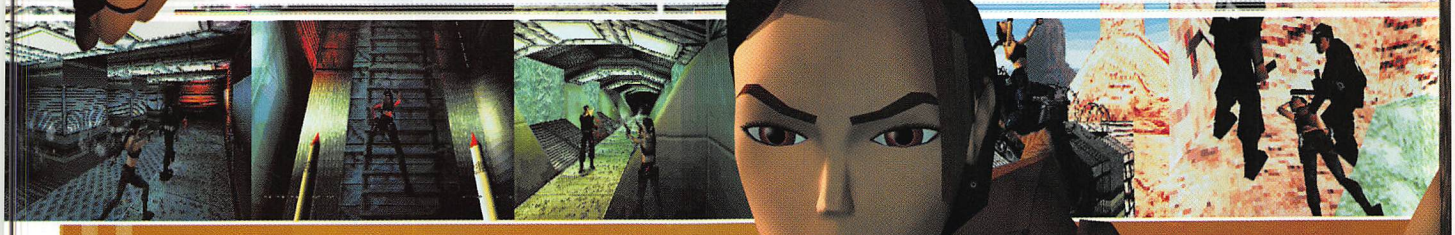
I was so entertained by the wildly creative idea of presenting the music in this radio show format, there were times when I wanted to forget about hovering over pits of lava and electrical traps with my jump jets, strafing around robots and weapons towers looking for parts of my mission objective, and simply tune into what was coming out of the story. I hope the designers continue to build on the ideas they are working with for the final game; this is original, highly entertaining material that deserves ambitious attention. But that I'm more interested in how well the final story plays out leads me to believe that concentration better be diverted to the gameplay instead.





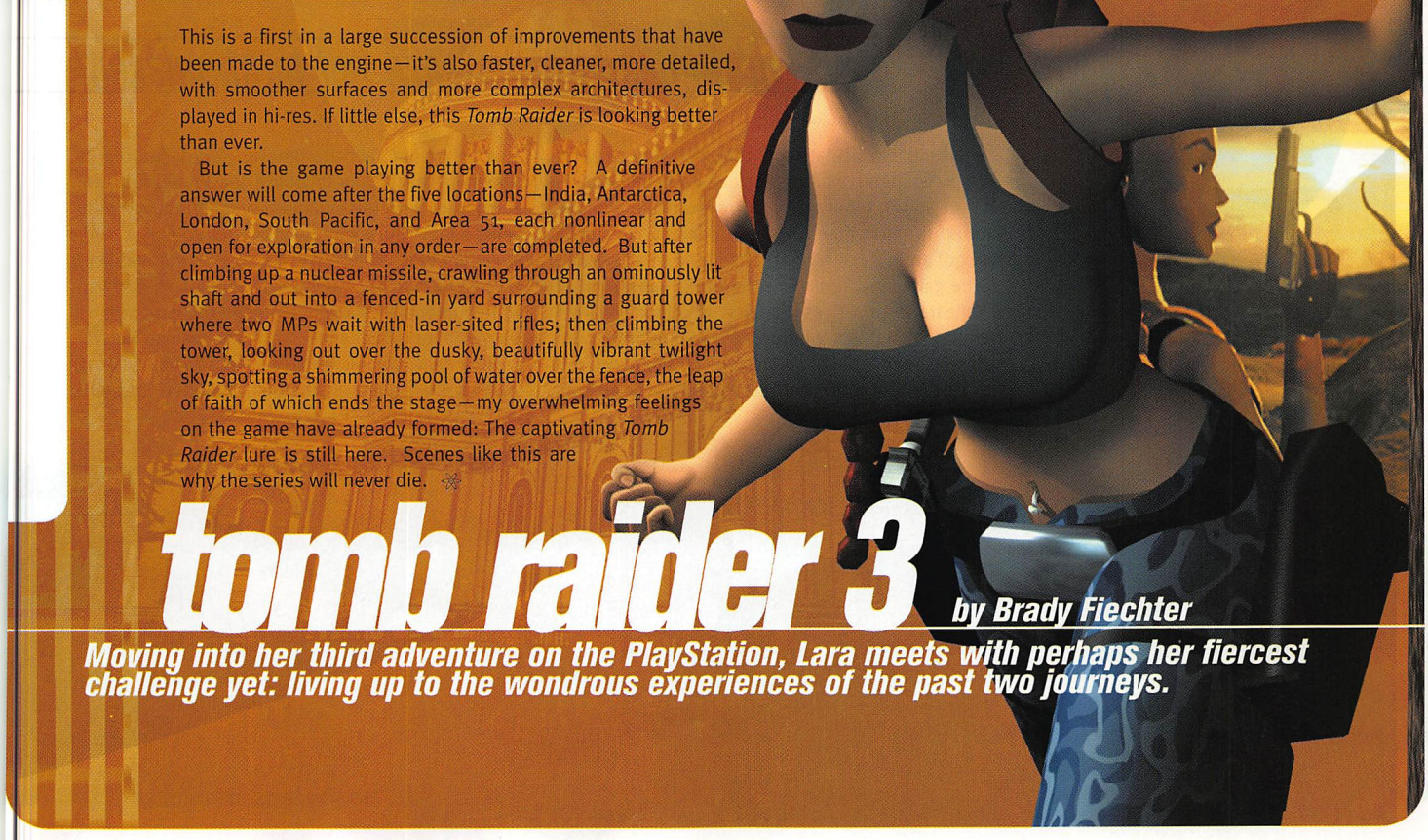
It's twilight in a military installation, and Lara is in yet another predicament, locked in a holding cell. It's a different place, a different scene, but the scenario is familiar: puzzles are to be solved, doors are to be opened, long, precarious jumps are to be made, items located. These are the things that remain constant. But in Lara's newest adventure, some things have definitely changed.

By triggering the alarm system in her cell, Lara is able to coerce the guard into opening the door for a quick escape. After locating a firearm, the first of these major changes must be utilized. Lara can now crawl, and she must move through the air ducts while avoiding a deadly, rotating security laser. And, here, another change is apparent: the brilliant red lighting flooding the halls and corridors from cycling security lamps is a vast graphical upgrade from what has been seen in past *Tomb Raiders*.



This is a first in a large succession of improvements that have been made to the engine—it's also faster, cleaner, more detailed, with smoother surfaces and more complex architectures, displayed in hi-res. If little else, this *Tomb Raider* is looking better than ever.

But is the game playing better than ever? A definitive answer will come after the five locations—India, Antarctica, London, South Pacific, and Area 51, each nonlinear and open for exploration in any order—are completed. But after climbing up a nuclear missile, crawling through an ominously lit shaft and out into a fenced-in yard surrounding a guard tower where two MPs wait with laser-sited rifles; then climbing the tower, looking out over the dusky, beautifully vibrant twilight sky, spotting a shimmering pool of water over the fence, the leap of faith of which ends the stage—my overwhelming feelings on the game have already formed: The captivating *Tomb Raider* lure is still here. Scenes like this are why the series will never die.

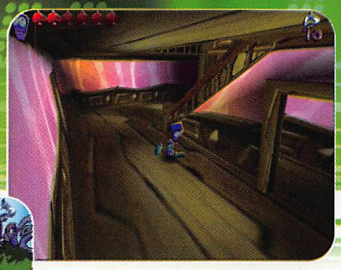


tomb raider 3

by Brady Fiechter

Moving into her third adventure on the PlayStation, Lara meets with perhaps her fiercest challenge yet: living up to the wondrous experiences of the past two journeys.



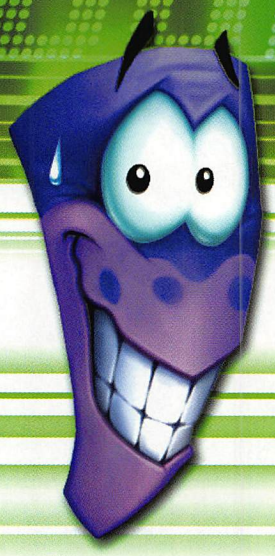




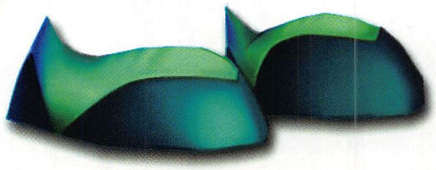




Just what is Ed, you ask? He's a love-struck extraterrestrial who accidentally drops an enigmatic can of galactic goop while running from his nemesis, Burk. The goop unleashes a series of mutations that affects plants, humans, animals and the terrain of (gulp) Earth. The rest of the story needs to be seen to be believed.







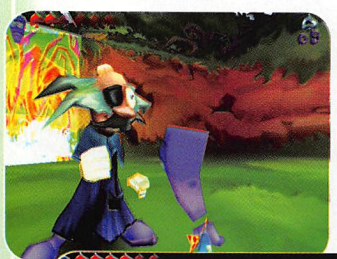
tonic trouble

by Dave Halverson



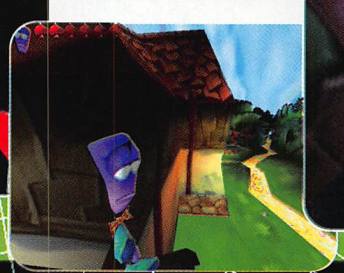
Visuals that exceed any previous 3D platformer and a character you'll want to adopt...

A PC and Nintendo experience not to be missed!

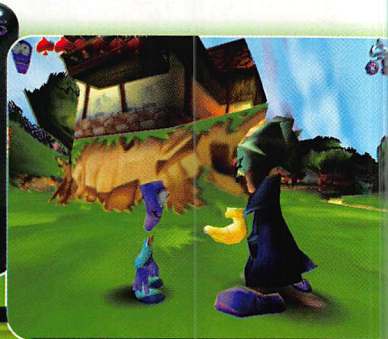


It's hard to articulate your thoughts when a game you've been waiting for so earnestly finally shows up. I knew that I'd revere *Tonic Trouble* and Ed the first time I saw the opening cinema (a work of art in its own right) and just a small portion of the gameplay. *Tonic Trouble* marks somewhat of a milestone on PC as the first accelerated, free-roaming adventure-platformer—a purebred console-style game made so luscious by the accelerated beauty of it all that it represents a true leap in quality in my favorite genre. *Tonic Trouble* is designed specifically to utilize the Pentium II AGP technology with the minimum system requirements being 120MHz or higher with a 3D accelerator card. While I'm quite sure it will be an eventful and very successful N64 title (more on that follows), it is also a phenomenal PC game. The funny thing is, with its whimsical and fantastical motif, the mainstream PC gaming demographic will likely shun *Tonic* , passing it off as kid fodder. But I don't think that inexperi-



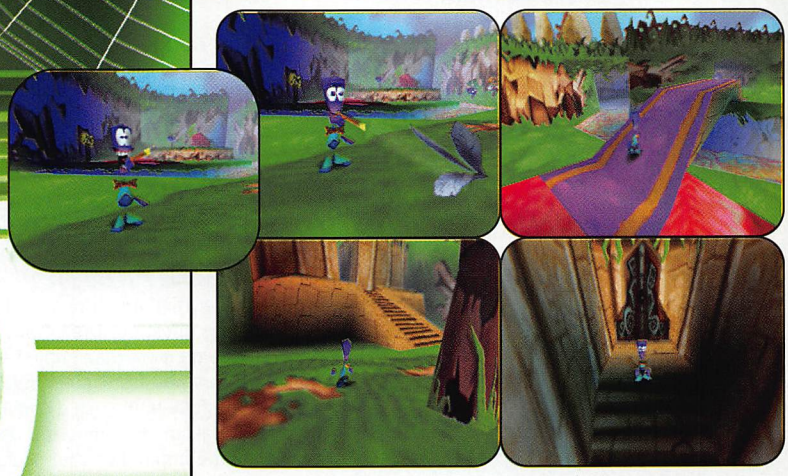








Some of the many faces of Ed: As you can see here, the UbiSoft team has put considerable effort into creating a lovable character with a wide range of emotions. And these faces here are just the tip of the iceberg...



Nintendo Sixty-Phouria

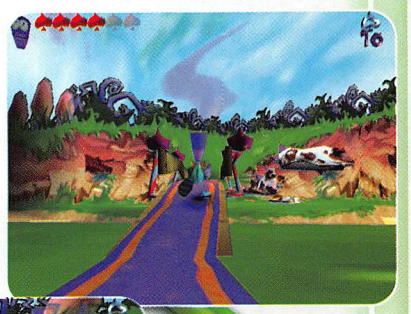
Tonic Trouble is not a port made for one system and then crammed onto another. Rather, each version has been designed specifically to push its respective platforms. Although the version shown here is early, you can already tell that the texture quality and distance you can see are a step beyond the norm. The six-minute PC intro has been cut to two, but the fact that it runs for two minutes still makes it one of the longest on the 64.

enced players will get very far in or be able to fully appreciate *Tonic Trouble*. It may look all warm and fuzzy on the outside, but within lies a hard-core challenge only a seasoned gamer will fully embrace. Rather than fueling a new era of PC games, *Tonic* will likely be an event on PC for some (like me), but do the bulk of its business on the Nintendo 64, where it really belongs.

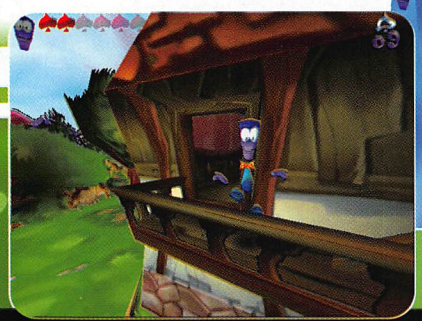
I've gone way in-depth regarding *Tonic Trouble's* brilliant 3D engine in previous reports, so if you missed those (for shame), I'll reiterate: It took 50 people 18 months and cost four million bucks. Now, let's focus on *Tonic's* fantastic gameplay. A clever mix of diverse locales and ways in which to play them, the depth of gameplay in *Tonic Trouble* is both a platform and adventure gamer's dream come true. As rich in precision jumping (where you miss and you die) as it is with puzzle elements and character interaction, little Ed gets into all kinds of situations that take either cunning or pure skill to overcome. As a character, he is privy to a truly impressive quiver of moves. Once the stick is found (well, actually Ed kind of liberates it) Ed can whack opponents while standing, walking, jumping, or running, and once the blow pipe is activated, Ed can blow darts in either a first-person or third-person perspective while running or flying. Aside from these attacks, Ed can also hang, swim, and pogo.

The navigation and physics have also undergone intense scrutiny. Through player testing, Ubi have sorted out all of Ed's movements, tweaking his jumping (which in now easier to direct and more dynamic) and his running (he now leans into the direction you're steering, a'la *Mario* and *Banjo*). The camera has been adapted accordingly, allowing improved line of sight. There are four camera positions in all, plus the ability to rotate it around Ed 360 degrees so that you can see his wondrous little face.

The levels themselves are wide open and cavernous, playing host to some of the most vivid textures and special effects ever witnessed. They are so awe-inspiring that, together with the masterful soundtrack, you'll get shivers down your spine. Countless situations and scenarios abound, jam-packed with some of the most ingenious gameplay since the original *Tomb Raider*. Ed pulls switches, zips down snowy slopes, shimmies along thin ledges, dodges traps and obstacles, soars through the air, and interacts with a cast of mutated vegetables and other-worldly creatures you're likely to never forget. Fantasy-based gaming simply doesn't get much better (I'd say any better, but *Rayman* is close behind). The voice acting is superb; in fact, it is among the best I've ever heard, and the 3D sound effects and music are so epic, they are difficult to depict. Am I making you sick? Am I just shellacking this preview with optimism? I think I like games like this a little too much, but what the heck, I could have worse problems. Wait until you read my review.











TONIC TROUBLE







trespasser

by Brady Fiechter

The thing about video games is that they are extremely limited in their scope of reality. So why not base a game on what we see and do every day? Fed from its own set of rules, would fantasy, if remaining grounded in the boundaries of the real world, not benefit from the sharing of two realities? The developers of *Trespasser* asked that same question, and decided that they would be the first to pose the answer.

To tackle this ambitious and highly intimidating question, Dreamworks knew they had to do more than implement their revolutionary physics engine; in fact, having successfully built such a commanding sense of realism into the island has made it even more imperative that every single detail be carefully attended to. We are being drawn into a world much like the one we interact in every day, and it is here that our senses are not easily fooled.

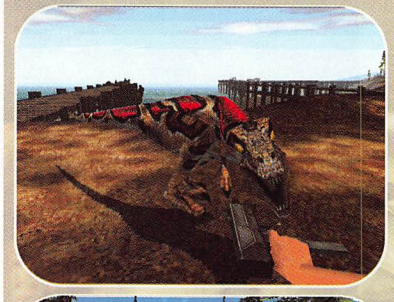
When we walk outside, we are inundated with environmental sounds that dissolve into the background, melting away into our subconscious. As a world much like our own, *Trespasser* utilizes its sounds in such a way that they, too, are natural, transparent. Over 300 sounds have been mixed randomly, with no looping, repetition, or contrived force. Just as natural as the ambient sound are the object effects, made shockingly convincing by a real-time foley system. Everything possesses a sound material and is velocity sensitive, the pitch and volume of an objects movement blended to exact accuracy: slide a board along the rocky ground quickly, and the meticulous grating produced is exactly as you would expect.

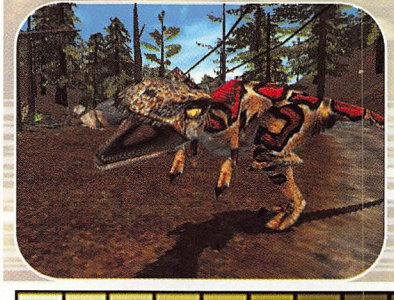
The ambitious sound system also extends to the dinosaurs: When one of the seven species screams, it is disconcertingly obvious which one it is, where it is coming from, how far it is away, and just what kind of mood it is in; all the dinosaurs display a range of emotion dependent on their mood and condition, made evident through 150 distinct cries.

Adding to the rich aural atmosphere is a fully orchestrated score, which plays according to the situation at hand. Boasting over 40 original compositions, the music in *Trespasser* is not only enormous in scope but unmatched in its mood and complexity.

Developers so often overlook the importance that sound and music play in the command their games have over the players, and they invariably neglect resources devoted toward music and effects. But wanting us to be fully a part of its world, *Trespasser* is not making such unfortunate neglect, and with its vehement focus on the sonic realities of its surroundings, the game is ensuring a complete, inescapable experience.

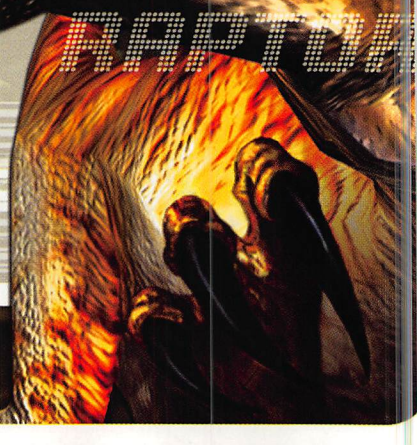
When we last visited *Trespasser*, we introduced you to how its revolutionary looks are underpinned by the complex physics model. Now you know the incredible depths of its sounds. Next, we will find out how the game plays, and ultimately discover if *Trespasser* is truly the next important step in video game design.





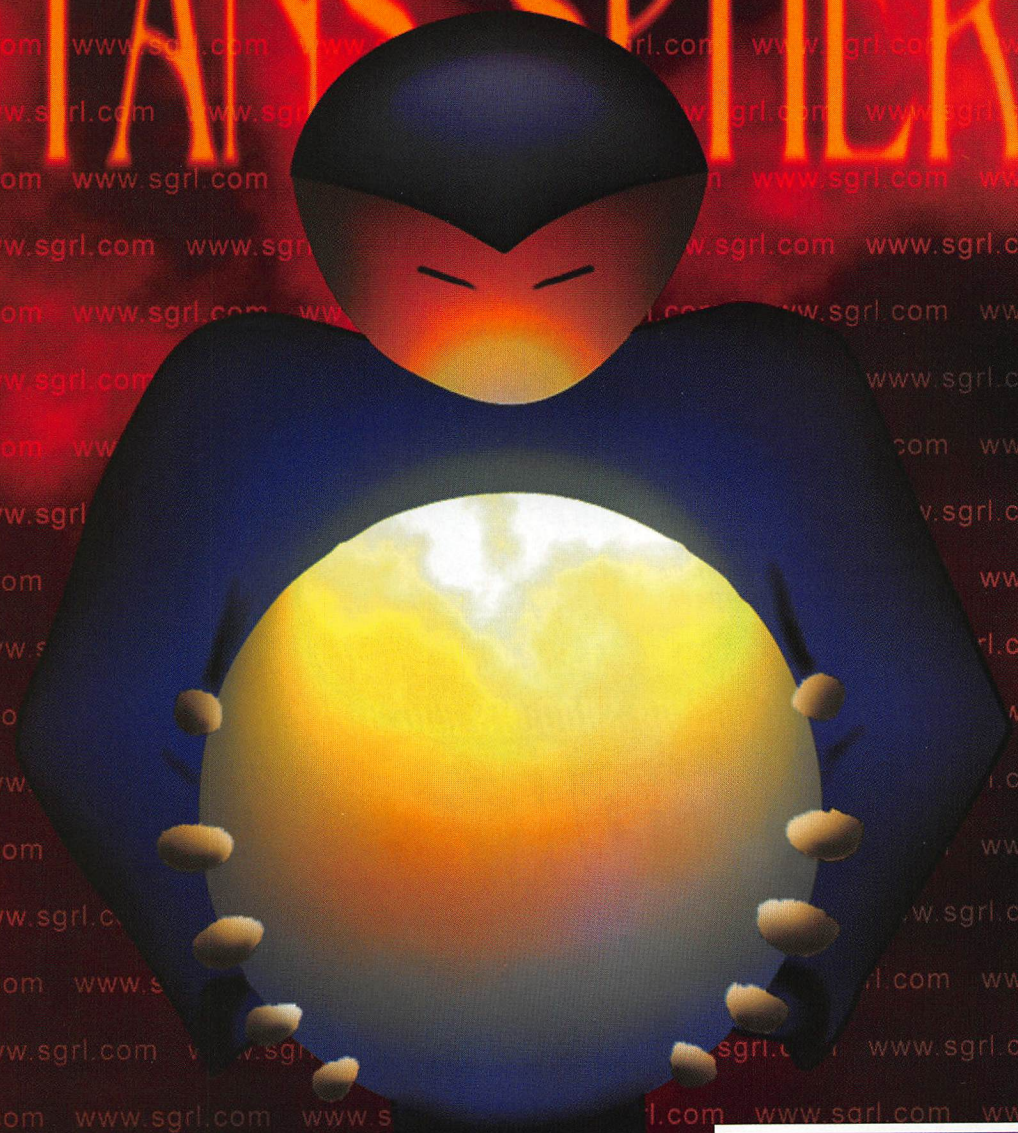
These two examples of non-accelerated software-rendered screens display the degree of complexity inherent in the Trespasser engine. Textures and model structure remain realistic and fluid, with the lighting and shading still extremely sophisticated.





"...all the dinosaurs display a range of emotion dependent on their mood and condition, made evident through 150 distinct cries."

TITANS SPHERE





For ordering information check out our website at

www.SGRL.com

or call 1-888-330-7525

Coming soon to a retail store near you!

... control the game ...

© 1998 Second Generation Research Laboratories, Ltd. All rights reserved. SGRL, SGRL logo, Titans Sphere, Titans Sphere Logo and "... control the game ..." are registered trademarks of SGRL, Ltd.

"The New Breed"

When the original *Turok* was announced, Acclaim's marketing blitzkrieg had everyone drooling in anticipation. It appeared to be the ultimate first-person shooter. Giant, all original jungle environments, an amazing roster of reptilian foes, and incredible weaponry indicated massive potential for explosive carnage. The N64 was about to receive its first hard-core action title, the most challenging undertaking ever for esteemed developer Iguana, and another clear example of the machine's capabilities. Upon its release, huge sales proved that N64 gamers were indeed craving a raw corridor style action title. Since then, N64 development has leaped ahead several generations, and quality standards have finally been raised.

With *Turok 2: Seeds of Evil*, Iguana is set to deliver a technological miracle, smashing all previous N64 efforts in the genre. It's bigger, faster, and infinitely smarter than the original. It's also been one hell of a development cycle, due to constant revisions of the tools and engine. Hence the slight delay. There's also the 4-meg pack that's only recently come into the picture. *Turok 2* is one of the first games to use the upgrade cart, and although the diligent folks at Iguana already have it up and running, time is still needed to ensure that the cart's performance is optimized.





The human/reptile hybrid design of many of Turok 2's creatures is underpinned by the extraordinary A.I. they possess. Besides the fact that they brandish cruel and vicious weaponry, the creatures are able to reassess their attack patterns on the fly.

The N64 sequel to end all sequels will arrive this fall in fine form

A new standard in first-person shooters and a new era in N64 technology

turok 2

by Mike Griffin

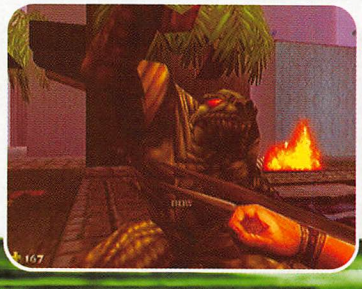
"Sowing the Seeds"

A billion years after the Big Bang, an early race of intelligent beings created huge lightships in an attempt to reveal the nature of their true origin. Among these beings was an ambitous, headstrong creature called the Primagen who sought the truth more than any of his curious brethren. He modified his own lightship to travel to the very core of exisitance, across the event horizon, to the Great Beginning. As he reached the final few steps of his journey, the core of his vessel cracked and exploded, sending wild energy into the depths of infinity itself. Suddenly an unstoppable juggernaut of reality blazed through the heart of the space-time continuum, carrying the Primagen and the remanents of his ship with it. The blazing conglomerate of reality jetisoned through space, attracting portions of our universe in its wake. Eventually an entire world manifested itself around the swirling mass, a world of twisted sense and timeless boundaries. The Lost Land exists to this day, and is a constant threat to our reality. The Council of Elders is hoping to settle the Primagen as he attempts to escape the Lost Land by any means necasary, fearing that the breach would destroy the fabric of all that is, was, and ever will be. The Council's renowned fighter, Turok, must stop the Primagen's hordes and defeat the creature, his very creator, hidden within the lightship.

T2's creatures will be hard-core through and through. You'll have to think twice about using objects to distance yourself from them. Iguana have imbued their lethal creations with the ability to jump, run, and climb in and around the environment to search for you.









"The Hunt Is On"

Turok 2 will be an absolute FPS festival. Each of the six gargantuan Quest levels will offer lengthy missions. You'll also have to revisit levels to locate Talismans, which in turn reveal secret passages to more locations and hidden items. Over 40 of the Primagen's genetically engineered dinosaur hybrids roam the Lost Land, brutalizing the population. The Leapers are back, as well as Purlinns and massive dinosaurs, and there are many variations (intelligence, appearance) for each. Also, enemies are now able to sense sound and motion like true predators, so strategic gameplay will be required to survive. Weapons include the War Blade, Scorpion Missle and Storm Bow, and each displays stunning lighting and particle effects. Imagine flailing a huge blade into a dark room, hearing a scream, and having it return to you dripping with blood. Or a missle weapon designed specifically for intelligent creatures that targets their brains and drills through until doom sets in.





A powerful engine that pushes the system to new, previously unthinkable limits...

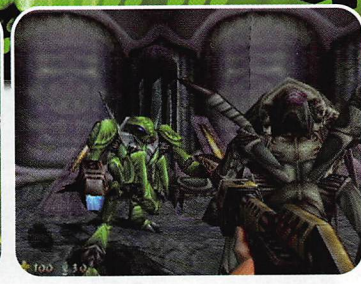
T2's shading and texture detail is quite impressive, especially in high-res mode. Running in 640x480 at 30 fps, the image quality approaches that of accelerated PC games. Everyone will want to play the game this way, so expect the 4-meg cart to fly off the shelves when it is released...

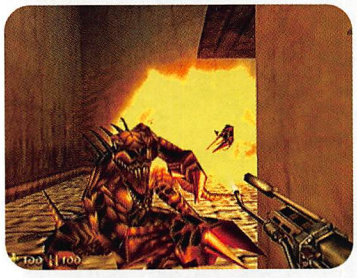










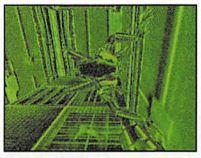


"One of the N64 Elite"

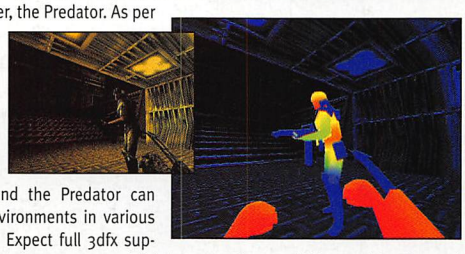
It's already clear that *Turok 2* will be one of the year's biggest games. It seems to be doing everything right. There's the high-res option (using the 4-meg ram upgrade), which is a fine technical achievement in itself. Then there's the four-player option, which was initially deemed nonfeasible due to such a complex engine. Now it's up and running in five big multiplayer-only levels. Additionally, Iguana's new compression routine stuffs up to 40% more data onto a cart, and since *T2* is four times the size of the original (that's 256 megabits compared to 64!) expect a ton of textures, excellent music, and vastly improved A.I. Oh, and the fog's not even a factor now, thank God. Iguana is going to shock a lot of people when *Turok 2* is released. The N64 is about to earn some real respect. It's about time.

ALIEN VS. PREDATOR

DEVELOPER/PUBLISHER: fox interactive **AVAILABLE:** winter



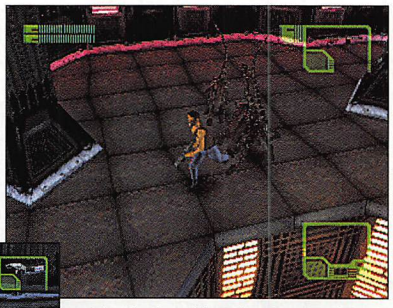
Aliens, predators, colonial marines, and big guns. Surely these are the finest ingredients one could possibly ask for in a first-person shooter. And yes, they're all here in *Alien vs. Predator,* an intense shooter with massive, intricately detailed environments based on the classic *Predator* and *Alien films*. Play as the double-jaw snapping, tail-slashing Alien, the heavily armed Marine, or the perfect hunter, the Predator. As per the films, the Alien can climb walls and cocoon foes, the Marine is privy to high-tech ordinance and communication technology, and the Predator can cloak and view environments in various spectrums of light. Expect full 3dfx support for silky smooth frame rates and lighting as well as terrifying positional sound effects. Oh, and let's not forget the multiplayer aspect. Imagine teams of Marines raiding a huge Alien nest... while the silent Predator watches from the shadows, targeting oblivious would-be victims with an infrared site. When *A.V.P.* hits the shelves, it's going to be "Game over man! Game over!"



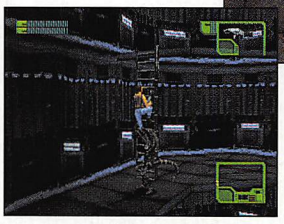


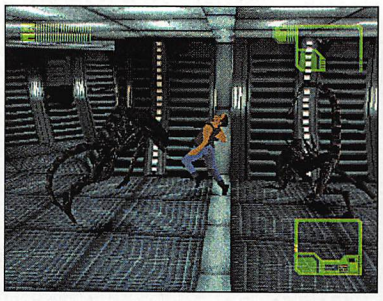


ALIEN RESURRECTION

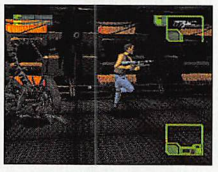


Fox has also been busy preparing *Alien Resurrection* for the PS and PC, based on the moderately successful box-office sequel. In this full-blooded FPS you fight through hundreds of manic Aliens aboard the research vessel Auriga, in an attempt to save the human race from total extinction. Although not as visually striking as *A.V.P., Alien Resurrection* has a solid story and mission objective. Perhaps, if we're very lucky, we'll get to see a buff polygonal version of Ron Perlman — the hardest man in show biz.









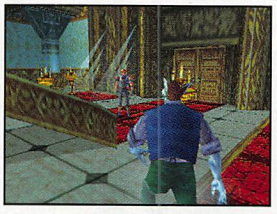
CASTLEVANIA 64

DEVELOPER/PUBLISHER: konami **AVAILABLE:** january

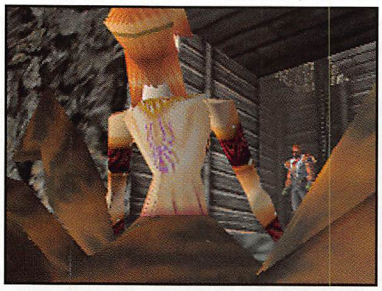


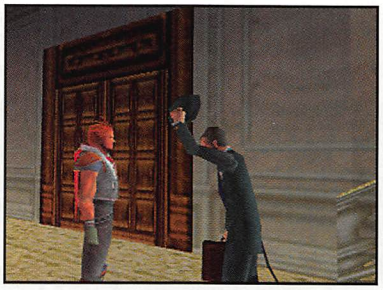






Just weeks after our initial look at one of the most highly anticipated Nintendo 64 releases of '98 (or, ahem, early '99), Konami showed up with a vastly improved version of *Castlevania 3D* for our analysis. While the game shown here is still a long way from being complete, some of the recent additions warrant your attention. First and foremost, the cast of playable characters has been cut from four down to two in the interest of dedicating more memory to the game itself — a wise decision. Frankenstein's chainsaw-toting monster and Cornell Reinhart have been ousted. Neither held much promise, as chainsaws do not belong in *Castlevania* (where would you get the gas?) and Cornell – well, we never really got to know him, now did we. Other improvements include a new goth crosshair replacing the uneventful blue X shown previously, vast outdoor areas rich in platforming, golden skeletons that rise from the dead (when defeated, their souls assail to a higher place) and further character interaction — a girl wanders out to water the roses with a can of blood. Also shocking was the music, which continues to astound us. Konami has never released a *Castlevania* game without an epic soundtrack in tow, and *CV 3D* will be no exception. We'll continue to bring you further updates as the game progresses.





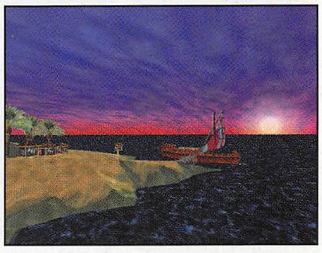


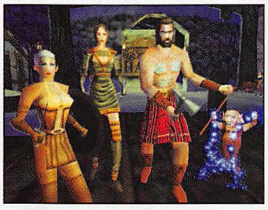
EVERQUEST

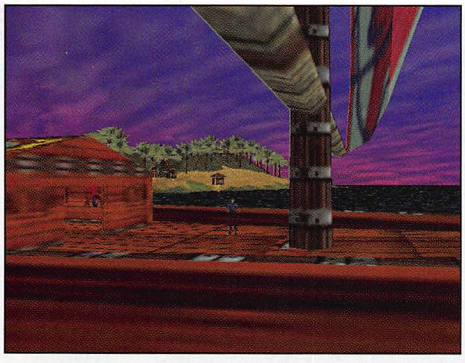
DEVELOPER/PUBLISHER: 989 studios **AVAILABLE:** winter



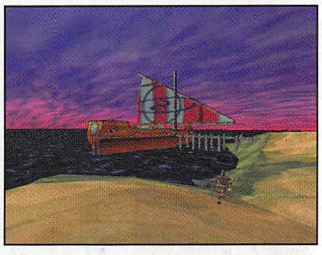












Fantastical worlds and surreal plots have always been a part of our dreams and imaginations. Only our creative potential, which is essentially boundless, limits the places that exist within the realms of our mind. But if we could render such ethereal worlds on a PC, animate them and exist within them, what would they look, sound, and feel like? What sort of creatures would inhabit the landscapes that they contain? Who would govern the lands? 989 Studios' upcoming online role-playing epic, *Everquest*, is a likely place to find the answers to such questions.

Akin to current online RPGs, *Everquest* is a game in which you, along with over 1000 other gamers, merely exist. The protagonist is you. Your race, class, abilities and appearance are selected from a finite list, but the paths you choose, friends and enemies you make and persona you carry are completely up to you. The concept of online role playing is engrossing by itself; however, with its impressive 3D engine, *Everquest* is the first game of its type that will completely immerse players from a visual and aural perspective. For many people, the game could become too addicting, sucking up precious time and productivity without notice. But isn't that the sign of a truly great game? Surely, online role playing is going to receive a major boost when *Everquest* is released this Christmas season.

FORMULA 1 '98

DEVELOPER: visual sciences **PUBLISHER:** psygnosis **AVAILABLE:** october









Perhaps they felt they had gone to the well one too many times. Perhaps they were simply too busy working on their Dreamcast game, *Metropolis*. Whatever the reasons, Bizarre Creations have passed on doing another lucrative F-1 game for Psygnosis. Now, that responsibility lies with Psygnosis-friendly Scottish developers Visual Sciences, makers of *Expert Pool* and converters of *GTA* on PS.

For starters, Visual Sciences created an all new engine for *Formula 1 98*, using none of Bizarre's original code. More trackside detail and activity along with a greater draw distance are promised, though our preview copy was still not quite up to spec in these regards. However, an all-new animated pit crew is now part of the proceedings, as is visible damage to your car. Visual Sciences have also endeavored to give the cars more realistic handling and greater aggression from the AI drivers.

The entire '98 season teams and drivers will be on tap, thanks to continued use of the FIA license. Commentators Murray Walker and Martin Brundle return to deliver their distinctive and colorful commentary to the action. And it's go, gO, GO!

Multiplayer aspects have not been ignored, either. Through a combination of split-screen and link-up technology, up to four Hakkinen wannabes can compete. Of course, two can also play, either in the split-screen or the preferable link-up mode.

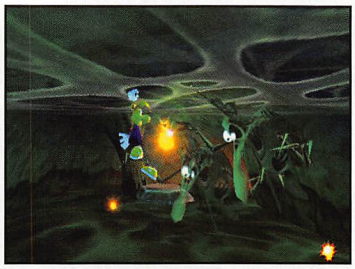
Expect to see the PlayStation version sometime in October, with a planned PC rev debuting some time after. Let's hope Visual Sciences can live up to Bizarre's fine work on this series.

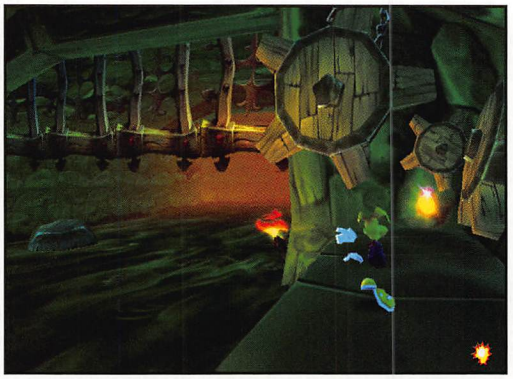
RAYMAN 2

DEVELOPER/PUBLISHER: ubisoft **AVAILABLE:** winter

Here's the dilemma: We get a whole new cluster of *Rayman 2* shots, but no new information on the game, aside from what we've already brought you, to go with them. So, what do we do? Not show them? No, can't do that. Look at 'em: they're awesome! So do we just make the shots bigger so that we don't have to write very much? Or better yet, do I just talk a bunch of nonsense about what to do when there's not a whole lot to report? The choice is obvious, which proves it's always best to just be honest and go with the truth. Let that be a lesson to you.



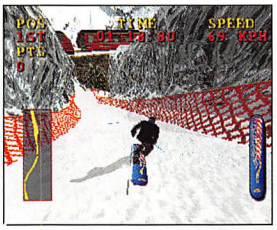



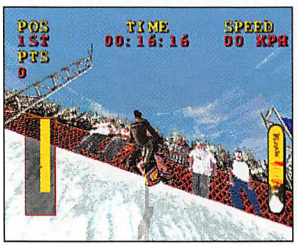
BIG AIR

DEVELOPER: pitbull syndicate **PUBLISHER:** accolade **AVAILABLE:** fall

Snowboarding games will never be in short supply, and this is all the more reason to make sure your particular take on the sport is done right. Accolade is moving in the right direction with *Big Air*, yet another snowboarding game looking to carve a piece of the burgeoning excitement surrounding the sport, preserving it in its video game form. Although extremely early in development, *Big Air* is hinting at a fine engine, setting the proper atmosphere with good course design and control. And, no, the riders don't rebound off rock walls and trees in an egregious display of contemptible physics. If you hit the wall, you go down: this is snowboarding, the way it is supposed to be, a direction every good snowboarding game must go. Monte Singman, the producer of Big Air, has said that they are "really trying to capture the authentic look and feel of snowboarding" – an obvious goal, but one that so many games based on the sport fail to do. To achieve this, they are working well beyond the racing itself and moving to a build an enormous array of features. Authentic clothing and over 80 boards from manufacturers such as Palmer, Joyride, and Arbor will be selectable, and once you have customized your ultimate gear, the competition is taken to over 30 courses around the globe, where five professional snowboarders appear as opponents. And with over 25 songs from punk, rock, and ska bands completing the list of extras, it's up to the racing itself to make or break the final game.







CLOCK TOWER: Ghost Head

DEVELOPER/PUBLISHER: ascii **AVAILABLE:** fall

In a complete plot line departure from *Clock Tower 2*, this latest incarnation of the popular supernatural adventure series sees a young, cute schoolgirl named Yu getting in all kinds of paranormal capers. It seems that Yu has been watching *The Exorcist* and has been possessed by a spirit. She has the ability to change personality from her native young girl psyche to a male presence. This spirit goes by the name of Sho, and causes Yu's physical form to glow when Sho is in control. The game takes place in a large house that belongs to one of Yu's relatives, unlike *CT2* in which the player tries to escape from the dreaded Scissorman at various locations in and around Europe. Yu and Sho must solve the mysterious and hideous deaths that have occurred in the house while remaining alive. Strange possessed devil children chase you with big kitchen knives, bizarre apparitions scare the pants off you, and so on. One new aspect of the game is that when the girl is in Sho form she can wield a gun for the first time and defend her/himself (previous *CT* games relied totally on escaping dangerous situations). The transformation between Yu and Sho takes place at certain key times and with certain items throughout the game. Whilst retaining some of the atmosphere of *CT2*, the game remains too similar to previous versions to make any real leap in terms of gameplay. Still, if you enjoyed *Resident Evil 2*, you may derive some enjoyment from *Clock Tower: Ghost Head*.






Clock Tower: Ghost Head © ASCII 1998, Human 1998

DETHKARZ

DEVELOPER/PUBLISHER: gti interactive AVAILABLE: winter



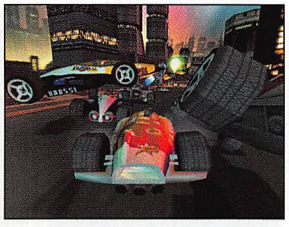
Attempting to push PC accelerator cards to their maximum potential, the inauspiciously titled *Dethkarz* does indeed shine when it comes to in-game graphics. Our preview copy's dazzling and vibrant futuristic backdrops were testament to the success of this particular goal.

Set in the 25th century, *Dethkarz* will feature twelve tomorrow-land courses spread across four unique environments. Precarious banked turns set high above the ground and stomach-dropping jumps vie to make this weapons-based racer an "edge of your seat" experience. A selection of the expected gameplay modes will be on the menu, including Arcade, a points-based Championship, Mirror, and Time Trial.

When it comes to the vehicles, you can look forward to a variety of fully customizable Karz of Deth (love that spelling), each with its own individual performance characteristics. In addition to these, hidden vehicles are reported to be, well, hidden within the game. And for those anxious to feel their seldom-used force-feedback controllers will get a chance to get muscled around by this almost-ready-for-prime-time technology.

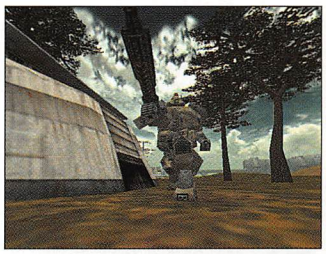
Your typical multiplayer PC options are planned for this fall release, and it looks pretty good so far. The operative word there being "pretty," for the gameplay at this early stage is a bit slow and floaty. Let's hope this is fixed during the final stages of development or all its graphical prowess could be for naught. >:[<





HEAVY GEAR 2

DEVELOPER: xing PUBLISHER: activision AVAILABLE: winter



A sequel that will likely please combat-simulation fans of all nations is about to stomp its way onto PCs everywhere. *Heavy Gear II*, the sequel to *Heavy Gear*, requires players to join a special operations strike force and participate in an all-out invasion of a nearby planet. The diverse submissions along the way – reconnaissance, seek and destroy, stealth and sabotage, and deception – will surely keep the pace of the game high, with enough variety to keep aspiring mech pilots more than happy.



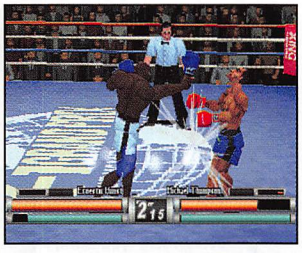
But those who like a little strategy mixed in with the action will also have much to look forward to. The game will feature a complex command system that will allow for strategic planning and deployment of troops. You'll have to set up diversions and ambushes, and as the game progresses, these tactics will be increasingly necessary as the mission objectives become more intricate, the enemies adapt to your skills, and each member of your squad becomes more valuable. Players will cross wide-open terrain ranging from murky swamps and volcanic zones, to arctic tundra and huge urban areas.



We expect to be highly impressed with *Heavy Gear 2*. The accelerated graphics look very impressive, and the overall combination of deep strategy and intense action is well balanced. So far, so good.

K1: Revenge

DEVELOPER: xing PUBLISHER: jaleco AVAILABLE: fall



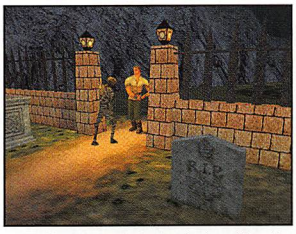
Jaleco has already started to translate *K1: Revenge*, adding suitably Americanized features to the menus and redubbing the announcers. We were given a Japanese version of the game for preview purposes, so at this point it's unknown whether the gameplay will stay as it is in the final U.S. *K1:Revenge*. I hope not. I don't mean to be harsh, but the gameplay in this version (essentially the import version) is very weak. I love *K1 Grand Prix*, so I really enjoy the awesome footage in the FMV intro. Some fine moments were captured. And I'm still consumed in the game up until the fighter select screen. Peter Aerts, class act frenchman and IKBF World Heavyweight Champion, is in here. Andy Hug, the amazing *K1 Grand Prix* champ, is also a playable character. Karate world champions, heavyweight champion kickboxers – this roster is full of recognizable talent. There are even more fighters, like powerful Master Ishi, when you beat the game. You can also edit and tweak the main characters, then have them fight the CPU using the A.I. parameters you've assigned to them. Great characters, cool options, then you load yourself into the ring and...and nooooo! The choppy gameplay leaves much to be desired. Hopefully Jaleco will see fit to "enhance" the gameplay, since *K1:Revenge* hasn't come far (in terms of playability) since the original game. And that, it must be said, is not a good thing.



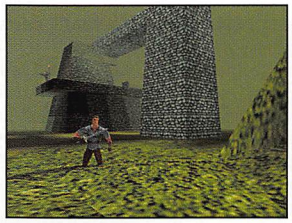


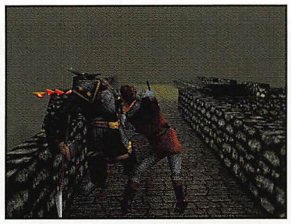
KING'S QUEST VIII:The Mask of Eternity

DEVELOPER/PUBLISHER: dolma AVAILABLE: winter



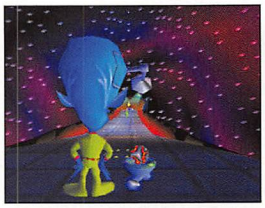
Being a huge fan of the *King's Quest* series, I eagerly awaited the arrival of a playable *King's Quest 8: The Mask of Eternity*. Joining the ranks of the many amazing-looking 3D accelerated graphic adventures, this is a far cry graphically from the cartoon-esque (and totally wonderful) *KQ7: The Princeless Bride*. In fact, *Mask of Eternity* is far darker, bloodier and sinister than any of the previous titles. You play the part of Connor, whose small village in the Kingdom of Daventry has been devastated by the effects of a huge magical catastrophe, which has turned almost all the inhabitants to stone. You must find all four pieces of the Mask and restore peace to Daventry. What is most noticeably different, besides the graphics, is direct combat ability, which is a first in the *KQ* series. Armed with a variety of weapons, which you collect along the way, you now have the ability to maim, behead, sever and pierce a whole host of enemies who stand in your way. Fortunately, the developers haven't forgotten the true value of a *KQ* adventure – the puzzles. The good old find-the-object-on-the-wall and push-another-object-to-be-able-to-reach-it series of logic still stands and the learning curve seems spot-on in the preview version. I have to admit, it will take some getting used to before I can see *Mask* as a true *King's Quest* adventure. But with the expertise of Roberta Williams and team behind it, I'd be surprised if the final version deserves any less acclaim than its predecessors, and anyhow, there's nothing wrong with progress.





MILO'S ASTROLANES

DEVELOPER: player one PUBLISHER: crave AVAILABLE: fall



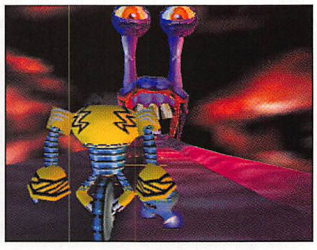
I don't anticipate bowling ever coming to this. Who wants to travel across the galaxy just to bowl? And when bowling out in the open on Venus, I would imagine a bowler's flesh igniting and his bowling ball melting. But in the future, anything is possible.

The "anything is possible" mindset was certainly swirling in the thoughts of Crave, because to make a bowling game in which the far reaching corners of the universe are the setting and aliens are the participants and to give it a blithe attitude, only the most wild optimism could lead a programming team to believe such a creation would entice a substantial audience.

If not for my respect of programmers travelling into entirely new territory, I would be tempted to look at *Milo's* with incredulity and sarcasm. But how unfair it would be to levy early criticism upon *Milo's*, which is well designed within its theme, with vibrant colors, acceptable physics, and unique characters and settings. When *Milo's* is released this fall, it will not be a difficult decision whether to enter this space-aged bowling league in which anything goes: a ball can morph into a group of three, change size, shape and trajectory, and springs, goo and other obstacles can impede the trajectory of an opponent's ball. You'll either dig it or laugh at it. I kind of dig it.







NECTARIUS

DEVELOPER: hudson PUBLISHER: jaleco AVAILABLE: winter



Anyone fond of Hudson's great TurboGrafx strategy game *Military Madness* is in for a nouveau retro treat. Already released in Japan where the series is known as *Nectaris*, this new PlayStation version is heading our way this winter thanks to Jaleco. All-new 3D battle scenes highlight this PS update, as does a construction mode that allows you to create your own maps.

For the uninitiated, *Nectaris* is turn-based strategy played over a hex grid. Two forces are in opposition, the Union and Guicy. Both share access to the same unit types, a mish-mash of realistic and slightly futuristic military vehicles, land and air based. You win by either destroying all the opposition's forces or occupying its base with an infantry unit. When two units encounter each other, a canned battle scene takes place. In the original version, this was a simple 2D sprite-based affair. Here, you get the full 3D treatment with a moving camera and impressive polygonal models blasting it out. And when I say "canned," I'm referring to the fact that you don't have any control during these scenes. Depending upon your position on the terrain and your unit's defensive and offensive values, you battle the enemy based more or less on numbers. The strategy comes before the battle.





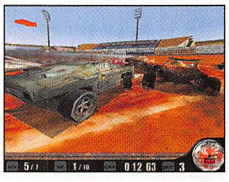
Few changes are expected to the American version, but we'll hold off on a formal review until we actually see it. However, it's clear that the game is no leap above the old Turbo version, save for its 3D scenes and Construction mode. In fact, the 2D hex map looks basically identical to the original. But the gameplay is still there, and should prove to be every bit as addicting.

POWERSLIDE

DEVELOPER: emergent PUBLISHER: gt interactive AVAILABLE: winter



A favorite video game backdrop, a post-apocalyptic world is the setting of *Powerslide*, coming soon from developers Emergent and GT Interactive. Rough, *Mad Max*ish all-terrain vehicles make up the grid in this accelerated futuristic driver that takes full advantage of 3D cards' capabilities.



Weapons have been dutifully omitted, as the developers were more interested in focusing on racing action. To this end, they are paying extra attention to course design, working hard to produce satisfying corner combinations and track layouts. They've also designed in a good deal of freedom within the courses. You aren't trapped on the track, so to speak, and are encouraged to explore as you can go literally anywhere. Secrets will be scattered throughout, as will shortcuts and alternate routes.

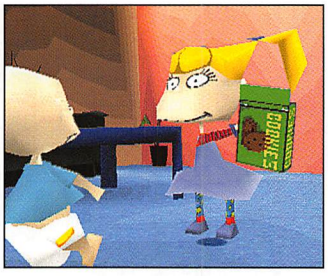
A highly evolved physics engine currently lends the game a very robust feel, with a good sensation of the suspension working and of the car's handling over varying types of terrain. Unfortunately, the name *Powerslide* is perhaps too literal here, as you are almost constantly sideways and you never feel truly connected to the road surface. The game also feels a little slow at the moment, though not in a manner out of step with other PC racers, and may very well increase.



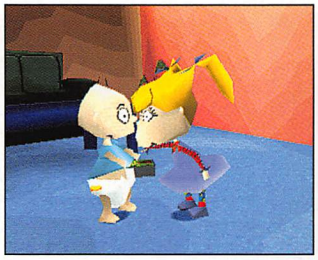
With its expansive tracks, detailed visuals, and advanced physics, *Powerslide* should have little trouble attracting an audience. With all the expected multiplay options and a more "stuck to the ground" feeling, it should have little trouble keeping that audience.

RUG RATS

DEVELOPER: n space PUBLISHER: thq AVAILABLE: xx



There's no denying the appeal of the *Rugrats*. Together with *South Park*, it is among the two highest rated shows on cable, and it's the No. 1 kids' show on TV, with over 23 million viewers each week. The toys are everywhere you turn, and a major motion picture is on the way with over 200 million dollars in marketing support in its wake. Get ready for lots and lots of *Rugrat* mania. The question is, do enough 6-12-year-old kids have PlayStations and the savvy to whip out the old Dual Shock and guide Tommy, Chuckie, Angelica, Phil, and Lil through a host of crazed adventures based on actual episodes? I don't think it matters, to tell you the truth. Games transcend age. I wouldn't be surprised if dad has a go while the toddlers are sawing logs. The game, while simplistic in execution, is looking quite cool. The actual voices are in here along with several modes of play and a very impressive assortment of polygonal models. You begin in the Pickle's home and from there indulge in such below-the-knee action as miniature golf, treasure collecting, and puzzle solving. We'll delve deeper into *Rugrats* in the December issue, so a review should be forthcoming in time for the game's November release.





RUNNING WILD

DEVELOPER: universal interactive PUBLISHER: 989 studios AVAILABLE: fall



Somewhat resembling the little-known Japanese racing title *Running High*, Sony's *Running Wild* trades mechanical suits for a cast of six wacky animals in this unique on-foot racing game from *Crash* producer Mark Cerny. Everything from cute anthropomorphic elephants and zebras to rams and pandas run their little butts off in the 60 fps single-player mode. Rare for a PS game, you'll even get a four-player split-screen for N64-like multiplayer thrills. Horizontal, vertical, and letterbox viewing modes (preserving the proper aspect ratio) ensure that everyone should be able to find a split-screen presentation that is suitable .

Six obstacle-laden courses will be on hand to challenge the player with themes as diverse as winding city streets, chilly frozen rivers, scorching hot lava fields, and stinky drainage tunnels. Hidden areas, power-ups, and level bosses round out the levels. In addition, five fast-action play modes are available, including challenge, circuit, time trial, and practice. For younger players, *Running Wild* will feature AutoRun, which basically automates accelerator control, leaving the player with only steering to contend with. Finally, analog and dual shock compatibility bring this long-in-development title up to date. Current plans call for a late October release, and we hope to bring you a review of this very different title next month. >:<





STARCON

DEVELOPER/PUBLISHER: accolade AVAILABLE: fall





This almost unrecognizable extension of the long running *Star Control* series bears more than a passing resemblance to *Colony Wars*. Whether this is wholly intentional or not, it's impossible not to see the lens flares and streaking "space dust" of this game's environments without drawing a comparison. And while visually it's not quite that game's equal at this stage, there's still a good deal of development to go.

Although it plays like *Colony Wars* inasmuch as you're in deep space shooting at things, the games are actually quite dissimilar. Though *StarCon* is also mission based, a unique two-player capability sets it apart. From your main craft, you have the ability to launch a variety of ships, which a second player can then control to perform attack runs or meet mission objectives.

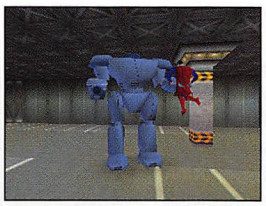
And what *Star Control* game would be complete without some kind of Melee mode for straightforward two-player action? Called HyperMelee, you get a choice of horizontal or vertical split screen in this one-on-one 3D space battle to the death. The two currently playable craft proved good fun, though only time will tell if the original game's addiction factor can be matched.

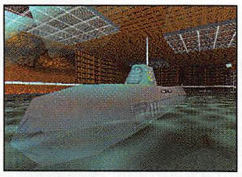


StarCon's still too early to call, but it looks to be different enough from *Colony Wars* to justify its existence. Current plans call for a fall release. >:<

SUPERMAN

DEVELOPER/PUBLISHER: titus AVAILABLE: fall





Titus is gearing up for a big launch late this fall...and it's *Superman 64!* The team back in France seems to have completed all the level architecture right now, leaving only collisions (lots of 'em, mind you!) and gameplay to be tweaked. Now we know that 95% of the game takes place indoors, within dozens of small antechambers connected to one another. A huge computer room might lead to a tiny corridor, which leads to a swimming section, then that section might in turn lead to a giant underground submarine dock, and so on. This type of design tends to add miles of possible gameplay to any title. In *Superman's* case, the different environments around Metropolis also involve a unique story twist each time, based on the cartoon. For example, when you make it to Lexcorp, giant sentry robots will attempt to stop Superman. These are Lex's newest creations – the pride and joy of his considerable roster of high-tech defense. If you remember the TV episode correctly, Lex was trying to sell these souped-up bots to the military, but everything went horribly wrong during the unveiling. Superman had to step up and shut down the glitched-out mechanical abominations before the crowd in attendance suffered. In the game, Lex uses the droids as a last line of defense inside Lexcorp. You'll have to deliver many a swift uppercut (or is that Super uppercut?) to stop them. Unfortunately the level objectives weren't quite implemented in our version, so we have yet to experience a full game with cut scenes, etc. Here's hoping *Superman* will pan out before its release. Warner Bros. trusted Titus to transform its excellent cartoon into a quality game, so I'll do the same up until the review.



TOBU

DEVELOPER/PUBLISHER: 989 studios AVAILABLE: fall



Wait, is that *Panzer Dragoon* on PlayStation? When briefly examined, that is likely to be a common misunderstanding of 989 Studios' upcoming title, *The Diabolical Adventures of Tobu*. But comparisons pretty much lose merit as soon as one realizes that in this game you can fly anywhere you want. Players glide from platform to platform, enter warps to reach new levels, fly through rings... Certainly, this game is not *Panzer Dragoon*.

The story behind the game revolves around the rescue of Tobu's kidnapped uncle. The Evil Emperor Nen Hithol is responsible for the abduction, but before you can come within striking distance of him, you'll have to fly through some striking 3D worlds and battle against hordes of metallic minions.

Tobu's most impressive feat is how it creates a wonderful sense of freedom; the 3D engine is very smooth and the 360 degrees of freedom is very effective. As you float through the air, the detailed scenery moves around you convincingly and causes a degree of vertigo at times. While it looks a bit like *Panzer Dragoon*, the gameplay is highly original; it reminds me of the bonus levels in *Spyro*. But there is a great deal of variety here, and it should provide enough depth and originality to keep players interested.





The annual pilgrimage to one of the most prestigious gaming events of the year proved to be an unforgettable experience for many reasons. A bunch of eager video game industry representatives made their way to a phenomenally hot Seattle, Washington, at the beginning of September with only one thing burned into the cortex of their fevered brains. They were going to have the opportunity to play-test the very latest revision of *Zelda : The Ocarina of Time*, which is possibly the most anticipated video game ever. I was met by a Nintendo limousine at SeaTac airport in Seattle and whisked away toward the bustling city center. It transpired that Nintendo had arranged a *Zelda*-based scavenger hunt through downtown Seattle for the visitors to partake in, which proved to be a really cool way to spend an afternoon. After a few hours in the exhausting heat, we all finally made it to our destination, having now learned how to play a

nintendo gamer's day '98

the legend of zelda: ocearina of time













After breakfast and a short speech from Ken Lobb of NOA, we all sprinted through into the play-testing rooms and prepared to turn on our N64s. There were gasps of excitement and amazement as the N64 logo spun round and round on the screen, lighting effects bouncing off the familiar 3D N. First impressions from the running demo showed everyone that: a) Miyamoto had created the finest visuals ever on a Nintendo product, and b) that the environments, characters and animations were second to none. As I looked around the room, the others had already started to enter their character names and were running around in the first area. Hastily, I selected a name and proceeded to watch the first of many plot-building sequences.

Within a forest lives a peaceful community of elven children called the Kokiri (of which Link, of course, is one), and they are the guardians of the omnipotent Deku Tree, a being older than time, that protects the lands from evil. Each of the Kokiri are born with a guardian fairy that watches over them and protects them from evil spirits. All except Link, that is, and for this reason, he is considered strange by the other Kokiri. One day, the great Deku Tree summons Link to his shrine and assigns a fairy named Navie to watch over him. The tree speaks of an evil in the land of Hyrule, and in order to restore peace, Link has been chosen to recover the Tri-Force – three magical stones that possess great power when harnessed. Unfortunately, a man by the name of Ganondorf is trying to engulf the world in darkness. As Ganondorf searches for a way to implement his evil plans, Link sets off on an epic quest to save Hyrule from Ganondorf's wicked grip.

As Link gains experience, he physically matures and can now wield a bow and arrow in favor of his little slingshot.



tune on an ocarina, take numerous photos of weird elven people, and collect three colored gemstones. Seattle's famous Space Needle building was to be the finishing post for the hunt, and after a swift, stomach-churning elevator ride up the side of this rather tall structure, we were introduced to various Nintendo staff, including Mr. Peter Main (NOA's executive vice president). After an extremely pleasant meal, everybody dispersed back to the hotel and prepared for the play-testing frenzy that was to start at 8 a.m.





by Bryn Williams

the legend of zelda: the ocarina of time

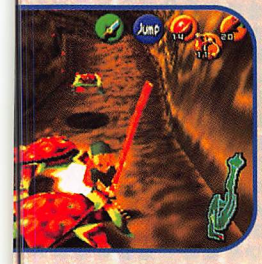
First, Link enters the hollow belly of the Deku Tree and is thrown into his first combat scenario. By a clever combination of intelligent camera angles, innovative button configurations and a really solid combat engine, you are given total control over Link as he battles the various enemies he encounters. Using shields, swords, exploding Deku nuts and Deku sticks, he can walk, run, climb and back-flip through environments that completely do the Zelda legacy justice. After beating the first boss, the Gohma Spider, (a really nasty spider creature that likes to spawn babies and run around in the dark), you receive the first piece of the Tri-Force, and the now terminal Deku Tree tells you to seek out Princess Zelda in the lands outside of the forest. In dramatic sequence, the tree dies and for the first time in his young life, Link is forced to take responsibility for his future and that of the others. Now you progress back to your forest and meet Salia, a female Kokiri, who provides you with an ocarina, a small flute-like instrument that you can learn ten tunes for. She becomes an important ally as the adventure unfolds, and as she wishes you and your newly found fairy good luck, you leave your home for the first and step out into the sunlit lands of Hyrule. From here you can go to familiar places, such as Hyrule Village, Lake Hyrule, Kikikara Village and the Lost Forest. Newly implemented areas include Lon Lon Ranch (a place where the owner and his daughter breed horses) and Death Mountain (home to the Dodongo, a race of rock-eating creatures). Naturally, your first port of call is Hyrule Castle to visit Princess Zelda, but in order to do this, you must perform several tasks. After finding a way to sneak past all of the guards in the castle grounds, you meet with Zelda, and more of Ganondorf's plans and objectives are revealed. She begs you to help her avert horrible vision before it comes true, so with a writ from the Princess and a song you learn to play on your ocarina, you set off towards Death Mountain in search of the second piece of the Tri-Force.

At this stage in the proceedings, I decided to explore the lands around me in more detail before tackling the second dungeon, so I checked out Hyrule Village with greater care. During the daytime, it's a place of







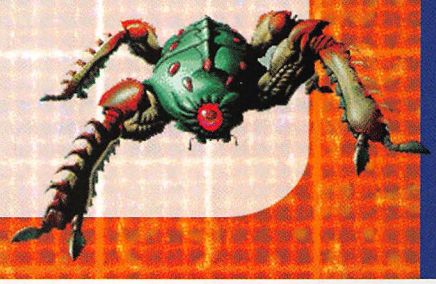




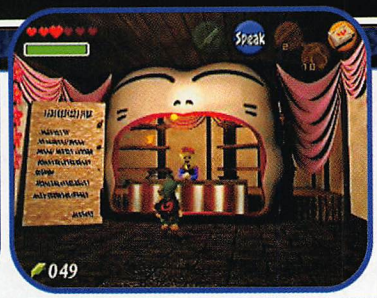


Zelda features prerendered village sequences with different selectable camera angles (usually taking the player to an overhead view). Notice that the old wise owl makes an appearance. He pops up throughout the game to offer hints and clues in order to help Link on his quest. Link has a vast array of different moves and attacks. These are usually learned after conducting conversations with the many different folk and monsters met throughout the kingdom of Hyrule.





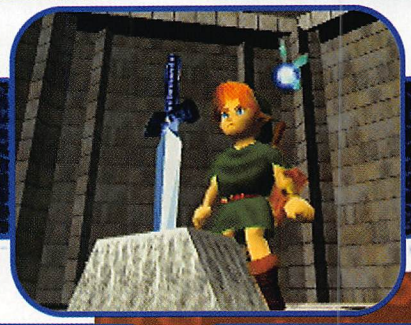






gamer's day























much activity, with peasants haggling over food and clothing, children chasing dogs and chickens, and general merriment emanating from the locals. You can also play some really cool subgames such as the shooting gallery and bomb alley, where interesting clues and prizes can be won. At night, the village turns into a more sinister place, with creatures scuttling around and shadows moving in an eerie manner. Next, I visited Lon Lon Ranch, where I had my first encounter with the now renowned Zelda horses. Link learned another song that would later be used to tame and befriend a foal named Epona. One of the game's more unique points is that Link now matures from a child into a young man as the quest progresses. I didn't make it to that point myself, but was lucky enough to witness the transformation as a Nintendo representative (who had been playing for over 20 hours) reached a critical junction in the story line. I played the game straight for about ten hours, and I had not even scratched the surface! Apparently, there are at least 30-40 hours of gameplay if you know exactly how to do everything. I believe that finding all the hearts, items, and magic (of which there appears to be six different types) will be no less than a mammoth task, and will completely justify this possibly expensive ($59.99 - $69.99) 256-megabit cartridge to every single N64 owner in the world.

Miyamoto's vision from 2D to 3D has been blended together seamlessly, producing a visual symphony of pure genius. Although the overall texture quality does not surpass that found in *Banjo-Kazooie,* and sometimes the prerendered village environments can become slightly blurred, there is nothing in this game that can be accused of being careless or rushed. I could go on to write another three pages, but I have to stop somewhere. This could be, quite possibly, the greatest video game of all time. I cannot wait any longer. Nintendo, if you can hear me, please hurry. The fate of my sanity rests with your timely release of *Zelda: The Ocarina of Time.*



The Undead Beware...







...they'll stay down for the Count!

Get the only official strategy guide for Castlevania on the Nintendo 64!

On sale January 1999

Call for pre-book special!

To order, call: 1.800.691.7886

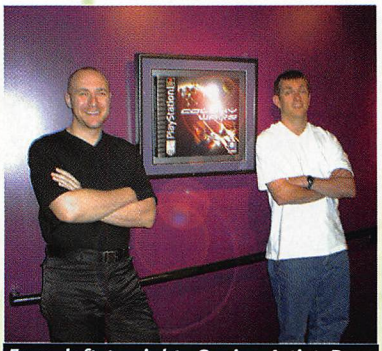
MILLENNIUM PUBLICATIONS INC

colony wars vengeance

An interview with Mike Ellis and Dave Crook of Psygnosis

by Mike Hobbs

After a missed flight and smorgasbord of delays, GR finally made it down to Psygnosis' San Francisco studio for a quick look at Colony Wars Vengeance and a lovely chat with the lead game designer, Mike Ellis, and lead artist, Dave Crook. The sordid details of that fateful meeting follow...



From left to right, Senior Artist Dave Crook and Lead Game Designer Mike Ellis strike a pose around a gleaming Colony Wars package.

Gamers' Republic: Are you surprised to be sitting here putting the final touches on another Colony Wars game?

Mike Ellis: There was no real long term *Colony Wars* strategy when we began the original. It's very nice doing *Vengeance*—the fact that we were able to kind of switch the balance and give the player the chance to play the other side and tell the story from a different angle.

GR: How early on did you decide that the point of view would be switched to the Navy, the original game's antagonist?

ME: It was kind of a natural thing. A lot of people automatically said, "Wouldn't it be great to play as the bad guys?" And we were more of the mindset that, well, these aren't really bad guys, and now we get the chance to show you who they really are. Plus, in doing *Vengeance*, we were able to put in all the cool things that we originally had said, "Wouldn't it be great if..." On top of that, we got a lot of feedback from the press and the customers who bought the original game.

GR: Was there any response to the original Colony Wars that surprised you?

ME: I think I was surprised by the amount of interest that some people had in it. It was almost like the kind of fanaticism on some levels that you can get from people who are really into *Star Wars* or *Star Trek*. Maybe that's because we were underestimating it. With it being a sci-fi thing, there are always some people going, "Can you tell me how long that ship is in centimeters?"

GR: Based around the feedback from the original game, what became your main goals in crafting Vengeance?

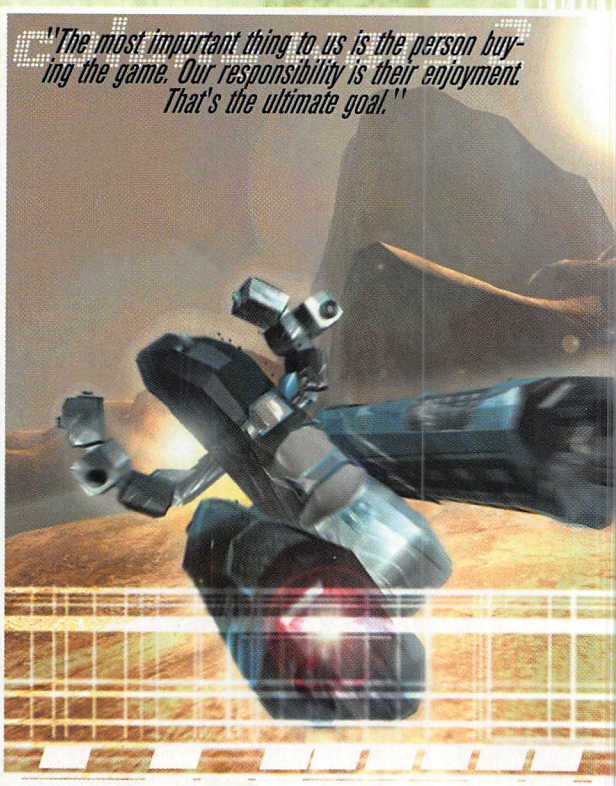
ME: We were always looking to include what we were previously unable to insert into the original game. The landscapes were something that we felt very strongly about. A lot of people had said, "Wow, this planet looks cool. If only I could fly down to it." It was also nice that we were able to put in some ship upgrades and tell the story from a different angle. A lot of work was put into the characterization in the game. That was something that we got feedback on from people like yourselves and at other magazines. I think it kind of shows how well the first game worked. We did create a universe, and people's initial response was, "Can you tell us what goes on inside it?" With the first game, we provided very much an overview of the world via the story, and now people are very interested in who inhabits the *Colony Wars* universe and the little details of day-to-day life.

GR: Would you say that the planet missions were borne more out of a personal desire as opposed to something based around user requests?

ME: Yeah. I think everyone on the team could be classed as games players and we were all of the mind that, "Wouldn't it be great if you could fly down to that landscape and shoot some tanks, blow up some ground defenses."

GR: How much new code was required to get the landscape portions of the game working?

ME: The programming team actually wrote a complete landscape renderer from scratch, so that was a completely new addition to the game. It actually began as one of the programmer's pet projects and then just kind of blossomed into something great. One of the first things we did when we began this project was we disassembled the original *Colony Wars* ourselves and saw what we liked and what we didn't like and what we could evolve, reoptimize and tweak. And as I keep saying, we basically just listened to people who played the original game.



GR: What kind of specific things were done to the deep-space engine?

Dave Crook: The engine itself was stripped down and tuned, and we just improved it and improved it. The actual ship design, the way the ships are modeled and built, is very efficient, and we ended up saving about 50% in terms of the amount of memory that textures require. And that allowed us more processing power.

GR: How did you do this?

ME: We have some very efficient and well thought out guidelines when we set out building our models, things like texture sharing. We produce a set of textures that ships will use. They may not look the same, but we use bits and pieces of these textures and they can be cut and pasted and be used in different ways.

GR: The texture res is the same?

DC: Yeah. I mean, it is a bit of a black art. It's down to initially the specifications that are given to the artists and we come up with a specification sheet to say all fighters are no more than this many points. And then the guys who are building the in-game models are extremely good at what they do, and they can do tricks and do things with smaller textures.

ME: We do have a very experienced team working on *Vengeance*. About half of the original *Colony Wars* team are working on this game. So we have the best of both, a marriage of experience with people who worked on the first game. And then we have a lot of fresh blood, which is essential for bringing in new ideas.

DC: I wasn't involved with the first game, so when I came into it, it was a completely fresh overview of the whole thing, and there wasn't any sort of conscious decision to scrap everything and start anew. The storyline and the structure led us that way. All of the artwork, all of the images are all brand new. There are only a couple ships from the first game and they're used more like set pieces.

ME: The only times you see a model from the original game is when we decided to use them as set pieces, such as one mission that takes place in a sort of ship's graveyard.

DC: It's almost a nostalgic thing for the people who are really fanatical about the first game to see this old ship kind of drifting through this graveyard.

GR: What's the mission count like?

ME: It's very hard to compare the original. I think it had something like 70 game missions and this one actually has 41. But mission duration now is generally longer, and around 12 of those missions are actually multipart. You're playing basically two *Colony Wars* missions together. So even though the mission count is technically lower, you'll find overall that it's probably a bigger game. And we operate on a more streamlined mission tree that doesn't sprawl as much. You're actually kind of guaranteed to see more essential parts of the game as you're playing through.

GR: How did you manage to keep yourself interested in working on a sequel?

ME: One of the major philosophies of the team is that we're not working on a sequel, we're working on a game. We have an engine and we're going to make something which may have the name *Colony Wars* on the box, but this thing's going to stand on its own two feet. *Colony Wars* was merely a competitor for us—if you like, one that we had to beat.

GR: Do you see any further CW games for PS?

ME : Well, right now, the team is just concentrating on finishing. This is their lives you know, and they're just about to see the light at the end of the tunnel, so really, there's been no talk.

GR: Looking at what you've accomplished here, it seems that the only way up from here graphically would be new hardware.

ME: I think that there's always more juice left in the target machine and we've still not seen the best of PlayStation. *Vengeance* will be released and within three months there will be another game with an even bigger "wow" factor, and then that will be eclipsed by something else. There's always more left there and it forces people to innovate.

DC: We're always trying to push the envelope. In anything—the game design, code, the art. Even when you're finished, you think, "Well, that could have been better or different, or this combination would have been better." You never look at it and go, "That is perfect, that is it."

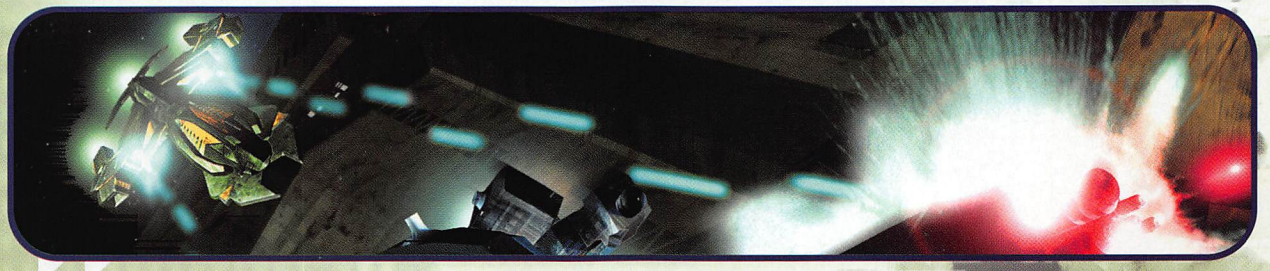
ME: You never really finish a game. You always reach a cut-off point where you have to stop. If it were up to us, we'd probably never deliver a game because we'd always be trying to make it better!

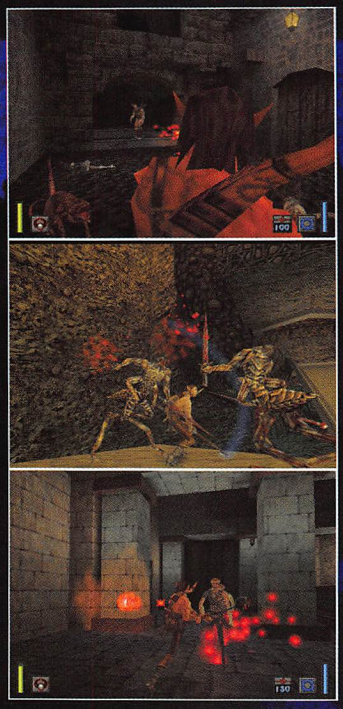
DC: The most important thing to us is the person buying the game. Our responsibility is their enjoyment. That's the ultimate goal. We work for the general public; it's our responsibility to perform as it were through the game. Give them what they want, but to a greater degree show them hopefully something they haven't seen.

Mike and his team are currently scrambling to make the November ship date. If all goes as planned, we should be able to review the game next month.

"I was surprised by the amount of interest that some people had in [Colony Wars]. It was almost like a kind of fanaticism on some levels."

"We were always looking to include what we were previously unable to insert in the original game."





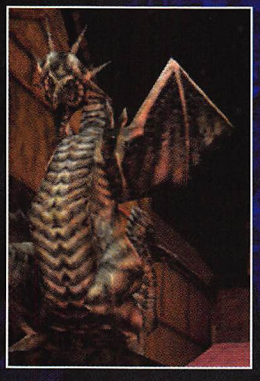
Games that conceive genres, redirect genres, or even disrupt genres have the deepest impact in the gaming industry. With *Heretic 2*, Raven have improved upon the tried and true *Quake 2* engine, but they have altered one critical aspect that has some fans of the original game up in arms: the player's perspective. Behind and above Corvus, the game's protagonist, the camera floats and follows your every move. The wide-angle window that this view inherently presents grants a dramatic panorama of the action as it transpires. But will it work when pinpoint accuracy is necessary when aiming? Is it possible to capture the same intense action-oriented gameplay of *Quake 2* in a third-person-perspective game? After my visit to Raven and extensive play testing, I feel confident that the final product will deliver an experience that is immensely engrossing, and overall solid. Here's why.

It was not long after I first played *Heretic 2* that I reversed my concerns about the camera and began to wonder if the game would be as enjoyable if it was viewed through a first-person perspective. I wouldn't see Corvus' eloquent animations as he climbed onto rooftops, performed his many acrobatic moves and used his staff to pole vault across a gaping chasm. Or witness the visuals as he illuminated the dark city streets with a charging Sphere of Annihilation spell as it danced around his head with a spectacular trail of sparks in its wake. And as he stood at rest, waiting for my next command, he behaved as he should: Shooing and swatting flies as they flitted about, examining his surroundings with a keen eye, reacting appropriately to the sounds of the environment. Even something as simple as how his model changes to reflect new attire such as armor had me excited. Yes, something would certainly be missing if this game were viewed through Corvus' eyes, and I then knew that I wouldn't want it to be any other way.

But still, that does not answer the question of

Corvus fought the good fight, but his true destiny is only about to begin...

A desperate journey to save his hometown from a vicious plague ensues...



This statue is one of a pair that marks the entrance to the Palace Level where Corvus fights the first boss.



The Quake 2 engine has been significantly enhanced to feature 16-bit graphics. Notice the intricacy of the textures and the spectacular visual effects. And Corvus never seems out of place as he walks, leaps, pole vaults and back flips through the surroundings.

heretic 2

by Dave Rees

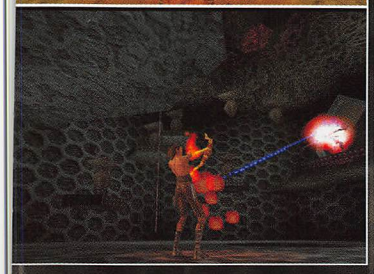
A probing look at Raven's upcoming third-person action game



The surroundings in Heretic 2 span across a huge continent with terrain that distinctly varies. Towns, swamps, aquatic cities, insect hives, and a towering sky fortress are just some of the areas you will traverse. The first several levels are connected linearly, but beyond that the maps are connected via hubs, and you will have to travel back to areas already explored to solve puzzles and perform various tasks.

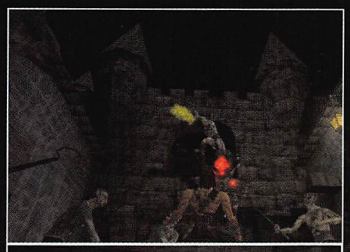




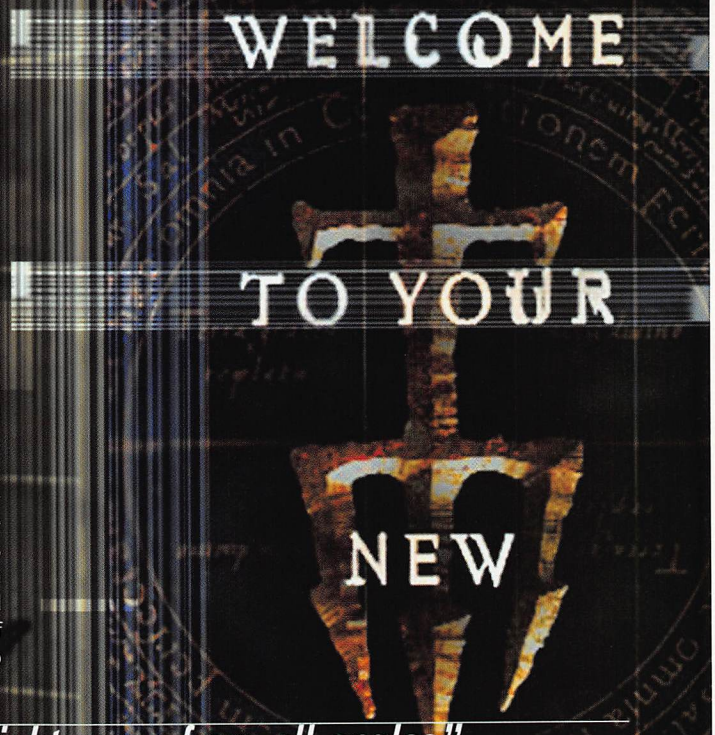


precision aiming when in a heated battle. To combat this primary concern, Raven are experimenting with a few ideas that will make it easier to target enemies without actually picking targets for the player, as *Tomb Raider* does. Corvus has a three dimensional cone of influence that projects out in front of him. Any enemy that falls within that cone while firing will be auto-targeted. So you do have to aim, but the accuracy does not have to be perfect — just close enough to warrant a hit. Also, when there is more than one enemy to be confronted simultaneously, the aiming system will automatically pick the closest target, which is likely to be the more pertinent threat anyway. Some may argue that any target assistance at all would give an unfair boost to those players who are less skilled at deathmatch play, but the cone of influence is not very large and still requires an accurate hand to land a direct hit. There is also talk of some type of crosshair in the final version, but such a feature would be quite difficult to employ without it intruding upon the gameplay.

But let's set targeting issues aside. *Heretic 2* is shaping up to be a very tight game from all angles. The story, for one, is a continuation of the original: The game opens with a CG sequence that depicts Corvus' climactic battle at the end of the original *Heretic*. And from there, he steps into a bizarre alternate dimension called the Outer Worlds, but eventually finds his way back to his hometown. But the citizens there are hardly recognizable. Brian Pelletier, *Heretic 2's* project leader, elaborates on Corvus' ominous predicament: "Eventually you find your way home and come back to your elven village, which is where the original *Heretic* started, in the Village of the Damned, and we start in the docks. This is the *Quake* version of our docks from *Heretic*, and that's pretty much how the game starts. Then you see that things aren't right. We've got cool voiceovers where Corvus says "Hmmm, something's wrong. Where is everybody?" Then he sees a dead guy lying on the ground and says "Hmmm, this guy looks to be diseased. What has befallen my people?" And this all occurs while you're playing. We have triggers depending on what happens when you are playing that kick in. And when he gets attacked by a horde of what are really his people, he has to







"Heretic 2 is shaping up to be a very tight game from all angles."

HERETIC 2

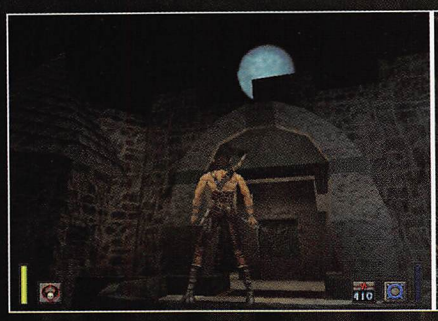
kill them all and he basically says, "My brethren are insane with bloodlust!" And then we have in-game cinematics that push the story along using the game engine, basically similar to how *Resident Evil* was done. The characters actually move and gesture to what the speech is saying. So the story through the game is driven by these little voiceovers and also by interaction when he meets up with another character in the game. Right away, you meet a character called Dranar, and basically he tells you that there is a ter-





Continued over the page

rible plague and there's a possible cure on the other side of the swamps, but the king has locked everyone in the city with magic and he has locked himself in the palace. If you could get to the palace and destroy the leader, who's insane, then we could go get this cure in the city. So basically the story starts right there. You destroy the boss, but on defeating him, because he has the plague, he explodes into this big plague cloud and you're consumed by this mist and you become plagued. Now you're slowly dying of the plague."





Around the fourth level, everything changes dramatically. Not only are you trying to save the lives of the townsfolk, but also yourself. And as Corvus progresses through the game, you will notice his skin fade in color and become warty. Another testimony to the third-person angle.

Relying on the game itself to tell the story, Raven would certainly benefit from an enhanced *Quake 2* engine, and that is exactly what they have crafted over the past several months. Akin to what Valve have done with *Half Life*, Raven have dramatically improved the rendering technology of the engine for *Heretic 2*. Brian Pelletier reveals exactly how: "I think that what really helped us graphically was the fact that we went 16-bit instead of 8-bit. So now every texture has its own palette, so we weren't limited to a 256 palette per area... We could physically just paint. Instead of being restricted to a gradation between red and blue, now we can just paint whatever we want."

And the results are remarkable. The lush outdoor environments in *Heretic 2* are wonderful examples of the various terrain and architecture that such a world might contain. But even more convincing is how each location in the game shows signs of a distinct culture. A stonewalled town reminiscent of Olde London Town, crawling with rats and bathed in an eerie moonlight, beckons you to explore its alleyways; its walls show signs of erosion and water stains. A wonderfully ornate palace filled with intricate statues allures you with its beauty; candelabras illuminate the long rooms within. A murky swamp shrouded in fog is a dangerous yet graceful setting; it must be crossed to reach the richly detailed aquatic city of Andoria. And the scratched borrows of an insect hive are deeply foreboding; its earthen, twisted arteries wind and dip, eventually leading to its subterranean heart – the hive's hub. And before you see any signs of life in these localities, it is not too difficult to imagine what the inhabitants might look like.

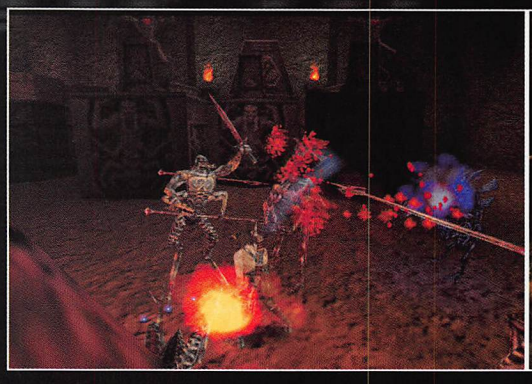
The bestiary has also benefited greatly from the jump to 16-bit, but seeing them animate is even more stirring. Particularly impressive are the T'checkriks: an intelligent insect race that dwells in a huge hive, named K'checkrik, carved into the side of a mountain. They look much like a cross between a cockroach and a praying mantis, only much, much larger in size. And these beasts are not just monsters that you run into in any area of the game. They are indigenous to the environments in which you meet them, and Raven made sure that players would understand where they came from and how they live and grow. "In order to give people a sense that this is a real environment, what we tried to do is give players a background on their upbringing and their society – how they came to be," remarks Brian. "So you'll see the queen mother and she'll be pooping out eggs, then you'll go into a chamber with the eggs with larval hatchlings squirming about, then in another room you'll see cocoons and the bugs busting out of them." Witnessing the stages of the T'checkrik's metamorphosis is just one example of how the creatures of *Heretic 2*, as bizarre as they are, not only look real, but exist with unfeigned authenticity.

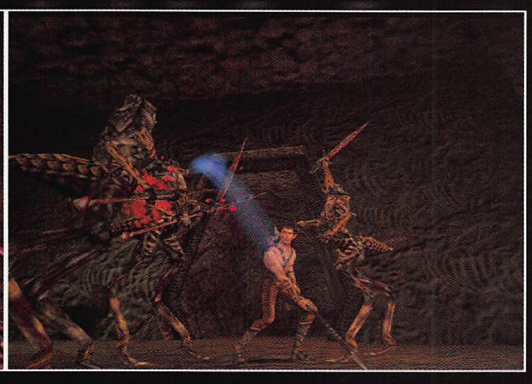
The visual effects that accompany Corvus' spells are truly incredible to witness. When playing deathmatch, players are often treated to quite a display of fireworks.





Of course, none of this wonderful imagery would be possible without a very strong core of skilled artists, and one glance at Raven's talent pool for *Heretic 2* is very reinforcing. "Our new artists have really done a great job," Brian Raffel, one of the founders of Raven, states. "It's nice pulling these guys who were my idols when I was playing D&D and stuff." Artists like Jeff Butler and Mark Nelson, two remarkably talented artisans who sketched and painted portraits for some of the original AD&D monster manuals. Raven also opted to employ the services of Brom, a hugely popular artist of D&D fame. "Our goal was to always hire people better than us because we were the artists when we started; now we do much more managing."





The insect hive is an ominous web of passageways that leads to various subrooms and hubs. Notice the scratchy motif along the walls. Subtle details as such are important to Heretic 2's appeal; each area feels as if it has a history. As you explore the nether regions of the hive, you will eventually meet the hive's queen, a viscous mass of undulating flesh.

DEVELOPMENT ART



A tremendous amount of talent dwells in the offices at Raven. The characters above are some examples of the sketches used for Heretic 2. The Overlord (the big guy depicted lower right) is a slave driver who commands a group of Ogles (the little guy he is restraining). If you hurt an overlord, the Ogles will rebel and finish the job for you!

A dazzling display of weaponry is yours...

A remarkable blend of lighting , particle effects, and alpha blending!

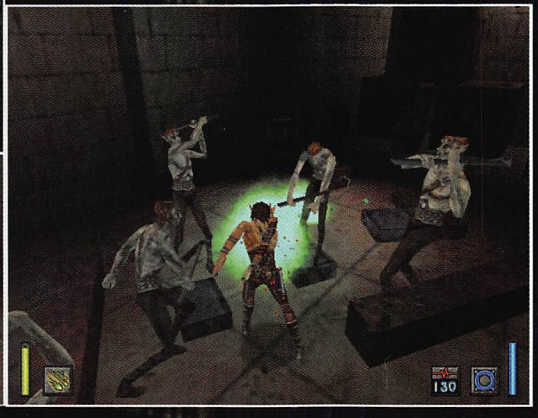
From the simple swinging motion of the Sword Staff to the thundering strike of the Red Rain Bow, Heretic 2's weaponry combines the new and old for a diverse set of attacks!

On top of the rendering capabilities of the improved engine, Raven have improved upon the way that the characters animate. Because you always see Corvus, it was crucial that Raven construct a model that could move naturally and adjust to the surrounding environment. In *Quake 2,* the character animations are very limited. While firing and moving at the same time, the characters' legs do not move; thus, they appear to glide along the surface. And when looking up or down, the entire model is angled rather than just the upper torso, which is why the animation is so stiff and contorted. In *Heretic 2,* the character model has a rudimentary skeleton, and the upper and lower torsos are controlled separately. The result is a wonderfully agile character model that can adjust to any position as necessary, even when performing outrageous acrobatic maneuvers.

The deathmatch in *Heretic 2* also shows great promise. The game utilizes what Raven calls the Client Effect System to improve the client/server performance. Computational tasks such as explosions and other visual effects are processed on the client machine; the server merely tells the client when and where to place it. The results are very impressive, showering the screen with some spectacular special effects without slowdown.







But the questions still remain. Can a third-person-perspective game, a classification that most of us associate with the slow exploratory style play of *Tomb Raider,* provide a high-action-based experience that feels natural? Will the targeting be problematic? Raven are preparing to answer these inquiries with encouraging words, and prove to the overly traditional masses that sometimes it is good to step back a bit and give yourself a fresh perspective on matters– a third-person perspective, that is.

Possess this guide!

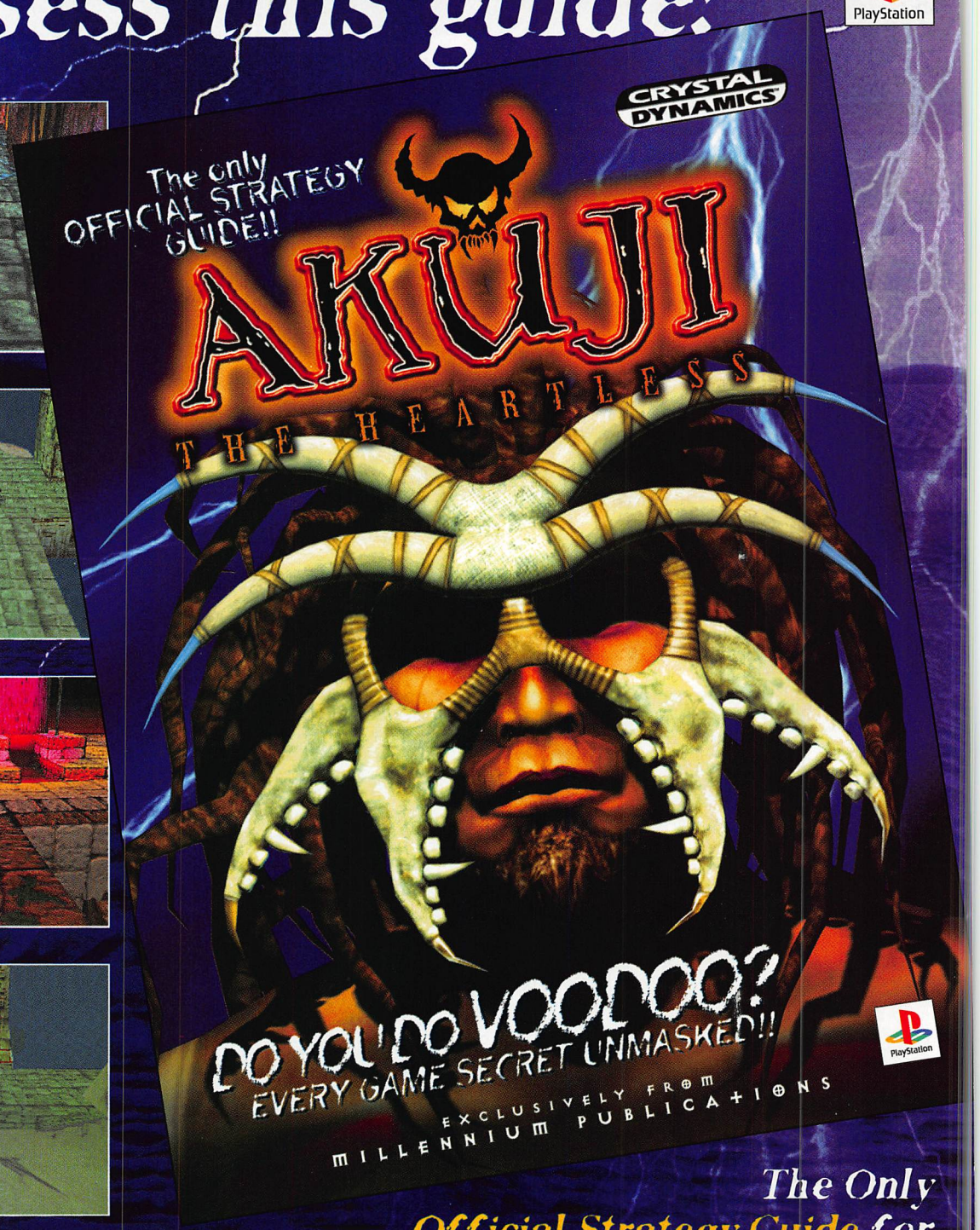












PlayStation

The Only
Official Strategy Guide for
Akuji the Heartless!
On sale November 1998

Call for pre-book special!

To order, call: 1.800.691.7886

MILLENNIUM
PUBLICATIONS INC

THE PERFECT HALLOWEEN TREAT, MEDIEVIL WILL SOON BE CASTING ITS DEVILISH SPELL OF EXQUISITE GRAPHICS AND WICKED GAMEPLAY ON LUCKY PS OWNERS. EQUALLY ENJOYABLE IS THE ENDEARING SPYRO THE DRAGON, IN WHICH A YOUNG DRAGON GLIDES THROUGH A MAGICAL LAND OF GRAND CASTLES, ROLLING HILLS AND TOWERING CLIFFS. FOR THOSE MORE INTERESTED IN CRUMPLED METAL AND HUGE EXPLOSIONS, ROGUE TRIP ANSWERS YOUR PRIMAL CALLS FOR VIOLENCE WITH VEHICULAR CARNAGE.

reviews



GAMES REVIEWED THIS ISSUE

ARMORED CORE	B
BRUNSWICK BOWLING	B
BUCK BUMBLE	B
BUST A GROOVE	A-
DEVIL DICE	B-
EXTREME G XG2	A-
HOUSE OF THE DEAD	B
MEDIEVIL	A
RAINBOW 6	B
ROGUE TRIP	B-
SCARS	B
SPYRO	A-
UNHOLY WAR	B
WCW NWO REVENGE	B+

1. Games marked in **RED** are highly recommended for your gaming collection.
2. Games marked in **BLUE** should be avoided completely.

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

A+ A A- B+ B B- C+ C C- D+ D D- F

[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*



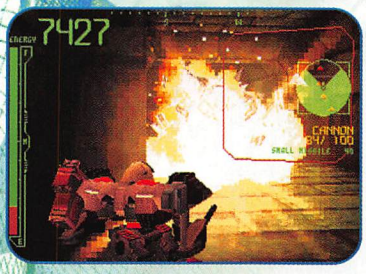
Fans of the first Armored Core take note. The PS' premiere mech title expands its horizons. More mech combat and configuration from From.

armored core
project phatasma

by Mike Hobbs













Originally released in Japan as something of an "expansion pack" for *Armored Core* and not a true sequel, *Project Phatasma* has made it across the Pacific. For anyone who played and enjoyed the first game, the new selection of mech parts and missions provides a worthy incentive to revisit one the PlayStation's best mech endeavors. The inclusion of a new, one-on-one Arena mode with replay only adds to the appeal, but newcomers to the series be warned: the mission count on *Phantasma* is far below that of the original, with less than 20 as opposed to around 50. It is, remember, intended as more of an update to the first game and should carry a value price.

Everything in *Phantasma* works just as it does in the first game. You take on different missions for money and take your earnings and use it toward the betterment of your mech. You have a huge selection of parts to mix and match, from different types of legs, generators, weapons, heads, and core units. Additionally, the color scheme can be altered in every way imaginable and you can even create your own mech insignia. Creating a good mech is a big part of the game's appeal, and you can spend a lot of time trying different configurations and playing around with the color scheme.

Armored Core was a great mech game, and while Project Phantasma is really no better, the familiar action holds up well – fans of the first will love it.

Thankfully, there's more to the game than mech creation. As in the first, a strong 3D engine with good lighting effects and frame rate provide a solid backbone for the mission portions of the game. While not any kind of huge leap over the missions from the first *AC*, in *Phantasma* you'll find a satisfying mix of destruction, strategy, and exploration. Link-up and split-screen two-player modes survive in this update and both remain a good deal of fun as you battle a friend's completely unique creation to the death.

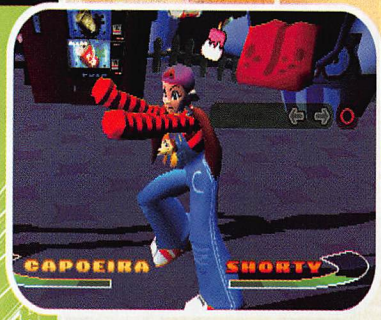
It's really more of the same here with *Phantasma*, but that's basically all it intends itself to be. Anyone who enjoyed the original will find a lot to like, and newcomers can play this version with no problems. Its comparitively low mission count, however, cannot earn it a recommendation over the first game. -SK-



- SOLID NEW SET OF MISSIONS
- BRAND NEW MECH PARTS
- SLIGHTLY TWEAKED GRAPHICS
- AS A STAND ALONE GAME, IT'S SHORT

REPUBLIC SAYS... ARMORED CORE WAS A GREAT MECH GAME, AND WHILE PP IS REALLY NO BETTER, THE FAMILIAR ACTION HOLDS UP WELL. FANS OF THE FIRST WILL LOVE IT.

B







Strutting their funky moves to hip hop, dance, disco, and sexy R & B, the luminous dancers exhibit a matchless level of motion capture, every step of their impressive repertoire pulling you into the competition. It's difficult to ignore Bust A Groove's smooth and energetic style. Simply one-of-a-kind.

bust a groove

by Brady Fiechter

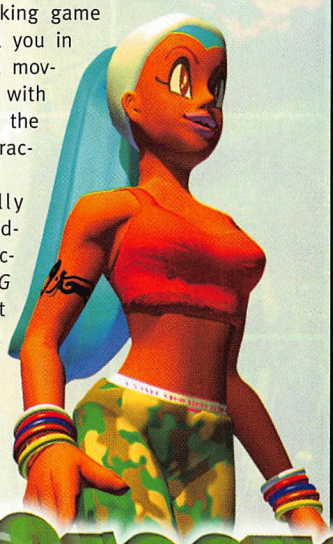
A garish, '70s-style disco floor cycles its scintillating lights around two dancers – a tall, curvy woman holding a baby bottle and wearing pink pajamas, and a playboy with thick, exaggerated coal-black brows and eyelashes, appropriately dressed in white bellbottoms. Behind the dancers, emblazoned on giant video screens, are the words "I love me." It is the perfect stage for the narcissistic Hiro, who, after being prompted by the funky beats with lyrics proclaiming just how smooth it is to be a playboy, slides onto the dance floor to bust his wicked moves against his opponent. In victory, he insufferably combs back his hair and blows kisses wryly toward the camera before moving on to his next dance-off.

Hiro is, in fact, one of the more ordinary dancers to strut his sparklingly cool dance steps in Sony's wonderfully original *Bust A Groove,* and the disco stage on which the competition plays out is indeed one of the most traditional: One stage actually places the dancers in an inviting open-air cottage surrounded by storm-whipped palm trees and the ocean; another creates an industrialized, underground setting where a huge fan blows above steaming furnaces and exposed concrete.

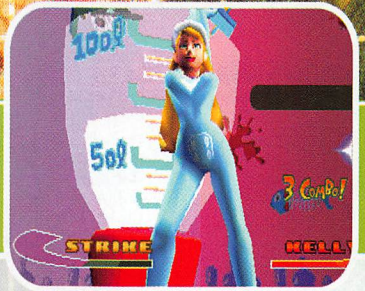
No matter where the competition takes place, the inspirations remain the same: show that you're a better dancer than your opponent. To do this, moves are executed through button combinations kept in sync with the beat of the four/four measures. With a good sense of rhythm, advanced combinations can be strung together to increase the dance meter, which peaks after a set of flawless steps. If a competing dancer gets into a groove and the camera is constantly focusing on his moves, he can be cooled off with a special counter move, such as a fiery flash or a capsule that temporarily traps him.

Like the dancers and the houses in which they compete, *BaG* is a direct departure from the conventional, both in game design and its inspiration of music and dance. Break dancing on the top of a skyscraper as a mouse competing against a massive robot in the streets below is far from typical. But the fantastic style and infectious music that form this highly polished, gorgeous looking game deviously pull you in and have you moving along with every step of the eccentric characters' moves.

Delightfully bold and maddeningly addictive, *BaG* shows just how beneficial it is to balk at conventional gaming wisdom.







- CHECK OUT THE MOTION CAPTURING. SUPERB.
- SENSE OF UNIQUE STYLE THAT'S PERFECT FOR THEME
- 2-PLAYER COMPETITION IS CONSUMING
- THE DANCE MUSIC IS INFECTIOUS

REPUBLIC SAYS... FINALLY, SOMETHING DIFFERENT. BUST A GROOVE TRAVELS INTO NEW TERRITORY, AND WHAT IT FINDS THERE IS HIGHLY ORIGINAL, INCREDIBLY COOL ENTERTAINMENT.

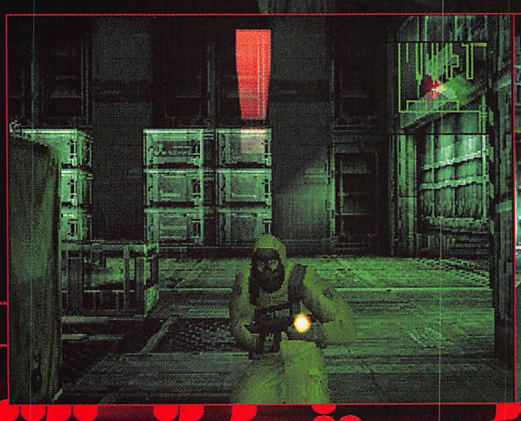
A

ART MUSIC TECHNOLOGY

Coming soon from Millennium Publications Inc.,
the Perfect, Ultimate, and only Official strategy guide
to the video gaming event of the year!

Gain a tactical advantage with essential gear for extreme espionage action!

FULLY ILLUSTRATED WITH EXCLUSIVE LEVEL MAPS AND CHARACTER ART!







COMING SOON... COMING SOON... COMING SOON... COMING SOON...

TACTICAL ESPIONAGE ACTION

METAL GEAR™ SOLID

OFFICIAL MISSION HANDBOOK

THE ONLY GUIDE TO FEATURE:

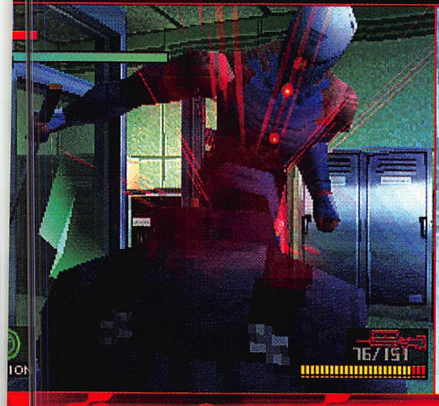
- A PREFACE WRITTEN BY HIDEO KOJIMA, CREATOR OF METAL GEAR SOLID!
- EXTENSIVE BACKGROUND NOTES!
- TRAINING SECTIONS COVERING BASIC GAME CONTROL AND MARKSMANSHIP!
- PROFILES FOR ALL CHARACTERS, ENEMIES AND BOSSES!
- EXTENSIVE WEAPONS TESTING OF ALL AVAILABLE ORDINANCE!
- FULLY COMPREHENSIVE LEVEL WALKTHROUGHS WITH OFFICIAL FULL COLOR MAPS, ITEMS AND ENEMY TAKEDOWN TACTICS!
- A SPECIAL 'SEALED' SECTION WITH FINAL BOSS STRATEGIES, ALL SECRETS, CODES AND ENDINGS!
- HIDDEN CAMERA PHOTOS! WE SHOW YOU HOW TO TAKE PICTURES... FARTHER!

YOU WANT MORE?

- INTERVIEWS WITH SEVEN MEMBERS OF THE METAL GEAR SOLID DEVELOPMENT TEAM, INCLUDING HIDEO KOJIMA, CREATOR OF METAL GEAR SOLID!
- MASSES OF OFFICIAL ARTWORK!
- COMPARISONS BETWEEN THE JAPANESE AND AMERICAN GAMES!
- A COMPLETE HISTORY OF THE METAL GEAR GAMES!
- A LOOK AT METAL GEAR SOLID MERCHANDISE!

EXTRA ADDED BONUSES INCLUDE:

- THOUSANDS OF HIGH-RES SCREENSHOTS OF THE HIGHEST QUALITY!
- FULL COLOR, 170+ PAGES BIG, AND PRINTED ON GLOSSY, QUALITY PAPER!
- THE ONLY GUIDE AUTHORIZED AND APPROVED BY KONAMI!
- THE ONLY GUIDE BASED ON THE FINAL AMERICAN VERSION OF THE GAME!
- SOLID, RELIABLE AND 100% ACCURATE!





ON SALE OCTOBER, 1998, AVAILABLE WHERE ALL GOOD BOOKS ARE SOLD.

MILLENNIUM BOOKS – CREATING ONLY OFFICIAL STRATEGY GUIDES WITH THE EMPHASIS FIRMLY ON QUALITY, INTEGRITY AND SATISFACTION.

attack

buck bumble

by Dave Halverson

The first fully 3D adventure game to star a bug, Ubisoft's *Buck Bumble* comes packed with ample doses of arachnid paraphernalia, more than a few highlights, and one happenin' bumblebee. Most refreshing is the fact that *Buck Bumble* represents a new concept in 3D gaming as the only shooting/adventure that you fly and hover through as an insect. Because it's not ground based, *BB* provides the player with a whole new set of rules. Of course, this whole concept would be worthless without perfect controls, so Argonaut have blessed Buck with wonderful psychics and the most intuitive flight controls since *Pilotwings*. The arachnid threat, the Herd (mutated bugs from a toxic waste spill), are a sizeable and deviant threat, their AI constantly keeping them wickedly aware of their surroundings as well as Buck's whereabouts. The assorted mecha-insects attack in an almost eerie fashion, sensing Buck's presence and mounting assaults to their utmost capability (depending on their intelligence level), which grows steadily throughout the game. As they approach, the dreaded buzz of an inflamed insect emanates, creating a true feeling of parasitic peril. The sound effects in the game perfectly mimic real insects, from clickety cyber-roaches to mecha-wasps to fierce dragonflies. Luckily, Buck's got a couple of moves in his arsenal, as well as a vast array of collectable weaponry to thwart their kamikaze tactics. From homing shots to heat-seeking missiles (which can be steered for a limited time), when all totaled, Buck can find and use over 15 weapons. Weapon selection and usage is, of course, key. You can take the easy way out and kill the weaker level swarms using your choice armaments, but then you'll find yourself completely outmatched by the huge armor-plated bosses. Or, you can exercise patient and methodical play using weaker guns on lighter (but tricky) prey, saving your big guns for the mission zenith. The bosses are a big, bad, bug/mecha hybrid, and usually harbor some type of projectile spore, requiring flying skill and proper deployment to destroy. Ammo and arms are sprinkled generously, but not so much that you can waste them; however, careful execution will always result in ample supplies for the task at hand.

Amidst all of this arthropod fun, *BB* does have its share of shortcomings, which can be attributed mainly to hardware and cartridge constraints. The music, a catchy drum 'n bass ensemble, is of high quality (especially the opening lyric, which will stick in your head for all eternity), but it is forced to repeat due to cart space constraints. Also on the minus side is the dreaded N64 fog, which is in full effect. While it doesn't affect the gameplay at all, it would still be nice to see the whole level before you. The levels themselves are highly original works and are textured quite nicely. Everyday objects like bottles, garden tools and foliage appear gigantic in your midst.

Although a bit methodical at first (many of the initial missions have you vaguely repeating tasks), beyond level 10 (which isn't even midway) things begin to diversify impressively. Buck actually stuns and delivers specimens to a lab for study in level 12, during which the game begins to take a major

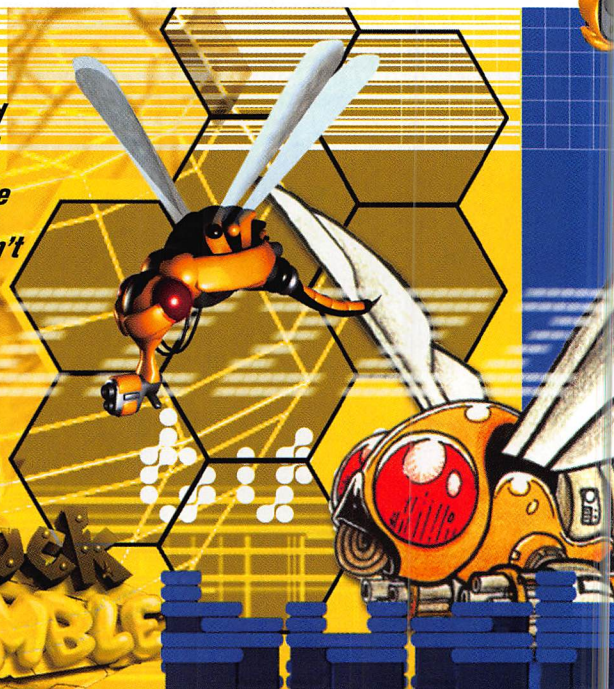


Buck can hover on command with great precision. Swooping in low above ponds however, use caution - bees aren't very good swimmers. If you do get stuck, turbo-tap the A button and you can usually escape. Always check below bridges and other perilous locales for the best power-ups and ammo. Hey! I made a Pro-Tip!

buck bumble



With Buck Bumble, Argonaut and UbiSoft have created yet another viable franchise. I hope he doesn't sting Ed or Ray...man.











turn. By the time you finish off *BB*, you'll have received more than your money's worth of 3D-shooting action/adventure. Overall, this is a highly enjoyable game positioned comfortably at the top of the N64 food chain. As far as third-party software goes, *BB* is one of the few highlights, as it is not only an unconventional and exclusive N64 effort but as entertaining as it is vastly original.









There's more to be aware of than just the hordes of flying and crawling insects that want Buck to buzz off. The Herd have manufactured all types of arachnid weaponry. Huge ground and fence-based cannons sense your presence and open fire with wicked precision.







Low on flower power? Tasty nectar replenishes Buck's reserves, but be warned—conservation is key. Leave some behind so you can backtrack. Heavy resistance awaits at the end of each mission.

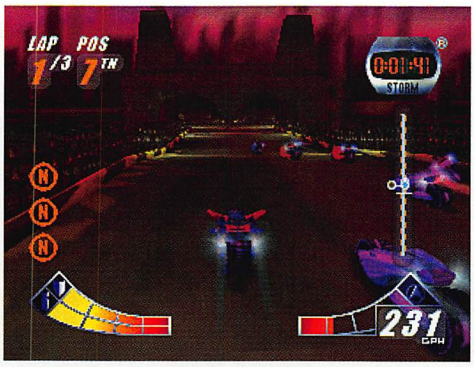






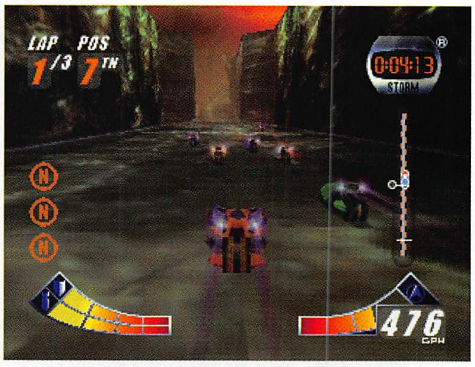


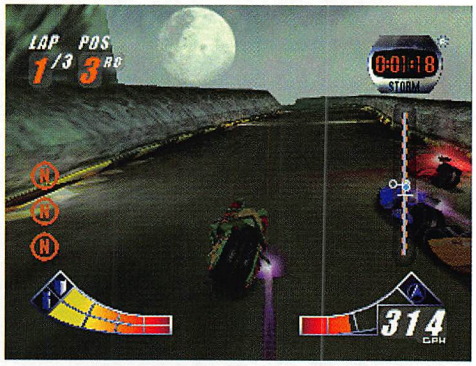
When Probe designed the racers that pilot these strange encapsulating race craft, they certainly did a great job. Don't you think?



Say hello to *Extreme G-XG2*, where everything you loved about *Extreme G* – the blistering top speeds, roller coaster tracks, devilish weapons, and techno sounds – has remained (and been improved) and everything you didn't is either fixed or gone. *XG2* is set to deliver the ultimate speed thrill this October. The fog has been pushed back markedly, the acceleration is torque central, and the game is even faster than before. Those familiar with the first might think added speed would spell more rail riding, as the first game threw you into the rails far too easily, but the handling has been tweaked accordingly; now the game is faster while at the same time much more precise. The tracks are also wider and longer.

Aside from improving on the old theme, much has been added as well. The 10 evolution bikes not only play host to better and more realistic attributes, but each is accompanied by the character inside that we didn't see in the first, so now you can put a face to the transportation. The 36 all-new tracks (affixed within 12 environments) in *XG2* feature a widely diverse array of locales, including underwater caverns, steaming marshes and more futuristic cityscapes, and if you were impressed with the lighting in *Extreme G*, wait till you get a load of the dynamic lighting in *XG2*. Probe have gone wild with this one, creating a sequel markedly better than the original in every respect. They've gone as far as allowing you to create and save your own camera angle, provided a picture-in-picture view for rear

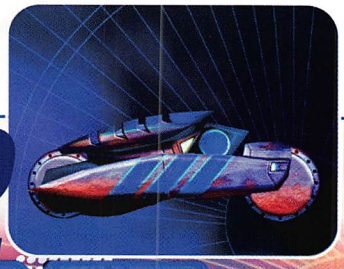




Burning speeds and new evolution racers... The racing sequel you've been waiting for has finally arrived!

extreme g 2

by Dave Halverson



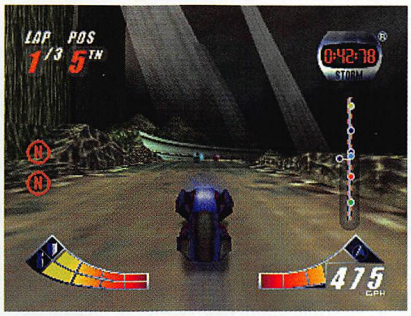
projectiles and thrown in a sonic boom! Yes, now you can even break the sound barrier!

Multiplayer attributes haven't been forgotten either. With Head-to-Head, Battle Arena and Cup Challenge, the depth of play can now be experienced by up to 4 players simultaneously. Probe have supplied everything but the wind in your face, so turn on a fan and have at it. *XG2*'s one of the best N64 racers in a banner year for the genre.











Experience blistering speeds on 36 all new tracks!

Break the sound barrier and live to tell about it!





The new analog camera editor allows you to create and save your own camera angle. Together with reduced fogging, the result is visual superiority when compared to Extreme G.



- NEW CHARACTERS ADD NEEDED PERSONALITY
- WITH 36 TRACKS, THERE'S A LOT TO LOVE
- 3 MODES OF MULTIPLAYER RACING GIVE IT LONG LEGS
- XLNT LIGHTING AND ENHANCED DESIGN ALL AROUND

REPUBLIC SAYS... WITH XG2 AND F-ZERO X OUT SO CLOSE TOGETHER, IT WILL BE HARD TO CHOOSE BETWEEN THE TWO. I LIKE THEM EQUALLY FOR DIFFERENT REASONS... JUST BUY 'EM BOTH!

A-



Sega's classic AM1 light-gun shooter has been reanimated in glorious 3Dfx for all you blood-thirsty PC owners out there. Staggeringly superior to the hideously flawed Saturn version, *House of the Dead* on PC produces all of the tension, anxiety and gore of the arcade machine, and even offers extended gameplay in the shape of some cool new PC-only modes. The plotline remains the same, finding you taking control of a couple of bad-ass government agents investigating the strange disappearance of key scientific personnel at the DBR Corporation's laboratory. You can play as Thomas Rogan or the mysterious Agent "G" as you investigate the various stages of the sinister mansion owned by Dr. Curien, the evil geneticist. It appears that Curien's work has centered around reanimating corpses in order to create a new type of invincible soldier, as well as other weapons research. Things get worse for Rogan as his newly engaged fiance, Ms. Sophie Richards, is rumored to be somewhere deep within the mansion.

The gameplay remains very true to the original, and control is achieved via the mouse, which proves to be an excellent substitute for Sega's light gun. As before, the game routes you can choose depend entirely on which objects you shoot at key points in each stage. For example, if you save a scientist from being eaten, then you will take a different route than if you let him get butchered by chainsaw-wielding cadavers. Also, the PC version features a Ranking mode, a Boss battle mode that allows you to practice finding the weak spots of the big guys, and a PC-only mode, in which you select from multiple new characters such as Sophie and a researcher. The 3D accelerated graphics are fantastic, but a little less colorful than the arcade. This does not detract from the fact that *HOTD* is a really fun, grim blast, so load your six-shooter and start poppin' caps into the undead now.



house of the dead

by Bryn Williams











- OUTRAGEOUS CARNAGE AND OFFAL FOR ALL THE KIDS
- SPECTACULAR FRAME RATE AND FAST-PACED ACTION
- AMAZINGLY GOOD FUN–JOHN ROMERO WOULD BE PROUD
- SLIGHTLY BLAND TEXTURES COMPARED TO THE ARCADE

REPUBLIC SAYS... IT'S QUITE SIMPLE. HOUSE OF THE DEAD IS A TECHNICALLY EXCELLENT CONVERSION OF A REALLY COOL ARCADE ACTION SHOOTER. RIP 'EM A NEW ORIFICE RIGHT NOW!

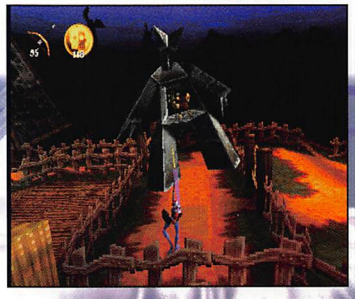
B



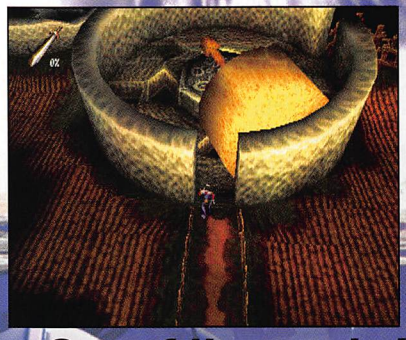


medievil

by Dave Halverson

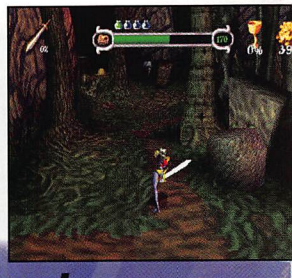


One of a handful of truly spectacular PlayStation games for '98, Sony Europe's *Medievil* looks and plays like 3rd-generation software should. The first word that comes to mind after extended *Medievil* mirth is polish. *Medievil* has obviously been fastidiously planned and readied with the intent on creating not just another straightforward 3D romp, but a memorable gaming experience worthy of many sequels. The motif: a brilliantly lighthearted (in a dark way) supernatural adventure, which is intriguing from beginning to end as we follow our unlikely hero, Sir Dan Fortesque, through a dark chain of events initiated by the evil mad-magician Zarok. Thought to be dead by the hand of Sir Dan, Zarok's pronounced demise was only a tale told by a king to soothe the people of Gallowmere. Sir Dan was actually the first to fall when Zarok attacked many years ago, and he took the first arrow... right in the eye!



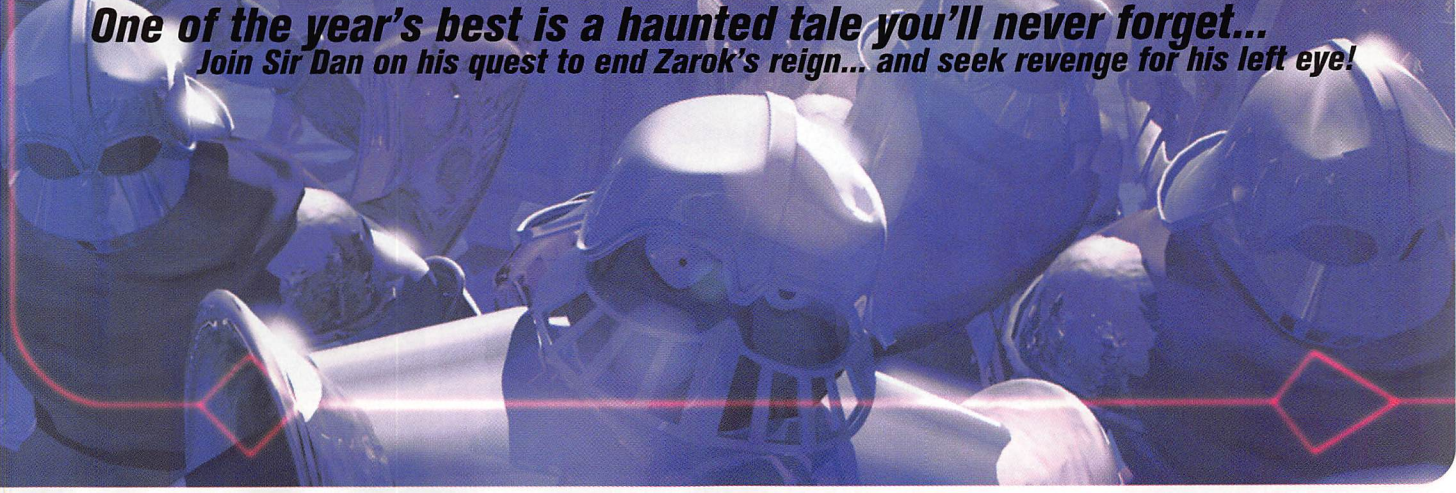






One of the year's best is a haunted tale you'll never forget...

Join Sir Dan on his quest to end Zarok's reign... and seek revenge for his left eye!















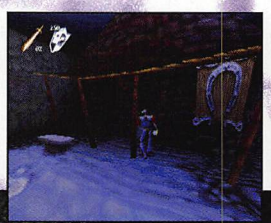
If you're particularly greedy, or simply in need of supplies, hack away at the haystacks in Scarecrow Fields. There's always some coin (along with a few trolls) to be found.

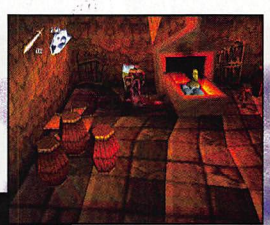


Don't leave Cemetery Hill without the Witches' Talisman; you're going to need it in the Enchanted Earth to summon a very important (and rather smelly) witch.

Graphically, *Medievil* is a marvel, featuring high-res textures, broad horizons, an amazing use of color, and a fluid frame rate, with level and character designs reminiscent of Tim Burton's amazing style. The locales are littered with ancient structures, featuring wonderfully foul underground tombs and lairs, and are host to the utmost detail. Sir Dan actually forges a sacred cross (using materials accumulated in a vast haunted village) in a fully functional forger's shop; not something you see everyday. Rooms you would normally pass off as simple diversions, let alone be able to enter in the first place, always have more in store than just demons to slay.

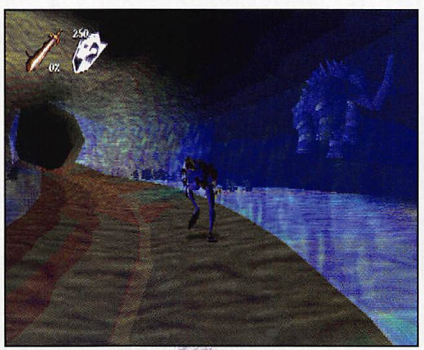
It's all very dark but, at the same time, zany and somewhat deranged. I never grew tired or restless due to repetition of any sort. Each level possesses a new challenge as well as a widely distinct cast of spooks, traps, and predicaments. You'll encounter unexpected friends and foes, enter infested dwellings (much to your merriment) and basically walk away thinking, "Man, everyone needs to play this game." The undertaking is laid out in a very non-linear manner. For instance, Sir Dan discovers the Shadow Artifact by solving a vast riddle in the Sleeping Village (and he solved a few to get there as well). Then, returning to a previously played level, The Enchanted Earth, he can open the tomb of the Shadow Demons,

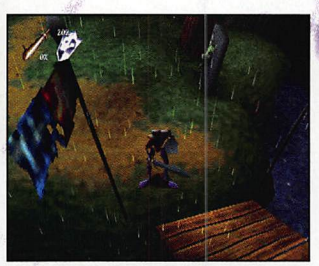


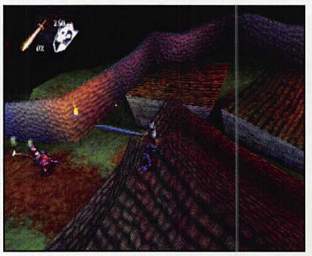




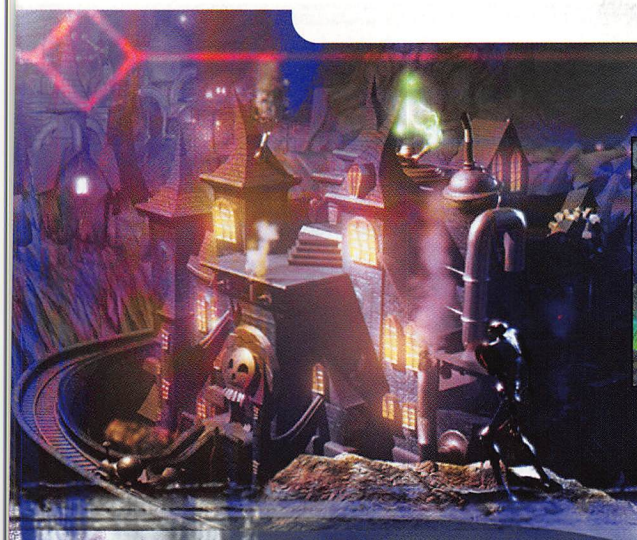
















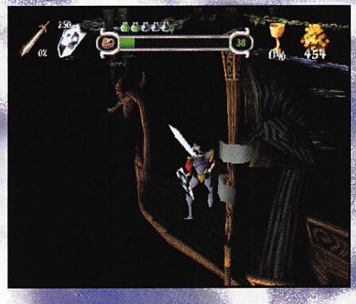
The Chalice of Souls is the key to the Hall of Heroes, so don't leave town without it. The weapons they hold are gravely needed to succeed in your quest. To gain the Chalice in the Sleeping Village, don't kill any villagers!

which holds its own enigma. This leads to a final confrontation with two winged deities that mount a fierce airborne attack. The culmination of all this revelry reveals on the map The Pool of the Ancient Dead, a region previously shrouded in black fog. There are many such circumstances in *Medievil* where a chain of events lead the player to and fro among the many faces of Gallowmere. The unpredictable nature and diversity of gameplay is virtually unparalleled. All the while the controls are a joy to behold with a Dual-Shock in hand. Without analog assistance you must toggle Sir Dan's walk and run, but with it, the progression from walk to run is seamless. If you don't own one, it's time to make that purchase.

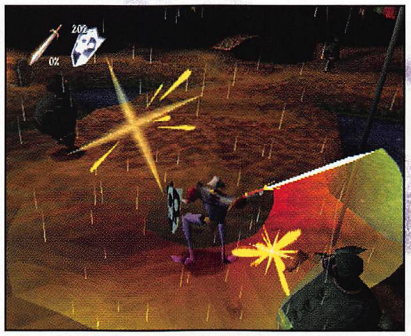
In the tradition of great software, the original soundtrack from Andrew Barnabas and Paul Arnold is simply a masterpiece. The haunting melodies guilelessly mimic the motif and situations, while remaining true to the game's dark themes. Exquisitely produced cinemas and beautiful effects tie it all together with befitting bewitching style, creating an overall unforgettable 3D gaming experience. This is an absolutely charming game that no PlayStation adventure seeker should be without. If you're planning your Halloween indoors this year, I highly recommend you spend it with this amazing cast of undead heroes. It won't rot your teeth, and it's cheaper than a Clinton mask.







When you spot a not-so-friendly gargoyle's head, you've either arrived at a shop where you can replenish your finite weapons or you're about to get a tip as to what lies ahead. They also love to besmirch Sir Dan.









- THE LONG EPIC QUEST NEVER STOPPED SURPRISING ME
- THE MUSIC IS A JOY TO BEHOLD THROUGHOUT
- LOTS OF WEAPONS AND ITEMS TO FIND AND USE
- CASTLE PEREGRIN (FEED THE CHICKENS) IS AMAZING!

REPUBLIC SAYS... THE BEST FREE-ROAMING PS GAME I'VE EVER PLAYED AND ONE OF THE BEST GAMES OF '98 FOR SURE. INGENIOUS LEVEL DESIGN AND GAME STRUCTURE ARE AT WORK. FANTASTIC!

A

rainbow six

by Dave Rees



Sweaty palms? I rarely get them. But every time I play *Rainbow Six*, my palms become inexplicably clammy. Particularly when I am walking down a long corridor with several doors on either side that lead to rooms that must be secured before I move on. Or when I must infiltrate a multi-tiered building with snipers peering down at me from the upper rafters. I have to stealthily peek around every corner, keep very quiet, check my heartbeat monitor for enemy locations, keep a constant eye on my ammunition level, and use my flash bangs wisely. Every step I take could be my last. One shot to the head is all it takes; an untimely pause and I'm dead. I guess that explains my sweaty palms.

In a matter of days, Red Storm's *Rainbow Six* has managed to grip FPS fans of all backgrounds, and hold them tightly. And it has managed to do the same to me. That is quite an achievement considering that this is Red Storm's first game ever. Tom Clancy's name alone would have assured solid sales figures, but Red Storm obviously care about gaming too much to depend solely on a license.

With the same meticulous detail and accuracy depicted in Clancy's many novels, the game creates a believable atmosphere that is second to none. Whether creeping through a wooded area, slinking around a governmental building or infiltrating an oil refinery, the sounds of nature are everywhere. Wind blows, crickets creak, machinery hums... But the ambience is secondary here. What









stands way out in front is the gameplay. The detailed planning before each mission is a strategy gamer's dream and the action sequences are heart pounding. A game that combines these two aspects as flawlessly as *Rainbow* Six does is quite rare.

But even with such high praise, *Rainbow Six* does suffer from some severe technical faults that drop the grade a bit. The engine itself is second rate: Clipping problems are everywhere, much of the environmental surroundings look like a cardboard cutout, and there are several bugs that creep into the experience. But the patches are already on the way, so Red Storm are obviously dedicated to correcting what is wrong.

Red Storm have done something very special with *Rainbow Six*. They could have produced a sub-par game and still sold a million copies on Tom Clancy's fame alone. They could have decided to just whip up another FPS type game with dull environments, little ambience, and no real depth. It could have been very easy money for them. But instead, this game is an icon—an example that all developers should pay close attention to.

- A FLAWLESS COMBINATION OF ACTION AND STRATEGY
- STRONG AMBIENCE AND GRIPPING GAMEPLAY
- MULTIPLAYER MODE IS TREMENDOUS FUN
- A ROUGH ENGINE AND SOME BUGS DROP THE GRADE

REPUBLIC SAYS... WHILE THE HEART-POUNDING ACTION REMAINS AT THE CORE OF RAINBOW SIX'S APPEAL, THE STRATEGIC ELEMENTS ROUND OUT THE PACKAGE. TOO BAD FOR THOSE BUGS.

B

GR Reader survey

Name _____
Address _____
City _____ State _____ ZIP _____
e-mail address _____

While you could fill out the information on this page, carefully tear it out, and mail it to the address below, may we suggest making a photocopy first? Or better yet, buy two issues of GR. One to cut up and one for your collection...

What is your age? _____

How much time do you spend reading each issue of Gamers' Republic?
- ❑ less than 30 minutes
- ❑ less than one hour
- ❑ one to two hours
- ❑ more than two hours

How many times will you go back to look at a previous issue?
- ❑ 1-3
- ❑ 4-6
- ❑ more than 6

How many people do you show the magazine to?
- ❑ 1-3
- ❑ 4-6
- ❑ more than 6

Which other magazines are you currently purchasing?
- ❑ EGM
- ❑ GamePro
- ❑ Next Generation
- ❑ PC Gamer
- ❑ Computer Gaming World
- ❑ PSM
- ❑ Other: _____

Where do you buy most of your magazines?
- ❑ Software store
- ❑ Book Store
- ❑ Newsstand
- ❑ Grocery/Drug Store
- ❑ Mini Mart
- ❑ Subscription
- ❑ Other: _____

Which system(s) do you currently use?
- ❑ Nintendo64
- ❑ PlayStation
- ❑ Saturn
- ❑ Genesis
- ❑ Super NES
- ❑ GameGear
- ❑ Gameboy
- ❑ Other: _____

Do you own a PC?
- ❑ Yes
- ❑ No

If so, is it used for gaming?
- ❑ Yes
- ❑ No

How many hours a week do you play games?
- ❑ under 5
- ❑ 5-10
- ❑ 10-20
- ❑ 20-40
- ❑ more than 40

How many console games do you purchase per year?
- ❑ New: _____
- ❑ Used: _____

How many PC games do you purchase per year?
- ❑ New: _____
- ❑ Used: _____

How many games (PC or console) do you rent per year?
- ❑ _____

What are your favorite PC/console genres?
- ❑ 2D Action
- ❑ 3D Action
- ❑ Action/RPG
- ❑ Arcade Racing
- ❑ Racing/Combat
- ❑ Flight/Race Sim
- ❑ 3D Shooting
- ❑ Puzzle
- ❑ RTS
- ❑ Corridor Shooter
- ❑ Role Playing
- ❑ 2D Fighting
- ❑ 3D Fighting
- ❑ Soccer
- ❑ Golf
- ❑ Football
- ❑ Baseball
- ❑ Basketball
- ❑ Tennis
- ❑ Futuristic Sports
- ❑ Other: _____

Do you prefer hand drawn or polygonal characters?
- ❑ Hand Drawn
- ❑ Polygonal

Are you offended by violence and/or nudity in video games?
- ❑ Yes
- ❑ No

Do you or would you buy a game soundtrack?
- ❑ Yes
- ❑ No

Where do you purchase your games?
- ❑ Local retailer
- ❑ Phone/mail order
- ❑ Online
- ❑ Other: _____

Do you purchase import games?
- ❑ Yes
- ❑ No

If so, why?
- ❑ Game not available in U.S.
- ❑ Import has better packaging
- ❑ Game comes out in Japan first
- ❑ Other: _____

Do you buy Japanese animation?
- ❑ Yes
- ❑ No

If so, how many videos per year?
- ❑ 1-3
- ❑ 4-6
- ❑ 7-10
- ❑ more than 10

Do you prefer anime subbed or dubbed?
- ❑ Subtitled
- ❑ Overdubbed

Tell 'em what they could win, Johnny!

This month it's an **ultimate PC gaming system,** including a 300 mHz Pentium 2, Voodoo 2 Card, Sound Card, Speakers with subwoofer, 19" monitor, plenty of RAM and disk space, and a year's supply of Rice-a-Roni, the San Francisco treat. A winner will be selected at random from surveys we receive.



Settle down, Francis, this is only a representation of the system we're giving away. We're still collecting all the best parts for this baby...

Send your completed survey forms to: Gamers' Republic Reader Survey, 32123 Lindero Canyon Road, suite 111, Westlake Village, CA 91361

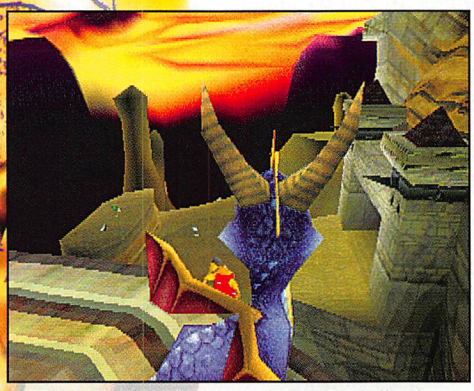
On second thought, let's nix the Rice-a-Roni, and just give away the computer.



spyro the dragon

by Brady Fiechter

An intrepid young dragon glides through a magical land of charm and enchantment



Glide to the top of Spyro's world and drink in the view

Spyro the Dragon is a game in which great care was obviously taken every step of the way through its creation. As it begins, we are introduced to a young dragon named Spyro, and it is here, in his magical world, where a garden of remarkable sights grows up around us, reaching heights very rarely seen in a video game. By the end of the adventure, there's no escaping Spyro's unerring charm, and we come to the realization that all that has come before is truly something special.

Spyro's world is a cheerful one, where everything is plush, vibrant, and full of life – a place where the air is light and inescapable in its cartoon breezes. There is something about this universe that gives the impression of newness, as if we are seeing things never quite accomplished before. Admittedly, there is conservative form to the environmental designs, but the detail in the rolling, grassy hills, the towering concrete castles and mountain structures, and the sparkling waterfalls that embellish the landscape has been carefully attended to, achieving a striking three-dimensional reality. Bathing the entire land with a spectacular warmth and glow, the deliriously vibrant colors bestow the final, invaluable touches, pouring into even the slightest scene with a rare, natural quality.



A maturing dragon who has yet to master the skill of flight, Spyro must glide from the countless ledges and rooftops that make up this majestic homeland in the sky. Highly animated, wildly imaginative enemies with wacky personalities crowd around his every path, shooting cannons and machine guns, throwing TNT, riding high on ledges casting spells of fire and wind. Spyro can use a trotting head-butt or his breath of fire to fight back, and for protection against the nastiest enemies that always seem to leave their mark, a little firefly follows his every move.

The reason behind these baddies moving in on the dragons' territory is a villainous leader named Gnasty Gnorc, who has magically formed his legion from treasures that are scattered throughout the six massive sections which comprise the dragons' home. All the adult dragons are locked in a crystal, and Spyro, having managed to escape Gnorc's spell, must attempt to release his trapped kind. Release the dragons, pick up the huge amount of gems scattered about, and find Gnorc—Spyro's mission is not a complicated one. But who needs complicated when you have a game with this much character and fun?





- GRAPHICS ARE A SIGHT TO BEHOLD
- FOES WONDERFULLY IMAGINATIVE, RICH IN CHARACTER
- GLIDING AROUND THE MAGICAL LAND NEVER GETS OLD
- MUSIC DIDN'T CREATE THE PROPER MOOD FOR ME

REPUBLICSAYS... ONE OF THE FIRST CHARACTER-DRIVEN 3-D PLATFORM GAMES ON THE PLAYSTATION THAT TRULY EXCELS, SPYRO IS AN ENDEARING, HIGHLY ENTERTAINING ADVENTURE.

A-











unholy war

by Mike Hobbs

Action and strategy come together in Crystal Dynamics' new hybrid from the creator of Star Control...





From the makers of *Star Control 1&2*, Crystal's *The Unholy War* puts about as much action as possible into the turn-based strategy genre. For the most part, this attempt has succeeded in producing a sort of strategy/action hybrid, combining fast-paced, real-time battle and turn-based character movement.

The Unholy War involves two warring races, one organic, one machine. The Arcanes of planet Xsarra represent the biological faction, fighting to preserve their peace and the resources of their world from the Teknos, a brutal band of machine-based conquerors. Befitting the nature of the two races, fighting for the Arcanes will grant you access to wizards, swordsmen, beasts and angels, while fighting for the Teknos gives you armored mechs, mechanical bugs, and high-tech androids.

Two modes of play are on tap, each for one or two players. The Strategy mode has you battling it out on a three-dimensional, turn-based hex map. Starting with a fixed number of units, each side is given three opportunities to act within each turn. These can include moving characters, attacking, or summoning new units from your base. Summoning new forces and utilizing special attacks require an ore called AUR, some of which is generated each turn and also when a character is standing on a hex rich in this valuable substance. Getting the opponent off of these hexes and keeping your players on them figures heavily into the game's strategy. The ultimate goal is to capture the enemy's base and eliminate all hostile units. When two opposing forces encounter each other, the game switches to a real-time, one-on-one battle to the death. The key here is to engage enemies that play into your character's strengths, which are easily checked through a handy in-game spec chart. The action in the battle scenes is generally fast and furious as greatly varied character types go up against each other. It imparts an action skill not usually required in turn- based strategy and gives *The Unholy War* a unique feel. The other play mode is called Mayhem, which basically allows you to play out only one-on-one battles, just like the Melee mode in *Star Control*.

Perhaps there isn't the complexity or depth of other strategy titles here, but that's made up for by the game's high action content and fun. The graphics are acceptable with a sturdy frame rate and flashy lighting effects and serve to illustrate the game fairly well, completing a package that is definitely recommended. >:<



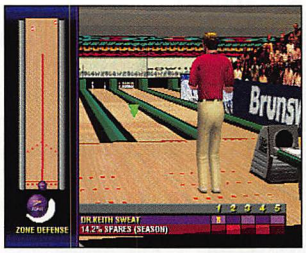
- A fitting mix of action and strategy
- Simple but sufficiently deep gameplay
- A few standout music tracks
- Battles can be very one-sided

REPUBLIC SAYS... While it probably won't set the world on fire, the unholy war is good two-player fun—a strategy game for people who don't play strategy games.

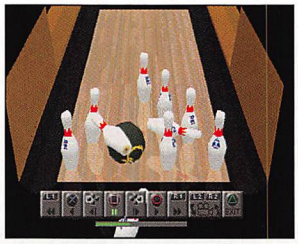
B

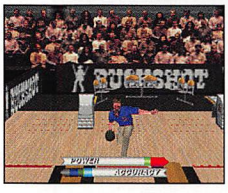
BRUNSWICK BOWLING

DEVELOPER: adrenaline PUBLISHER: thq AVAILABLE: now



It's official: Adrenaline are the gaming industry's bowling gurus. The minds behind *Ten Pin Alley* have created yet another fine bowling game, this time appearing under the moniker of *Brunswick Bowling*, from THQ for your PS. Their engine has seen noticeable improvement since *TPA* (especially those nice enveloped polys on the bowlers), and they've gone even further with the physics. You won't believe this: There are oil patches on the lane, and they physically affect the rotation and trajectory of your ball – just like real life. It seems the developers have taken special care in making these oil patches as challenging as possible, as loads of devious designs have been created to test your mettle. The meter system has also been vastly improved since *TPA*, thanks to the project leaders at THQ. Now the spin, bowler position, and velocity gauges make sense, both to the naked eye and in execution. Nailing that spare is easier than ever. I also enjoyed the strange, scripted FMV sessions with bowling's elite. These guys sound more like pro wrestlers now! Taunts, flexing...and these people bowl for a living? Ha! Bowling game fans should check out *BB*. It's the result of a lot of tweaking and care.





DEVIL DICE

DEVELOPER: shift PUBLISHER (US): thq AVAILABLE: now

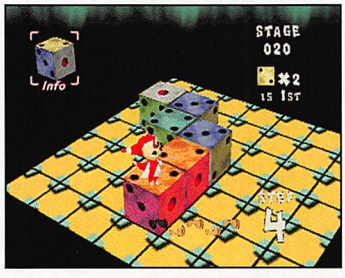


Here's a title that belongs in any puzzle fanatic's collection. This hires, 60-fps tumbling dice puzzler is yet another strange import from Japan, and it offers up plenty of challenge. In fact, it may offer up a bit too much of a challenge for anyone unwilling to come to grips with the intricacies of the tumbling-die play mechanic. This isn't a game that makes a whole lot of sense in the first few minutes.

In a nutshell, this is how *Devil Dice* works: As you run around atop six-sided dice, you tumble them, exposing various faces and numerical values. You've got to line up a corresponding number of dice with whatever numerical value is on the top face. For instance, by aligning three dice all with three showing on top, you can make them sink into the floor, thus clearing up the playfield. As those are sinking, you can position other dice around them and add to the clearing.



Up to five can compete with multitap in war mode, a hectic free-for-all that can be as frustrating as it is entertaining. A puzzle mode gives you a set number of steps with which to clear a small playfield, and battle mode is a one-on-one fight.



So, you either like the little Teletubby devil characters or you don't, but *DD* ends up an addictive if at times confounding puzzler. Keeping track of die faces can bring on sudden and debilitating brain freezes, so be careful.

ROGUE TRIP

DEVELOPER: singletrac PUBLISHER: gt interactive AVAILABLE: now



Vehicular combat games have such potential. Think about it: Assemble the creme de la creme of badass cars, trucks, and other mobile abominations, conjure up a vast arsenal of devastating weaponry, and let it all run unchecked in a huge environment. GTI's *Rogue Trip*, developed by Twisted Metal's creators Singletrac, has a highly unique theme that directly affects the gameplay and level design. This is good. As you race around the level environments collecting weapons and blasting enemy vehicles in RT, it's also necessary to acquire tourists and bring them to specific checkpoints called Photo-Ops. You still have to blow everybody away to beat the level, but because of the unique play mechanic every moment of your time is spent searching and surviving. Along the way, the frame rate hovers between 20 and 24, the playfield remains in view far, far off into the distance, and the pyrotechnics (such as giant meteor showers) are better than average. The control is good, too: it's twitchy and unrealistic, yet extremely responsive and fun to command. Bonus options like four-player, split-screen, link-up and Challenge mode free-for-alls are much appreciated. But in the end, I still prefer the solid, chunky violence of *Vigilante 8*, its realistic controls, and its well-defined environments.





S.C.A.R.S.

DEVELOPER: vivid image PUBLISHER: ubisoft AVAILABLE: now



I've written about *S.C.A.R.S.* (Situational Computer Animal Racing) on several occasions and expressed nothing but praise for what I think is one of the year's most original, entertaining, and lasting racers on the PlayStation. If there's a hard-to-break-through genre on the planet, it's racing. It's going to take more than just another mindless blaster to wrestle fifty bucks out of anyone's pocket these days. What I'm looking for is originality, course design – the works. Miss on any count and there's another one down the aisle. *S.C.A.R.S.* delivers on all counts: depth, music, graphics, engine, control, length, and special effects. What could have been a dreadful motif has been handled very well, with the cars being modeled after animals. Each is well thought-out, with the attributes intelligently defined. Real-time lighting drives the visuals big time and multiple paths add a dimension of misdirection to the intuitive racing. I've also never played a racer with as many dramatic hills and valleys. The strong multiplayer game adds to an already complete racer. I could have done with slightly better balance (damn that rhino car!), but otherwise an excellent vehicular brawler.





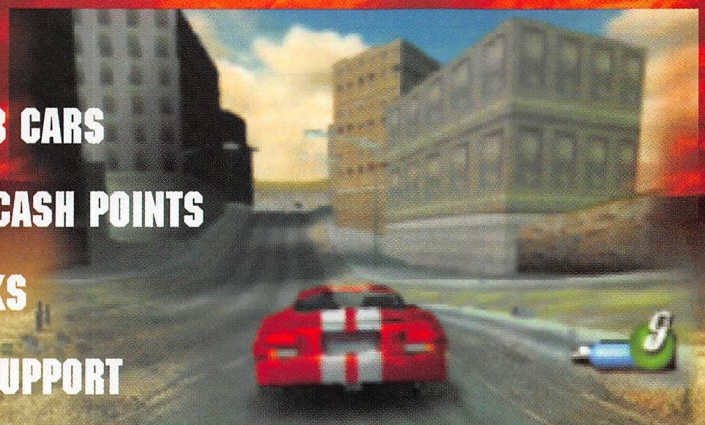


TOPGEAR Overdrive

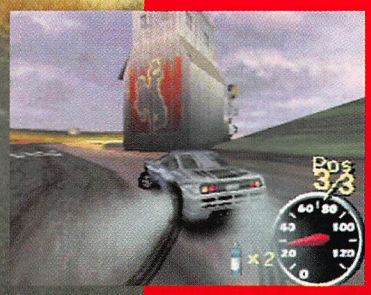
THE ONLY THING MORE FUN THAN WINNING IS ...CHEATING!

- 4 PLAYER MODE!
- LOTS OF WAYS TO CHEAT
- NITRO BOOSTS
- POWER-UPS
- SELECT FROM 8 CARS
- COMPETE FOR CASH POINTS
- MIRROR TRACKS
- RUMBLE PAK SUPPORT
- VARYING WEATHER CONDITIONS
- CHANGING SEASONS
- JUMPS AND OBSTACLES

AVAILABLE NOW!

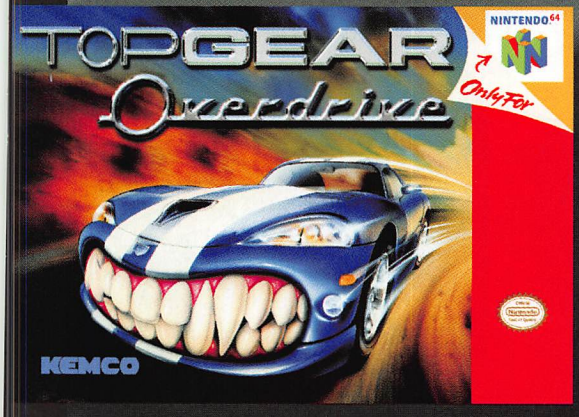








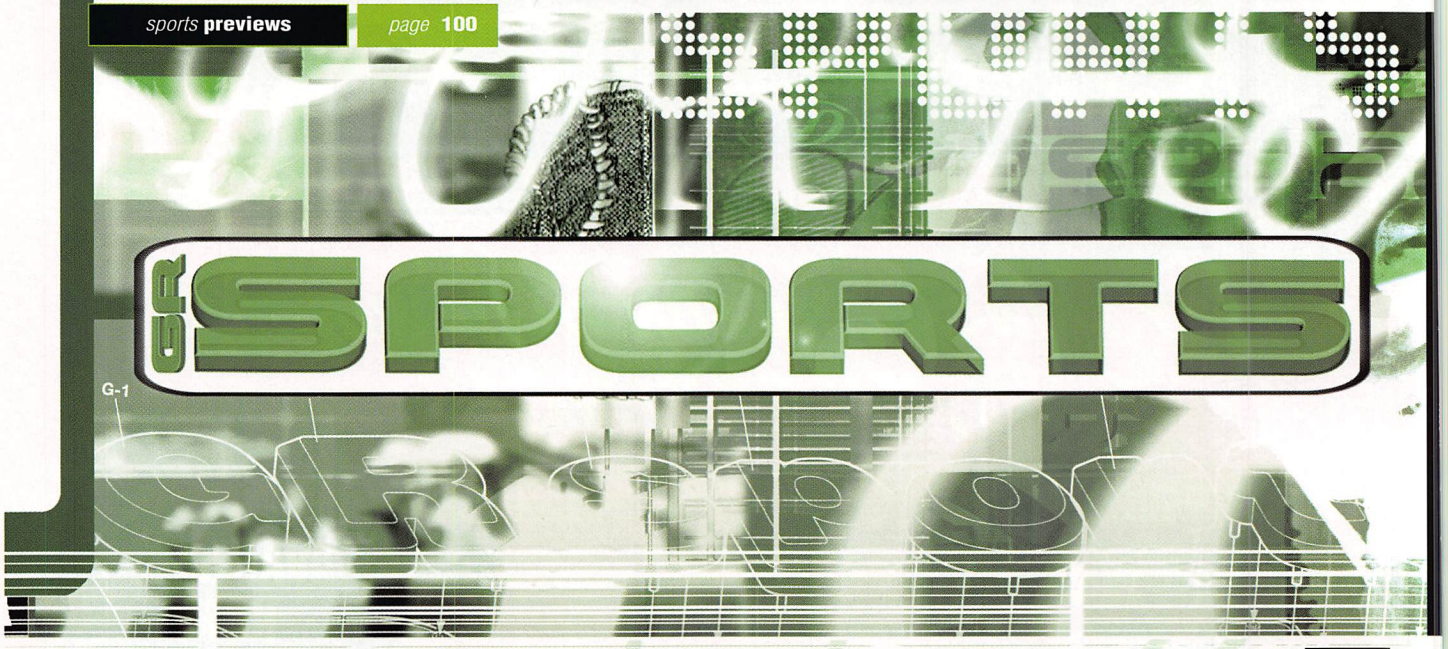




KEMCO

NINTENDO 64

LICENSED BY NINTENDO, NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC. ©1998 KEMCO, TOP GEAR is a registered trademark of KEMCO

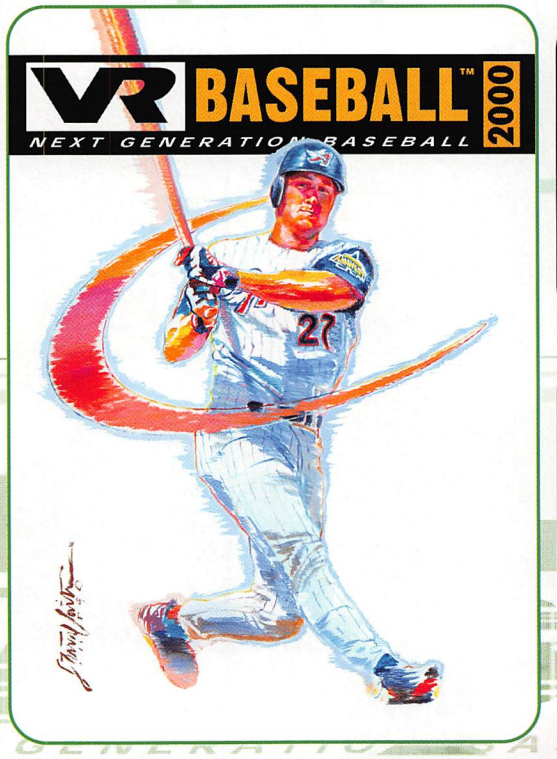


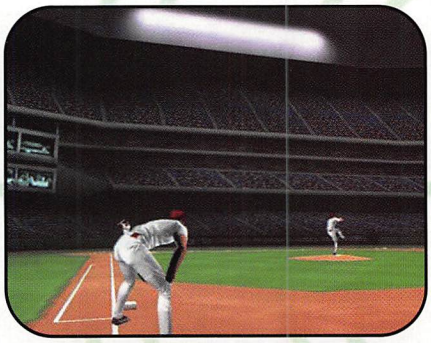
VR Baseball 2000

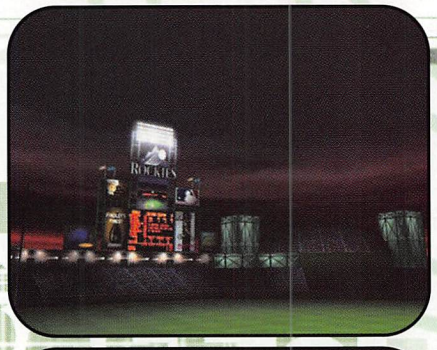
PC CD ROM

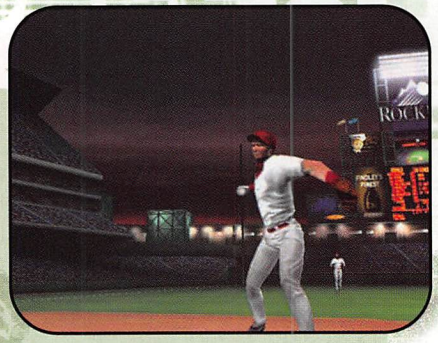
developer:vr sports publisher:interplay available:november

The folks at VR Sports were kind enough to pay us a visit and demonstrate their big upcoming PC baseball title, *VR Baseball 2000*. They explained their developmental goals to us, too. With *VR Baseball 2000*, they're attempting to simplify gameplay while maintaining as many details as possible. Menial stuff like catching routine fly balls, which is sometimes a twitchy, haphazard nightmare in other baseball games, is infinitely simpler in *VR 2000*. They've basically emphasized solid batting, pitching, and base running play mechanics instead of needlessly difficult fielding. "Nobody wants to struggle with a simple out at first because the controls are too complicated," VR Sports explain. This is true. They also paid close attention to minute realism factors, such as the animation of base runners. In *VRB 2000*, runners actually round the bases, instead of robotically turning on a dime like in most other games in the genre. And finally, take a look at those detailed players. This is the first game to use Shiny's much-touted *Messiah* engine, and it will actually beat *Messiah* to the shelves in the process! How ironic. Anyway, the player models look fantastic, with superb shading and unprecedented detail on the clothing, faces, legs, and arms of each hardball star. When needed – i.e., during extremely close camera angles – the player models are made up of several thousand polygons each. Thanks to the the *Messiah* engine, however, this same model will swiftly and imperceptibly be reduced to no more than 150 polygons when viewed from afar. This makes for an incredibly flexible, glitch-free engine. Those wizards at Shiny know the score. We'll have a full *VR Baseball 2000* review next issue!



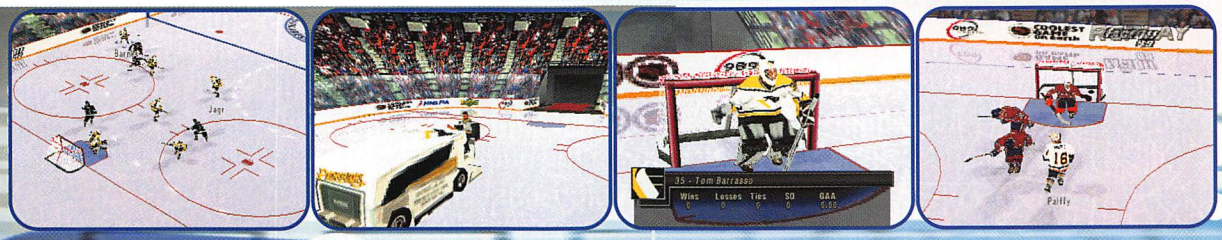






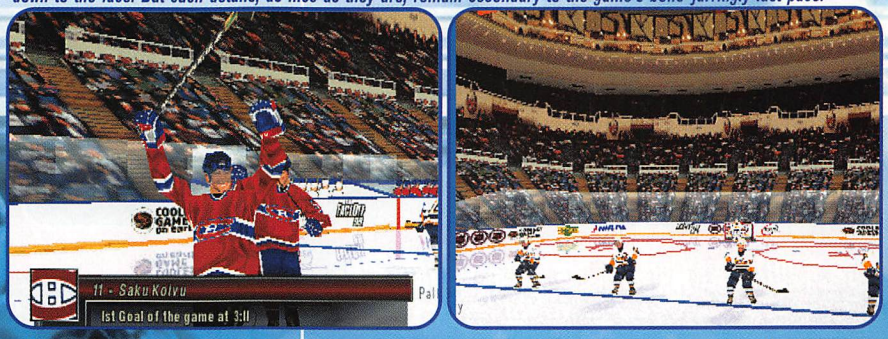
"With photo-realistic detail in a full real-time 3D environment, finely shaped contoured polygons, and movement so true to life you can actually see muscles flex underneath their jerseys, VR Baseball 2000 delivers unbeatable realism and intense action."

• developer **989 studios** • publisher **989 studios** • available **summer**



NHL Faceoff '99

Every arena has been painstakingly detailed; even the banners are present. Every player is also accurately depicted, right down to the face. But such details, as nice as they are, remain secondary to the game's bone-jarringly fast pace.



Today's hockey titles are still playing tag with NHL '94. Is this the year that they will finally be able to say "You're it!"?

Hockey is fast – viciously fast. To think intuitively and skate at immense speeds is a skill that requires tremendous dexterity and talent. A hard slap shot can send the puck soaring through the air at speeds close to 100 mph, a well placed check can take you out of the play entirely, and one stutter in your thought process can lead to a missed opportunity and cost you a goal. This level of intensity inherent in the game of hockey is not easy to realize in a video game, but what 989 Studios has done with *NHL Faceoff '99* brings the 32-bit hockey experience one step closer.

There is no doubt that the video gaming industry has churned out some fantastic hockey titles over the years. EA's *NHL '94* for the 16-bit Sega Genesis is still at the top of many lists. But with the introduction of 32-bit technology, many of us expected the bar to be immediately elevated. We expected graphic realism and improved depth in areas of gameplay and statistics. We assumed that former achievements would be used as a foundation and result in a much better game. However, while the visuals have obviously improved, most of us have been very disappointed with the overall results. With the upcoming lineup for this hockey season, that is likely to change.

NHL Faceoff '99 is fast – viciously fast. In fact, it is so fast that 989 Studios decided to grant players an option to adjust the speed of the game. Everything about it feels right. The motion-captured checks are brutally accurate, the skating motions are seamless, the improved icon passing allows for some insane setups, and the "on the fly" control over strategy adds a new dimension to the series. Each arena has been authentically digitized, the play-by-play, featuring Mike Emerick (announcer for the New Jersey Devils), is exceptional, and the new TV-style presentation rounds out the package. It is obvious that the members of the development team at 989 Studios are very passionate about hockey.

But still, isn't it ironic that today's hockey games are trying to catch up with programming efforts from over five years ago? While many of us still hearken back to the 16-bit or even 8-bit days when recalling our favorite hockey titles, there is no denying that we are eagerly waiting for that to change. The question is, will it be this year?



nhl faceoff '99

by Dave Rees

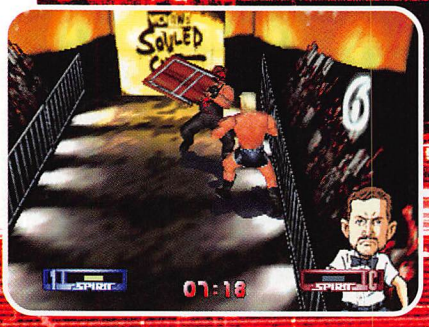
full contact sports

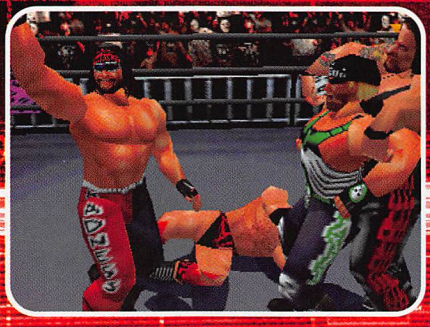
• developer **asmik ace** • publisher **thq** • available **now**





The wholesome assemblage of loyal fans is always glad to lend you a chair or table to beat someone's brains in with.







The Sequel to World Tour is a smash hit! Double the wrestlers, double the realism, and double the crunch!!

WCW/NWO REVENGE

It's not often that I get the time or have the desire to write about a sports game. But in the case of *WCW/NWO Revenge* I just couldn't resist. Ever since wrestling came out of the closet (now how about those telephone psychics!) I find it strangely entertaining (in a Springer sort of way). Farting is not proper, but a certain satisfaction comes from ripping room-clearing heat. Watching wrestling feels much the same. Plus, Hulk Hogan works out at my neighborhood gym and happily surrendered his autograph, so it's the least I can do to shine a bright light on the best game he's ever been a part of. As much as I'm sure you liked Acclaim's *WWF Warzone*, if you're a hard-core wrestling fan, you're bound to like *Revenge* even better, as it hurts that game badly. The models don't have chunky butts, the crowd is better animated and layered, the wrestlers look, animate, and feel more appropriate, and the staggering list of features is even more impressive. You're staring down the barrel of 128 megs of pure Nitro, brother! Seventy wrestlers, which you can outfit to your liking in the costume editor, are represented, including 50 WCW and NWO superstars, each with signature moves, taunts, and attributes, and each is textured better than any polygonal wrestlers ever have been. While their expressions don't animate, they are convincing nevertheless, sporting different facials depending on the costume you choose. It's all in line with the actual events, which are also represented. You can have it out at either Monday Nitro, Souled Out, Super Brawl, Bash at the Beach, Halloween Havoc, or Starcade. The actors—ahem, I mean wrestlers—animate realistically and fluidly (each with over 700 animations in all), especially when you take into account the number of polygons



wcw nwo revenge

By Dave Halverson

being displayed together with the backgrounds, ring, crowd, up to four rather large angry men, and even their entourages! It all adds up to a convincing rendition of the mayhem that is the WCW and NWO. There is something about the feeling you get when you're beating the tights off your opponent and one of his clan comes charging out from backstage to double-team you. The camera quickly pans to the approaching assailant as he bursts forward, running towards the ring with nothing but bad intentions. You'll have to double-time it until he decides to back off or you eat ring, or worse – turnbuckles taste mighty nasty! The way the referee figures in (ever watch one of these guys closely? It's too funny) is even unique. During count outs, pins (one...two...no!) and death grips, a wily little hand-drawn guy zips onscreen and does his business.

Controlling the game is a snap. The controls are responsive and accurate with a simple yet vast and intelligent sum of commands. You'll pick it up quickly, and in no time be pulling off complex maneuvers and combo attacks.

Now it's time to cut to the chase, as I've exceeded the recommended word count for a two page review. So, here comes the old cheap-a-roo list of cool stuff I didn't have room for. Here goes: statistics and tracking for each wrestler, a Championship mode that allows you to win the different WCW belts, wrestler entrances and theme music, over 300 moves, battery backup, hidden weapons (check the crowd!), instant replay, tons of hidden grapplers, a 40-man Battle Royale (all out war), fans with face paint (sausages), the voice and likeness of Mark Curtis (said wily referee), and Rumble Pak compatibility. Whew! This is one wrestling package you'll want to pay to view! Disciples of the WCW and NWO, raid the shelves!

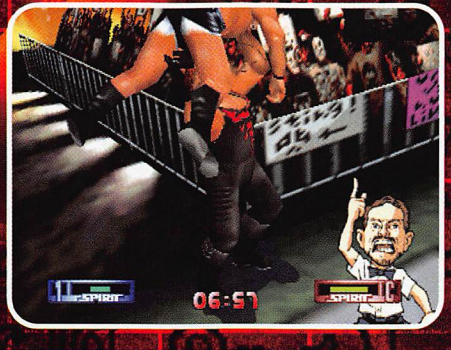


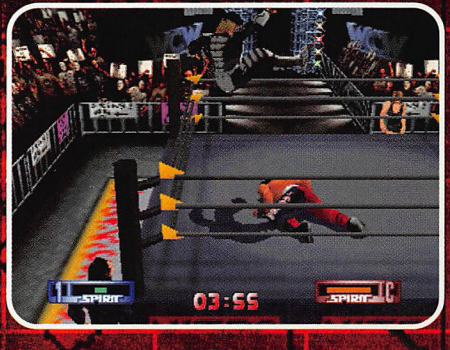
WCW/NWO Revenge has one of the longest demos in recorded cartridge history. The stinging scene above is only the beginning...











- AMAZING DEPTH. IF IT'S WCW OR NWO, IT'S IN HERE
- MANNERISMS MIMIC THE REAL THING PERFECTLY
- GREAT CONTROL SCHEME. EXTREMELY USER FRIENDLY
- SOME OF THE MUSIC IS PRETTY HURTIN'

REPUBLIC SAYS... PROBABLY THE BEST WRESTLING GAME ANYWHERE TO DATE. EVEN WWF LOYALISTS WILL TAKE NOTICE... I'D LIKE TO SEE A UNIFICATION GAME NEXT!

B+

WORLD REPUBLIC

Quite a departure from last month's bulging *World Republic*, things have slowed down quite a bit for the month of September. We did manage to scrounge up a great anime-based game to make up for last issue's *Lupin* tragedy, a gun-totin' Namco shooter and hey... a farming game by Enix! As we close this issue of the *World Republic*, we're already looking forward to some great coverage for December like NEC's *Black Matrix* for Saturn, Tamsoft's first PS RPG - *Knight and Baby*, *Capcom Generations II* (a *Ghouls and Ghosts* smorgasbord) for both platforms, *Marvel Super Heroes* (4 meg RAM in tow) for the Saturn and also for the Saturn, (still goin' strong in Japan) *Cotton Boomerang*. And, of course, we'll have editors at the big Tokyo Game Show (Oct. 9 - 11), so expect a full report shortly thereafter.

• developer **E'a** publisher **banpresto** • available in japan **now**

BATTLE ANGEL

PlayStation

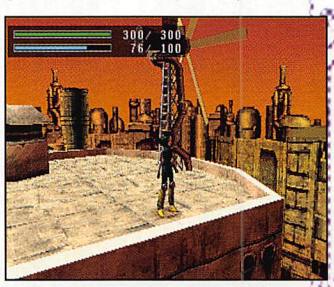
An anime-based game that doesn't suck? To what do we owe this pleasure?





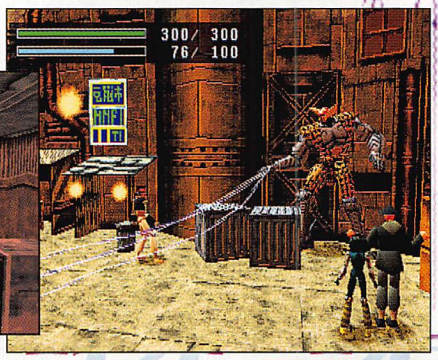
It isn't often that an anime-based game even reaches the mediocre mark, let alone aspire to goodness. In recent memory only two 'good' games come to mind, *Macross VFX* for the Saturn and *Slayers Royale 1 & 2* for both the SS and PS. While these titles were technically good, the films they are based on rank among the top of modern anime, so justice has still not prevailed. Last month we reviewed *Lupin* for the Saturn, an anime superstar if there ever was one, and the game stank like a stuck pig on a hot day. I was especially perturbed, as my anticipation for the game had spread, so everyone had a good laugh as I fidgeted around with a paper-thin polygonal jumble of a game with wickedly horrid controls. As you can ascertain, I held little hope for *Battle Angel* (an anime that I revere even more so than *Lupin*). Number one, it's from Banpresto, a company who put the bulk of their development muscle into *Gundam* strategy games (which is great if you're Japanese). And number two, it came around rather quickly. Much to my surprise, however, it scored two 8's (along with a 6 & a 7) in *Famitsu* (a tough crowd if there ever was one), so I chased one down straight away. Well, I'm happy to say that another good (bordering on very good) game will now join the anime ranks. *Battle Angel* is so good, in fact, that it not only surpasses the two aforementioned titles, but it damn near reaches greatness. If the developers had a little more experience with PlayStation development, this would be an A title. The game is an action/RPG set up in a similar fashion to *Mega Man Dash*. In fact, it reminds me a lot of that title, only with better environments, cameras, and texture mapping. Staying religious to the film in every way, the developers have captured the look and feel with great success, so it goes without saying that, as a fan-based game, it will exceed your expectations. However, *Battle Angel* can easily stand on its own as a very good action/RPG. The environments are huge and very detailed, the music is superb, and the battle system is both intuitive and innovative. The item, equip, and other sub-menu commands are somewhat numerous but simple to figure and navigate for import game aficionados. Of course, the best-case scenario is to shop where you can always count on translated instructions. If you're into *Battle Angel*, this is a must-own and extremely collectable game, but there's enough here for action/RPG and sci-fi gamers as well. A solid import purchase. Check out the 9-part VIZ graphic novel series *Battle Angel Alita* (see the art at left) while you're at it! B











© Yukito products Inc. Banpresto 1998

• developer/publisher **from software** • available in japan **now**

ECHO NIGHT

A haunting journey through time, experience the lives of those long dead...





Echo Night opens with you searching through the charred remains of your missing father's house, a simple and strangely melodramatic beginning for what you'll soon face. After finding a secret passage behind an old grandfather clock that leads to a hidden basement, you're suddenly thrown into an adventure that has you traveling through time and space, participating in the past lives of people long dead, searching desperately for clues and items to help you advance, and fearing for your life against the ghost of a little girl.

Although From Software is known primarily for their *Kings Field* series, when they want to diversify, nothing is held back. Case in point: after three chapters of *Kings Field,* From Software suddenly released a mech action/adventure game. And while *Armored Core* was running on a modified *KF* engine, it was about as far as you could get gameplay-wise to their flagship title. Now they're doing it again.

Drastically unique to *Kings Field, Armored Core,* or even the recently released *Shadow Tower, Echo Night* is the first From Software game not based on combat. In fact, From's latest offering could be more easily compared to games such as *Clock Tower, Dark Messiah,* or even *Eo,* for that matter—titles that are known to spark the emotions of anticipation and fear, giving you the chance to run away instead of fighting. You're not a hero, slicing your way through hordes of creatures on a quest to save the king. To tell you the truth, you're nothing more than a very normal and very confused individual who woke up this morning in his bed, and is now on a boat interacting with the dead.

It's this original premise that makes *Echo Night* such a cool title. Throughout your journey across this boat, you'll come into contact with a variety of different ghosts. Some will give you clues, others will hand you items, but most draw you into a bit of their life — allowing you to see and sometimes interact with their past. Yet, there are a few ghosts you don't want to talk to...

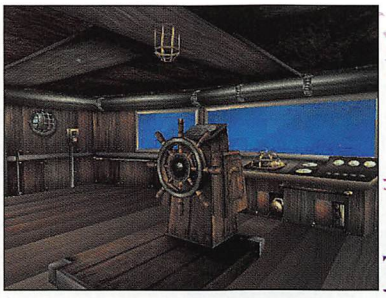
You'll notice many things while exploring the ship that makes up the main area of *Echo Night,* like how diverse and detailed each of the rooms are, the fact it turns from day to night in "real time," and sometimes even a haunting giggle in places where no light falls. This is a bad sign. One of the main obstacals you'll face in *Echo Night* is darkness—because in these areas is where you might face a small girl who strangely enjoys lifting your body off the ground, and smashing into the far wall. There are weapons against this, though, like light switches... if you can find one.



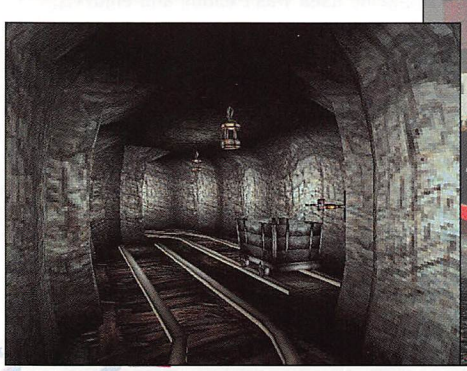
When you're not maniacally searching around for a light switches in darkened areas, you'll spend the rest of your time exploring rooms, finding barriers in your way, and then looking for items that'll help you get past. Similar to PC adventure games, the puzzles in this game aren't too hard to solve; it's finding the item that'll help that is the hard part.

And while *Echo Night* suffers a bit in the "slow" factor most From Software games seem to have, the moody graphics and haunting surprises you get while playing easily makes up for this. I only hope From Software expands on this theme with a sequel; playing a game like this on Dreamcast would be one hell of an experience. B-











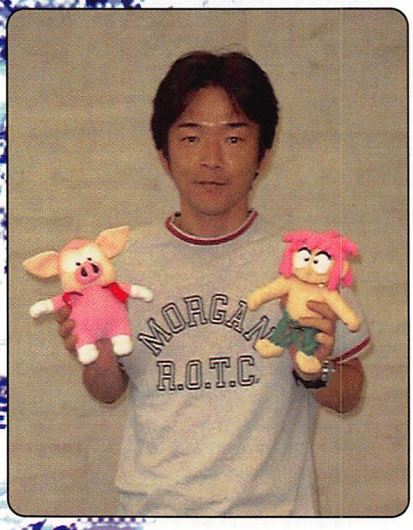


© From Software 1998

INTERVIEW

an interview with Mr. Tokuro Fujiwara, President of...

whoopee camp



DH: How many people are in Whoopee Camp?
TF: For development there are four programmers, ten designers and three planners. The rest are in administration and marketing, etc. At the moment there are 25 people in total; however, it is possible that we will increase in size.

Where did you recruit your team members from?
When I left Capcom, some of the members came with me. The others were employed from a public recruitment campaign.

How did you come up with the name "Whoopee Camp?"
The name was my idea. The word "whoopee" has a happy connotation. When I started this company it was my aim to make exciting and fun games, so I wanted to choose a name that fit this perfectly. I also designed the company logo as well.

Why did you leave Capcom and found Whoopee Camp?
While I was at Capcom, I rose to the position of division manager which resulted in me, as a creator, being unable to have a direct hand in the development of the games. I still wanted to create games, but more than just making Capcom games, I wanted to make my own.



Will you be like Arika and continue to work with Capcom?
Fundamentally, I have left Capcom and as such have completely cut all business relations with them. That's not to say that we can't ever do any business with them. After having just gone through the trouble of leaving though, I'd like to try going it alone. It's possible that we might do something with Capcom in the future but we have no plans to do so now.

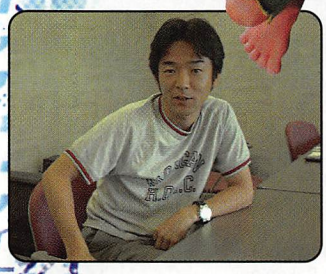
Capcom has a strong link between arcade and consumer games. Will Whoopee Camp also make arcade versions of their games?
I can't say we wouldn't consider it, but we're not actively thinking about it presently. Although if there was an opportunity to do so, then we would consider it.

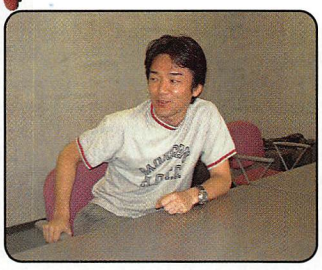
Had you wanted to create *Tomba* while you were still at Capcom?
When I was at Capcom I wanted to create my own enjoyable games, but it wasn't until I started Whoopee Camp that I actually came up with the idea for *Tomba*. Rather than wanting to create *Tomba,* I wanted to create an interesting game which would have the exciting elements we eventually included into *Tomba. Biohazard* is a very dramatic and violent game, while *Tomba* is completely opposite: it's bright, cheerful, and happy. I wanted to introduce this kind of game back in to the world again.

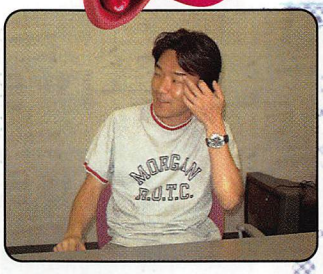
Did you create *Tomba* for new gamers who've never played this kind of game before?
Of course, we wanted to introduce this type of game to people who've only just started playing video games and who have never played this kind of game before. We also designed it for older players who used to have a Super Famicom and enjoyed these types of games. To some people, it may seem nostalgic, but to others it will seem fresh. Regardless, new or old, an interesting game is an interesting game. Rather than concentrate on just the graphics, I was more focused on making sure that the content of rhe game itself was exciting and enjoyable from beginning to end.

What were your initial images for *Tomba?*
I wanted to make him a bit of wild person with the image of a young man brought up in an old farming community. He's deliberately a little simple-minded and naïve so that he doesn't have strong character initially. I wanted the players to add their own characteristics to *Tomba* as they play with him. That way, they can develop him their own unique way. Rather than starting with one fixed image for *Tomba,* I wanted him to be a character that could grow and develop. That's why I decided









to make him a human instead of an animal or some other kind of creature.

Is *Tomba* a mascot of sorts for Whoopee Camp?
I would like to make him a mascot but we've only create one game so far so he might not end up being the mascot.

Do you have any other plans for *Tomba*, like anime, action figures, or plush toys?
I'd certainly like to see a *Tomba* anime, but we couldn't do it ourselves so someone would have to do it for us. If we keep creating good *Tomba* games then I'd like to have some *Tomba* goods developed.



Why did you choose to put pigs in *Tomba?*
In order to create the necessary atmosphere for the game. The pigs were the essential charm element. Other animals, such as dogs, wouldn't have worked. We had a few ideas for some imaginary creatures, but without an explanation first the players wouldn't have understood what they were. I'm sure there are people out there who don't like pigs, but not very many.

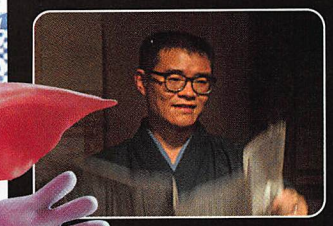
The choice of 2D gameplay among 3D environments is greatly appreciated. Will you continue in this tradition?
We'll keep on steadily changing this style, keeping the interesting parts and losing the uninteresting parts. Furthermore, we will keep on improving the good parts, making them better as well. We will always take the enjoyable, interesting elements with us to whatever game we make.

Are you considering development on multiple platforms?
At the moment we're only working on the PlayStation, but that doesn't mean we won't work on other platforms.

When you begin a project, do you design it with both Japan and the U.S. game player in mind?
This time around we were considering both at the same time. During my time at Capcom we thought about games aimed for Japan and abroad, but at Whoopee Camp we are looking at a world-wide audience for our games. Of course, there are various differences in culture and taste between countries, but where these areas overlap you have a massive market.

What are your current favorite games?
I like *Donkey Kong* and the *Mario* series by Nintendo.

Do you have a message for your American fans?
I think that *Tomba* really is a game that everyone can enjoy playing. If you just have a go then I'm sure you will soon appreciate Tomba's exciting and fun gameplay. As developers, we are happiest when the players like our games, so we went out of our way to ensure that this game is as interesting as possible...for you!



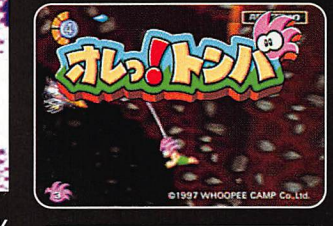


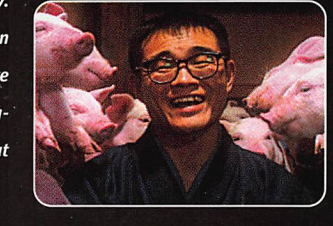












Check out these video grabs from the wacky Tomba T.V. commercial for the Japanese release. If only American commercials could be so cool... We'd probably have some pig rights activists all up in arms over such pig-shenanigans. Kind of makes you think twice about eatin' bacon doesn't it?

• developer **muumuu co.** • publisher **enix** • available in japan **now**

ASTRONOKA

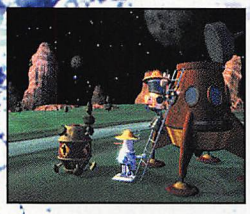
PlayStation

Stay on the farm or head into space? With AstroNoka, now you can do both!





Ever want to be a farmer? Or should I say, the number one space farmer in the galaxy? *AstroNoka* is a miraculously original game because you don't just experience a farmer's annual or daily routines like making manure, sewing, and harvesting. Instead, you have to completely participate in all aspects of the game, if you want to be successful. There are many things to do in the game, but thankfully it's not complicated at all. Using a very simple interface, the aim of the game is to create new and improved space-vegetables. By cross-pollinating seeds, entering contests and satiating the needs of consumers, you can become a legendary space-farmer! Defending your crops from cute yet formidable vermin called Baboo plays a major role in *AstroNoka*. In order to successfully repel them, you have to set up cunning traps, but as you progress, the Baboo begin to show increased intelligence and they slowly learn how to avoid being caught in the traps. So naturally, you cannot keep using the same methods and you have to adapt the locations of the traps—otherwise Baboos will break them easily and ruin your crop harvest. Luckily, it is possible to capture these rogue Baboos and form a collection to exchange with your friends after saving your game to memory card. This allows them to be traded in a fashion similar to Pokemon.





The game has a good sound and most of all, a good concept. The game definitely gives the player a sense of enjoyment when trying to grow vegetables and capturing the vermin, whilst at the same time it teaches you the hardships endured when growing vegetables.Just in case you were wondering, *AstroNoka* stands for Astro (Space) and Noka (Farmer) in Japanese!.





© MuuMuu Co., Ltd., System Sacom Corp., Enix 1998

The King of Fighters Kyo
SNK/PlayStation

Unless you're an absolute, raving SNK fan, avoid this import at all costs. Unless, of course, you like interacting with still frames over 2D backdrops. *The King of Fighters Kyo* is a digital comic of sorts with deathly dull, non-real-time fighting action. You'll run into characters from the KOF series and interact through multiple choice responses and 2D fights where you input commands, sit back, and watch the characters attack. If you speak Japanese and dig the SNK art style (which is quite good), maybe you can get some pleasure out of this. Most, however, will not.



• developer/publisher **namco** • available in japan **now**

GUNBARL

PlayStation

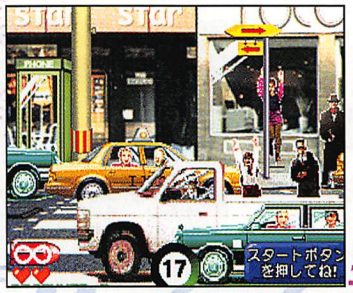
Shoot 'em, shoot 'em, shoot 'em... now where did I put my gun?

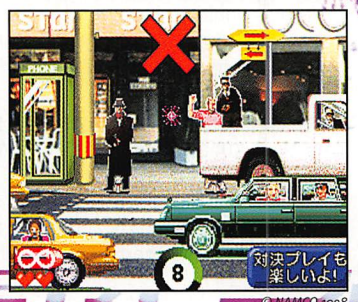


Dr. Dan and Dr. Don are back with a vengeance in this highly enjoyable sequel to *Gun Bullet* (*Point Blank* in the U.S.) from Namco. Gameplay remains the same as the before, and the GunCon provides the accuracy we have come to expect from this kind of game. *Gunbarl* features a large number of gun-related stages, some of which borrow from themes from the first game, whilst others are brand new. You will find yourself shooting rotating tetrahedrons, plugging terrorist cutouts, zapping cuddly animals, pumping lead into moving tractors and demolishing houses! After the success of *Gun Bullet*, it is easy to see why Namco pursued with this follow-up. Get a bunch of friends to play, and you'll soon see why. It certainly improves your hand-eye coordination, and there are enough different modes of play to keep even the hardest-core shooting fanatic happy for hours. A nice mixture of difficulty has been woven into *Gunbarl*, and it also includes a very cool interface to the game as a whole. Surprisingly, Namco have omitted one of the features that made *Gun Bullet* really special for PlayStation owners: the RPG mode. Perhaps it didn't go down to well with your average gamer? Still, Gunbarl remains a worthy sequel, and retains the novelty value, whilst being a damn fine romp in the process. B+







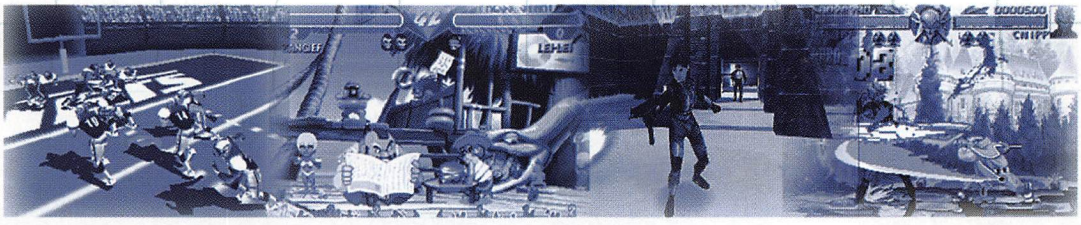


© NAMCO 1998

preview
magazine
subscribe
strategy guides
about us

let the countdown begin...

Gamers' Republic
COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE
online



WWW.GAMERSREPUBLIC.COM

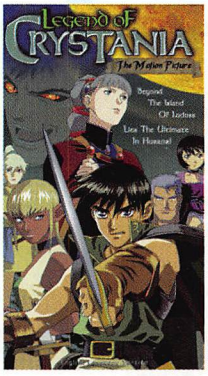
© 1998 Millennium Publications Inc. All rights reserved.

anime republic

Legend of Crystania

LEGEND OF CRYSTANIA THE MOTION PICTURE
Original Japanese Release: *1995 Mizuno Ryo & Group SNE/Kadokawa Shoten Publishing Ltd*
Released in America by: *A.D.V. Films*
Length: *85 minutes*
Dubbed in English
Action-Comedy
Review by Dave Halverson

Story: Preceding the Lodoss Wars, the exiled Lord Ashram sacrifices his body to an evil god, Barbas, so that his starving people may settle on the island of Crystania. 300 years later an epic story unfolds as a band of refugees pierce the god wall and journey to the uncharted regions of the island, where new gods and werebeasts await. Now, Lord Ashrum's soul must conquer the will of the demon Barabus. A strong story, rich in action, nobility, adventure and drama.



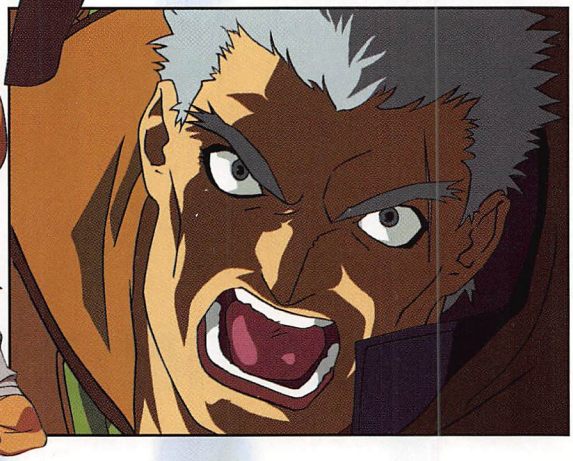
Character design: Very reminiscent of Loddoss War. Incredibly diverse characters. A little lacking in color and detail, though.



Animation: Good with moments of greatness. Reminds me a little of Ralph Bakshi'.
Dubbing: Quite an endeavor. As this is a large-scope production, some of the voices are a bit out of place and under/over dramatized. For the most part, though, this is a good dub for those who prefer their anime in English.
Soundtrack: An excellent classical score mirrors the high adventure on screen.
Fight Scenes: The RPG-style fights are many and very good overall.
Highlight: Ashram's silent return to the real world.
Final analysis: Unlike some other recent anime (as short as 30 minutes) that label themselves "motion pictures," *Legend of Crystania* is the real thing. 85 minutes nonstop, this is a high-quality adventure with an interesting cast of characters and a quality tale to tell. An epic in every way. Highly recommended. ★★★½



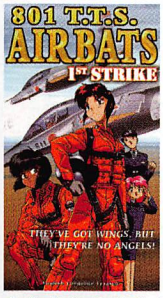






801 T.T.S. AIRBATS 1ST STRIKE
Original Japanese Release: *1994 Toshimitsu Shimuzu/Tokuma Shoten-JVC*
Released in America by: *A.D.V. Films*
Length: *90 minutes*
Dubbed in English
Action-Comedy
Review by Dave Halverson

Story: A young Flight Maintenance Specialist (with a knack for daydreaming) is assigned to the 801st Tactical Training Squadron Airbats, an all-female group of young fighter pilots. Love triangles and airborne acrobatics quickly ensue. Not the deepest story you'll find in terms of plot twists and drama, *Airbats* is pure action and situation comedy.



Very well written, light hearted, and fun to watch. *Top Gun*, chick style.

Character design: *Airbats* was originally released in Japan in '94, but you'd never know it. The character designs are superb: highly detailed and expressive with just the right amount of exaggeration, comparable to *Burn-Up W*, *Ruin Explorers* and *Gunsmith Cats*. The coloring and shading is of the utmost quality.

Animation: High quality overall. A little rough at times, but once the action heats up so does the frame rate.

Dubbing: It doesn't get much better. On par with the likes of *Golden Boy* and *Burn-Up W*. If you prefer your anime dubbed, you're in luck.

Soundtrack: Very reminiscent of *Top Gun*, eighties rock fits the action like a glove.

Fight Scenes: Excellent airborne acrobatics, but light on carnage.

Highlight: Arriving at the base for the first time, unaware that the 801st is 100% female, Takuya walks into more than a few, shall we say, scantily clad situations.

Final analysis: For action and comedy fans that skipped the subtitled version last year, you can't go wrong with *Airbats*. I'm glad ADV chose to dub this one. No collection should be without it. ★★★★

NEW CUTEY HONEY
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/Science Fiction/PG16
Review by Dave Halverson

Story: Big-time chick fighting. The moment Honey realizes she's, well, Honey, the action and nonstop bouncing breasts never cease, except to set up the next fight. In a futuristic world where a simple dress shop may harness a psycho demon lesbian from hell, anything can, and does, happen. Cutey is a battle android who's, ahem, chassis can change at will. The producers make the most of this gift, to say the least. Demons rise up and Cutey cuts 'em down.

Character design: Even though this is the "New" Cutey Honey, it's still based on characters that were created in 1974. So while they're nicely colored and animated, they're still old school in terms of design. Sideburns must have been big in Japan in the seventies. Grandpa Danbei is the coolest – check the teeth.

Animation: Good overall, very good during fights.

Dubbing: Chokkei sounds a little old for his age, but overall the dub is suitable, given the subject matter.

Soundtrack: Catchy intro song and very fitting overall, well produced for sure.

Fight Scenes: They are many, fluidly animated and always R-rated.

Highlight: Honey's many transformations and Grandpa Danbei's first fight scene.

Final analysis: *Cutey Honey* looks surprisingly fresh for its age. If nonstop action is your thing and you don't mind lots of flesh (yeah, right, I'll bet you hate that), you'll really like this expertly directed series. Those who like some measure of drama or intrigue, however, may find *Cutey* a little too predictable. ★★★



Dirty Pair Flash Mission 2 - Act 2–Tourist Trap of Death
Original Japanese release: *1997 Takachiho and Studio Nue*
Released in America by: *A.D.V. Films*
Length: *60 Minutes*
Dubbed in English
Action
Review by Mike Griffin

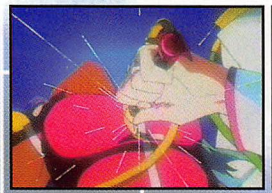


Story: The first episode is strictly comedic romance, but it's a decent story with a twist. The second episode heats up with patented *Dirty Pair* sci-fi highjinks.
Character Design: *Dirty Pair* is 100% new-style anime. One look at Kei and Yuri, their motion and expression, and it's obvious. This is good.
Animation: Varies from incredible to average. Thankfully, almost every screen is loaded with animation, from busy backgrounds to wafting clothes and hair. Action scenes are generously detailed, and explosions are lush.
Dubbing: O.K., so Kei and Yuri are pretty annoying. Admittedly, though, their delivery is usually right on the money. Their scientist buddy drones on about technicalities well enough, too.
Soundtrack: *Dirty Pair Flash* has very cool music. Excellent piano and string sections abound, while the cheesey anime guitars and saxes wail. Don't get me wrong – I like the cheese...it's time tested and viewer approved.
Fight Scenes: Yuri vs. Android. In this scene, the short-tempered red head smashes a table into a fake secretary's metal cranium. Oh, it's a good one.
Highlight: The variety of action. Car chases, air battles, fisticuffs – it's all here (in the second episode anyway).
Final Analysis: Like I said, the first episode is just vaguely interesting. It's kept alive by the vibrant artwork and cool character design. In comparison, the second episode is a frenzied barrage of action and plot thickening. ★★★½

REVOLUTIONARY GIRL UTENA
Original Japanese Release: *1997 B-Babas/Chiho Saito/TV Tokyo Shonenn linkai*
Released in America by: *Software Sculptors*
Length: *100 minutes*
Dubbed in English
Supernatural action/drama/romance/comedy series
Review by Dave Halverson



Story: A young princess mourning the death of her parents receives an enchanted ring from a mysterious prince, and her life is changed forever. From the director of *Sailor Moon, Utena* is as engaging, and, at the same time, more sophisticated. An extremely stylish fusion of action, romance, drama, and mysticism. Beyond what appears to be a fruity exterior lies a disturbing psycho drama. Very intriguing. Slightly David Lynch style.
Character design: Exquisite, sharply featured and highly exaggerated. Comparable to *Clamp*'s designs. *Revolutionary Girl Utena*'s one year new, and it shows.
Animation: Good throughout with extra attention paid to choice sequences.
Dubbing: Natural – never forced. First rate.
Soundtrack: Biblical chanting, classical, and gothic overtures. A great soundtrack. Perhaps the one element of *Utena* that surprised me the most.
Fight Scenes: You don't watch this one for the fights. They are few and lack any real excitement. No big pyrotechnics or hyper violence here. They do, however, fit the story perfectly and feature an outstanding accompanying overture.
Highlight: The events leading up to Utena's duel with Master Saonji as he pulls the sword from within Anthy's body. Anthy's pet, Chu-Chu, is a real scene stealer as well.
Final analysis: 400 minutes in total, *Utena* is a series well worth investing in. Hard-core action fans might find *Utena* too dramatic, but if you're into deep story lines, unique and intriguing characters, and twisted themes, *Utena* comes highly recommended. The bit with the snail in the pencil box, etc., ... well,'nuff said. ★★★★



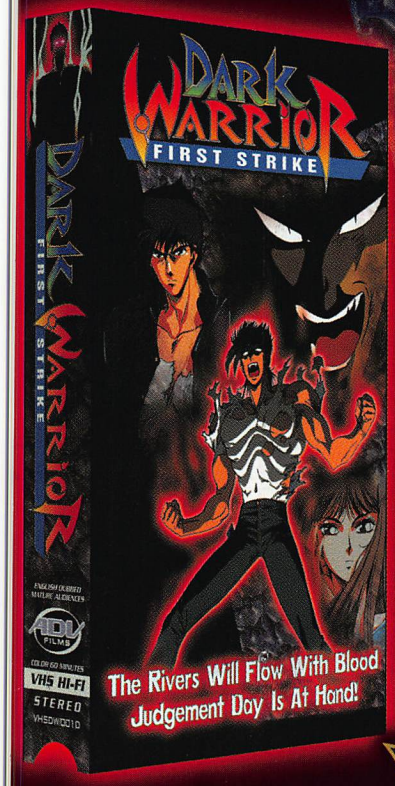



Who Am I?

ADV FILMS

Some questions are better left unasked.

Life is good for young computer genius Joe Takami. He's Chief of Rockford Electronics, and his picture is on the cover of Time. However, when he hacks into the Pentagon's computer to find information on a mysterious girl, he uncovers evidence of a secret government experiment, that changes his life forever.



DARK WARRIOR
FIRST STRIKE

www.advfilms.com Info@advfilms.com

Animation For A New Generation!™

Available on video from
SUNCOAST
MOTION PICTURE COMPANY



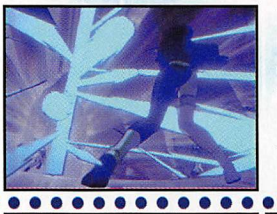






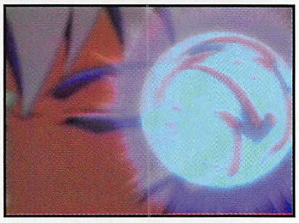
EL HAZARD 2: EPISODES 1&2
Original Japanese Release: *1998 AIC/Pioneer LDC Inc. /TV Tokyo*
Released in America by: *Pioneer*
Length: *60 minutes*
Dubbed in English
Adventure Series
Review by Bryn Williams





Story: Continuing on from the previous series, we now find Makoto and friends in preparation for the wedding of Mr. Fujisawa and Miz Mishtal (High Priestess of Muldoon Temple). All the usual comedy antics ensue, with Mr. Fujisawa getting drunk, depressed and scared by the prospect of becoming a husband, while Makoto is still unaware of the romantic inclinations of his best friend Nanami and the fiery-red priestess, Shayla-Shayla! Enemy to the band of adventurers is Jinnai, school rival to Makoto. In Jinnai's latest attempt to conquer El Hazard with his army of Bugrom warriors, see him resurrecting another Demon Goddess, this time in the shapely form of the young Kalia. What destruction awaits our intrepid heroes?

Episode 2: After Kalia's true intentions have been revealed, it appears that she is to become known as "the trigger of destruction." She has the power to unleash a weapon more destructive than the mighty Eye of God (previously thought to be the most powerful force on El Hazard). Jinnai seeks to control Kalia, but does not succeed, and the others become sucked into a terrible battle for the very survival of the planet, and indeed, the entire universe.



Character Design: This volume introduces Kalia and a second version of the original Demon Goddess, Ifurita. These two are highly potent (and sexy) beings that possess enormous power. Kalia, in particular, has a truly devilish role.Very good stuff.

Animation: *El Hazard 2* maintains the quality of animation from the previous episodes.

Dubbing: Annoying voices are luckily not the order of the day in the lands of dubbed *El Hazard*.

Soundtrack: Original music scores and singing from the Japanese version. Very good.



Fight Scenes: The biggest threat so far to the world turns into a truly epic battle scene.

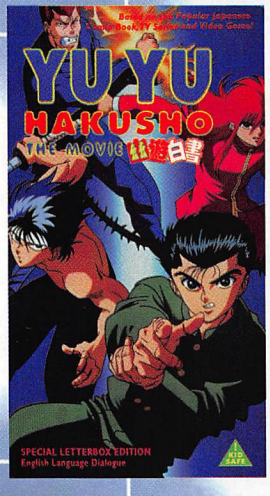
Highlight: The trigger of destruction manifests itself as a huge spacecraft, and the scenes that follow are really enjoyable to watch.

Final Analysis: The second volume concludes many things, including the marriage of Mr. Fujisawa to the cute but mentally unstable Priestess Miz. ★★★★









YU YU HAKUSHO THE MOVIE
Original Japanese Release: *1996 Studio Pierrot*
Released in America by: *Anime Works*
Length: *30 minutes*
Dubbed in English
Action/Adventure
Review by Mike Griffin

Story: The *Yu Yu Hakusho* characters tear enemies apart on their way to rescue the prince from Demon Lord Yasha. This kind of plot is fueled by fighting—and it works.

Character Design: The *Yu Yu Hakusho* characters are sort of famous, having been immortalized in games and numerous other incarnations. They're full of expression and charisma.

Animation: The animation isn't quite A quality, but most scenes are really impressive. Awesome crumbling environments and ultraviolent fighting moves.

Dubbing: The core group of characters and all enemies have slightly subpar voices. Cameo characters are all geeks. Seriously, they sound like morons.

Music: Top-notch fighting tunes to match high-quality action.

Fight Scenes: The finale versus Yasha is awesome. He's one gnarly demon, and he beats the crap out of Yusuke. All the fights on the way to the Demon Lord's lair are also cool.

Highlight: Fighting-game moves can't be beat, and *YYH* has plenty. These characters constantly scream the name of their move before attacking. It's classic.

Final Analysis: *Yu Yu Hakusho The Movie* is indeed worth purchasing. It's a little short for a movie, but it's almost always entertaining. It's also a wholesome introduction to the *Yu Yu Hakusho* style and attitude. ★★★

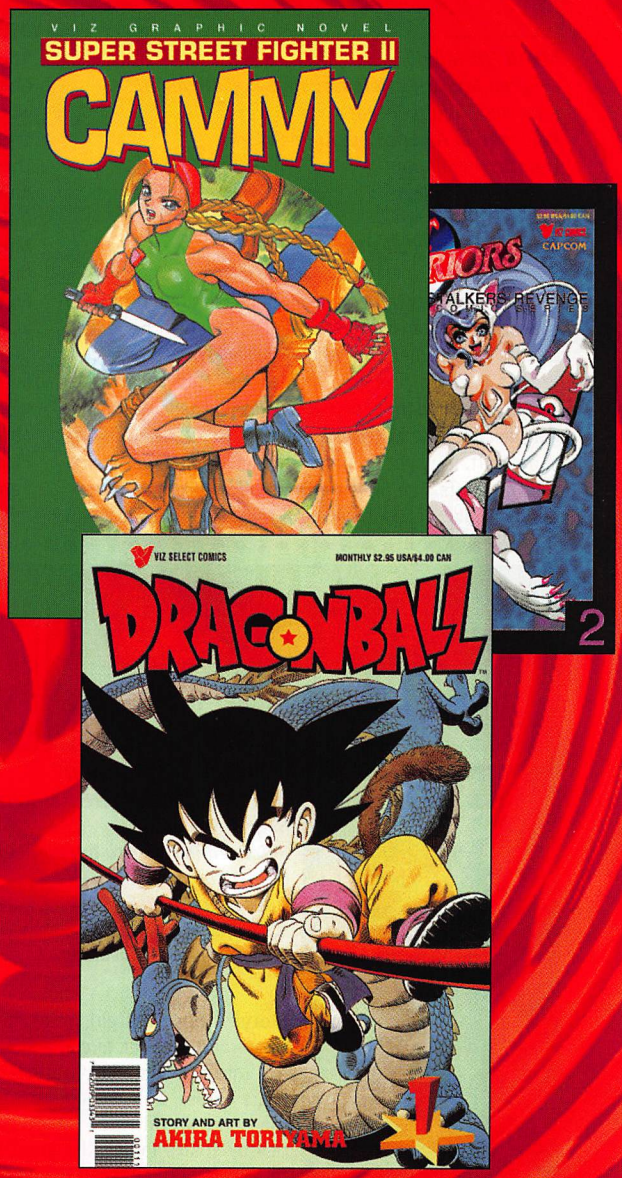



THE GAME'S NEVER OVER WITH VIZ

Anime fighting action on video and DVD!



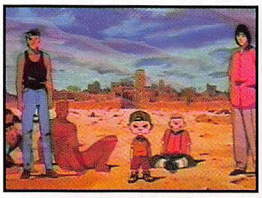
Graphic Novels and Comics!



Soundtracks from your favorite Capcom titles!



Available at your local retailer or call Viz Shop-by-Mail at (800)394-3042
You can also shop online at www.j-pop.com

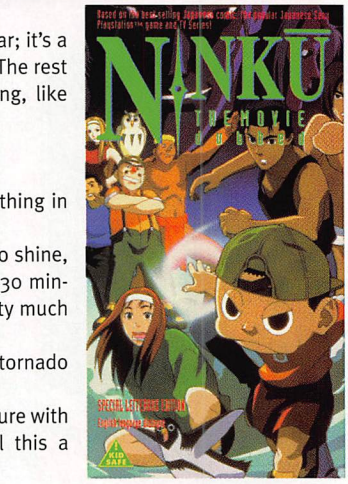






NINKU THE MOVIE
Original Japanese Release: *1996 Koji Kiriyama/ Shueisha/Studio Pierrot*
Released in America by: *Anime Works*
Length: *30 minutes*
Dubbed in English
Action/Adventure
Review by Dave Halverson

Story: Legendary fighters the Ninku clan are hungry and broke, so they answer a wanted ad for town bouncers. Deep, I know. When they show up, however, they discover that a group pretending to be the Ninku clan have already grabbed their positions. Rather than just saying, "uh, excuse me, but we're the real Ninku" and kicking some butt, they get themselves hired on as their impostors' servants. The jig is up when trouble rolls into town and the fakes can't take 'em out. It's an obvious plot from the moment you press play.
Character Design: Little Fusuke is mighty peculiar; it's a wonder he doesn't bite that tongue off, though. The rest are pretty mundane. Even the villains are boring, like Three Amigos wrapped in Sears ponchos.
Animation: Never rises above average.
Dubbing: It's passable, just barely.
Music: It fits, but that's not necessarily a good thing in this case.
Fight Scenes: This is where Ninku really needs to shine, as it's the only reason to sit through the entire 30 minutes, but unfortunately, the one fight scene pretty much sucks.
Highlight: None to speak of – maybe Fusuke's tornado attack.
Final Analysis: Short, predictable action/adventure with hardly any action or adventure. And they call this a movie? ★½





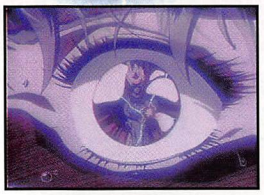






BASTARD!! RESURRECTION
Original Japanese Release: *1992 Kazushi Hagiwara/Shueisha*
Released in America by: *Pioneer*
Length: *60 minutes*
Dubbed in English
Supernatural adventure
Review by Dave Halverson

Story: A beautiful girl, Yoko, bestows upon her young friend and admirer, Lucia, a simple kiss that transforms him into the legendary warlock Dark Schneider. Fifteen years earlier, Dark Schneider was on the brink of ruling the entire world when he was sealed within the infant boy by Yoko's father, the great Priest Geo. So, the first thing on Dark Schneider's agenda when they are forced to summon him (and inform Yoko that only she can awaken him with her virgin kiss) is to kill Geo. The struggle begins. Semideep and somewhat sexual, the biblical-scope unholy adventure is full of blood-letting, war, and lots of evil. Any way you slice it, Dark Schneider is a bastard.
Character design: Fairly realistic features, for the most part, on the humans. Yoko and Sheila are more exaggerated, and therefore a little more to my liking. The costume designs are excellent. Most desirable are the monsters: a one-eyed Dogei-Zimon, a five-headed hydra, elementals, the works. Good overall.
Animation: Average during dialogue, but fiercely better during action sequences. Excellent wind, lighting, and pyrotechnics. A little better in episode one than two.
Dubbing: Pioneer always does it right. Synthesized and reverberated evil voices abound. Actors were hired.
Soundtrack: Standard action fare with special attention granted to the sound effects, which are extremely well produced.
Fight Scenes: Especially good the first time Dark Schneider is awakened. Overall, excellent.
Highlight: Schneider cuts the five-headed hydra to ribbons, creating a river of blood.
Final analysis: Recommended for ages 16 & up, and for good reason. An excellent supernatural adventure. Not too heavy on drama, but enough so to keep you intrigued. I can't wait for the rest of the series. Part II, *Bastard! Venom,* should be available now. A perfect balance of evil sorcery and mythological drama.★★★½





THE ORIGINAL HEAVY METAL HEROINE IS BACK!

ADV FILMS

PRESENTS:

GO NAGAI'S

new Cutey Honey

NEW ENGLISH DUBBED VOL. 2



Having decimated the ranks of Dolmeck's henchmen, the beautiful Cutey Honey finds herself the target of his most deadly accomplices! Can Honey and the ever-resourceful Hayami family withstand the concentrated onslaught of Saline, Peeping Spider and the venomous Black Maiden?

ANIMATION FOR A NEW GENERATION!™

AVAILABLE AT:

SUNCOAST MOTION PICTURE COMPANY

AND OTHER FINE STORES

check us out:

WWW.ADVFILMS.COM

NEW CUTEY HONEY © 1994 Go Nagai / Dynamic Planning / Toei Video Co., Ltd.

IMAGES ARE NOT ACTUAL BOX ART





HURRICANE POLYMAR
Original Japanese Release: *1996 Nippon Columbia – Tatsunoko Productions*
Released in America by: *Urban Vision*
Length: *60 minutes*
Dubbed in English
Action/Science fiction
Review by Dave Halverson

Story: Doctor Oregar and his assistant, Rioko Nisheda, a Polymar warrior, are brutally murdered by the Catsharks – loyal disciples of Nova, ruler of a vast crime syndicate. Mysteriously, before her demise, Rioka has the foresight to send a Polymar helmet to her college friend, Takeshi, son of the police chief, and assistant to a loser Lupin wannabe, detective Kahuma. As the next Polymar warrior, Takeshi immediately begins to kick ass and take names. Batman, Japanese style.
Character design: Very little exaggeration in the human characters (no saucer eyes here), but very good detail. The Catsharks, Polymar suit, and Nova are all pretty cool. The detective and Takeshi's landlord are wonderfully wacky as well.
Animation: Good to very good quality overall, and it doesn't let up; in fact, in episode 2, it's even better – a rarity. The martial arts fight scenes feature modern editing and fluid animation. There are some overly stiff moments like the first time Takeshi addresses his father, but they are few.
Dubbing: Urban Vision take dubbing very seriously. They did a great job with *Twilight of the Dark Master* and *Final Fantasy,* and *Hurricane Polymar* is no exception.
Soundtrack: The theme song is B-movie-tastic, and lots of eighties guitars abound throughout.
Fight Scenes: Martial arts with clever editing and slow-motion sequences. Very, very nice.
Highlight: The first battle, between Rioko and the Catsharks. Her limp body transforms back to human form seamlessly when the Polymar suit is deactivated.
Final analysis: As far as Japanese super-hero fare goes, *Hurricane Polymar* is among the best I've seen, in line with *Eightman* and *Gatchaman.* Cheesy *Power Rangers* dribble this is not. I'm not a big fan of the genre (although a few more like this could change that) yet it managed to completely hold my interest. ★★★½

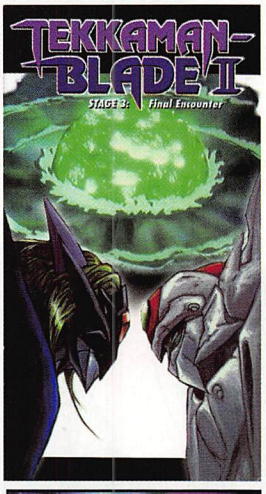


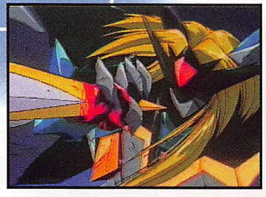




TEKKAMAN-BLADE II STAGE 3: FINAL ENCOUNTER
Original Japanese Release: *1994 Sotsu Agency - Tatsunoko productions*
Released in America by: *Urban Vision*
Length: *60 minutes*
Dubbed in English
Action/Science Fiction
Review by Dave Halverson

Story: Blade is fighting for his life after his battle with Tekkaman Dead, as the team members each deal with their personal demons. Lots of psycho drama starts things out. The final episode is action packed and full of surprises. Nothing overly heavy, but a nice mix of action and sci-fi drama.
Character design: Very clean and crisp looking, sharp featured, and very detailed modern characters for the most part—overly normal for my blood, though. For a four-year-old series, *Tekkaman* looks surprisingly fresh. The mecha designs are nicely done, too.
Animation: Good overall, very good during battle. Rarely will you find an overly apparent short cut.
Dubbing: Another fine dub by Urban Vision.
Soundtrack: Pipe organs are a nice touch, and the opening theme is good, too. Fitting piano score ensues during episode one's finale. Pretty cool.
Fight Scenes: Lots of cool lighting, excellent explosions, and fluid animation. Highlight: Blade's arrival at the final battle, followed by a beautiful Yumi transformation and Dead's ultimate sacrifice....
Final analysis: A worthy 6-part sci-fi series that never skimps on quality. *Macross, Gundam, Gatchaman,* and *Hurricane Polymer* fans will certainly want to own the entire set. ★★★









IN THE NEXT ANIME REPUBLIC...

At long last, one of my favorite Japanese series is crossing the pond! *Saber Marionette J,* along with the amazing *Vision of Escaflowne,* is available now, subtitled, through animevillage.com! We'll review both, along with the much anticipated *Tekken the Motion Picture* from A.D.V., in the December *AR.*

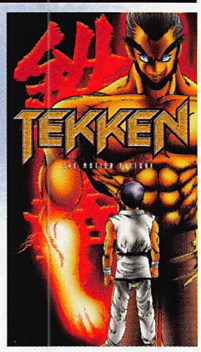
saborma rionette j vol. 1



vision of escaflowne vol. 1



tekken the motion picture





comic-con '98
in and around the big show...





Check out the detail on these prototypes from the ToyBiz booth. Aye carumba: *Mario, MegaMan,* and *Darkstalkers* toys!



Every 10 minutes these Gundams came alive... and shot someone!



Future guests of the Jerry Springer show.

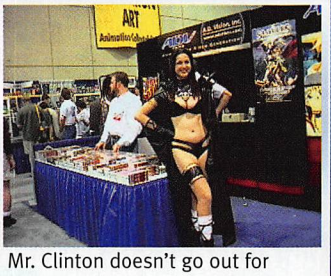








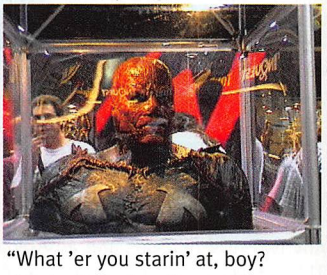
Mega Spawn broke wind and cleared the entire cafe!



Mr. Clinton doesn't go out for anime. Lucky Naga!



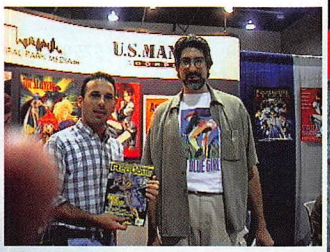
Honorary member of the Republic, our buddy Rod from A.D.V. Films!



"What 'er you starin' at, boy? You're lucky I can't move!"



Yuji from Pioneer animation – the guy has taste...



...and here's the Central Park Media guys. Send more screeners!

DRAGONBALL Z™

THE NAMEK SAGA CONTINUES

VHS - English Dubbed $14.98
(three episodes - approx. 65 min. running time) each

The Ginyu Force
Volume16 - Episodes #47-49 Vegeta, Krillin and Gohan decide to call a truce when they learn that Frieza's brutal Ginyu Force is coming to Namek. However, the Ginyu Force thinks so little of our heroes that they decide to attack them one at a time!

Super Saiyan!?
Volume 17 - Episodes #50-53 The incredible Recoome, of the Ginyu Force, defeats Krillin, Vegeta, and nearly defeats Gohan, when suddenly, Goku arrives! Goku instantly defeats Recoome with his new power leaving Vegeta to wonder. "Did he become a legendary super Saiyan!?"



Dragon Ball Z Ani-Mayhem™ is the collectable card game based upon the #1 weekly syndicated TV show Dragon Ball Z seen twice weekly on the Saban Kid's Network
Starter Pack $8.98 each
Booster Pack $1.98 each

Dragon Ball Z Movie Box Set
Featuring the english versions of each uncut movie, a starter deck for Dragon Ball Z Ani-Mayhem, a poster featuring the box art, collectible cards from Amada, and a mini-action figure! All for $59.98!!



TOWER RECORDS
Babbage's
SUNCOAST MOTION PICTURE COMPANY WE KNOW MOVIES
MEGASTORE MUSIC · MOVIES · MULTIMEDIA · MORE
PIONEER® The Art of Entertainment

Call Pioneer Customer Service at 800-421-1621 for more information or check out our new website: www.pioneeranimation.com

All Dragon Ball Z characters, names, logos and images © 1997 BIRD STUDIO/SHUEISHA, TOEI ANIMATION
Licensed by FUNimation Productions, Inc. All Rights Reserved.

A.D.V. FILMS PRESENTS

TOP FIVE ANIME

GAMERS' REPUBLIC EDITORS' TOP FIVE

D. Halverson

1. Saber Marionette J - Anime V.
2. Escaflowne - Anime Village
3. My Dear Marie - ADV Films
4. Utena - Software Sculptors
5. Hurricane Polymar - Urban V.



B. Williams

1. El Hazard 2 - Pioneer Animation
2. Fist of the North Star - Manga
3. Ushio & Tora - ADV Films
4. My Neighbor Totoro - Fox
5. Kikis Delivery Service - Disney



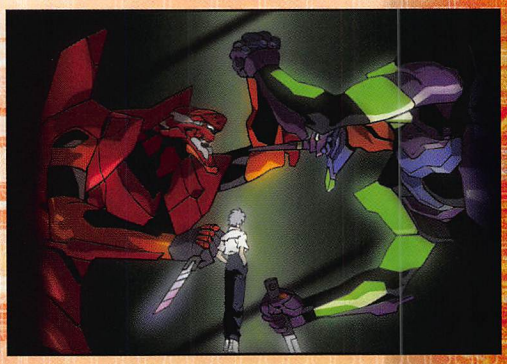
M. Griffin

1. Dirty Pair Flash - ADV Films
2. Crystania - ADV Films
3. Golgo 13 - Urban Vision
4. Slayers/Motion Picture - ADV
5. Kishin Corps. - Pioneer



GAMERS' REPUBLIC READERS' TOP FIVE

1. **Evangelion** (series)
   ADV Films
2. **Ninja Scroll**
   Manga
3. **Akira**
   Streamline
4. **Slayers** (series)
   Software Sculptors
5. **Darkstalkers**
   VIZ



TOP FIVE ANIME CONTEST!

This Month's Winners:

1 **Kim Ho**
Aliso Viejo, CA

2 **M. Feliz**
Keesler AFB, MS

3 **Lorelei Bassi**
Dumfries, VA

Congratulations to this month's winners!

To enter the *ADV/Gamers' Republic Top Five Anime Contest*, simply send us a list of your favorite five anime, new or old. Make sure to include your name, address and age, and send it to: ***Gamers' Republic Top Five Anime, 32123 Lindero Canyon Road, suite 218, Westlake Village, CA 91361***. First prize is Shinji's EVA-01 (which stands over 20 inches tall) and *Evangelion 1* through *13*!! Second Prize: Any two ADV releases and an ADV T-Shirt. Third Prize: Any 1 ADV release. All three winners receive a *GR* subscription. For your free ADV catalog (and this is one cool catalog) write to: ***AD Vision, 5750 Blintiff #217, Houston, TX 77036.***

No purchase necessary, void where prohibited, not responsible for lost or damaged luggage, so speak up and tell me right now!? d'ya hear? Do it now....Bay 12 please...

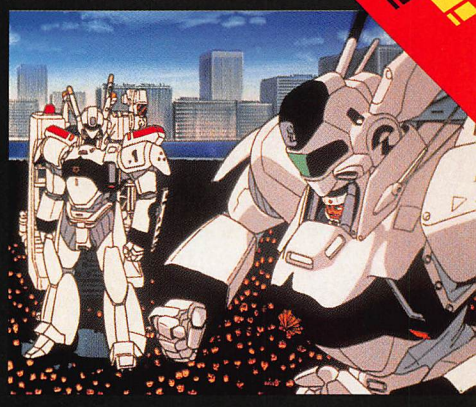


ONLY 500! HURRY!

CENTRAL PARK MEDIA presents

FREE ANIME

SUPER ACTION ANIME REPUBLIC SUBSCRIPTION DEAL!



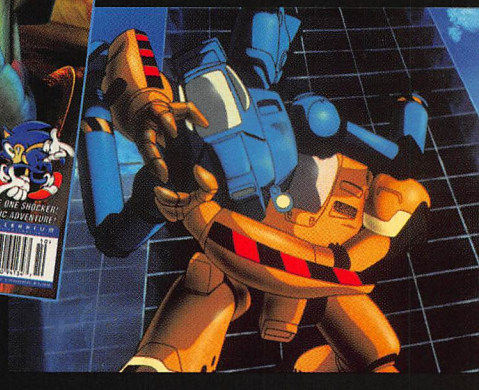
Gamers' Republic brings you all the best and latest breaking news from the world of video games, anime, and more! If you miss even one issue, you'll be lost for sure!

SUBSCRIBE NOW!

for only $19.99 (that's over 72% off the newsstand price!) and if you're one of the first 500 paid subscribers using the coupon below, we'll send you a free copy of 'Patlabor: The Mobile Police'



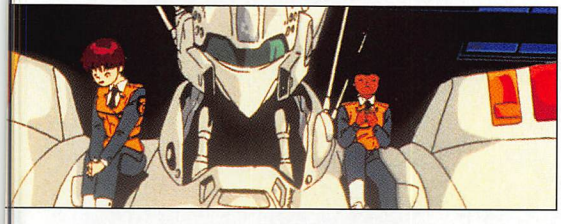




So do it now, or lose it forever!

A1198A

❑ *Yes! Send me one year (12 issues) of GAMERS' REPUBLIC for only $19.99*, and if I'm one of the first 500 paid subscriptions, send me my FREE anime video.*



Include this order form with your payment or credit card information and mail to:

GAMERS' REPUBLIC
P.O. Box 469049,
Escondido, CA 92046-9049

Name: _____

Address: _____

City: _____ State: _____ ZIP: _____

❑ Payment enclosed *(Please make checks payable to "Gamers' Republic")*

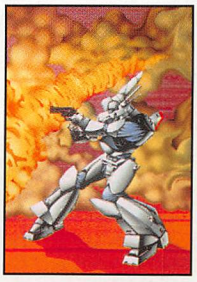
❑ Charge my: ❑ AMEX ❑ VISA ❑ MasterCard ❑ Discover

Credit Card Information:

Number: ____ ____ ____ ____ exp: __/__

Cardholder's Name: _____

Signature: _____ *(required)*



Prices include all applicable taxes. Prices are subject to change. Please allow 4-6 weeks for delivery of first issue. *Canadian residents add $10 for a one-year subscription ($29.99 total); all other foreign countries add $15 ($34.99 total) (U.S. funds only, please)

codex republica

We're back to our two-page format again this month, and have filled it chock full of great codes for your playing pleasure!





NINTENDO 64

Play as Cactus and Dude
Win WWF title in challenge mode with Mankind under the medium or hard difficulty level.

Play as Sue
Win the WWF title in challenge mode with Bret Hart or Owen Hart under the medium or hard difficulty level.

Play as Pamela
Win the WWF title in challenge mode with Sue under the medium or hard difficulty level.

New Threads
Win the WWF title in challenge mode with the Kane under the hard difficulty level. Additional shirts, jackets, masks, pants, and more clothes will be available in creation.

Extra Gold
Win the WWF title in challenge mode with Goldust under the medium or hard difficulty levels. The MarilynDust and DustyDust costumes will be selectable.

Extra Cold
Win the WWF title with Stone Cold under the medium or hard difficulty levels. A black vest, jeans and Austin 3:16 t-shirt outfit will be selectable.

RattleSnake
Win the WWF title in challenge mode with a user-created wrestler under the hard difficulty level. A pumped-up Steve Austin may now be selected as a custom character.

Ladies' night
Win the WWF title in challenge mode with H H H or Shawn Michaels under the medium or hard difficulty levels. The "Female" body type may now be selected under creation mode.

Big head mode
Win the WWF title in challenge mode with British Bulldog or The Rock under the medium or hard difficulty level.

No wimps mode
Win the WWF title in challenge mode with Ken Shamrock or Farooq under the medium or hard difficulty level. Blocking is disabled when this mode is active.

Bean mode
Win the WWF title in challenge mode with Mosh or Thrasher under the medium or hard difficulty level. Belching and farting is enabled with this mode.

Ego mode
Win the WWF title in challenge mode with Ahmed Johnson under the medium or hard difficulty level. Crowd cheers will increase the size of the wrestler's head, while boos will make it shrink.

Alternate costume colors
Hold C-Left + C-Right + C-Up + C-Down and press A at the character selection screen under the medium of hard difficulty level.

Angry crowd
Start a match with no CPU players and just leave the wrestlers standing without moving or wrestling. The crowd will get very upset.

F-1 world grand prix

Hawaii bonus track
Select exhibition mode and choose Williams as a driver. Change his name to Vacation and return to the Start screen. The Hawaii track should appear after the European Grand Prix on the track selection screen.

Hidden track
Win the championship under the professional difficulty level.

Gold driver
Select exhibition mode and choose Williams as a driver. Change his name to Pyrite and return to the Start screen. A gold driver should appear on the driver selection screen under exhibition, time trial and two-player modes.

Chrome driver
Select exhibition mode and choose Williams as a driver. Change his name to Chrome and return to the Start screen. A silver driver should appear in the driver selection screen under exhibition, time trial and two-player modes.

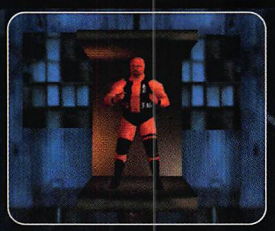
Team Extreme drivers
Earn a 100% skill level in challenge mode. An option to view the credits should appear on the opening screen and the Team Extreme silver and gold drivers will be available under exhibition, time trial and two-player modes.

View credits and gallery mode
Win the championship under the rookie difficulty level. Options to view the credits and gallery should appear on the opening screen.

Broadcast mode
Select the television camera as a driver to use broadcast mode.

NINTENDO 64





wwf warzone

rainbow six






HUGE HEADS AND FLATULENT WALKING SEEM TO GO AGAINST THE NATURE OF THIS SERIOUS PC TITLE, BUT THE KIDS ARE SURE TO LOVE IT.
PRESS ' DURING GAME PLAY IN SINGLE-PLAYER MODE TO DISPLAY THE CHAT WINDOW AND ENTER ONE OF THE FOLLOWING CODES IN SINGLE-PLAYER CHAT TO ACTIVATE THE CORRESPONDING CHEAT.

2D PLAYERS
TURNPUNCHKICK

LARGE TORSOS WHEN BREATHING
1-900

VERY BIG HEADS
MEGANOGGIN

BIG HEADS ON ALL CHARACTERS
BIGNOGGIN

FULL AMMO
5FINGERDISCOUNT

TOGGLE VICTORY CONDITIONS
EXPLORE

DISABLE AI
NOBRAINER

STUMPY CHARACTERS
STUMPY

GOD MODE
TEAMGOD OR AVATARGOD

FLATULENT WALKING
SILENTBUTDEADLY

LARGE FEET AND HANDS
CLODHOPPER

ENABLE DEBUG KEYS
DEBUGKEYS

clock tower

UNLIMITED POWER SPELL
HOLD L1 + L2 + R1 + R2 AT THE TITLE SCREEN AND BEGIN GAME PLAY. A POWER SPELL CHARM WITH UNLIMITED USES WILL BE AVAILABLE AS SOON AS THE GAME BEGINS.

WEAR SCHOOL UNIFORM
HOLD L1 + R2 + SELECT + TRIANGLE AT THE TITLE SCREEN AND BEGIN A GAME.

EXTRA MODE
ACHIEVE AN A RANK TO UNLOCK AN EXTRA MODE OPTION ON THE TITLE SCREEN. THIS GRANTS ACCESS TO TIME ATTACK AND SCORE ATTACK MINI-GAMES.

VIEW CHARACTER BIOGRAPHIES
UNLOCK ALL THIRTEEN ENDINGS, THEN SELECT "PAMPHLET" MODE. A NEW "GUIDE" OPTION WILL ALLOW DATA FOR EACH CHARACTER TO BE DISPLAYED.

gameboy camera

ONCE YOU'RE BORED WITH TAKING PICTURES OF YOUR PRIVATE PARTS, ENJOY THESE LITTLE TREATS FOR THE GAMEBOY CAMERA.

CONTROL MARIO
HOLD UP AT THE TITLE SCREEN TO MAKE A-MARIO DANCE FASTER, OR DOWN TO MAKE HIM DANCE A-SLOWER.

HIDDEN RACING MINI-GAME
PLAY THE MINI SHOOTING GAME THAT RESEMBLES GALAGA. DEFEAT ALL THE BOSSES AND YOU SHOULD GET A SPECIAL MESSAGE. CONTINUE GAME PLAY AND INTENTIONALLY LOSE AND START THE GAME AGAIN. SHOOT THE QUESTION MARK THAT APPEARS IN THE CENTER OF THE SCREEN TO ACCESS A HIDDEN RACING MINI-GAME. HOORAY!

house of the dead

CHEAT MODE
HOLD "CTRL" AND TYPE ONE OF THE FOLLOWING CODES AT THE MAIN MENU TO ACTIVATE THE CORRESPONDING CHEAT FUNCTION.

ENABLE "CHEAT" AND "EDIT CHARACTER STATS" OPTIONS
SKIDMARX

ENABLE "CREATURE TEST" OPTION
CREATURE



Parasite Eve Remixes — B-

DigiCube



When videogame soundtracks are remixed by "popular" Japanese DJs, I naturally expect the worst. Case in point: *Dracula X Remixes*—a collection of subaverage techno with a few *Castlevania* samples thrown in just to mock you and your empty wallet. With this in mind, I was less then ecstatic with the release of *Parasite Eve Remixes*—even more so because I really enjoy the original soundtrack, and was hoping for a more "traditional" arranged version. Yet, after listening a few times, I will admit this is easily the best techno-arranged game CD I own, and strangely enough, the worst. Confused? So am I. The first track alone is so good it destroyed all my initial doubts on Square's latest music offering. Labeled "A.Y.A," this remix uses combinations of traditional piano chords mixed with electronic music, producing a hauntingly beautiful yet high-tech look at one of *Parasite Eve*'s main themes. Unfortunately, it kind of goes down from there. While a few of the other tracks are good, many of the others are complete crap, using synth samples that shouldn't have survived the 80s, which unfortunately sours the whole experience.

Ryan Lockhart

Beat Mania Remixes v.4 — B+

Konami



Here's a remix album based on *Beatmania*, Konami's popular tricked-out, turntabled arcade DJ game. *BM* is coming to the PS soon, so this is a fine opportunity to sample the music ahead of time. This way, you'll be able to tear up the plastic wax like Mix Master Mike when the game comes out. *Beatmania Remixes* is split up into two parts: "DJ Mix," and "OST." The "DJ Mix" portion, which constitutes five of the 19 total tracks on the disc, is the only real highlight. DJ Soma's Intro track and DJ Celory's "Midnight Request" offer some cool downtempo funk, subtle scratching, and mellow beats. Others, like Quandra's "Deep Screen" mix, have some bright moments but suffer from lackluster production quality. Now, what can be said about the OST...? Well, it's the original arcade stuff, so there's some weird J-pop moments like "Love So Groovy" by the Lovemints.There's also Practice Stage, which is actually Beatmania's tutorial mode. The narrator DJ guy guides you with stuff like,"You'll be fine, just keep your eyes on the game and relax." Bah! This brand of fruity misbehavior continues on tracks like "Jam Jam Reggae" by Jam Master '73. You know, the infamous Jam Master '73! Just imagine the most beaten and bruised reggae tune ever. Alas, it won't be the greatest CD you've ever invested in, but it's a good preview for you *Beatmania* freaks who can't wait to drop that needle button on the Asci 1200's.

Mike Griffin

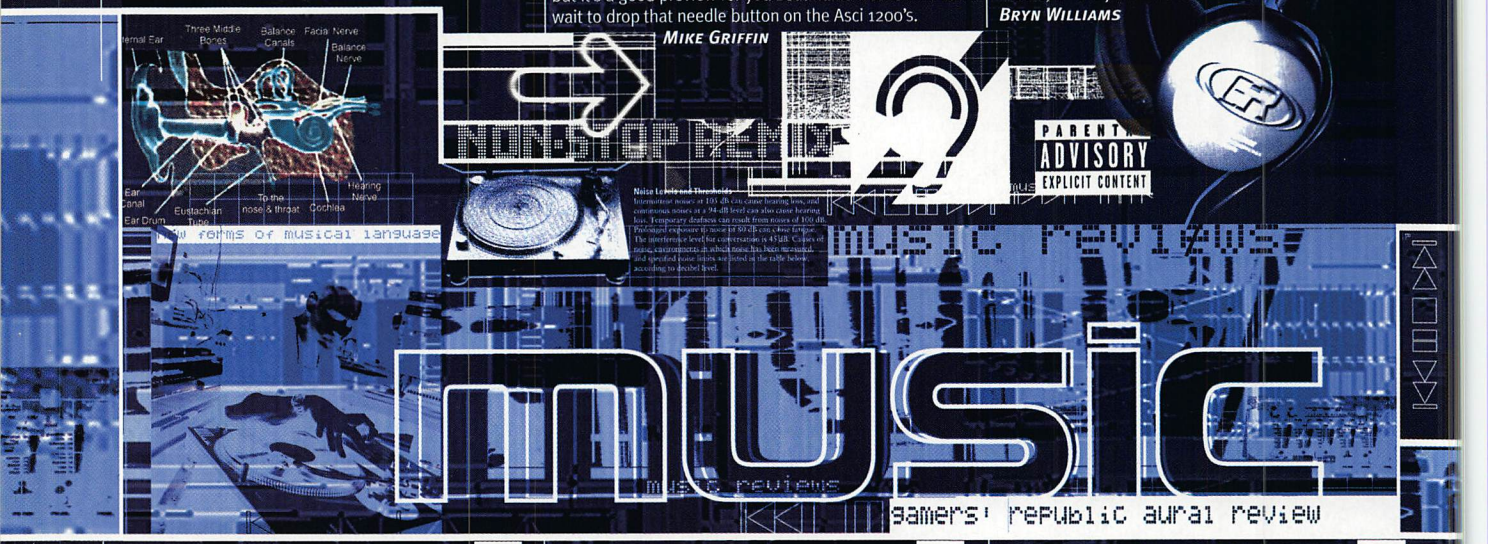
Biohazard 2:Complete Track — C

Capcom Co.Ltd/Suleputer



Featuring an embossed human ear on the front cover, this is the latest line of *Bio Hazard 2* products, and unfortunately only offers a few new tracks. These are remixed versions of classic songs taken from the dual-shock version of the game, recently released in Japan. *Biohazard 2: CT* also comes bundled with a 3-inch CD containing a few spot effects and voices, which is more of a novelty than anything else. Of course, the music from *Bio Hazard 2* is exceptionally eerie and atmospheric, but I can't help thinking, "What is the point?" You really need to play the game in order to appreciate the full effects of the soundtrack, plus most of the music found on this disk has already been released before. The few remixed tracks aside, it would seem that this re-release is suitable for die-hard Capcom freaks only, or for those who never got the first version of this soundtrack. It's strange that Capcom would just release another CD with mainly recycled material, instead of producing an arranged soundtrack as they did with the original *Biohazard* (see last issue for the American review). Not a great purchase unless you need every version of Biohazard music, or are just a freak.

Bryn Williams



Vanessa Mae — B+

Storm-Elektra Entertainment



Master violinist Vanessa Mae's music is graceful and thought provoking as much as it is charged and celebratory. If life was an RPG, you'd want Vanessa Mae in the soundtrack. You'll find Vanessa in the classical section at most stores, though most don't know quite which section to categorize her in. Though even in past efforts Mae's never been about pure classical arrangements, with her new release, *Storm*, she continues to break new ground, blending classical, pop, techno, jazz, and ambient in a way that has never been done before—shrouded in a diverse array of exquisite violins. From the ethereal "Summer Haze" to the fluid grace of "Storm," Storm shifts to jazz with "Retro," and retro with two remakes, "Can, Can" and "Hocus Pocus". One of the finer things in life, this is music everybody needs to hear.

Dave Halverson

Jigsaw Pieces — A-

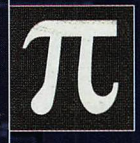
The Timewriter-Twisted



Good House. To some, it is an oxymoron. To others, an artform. Timewriter's (a.k.a. Jean F. Cochois) debut effort, *Letters From the Jester*, was a fantastic collection of deep, layered dance. Very soulful stuff. It was, however, just the beginning. With *Jigsaw Pieces*, his second full album, he treats us to a small miracle of pure atmospheric house. Deceptively simple intros constructed of high hats and kicks lead you through quiet ripples of airy synth, subtly shifting across funky basslines in preparation. An echoed, club-friendly sample is dropped here and there, and the greater experience begins. It's really incredible what he does with each track. There's always a point where glorious, subtle layers, some as faint as whispers, fill the entire spectrum with an ethereal musical presence—and all the while a perfectly righteous house beat drives the rhythm onward. You'll forget how you made it there, where that insatiable beat came from exactly, but you definitely need to stay and listen. Tracks like "Skywritings" and "On a Day Like This" are sumptuous offerings to the house connoisseur, while casual dance listeners will find something extra, something a little more profound perhaps, on tracks like "Belief" and "Deliver Me." Highly recommended. ***Mike Griffin***

π Soundtrack — A-

Thrive

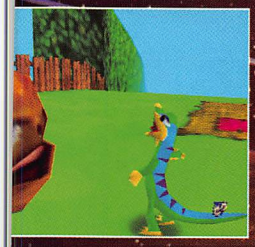
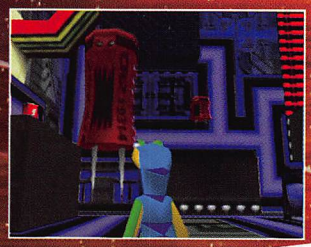


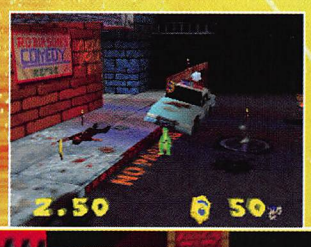
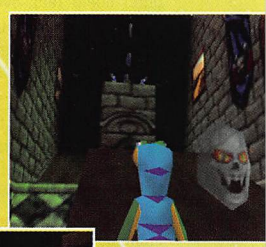
Pi (or π for those who prefer The-Artist-Formerly-Known-As-Prince-like symbolic representation) is an amazing indie film dealing with the pursuit of the infinite mathematical ratio. Director Darren Aronofsky's frantic and dark film is unforgettable not only for it's suspenseful storyline and hard-edged imagery, but also because of a surprising soundtrack that steers away away from typical movie soundtrack fare. Futuristic, dark and highly textured, the soundtrack features an excellent ensemble of electronic musicians such as Orbital, Autechre, Aphex Twin, Roni Size, David Holmes and Massive Attack. But the surprising highlight of this line-up is the original score from Clint Mansell (aptly titled πr^2), a musical theme that runs through much of the movie with an intense frenetic pace that exemplifies the mood of the film. Several memorable clips of the main character's personal dictations from the film are interspersed throughout the soundtrack, laying a cerebral, almost scientific feel to each track. Each track seems to tear frequency, pitch and melody into shards of their former self, bringing them back to form the musical equivalent of a ransom note. Even if you never see the movie, give the soundtrack an opportunity to take your ears hostage.

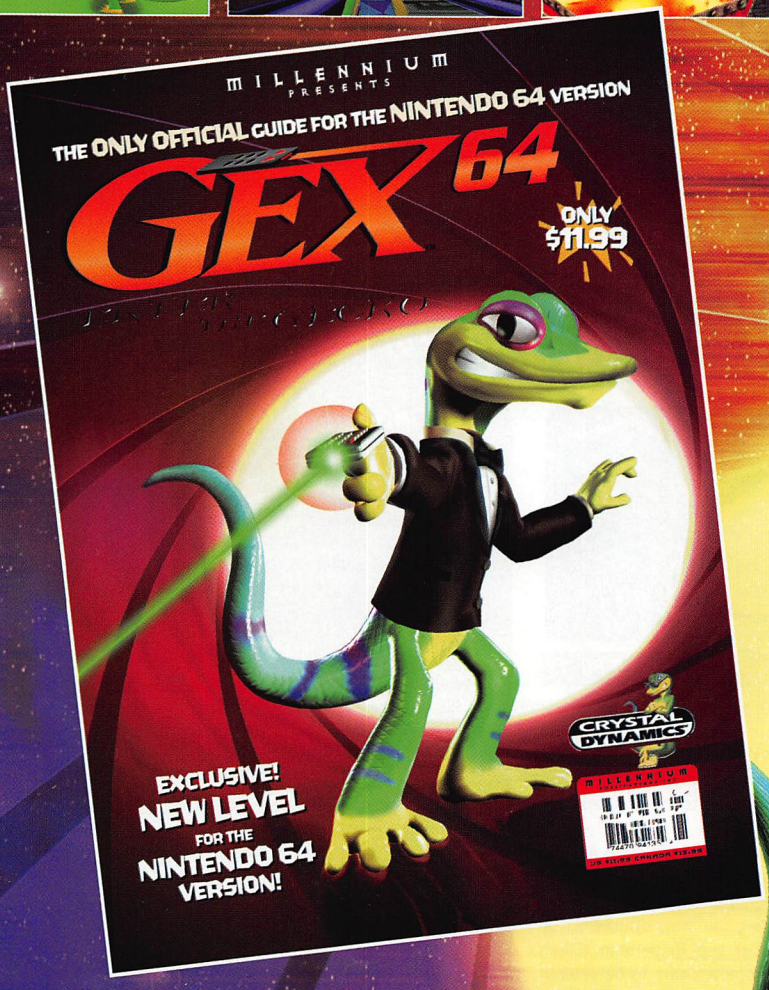
Gregory Han

Who's the Amphibian with all the action?

NINTENDO 64







He's a lean, green fightin' machine and Millenium's got all his moves in this Official Strategy Guide!

Available Now!!

to order, call: 1.800.691.7886

MILLENNIUM
PUBLICATIONS INC

PRINCE OF EGYPT

DreamWorks Pictures — RATED PG — in theatres Christmas

Will CG ever replace good old human actors? Well, with the recent influx of movies made entirely out of computer characters, overpaid Hollywood hotshots had better start getting nervous... especially when quality feature-length epics like *Prince of Egypt* hit the screens.

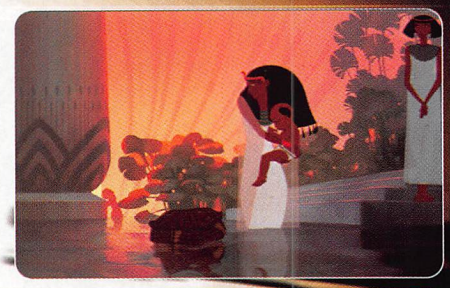
This stunning looking, first animated feature from DreamWorks Pictures uses traditional animation mixed with CG, and although this has been done before (*Aladdin*, *Beauty and the Beast*, et al), *Prince of Egypt* seems to be creating a bit of a stir in the movie world.

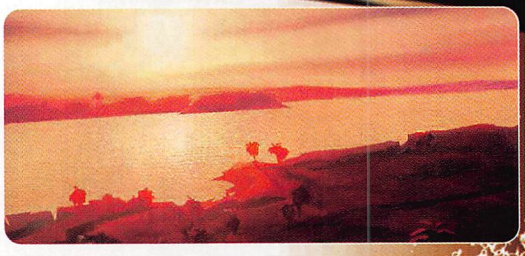
Although we haven't seen the movie yet, the EPK (lovely-speak basically meaning a few preview clips on video interspersed with interviews) looks very promising. The voice-over cast is completely riddled with big names - Michelle Pfeiffer, Val Kilmer, Steve Martin, Danny Glover and Patrick Stewart to name a few.

The story is the retelling of Moses (no fairy tales based on talking animals here) and the two men who lived very different lives - one a prince, one a slave, but only one of them chosen to be a leader.

The movie has almost 1200 shots in the space of 90 minutes and almost all of those contain some sort of effect – just wait until you see the amazing parting Red Sea sequence, and the thousands of Hebrews leaving Egypt. The movie makers wanted fine art, not comic book, and it seems this is what they achieved in no small way. Talk about detail: ex-Disney big shot Jeffrey Katzenburg met with over 500 religious leaders in the making of the movie to ensure authenticity.

Prince of Eygpt will be released in time for Christmas... Prepare to be amazed.





cinematrix

FROM CULT MOVIES TO BLOCKBUSTERS... FILM ENTERTAINMENT FOR THE VIDEO GAMER



GODZILLA — RATED PG13

Coming November 3rd on Laserdisc DVD & VHS (Widescreen VHS available).

I know this is going to come as a shock, but I didn't hate *Godzilla*. In fact, I totally dig *Godzilla*. But I hated the story! And that annoying human Chihuahua Mario Patillo. If you ditch her, who seemed about as excited to be in this movie as I am to watch *The Avengers* again, and three of the crappiest scenes in movie history, we may have had a movie here. Here are the three scenes I despise: Brain-donor news anchor (retire man, you suck) is begging for a story when Godzilla strolls by the window. Everyone else in New York hears him from miles away. Good one, Roland. Huge beast is threatening life as you know it and you come face to face with your ex who happens to know exactly what's going on and, er, you don't mention it. Instead you engage in small talk. Great writing! And finally, you do not do a burn-out out of Godzilla's mouth after you'd be so, so, very dead. Idiots!!! For god's sake, let someone else write the sequel!! I'm giving Matt and Jean a stay of execution. I did love that monster, though. B-



visit www.godzilla.com



DEEP IMPACT — RATED PG-13

There's not a lot you can do with the threat of a huge out-of-control rock hurtling towards the earth than... make a movie about it, and *Deep Impact* was the first of the two major "asteroid" movies to hit theaters this year.

While investigating what she thinks is a White House sex scandal (steady!), Jenny Lerner (Tea Leoni) stumbles on the news that a global destroyer is heading our way, discovered by amateur astronomer Leo Beiderman (Elijah Wood). Our only hope appears to be veteran astronaut Spurgeon Tanner (Robert Duvall), yanked out of retirement to head up that team that will hopefully obliterate the rogue rock and save us all.

As you'd expect, the SFX in *Impact* are seriously good stuff. If you haven't seen the movie already, it's worth watching for those alone - seeing New York being wiped out by a huge tidal wave really is quite a sight - and a little too believable!

Although it goes way heavy on the sentimentality, I defy anyone who has a family (that they like) not get a lump in their throat after seeing this movie. Heck, even Bruce Willis cried in *Armageddon*!

CUTTING ROOM FLOOR:

FRONTIERSMAN OF THE FUTURE?

Described as a sci-fi western, Soldier is an odd mix of technology and rustling cowboy-like attitudes. Starring Kurt Russell and written by the talented David Webb Peoples of Blade Runner and Unforgiven fame, it is likely to round up a few moviegoers this fall.

CHAN YOU DIG IT?

Hong Kong's main man, Jackie Chan, stars in his first American-made film, Rush Hour. Fans may be disappointed by the light dose of fighting, though, as most of the action ends prematurely. Look for Chan to make his singing debut!

CARPENTER'S FIRST VAMPIRE FLICK!

Famous for some of horror's best examples (Halloween, The Fog, The Thing) Carpenter will likely make a terrifying statement and continue his mastery of the genre when Vampires hits this Halloween season. James Woods assumes the familiar role of vampire hunter.

A BLOCKBUSTER OF A DEAL

Phillips and Blockbuster are teaming up to provide a DVD player rental service. Early figures state that the rental price should not exceed $15. The program will begin selectively; only 500 stores across the U.S. will be involved initially.

MAINFRAME'S WAR PLANETS

The tremendously talented folks at Vancouver-based Mainframe (Reboot and Transformers: Beast Wars) have introduce the next generation in CG television programming to a select number of U.S. locales. Spanning across four seasons and 40 episodes, War Planets depicts the struggling war-torn civilizations of four planets: Bone, Fire, Rock and Ice. But the Beast Planet, an ominous civilization that lurks in the dark reaches of space, is preparing to take advantage of the situation. With an insane amount of detail in imagery and an engaging plot, this series might breathe new life into Mainframe's popularity here in the U.S.

Akira Kurosawa, the internationally acclaimed Japanese film director, died Sunday in Tokyo of a stroke. He was 88.

CHIPS & BITS INC.

POB 234 DEPT 11065
ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382

www.cdmag.com/chips.html
or call 1-800-600-4263
Source Code 11065

PLAYSTATION

Title	Release	Price
CII Aftershock Wheel	10/98	$49.99
CII Sphere 360	06/98	$69.99
ien Resurrection	10/98	$44.99
ocalypse	11/98	$44.99
itman & Robin	07/98	$44.99
ittleship	08/98	$41.99
avis/Butthead Holly	11/98	$44.99
g Air	11/98	$42.99
omberman World	09/98	$44.99
ave Fencer Musashiden	11/98	$46.99
eath of Fire 3	05/98	$41.99
igandine	11/98	$44.99
shido Blade 2	11/98	$42.99
&C Red Alert Retal	08/98	$46.99
Contra Adventure	08/98	$44.99
apcom Gen Ghoul/Ghost	10/98	$32.99
ardinal Syn	08/98	$42.99
astle of Deception	09/98	$43.99
ntipede	11/98	$39.99
ock Tower 2	09/98	$42.99
olony Wars 2 Vengeance	11/98	$42.99
ool Boarders 3	10/98	$42.99
rash Bandicoot Warped	11/98	$42.99
eath Trap Dungeon	04/98	$34.99
estreger	12/98	$46.99
ragon Warrior	12/98	$46.99
ike Nukem Time Kill	09/98	$41.99
SPN X Games ProBrdr	10/98	$46.99
nhander	05/98	$40.99
emental Gearbolt	07/98	$43.99
Racing Sequel	10/98	$46.99
FA Soccer 99	11/98	$39.99
Monster Rancher	11/97	$45.99
Mortal Kombat 4	06/98	$44.99
Moto Racer GP 2	09/98	$39.99
N2O Nitrous Oxide	08/98	$46.99
NASCAR 99	09/98	$42.99
NBA Fastbreak 99	11/98	$44.99
NBA In the Zone 99	02/99	$46.99
NBA Live 99	10/98	$42.99
NCAA Game Breaker 99	09/98	$42.99
NFL QB Club 99	09/98	$43.99
NFL Xtreme	07/98	$42.99
NHL Hockey 99	09/98	$42.99
Need for Speed 3	03/98	$42.99
Newman-Haas Racing 2	03/99	$38.99
Ninja:Shadow Darkness	09/98	$44.99
OddWorld Abe's Exodus	11/98	$44.99
Ogre Battle	08/97	$49.99
Omikron	10/98	$44.99
Other Life Azure Dreams	07/98	$46.99
PSX Controller	09/95	$21.99
PSX Memory Card	09/95	$18.99
PSX System 7000	06/98	$159.99
Pac Man 3D	01/99	$44.99
Parasite Eve	09/98	$49.99
Pocket Fighter	07/98	$36.99
Point Blank	05/98	$50.99
RC Stunt Copter	11/98	$43.99
Resident Evil 3	12/98	$51.99
Risk	05/98	$39.99
Rival Schools	09/98	$42.99
Romance 3 Kingdoms 5	08/98	$49.99
Rosco McQueen	09/98	$42.99
Rush 2:Extreme Racing	11/98	$59.99
Saga Frontier	03/98	$39.99
Shadow Madness	11/98	$46.99
Shao Lin	11/98	$44.99
Silent Hill	01/99	$44.99
Silhoutte Mirage	08/98	$43.99
SimCity 2000	07/96	$33.99
Soldnerschild	12/98	$46.99
Soul Caliber	05/99	$46.99
South Park	11/98	$44.99
Sports Car Supreme GT	11/98	$44.99
Spyro the Dragon	10/98	$42.99
Street Fighter EX 2	09/98	$46.99
Suikoden 2	12/98	$45.99
Supercross 98	06/98	$42.99
Superman	11/98	$46.99
Syphon Filter	11/98	$42.99
T'ai Fu	11/98	$46.99
Tales of Destiny	09/98	$44.99
Tekken 3	04/98	$44.99
Tenchu	10/98	$44.99
Test Drive 5	09/98	$43.99
Thrill Kill	12/98	$46.99
Tiny Tank Up Yr Arsenal	12/98	$44.99
Tomb Raider 3	11/98	$48.99
Turok Dinosaur Hunter 2	10/98	$48.99
Twisted Metal 3	12/98	$42.99
Uprising X	11/98	$42.99
WCW NWO Live	12/98	$45.99
WWF Warzone	07/98	$44.99
WarGames Defcon 1	08/98	$45.99
Xena Warrior Princess	12/98	$46.99
Xenogears	10/98	$46.99

NINTENDO 64

omberman Hero	08/98	$52.99
astlevania 64	11/98	$56.99
uis'n the World	10/98	$52.99
eadly Arts	09/98	$56.99
ual Heroes	09/98	$69.99
ike Nukem 3D	11/97	$49.99
arthworm Jim	12/98	$62.99
xtreme G 2	10/98	$66.99
World Grand Prix	07/98	$62.99
FA Soccer '98	12/97	$64.99
DX Sprt Coll. Hoops 99	11/98	$68.99
ighting Force 64	11/98	$66.99
ving Dragon	08/98	$54.99
rsaken	05/98	$65.99
EX 2	08/98	$58.99
T Racing	08/98	$55.99
arrier 2000	02/99	$66.99
t'l Super Soccer 98	09/98	$56.99
nife Edge	09/98	$63.99
egend Mystical Ninja 64	06/98	$59.99
ad Catz Dual Arcade Joy	08/98	$29.99
adden Football 99	09/98	$62.99
ission Impossible	08/98	$72.99
Mortal Kombat 4	06/98	$52.99
N64 Controller Blue	10/96	$26.99
N64 Memory Card Plus	01/97	$26.99
N64 System	09/96	$149.99
NASCAR 99	11/98	$64.99
NBA Courtside	05/98	$52.99
NBA Live 99	11/98	$64.99
NFL QB Club 99	08/98	$66.99
NHL Breakaway 99	11/98	$66.99
Perfect Dark	02/99	$62.99
Quest 64	06/98	$69.99
Rally Racing	11/98	$62.99
RayMan 2	11/98	$66.99
Rev Limit	09/98	$65.99
Road Rash 64	10/98	$66.99
Roadsters 98	11/98	$66.99
Survivor Day One	11/98	$56.99
Tomorrow Never Dies	12/98	$66.99
Top Gear Overdrive	12/98	$66.99
Turok Dinosaur Hunter 2	10/98	$64.99
Twisted Edge Snowbrd	11/98	$59.99
WWF Warzone	08/98	$66.99
Waialae Country Club	07/98	$53.99

SATURN

Albert Odyssey	07/97	$33.99
Burning Rangers	06/98	$45.99
Dark Savior	12/96	$26.99
FIFA Soccer 98	12/97	$44.99
Game Shark	03/96	$42.99
House of the Dead	05/98	$44.99
Last Bronx	10/97	$39.99
Legend of Oasis	08/96	$45.99
Madden FB 98	11/97	$43.99
Magic Knight Rayearth	08/98	$52.99
Mortal Kombat Trilogy	08/97	$39.99
NBA Live '98	12/97	$43.99
NHL Hockey 98	01/98	$41.99
Nascar 98	11/97	$36.99
Panzer Dragon Saga	05/98	$45.99
Shining Force 3	07/98	$49.99
Shining Holy Ark	07/97	$46.99
Shining Wisdom	06/96	$40.99
Sky Target	09/97	$45.99
Sonic R	11/97	$42.99
Tomb Raiders	11/96	$39.99
World Series BBall 98	07/97	$32.99
Worldwide Soccer '98	11/97	$43.99

BOARD GAMES

1830 RR & Rbbr Brons	12/94	$23.99
Advanced Squad Leader	12/94	$37.99
Axis & Allies	11/94	$42.99
Battletech 4th Ed.	12/94	$21.99
Circus Maximus	12/94	$11.99
Colonial Diplomacy	01/95	$42.99
History of the World	12/94	$27.99
Hobbit Adventure	06/95	$32.99
Lionheart	10/97	$35.99
Risk	03/96	$34.99
Samurai Swords	04/97	$39.99
Saratoga	06/98	$24.99
Warhammer 40K	11/94	$59.99
Wooden Ships Iron Men	12/94	$19.99
AD&D DM GuideRPG	02/95	$23.99
Call of Cthulhu 5th Ed.RPG	07/98	$24.99
Conspiracy X RPG	09/96	$22.99
Deadlands Rulebook RPG	10/97	$27.99
GURPS Rulebook RPG	02/95	$22.99
Heavy Gear RPG	08/95	$25.99
Rifts RPG	06/95	$21.99
Shadowrun 2nd Ed.RPG	12/94	$20.99
StarWars RevisedRPG	01/97	$27.99

COMPUTER GAMES & HARDWARE

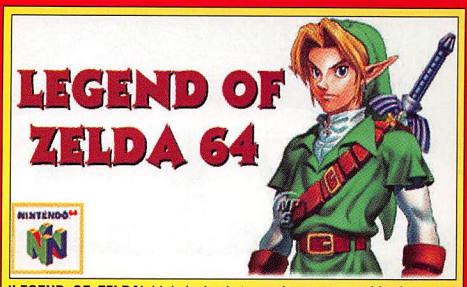
943 Euro Air War	09/98	$45.99
ge of Empires	10/97	$41.99
ge of Empires 2	05/99	$48.99
ge of Emprs Rise Rme	11/98	$29.99
pha Centauri	12/98	$47.99
ds & Allies	09/98	$39.99
ldur's Gate	09/98	$46.99
ttle of Britain 1940	11/98	$44.99
& C 2: Tiberian Sun	10/98	$48.99
esar 3	12/98	$48.99
ose Combat 3	12/98	$48.99
v 2 Multiplayer Gold Ed	08/98	$46.99
v 2 Test of Time	04/99	$48.99
vilization 2 Scen	11/96	$23.99
vilztn Call to Powr	02/99	$48.99
ommandos	08/98	$34.99
ablo	01/97	$29.99
ablo 2	03/99	$48.99
une 2000	09/98	$39.99
ungeon Keeper 2	12/98	$45.99
st Front	11/97	$39.99
rerQuest	11/98	$44.99
con 4.0	10/98	$54.99
llout 2	11/98	$48.99
nal Fantasy VII	06/98	$39.99
rce Commander	11/98	$49.99
nship 3	11/98	$48.99
rpoon 4	07/99	$46.99
roes of M & M 3	11/98	$44.99
Homeworld	08/98	$48.99
Independence War	08/98	$46.99
Jagged Alliance 2	09/98	$44.99
Lands of Lore 3	11/98	$44.99
MechWarrior 3	12/98	$52.99
Medieval	07/98	$32.99
MS Combat Flight Sim	08/98	$48.99
Might & Magic 6	04/98	$39.95
Myth 2	11/98	$43.99
Need for Speed 3	09/98	$44.99
Opertionl Art of War	06/98	$39.99
Over the Reich	11/96	$33.99
People's General	09/98	$42.99
Populous 3	10/98	$45.99
Railroad Tycoon 2	12/98	$48.99
Recoil	08/98	$39.99
Revenant	10/98	$29.99
Road to Moscow	09/98	$42.99
Scrmn Demons Europe	11/98	$47.99
Settlers 3	10/98	$43.99
Sid Meier's Gettysbrg	10/97	$22.99
SimCity 3000	09/98	$54.99
Skies	09/98	$42.99
Starcraft	04/98	$36.99
Steel Panthers Arsenal	05/98	$36.99
Swords & Sorcery	09/98	$48.99
Swords of Heroes	10/98	$46.99
Test Drive Off Rd 2	11/98	$44.99
Thief: The Dark Prjct	10/98	$29.99
Total Annih War Chest	09/98	$47.99
Total Annihilation	10/97	$19.99
Total Annihilation 2	12/98	$48.99
Ultima 9 Ascension	12/98	$52.99
Ultima Online Gold	09/98	$52.99
W.A.P. Israeli Air Frc	09/98	$44.99
Warcraft 2 Platinum	09/98	$39.99
Warlords 3 Dark Lords	08/98	$34.99
Warlords 4	06/99	$48.99
War in Europe	09/98	$39.99
West Front	09/98	$44.99
WW 2 Fighters	10/98	$44.99

Hardware

Canopus Pure 3D 2 12MB	06/98	$299.00
Dmnd Mnstr 3D II 12MB	06/98	$199.99*
CH EXL 500 Racing Set	09/98	$99.99
CH Gamestick 3D Jystck	09/98	$45.99
Gravis Xterminatr Gm Pd	07/98	$43.99
MS SideWinder FF Whl	09/98	$149.99
MS SdWdr FrStl Pro Pad	09/98	$89.99
Mad Catz Panther XL	01/98	$62.99
Quickshot Mstr Pilt Val	03/98	$59.99
SGRL Titan Sphere	07/98	$99.99
Saitek Cyborg 3D Jstk	09/98	$52.99
Saitek R4 Frc Fdbk Wl	10/98	$169.99
Saitek X-36 Cont Sys	05/98	$107.99
TM Fist Fighter	10/98	$58.99
TM Nscr Frc GT Rcg Whl	10/98	$169.99
TM Nscr Sprint Rcng Whl	09/98	$54.99

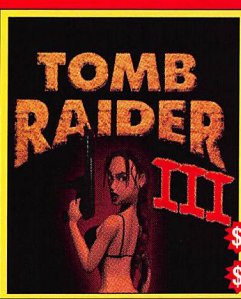
HINT BOOKS

Alundra	02/98	$12.99
Banjo-Kazooie	07/98	$9.99
Breath of Fire 3	06/98	$13.99
Castlevania:Synph Nt	10/97	$10.99
Conker's Quest 12 Tales	01/99	$10.99
Diablo	03/98	$12.99
Final Fantasy Tactics	01/98	$11.99
Final Fantasy VII	11/97	$14.99
Goldeneye Unauth	10/97	$10.99
GranStream Saga	06/98	$12.99
Kartia	12/98	$12.99
Legacy of Kain	12/96	$12.99
Legend of Zelda 64	11/98	$12.99
Lunar: Silver Star StorComp	08/98	$11.99
Metal Gear Solid	10/98	$10.99
Mission Impossible	07/98	$16.99
Mortal Kombat 4	06/98	$11.99
Ninja	08/98	$10.99
Ogre Battle	08/97	$11.99
Quest 64	06/98	$10.99
Resident Evil 2	02/98	$11.99
Suikoden	06/98	$12.99
Tactics Ogre	03/98	$12.99
Tekken 3	05/98	$11.99
Tomb Raider 3	11/98	$16.99
Turok 2	10/98	$9.99
Vandal Hearts Unauth	06/97	$11.99
Warcraft 2: Drk Saga	06/97	$9.99
Yoshi's Story 64	04/98	$9.99



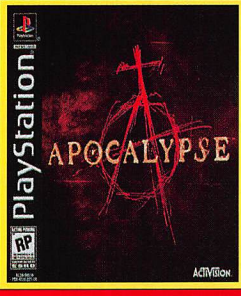
'LEGEND OF ZELDA' Link is back to explore new worlds & rescue Princess Zelda from the evil clutches of Gannondorf. Explore massive, mystical 3D worlds, gleaning information from natives & battling bosses. Make use of maps that are specific to each level & use the 3D attention button to circle your enemies or objects of interest.

$64.99 — **Nintendo (Roleplaying) Release: 11/98 N64**



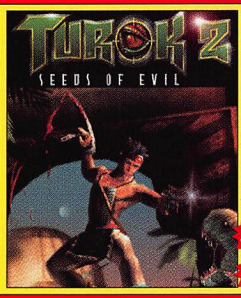
'TOMB RAIDER III' Lara's off to even more exotic locations this time around, from the blistering deserts of India to the lush islands of the South Pacific. Choose your destiny by selecting the order in which you play each of the 4 adventures. Revamped game engine, new reflection system, vastly improved AI, new special effects (rain, snow, fire, &

$39.99 PC
$49.99 PSX
Eidos (Action) Release: 11/98



'APOCALYPSE' Arm yourself with dozens of unique weapons as you run, jump, roll and dodge your way through 12 levels of a futuristic 3D world. Search out and destroy the Four Horseman of the Apocalypse with brutal weapons & killer power ups. Non stop special effects & deadly explosions.

$44.99 — **Activision (Adventure) Release:11/98 PSX**



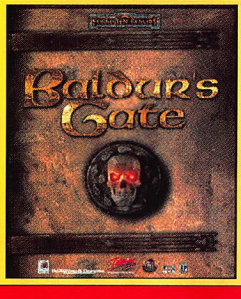
'TUROK 2' Turok takes on an even deadlier foe, The Primagen, in this amazingly realistic sequel to Dinosaur Hunter! Features: 7 huge Quest levels, over 30 enemies with AI & unique attributes, 5 Boss creatures, advanced real-time lighting & body impact physics, and more than 24 weapons. Up to 4 players can battle each other in one of 3 modes.

$64.99 — **Acclaim (Shooter) N64 10/98**
$46.99 — **PC CD 2/99**



'METAL GEAR SOLID' redefines the action/adventure genre on Playstation. It's a spy action thriller that involves covert activities, and tons of weapons & communications gear. The movie-like plot puts you right in the middle of friendship, betrayal, & even romance, as you attempt to accomplish your military mission.

$49.99 — **Konami (Shooter) Release 10/98 PSX**



'BALDUR'S GATE' is set in the legendary Forgotten Realms world. It features a transparent interface and gameplay that uses a real-time modification of the Advanced Dungeon & Dragons rules system. Over 60 monsters to fight; you control a party of six, each with unique abilities and personas. 5 CDs are filled with pre-rendered backgrounds, compelling music, and gameplay!

$44.99 — **Interplay (Roleplaying) Release: 11/98 PC CD**

sa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at ur discretion. After 10 days the manufacturer's warrantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. he "per order" charge is charged once per order placed, the "per item" charge charged once for each item ordered and the "per shipment" charge is harged once for each shipment we make to you. For each US order $10.00 ill be allocated to a 12 issue subscription to Computer Games Strategy Plus. all for details.

	Standard U.S. Mail 7-10 Days	Priority U.S. Mail 2-3 Days	Express 2 Day	Express 1 Day	Mail To Canada 4-7 Days	Mail To The World 7-14 Days
Per Order	$1.00	$2.00	$2.00	$2.00	$2.00	$2.00
Per Shipment	$1.25	$1.00	$5.00	$13.00	$2.00	$2.00
Per Item	$0.75	$1.00	$1.00	$2.00	$2.00	$6.00

©1998 CHIPS & BITS, INC.

GR1198

YOUR #1 VIDEO GAME DISTRIBUTOR

W.I.T.

FAX US YOUR NEEDS ▸ PRE-BOOKS ▸
NEW RELEASES ▸ JAPANESE IMPORTS ▸
FAST SAME-DAY SHIPPING OUR SPECIALTY!!!

E-MAIL: SALES@WITGAMES.COM
CARLO@WITGAMES.COM

FAX (305) 507-0852

UPS · FedEx Federal Express · DHL

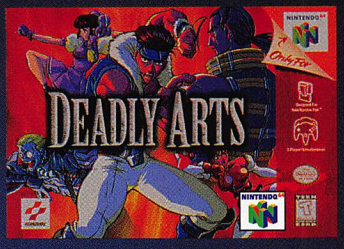
metal gear solid
by Konami



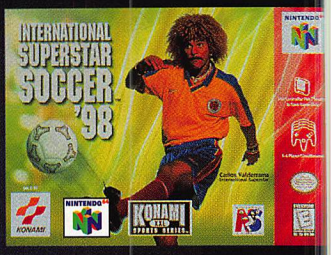
contra
by Konami



deadly arts
by Konami



international soccer
by Konami



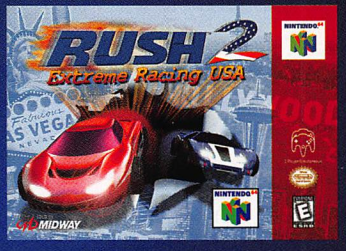
brigadine
by Atlus



guilty gear
by Atlus



rush 2
by Midway



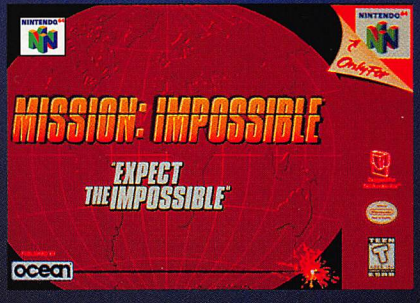
twisted edge
by Midway



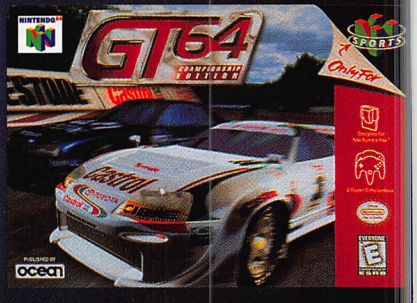
rat attack
by Mindscape



mission impossible
by Infogrames



g.t. racing
by Infogrames







DREAMCAST COMING SOON!
CALL NOW TO RESERVE YOUR ORDER:

1-305-507-4588





PlayStation · NINTENDO 64

W.I.T.
8280 NW 27TH STREET, SUITE 515
MIAMI, FL 33122

RAISE YOUR SALES AND PROFITS WITH OUR LOW PRICES, QUICK SERVICE AND EXTENSIVE INVENTORY ▸ FAX (305) 507-0852 ▸ JUST MINUTES AWAY FROM THE MIAMI INTERNATIONAL AIRPORT ▸ ALL RIGHTS RESERVED.

ANY AND ALL CHARACTER NAMES ARE TRADEMARKS OF THEIR RESPECTIVE COMPANIES.

MAGIC KNIGHT RAYEARTH™













In a Dimension Crumbling toward Darkness,
Three Righteous Babes Plucked from Earth,
Are Blasting Their Way Toward Destiny.

SEGA SATURN™

TEEN
T
CONTENT RATED BY ESRB

WORKING DESIGNS®

Our games go to 11!™

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. "Magic Knight Rayearth" is a trademark of Kodansha/TMS. Original Game © SEGA 1996. English Translation © Working Designs 1998. Working Designs is a registered trademark of Working Designs, Inc. All Rights Reserved. Three babes, need we say more? For a dealer near you, call (530) 243-3417. Call 1-800-771-3772 for Game Rating Information.

JAPAN VIDEO GAMES

YOUR #1 SOURCE OF AMERICAN AND JAPANESE VIDEO GAMES

SEGA SATURN

IMPORT

Dragon Force 2
Shining Force 3 #3
Capcom Generation Vol.1
Black Matrix
Steam Hearts
Cotton Boom Rang
Striker 1945
Lunar 2
King of Fighters Collection
Langrissier 5
Guardian Force
Dungeons & Dragon Collection
Super Adventure Rockman
Radiant Silvergun
Sega Ages Galaxy Force 2
Astra Superstars
Super Robot War F Complete
Grandia
Sakura War 2
Evangelion S.G.F.
Princess Crown
Gun Griffon 2
Samurai Shodown 3 & 4
Real Bout F. F. Special


Pocket Fighter $49


Dracula X $45


Saturn converter $20


Waku Waku P/P D $39


Shining Force 3 II $49


Phantasy Star Col. $49


X-Men vs SF $69


Vampire Savior $54


KOF 97 $54


Deep Fear $54


F. Pro Wrestling $49


Radiant Silver Gun $54


Real Bout F.F.Col $49


DBZ Legend $49

PlayStation


Dragon Ball Z Legend $49


DBZ GT $39 (import)


DBZ U.B. 22 $49


New JPN Pro Wrestling 3 $59

IMPORT

Metal Gear Solid
Brave Fencer Musashiden
Rival Schools
Real Bout Special Dominated Mind
Bomberman Phantasy Race
The King of Fighters Kyo
Over Blood 2
Puzzle Bobble 4
Gunbarl (Gunbullet 2)
Capcom Generation
Star Ocean 2nd Story
The Lengend Of Heroes 1&2
Final Fantasy 8 (Coming In Nov.)
Godzilla
Echo Night
Advanced V.G.2
Destrega
Do Don Pachi
Simulation RPG Making


Guilty gear $54


Slayer Royal $49


Tenchu $59


King Of Fighters 97 $54

U.S.

Crash Bandicoot 3
Xenogear
Megaman Legends
Parasite Eve
Ninja
Tenchu
Wild 9
NFL Blitz
Dark Stalker 3
Rogue Trip
Knockout Kings
Medievil
Rival School
Metal Gear Solid


Bust A Move Dance & Rhythm $54


Choro Q Marine Boat $49


Macross $49


Saga Frontier $29(Import)

NINTENDO 64

IMPORT

Star Soldier
Pokemon Stadium
Powerful Baseball 5
Simcity 2000
Augusta Master 98
Tamagotchi World
Puyo Puyo Sun 64
Doraemon
Wonder Project J2
Famista 64
F-Zero X

Please call for any titles not listed above.

U.S.

Bomberman Hero
NFL Blitz
Madden 99
Turok 2
NBA Jam 99
F Zero X
Castlevania 64
Earthwarm Jim 3D
NBA Live 99
Rush 2
Nightmare Creatures
Zelda 64 (November)

Now you can play import N64 games on U.S. N64 system with N64 converter $15


Virtual Pro Wrestling 64 $59


Super Robot Spirits $65


Sumo 64 $69


Brave Spirits $39


Super B-Daman $59

Sailor Moon Action Figures


2" Sailor Cute $ 8/ Ea
5" Petit Soldier $ 13/ Ea
11" Sailor Doll $ 22/ Ea



Dream Cast
Available, November 20
Virtua Memory System-Available Now
D2
Seventh Cross
Pen Pen Dry Ice Ron
coming soon

Dreamcast.

SFC/SNES CONVERTER $15
Sailor Moon R
Dragon Ball Z 3
Yu Yu Hakusho 2
Sailor Moon S
Dragon Quest 6


ROMANCING SAGA 3 $39


RANMA 1/2 $39


SECRET OF MANA 3 $59


Final Fantasy 7 Action Figures Set: $35
(Cloud, Tifa, Aerith, Barrett set of 4) Vincent, Sephiroth $15/ea.

NEO GEO CART

Fatal Fury Real Bout Special 2
Blazing Star
Metal Slug 2
Last Blade
King Of Fighters 98

NEO GEO CD

King Of Fighter 97
Last Blade
Metal Slug 2
Real Bout Special 2
King Of Fighters 98

DBZ Super Battle Collection Action Figures Volume, 1-38 Price From $12 or up.







VOL.36

WE ALSO CARRY POSTERS, NOVELTIES, WALL SCROLLS, AND GAME MUSIC CDS

ORDER HOT LINE:
626-281-9282

DEALER & WHOLESALERS WELCOME
710-1 W. Las Tunas, San Gabriel, CA 91776 • Fax: 626-458-6845

COD DISCOVER VISA MasterCard

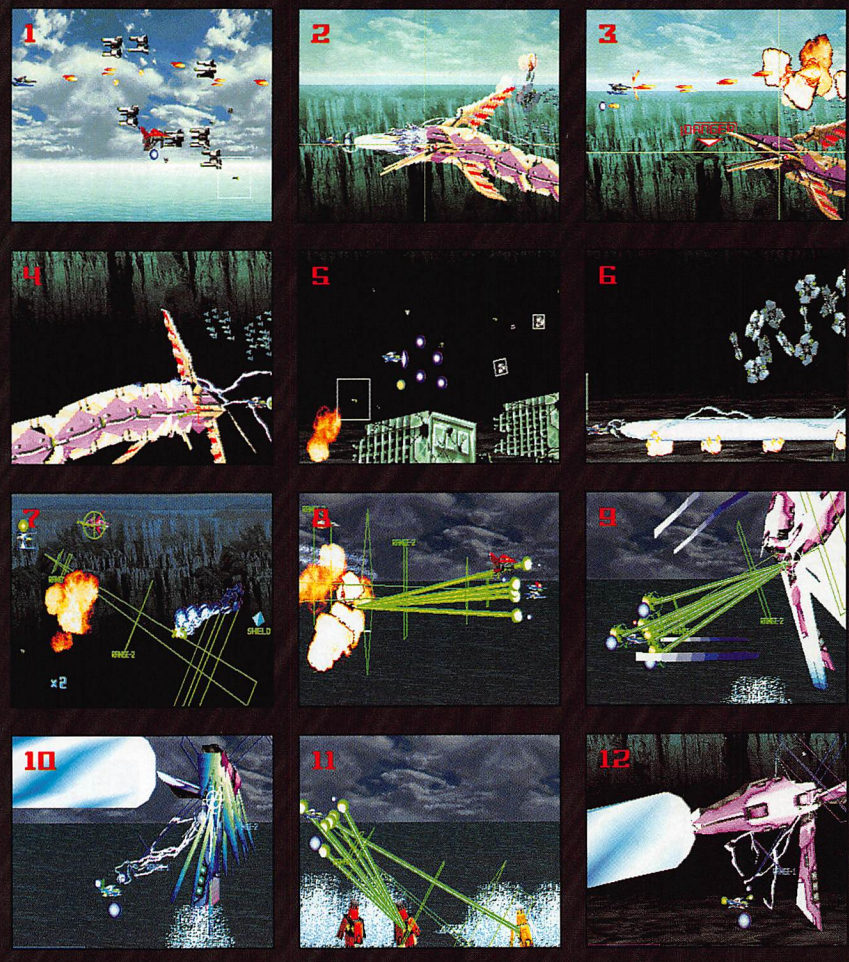
Thunder Force V

Let Gamers' Republic help you win $10,000! Use our continuing strategy guide to master Thunder Force V on PlayStation, brought to you courtesy of Working Designs. Look for a new level every month.

Stage One

The first stage of Thunder Force V is a great introductory level, as it allows you to experiment with different weapons and get a feel for your ship's control. For starters, be sure to have your control configured in the "Direct" mode which assigns a different weapon to each button, a far more elegant and beneficial solution than having to switch between weapons with a button press.

As the level begins, just hang back and make good use of your standard Twin Shot weapon and grab the first Craw of the stage (01). Continue using the Twin Shot and stay to the left of the screen. You'll blast through several waves of enemies with ease and pick up the Hunter weapon. Stay left and watch the snake benignly curl into the water before you splash below the surface. Hover near the surface and blast the wave of enemies with your Twin Shot (02). When you see the snake coming from the lower right, dip down and use your Twin Shot in conjunction with the Over Weapon ability to deliver a powerful blast (03). Move up and over him as he comes near you and head right. Switch to your Back Shot weapon and give him another Over blast to finish him off (04). Now, start firing your Hunter weapon to blast the scattered enemies coming up as you head for the sea floor (05). Once down, use a powered-up Twin Shot to blast through the upward firing lasers (06). Continue using your normal Twin Shot to dispatch assorted enemies and grab the Free Range and Shield items. You'll use the Free Range weapon for the rest of the level. Aim it forward and take out the twisty enemies (07). As you rise to the surface, move to the right side of the screen and aim the Free Range weapon backwards to eliminate the oncoming missiles (08). Don't miss the extra Craws. Next up is the boss. Stay back and use a powered-up Free Range and watch his health get zapped away. Avoid his blue beams (09) and death shot (10). If he lives long enough to go into the background and launch missiles, stay left and aim your Free Range down (11). Once he's blown up, he'll take the battle undersea. Watch for his rotating beam of death and position yourself as shown in (12) and blow him away with a powered-up Free Range.



WORKING DESIGNS®

Babbage's

software etc

SPAZ

gamers' Republic
COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

Prizes:

Grand Prize (1): $10,000

First Prizes (5): $500 Software, Etc./ Babbage's Gift Certificate

Runner up Prizes (25): One Year Subscription to *Gamers' Republic*

Entry Deadline: February 15, 1999

The top six qualified finalists and a guest for each will be invited to Redding, CA, all expenses paid from any point in the continental United States or Canada. Finalists will then compete in a playoff competition for the Grand Prize. After the competition, Runner-ups will claim the five (5) First Prizes.

To Enter:

Send a legible photograph or a video tape showing the final status summary screen from the Single-Player Normal Mode of the PlayStation® game *Thunder Force V*, along with a 3x5 card or paper containing your name, address, age, and phone number to:

Thunder Force VTM Contest c/o SPAZ, 18135 Clear Creek Road, Redding, CA 96001.

G.E.M. International

A Division of Games etc.

SPECIALIZING IN JAPANESE VIDEO GAMES

Playstation



- Metal Gear Solid
- Rival Schools
- GunBarl
- K.O.F. KYO
- B.F. Musashiden
- Star Ocean
- Overblood 2
- Kagero
- Japan Womens Pro Wrestling
- TrapGunner
- SD Gundam G Generations
- Crisis Beat
- Powerful Pro '98
- Guilty Gear
- Tobal 2
- 3D Fighting School
- Silhouete Mirage
- Bust a Move Dance
- Real Bout Spcl D.M.
- Sol Divide

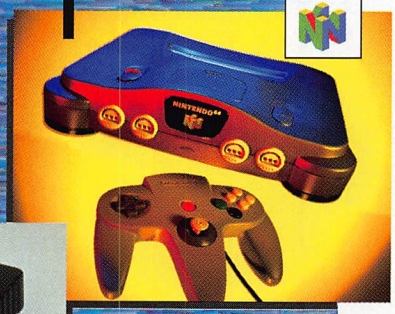


Saturn

- Marvel vs. St. Fighter
- Deep Fear
- Lunar 2
- Radiamt Silvergun
- Pocket Fighters
- Vampire Savior
- Castlevania X
- Astra Superstars
- Samurai Collection
- Real Bout Collection
- Sol Divide
- Guardian Force
- Shining Force #3
- X-men vs. St. Fighter
- Saturn Converter (USA/JPN)

Nintendo 64

- Zelda 64
- F-Zero X
- Super Robol Spirits
- Choro Q 64
- Pocket Monster Stadium
- Sumo 64 Wrestling Pt 2
- N64 Converter (USA/JPN)
- Powerful Pro Baseball 5
- Star Soldier





Neo Geo

- Real Bout Spcl 2
- Metal Slug 2
- KOF '98
- Blazing Star

THIS MONTH'S SPECIALS

- KOF '97 (PS) $39
- Pocket Fighters (PS) $29
- Bushido Blade 2 (PS) $49
- Choro Q3 (PS) $49
- Front Mission Alt. (PS) $49
- Burning Rangers (SS) $29
- Panzer Dragon RPG (SS) . . . $29

CHECK WITH US FIRST! WE GET THEM FAST AND OVERNIGHT DIRECT FROM JAPAN!

CALL NOW: 415-731-1683

Visa, MC, C.O.D. Wholesale Welcome

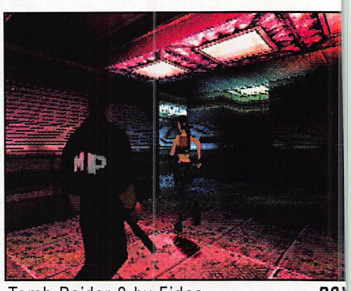
Retail Shop: 1810 22nd Ave., San Francisco, CA 94122
Phone:415-731-1683 Fax: 415-564-8738

CornerDistributors CornerDistributors CornerDistributors CornerDistributors CornerDistributors CornerDistributors CornerDist

CornerDistributors

VIDEO GAME DISTRIBUTORS Over 43 years of quality servi

Stocking the most diverse product selection to make you the most $$$ now and through the millenium!

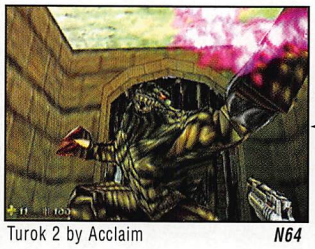


Tomb Raider 3 by Eidos *PSX*

Let our Sales Force of gaming experts direct your business ahead of the competition! Ask for Todd, Rudy, John, George, Garth, Jason, and Little Gary.

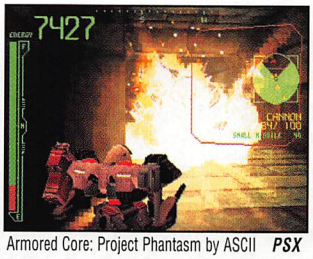
Dealer Order Line	Int'l. Order Line
800-966-0852	718-881-7800

Fax us at: 718-881-7959



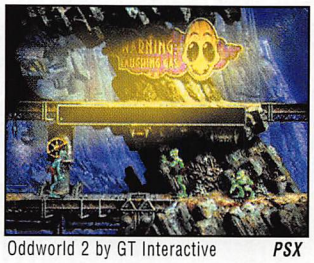
Turok 2 by Acclaim *N64*

CALL FOR STORE OPENING PACKAGES



Armored Core: Project Phantasm by ASCII *PSX*

- Prebooking
- No Allocating
- Full Line of Accessories and Guides
- Call for Imports
- Se habla Español



Oddworld 2 by GT Interactive *PSX*



Fox Sports College Hoops by Fox Interactive *N64*

email us at : cornerdist@aol.com

AWESOME SHIPPING RATES!
We ship UPS & FedEx Air Saver- Guaranteed 2-3 Days anywhere. You pay only Ground Rates!

CornerDistributors CornerDistributors CornerDistributors CornerDistributors CornerDistributors CornerDistributors CornerDistributors

BRE Software

Credit Card Orders: (209) 432-2684

E-Mail: info@bresoftware.com

Automated Info: sales@bresoftware.com



FREE PlayStation Control Pad

Return this coupon with your next mail order and receive a FREE Pelican PlayStation Control Pad with the purchase of 2 New or Used PlayStation Games. Please list alternative titles when ordering by mail. Not valid with any other offers, sales or specials. Limit one free memory card per customer. This coupon is valid through 11/30/98. No copies accepted. Not valid on previous orders. Phone or Online Orders refer to **Offer FCPGR11**.

CA$H for your old games/systems

Receive a check back or purchase other titles of your choice - Prices in this ad good thru Nov 30, 1998

New Games Available for PlayStation and Nintendo 64 - Call for latest titles and items not listed below

PlayStation

We Sell Used / We Buy

2XTREME	17.95/7.00
ADIDAS PWR SOCCER	17.95/7.00
AIR COMBAT	17.95/7.00
ACE COMBAT 2	29.95/14.00
ACTIVISION CLASSICS	34.95/16.00
AKUU	34.95/16.00
ALIEN TRILOGY	19.95/7.00
ALL STAR TENNIS '99	29.95/14.00
ALLIED GENERAL	29.95/14.00
ALONE IN THE DARK	19.95/8.00
ALUNDRA	29.95/14.00
ANDRETTI RACING	24.95/10.00
APOCALYPSE	34.95/16.00
ARCADE'S GREAT #1	29.95/14.00
ARCADE'S GREAT #2	29.95/14.00
AREA 51	24.95/12.00
ARMORED CORE	24.95/12.00
PROJECT PHANTASM	34.95/16.00
ARMY MEN 3D	34.95/16.00
ASSAULT	34.95/16.00
ASTEROIDS	29.95/14.00
ATARI COLLECT. #1	29.95/14.00
ATARI COLLECT. #2	29.95/14.00
ATARI COMPILATION	34.95/16.00
AUTO DESTRUCT	24.95/12.00
AZURE DREAM	34.95/16.00
BACKSTREET BILLARDS	34.95/18.00
BALLBLAZER CHAMP	17.95/6.00
BASS MASTERS CLASS.	39.95/18.00
BATMAN & ROBIN	29.95/14.00
BATMAN FOREVER	24.95/12.00
BATTLE ARENA TOSH 2	24.95/12.00
BATTLE ARENA TOSH 3	29.95/14.00
BATTLE STATIONS	29.95/14.00
BATTLESHIP	34.95/18.00
BATTLESPORT	29.95/14.00
BEAST WARS	24.95/12.00
BEAVIS & BUTTHEAD	34.95/16.00
BEYOND THE BEYOND	29.95/14.00
BIG AIR SNOWBOARD	34.95/18.00
BIG BASS WRLD CHMP	34.95/16.00
BIG RACE USA	34.95/16.00
BIOFREAKS	34.95/16.00
BLACK BASS	34.95/18.00
BLACK DAWN	17.95/6.00
BLAST RADIUS	34.95/16.00
BLASTO	29.95/14.00
BLAZING DRAGONS	24.95/12.00
BLOODY ROAR	29.95/14.00
BOGEY DEAD 6	29.95/14.00
BOTTOM OF THE 9TH '97	19.95/8.00
BRAHMA FORCE	24.95/12.00
BRAVE FENCER	34.95/16.00
BRAVO AIR RACE	29.95/14.00
BREATH OF FIRE 3	39.95/20.00
STRATEGY GUIDE	9.95/2.00
BRIGANDINE	34.95/16.00
BROKEN HELIX	24.95/12.00
BROKEN SWORD	24.95/12.00
BRUNSWICK BOWLING	39.95/18.00
BUBBLE BOBBLE	29.95/14.00
BUBSY 3D	24.95/12.00
BUGRIDERS	29.95/14.00
BUSHIDO BLADE	24.95/12.00
BUSHIDO BLADE 2	34.95/18.00
BUST A MOVE 2	24.95/12.00
BUSTER BROS COL.	29.95/14.00
C CONTRA ADVENTURE	34.95/16.00
CAESARS PALACE	34.95/15.00
CAESARS PALACE 2	39.95/20.00
CAPCOM GENERATIONS	3
1942 SERIES	29.95/15.00
SF 2 COLLECTION	34.95/16.00
CARMAGEDDON 2	34.95/18.00
CARNAGE HEART	24.95/12.00
CAROM SHOT	34.95/16.00
CART WORLD SERIES	29.95/14.00
CASPER	24.95/8.00
CASTLEVANIA	29.95/14.00
CHESSMASTER	24.95/12.00
CHRON. OF SWORD	29.95/14.00
CIRCUIT BREAKERS	34.95/16.00
CITY OF LOST CHILD.	29.95/14.00
CLOCK TOWER	29.95/14.00
CLOCK TOWER II	34.95/18.00
CODE NAME: TENKA	24.95/12.00
COLONY WARS	29.95/14.00
COLONY WARS VENG.	34.95/18.00
COMMAND & CONQUER	24.95/12.00
RED ALERT	29.95/14.00
RETALIATION	39.95/20.00
CONGO	24.95/8.00
CONSTRUCTOR	34.95/16.00
CONTRA LEGACY WAR	24.95/12.00
COOLBOARDERS	19.95/8.00
COOLBOARDERS 2	29.95/14.00
COOLBOARDERS 3	34.95/16.00
COURIER CRISIS	24.95/12.00
COVERT WARS	34.95/16.00
CRASH BANDICOOT	17.95/8.00
CRASH BANDICOOT 2	19.95/10.00
CRASH BANDICOOT 3	34.95/20.00
CRIME KILLER	34.95/16.00
CRITICAL DEPTH	24.95/12.00
CROC	29.95/14.00
CROW CITY OF ANGELS	29.95/14.00
CRUSADER NO REM.	19.95/8.00
CRYPT KILLER	19.95/8.00
D	29.95/12.00
DAREDEVIL DERBY 3D	19.95/8.00
DARK FORCES	29.95/14.00
DARKLIGHT CONFLICT	19.95/8.00
DARKSTALKERS	24.95/10.00
DARKSTALKERS 3	34.95/16.00
DEAD BALL ZONE	34.95/16.00
DEAD IN THE WATER	34.95/16.00
DEAD OR ALIVE	29.95/14.00
DEAD UNITY	34.95/15.00
DEATH RAP DUNGEON	29.95/14.00
DECEPTION II	39.95/20.00
DESCENT MAXIMUM	29.95/14.00
DESTRUCT. DERBY	17.95/8.00
DESTRUCT. DERBY 2	24.95/12.00
DEVIL DICE	29.95/15.00
DIABLO	29.95/14.00
DIABOLICAL ADVS TOBU	34.95/16.00
DIEHARD TRILOGY	19.95/8.00
DISCWORLD	29.95/14.00
DISCWORLD 2	34.95/16.00
DISRUPTOR	19.95/8.00
DOOM	24.95/12.00
MECHWARRIOR 2	29.95/14.00
DRAGON SEEDS	29.95/14.00
DRAGONBALL GT	39.95/20.00
DRAGONHEART	29.95/12.00
DUKE NUKEM	29.95/14.00
TIME TO KILL	39.95/20.00
DUNGEON KEEPER II	34.95/16.00
DYNASTY WARRIORS	29.95/14.00
EARTHWORM JIM 3D	39.95/20.00
EINHANDER	34.95/14.00
ELEMENTAL GEARBOLT	34.95/15.00
EPIDEMIC	19.95/8.00
ESPN EXTREME GAMES	24.95/12.00
ESPN NBA HOOPS	29.95/14.00
EVERCRISIS 2555 AD	29.95/14.00
EXODUS	34.95/16.00
EXTREME PINBALL	24.95/8.00
FANTASTIC FOUR	24.95/12.00
FANTASY '11-'79	29.95/14.00
FIFA SOCCER '97	24.95/12.00
FIFA ROAD TO THE WORLD CUP '98	34.95/15.00
FIFA '99	34.95/16.00
FIFTH ELEMENT	34.95/16.00
FIGHTING FORCE	24.95/12.00
FINAL DOOM	29.95/14.00
FINAL FANTASY VII	34.95/14.00
OFFICIAL GUIDE	12.95/3.00
FINAL FANTASY TACTICS	29.95/14.00
OFFICIAL GUIDE	12.95/3.00
FORMULA 1	17.95/8.00
FORMULA 1 CHAMP ED.	24.95/12.00
FORMULA 1 '98	34.95/16.00
FORSAKEN	29.95/14.00
FOX SPORTS GOLF '99	29.95/14.00
FOX SPORTS HOCKEY	29.95/14.00
FOX SPORTS SOCCER	29.95/14.00
FOX SPORTS TENNIS	29.95/14.00
FREESTYLE BOARDIN'	34.95/16.00
FROGGER	29.95/14.00
G DARIUS	34.95/18.00
G POLICE	29.95/14.00
G SHOCK	34.95/16.00
GALLOP RACER	34.95/16.00
GAME OF LIFE	29.95/14.00
GAME SHARK/WBOOK	34.95/15.00
GAME SHARK ENHANCEMENT CD	14.95/7.00
GEX	19.95/8.00
GEX ENTER GECKO	29.95/14.00
GHOST IN THE SHELL	29.95/14.00
GHOST RIDER	29.95/14.00
GHOULS & GHOSTS	34.95/16.00
GLOBAL DOMINATION	34.95/16.00
GOAL STORM	24.95/12.00
GOLDEN GOAL SOCCER	34.95/16.00
GOLDEN NUGGET	34.95/15.00
GRAND THEFT AUTO	34.95/15.00
GRAND TOUR RACING	24.95/12.00
GRAN TURISMO	34.95/16.00
STRATEGY GUIDE	9.95/2.00
GRANSTREAM SAGA	34.95/18.00
STRATEGY GUIDE	9.95/2.00
GUNSHIP	34.95/16.00
HARDBALL 6	29.95/14.00
HEART OF DARKNESS	34.95/16.00
HEAVY GEAR	34.95/14.00
HERC'S ADVENTURE	34.95/14.00
HERCULES	34.95/14.00
HEXEN	24.95/12.00
HOT SHOTS GOLF	34.95/16.00
IGGY'S RECKIN' BALLS	29.95/14.00
IMPACT RACING	19.95/8.00
INCREDIBLE HULK	24.95/12.00
INCREDIBLE IDIOTS	24.95/14.00
INDEPENDENCE DAY	29.95/14.00
INTELLIGENT QUBE	24.95/12.00
INTL RALLY CHAMP	34.95/16.00
INTL SUPERSTAR SOCCER '98	29.95/14.00
INTL TRACK & FIELD	19.95/8.00
IRON & BLOOD	24.95/12.00
IRON MAN X-O MAN	24.95/12.00
JEOPARDY	34.95/16.00
JEREMY MCGRATH SUPER CROSS '98	34.95/15.00
JERSEY DEVIL	29.95/14.00
JET MOTO	17.95/8.00
JET MOTO 2	24.95/12.00
JOHNNY BAZOOKATONE	19.95/7.00
JUDGE DREDD	24.95/12.00
JUMPING FLASH 2	17.95/8.00
JURASSIC PARK LW.	24.95/12.00
K1 ARENA FIGHTERS	19.95/8.00
KAGEMO	34.95/16.00
KARTIA	39.95/18.00
KILLING ZONE	17.95/8.00
KING OF FIGHTERS	19.95/8.00
KING'S FIELD	19.95/8.00
KING'S FIELD II	24.95/12.00
KLONOA	34.95/15.00
KNOCKOUT KINGS	34.95/16.00
KULA WORLD	34.95/16.00
LEGACY OF 1000 AD	34.95/16.00
LEAGUE OF PAIN	17.95/8.00
LEGACY OF KAIN	24.95/12.00
LEGION	34.95/16.00
LEMMINGS	29.95/14.00
LEMMINGS 3D	24.95/10.00
LETHAL ENFORCER 1&2	29.95/12.00
LOADED	19.95/8.00
LODE RUNNER	29.95/14.00
LUNAR	39.95/20.00
MADDEN '98	19.95/6.00
MADDEN '99	34.95/20.00
MAGIC CARPET	29.95/14.00
MAGIC GATHERING	29.95/14.00
MAJOR LEAGUE SOC.	29.95/14.00
MARCH MADNESS	19.95/8.00
MARVEL SUP. HEROES	29.95/14.00
MASS DESTRUCTION	24.95/12.00
MASTERS MONSTERS	34.95/16.00
MASTERS TERAS KASI	29.95/14.00
MAXIMUM FORCE	24.95/12.00
MDK	29.95/14.00
MECHWARRIOR 2	29.95/14.00
MEDIEVIL	34.95/16.00
MEGAMAN 8	34.95/15.00
MEGAMAN LEGENDS	34.95/18.00
MEGAMAN X4	34.95/15.00
METAL GEAR SOLID	34.95/20.00
MICRO MACHINES	29.95/14.00
MK MYTHOLOGIES	29.95/14.00
MK TRILOGY	39.95/20.00
MLB '98	19.95/8.00
MLB '99	29.95/16.00
MONKEY HERO	34.95/16.00
MONOPOLY	24.95/15.00
MONSTER RANCHER	24.95/12.00
MORTAL KOMBAT 3	17.95/8.00
MORTAL KOMBAT 4	34.95/16.00
STRATEGY GUIDE	9.95/2.00
MOTO RACER	24.95/12.00
MOTO RACER 2	34.95/16.00
MOTOR TOON G.P.	24.95/10.00
MOTORHEAD	34.95/16.00
MYST	34.95/15.00
N2O NITROUS OXIDE	24.95/12.00
NAMCO MUSEUM VOLUME 1	34.95/14.00
VOLUME 2	34.95/14.00
VOLUME 3	34.95/14.00
VOLUME 4	29.95/12.00
VOLUME 5	34.95/14.00
NANOTEK WARRIOR	24.95/12.00
NASCAR RACING	19.95/8.00
NASCAR RACING '98	29.95/14.00
NASCAR RACING '99	39.95/20.00
NATIONAL HOCKEY NT	34.95/16.00
NBA FAST BREAK '99	34.95/16.00
NBA HANGTIME	19.95/8.00
NBA IN THE ZONE '98	29.95/12.00
NBA JAM EXTREME	19.95/8.00
NBA LIVE '98	19.95/6.00
NBA LIVE '99	34.95/18.00
NCAA FOOTBALL '98	19.95/6.00
NCAA GAMEBRKR '98	34.95/16.00
NCAA GAMEBRKR '99	34.95/16.00
NECRODOME	29.95/14.00
NEED FOR SPEED	19.95/8.00
NEED FOR SPEED 2	29.95/14.00
NEED SPEED V-RALLY	29.95/14.00
NEED FOR SPEED 3	34.95/16.00
NEWMANN HAAS RAC.	24.95/12.00
NFL BLITZ	34.95/16.00
NFL GAMEDAY '98	19.95/8.00
NFL GAMEDAY '99	34.95/20.00
NFL XTREME	29.95/14.00
NHL '98	19.95/8.00
NHL '99	34.95/16.00
NHL BREAKAWAY '98	19.95/7.00
NHL FACE OFF '98	29.95/14.00
NHL FACE OFF '99	34.95/16.00
NHL POWERPLAY '98	24.95/8.00
NIGHTMARE CREAT.	24.95/10.00
NORSE BY NORSEWST	29.95/12.00
NUCLEAR STRIKE	29.95/14.00
ODD WORLD	19.95/8.00
ABE'S ODDYSEE	
ODDWORLD	
ABE'S EXODUS	34.95/16.00
ODT	34.95/16.00
OFF WORLD INTER.	19.95/7.00
OGRE BATTLE	39.95/18.00
OLYMPIC SUM. GAMES	19.95/8.00
ONE	24.95/12.00
OVERBLOOD	24.95/12.00
PAC MAN GHOST ZONE	34.95/14.00
PANDEMONIUM	19.95/8.00
PANDEMONIUM 2	29.95/12.00
PANZER GENERAL	24.95/12.00
PARAPPA THE RAPPA	29.95/14.00
PARASITE EVE	39.95/20.00
PENNY RACERS	34.95/16.00
PEPSIMAN	29.95/14.00
PGA TOUR GOLF '96	19.95/8.00
PGA TOUR GOLF '97	29.95/12.00
PGA TOUR GOLF '98	34.95/16.00
POCKET FIGHTER	29.95/14.00
POINT BLANK W/GUN	49.95/25.00
POOL HUSTLER	34.95/16.00
POPULOUS 3	39.95/20.00
PORSCHE CHALLENGE	29.95/14.00
POWER MOVE WREST.	29.95/14.00
POWER RANGERS ZEO	24.95/12.00
POWER SLAVE	19.95/8.00
POWER SOCCER 2	24.95/16.00
POWERBOAT RACING	29.95/14.00
POY POY 2	29.95/14.00
PREDATOR RACING	34.95/16.00
PRO 18 WORLD GOLF	34.95/16.00
PRO PINBALL	19.95/8.00
TIMESHOCK	34.95/16.00
PROFESSIONAL SPORTS CAR	
RACING	34.95/16.00
PROJECT: HORNED OWL	17.95/6.00
PSYBADEK	34.95/16.00
PSYCHIC DETECTIVE	24.95/12.00
PSYCHIC FORCE	24.95/12.00
PUNKY SKUNK	24.95/12.00
QUAKE 2	34.95/16.00
RAGE RACER	29.95/14.00
RALLY CROSS	29.95/14.00
RALLY CROSS 2	34.95/18.00
RAMPAGE WORLD TR	29.95/14.00
RASCAL	24.95/12.00
RAT ATTACK	34.95/16.00
RAY STORM	24.95/12.00
RAY TRACERS	29.95/14.00
RAYMAN 2	34.95/16.00
RC STUNT COPTER	34.95/16.00
REBEL ASSAULT II	29.95/14.00
REBOOT	24.95/12.00
REBUS	34.95/14.00
RED ASPHAULT	29.95/14.00
REDLINE	34.95/16.00
REDNECK RAMPAGE 2	39.95/20.00
REEL FISHING	39.95/16.00
RELOADED	24.95/12.00
RESIDENT EVIL	19.95/8.00
STRATEGY GUIDE	9.95/2.00
DIRECTOR'S CUT	24.95/12.00
RESIDENT EVIL 2	34.95/14.00
STRATEGY GUIDE	9.95/2.00
RETURN FIRE	19.95/8.00
RIDGE RACER REV.	29.95/14.00
RISK	34.95/16.00
RIVAL SCHOOLS	29.95/14.00
RIVEN	34.95/16.00
ROAD RASH	24.95/12.00
ROAD RASH 3D	39.95/18.00
ROBOPIT	14.95/6.00
ROGUE TRIP	34.95/16.00
ROM. 3.KINGDOMS 4	39.95/18.00
ROSCO MCQUEEN	34.95/16.00
RUG RATS	34.95/16.00
RUNNING WILD	34.95/16.00
RUSH AMERICA	34.95/16.00
RUSH HOUR	24.95/12.00
SAGA FRONTIER	39.95/15.00
SAMURAI SHODOWN 3	29.95/14.00
SAN FRANCISCO RUSH	29.95/14.00
SCARS	34.95/16.00
SENTIENT	24.95/12.00
SENTINAL RETURNS	29.95/14.00
SHADOW GUNNER	29.95/14.00
SHADOW MASTERS	24.95/12.00
SHAOLIN	34.95/16.00
SHIPWRECKERS	29.95/12.00
SILENT HILL	34.95/16.00
SILHOUETTE MIRAGE	29.95/14.00
SIMCITY 2000	34.95/14.00
SKELETON WARRIOR	19.95/8.00
SKULLMONKEYS	24.95/12.00
SLAYER	34.95/16.00
SMALL SOLDIERS	34.95/18.00
SOUL BLADE	29.95/14.00
SOVIET STRIKE	24.95/12.00
SPACE JAM	24.95/12.00
SPAWN	29.95/14.00
SPICEWORLD	24.95/12.00
SPIDER	24.95/12.00
SPIRIT MASTER	29.95/14.00
SPOT GOES TO HOLLY.	17.95/8.00
SPYRO THE DRAGON	34.95/16.00
STAR GLADIATOR	17.95/6.00
STAR TREK	
KLINGON ACADEMY	34.95/20.00
STARCON	29.95/14.00
STARFIGHTER	17.95/6.00
STARWINDER	17.95/6.00
STEEL HARBINGER	17.95/6.00
STEEL REIGN	19.95/8.00
STREAK	34.95/16.00
STREET FIGHTER ALPHA	19.95/8.00
ALPHA 2	29.95/12.00
COLLECTION	34.95/15.00
STREET FIGHTER EX+	29.95/14.00
STREET FIGHTER MOVIE	17.95/6.00
STREET RACER	19.95/8.00
STRIKE POINT	19.95/8.00
SUIKODEN	34.95/14.00
SUPER PUZZLE FIGHT.	34.95/14.00
SUPERMAN	34.95/16.00
SWAGMAN	24.95/12.00
SWIV	24.95/12.00
SYNDICATE WARS	24.95/12.00
SYPHON FILTER	34.95/16.00
TACTICS OGRE	34.95/16.00
TAI FU	34.95/16.00
TAIL OF THE SUN	29.95/14.00
TALES OF DESTINY	34.95/18.00
TEAM LOSI RC RACING	34.95/16.00
TECMO STACKERS	29.95/12.00
TECMO SUPER BOWL 2	34.95/15.00
TECMO WORLD GOLF	29.95/14.00
TECMO'S DECEPTION	34.95/14.00
TEKKEN	17.95/6.00
TEKKEN 2	19.95/8.00
TEKKEN 3	34.95/16.00
STRATEGY GUIDE	9.95/2.00
TEMPEST X	19.95/8.00
TEN PIN ALLEY 2	34.95/16.00
TENCHU	34.95/16.00
TENNIS ARENA	24.95/12.00
TEST DRIVE 4	24.95/12.00
TEST DRIVE 5	34.95/16.00
TEST DRIVE OFF ROAD	24.95/12.00
TEST DRIVE OFF RD 2	34.95/18.00
TETRIS PLUS	24.95/12.00
THE ORIGINAL ROUND	29.95/12.00
THEME HOSPITAL	34.95/15.00
THEME PARK	29.95/12.00
THRILL KILL	34.95/16.00
THUNDER TRCK RALLY	24.95/12.00
THUNDERFORCE V	34.95/16.00
TIGER WOODS PGA TR	39.95/20.00
TIGERSHARK	19.95/8.00
TIME COMMANDO	19.95/8.00
TIME CRISIS W/GUN	49.95/25.00
TIMESHOCK PINBALL	29.95/14.00
TINY TANK	34.95/16.00
TNN HARDCORE 4 X 4	29.95/14.00
TOBAL NO. 1	24.95/12.00
TOCA TOURING CAR	34.95/16.00
TOKYO HWY BATTLE	24.95/12.00
TOMB RAIDER	17.95/8.00
STRATEGY GUIDE	9.95/2.00
TOMB RAIDER 2	29.95/14.00
STRATEGY GUIDE	9.95/2.00
TOMB RAIDER 3	39.95/20.00
TOMBA	29.95/14.00
TOP GUN	19.95/8.00
TRAP GUNNER	34.95/16.00
TREASURES OF DEEP	24.95/12.00
TRIPLE PLAY '97	17.95/6.00
TRIPLE PLAY '98	19.95/8.00
TRIPLE PLAY '99	29.95/14.00
TRUE PINBALL	24.95/12.00
TUNNEL B1	19.95/8.00
TURBO PROP RACING	34.95/15.00
TWISTED METAL	17.95/8.00
TWISTED METAL 2	19.95/10.00
TWISTED METAL 3	34.95/20.00
UMJIS TWAR	34.95/16.00
UPRISING	34.95/18.00
VANDAL HEARTS	24.95/12.00
VIGILANTE 8	34.95/15.00
VIRTUAL POOL	29.95/14.00
VIVA SOCCER	29.95/14.00
VIVID RACING	34.95/16.00
VMX RACING	24.95/12.00
VR BASEBALL '99	29.95/14.00
VR FOOTBALL '99	29.95/14.00
VR GOLF '97	24.95/12.00
VS	29.95/14.00
WAR GODS	19.95/8.00
WARCRAFT II	29.95/14.00
WARGAMES	34.95/16.00
WARGODS	24.95/12.00
WARHAMMER	29.95/14.00
WARHAMMER	
DARK OMEN	24.95/12.00
WARHAWK 2	34.95/14.00
WARRICK DUNN VR F/B	34.95/16.00
WARRIORS OF FATE	34.95/16.00
WCW NITRO	24.95/12.00
WCW VS. WORLD	24.95/12.00
WCW VS. WORLD LIVE	34.95/20.00
WHEEL OF FORTUNE	34.95/16.00
WILD 9S	39.95/20.00
WILD ARMS	24.95/12.00
STRATEGY GUIDE	9.95/2.00
WING COMMANDER 3	24.95/12.00
WING COMMANDER 4	29.95/14.00
WIPEOUT XL	29.95/14.00
WORLD CUP '98	24.95/12.00
WORLD CUP GOLF	29.95/14.00
WORMS	29.95/14.00
WRECKING CREW	29.95/14.00
WWF ARCADE GAME	17.95/8.00
WWF IN YOUR HOUSE	17.95/8.00
WWF WARZONE	34.95/18.00
STRATEGY GUIDE	9.95/2.00
X GAMES PROBOARDER	34.95/16.00
X MEN CHILDREN ATOM	34.95/14.00
X MEN VS ST FIGHTER	29.95/14.00
XENO GEARS	34.95/16.00

Call for Titles Not Listed

N64

We Sell Used / We Buy

1080 SNOWBOARDING	44.95/24.00
AERO GAUGE	39.95/22.00
AEROFIGHTS ASSAULT	34.95/16.00
AIRBOARDIN' USA	44.95/26.00
ALL STAR BASEBALL '99	44.95/25.00
ALL STAR TENNIS '99	39.95/20.00
BANJO KAZOOIE	39.95/22.00
BATTLE TANX	44.95/26.00
BIOFREAKS	39.95/22.00
BLAST CORPS	29.95/12.00
BODY HARVEST	39.95/20.00
BOMBERMAN 64	39.95/20.00
BOMBERMAN HERO	39.95/20.00
BUCK BUMBLE	44.95/26.00
BUST A MOVE II	39.95/22.00
BUST A MOVE III	44.95/25.00
CAESAR'S PALACE	49.95/28.00
CASTLEVANIA	49.95/28.00
CHAMELEON TWIST	29.95/12.00
CHARLIE BLAST CHALL.	34.95/15.00
CHOPPER ATTACK	39.95/20.00
CLAY FIGHTER 63 1/3	34.95/16.00
CONKER 64	44.95/26.00
CRUISIN USA	34.95/16.00
CRUISIN WORLD	39.95/22.00
DARK RIFT	29.95/14.00
DEADLY ARTS	44.95/26.00
DIDDY KONG RACING	39.95/20.00
DOOM 64	29.95/14.00
DOOM 64 ABSOLUTION	39.95/20.00
EARTHWORM JIM 3D	44.95/24.00
EXTREME G	34.95/16.00
EXTREME G 2	44.95/25.00
F-ZERO X	44.95/24.00
F1 WORLD GRAND PRIX	44.95/24.00
FIFA INTL SOCCER 64	29.95/12.00
FIFA ROAD TO THE WORLD CUP '98	44.95/22.00
FIFA '99	44.95/26.00
FIGHTER'S DESTINY	29.95/14.00
FIGHTING FORCE	44.95/26.00
FLYING DRAGON	44.95/24.00
FORSAKEN	44.95/25.00
GAME SHARK	
WITH INSTRUCTIONS	34.95/15.00
GEX ENTER THE GECKO	44.95/24.00
GLOVER	44.95/26.00
GOLDEN EYE 007	39.95/20.00
GOLDEN NUGGET	49.95/28.00
GT RACING	49.95/26.00
HEXEN	29.95/14.00
IGGY'S RECKIN' BALLS	44.95/24.00
INTL SUPERSTR SOC '98	39.95/20.00
JEOPARDY	39.95/18.00
KEN GRIFFEY JR B'BALL	39.95/22.00
KILLER INSTINCT GOLD	34.95/16.00
LAMBORGHINI 64	34.95/16.00
MACE THE DARK AGE	29.95/14.00
MADDEN 64	29.95/12.00
MADDEN '99	44.95/26.00
MARIO KART 64	34.95/18.00
MICRO MACHINES	39.95/22.00
MIKE PIAZZA'S STRIKE ZONE	34.95/14.00
MILO'S ASTRO LANES	39.95/22.00
MISCHIEF MAKERS	29.95/12.00
MISSION IMPOSSIBLE	44.95/26.00
MK MYTHOLOGIES	39.95/18.00
MK TRILOGY	34.95/16.00
MORTAL KOMBAT 4	44.95/25.00
MULTI RACING CHAMP	34.95/16.00
NAGANO WINTER OLY.	39.95/18.00
NASCAR '99	44.95/26.00
NBA COURTSIDE	39.95/20.00
NBA HANGTIME	29.95/14.00
NBA IN THE ZONE '98	39.95/18.00
NBA JAM '99	49.95/28.00
NBA LIVE '99	49.95/28.00
NBA POWER FORWARD	49.95/24.00
NFL BLITZ	49.95/28.00
NFL Q-BACK CLUB '98	29.95/12.00
NFL Q-BACK CLUB '99	49.95/28.00
NHL '99	49.95/28.00
NHL BREAKAWAY '99	39.95/20.00
OFF ROAD CHALLENGE	39.95/22.00
OLYMPIC HOCKEY '98	29.95/12.00
PENNY RACERS	44.95/26.00
PILOTWINGS 64	39.95/20.00
QUAKE	39.95/20.00
QUAKE 2	44.95/26.00
QUEST 64	44.95/24.00
RALLY RACING	44.95/26.00
RAMPAGE WORLD TR	39.95/20.00
ROADSTER '98	44.95/26.00
ROBOTRON 64	29.95/14.00
RUSH 2 EXTREME RAC.	39.95/22.00
RUSH AMERICA	44.95/24.00
SAN FRANCISCO RUSH	49.95/30.00
SCARS	44.95/24.00
SHADOWGATE 64	44.95/26.00
SILICON VALLEY	44.95/26.00
SNOWBOARD KIDS	29.95/12.00
SPACE STATION	44.95/25.00
STAR FOX 64	
NO RUMBLE PAK	29.95/12.00
W/RUMBLE PAK	39.95/18.00
STAR WARS	
ROGUE SQUADRON	49.95/28.00
STAR WARS	
SHADOWS OF EMPIRE	34.95/16.00
SUPER MARIO 64	34.95/16.00
SURFBOARDIN 64	49.95/26.00
SURVIVOR DAY ONE	39.95/22.00
TETRISPHERE	39.95/18.00
TONIC TROUBLE	44.95/24.00
TOP GEAR RALLY	39.95/20.00
TOP GEAR OVERDRIVE	44.95/26.00
TUROK DINO HUNTER	34.95/16.00
*

THE FDA SAYS 12 HELPINGS A YEAR BUILDS STRONG BODIES
MOM JUST SAYS IT'S GOOD FOR YOU



Guaranteed Fresh
when purchased by date shown

For your enjoyment I personally guarantee our products are of the highest quality. If for any reason you are dissatisfied, just return the proof of purchase (UPC symbol and amount paid) and I will gladly refund your money.



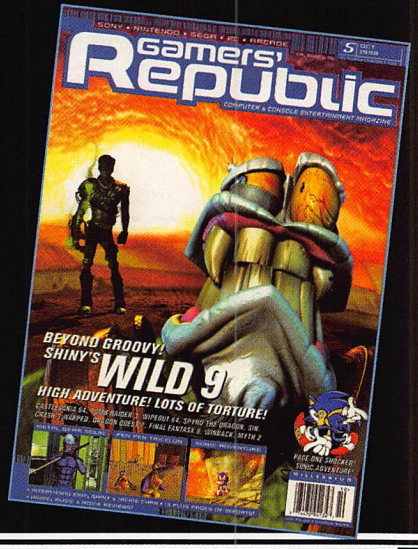
Now eat it all, Jimmy, and don't sass your mother. She knows what's best for you, whether it's a year's subscription to Gamers' Republic or a plate piled high with liver and onions. Luckily, you only have to hold your nose to digest one of them...

SUBSCRIBE

BE A GOOD BOY AND READ IT ALL

Hey, mom, help me with my math:	Newsstand Price:	Gamers' Republic Subscription Deal:
12 Months of Gamers' Republic:	**$71.88**	**$19.99**

Golly! That leaves me $51.89 to spend on games!



Order By Mail:

Gamers' Republic
P.O. Box 469049
Escondido, CA 92046-9049

Order By Email:

gamers@pcspublink.com

Order By Phone:

1.800.691.7886

I wanna grow up big and strong!
Send me: ❑ *12 Issues for $19.99*

A1198

Name: _____

Address: _____

City: _____ State: _____ ZIP: _____

❑ Payment enclosed *(Please make checks payable to "Gamers' Republic")*

❑ Charge my: ❑ AMEX ❑ VISA ❑ MasterCard ❑ Discover

Credit Card Information:

Number: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ exp: _ _/ _ _

Cardholder's Name: _____

Signature: _____ *(required)*

Prices include all applicable taxes. Prices are subject to change. Please allow 4-6 weeks for delivery of first issue. *Canadian residents add $10 for a one year subscription ($29.99 total); all other foreign countries add $15 ($34.99 total) (U.S. funds only, please)

And since I ate all my carrots, I can read the fine print:
Include this order form with your payment or credit card information and mail to:

gamers' republic
P.O. Box 469049,
Escondido, CA 92046-9049



coming next month

:LOGIN INITIALIZED
:BEGIN TRANSMISSION



rayman 2

Rayman was one of the decade's most memorable 2D action-platformers, with its engaging, surreal motif, dreamy soundtrack, incredible cast of characters, and super-challenging level design. As *Rayman* makes the transition from the 2nd to 3rd dimension, the question will surely be whether UbiSoft can improve on a great thing within a new realm. Having seen the engine in action and feasted on only a fraction of the game at this year's E3, it would already seem that they will not only succeed but at the same time set a benchmark for platforming on the PC and other next-level machines. Next month, we'll bring you our first hands-on report.

In addition, look for our first in-house evaluation of Nintendo's masterpiece, *The Legend of Zelda: The Ocarina of Time*. The game left our Bryn Williams speechless. After just ten hours of play at the recent Nintendo Gamer's Summit, he's still walking around shaking his head. And finally, the December issue will at long last feature our review of the very last Saturn game, the majestic *Magic Knight Rayearth*, a game that has truly transcended time. Of course, we'll fill it with all kinds of other good stuff too, as usual. Thank you for choosing Gamers' Republic. Until next month...

:REPUBLIC OUT
:TRANSMISSION COMPLETE
:LOGOUT

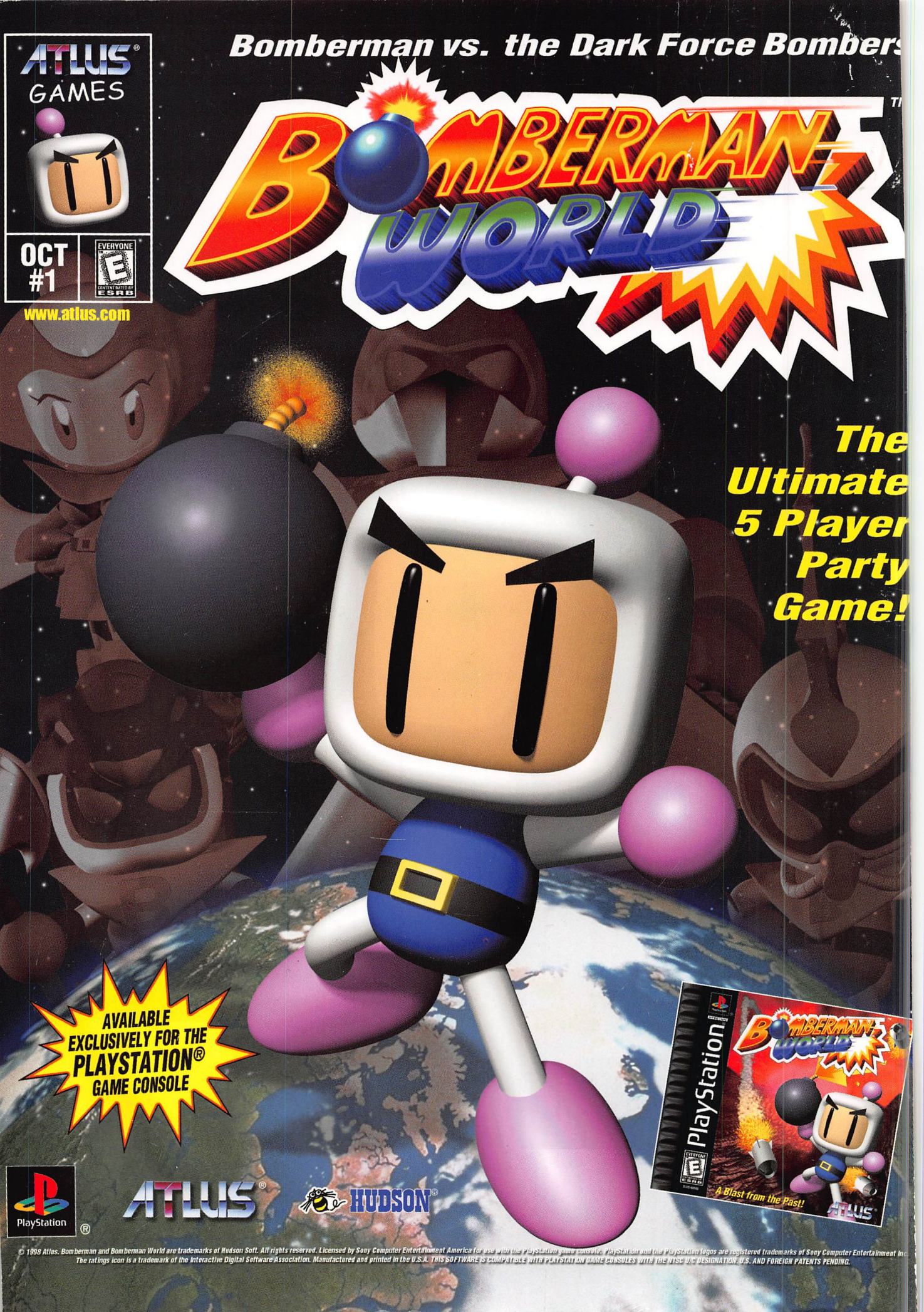
ISSUE 7:
STREET DATE:
NOVEMBER 15, 1998

Dark dreams of blood & fire, of drums pounding

It's a grim world where your razor sharp claws slaughter the weak.
Where your voodoo spells incinerate your enemies.
Where your mind masters devious puzzles.
Welcome to Akuji the Heartless.™




rhythm...
here lies the amber cinder of your voodoo.
AKUJI™
THE HEARTLESS
CRYSTAL DYNAMICS
TEEN
CONTENT RATED BY ESRB
PlayStation
Call 1.800.771.3772
for Game Rating Information
www.crystald.com
Crystal Dynamics, the Crystal Dynamics logo, the GEX character and Akuji the Heartless are trademarks of Crystal Dynamics. ©1998 All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



© 1998 Atlus. Bomberman and Bomberman World are trademarks of Hudson Soft. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.