

E3 2000

Article scanné dans le magazine Gamers' Republic n°14 (Juillet 1999)

Sujet de l'article : Video Games Show (*)

Scans réalisés par les membres du site Nintendo64EVER, usage exclusivement destiné aux autres membres du site. Toute reproduction, partielle ou complète, ainsi que la diffusion de ce fichier est interdite. Les magazines originaux sont la propriété intellectuelle exclusive de leurs éditeurs respectifs, les scans regroupés dans ce fichier ont un but uniquement documentatif et informatif, aucune exploitation commerciale ne peut en être faite.



5.13.99-5.15.99
 電気製品 @

gamers' republic

electronic entertainment expo

Another E3 has come and gone. This one was a snap compared to the swampy Atlanta versions, and featured three healthy consoles to boot, along with the usual dose of PC and handheld bliss, made all the sweeter by new Voodoo technology, the GameBoy Color and its new competition, the NeoGeo Pocket Color. While the consensus on the show floor was that no one game stood out as revolutionary, it was unanimous that existing genres were looking better than ever, especially with the advent of new technology like the Dreamcast, and soon the PlayStation 2 and Nintendo Dolphin (?). The world of video games is an extremely healthy one that is ever evolving, striving to provide the end user with the absolute best product imaginable. And while every game can't be an A title, it seems that companies are trying harder than ever to produce quality software. As good as this show was, I predict that 2000's will be even better, for obvious reasons...



ELECTRONIC ENTERTAINMENT EXPO ELECTRONIC ENT

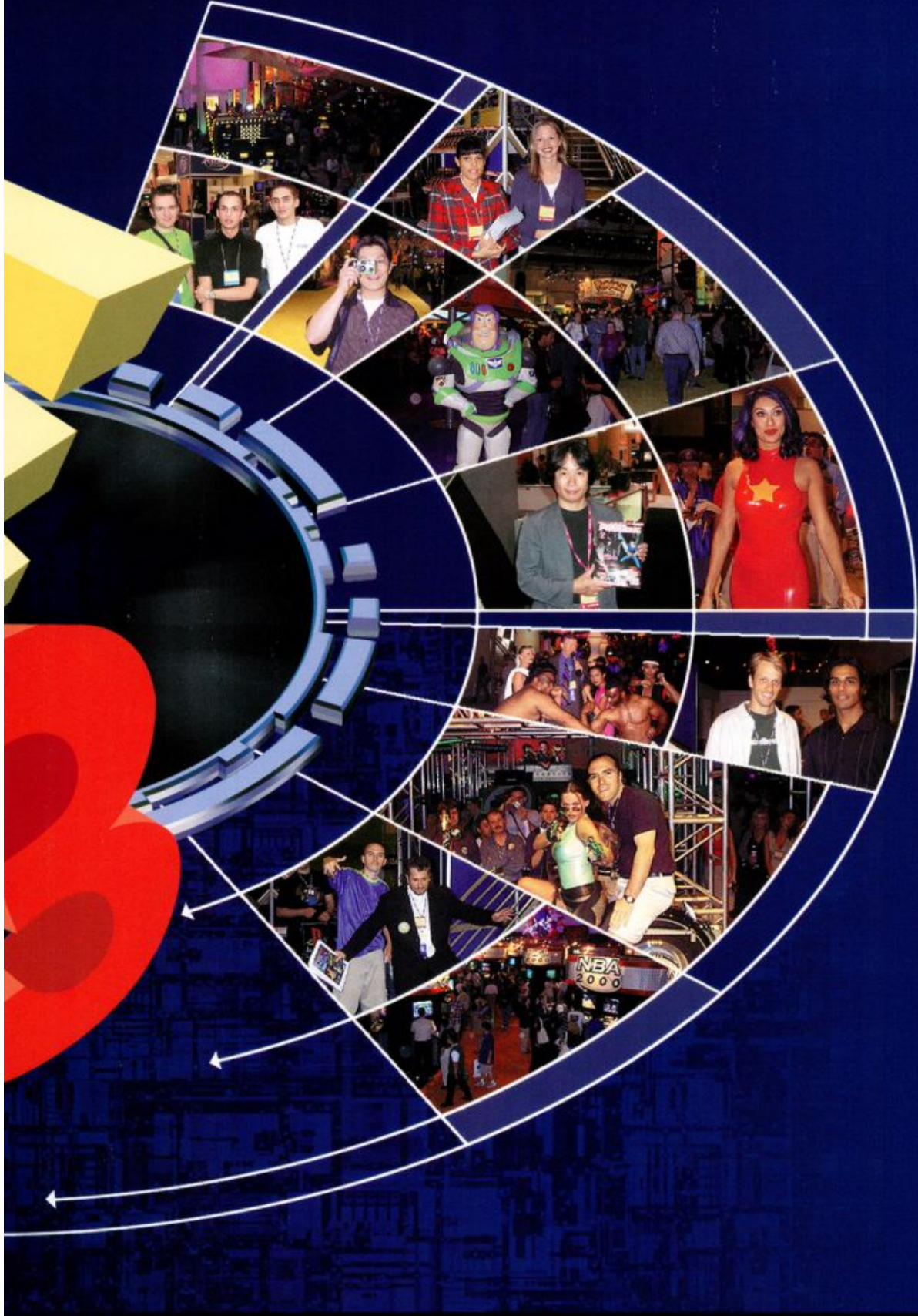


select a system



dreamcast
playstation
nintendo 64
pc

ENTERTAINMENT WEEKLY
 1-99 #53
 V732
 00394-011



ENTERTAINMENT EXPO ELECTRONIC ENTERTAINMENT EXPO



ACCLAIM coming on strong...



Coming off the success of Turok 2, Jeremy McGrath, and the good ol' WWF, Acclaim looks set for an even better year end with some power titles on the way: Shadow Man for the N64 and PC, Machines (D) for PC, Re-Volt (E) for the PlayStation and the big news, Trickstyle (A-C), a friggin' awesome-lookin' futuristic hoverboard game for the Dreamcast.



Acclaim also has an extensive sports lineup you'll want to catch in our E3 sports section dead ahead. The question is, will Turok rock on the Dreamcast? Hmm.

AGETECH the new ascii



Dipping into the import scene, Agetech's most impressive acquisition was the intense shooter R-Type Delta (H-I), a visually exquisite 32-bit update of the popular 8- and 16-bit series. The gameplay stands out with its unique use of pods that act as shields and jettisoned weapons. • Agetech's other strong push was Rising Zen (G), a spaghetti-Western-inspired action and adventure game from the makers of Cool Boarders.

ATLUS Maken the DC

One of the more interesting games for the Dreamcast was Maken-X (J, K), a supremely stylized first-person action title in which the player, assuming the spirit of a sword, must possess various characters in the game to progress through the dark, impressive environments. • Embracing the sunnier side of gaming was the delightful Tail Concerto (L), a character-driven 3D platformer that is full of enjoyable play mechanics and endearing style. • Closing in on an American release was the promising Japanese RPG Thousand Arms (M), which uncharacteristically uses anime-style sprites in 3D worlds.



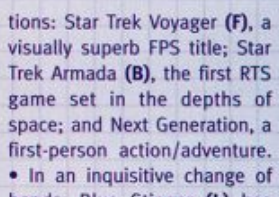
INSIDE E3 (1) hangin' in the halls with our heroes

Miyamoto... Steven Spielberg... Michael Buffer ... Jeremy McGrath... Yuji Naka... Shinigaki... Jerry Lawler... Randall Cunningham... Jake Lloyd... Goldberg ... Kenji Eno... and many more celebrities basked in the glory of the second E3 held in Los Angeles, and we stuck GR stickers on all of their backs! Hey, they wouldn't stick in Atlanta. No, we didn't, but it did cross our minds...



ACTIVISION got sequels?

The Quake series has garnered a cult status amongst its players, and for Quake III (A) to be anything less than stellar would, of course, be unforgivable. It would seem that this third installment in the finest multiplayer FPS game on the PC continues the fierce tradition. • Quake III will no doubt be a huge success, but for RPG gamers, the oppressively dark Vampire: The Masquerade (K) is the title to get excited about. Traditional action RPG elements set in an intriguing world of 3D gloom underscore this richly atmospheric quest through medieval Prague. • The ambitious use of the Star Trek license is giving Activision three shots at cracking the tradition of inept movie-to-game transla-



tions: Star Trek Voyager (F), a visually superb FPS title; Star Trek Armada (B), the first RTS game set in the depths of space; and Next Generation, a first-person action/adventure. • In an inquisitive change of hands, Blue Stinger (L) has now been bestowed upon Activision. Their other strong Dreamcast title, Vigilante 8, was barely out of the pupas stage, as was the PS fighter X-Men (G). • While only on video, the provocative sneak peak at Tenchi 2 (C) was more than enough to warrant heavy anticipation. • Toy Story 2 (J) incorporates elements from the upcoming film as well as Pixar computer-generated animations.

ASC picks a winner for tnn

OK, so ASC wasn't at the show. Buggy Heat—which now falls under the label TNN Hardcore Heat—was, and it looked amazing. Playing over at the busy Sega arena on too few screens, it was one of the hardest games to get a crack at, although it's still not 100% finished. Most notable are the game's physics (deep suspension keeps it real) and unbelievably crispy replays in which you can see every detail on the driver's face. We hope to have a previewable version of Heat for the August issue.



...girls, girls, girls she's a man, baby! INSIDE E3 (2)



And our favorite part of any E3... the girls. Not shown, the Ready 2 Rumble babes looked too good for words, although these hard working lassies ain't too shabby! These girls endure all manner of carnage at these shows and our hats (and undies if need be) go off to them. Here's to you, girls!



BANDAI vampires, mechs & bombs



Bandai's PlayStation offerings for '99 are shaping up very nicely. Silent Bomber (A) especially looks and plays extremely well and is the closest to completion of the bunch. Don't underestimate Macross VFX 2 (B) though, which will no doubt capture the PlayStation/anime crossover contingent.

Somewhat of a departure for Bandai, Countdown Vampires (C) is reminiscent of Resident Evil. The game is still relatively early but looks bloody cool nevertheless.

BUNGIE it's not about jumping



Oni, Bungie's only title showcased at the show, is a third-person action/adventure in which the player employs complex hand-to-hand moves and weapons fire to dispose of the hundreds of individual foes. Set in gritty, anime-inspired 2032 AD, the game has you assuming the role of elite agent Konoko, who is attempting to infiltrate a sinister crime syndicate. Oni's 3D engine looked nice, with ultra-detailed levels deftly suiting the pseudo-anime artistic style. (D,E)

CAPCOM not all evil



Appearing in video form only, Resident Evil Code: Veronica (H) was presented as a montage of striking real-time images that displayed Capcom's dedication to brooding atmosphere and dynamic cinematic presentation. In one standout scene, a huge spider crawled across the screen in the immediate foreground, showing off Capcom's keen sense of masterfully setting up a scene to toy with the player's emotions. Impressive in their own rights were Resident Evil 3 (G) and the RE-



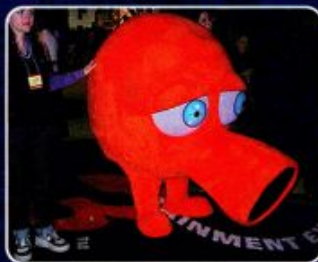
inspired Dino Crisis (I,J), with its real-time backdrops and awesome dinosaurs. The scrutinized Strider may have looked a bit flat and Alpha 3 (K) on Dreamcast was decidedly PS-looking, but for the category of new and original, the action/adventure of Trombone (L), from the makers of MM Legends, showed promise.



INSIDE E3 (3) many mascots milled about...



That big ol' Q-Bert needs a Gamers' Republic sticker slapped on him... Many a mascot made the show this year. Dedicated men and women willing to either sweat like a pig on a stick inside a suit like the one to the right or show some skin and hope the rash doesn't come back. Then again, you could just dress as Satan and freak people out.



CRAVE what you do to genki games

There were enough racing games on display for the Dreamcast to last the life of the system, and the most impressive of the crowded bunch was the smooth, nicely lit street racing of Tokyo Highway Battle (A,B). • Also for the Dreamcast was Blades of Vengeance (E), an ambitious adventure game in which swordplay and magic are the focus of the gameplay. • The



PlayStation will soon be getting the ethereal Japanese RPG Jade Cocoon (C), and Gex 3 (F) is on the way to N64. • A unique combination of real-time strategy and first-person shooting marked Battle Zone 64 (D), in which the player handles the firepower of over 30 hoverships.

DISNEY no mouse here...



One of the standouts at the show for gamers who love the old-school of design was Tarzan (G, H, I), a beautiful 2.5 D platformer that incorporates all the classic elements of 2D gaming and

underpins them with a plush polygonal backdrop of jungles teeming with creatures of the wild. Harkening back to the cherished Virgin titles of 16-bit, Tarzan has certainly caught our eye.

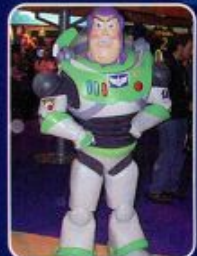
EIDOS more than Lara

Inspired by such greats as Chrono Trigger and Final Fantasy, the designers of Anachronox (J) manage to capture the soaring spirit of those console RPG classics in their heavily atmospheric and visually excit-

ing RPG for PC. • About the only thing left to say about the perpetually delayed Daikatana (K) is that it looks good and will be done when John Romero says it's done. • Designed by Warren Spector of Ultima fame, the crumbling future in Deus Ex (L)



PIKACHU just scares me.. hey jeremy .. rayman! .. spies!.. buzz





EIDOS and the hits just keep on comin'



is given dark form by the amazing Unreal engine. • Darkness spirals into the depths of evil in Soul Reaver (E, F), the Legacy of Kain sequel that is finally starting to take final shape. • For all its inadequacies, Fighting Force apparently had enough promising aspects under the surface to be culled for the sequel, Fighting Force 2 (C, D). A new, higher engine will house more extensive level interaction, outfit and equipment changes, deeper gameplay and enemies that react to critical impact points. • So many E3 games leave their mark from visual impact, which is why a game like anime-inspired Fear Factor is immediately intriguing. Its dusky, Blade Runner-like vision of Hong Kong is given cinematic texture with backgrounds that are widely animated FMV sequences. • Striving to break new grounds on the PC is the equally atmospheric RPG Revenant (A), which imbues its rich fantasy with 3D lighting and 65,000 colors. The gritty Urban Chaos (B) and provocative Omikron (G) represented the other key PC titles.

EA the devil returns

EA had a number of strong titles on display, but their standout project was the wickedly atmospheric Dungeon Keeper 2 (M), which takes what made the first a success and adds burning 3D. • Road Rash 2000 (L) continues the gritty bike-brawling tradition, offering a cool 2-player-cooperative side-car mode,



12 weapons and enhanced physics. • Using a ninja and geisha force well into the 1000s, epic battles in the heart of Japan are waged in Shogun (P). • For extreme snowmobiling through alpine terrain, Sled Storm (N) captures the intense new sport of SnoCross. • The predictable but engaging action of Tomorrow Never Dies (Q) and the dinosaur brawling of War Path (O).



INSIDE E3 (4) he with the most toys...

E3 is famous for its cool freebies. The big three always deliver the goods, although this year I must say the pickins were somewhat slim outside of Sony, who furnished cool PS carrying cases packed with a PS pullover and Ape Escape toys to all who ventured behind the scenes. Sega had a great press kit and Nintendo gave out a cool shoulder bag. Sandra from Ubi Soft was kind enough to send us home with an Ed of our own. Thanks!





FOX INTERACTIVE

With its superb engine and appealing premise, Alien Resurrection (A) was the highlight of the Fox lineup. The game features 10 levels of furious 3rd-person action, with nine weapon types to utilize and a handful of selectable characters from the movie to interact with. Somewhat old news but cool nevertheless was the colorful Croc 2 (B), but the prospect of an even better

version of Die Hard Trilogy in the form of the forthcoming sequel was a bit more to our liking. Set in Las Vegas, Die Hard Trilogy 2 (C) continues with the same mechanics and three separate engine types as in the first game. Continuing with the movie-licensing, Fox also had Planet of the Apes (D), an adventure game featuring puzzles along with hand-to-hand combat.



GT INTERACTIVE



Being able to sit down in a quiet, air-conditioned room, far detached from the crushing show scene was treat enough, but having Unreal Tournament (G) for the entertainment was the finishing touch. Any devoted FPS gamer will be thrilled to see the great single-player game make the transition into multi-

play by adding features like in-depth stat tracking, several distinct maps and various team battles. • The irascible Duke Nukem is taking his acidic attitude to the N64 in Duke Nukem: Zero Hour (M). • GT's other big console title for '99 is Driver (L), the destructive driving game punctuated by great physics and huge cityscapes. • Critically acclaimed author Robert Jordan's novels are manifested in the promising Wheel of Time (J), and 80 alien planets become the battle grounds in Imperium Galactica 2 (H,I). For 2-player cooperative play, check out the surreal adventures of 40 Winks (E, F), and for what could be the pinnacle of multiplayer RTS, Total Annihilation Kingdoms (K) is the one to watch for.

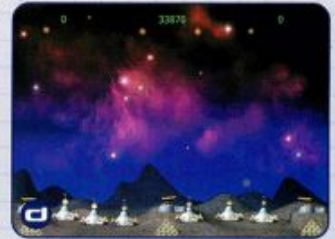
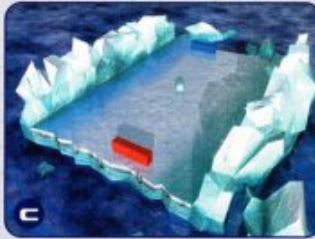


INSIDE E3 (5) the parties, bigger, badder, louder

There's nothing worse than an E3 hangover. The prospect of talking to hundreds of people while baking under hot lights half intoxicated...well, you can't imagine. Neither can I, because the E3 was in LA, so I was able to resist the tempting invites knowing the cozy comfort of home was but an hour away. Of course, most of the staff did peruse the LA night life, taking part in such open bar shindigs as the Sony soiree which featured no less than Beck himself, Nintendo which featured Big Bad Voodoo Daddy, and Eidos, who entertained the swaying masses with Everclear. Psygnosis went all out and had their party at Hef's place! Yikes! There goes the G-Police budget! If you ever attend an E3, play a little game with your friends and see if you can spot the hangovers. A tell-tale sign: sweaty brow. A little tip from uncle Storm: drinking messes up your platforming skills. I don't go near the stuff!



HASBRO old school meets new



When we beg for a return to the classics, we are primarily referring to Metroids, Contras and Ghouls N' Ghosts, but we're more than willing to open that list up to those early '80s Atari classics. Fitted in polygonal dress, Q-Bert (B), Pong (C) and Missile Command (D) are merging a 32-bit sheen

with play mechanics that mimic the original games – a safe bet for success. Other indelibles such as Centipede and Pac Man completed the classics stable. • For a switch into the new, more bizarre generation of gaming, Glover (A) represented a unique 3D action and adventure with a hand as the protagonist.

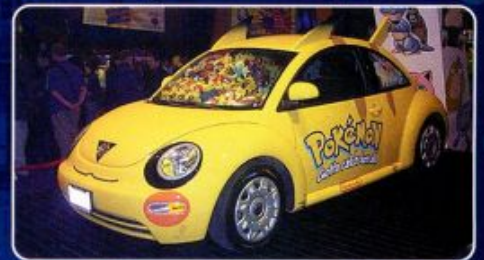
INFOGRAMES



Cool Boarders 3 was already displaying huge potential on Dreamcast, but it will not be without competition as Supreme Snowboarding (H) tries to take the simulation of this extreme sport one step higher. • For the sports experience on PlayStation, Brasil V-Soccer (J) enters the soccer market by concentrating on unparalleled realism in the players and gameplay, while building the atmosphere of the game with lively commentary, music and crowd noise. • Looney Tune characters are making their starring debut in 3D action/adventure: Bugs Bunny in Bugs Bunny Lost in Time (E), and Donald Duck in Duck Dodgers (F). • Using a marriage of story and action, Eagle One is an arcade jet combat title in which the player battles over five islands in multiple flying modes (G). • Being developed for both PC and Dreamcast, Slave Zero (I) is a mech shooter that puts you in crowded city streets for maximum carnage.



capcom rocks! he shouted... and shouted. go count pikas!





INFOGRAMES



Continuing on, V-rally 2 (A, B) is set to take the off-road racing world by storm across nearly every platform. Having played both the PC and Nintendo 64 versions we can safely say that VR 2 will live up to the hype. Insider, (C) a stealthy adventure, is early but looks really interesting. As for Outcast (D), here's a Dreamcast and PC offering that holds great promise if Fox can get the frame rate to agree with the voxel technology. Taz Express (E, F) involves Taz as a postal worker. Why? Beats me, but the game (for N64) looks really cool. We hope to preview it for you very soon.



INTERPLAY



Making our way to the shows concourse area, entering the black-draped hollow that was Shiny and Planet Moon, two of the show's best games were being demonstrated by members of their respective (and respected) teams. I am elated to report first that Shiny's most ambitious game yet, Messiah (I, N), is beginning to take shape and it is going to be a benchmark title. Shown on PC, I pray DP lets it fly on the Dreamcast. I'm sure the PS game will rock, and I know the PC game does, but I need a controller in hand (and not a PC one) when Messiah blesses us later this year. Wait 'til you see the intro on this one. • Equally mind altering, Planet Moon's Giants (J, K) is set to exceed all expectations. Aside from some of the coolest themes you've ever imagined, dealing with food supplies, sniping, brut force, and so many other elements you could write a book on them alone, the universe is beyond cool. Titus must be jazzed. They acquired a hefty chunk of Interplay, making the announcement just prior to show time. Another super-company is forming. MDK 2 for DC (G) just missed being shown. Drag.



INSIDE E3 (6) nintendo style in effect!



Nintendo doesn't build a booth, they create a mini world. So does Sony, but we got more pictures of Nintendo! This year they pulled out all the stops. the Star Wars figures alone, like a full sized pod racer caused one to drool uncontrollably. Beyond the pod was a walk in Star Wars area that was beyond cool. DK, Perfect Dark and of course Pokemon were represented as well. Too much yellow!



JALECO Jaleco's ship comes in

Jaleco had their Dreamcast-bound survival horror game, *Carrier*. It was cool to finally see the game in action after so many screenshots and so much hype. An interesting note here is that *Carrier* relies on fixed cameras, in the vein of *Blue Stinger*, as opposed to a look camera (*Shenmue*) or an L & R rotating camera. Otherwise, it has good carnage, but slightly stiff controls.



KEMCO goes racing and fps!

Kemco's promising version of Ion Storm's (by renowned Quake-ologist John Romero) *Daikatana*, was on display and looked very promising. *Top Gear Hyper Bike* (**D, E**) was another surprise. Although it was early and had some control issues as a result, the engine seems healthy, and if Boss Studios is at the helm it will likely shape up to be a quality Motocross title. Also on display was *Top Gear Rally 2* (**F, G**).

Fans of the original N64 offering will want to keep an eye on this one. The game promises all of the depth of the original with even better handling, and more of the great course design that made the original such a blast.

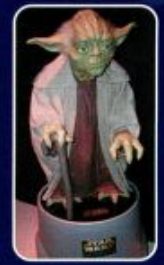


KOEI dc & n64 treats

Winback is finally shaping up (**J, K**)! After a much needed delay, Koei's powerful in-house team Omega Force (*Destrega*) have been busy tweaking away at the controls, the collisions, and cameras. This N64 stealth-action title may finally be the game it deserves to be, and with new, more playable multiplayer modes, it's sure to be enticing. Koei was also showing *Seven Mansions: Uncanny Grimace* (**H, I**). Besides laying claim to the "Show's Weirdest Name" award, this 3D survival adventure title offers one real treat that all others in the genre have overlooked: A split screen mode. Yes, it's like *Resident Evil* for two players. And although the engine seems to be smooth enough, the models still need a little work.



all for one trade show? then where does it go?





KONAMI resurrection without dying



When Castlevania was first announced on the Dreamcast, rumor had it that the game would wisely sit on the foundation of a 2.5D presentation. But now that a playable game was finally revealed behind closed doors at the show, the true nature of this latest installment of the classic series is slowly taking shape – Castlevania Resurrection (A, B, C, D, E, F) is, like it or not, fully 3D. After guiding Sonya, the female character lifted from the Gameboy Castlevania, through five extremely early levels, we came to the conclusion that the wondrous spirit of the series may just be resurrected from its death on N64. Visually, the game is already showing imagination in the grim character designs, and the gothic artwork is beautifully realized by the texture power of the Dreamcast. With team members from Castlevania IV working on Resurrection, this ambitious and highly anticipated project seems to be in capable hands. • Konami's other big Dreamcast title was Airforce Delta

(L), a flight combat game featuring over 30 aircraft and a host of mission-based objectives. • In Metal Gear Solid VR Missions (G, H), players who can't get enough of the MGS training missions can compete in as many as 300 VR scenarios, solving puzzles and determining the killer in several murder cases. • Old news is still good news – that is, when you're talking import localizations. The exceptional Goemon (I) on N64 and mystical Soul of the Samurai (M) on PlayStation will soon be available for American consumption. Unfortunately, Vandal Hearts 2 was only on video, but what we saw looked true to the original. What excited us even more was the strong presence of Suikoden II (J, K), which looked, played and sounded as good as ever.

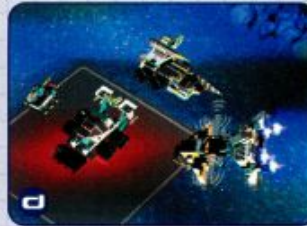


INSIDE E3 (7) a quick look at sega's booth skills

Sega's new digs mirrored their new dreamy attitude, and the place was a zoo from morning 'til night. The Shenmue display was a main attraction, as were the strange antics of Seaman. Wrapped around the top of Sega's curved display, Dreamcast logos danced the light-fantastic on a cool theatre screen. It was a place of discovery, as all manner of retailers and press had at the Dreamcast for the first time.



LEGO they're not just blocks anymore



Lego has entered the world of video games with an early emphasis on racing and a unique blend of real time strategy. While obviously aimed at a younger target demographic, Lego games like Lego toys will likely find a broader audience. Both games look and play very well considering they

are still in stages of development. If you're wondering if the cars are snapped together a'la the toys, well, of course they are! It will be interesting to see how they fare with their first two offerings. As soon as we get playables in the office, we'll snap to it!

MIDWAY new Kombat: R2R

The largest collection of third-party Dreamcast titles just happened to be at the Midway booth, and every one smacked of launch stardom. And yes, even Mortal Kombat (L) looked good for what it was - Mortal Kombat.

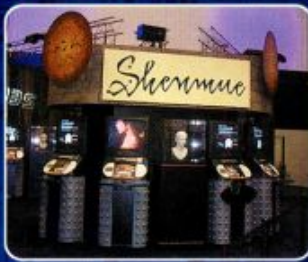
Easily Midway's strongest title and one of the surprise game of the show was Ready 2 Rumble (E, F). This arcade-style boxing game was fast and full of energy, looked great, captured a good sense of humor and played well beyond our expectations - the consummate launch title for the Dreamcast. • If you

loved Blitz on PlayStation, you'll be forced to upgrade to Dreamcast this September for the arcade-perfect version of Blitz 2000: pure multiplayer fun. • While still a bit rough around the edges, Hydro Thunder (G), the DC version of the wild arcade boat racing game, was still immensely playable.

Despite the Dreamcast domination at Midway, their other games were not to be bypassed: Gauntlet Legends (I) and Jackie Chan Stunt Master (J) are coming along nicely, and MK Special Forces (K) transports the MK universe into a third-person adventure game.



from sonic to seaman to shenmue to sega rally to sports





NAMCO says: dreamcast > arcade



Part of the reason the Dreamcast version of Soul Calibur (A-D) came off as such a striking achievement was that it dwarfed its arcade counterpart. More than a simple conversion, this game has been specifically designed to take advantage of the Dreamcast's strengths, and it is awash in scintillating lighting effects, beautifully choreographed, motion-captured fighters and exceptional artistic touches. And it plays like a dream. • Dragon Valor (E, F) may be Namco's first 3D action/adventure game, but if initial impressions mean anything, this game looks like it was handled with the skill of veterans. The mythical inspirations of dragons and magic is an immediately appealing part of the game, but the inventive element of multi-generational branching and rich play mechanics look to strengthen the game for the long term. • You would think that the PlayStation has reached its peak, but games like Ace Combat 3 (G, H) say otherwise: an incredible engine and multi-missions and stories highlight this final chapter in the series.



NINTENDO

The GR platform contingent always makes a beeline for Nintendo, and this year there was as good a reason to do so as there was when Mario made his 3D debut. That, of course, was the one-two punch of Donkey Kong 64 (J-M) and Jet Force Gemini (next page, A-D). In the ape's case, it's all



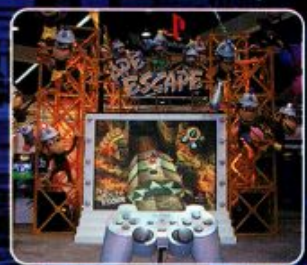
definitely very good, as the game is riddled with brilliant play mechanics and overflowing with personality. This could be RARE's finest hour. Not that Jet Force isn't all that it can be, it's just that to play a game like JFG at a trade show, where the game has been divided into many small parts and sprinkled over many



INSIDE E3 (3) sony commands e3's center stage



Here we are at Sony city. After cruising beyond the inflatable Crash, Lara and Sweet Tooth, you can't help but notice... Monkey's everywhere! Wiesely. Sony is celebrating Ape Escape, God's gift to play mechanics. Upstairs, lucky VIP's (ahem, like us) dine on fine finger food and look down on the mass of show goers. I wonder if I can hit that guy from here?



NINTENDO apes and aliens...



screens, is next to impossible. Many of the demos started the player in an environment that, without having built up to it, he could never fully understand. But the game's anime-inspired characters coupled with the unique shooting mechanics were all one needed to draw the obvious conclusion. August can't get here soon enough. • In the FPS arena, Perfect Dark (I-L) is, hands down, a shocker. Goldeneye fans especially (and that's about most of the planet) are in for a legendary new adventure that contains some of the most inspired N64 environments we have ever seen. • On the racing front there is much to celebrate as well. Aside from the stellar Star Wars Episode One: Racer (H) which we are thoroughly addicted to, seeing Excitebike (previous page, I) in 3D gave us an extremely warm and fuzzy feeling. Somehow Left Field and Miyamoto have managed to transfer the feel of the NES classic into inspired 3D environments. The physics looked amazing too, with fully functional front and rear suspension and what appeared to be (it was running on video) a really good camera. • Rounding out the Nintendo stand—which featured enough Pokemon* to make you squint at the color yellow for the rest of your life and one happenin' Star Wars area—was a plethora of quality GBC titles, Command & Conquer (E) (I may actually play an RTS game...nah), Starcraft (F) and a great-looking RC racer called Mini Racers (G).



...but their characters are full of hot air (and lots of it!)



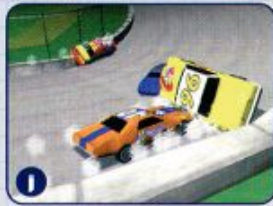


PSYGNOSIS watch out, Lara!



We've been seeing bits and pieces of Drakan (D, E) for months now, and seeing this enticing game at the show only deepened our desire to experience the final game; the premise of dragons, fantasy worlds and role-playing and adventure is magically appealing. • Wipeout fans can look forward to entering the blistering futuristic racing circuits once again in Wipeout 3 (C) which features new

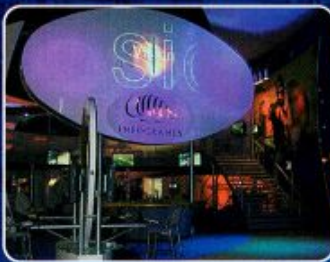
teams, enhanced weapons, music from european DJ Sasha, and a host of other visual and gameplay refinements. • Owing a chunk of its style to Wipeout, the competent Rollage apparently warrants an immediate sequel, and Rollage Extreme (A, B) was already on display. The sequel assembly line is adjusted to crank out more tracks, new weapons and tournament events, and plenty of what made the first game tick – manic speed. • A company with only one sequel to show at E3 would feel a little left out, so Psygnosis made sure they were part of the crowd and introduced the self-explanatory Destruction Derby 3 (J), which features roof-top arenas and destruction; the action-infused GPolice: Weapons of Justice (F); and Colony Wars: Red Sun (I), which will utilize an ambitious soundtrack played by a professional orchestra. • For a twist on the tried and true, the multiplayer Tricks 'n' Treasures (L) infuses traditional platforming with a unique trap-setting system, and representing the twisted, Leggit (G) will employ Artificial Incompetence technology. Aimed at a younger audience, Kingsley (H) appeared to be the polar opposite to the familiar RTS of Metal Fatigue (K).



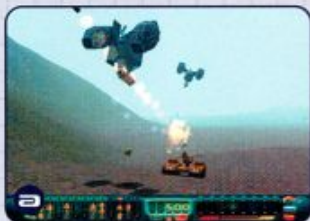
INSIDE E3 (9) I wanna live here!... alone!



If you've never actually been to one of these things it's hard to describe, but to actually see the sea of butt-crack-laden Union dudes construct this massive city of complex armature and brilliant lights is a small miracle. And the second the show is over, the forklifts roll and they take it down just as quickly. But what happens to all of the dazzling displays? I'm gonna find out! I gotta have one of those big monkeys from Ape Escape!



ROCKSTAR not at all wormy...



All bets are on Grand Theft Auto 2 garnering the highest praise of the Rockstar lineup when the game, which was shown only on video, is released this October. But for gamers looking for a return to the humorous world of Earthworm Jim, his forthcoming inhabitation of the N64 might just surprise a few people – EWJ 64 (E, F) is coming along rather well. • If the

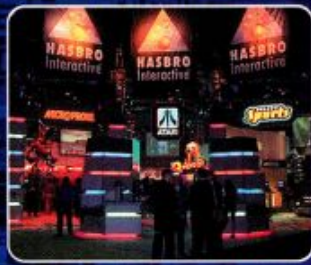
prospect of casting a lure in In-Fisherman Bass Hunter 64 doesn't sound electrifying, you're probably the gamer who is more content haphazardly racing WCW and nWo monster trucks in Monster Truck Madness 64 (G). • For heated tank combat over desert and Martian fields, Wild Metal Country (a, b) brings high-energy action to Dreamcast, and on the PC side, the WWII backdrop in Hidden & Dangerous (C, D) puts an interesting spin on action and strategy.

SEGA the dream lives

Walking through the Sega booth generated a palpable energy. Sure, there were a few too many racing games and far too few 3D action and adventure games, but so many quality titles came from so many different sources that no untainted video game enthusiast could possibly avoid the pervasive Sega energy. Powering that charge was the obviously spectacular Sonic Adventure (H). Unfortunately, the game had yet to receive its promised refinements, but it still remained a dominant presence. • For a little something different, the peculiar Pen Pen Trilcelon is coming stateside as well as the the unique fighting of Psychic Force 2012 (J) and, of course, one of the finest fighting games on any system, Virtua Fighter 3 tb (I).



looks pretty, doesn't it? too bad it's 120 frickin' degrees!





SEGA the next level has finally come



Sega's most ambitious (and costly) title to date, Yu Suzuki/AM2's Shenmue (D, E), was shown in a limited capacity, but whether the unorthodox approach to gameplay flies or not, the game can already be hailed as an artistic achievement. The U.S. version of Gundam (A, B) was in full effect with giant mech shooter action and giant environments. From's Frame Gride (C) was totally playable and the fully-customizable mech models looked amazing. It controlled just like an Armored Core game, and that's good. Dynamite Cop (F), sequel to Die Hard Arcade, the Model 2 arcade title, was a perfect translation on DC. Just pray that it's longer than the original. Surprisingly, House of the Dead 2 (G) was stripped of its guns and playable only with a controller. Driving games were out like locusts in the heart of summer, and every title looked solid. After scrutinizing the impressive but far-from-mind-blowing Grand Turismo demo on PS2, it was hard not to view Tokyo Highway Battle—which appeared to be almost as good looking as Sony's show weapon—with even more admiration; this game looked incredible, bolstered by extraordinary lighting effects, but control was a little too tight. Metropolis (J, K, L), another solid racing title from UK developer Bizarre Creations, demonstrated fantastic camera work, massive and rich environments, and cool go-anywhere gameplay. As for the other side of racing—

combat racing—Argonaut's RedDog (H, I) was on hand to represent with awesome futuristic 3D environments, cool stick-look firing (like Turok), and great frame rates. Swimming through beautiful oceans and opulent textures, Ecco the Dolphin (M-P), while unplayable, was encouraging. Ecco's model was incredible. Overall, Sega's first-party titles were some of the show's best.



ELECTRONIC ENTERTAINMENT EXPO ELECTRONIC ENT

SIERRA quiet quality titles shine

Continuing with their new tradition of providing highly intelligent and blatantly witty FPS titles, Sierra had *Opposing Force* (A) on display. *S.W.A.T. 3* was also being shown, with a new engine chock-full of refined effects such as the barrel fire burst in (B) and quality lighting. The gameplay now involves heated scenarios requiring

massive strategy. One of Sierra's major titles, *Gabriel Knight* (E), a complex and alluring thriller, continues to impress. The voice acting and direction appears to be top notch. Naturally one of the most exciting games in their lineup was the latest *Half Life* expansion pack, *Team Fortress 2*. You've never witnessed such cool "classic" soldier deployment, amazing role-playing team options, and creative and powerful use of the *Half Life* engine (the *Quake 2* engine, remixed). HL may soon be a major player in the online FPS battle.



SONY it's good to be king

The PlayStation 2 hype machine was already stuck in overdrive, Nintendo had three Rare gems and the beautiful prospect of a *Dolphin*, and all indications point to the finest launch in the history of gaming for Sega's rejuvenating Dreamcast, and yet Sony's Playstation still managed to excite. Credit this to the strength of anticipated sequels—*Grand Turismo 2* (K) looks to add to the masterpiece of the original; *Spyro 2* (L, M) still has endearing charm; the hallucinatory *Um Jamma Lammy* (I) carries the oddly addicting tone of its *Parappa* predecessor—and the staying power of luminous characters like *Crash Bandicoot* crossing into new genres—*Crash Racing* was instant fun—as well as classic genres at their best, as with *Ape Escape* (G), potentially the next great character-driven 3D action/platformer. *Grandia* (J), originally an amazing Saturn title, is yet another ambitious PS RPG. Import buyers





SONY the one and only



are already aware of the graphically intense Omega Boost (previous page, N, O). • One of the biggest surprises Sony had was the inventive Tomba 2 (A-D), which, like the original, centers its play mechanics around task-based scenarios. The engine is fully polygonal, but the character is contained within restrictive paths, leaving the dynamic camera to facilitate the vigorous sense of a fully 3D world. • Of course, 2D platformers are on the endangered species list, so it becomes even more of a cherish-

able prospect when a 2.5D platformer like Tarzan (L) is bestowed upon us. • With boosted frame rate in tow, Tiny Tank's (H) solid game design and sardonic in-game monologues may now equate to a memorable experience. • Giving Crash Racing a bit of healthy competition was Speed Freaks, the cartoon racing combat game that boasted good track design and complex scenery. So the game looked pretty good, but it's hard to be impressed when you've got a playable Gran Turismo (E, F) on PlayStation 2 in the same booth.



SQUARE

Sitting in the presence of Final Fantasy VIII (M, N, O) in a large theater with booming music is a reminder that video games are indeed an art form, capable of creating the strongest of emotions. This game takes the creation of CG to soaring new heights, and when the real-time scenes flashed across the screen, one couldn't help but wonder what talent like Square will do with PlayStation 2. No matter what your taste in design, the exquisitely beautiful Saga Frontier 2 (J, K) couldn't be ignored with its unprecedented use of hand-drawn art, delicately created to emulate water coloring. As a compelling montage of Parasite Eve 2 images leaped off the theater screen, one got the overwhelming feeling that Square will forever be known for the RPGs. Even when Square aren't playing their strong suit, they pick the RPG stable clean: Chocobos are starring in Chocobo Racing (L) and Chocobo Dungeon 2 (P).



TECMO beauty and the beats...

The one fighting game at the show capable of eclipsing the level of captivation evoked by Soul Calibur was the evocative Dead or Alive 2 (B, C), its flowing grace a striking reminder that video games are set for unimaginable heights on the next generation of hardware. Because the game was only shown in demo form, we can't comment on what resides below its golden surface, but even with the obvious strain on the Dream-

cast hardware—the frame rate struggled to hold the massive levels of detail—what we saw bumped our enthusiasm for the potential of Dreamcast up yet another notch.

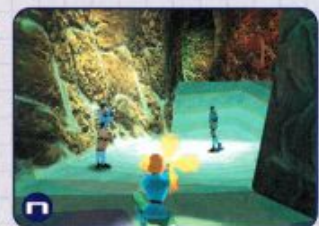
After rumors of a Ninja Gaiden proved false, the only title of significant interest left was Monster Rancher 2 (A, D), which surpasses the original with new monsters, tournaments and improved engine.



THQ it's all good ...

The label of "arcade action" may not resonate with images of originality, but who needs groundbreaking game design when you can have the delicious hack-and-slash gameplay of a game like Knights of Carnage (E, F)? If the thought of purging a dusky kingdom of warlocks, werewolves and gargoyles with the trusty use of magic and weaponplay fails to excite, you might be more privy to bludgeoning bikers with pool-cues and other blunt objects in Road Rash 64 (M). • Now that the first crop of Motocross games has jumped onto next-gen systems, it is

only logical that every company adds to the selection; Championship Motocross (K, L) is putting the emphasis on meticulous realism to separate it from the pack. • Inspired by the comic book of the same name, Danger Girl (N) will take its three heavily armed female leads into the heart of six international hot spots. • Nintendo 64 owners will be getting a taste of the popular Strike series with the tightly-wound Nuclear Strike (G), and for warring in the depths of space, Sinistar: Unleashed (J) attempts to recapture the popularity of the old '80s action game.





TITUS makes a play... an inter-play



Aside from acquiring a hunk of one of the industry's most notable entities, Interplay, who themselves displayed some true power titles, Titus had a few surprises of their own. These shots unfortunately cannot tell the tale, but Blues Bros. 2000 (A, B) for the Nintendo 64 has a very promising 3D engine, and despite the loose control, looked extremely promising. The re-tooled Superman seemed to draw quite a crowd as well. Titus was also the show's lone home for Xena. The adventure title was nowhere in sight but the fighting game, which is in early development, was on display. Hercules (C, D) for the Nintendo 64, which features well-rounded adventure-style gameplay and some RPG elements, was a heavy hitter (oh, how cliché) as well. That helicopter look familiar? Yep, it's Shiny's Stunt Copter! What started years ago as Dave Perry's answer to quick fix gaming has yet to whirl on to store shelves, but I'm tellin' ya, the physics are astonishing. Roadsters '99 (H) (check the cool Plymouth Prowler - I want one!) is coming soon.



UBISOFT

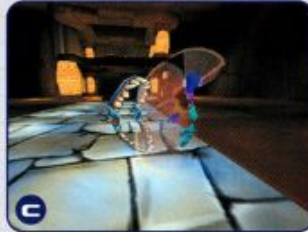


And then...I found solace. One of our last meetings at this year's show was UbiSoft, home of Ed and Ray...man. Making our way to the second floor of their titanic display, which played host to many French-speaking fellows and ladies as well as the super cool U.S. Ubi staff, we parked in a chilly little private room and had an extended visit with Tonic Trouble, which is just about done and an A title all the way. Speed Devils (N, O, P) for the Dreamcast (Speed Busters without the cops), which has like zero clipping and is a kick to play, and, of course, Rayman 2 (next page, A-D), which is going to be an event. Ubi also gave us a crack at Wild Waters (next page, E), a very unique new racing game involving kayaks, an invitation for splendid physics. While early, this game exhibits many a unique feature. For one, it's funner'n heck to play. Skillfully using your paddles to speed up, slow down, and maneuver while barreling down nicely designed and detailed raging downhill rivers, it feels new in every way. The water effects are looking fantastic and give the player a sensation I can only compare to the cushy ride fund in Wave Race. I'm excited about Wild Waters. On the Dreamcast front UbiSoft is, of course, primed and ready for the big September launch with four titles in the works - the aforementioned Speed Devils, and Rayman 2, as well as Redline Racing, which will be markedly better than the sputtering import, and Monaco GP 2 (K), the Dreamcast's best racing simulation thus far, in my opinion. We



UBISOFT platform heaven & more!

had to descend downstairs and pour back out onto the hectic show floor to play Rayman 2 on the Dreamcast, but it was worth it. The Dreamcast does Ubi's artisans proud. I just hope it makes it out close to the other versions; otherwise I'll have caved and played it on the N64 by the time the Dreamcast game hits. Rounding out the extensive UbiSoft lineup, Hype the Time Quest (previous page, L, M) looks as great for PC as does Deep Fighter (previous page, J), their new Submarine game. If it's anywhere near as good as Sub Culture, sign me up!



WORKING DESIGNS



Victor and the crew at Working Designs climbed out of the studio (Lunar's here!) just in time to tell us all that Lunar 2 (I, J) may make it out by the end of the year! It would be very, very, cool having the sequel while Silver Star Complete is still fresh! Also on display was the treasure from Treasure Silhouette Mirage (K, L), which has yet to dazzle 2D platformers here in the States. Trust me on this one folks, this game is a 2D force with some of the most epic boss encounters you will ever see. Also on hand was Detonator Gauntlet (F, G, H), their new 60 mission, 5 ending strategy/RPG. This game looks like a winner, especially if the likes of Shining Force brought a grin to your face. Now go play Lunar! It may take you 'til the end of the year to complete it!



989 STUDIOS



989 has more than quality sports games to celebrate, namely Jet Moto 3 (M, N). Is the third time the charm? Well, after playing an early version of Jet, I'd have to say it's very likely. The game has undergone more of a re-design than it did between 1 and 2 and features some truly inspired course design as well as new rides all around. The game is also much broader in scope, as the courses have really been opened up. Shortcuts and multiple paths abound. We should have an extended hands-on preview of JM 3 very soon; just wait till you see all of the sponsors. Oh my!



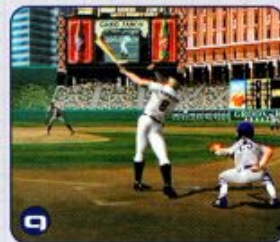
3DO role-playing and furious action



3DO was showing off several upcoming titles, including Army Men: Sarge's Heroes (A), the first Army Men title for the N64 which supports both the RAM Pak and Rumble Pak, and will sport multiple playable characters, 14 missions, a host of new weapons and effects, and plenty of Army Men action. • Also on tap was their newest PC wargame, Gulf War: Operation Desert Hammer (B), an arcade-style tank-based shooter that lets the player go back to the Gulf in the year 2001 and finish what we started back in the 20th century. • The latest in their series of D&D-style role players for PC is coming, Might & Magic VII (C). This one boasts better graphics, more character classes and races, and the freedom to play as good or evil and still finish the game. • Crusaders of Might & Magic (D) is slated for PlayStation, but it's not just another RPG. In fact, it's not an RPG at all, but a 3D action game with role-playing elements. We look forward to spending more time with it.

E3 SPORTS

ACCLAIM sports from the inside out



Quarantined inside a stronghold of monitors, Acclaim displayed updates of all of their seasonal sports titles, along with a fresh entry for the Dreamcast. Titles on hand included Quarterback Club 2000 for the DC and N64 (E, F); though the DC version was a disappointment in visual flare and gameplay; the N64 game is the best version yet. With baseball fervor reborn, fans should be happy with All-Star Baseball 2000 on the N64 (G). Jeremy Mcgrath Supercross looks to be shaping up into another great DC title. The motorcycle models and physics provide a nice feel to the game (H).



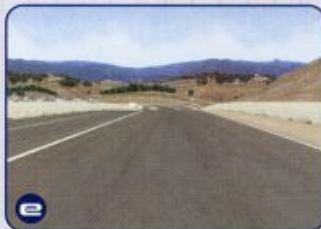
Rounding off the lineup is WWF Attitude. Fine-tuning last year's wrestling game, WWF Attitude promises to give players more of the same. Still a favorite among thousands, the game now totes a Pay-Per-View mode. Crazy stuff (I, J).

ACTIVISION these borders aren't just cool...they're ice!

Anyone who has seen or stepped on a skateboard has heard the name Tony Hawk. His abilities on the ramp and more so in the air are spoken of as being unreal and theoretically impossible. One of the originators and truly proclaimed innovators of modern vert skateboarding has finally found yet another platform to Nosepick. The game isn't set for release until October, so I can only anticipate the possibilities set for the final product. Acquiring big-name licenses and following through with equal prestige has been a masterstroke of jerky treats with software companies. With the collaboration of all parties involved, the game should be mad skills.



ELECTRONIC ARTS the 800-lb. gorilla is set for '99



FIFA for the PC is going to knock you on your arse (A). Following the success of last year's ringleader, Knockout Kings is back for another installment on the PS and coming to the N64 (B). Crafted to give the most unique feel ever in PC basketball, NBA Live 2000 arrives (C, D). Only a few gorgeous stills are available, but SuperBike 2000 for the PC is a first for EA (E). Pit crew radio communications and team strategy bring home the Formula 1 experience (G). Much more realism has been put into the NASCAR game for PSX; look for new high-res car models and enhanced physics, for starters (F). An insane amount of track editing and hand-picked cars have been put together in Hot Wheels for the PSX and N64 (I). Much like a base runner taking third and heading for home, Triple Play 2000 has cornered the market and taken the game to all-star standings (J, K, L). Tiger is back to reshape last year's bogey into a birdie (M, N). What a great time to be part of the technologically capable hinterland clique. Now players can use the ol' buck shot to 86 timid woodland creatures in Master Big Game Hunter (O). Men wrestling in tights: these sorts of games sell by the billfold. Those of you into that sort of thing are going to do spinning lariats with the new WCW Mayhem on the way (P).





INFOGRAMES international flair



Infogrames has two stand-out sports games headed your way: LeMans 24 hours and UEFA Striker. I know, more Soccer. But there's always room for improvement and this one, for PC, looked like it was on the right track. Striker (B), has some interesting camera swings, nice depth and juiced play mechanics. Speaking of tracks, Lemans 24 hours (A) has 24 hours worth and slick car models to boot. Hey, isn't that the Michelin Tire Man? I wonder how many polygons he is? We'll have more info on these and all of Infogrames' new games in the months ahead.

KONAMI the tradition continues...



Blades of Steel is a NES classic, and Konami is trying to recapture the nostalgia with a shiny new PS and N64 version (C). Still trying to get things right on the hardwood, In the Zone (D) surfaces for 2000 on both PS and N64. Major League Soccer (E) should continue the tradition of great outdoor action. Being developed



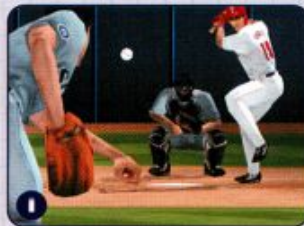
in Japan, Konami Rally (F) is a great surprise. The game pushes some heavy speed, great track design and serious eye candy.



MICROSOFT bill & the boys take a shot at pc sports

Sticking their hands in just about any and every profit-making market possible, Microsoft is pushing full steam to make the gaming scene. NBA Inside Drive 2000 (G) has the look, but does it have the touch? Here is NFL Fever 2000 (H) going for the extra point. Lots of stats and a unique interface will appeal to simulation fans. PC sports

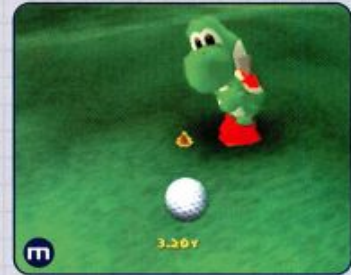
games emphasize realism and technical feats. Baseball 2000 (I) pushes those attributes to pennant levels. International Football 2000 (J) will have a few contenders to outscore. The graphics are not groundbreaking, but if the gameplay is there, that will be less of a concern.



NINTENDO the big 'N' serves up tasty console treats

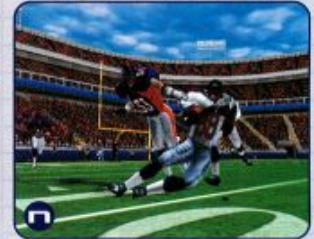


The big 'N' have recruited some of the biggest names in the biz to sport licenses for their well, sports games. Ken Griffey's Slugfest (K) has been tooled to a more major league feel. Underneath the dazzling visuals lies a very playable game of shag flies. The sneaker pimps of arena ball have come together to join Kobe in Kobe Bryant Basketball (L). With a predictable roster update, the game has gone through a play mechanic overhaul as well. There are still some issues found from earlier play tests, but like any game developed and produced by the all mighty 'N,' the game will find its feet. At last Mario has found another golf course through his escapades and adventures. Bringing along some friends, Mario Golf 64 (M) promises everything 8-bit swingers have been dreaming of. An easy interface will attract many gamers to this game.



SEGA it's all about sega sports, baby!

The faithful will celebrate and the disbelievers will eat their ill-spoken words. The Sega Dreamcast and, more importantly, Dreamcast software is far beyond anything available on any format. NFL 2000 (N) plays incredibly smooth and offers the deepest game experience to date. Get ready for kickoff in September. Coming at you from the same developers, NBA 2000 (O) spoons up every nuance and trick involved on and off the court. Everything in the game is animated to represent the most true-to-life basketball game created (o). Cleaned up and highly polished, Sega Rally 2 (P) will team up with the 56k modem to keep phone lines busy for months on end. Sega has made the needed tweaks for launch.



UBISOFT no rayman golf or tonic trouble tennis here

All-Star Tennis (Q) appears to be using last year's lightweight Tennis Arena engine to mold a skilled and more serious game. Formula 1 racing is just that - fast speeds, questionable frame rates (R). More Dreamcast action in the form of Monaco GP2 (S) is also coming from Ubisoft and should hit home with hard core sim. fans.



GR E3 EXCLUSIVE!



Sprocket

in development by Sucker Punch



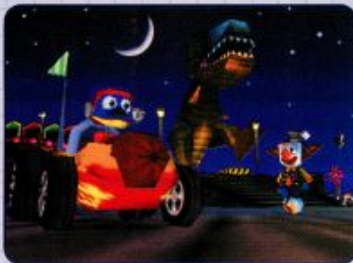
The developers of Sprocket, Sucker Punch, have been working on this innovative 3D platformer for some time now, but it's still publisher-free and very hush-hush. After the demo presentation, hidden deep within a back room in Nintendo's E3 booth, I can totally understand why Sucker Punch aren't hitting the mainstream with Sprocket just yet: It's easily one of the most playable and innovative mascot-driven N64 platformers to date.

Sprocket is a little unicycled character with cool abilities. First and foremost is his Tractor Beam. With this beam he can pick up or attach to virtually any object in the environment. Now, it's important to mention that absolutely everything in Sprocket has physics. If you use your Tractor Beam to throw a box or crate it will realistically bounce off objects in the environment. Some plants (that act as platforms), for example, will sway to and fro as Sprocket climbs atop them. If the same plant comes into contact with a plant just beside it, that plant will also sway, but again it's never a pre-set response.; it's all on the fly, and totally dynamic.

There will be so much to do in Sprocket. In a Roman-themed level, you need to get past a guard at one point to progress. Unfortunately, Sprocket isn't wearing the colors of the Imperial Guard, so he's not getting through. In this room there is a very cool puzzle: Several pools of paint are scattered about, as well as a pool that cleans off all the paint.

You need to combine the colors from each pool to paint half of Sprocket one color, and half of him another color. The trick to this involves matching and mixing colors, then returning to the cleansing pool for a dip, but you must carefully dip only half of Sprocket into the pool so that his other half retains the Imperial colors. You'll also climb aboard a weird hovercraft in this level. This vehicle is incredibly fun to steer, but it's also equipped with a paint cannon. In a wickedly creative twist, you can blast the environment, thus altering the texture colors using the paint cannon...from a first-person targeting camera no less. And get this: If you stray off course into a nearby sheep field, you can blast the poor creatures, changing the color of their wool. Paint Blast one red or yellow, and it does a happy backflip. Blast one with black paint, and it will flip over onto its back and play dead. It's too funny.

Needless to say, Sprocket was very impressive. The N64 needs deep, intelligent creativity in its 3D platformers these days, and Sprocket honestly demonstrates some of the most creative play mechanics in the genre - right up there with Mario and Banjo. It even has a great engine. We'll be keeping an eye on this intriguing little title.



In the sequence below, you can see Sprocket's main play-mechanic, the Tractor Beam, come into play. Once an object is 'grabbed' using the Beam, you may use a targeting icon to direct the path of the throw. Oft-times you'll need to plop objects into specific locations--such as sheep onto thorn walls (!).

