

Spaceworld 1997

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Do **WHAT?** Andy McDermott didn't **LUG** half a **HUNDREDWEIGHT** of camera gear 6,000 miles not to **USE** it! Here's the **COMPLETE** inside scoop on all the **GAMES** at Nintendo's Space World '97 show in **JAPAN** – complete with **ILLICIT** snapshots!



SPACE WORLD '97 WAS

Nintendo's showcase for all the upcoming N64 games and hardware – well, some of them, at least. Certain items were very conspicuous by their absence, but you can find out about these in the main feature.

Press day was comparatively quiet (the last two days of the show, when it

was open to the public, were hellishly crowded), which let me see that there weren't actually all that many games on show when it came down to it. Quite a lot of those that were were also Japan-only titles (I can't see *Irritating Electric Stick* getting a UK release any time soon), further cutting the numbers.

The real pain was Nintendo's 'no photography' policy, which to be honest I couldn't understand. Hello? This is press day, ne? And I'm the press, yeah? Providing a disk with screenshots on is one thing, but that only covers Nintendo's games – what about the others? Nintendo's one oh-so-magnanimous gesture to weary Western journos with rucksacks full of heavy camera gear was to allow general shots of the show hall, which pretty soon everyone was abusing by shooting screens with zoom lenses from 50 feet away and casually wandering past the stands with camcorders that just happened to be pointing at the monitors, so I decided

THE AIR-CONDITIONED SPLENDOR OF THE MAIN SHOW HALL. IT WAS A LOT MORE CROWDED ON THE OPEN-TO-THE-PUBLIC DAYS!



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that there was no reason for me to feel left out. Strike a blow against The Man!

Even though the show hall was massive, only about a third of it was occupied by N64 stuff; the middle area was an auditorium and video wall marquee, the remainder being taken up with Game Boy paraphernalia. With a number of promised titles only appearing on video, the lineup seemed even thinner than anyone was expecting. Here for your viewing pleasure is the complete rundown of everything at Space World '97 – and some Michael Palinesque travel gubbins from our globetrotting editor!

Nintendo

Considering that it was their show, Nintendo's lineup was in some ways a disappointment. Yes, they had eagerly awaited games like *Zelda 64*, *Yoshi's Story* and *F-Zero X* on display in playable form. Yes, they announced more 64DD titles and additional experience-enhancing plug-in Paks. But the 64DD itself was still absent, on display only under glass and on video, and even one of the promised new Paks failed to materialise!

ZELDA 64

But let's start with the good stuff. The big game of the show, both in terms of advance expectations and the number of copies Nintendo had on display, was *Zelda 64: The Ocarina Of Time* (or *TOOT* to its mates). The version on show was a limited-play

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PHOTOGRAPHY"

copy of the 70% completed game, with only a small selection of combat sections, simple puzzles, horse-riding bits and early bosses to look at. These were still enough to impress, though! There's an opening scene where the junior Link (there being two versions of the hero in the game – a child in the past and an adult in the present) witnesses a horsebound kidnapping and is menaced by the evil Ganon – a stunning piece of work which shows that you don't need CD-spoiled FMV to set a mood and tell a story. *Goemon* and *Diddy Kong Racing* hinted at the possibilities, but *Zelda 64* proves it beyond a doubt.

It's hard to judge how the game as a whole will play, because of the demo's emphasis on action scenes rather than exploration, puzzle-solving and character interaction, to

say nothing of the fact that what text there was within the game was – of course – all in Japanese. But it looks like Nintendo certainly got the action right!

Something so obvious that no-one ever noticed it before is that the coloured circles behind

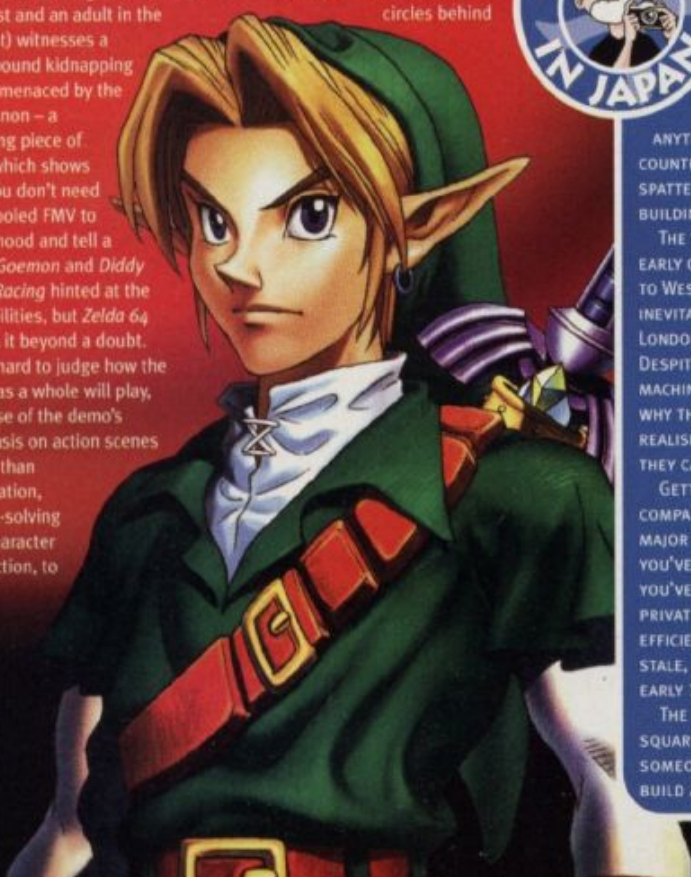
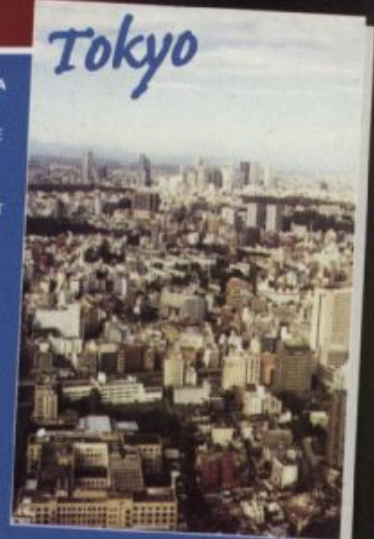


MAKE NO MISTAKE, TOKYO IS BIG. FROM A HIGH VIEWPOINT LIKE THE TOKYO TOWER, THE CITY STRETCHES ALMOST TO THE HORIZON IN EVERY POSSIBLE DIRECTION, A VAST URBAN SPRAWL SEEMINGLY WITHOUT END. IF YOU TAKE THE TRAIN FROM THE CENTRAL UENO STATION TO NARITA AIRPORT, A TRIP OF JUST OVER AN HOUR, IT TAKES OVER 45 MINUTES BEFORE YOU'LL SEE ANYTHING RESEMBLING OPEN COUNTRYSIDE, AND EVEN THEN IT'S STILL SPATTERED WITH CLUSTERS OF BUILDINGS.

THE THING THAT REALLY STRIKES YOU EARLY ON IS HOW CLEAN IT IS COMPARED TO WESTERN CITIES. THERE'S THE INEVITABLE SMELL OF EXHAUST FUMES, THOUGH NO WORSE THAN YOU'D FIND IN LONDON, AND MOST OF THE TIME IT'S MASKED BY THE SMELL OF FOOD ANYWAY. DESPITE THERE BEING A RESTAURANT AT EVERY CORNER AND A VENDING MACHINE EVERY TEN PACES, THERE'S ALMOST NO LITTER. I COULDN'T WORK OUT WHY THIS WAS BECAUSE LITTER BINS ARE FEW AND FAR BETWEEN, UNTIL I REALISED THAT THE LOCALS CARRY THEIR RUBBISH AROUND WITH THEM UNTIL THEY CAN DISPOSE OF IT!

GETTING AROUND IS FAIRLY EASY, ALTHOUGH THE FACT THAT TWO DIFFERENT COMPANIES – WITH DIFFERENT TICKETS – OPERATE THE SUBWAY SYSTEM IS A MAJOR PAIN IN THE ARSE, THE AUTOMATIC TICKET MACHINES DECIDING THAT YOU'VE HAD YOUR MONEY'S WORTH AND KEEPING YOUR TICKET EVEN WHEN YOU'VE STILL GOT ANOTHER LINE TO TRAVEL ON! TAKE NOTE, TONY BLAIR – PRIVATISING THE TUBE IS A CRAP IDEA. THE SUBWAY ITSELF IS CLEAN AND EFFICIENT, THOUGH THE MILES OF GLARINGLY LIT CORRIDORS FULL OF WARM, STALE, RECYCLED AIR DO MAKE YOU THINK YOU'VE WANDERED INTO SOME EARLY 1970S DYSTOPIAN SCI-FI FILM!

THE LASTING IMAGE YOU GET FROM TOKYO IS ONE OF SIGNS; IF THERE'S A SQUARE INCH OF SPACE SOMEWHERE ON THE OUTSIDE OF A BUILDING, SOMEONE'LL SLAP A GAUDY SIGN ON IT. IF THEY RUN OUT OF SPACE, THEY BUILD A BILLBOARD ON THE ROOF AND PUT MORE SIGNS ON THAT!



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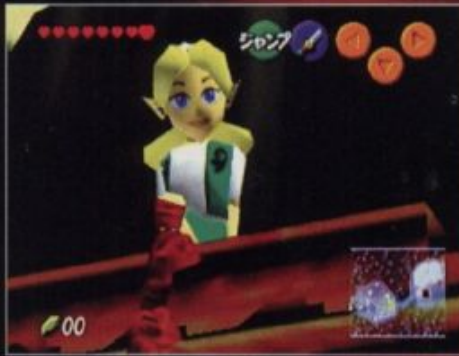
ZELDA 64: THE OCARINA OF

WITHOUT A DOUBT THE MOST IMPRESSIVE GAME AT THE SHOW. THOUGH THE VERSION OF THE GAME AT THE SHOW WAS ONLY A CUT-DOWN DEMO, IT STILL SHOWED THAT ZELDA 64 LOOKS SET TO BE THE MOST SPECTACULAR N64 GAME YET!

LINK'S FAIRY COMPANION IS CALLED NAVIE, AND SHE FLITS ABOUT HIS HEAD AS HE TRAVELS, WARNING HIM OF DANGER IN A JAPANESE VOICE SO HIGH-PITCHED THAT DOGS INVOLUNTARILY

LOSE BLADDER CONTROL. SHE CAN ALSO CARRY CERTAIN OBJECTS, FREEING UP LINK'S HANDS FOR THOSE ALL-IMPORTANT WEAPONS.

FIGHTING IS EXCELLENTLY DONE, LINK BEING ABLE TO SWITCH BETWEEN ATTACK AND DEFENCE IN AN INSTANT WITH THE DEFAULT SETUP. IF A MORE POWERFUL WEAPON LIKE A BROADSWORD IS NEEDED, LINK HAS TO USE BOTH HANDS - THIS CAUSES MORE DAMAGE TO



the icons on screen correspond to controller buttons. B (green) is an action button, used to open treasure chests, enter doors, talk to characters and the like; A (blue) brings up and uses the current weapon; and the lower three C buttons (yellow) use whichever items you've assigned to them, from boomerangs to bombs. R brings up Link's shield and Z locks the viewpoint, which is useful in combat as it lets you keep aiming at the enemy without the hassle of constantly adjusting to a circling viewpoint. Whenever the viewpoint is

locked, or Link is performing an action, borders crop the screen to give it a widescreen effect. There's no reason for it, other than it looks cool!

The monsters on show in the demo included killer plants (a lot like the Piranha Plants from *Mario 64*), giant lizards, skeletons, dinosaurs and a sort of piranha fish that swims through sand instead of water! Link can bring up his shield at any time to defend himself, a seamless action that makes fighting much more than just one side hacking away at the other - especially when Link's enemies have shields of their own!

Concerns that *Zelda 64* would turn out to be a *Tomb Raider* clone seem to

Space World Report



TIME

HIS OPPONENTS, BUT HE CAN'T USE HIS SHIELD!

THE BAD NEWS IS THAT ZELDA 64 HAS BEEN DELAYED AGAIN, THE CURRENT RELEASE DATE NOW SCHEDULED FOR APRIL IN JAPAN. WE'LL HAVE TO WAIT JUST A LITTLE BIT LONGER FOR WHAT MIGHT BE THE MOST AMAZING VIDEOGAME OF ALL TIME...



be unfounded. Link has his fair share of climbing and jumping around, but he does it automatically when it's needed. No plunging into a pool of lava because you're a millisecond late on the jump button! The main problem facing players is knowing *where* to let Link do his stuff; because *Zelda 64* uses the N64's graphics in a 'realistic' way, the days of spotting obvious pathways and hidden doors are over, and you have to seek them out just

like in real life. An example I was shown was of a secret passage in a cave, which could be opened up with a bomb – if you didn't know of the possibility of secret passages, you'd probably think that the slight discolouration of a wall was nothing out of the ordinary. Once you get your mind into *Zelda* mode, though, these things begin to stand out.



Combat obviously plays a major part in the game. Using Link's shield and weapon is an extremely intuitive experience, the real trick to combat being to get into range of an enemy without letting them rip you to shreds. Locking the viewpoint with the Z trigger makes this a lot easier, so you just have to master the proper use of the analogue stick to make small precise steps and turns. Some of the creatures Link fights have fairly straightforward attack patterns

that leave them vulnerable at certain points, like the killer plants; if Link keeps his shield up while they dart forward and snap at him, there is a brief pause when they have to recover their strength and can be hacked with impunity. The more intelligent monsters obviously need more complicated tactics to defeat, though if all else fails, thrashing away madly with Link's sword can get in some licks!

Zelda 64: The Ocarina Of Time

you can read my editorial this issue for my thoughts on how it could go down in Japan (where I suspect it might not receive quite the welcome it will in Europe and the US), but it's still impressive to note that though it had the most playable copies of any game at the show, it was still by far the hardest to get a go on – even when Nintendo president Hiroshi Yamuuchi's keynote speech had largely emptied the other stands...

punters. (If you're wondering what they could possibly have to do with *Banjo & Kazooie*, they were all wearing little Banjo-style backpacks, though thankfully without crap redneck musical instruments. Hell, it was a good enough connection to get me over to the stand!)

The lack of attention wasn't because the game was *bad*, far from it. It looked and played like *Mario 64* on speed, with more detail, bigger landscapes, loads of amusingly characterised beasties (rampaging gorillas, short-sighted moles, raging bulls), bargeloads of special effects and plenty of neat touches involving the different abilities of the protagonists. The problem was... well, it looked and played like *Mario 64*! There may be differences in the specific details, but ultimately that's how it felt, which might explain why

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certainly seems as though it's going to be superb when it's finished –

BANJO & KAZOOIE

It was rather easier to get a go on *Banjo & Kazooie's Great Adventure* (or *Banjo-Kazooie* as it'll be called over here), despite the efforts of a team of Japanese beauties in tight sweaters and PVC shorts to draw the



BANJO & KAZOOIE

A BEAR, A BIRD, A GAGGLE OF CUTE GIRLS IN YELLOW PVC SHORTS – THAT WAS THE *BANJO & KAZOOIE* STAND! NOW NEARING COMPLETION, RARE'S SECOND-GENERATION MARIOALIKE IS LOOKING PROMISING, WITH A MUCH MORE LUSH AND SPRAWLING LANDSCAPE FOR THE TITULAR TWOSOME TO EXPLORE.

BECAUSE OF NINTENDO'S WRETCHED 'NO PHOTOGRAPHY' POLICY (I TRIED, BUT THERE SEEMED TO BE ABOUT THREE ATTENDANTS FOR EVERY MEMBER OF THE PRESS, AND IT'S HARD TO REFUSE WHEN THE AFOREMENTIONED CUTE GIRLS POLITELY BUT FIRMLY INTERJECT THEMSELVES BETWEEN THE SCREEN AND YOUR LENS WITH A BOW AND A SINGSONG REQUEST OF "PLEASE, NO PHOTOGRAPH") I COULDN'T GET ANY SHOTS OF THE MORE INTERESTING-LOOKING LATER LEVELS, SO FOR NOW YOU'LL HAVE TO MAKE DO WITH THE ONES FROM THE

PRESS DISK. DOH! STILL, YOU CAN SEE IN ONE SHOT THAT KAZOOIE IS CARRYING BANJO – THIS IS VITAL IN SOME AREAS, AS BANJO IS CRAP AT CLIMBING HILLS, BUT KAZOOIE'S CLAWS LET HER SCUTTLE RIGHT UP THEM WITHOUT SLIPPING!





the Japanese contingent on press day didn't give it much attention. This was only after playing for a short time, admittedly, and there may be more distinctive stuff later on, but right from the start you can't help expecting one of the on-screen duo to shout "Mama mia!" when they get hit. As for the puzzles (collecting puzzle pieces is an integral part of the game), it remains to be seen how tricky they are - I got six pieces in only a few minutes, without even knowing what I was meant to be doing to get them!

The sound was also rather annoying, although to be fair that probably came from having a whole row of *Banjos & Kazooies* yelling and squeaking and farting next to each other all at once. On the plus side, the camera is an improvement over *Mario*, showing a bit more intelligence as it tries to keep Banjo and Kazooie in view while still showing the player what's ahead. Having the main characters able to defend themselves in different ways also expands the tactics of the game, as different enemies (and indeed different problems and obstacles) require varied techniques to get around. Ultimately, however, it was very hard to escape the feeling that *Banjo & Kazooie* was *Mario* redux.

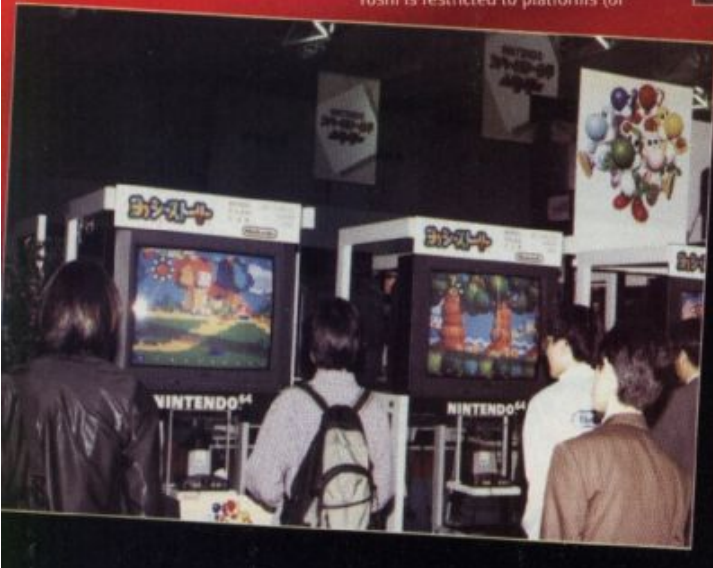
YOSHI'S STORY

YAY FOR YOSHI! NINTENDO'S LATEST GAME WILL ACTUALLY HAVE BEEN OUT IN JAPAN FOR A COUPLE OF WEEKS BY THE TIME YOU READ THIS - DAMN THOSE DEADLINES, WE WANTED IT FOR THIS ISSUE! STILL, I'LL HAVE HAD A CHANCE TO PLAY IT PROPERLY OVER CHRISTMAS IN TIME FOR THE REVIEW NEXT ISH. WHO WANTS TURKEY WHEN YOU COULD HAVE DINOSAUR?

THE VARIETY OF LEVELS ON SHOW CAN'T HELP BUT IMPRESS YOU, ESPECIALLY WHEN YOU SEE THEM MOVING. ALTHOUGH EVERYTHING'S DONE IN THE SAME "KID STYLE" OF THE SUPER NES GAME, IT'S STILL AMAZING TO WATCH SOME GENUINE MAJOR LEAGUE WEIRDNESS MOVING AROUND AND HINDERING YOSHI'S PROGRESS. HOW WELL DOES IT PLAY? PRETTY DAMN WELL...

Yoshi's Story

Like Kazooie, Mario's old mucker Yoshi can use eggs as a weapon, which he (she?) does frequently in *Yoshi's Story*. It's another 64-bit update of a Nintendo classic, only this time it remains squarely in 2-D, or '2 1/2-D' as Nintendo like to say. All this means is that it looks sort of 3-D (though a very bizarre, acid-casualty form) and plays like the platform games of old. Yoshi is restricted to platforms (or





tracks, on some of the earlier levels), much like SNES *Yoshi's Island*. The difference is that rather than having to reach a set exit, Yoshi – or Yoshis, as you get to choose from one of six, though there didn't seem to be much difference between them apart from colour – finishes each 'story' by collecting a certain amount of fruit. Don't ask me why, I only work here.

After playing *Yoshi's Story* for quite a while, in many ways it felt a lot like the SNES game. Though the changes were rung in some respects, like the use of the analogue stick to aim eggs rather than the old and annoying circling cursor, it still plays like its 16-bit ancestor. This isn't really a flaw, as *Yoshi's Island* was such a good game and *Mischief Makers* showed that there's still blood squirting through

the narrowing arteries of the 2-D platform genre, but from the levels – sorry, 'stories' – on show there didn't seem to be any great leaps forward.

F-ZERO X

The same could be said about *F-Zero X*, which at first play seems very much like SNES *F-Zero* with big shiny 3-D knobs on. Speedwise it's easily on a par with *Extreme G*, though a lot smoother, trading off background detail against a scorching 60 frames per second speed. You can really feel this in the controls of the antigrav sleds you race in the game – hitting the sides of the track happens a lot less often than in *Extreme G*, simply because the higher frame rate allows for more precise manoeuvring. If you want an analogy, imagine that you're



F-ZERO X

Speed, speed and more speed is what *F-Zero X* is all about – the screenshots here just can't convey the sheer rush of the game! Whether you're just pounding around one of the simpler circuits or flipping around in the inside – or even the outside – of tube-like tunnels, you just won't believe the pace of Nintendo's new racer. With 30 cars, over 20 tracks and eight different characters to choose from, and a four-player game that still travels at warp speed no matter how much action is on screen, it's like being fired



Chiba City Blues



"THE SKY ABOVE THE PORT WAS THE COLOUR OF TELEVISION, TUNED TO A DEAD CHANNEL." SO WROTE WILLIAM GIBSON AT THE BEGINNING OF CLASSIC CYBERPUNK NOVEL *NEUROMANCER*, AND THE PORT HE WAS TALKING ABOUT WAS CHIBA, HOME TO THE SPACE WORLD '97 SHOW. WHY HE PICKED CHIBA AS JAPAN'S 21ST CENTURY HIGH-TECH CENTRE IS A MYSTERY – HAVING BEEN THERE (IN FACT, HAVING GOT HOPELESSLY LOST THERE THANKS TO NINTENDO'S DIRECTIONS, WHICH LED ME TO GET OFF AT THE WRONG STATION) I CAN TELL YOU THAT IT'S JUST A TYPICAL PORT TOWN, AND THE PRESENCE OF A MONORAIL AND SOME MODERN OFFICE BLOCKS DOESN'T AUTOMATICALLY GIVE IT CYBER-CRED. MAYBE HE JUST THOUGHT THE NAME SOUNDED COOL. HE WAS RIGHT ABOUT THE SKY, THOUGH.





driving around a winding circuit at high speed, and to check your instruments you have to take your eyes off the road for a full second, and

every time you look up again there's another corner right in front of you. If you only have to look away for the time it takes to blink, you get much more time to react to the road, and that's the difference *F-Zero's* higher

from a cannon while strapped to Michael Schumacher's rocket-propelled greyhound!

The only thing that isn't fast is Nintendo, who are getting ready for its planned June 1998 release with all the urgency of a glacier. But if *F-Zero X* looks this good now, imagine what an extra six months will do to it...



GINZA IS TOKYO'S POSH shopping centre, which meant that I couldn't afford to buy anything here. I did learn the mysteries of Tokyo's pedestrian crossings, though. The red 'don't cross' man is lit for absolutely ages, and you wonder why the Japanese are just patiently waiting for the light to change when they could probably make a dash for it. There is a very good reason why they don't. They'd be killed. And so would you if you tried it.

Considering how busy Tokyo's streets are meant to be, traffic moves at a fair old clip. Even when the little man's green you're still in danger, because cars turning into your road from side streets don't seem to be that bothered about the mass of humanity scurrying out of their path. If you find yourself in the middle of the road in Tokyo, get out of it as fast as possible – before the front bumper of a Nissan does it for you!



frame rate makes!

There are 30 sleds and at least 24 tracks. Championship races take place in Jack, Queen and King cups (it's a safe bet that the hidden cup is 'Ace'), and you get to 'be' one of eight characters, though as they're

considerably uglier and more badly drawn than Nintendo's usual offerings that may not be a good thing!

The graphical style of the game is minimalist, background objects other than the tracks being pared to the bone in order to keep the speed up,





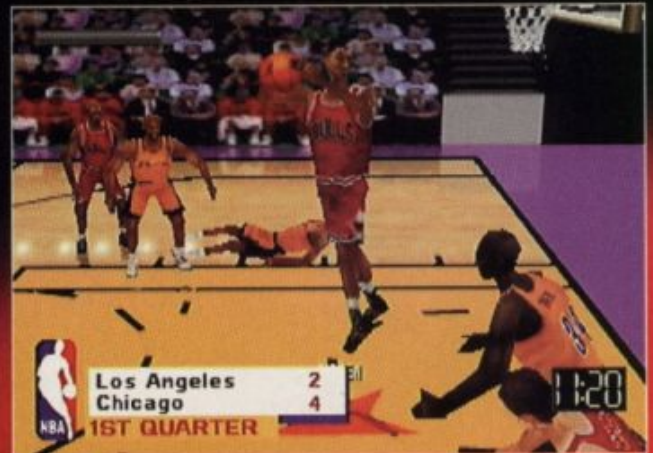
and it's got a retro look deliberately intended to evoke memories of the original *F-Zero*.

Even in the four-player game, *F-Zero X* is obscenely fast and smooth, and it seems that all the original's playability has been maintained. Apart from the loops and corkscrews,

though, has anything been added? It didn't look like it at the show, but since the game has been delayed until April 1998 (one of Nintendo's titles having its release date put back? Ooh, ooh, quelle surprise!), there's still time for new stuff to be added.

NBA BASKETBALL

Speaking of things being added (christ, I'm starting to sound like Barry Norman with all these clever segues), both *1080° Snowboarding* and *NBA Basketball*, both provisional titles, came from nowhere to get their first showings at Space World '97. *NBA Basketball* is, well, an NBA basketball



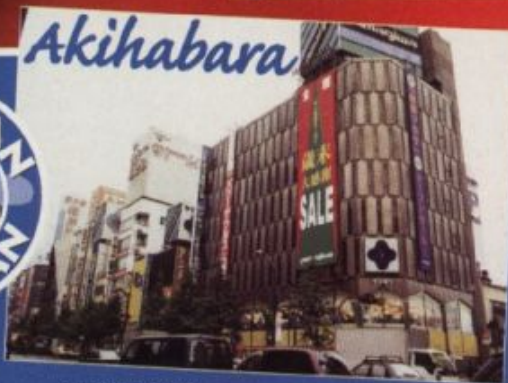
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THE SIGNS IN THE SUBWAY POINT you towards 'Akihabara Electrical Appliance Town', but it's more excitingly known as 'Electric City'. If you can plug it in, you can buy it here. Techno-fetishists should be warned that their pants will explode the minute they step off the train!

If you can negotiate the crowds, and aren't crushed by the weight of freebies thrust upon you by the cute girls who stand outside every shop trying to get you to go inside and part with your hard-earned yen, you'll see today what the rest of the world will consider cutting edge hardware in five years' time. Pocket widescreen TVs? Been, seen, bought at a discount. Widescreen TVs in general? Yesterday's tech-high-definition widescreen is where it's at! If you're on the move, you could pick up a camcorder the size of a cigarette packet, or, continuing the cancer stick comparisons, a mobile phone little bigger than a Zippo.

All of this incredible gadgetry is crammed into areas with the floorspace of your typical British fish and chip shop. In Akihabara, as in much of Tokyo, the outrageous cost of land prevents stores from sprawling outwards, so they sprawl upwards instead. One game shop I went into covered eight storeys, even though a couple of fat blokes would have completely filled the width of each floor!

If you want to buy software or hardware, Akihabara is the place to go. I saw N64s selling for what worked out to be about £60, and if you can be bothered to haggle it's



possible to knock another fiver or so off that. Games are dirt-cheap too – *jikkYOU World Soccer 3*, the top-selling N64 game while I was over there, was going for just over £30, and that was one of the more expensive ones. The shop assistant did make a big thing of pointing out to me the disclaimer on the box that says 'For sale and use in Japan only'. Ha! Poor deluded fool.

Be warned that once you're in Akihabara, it's hard to get out with your wallet intact because you keep on seeing cool stuff that you just *must* have. My credit card took a severe beating in a laserdisc shop, and it was only the fact that the UK and Japan have incompatible TV systems that kept me from buying a tiny digital camcorder for just £400 – the same gadget would have cost getting on for fifteen hundred quid over here!



game, aiming for a realistic simulation of play rather than the stupid fantasy moves of *NBA Hangtime*, and even at this early stage was playable and fun. The tackling, or whatever it's called in basketball, still had some way to go, but even so you could still play a game, score baskets and generally run rings around the guy who was meant to be demonstrating the game. On the other hand, maybe he was just being polite and letting me win! Nah, surely not... Because *NBA Basketball* is aiming for realism, getting and keeping hold of the ball is harder than in most basketball games, but perhaps we've all been spoiled by the arcade-style play of titles like *NBA Jam* and deserve to have some realism shoved in our faces from time to time. It looks like *NBA Basketball* will be a fine simulation of the sport.

1080° SNOWBOARDING

As will *1080° Snowboarding*, Nintendo's take on the rapidly crowding 64-bit snowboarding genre from the team that developed *Wave Race*. I'm not a big fan of this show-offy 'sport', but *1080°* was still a blast nevertheless. As well as being by far

1080° SNOWE

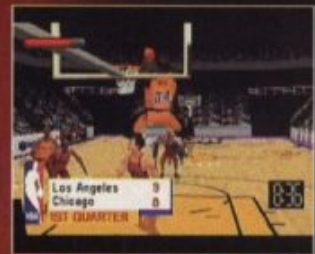
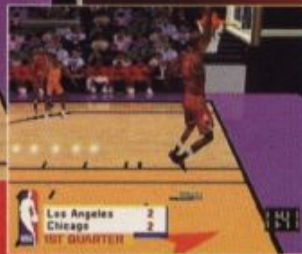
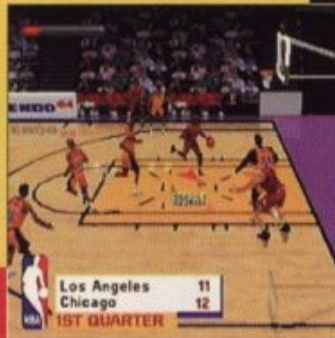
ONE OF NINTENDO'S TWO 'SURPRISE' ANNOUNCEMENTS FOR THE SHOW,





NBA BASKETBALL

NBA BASKETBALL CAME FROM OUT OF NOWHERE, ITS EXISTENCE ONLY BEING ANNOUNCED A COUPLE OF WEEKS PRIOR TO ITS UNVEILING AT SPACE WORLD. ALTHOUGH IT WILL FACE COMPETITION FROM KONAMI'S SIMILAR (AND EQUALLY PLAYABLE) NBA IN THE ZONE '98, THE NINTENDO NAME WILL UNDOUBTEDLY ADD SOME EXTRA KUDOS!



the best looking of the snowboarding games, 1080° also had a very good feel, different types of snow and ice having a dramatic impact on the handling of your plank. There only appears to be a rather flaccid three courses, unfortunately, but this number may grow. At the moment, the courses are Crystal Lake Short, the equally imaginative Crystal Lake Long and Golden Forest, the latter of which

is a dash through pine trees at sunset. 1080° could be one of the few games where having the Rumble Pak actually helps gameplay, because the different snow surfaces produce a different vibration, and some types of snow are a lot faster than others. Being able to feel instantly that you're

on unfavourable powder prompts you to start looking for alternatives a lot quicker than you could just be looking at the screen.

64DD

The number of 64DD games has grown, though not by anywhere near the number everyone had hoped. The most hyped 64DD titles at the show weren't even games at all, but instead made up the Mario Artist series. The triptych so far comprises Talent Maker, Picture Maker and Polygon

Maker. (Shigeru Miyamoto also mentioned a fourth title, Sound Maker, but there was no sign of this.) All three look to be compatible with a Nintendo mouse (see? Didn't I tell 'em a couple of issues back that Mario Artist would be crap with the analogue stick?) and, more interestingly, a 'capture cassette' that lets 64DD users grab images from a TV or video and play about with them in the Maker series.



SNOWBOARDING

1080° SNOWBOARDING IS ALREADY THE FRONT-RUNNER OF THE N64'S SNOWBOARDING GAMES, BUT YOU'D EXPECT THAT FROM THE TEAM THAT BROUGHT YOU WAVE RACE. AT THE MOMENT THERE ONLY APPEARS TO BE A SMALL NUMBER OF TRACKS (JUST THREE WERE ON OFFER AT THE SHOW), BUT IF WAVE RACE IS ANYTHING TO JUDGE BY THERE'LL PROBABLY BE A FEW MORE HIDDEN AWAY SOMEWHERE!



THE 64DD

DEPRESSINGLY, THE 64DD'S LAUNCH DATE HAS SLIPPED BACK AGAIN. ALTHOUGH PEOPLE AT THE SHOW MAINTAINED IT WAS NOW DUE OUT IN APRIL, ONE OF NINTENDO OF AMERICA'S PEOPLE IMPLIED THAT A MIDSUMMER LAUNCH WAS LOOKING MORE LIKELY, SO UK GAMERS CAN ALMOST CERTAINLY FORGET ABOUT SEEING A PAL VERSION OF THE DEVICE UNTIL 1999.

SO, WHAT THE HELL'S THE PROBLEM? THE MACHINE ITSELF IS ESSENTIALLY A GLORIFIED ZIP DRIVE - IN FACT, THE 64MB DISKS THEMSELVES HAVE A LOT LESS CAPACITY THAN THE 100MB ZIP UNITS - WHICH IS PROVEN TECHNOLOGY, SO IT CAN'T BE THE HARDWARE. A NINTENDO EMPLOYEE I SPOKE TO IN FACT TOLD ME THAT PRODUCTION LINES FOR THE 64DD ITSELF WERE PRETTY MUCH READY TO GO. THE STUMBLING BLOCK APPEARS TO BE THE SOFTWARE.

IN HIS SPEECH, NINTENDO BOSS HIROSHI YAMAUCHI SAID THAT THE 64DD WOULDN'T BE LAUNCHED UNTIL IT HAD SOFTWARE THAT MADE IT WORTH BUYING, GAMES THAT OFFERED SOMETHING YOU CAN'T DO ON A CARTRIDGE. FROM THE LOOK OF THINGS, THESE GAMES HAVEN'T ARRIVED YET, AND WHAT NINTENDO HAVE LINED UP FOR THE FUTURE SEEM TO BE TAKING THE N64 AWAY FROM BEING A GAMES MACHINE AND TOWARDS SOME KIND OF EARLY LEARNING EXPERIENCE!



THE N64 MOUSE AND CAPTURE CASSETTE, BOTH OF WHICH WILL BE PRETTY MUCH ESSENTIAL TO GET THE MOST FROM THE MARIO ARTIST SERIES.



YES, YOU'RE SEEING IT RIGHT - F-ZERO X WILL BE 64DD COMPATIBLE! TRACK DESIGNER, ANYONE?

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Tokyo Tower



CONVENIENTLY LOCATED RIGHT BY MY HOTEL, TOKYO TOWER IS JAPAN'S VERSION OF EIFFEL'S PARISIAN LANDMARK, ONLY JUST THAT CRUCIAL LITTLE BIT BIGGER AND PAINTED A RATHER GAUDY ORANGE AND WHITE. THE VIEW FROM THE FIRST OBSERVATION DECK IS QUITE IMPRESSIVE, BUT FOR A TRUE KNEE-TREMBLING EXPERIENCE YOU'VE GOT TO SHELL OUT A BIT MORE DOSH AND GO ALL THE WAY TO THE TOP, A QUARTER OF A KILOMETRE ABOVE TOKYO.

THE VIEW IS STUNNING - AS WELL AS SEEING THE WHOLE SPRAWLING MASS OF THE CITY, WHICH FROM THIS HEIGHT LOOKS LIKE RECTILINEAR PEBBLEDASH, YOU CAN SEE THE SKYSCRAPERS OF SHINJUKU AND EVEN MOUNT FUJI'S SNOWY CAP, MILES AWAY IN THE DISTANCE.

THE REASON THE UPPER OBSERVATION PLATFORM IS NERVE-WRACKING IS BECAUSE AT THIS HEIGHT, THE WIND NEVER STOPS BLASTING PAST - AND YOU CAN FEEL THE WHOLE EDIFICE SWAYING

BENEATH YOUR FEET. AFTER A BIT OF THIS I WAS STARTING TO FEEL SEASICK ON TOP OF MY VERTIGO, SO I WENT BACK DOWN TO GROUND LEVEL. TAKING A LEAK IN THE FIRST FLOOR RESTROOMS, I COULD HAVE SWORN I COULD STILL FEEL THE GROUND SHAKING - UNTIL I REALISED THAT I COULD! THE TOWER'S LEGS WERE TRANSFERRING THEIR MOVEMENT TO THE GROUND AND THE BUILDING AT ITS BASE; VERY UNNERVING WHEN YOU'RE TRYING TO RELAX A PARTICULAR MUSCLE...



This ability was put to amusing use in *Talent Maker*, with peoples' faces being grabbed and put onto the heads of virtual dolls. For that is what *Talent Maker* is, an electronic dollhouse that lets you create, modify and animate figures in a variety of scenes. The presence of an audio input makes it look like you'll be able to add sound effects too. Take a picture of someone who annoys you, then make them dance around like an idiot while making stupid noises!

Picture Maker is, surprisingly enough, an art package which also has some animation abilities. Nintendo's screenshots show some quite impressive artwork, so the N64's graphical talents are obviously all employed. Even if you can't draw, you can still just plaster Nintendo characters everywhere in interesting patterns!

The final *Mario Artist* disk, *Polygon Maker*, is also the most complex, but potentially the most rewarding. It's a



TALENT MAKER

STRANGENESS AHOY! TALENT MAKER LETS YOU CREATE DIGITAL DANCERS - BUT DO YOU WANT TO?



TOY STORY

NINTENDO'S PRESIDENT, HIROSHI YAMAUCHI, gave a speech on press day, where he outlined his vision of the future of videogames, as well as relentlessly plugging *Pocket Monsters*. To be honest, I personally didn't find much of his vision particularly appealing. As somebody who's been playing videogames for over 20 years and watched them evolve and grow into the fairly sophisticated creatures we know today, I thought that Yamauchi's plans were a definite retrograde step, moving games back into the playroom and further widening the rift in styles between consoles and PCs. But that's something for a future editorial...

Yamauchi's keywords for the day were "nurturing, trading, collection and addition". Nurturing refers to Tamagotchi-style games like - oh yes - *Pocket Monsters*, where the creatures that inhabit the games are 'grown' by the player and take shape according to how they're treated. Trading isn't merely swapping games with friends, but actually exchanging data, like a particular breed of - yes indeed - *Pocket Monster*. Collecting builds on trading as people build up their collections of - hmm, could it be - *Pocket Monsters*. Addition, finally, is where existing games can have new data put into them after purchase, such as 64DD titles or - it's that name again! - *Game Boy Pocket Monsters*.

In Yamauchi's vision, the future for videogames is bleak and full of catastrophe - except, of course, for Nintendo, who at some point before the inevitable crash will have the world-saving double whammy of the 64DD and - aaargh! - *Pocket Monsters*. The constant delays in the launch of the add-on were explained as a result of the time it takes to come up with unique new ideas, without which the system would be useless. Since the four planned launch games have been known (and in development) for ages, does this mean that they're not original and won't sell the 64DD?

Yamauchi made the very good point that although more games are being released, the number of 'excellent creators' is not growing, so more bad games are being put out. Fair enough, though Nintendo certainly aren't lily-white in

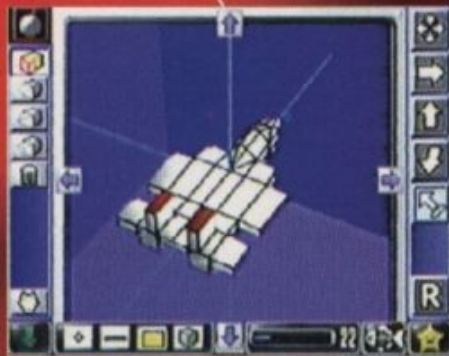


PICTURE MAKER

DRAW, ANIMATE AND VIDEO GRAB - WITHOUT A £2,000 APPLE MAC!

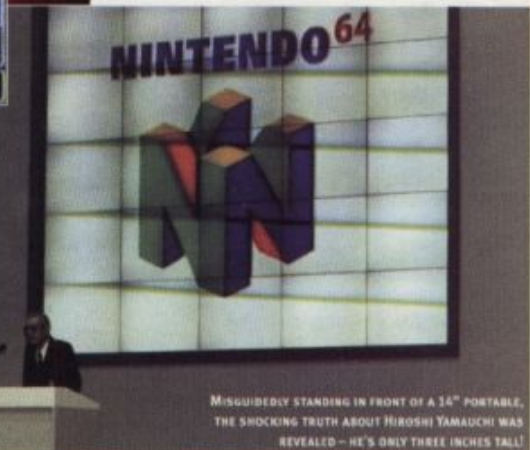


user-friendly 3-D object creator, which if you've got the patience can be used to build, colour and view some quite complicated models. You might not be able to produce *Babylon 5* on it, but it's a hell of a sight simpler to use than *Lightwave* or *3-D Studio*!



POLYGON MAKER

3-D MODELLING MADE EASY. BUT CAN YOU MAKE AN X-WING?



MISGUIDEDLY STANDING IN FRONT OF A 14" PORTABLE, THE SHOCKING TRUTH ABOUT HIROSHI YAMAUCHI WAS REVEALED - HE'S ONLY THREE INCHES TALL!

The really interesting thing about the *Mario Artist* programs is that they're compatible with each other. In theory, you could draw a picture in *Picture Maker*, incorporate it into a scene built in *Polygon Maker*, and then have someone from *Talent Maker*

run around and look at it! Exactly how data is shared between the disks is uncertain, but Nintendo are definitely working on it.

The problem is that Nintendo seem to be working on a lot of things. The 64DD was only on show in a glass

case, with no working software to see, and one of Nintendo's Japanese staff that I got talking to told me that they were now looking at a launch date of April 1998... "maybe". The *Mario Artist* programs were only on show on video, as were *Mother 3*, *Super Mario RPG 2*, *Sim City 64* and *Jungle Emperor Leo* (a

Japanese version of *The Lion King*) which looked... erm, 'unfinished' to say the least. There wasn't a single hands-on example of a 64DD game to be found.

Another video-only 64DD game was, oh god, *Pocket Monsters Snap*, which seemed to be little more than a glorified Tamagotchi, where you wander through a landscape looking for creatures to photograph (hence 'Snap'). In fact, if it was *Pocket Monsters* (or 'Pokemon', as the Japanese call them) you wanted, *Space World '97* was the place to be. *Pocket Monsters Pikachu* (the previously announced cart-only game) might not have been accompanied by the promised Microphone Pak that appeared in the show guide (a mysterious glass case containing only an oval slab of blue plastic seemed to be the likely intended location), but it was accompanied by, lord help us,



POCKET MONSTERS PIKACHU

BLESS 'IM, ISN'T HE SWEET? GOOD JOB, REALLY - PIKACHU SEEMS TO HAVE BEEN ADOPTED AS THE N64'S NEXT MASCOT! WATCH AS HE, ERM, WANDERS ROUND A FIELD.



POCKET MONSTERS STADIUM



IF YOU READ THE REPORT ON NINTENDO PRESIDENT HIROSHI YAMAUCHI'S SPEECH, YOU MIGHT THINK NINTENDO ARE BEING A BIT DEFEATIST AND DESPERATE. YOU ONLY HAVE TO GO INTO ANY TOKYO GAME SHOP (AND THERE ARE PLENTY OF THEM) TO SEE WHY. PLAYSTATION ABSOLUTELY DOMINATES THE JAPANESE MARKET, WITH EVEN SATURN SOFTWARE FREQUENTLY OUTSELLING THE N64'S CATALOGUE. THE REASON IS CLEAR - THERE JUST AREN'T ENOUGH GAMES COMING OUT.

YAMAUCHI CAN RAIL ON ALL HE LIKES ABOUT HOW A FLOOD OF CRAP GAMES WILL CAUSE A CRASH, BUT AT THE MOMENT IT'S A SITUATION THE JAPANESE SEEM TO BE HAPPY WITH. WHILE I WAS THERE, A FAIRLY NONDESCRIPT-LOOKING SIDE-SCROLLING SHOOTER ON THE PLAYSTATION WAS GARNERING A LOT MORE ATTENTION (AND SALES) IN THE SHOPS

THAN *DIDDY KONG RACING*, RELEASED THE SAME DAY, SIMPLY BECAUSE THERE ARE FAR MORE PLAYSTATION OWNERS AROUND!

NINTENDO MAY BE DOING WELL IN AMERICA AND TO A LESSER EXTENT IN EUROPE, BUT ON THEIR HOME TURF THEY'RE BEING HAMMERED. HENCE, IT SEEMS, THEIR CHANGE OF TACK TO CASH IN ON THE CURRENT SUCCESS OF *POCKET MONSTERS*, WHICH IS SO HEAVILY MERCHANDISED THAT IT'S EVEN SPAWNED A SINGLE! (THE SINGLE IS THE WORLD'S WORST, MIND YOU - IT CONSISTS OF SOMEONE 'RAPPING' THE NAMES OF ALL THE *POCKET MONSTERS* TO A J-POP BACKBEAT. MAKES YOU WISH FOR THE GOOD OLD DAYS OF 2 UNLIMITED!) IT MIGHT BE TOO LITTLE, TOO LATE, THOUGH - MOST OF THE N64 *POCKET MONSTERS* GAMES ARE INTENDED FOR THE 64DD, WHICH HAS BEEN DELAYED YET AGAIN.

HOW FAR CAN THE PATIENCE OF JAPAN'S NINTENDO LOYALISTS BE STRETCHED?



Sony Vs Nintendo



THE 64GB

STRANGE BUT TRUE - SOME TIME THIS YEAR, YOU'LL BE ABLE PLAY GAME BOY GAMES ON YOUR N64! NINTENDO'S MAIN REASON FOR DOING THIS IS TO CASH IN ON THE SUCCESS OF *POCKET MONSTERS* OF THE GAME BOY - YOU CAN PUT YOUR



POCKET MONSTERS SNAP

ANOTHER STRANGE GAME CONCEPT – A VIRTUAL GAME RESERVE! YOU CAN ONLY SHOOT THEM WITH A CAMERA, THOUGH...



Pocket Monsters Stadium (another of the few new 64DD titles), which lets you load Game Boy monsters into an N64! How? By using the Pak that did come back, the 64GB, a travel iron-shaped thing that plugs into a

controller and accepts Game Boy cartridges in a similar way to the Super Game Boy on the SNES. Normal Game Boy games can be played on the TV in a limited selection of colours, again like the Super Game Boy, but certain Game Boy carts can have their data read by the N64 and translated into glorious 64-bit Nintendovision. In *Pocket Monsters Stadium*, you can slot in your GB cart and see the monsters

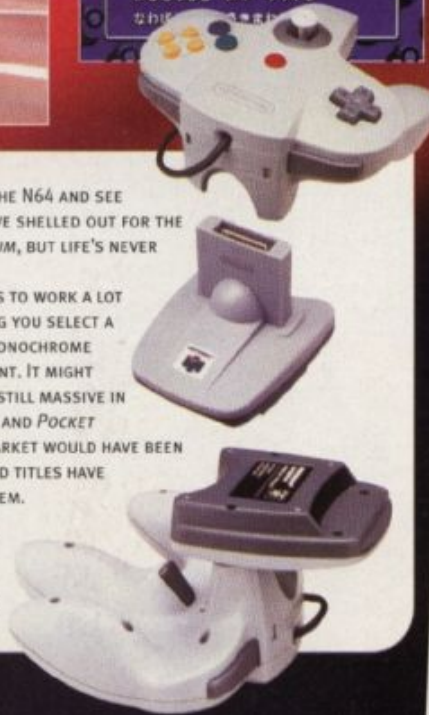
POCKET MONSTERS COULD FIGHT ON THE GAME BOY, AND NOW THEY CAN ON THE N64 TOO, WITH THE HELP OF THE 64GB. HEY, DOES ANYONE ELSE REMEMBER BARCODE BATTLERS?



MONSTERS FROM THE GAME BOYS CARTS ONTO THE N64 AND SEE THEM IN HIGH-RES COLOUR! ONCE, THAT IS, YOU'VE SHELLED OUT FOR THE 64DD, THE 64GB AND *POCKET MONSTERS STADIUM*, BUT LIFE'S NEVER PERFECT, IS IT?

FOR MOST GAME BOY GAMES, THE 64GB SEEMS TO WORK A LOT LIKE THE SUPER GAME BOY ON THE SNES, LETTING YOU SELECT A COLOUR PALETTE TO CONVERT THE GAME BOY'S MONOCHROME GRAPHICS INTO A VAGUELY COLOURISED EQUIVALENT. IT MIGHT SOUND LIKE AN ODD IDEA, BUT THE GAME BOY IS STILL MASSIVE IN JAPAN (PUT IT THIS WAY, WITHOUT THE GAME BOY AND *POCKET MONSTERS*, NINTENDO'S PROFITS IN ITS HOME MARKET WOULD HAVE BEEN VERY MUCH SMALLER) AND SOME EXTREMELY GOOD TITLES HAVE APPEARED DESPITE THE LIMITATIONS OF THE SYSTEM.

UNFORTUNATELY, THE ONLY EXAMPLES OF THE 64GB AT THE SHOW WERE UNDER GLASS AND NOT PLAYABLE, SO AS YET WE CAN'T TELL YOU WHAT IT'S LIKE TO USE. REST ASSURED, AS SOON AS WE GET OUR HANDS ON ONE, WE'LL LET YOU KNOW...



this respect by allowing crap like *Clayfighter* to appear on their machine. He was also somewhat disingenuous about the lack of RPGs on the N64 (probably the single biggest reason why the machine hasn't taken off in Japan), claiming that RPGs had "hit the wall". That'd be the wall of 3.1+ million copies of *Final Fantasy VII* sold in Japan alone, presumably.

Once past the buzzwords, Yamauchi's main thrust moved to the proposed "qualitative change" that would be brought about by the arrival of the 64DD, brought about by a "selected number of quality software". High-quality titles but very few of them, in other words – sounds like business as usual. The new breed of games would incorporate the aforementioned nurturing, trading, collection and addition elements. A hint was dropped as to how the last of these would be implemented – through "vending machines" installed at software outlets – but as the speech went on, it became depressingly clear that Yamauchi's brave new world was revolved around variants of *Pocket Monsters*, aimed specifically at children.

"The market of videogames," he said, "has been expanded by children, but they are getting tired of complicated games and the ones that force you to stay in front of the TV set for a long time. What shall TV games do? We can hardly find new ideas." What? "We can hardly find new ideas"? This from Nintendo, of all companies – the most adventurous game developer around? No wonder the 64DD's been delayed, considering the reason Yamauchi cited earlier.

Nintendo's solution to the perceived approaching crash is to diversify into products that are related to their new breed of games, such as collectible card games and other merchandising (like the omnipresent – and overpriced – Pikachu dolls staring out from seemingly every shop window in Tokyo) that will appeal to people who might not necessarily play the games themselves. Total control over all aspects of the new entertainment, in other words. If it succeeds, Nintendo have the entire cash cow to themselves, but what happens if *Pocket Monsters* fades – which it inevitably will – and whatever Nintendo settle on as its replacement doesn't take off? Think what happened to *Sega*, going from number one to almost nowhere in just a couple of years. Perhaps it's the fact that Yamauchi will be retiring in a few years that has made him more open to such risk-taking.

I realise that I'm taking a rather cynical angle on Yamauchi's speech, but world domination by *Pocket Monsters* isn't what I want to see happen to a machine as awesome as the N64. I want to see great, involving games with universal appeal, not overgrown toys for young children with five minute attention spans. Even the *Mario Artist* titles shown on video at the show weren't games, but sophisticated toys. It's interesting that Yamauchi completely ignored the role of the cartridge in his company's plans, even when one of the cart-based games less than 100 feet away (*Zelda*) was the most anticipated title in the West since *Mario 64*. The 64DD may well herald the end of videogames as we know them – but knowing what Nintendo have in mind to replace them, do we want it to?



therein slug it out in, well, a stadium. It might sound about as thrilling as dry toast over here, but the Japanese are mad for it – Nintendo are banking on the enormously popular Pocket Monsters name to help shift the N64 in its home country. It wouldn't be a surprise if *Pocket Monsters Stadium* outsells *Zelda 64* in Japan...

The 64GB aside, there were no real surprises from Nintendo. In fact, it was business as usual, with the release dates of almost everything slipping back a month or two. It was the Game Boy that seemed to be getting all the cool stuff with, of all things, a clip-on video camera and a printer making an appearance!

Nintendo's strategy seems, as always, to be to release only a few, very high quality games itself, and let the third party publishers make up the numbers. The high costs and low margins involved in making N64

games has impeded this process, though. You only have to go into a Tokyo game shop and compare the couple of racks of N64 stuff to the aisle after aisle of Saturn and especially PlayStation software – and not just the games, but all the associated books, magazines, toys, kits, manga, anime, t-shirts and keyrings – to see what the Japanese punters think of this approach. Even with the N64 itself down to under £60 in some Akihabara shops, few people seem interested. They want a constant stream of new, new, new and they want it now, now, now! Considering the amount of Pikachu merchandise around, maybe it's no wonder Nintendo placed so much emphasis on the N64 *Pocket Monsters* titles. Better take out your keys and loose change, you don't want to scratch the N64's Japanese saviour when he moves in!

IMAGINEER

After Nintendo themselves, the volume occupier at Space World was Imagineer, with five N64 titles on offer. The company's attempt to bring a decent beat-'em-up to the N64 was *Fighting Cup* (or *Fighters' Destiny*, as it'll be called in the West). *Fighting Cup* offers something a little different to most other fighting games – rather than being just a straight knock-down bout, the road to victory in *Fighting Cup* is to make the best use of various techniques in order to score points. Just kicking someone out of the ring scores you a mere single point, but managing to keep them within range until you can deliver a knockout blow nets you a hefty three. On the game I played, the number of points needed to win was

seven, but the actual number can apparently be set by the player.

With nine nicely characterised fighters, *Fighting Cup* looks to have a strong chance of taking the title of 'Best N64 Fighter'. If I had a complaint, it's one common to all the beat-'em-ups at the show: the controls seemed to be overly simplified. *Virtua Fighter* is the obvious inspiration for the style of play, but compared to Sega's classic the flexibilities of play seemed to be lacking. Enemies fell screaming to a simple pattern of punch-kick-punch-kick-punch, without any real need on my part to defend myself. Maybe the couple of months before the game is released will be used to tighten up this area.

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THE MICROPHONE PAK

IT WAS ANNOUNCED FOR THE SHOW. IT WAS IN THE SHOW GUIDE. BUT IT WASN'T ACTUALLY THERE. HMMM.

WE WERE ABLE TO DETERMINE THAT IT IS DESIGNED FOR USE WITH *POCKET MONSTERS PIKACHU*, AS WE'D ALREADY THOUGHT, AND THAT IT PLUGS INTO ONE OF THE FOUR CONTROLLER PORTS ON THE N64 ITSELF RATHER THAN FITTING INTO THE EXPANSION SLOT ON A CONTROLLER. CONSISTING OF A HEADSET AND A BOX ABOUT THE SIZE OF A CARTRIDGE, THE MICROPHONE PAK LETS YOU COMMUNICATE WITH THE CHARACTERS ONSCREEN; AT THE MOMENT, THE ONLY CREATURE WHO CAN 'HEAR' YOU IS THE YELLOW SQUIRREL/CHINCHILLA BEAST PIKACHU. SIMPLE COMMANDS ('JUMP', 'PLAY', 'EAT' AND SO FORTH) ARE SPOKEN INTO THE MIKE, AND IF HE'S FEELING CO-OPERATIVE, PIKACHU WILL DANCE TO YOUR BIDDING.

NO OTHER GAMES HAVE AS YET BEEN ANNOUNCED THAT WILL BE COMPATIBLE WITH THE MICROPHONE PAK, AND *POCKET MONSTERS PIKACHU* IS BASICALLY A TAMAGOTCHI ON STEROIDS, SO AT THE MOMENT IT LOOKS LIKE THE MICROPHONE PAK IS JUST A GIMMICK. BUT SINCE IT WASN'T EVEN AT THE SHOW, WE CAN HARDLY TELL FOR SURE, CAN WE?



FIGHTING CUP

OR *FIGHTER'S DESTINY* OVER HERE, THIS GAME LOOKED QUITE PROMISING, THOUGH TO READ SOME OF THE ONLINE COMMENTS YOU'D THINK IT WAS THE SECOND COMING!



Space World Report

Apart from *Zelda* and *Mother 3*, the only other N64 RPG is Imagineer's *Holy Magic Century*. Konami have

Holy Magic Century

THE N64'S ONLY 'TRADITIONAL' RPG, WITH TURN-BASED COMBAT. KONAMI WILL SELL IT OVER HERE.



picked this up for European release, but with the release date slipping to March 1998, there's no telling when it will finally turn up. The game brought Konami's own *Goemon* title strongly to mind, with large landscapes to wander through and a selection of characters, though there's rather more of an emphasis on the use of magic. There's also a lot of talking to other people in the game, but as the townsfolk I encountered were all prattling away in Japanese it was hard to judge how much of a role interpersonal communications will play in completing the quest.

Holy Magic Century is a game with a lot of potential, but it's going to have to get a move on – at the moment, it's only 60% complete, compared to the 70% complete *Zelda 64* which is due out just a month later! However, the

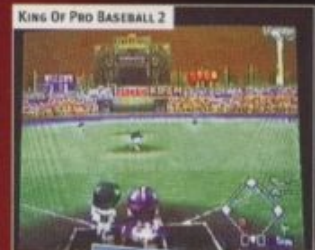


absence of RPGs is one of the main reasons for the N64's lack of success in Japan, so anything that helps deal with this shortcoming is welcome.

Snow Speeder 64 is one of the many snowboarding games heading down the slopes of Mount Nintendo – the bad news is that this one is done by the same people who brought you the woeful *Multi Racing Championship*, and reportedly uses much the same graphics engine. From the plodding and grainy version on display at the show, it's easy to believe this. The one difference *Snow Speeder* has from the other snowboarding games is that it also lets you take part on skis. However, Konami's *Nagano Winter Olympics* gives you this and more, as well as playing rather better, and *Snow*

Speeder's two-player split screen option has the same tiny windows as *MRC*. Unless Imagineer can conjure up a miracle, this one looks like it's going to be buried by the avalanche of other, better, snowboarding games.

Imagineer's other titles were *King Of Pro Baseball 2*, which as far as I could tell looked an awful lot like *King Of Pro Baseball 1*, with the same



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AKIHABARA MAY BE GADGET CENTRAL, BUT SHINJUKU IS WHERE YOU WANT TO GO TO SEE TOKYO AT ITS MOST MANIC. SHINJUKU STATION SUPPOSEDLY SEES OVER TWO MILLION PEOPLE A DAY GOING THROUGH IT, AND AFTER SEEING THE CROWDS I CAN BELIEVE IT. ANYTHING YOU WANT CAN BE BOUGHT IN SHINJUKU, WHETHER IT'S EXPENSIVE DESIGNER CLOTHES OR THE LATEST PIRATE VIDEOS, OPENLY ADVERTISED IN THE SHOP DOORWAY.

SHINJUKU IS A SCHIZOPHRENIC AREA. HOME TO THE MASSIVE TOKYO METROPOLITAN GOVERNMENT BUILDINGS AND THE CITY'S LARGEST CONCENTRATION OF SKYSCRAPERS AS WELL AS HUGE DEPARTMENT



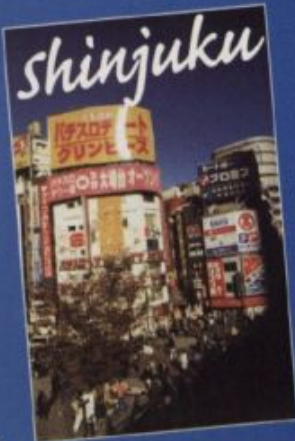
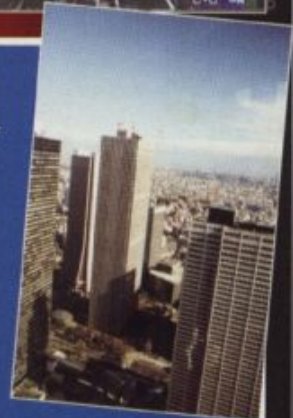
STORES THAT ARE SECOND ONLY TO THOSE IN GINZA IN TERMS OF POSHNESS, IT'S ALSO TOKYO'S SLEAZE CENTRAL – AND THE TWO SIDES TO ITS PERSONALITY ARE MIXED TOGETHER, SO THAT LITERALLY AROUND THE CORNER FROM A HARRODS-STYLE STORE YOU CAN FIND CLUBS CATERING TO ANY KIND OF DEVIANCY YOU CAN THINK OF, AS WELL AS A COUPLE YOU'D PROBABLY NEVER CONSIDERED! NO, I DIDN'T GO IN ANY – I SUSPECTED I'D HAVE A JOB EXPLAINING THE MONSTROUS COVER CHARGES ON MY EXPENSES...

I PROBABLY COULD HAVE GOT AWAY WITH ONE BARGAIN – FANCY A MOBILE PHONE FOR JUST ONE YEN, OR A HALF A PENNY?

THERE'S PLENTY ON OFFER IN SHINJUKU, AND THEY WEREN'T THE LAME-O BREEZEBLOCKS THAT ARE USUALLY OFFERED AS CHEAP

MOBILES IN BRITAIN, BUT ULTRA-MODERN, ULTRA-SMALL BITS OF KIT. I WAS SORELY TEMPTED TO BUY ONE, BUT I SUSPECTED THERE'D BE A CATCH IN THE FORM OF A FIENDISH TARIFF TO SIGN UP TO. SHAME...

IT'S AN OBVIOUS, EVEN FACILE COMPARISON, BUT SHINJUKU REALLY IS LIKE WALKING ONTO THE SET OF *BLADE RUNNER*, ESPECIALLY AS IT GETS DARK AND ALL THE NEON COMES ON AND THE GIANT VIDEO SCREENS LEAP FROM THE WALLS. IT'S ALSO THE ONLY PLACE WHERE BUMS AND DOWN-AND-OUTS ARE OUT IN THE OPEN – I GOT HASSLED BY SOMEONE



WHO CLEARLY HAD A POINT TO MAKE, EVEN THOUGH I THOUGHT IT WAS JUST SLIGHTLY OBVIOUS FROM MY CAUCASIAN FACE THAT I WASN'T A LOCAL AND HAD NARY A CLUE WHAT HE WAS GIBBERING ON ABOUT. WHERE'S DECKARD WHEN YOU NEED HIM?



Babewatch

WHAT WOULD A COMPUTER SHOW BE WITHOUT LEGIONS OF YOUNG LADIES IN SHORT SKIRTS TO DISH OUT LEAFLETS TO THE SWEATING PUNTERS? OUR EDITOR HAD TO GET A FEW PICTURES, FOR PURELY POSTMODERN AND IRONIC REASONS, OF COURSE!



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Homepride men players and overload of Japanese text, and the entirely incomprehensible *Kiratto Kaiketsu! 64*. This is apparently a console version of a Japanese board game, the rules, and indeed objective, of which totally escaped me. Chances of seeing it over here: about 0.01%. For obvious reasons, I didn't spend as long looking at this as the other games on show!

SETA

Another company with a reasonably sized portfolio at Space World was the little-known (at least in the UK) Seta. Their big game was the long-awaited *Rev Limit*, which occupied a whole aisle and also had a load of girls in short skirts and high heels attempting to attract the attention of the 99% male show attendees. Which they did, although they were a whole lot less smiling and friendly on the train back

from Chiba when two of them argued about who would get the only empty seat in the carriage, which was next to me – the loser sat down. Hey, I didn't leer that much...

But I digress. The big surprise about *Rev Limit* was how far away its release date was – the game is now not scheduled to reach Japanese streets until next May, which considering how far advanced the game seemed to be was odd. On the other hand, the handling of the cars certainly needed some tweaking. Although the game moved fast and certainly looked good, the cars were completely lifeless, steering more like toys than something you'd expect from a supposedly realistic racer.



At the moment, *Rev Limit* lets you race 12 cars over 15 tracks, and if the handling problems can be sorted out to give it the kind of vehicle control found in *Top Gear Rally*, it should be a good 'un. It's a pity there were no real surprises in the game – no matter how high the quality of the graphics, there wasn't a single trackside feature on show that hasn't already been seen in many other racing games.

Wild Choppers seems almost like a proper 3-D version of the old 16-bit *Desert Strike* games, and in fact we have a review of it this very issue – for the full crack, go to page 74!

Like *Imagineer*, the remainder of Seta's stand was filled out by games that will only get a release in Japan. *Pachinko 365 Days* is a pachinko game, the Japanese combination of pinball and fruit machines, which despite a large number of tables and

tricks like a two-player game still looked horribly jerky. *Morita Shogi 64* is another version of the Japanese chess game, though this one had the gimmick of a link-up connection built into the cart (thus the high price – well, high in Japan, anyway). The Japanese haven't taken to online gaming because, like us, there are no American-style free local calls, so it remains to be seen how this experiment will go down.

KONAMI

The Japanese giant, once a mainstay of Nintendo's consoles, only had three games at Space World, two of which had been seen before at ECTS in London. *Nagano Winter Olympics* was the main attraction, not surprising as the Japanese winter games are only a couple of months away. The version on show was complete, and looked certain to be a success. It wasn't quite the *Hypersports*-style button basher that some had expected, relying more on precise control of the athletes to win medals, but it still has its share of frantic moments. Despite cramming in a full complement of chilly sports, Nagano still managed to be more polished and playable than some of the snowboarding-only titles at the show!



IT'S AMAZING WHAT YOU CAN DO WITH A WIDE-ANGLE LENS!





arena which might obscure the fighters as they move around go transparent, and most stages have well-done lighting or weather effects to add a bit more visual impact. The parallaxed backgrounds still have some way to go, though – they don't seem to be attached to the arenas!

Although there are only eight basic fighters (five men, three women), the customisation screens let players expand this number enormously. Bodies can be stretched or shrunk to taste, skin colour and hair changed, and clothing can be varied to range from Gaultier to World Of Tat. In less than a minute, I'd transformed a bog-standard musclemen to an obese zombie dwarf with an afro bigger than his torso and the world's vilest multicoloured flares! The training option is more complicated, but here you can build up your fighter's range of special moves to suit your own preferred style of fighting. This ought to increase the longevity of the game – like all the other fighters at the show, the actual style of combat seems rather simplistic, but perhaps longer play will reveal hidden depths.

GASP: Fighters Nextreme is still labouring under its awful working title, but has come on a long way since ECTS. All the fighters are now playable, and the much-vaunted customisation options are up and running as well. Strongly reminiscent of Sega's *Fighting Vipers* in many ways, especially in the design of the fighters, *GASP* adds to the formula by making the arenas in which combat takes place interactive. Walls can be climbed or hidden behind, and objects found lying around can be used as weapons! Like *Mace*, parts of the



The only game from Konami that I hadn't seen before was *NBA Pro '98*, which to be honest looked very similar to Nintendo's *NBA Basketball*, it too was aiming for a more realistic game than many modern basketball titles, and with a six month headstart on the Nintendo game it should pick up quite a bit of attention from basketball junkies who've had to endure *NBA Hangtime*.

The disappointment on the Konami stand was the absence of *Dracula 3-D* (aka *Castlevania*) and *Hybrid Heaven*. Games like *Nagano* and *GASP* might turn out to be good, but they don't have the drool factor that these two have already inspired. Come on, Konami, what gives?

WHATEVER HAPPENED TO...

THE 64DD? THE MICROPHONE PAK? KIRBY'S AIR RIDE? TONIC TROUBLE? CONKER'S QUEST? ROBOTECH: CRYSTAL DREAMS? LET'S SMASH? DRACULA 3-D? HYBRID HEAVEN? STREET FIGHTER 64? BODY HARVEST? SPACE STATION SILICON VALLEY? MISSION: IMPOSSIBLE? BUGGIE BOOGIE? LEGION X? ALL HOPED FOR, NONE PRESENT.

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WHAT'S IN A NAME?

AH, THOSE JAPANESE AND THEIR WACKY GRASP OF ENGLISH! HERE ARE JUST A FEW EXAMPLES OF JAPLISH NAMES SEEN GRACING THE DOORS OF VARIOUS TOKYO ESTABLISHMENTS...

- 'Let's Kiosk'
- 'Exotic Town' (betcha it isn't)
- 'Bldy Restaurant'
- 'Hearty Wedding'
- 'Big Bridal'
- 'The Wine Pub'
- 'Poo'
- 'Anal F*ck' (no kidding!)
- And my personal favourite, Ginza's 'Beer Station Rebecca'





HUDSON SOFT

Another old Nintendo ally is Hudson Soft, but their Space World lineup was very disappointing. *Dual Heroes* was one of the great hopes for N64 beat-'em-ups, but having played it I think I can safely say that it's rubbish. Getting through to the final boss on your first go, without knowing how to perform any special moves, does not bode well for a fulfilling and long-lasting gaming experience.



Dual Heroes is yet another Sega-inspired fighter, taking the basic combat system from *Virtua Fighter* and mixing in elements like walled arenas from *Fighting Vipers*. Unfortunately, it doesn't have anywhere near the playability of either, once again being a Space World '97 beat-'em-up with over-simplified controls and enemies that can't seem to work up the enthusiasm to fight back. If you can take out all comers with just random combinations of punches and kicks, where's the incentive to learn the more interesting moves? The fact that it still looks like *Power Rangers* despite the attempts to tough it up doesn't help much either.

Brave Spirits Wrestling didn't seem much more exciting, though to be fair I didn't get the chance to play this for



very long. It looks similar to *Virtual Pro Wrestling*, aka *WCW Vs NWO*, though with a more Japanese flavour, being based as it is on the New Japan Pro Wrestling wrestlers. Offering four-player action, we should have a review of this next issue.

Hudson's last offering was another game that is almost certain to get a Japan-only release, being based on the Japanese gameshow *Denryu Ikaira Bou*, something along the lines of *Irritating Electric Stick*. It's essentially a dressed-up version of the game you



find at village fetes and bring-and-buy sales where you have to guide a metal stick along a bent wire without touching it and making a buzzer go off – exciting stuff! The game actually looks a lot more interesting than the TV show, because it features all kinds of fantasy courses which would be impossible to build in real life. Carefully guiding a small dot through tangled mazes of wires sounds a pretty crap idea for a videogame, but in some ways it's strangely compelling when you actually play it. *Zelda* it ain't, though, but at least it's going to be sold at a cheaper than usual price. Review next issue, hopefully.

AERO GAUGE

After *F-Zero X*, any sci-fi racer has to be something really special, and *Aero Gauge* just doesn't deliver. It's a fairly blatant attempt to clone *Wipeout* and isn't bad speedwise, but completely failed to excite me. The look of the game is a conscious effort to ape *F-Zero*, with lots of chunky *Blade Runner*-style touches in the detailed backgrounds, but even as a two-player game it doesn't get the pulse racing like *Wipeout*, its inspiration, or *F-Zero*. Not even the multiple routes through the courses add much interest. Still, we'll give it a proper look next issue.



Aero Gauge

EVEN THOUGH IT LOOKS SIMILAR TO *F-ZERO X*, *AERO GAUGE* DOESN'T HAVE ANYWHERE NEAR THE PLAYABILITY. SHAME.



BESTS!

ZELDA 64 (NINTENDO)

WITHOUT A DOUBT THE HIGHLIGHT OF THE SHOW, EVEN IN ITS LIMITED-PLAY DEMO FORM, AND HOWEVER HARD NINTENDO TRIED TO CONVINCE US OTHERWISE WITH THEIR 17 MILLION POCKET MONSTER GAMES.



F-ZERO X (NINTENDO)

SUPER-SMOOTH AND FRIGHTENINGLY FAST; EVEN IN FOUR-PLAYER MODE IT MAKES EXTREME G LOOK AS JERKY AS STROBE NIGHT AT THE CLAYMATION ARTHRITIS DISCO!

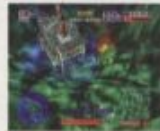


1080° SNOWBOARDING (NINTENDO)

IT CAME FROM NOWHERE, YET WAS EASILY THE BEST OF THE SNOWBOARDING GAMES AT THE SHOW. IMPRESSIVE EVEN IF YOU THINK THE REAL-LIFE SPORT IS FOR PONCES AND POSERS.

WILD CHOPPERS (SEGA)

A GAME THAT REQUIRES A LOT OF PRACTICE BEFORE YOU CAN GET PROFICIENT WITH THE CONTROLS? ON THE N64? SAINTS PRESERVE US! EVEN IF IT DID LOOK LIKE THE UNINSPIRING BLACK DAWN ON PLAYSTATION.



GAME BOY GADGETS (NINTENDO)

NOTHING TO DO WITH THE N64, ADMITTEDLY, BUT HOW MUCH COOLER CAN YOU GET THAN A CAMERA FOR YOUR GAME BOY?



SONIC WINGS ASSAULT (VIDEO SYSTEM)

MAJOR, MAJOR LET-DOWN! SLOW, CLUMSY AND CONFUSING, THIS HOPED-FOR PILOTWINGS WITH GUNS LOOKS LIKE IT'S GOING TO CRASH AND BURN.



64DD (NINTENDO)

OKAY, SO WHERE THE HELL WAS IT? A MOCK-UP STUCK IN A GLASS CASE AND A BIT OF VIDEO FOOTAGE ISN'T WHAT I FLEW 6,000 MILES FOR!

POCKET BLOODY MONSTERS (NINTENDO)

HI, WE'RE NINTENDO. WE MAKE THE, QUOTE, "FASTEST MOST POWERFUL CONSOLE ON EARTH," UNQUOTE. AND WHAT'S OUR BIG PUSH FOR 1998? USING IT AS A GLORIFIED TAMAGOTCHI!

CAPCOM, ABSENCE THEREOF

PROBABLY THE MOST IMPORTANT THIRD PARTY COMPANY IF NINTENDO ARE TO GET THE N64'S CREDIBILITY BACK IN JAPAN, AND WHERE WERE THEY? DOWN THE PUB, PROBABLY.

BUSTS!

TOSH BEAT-'EM-UPS (VARIOUS COMPANIES)

SIMPLIFYING CONTROLS IS ONE THING, BUT TAKING EVERYTHING DOWN TO THE LEVEL ON SHOW IS A BIT MUCH, ESPECIALLY WHEN THE GAMES ARE MADE SO EASY!



SIM CITY 2000

CITY BUILDING MADE EASY - YOU CAN BE ALL CARING-SHARING, OR AN EVIL RACHMANITE!

SIM CITY 2000

Maxis's old PC/Mac title arrives on the N64, and looks much the same as it always did. One addition to the Nintendo version of the game is the presence of characters; four cute anime-style girls pop up throughout the game to ask you questions about your town planning plans, keep you updated on how things are progressing and offer advice if things start to go pear-shaped.

Although you can't go down into

the city itself (that feature is being reserved for the all-polygon *Sim City 64* on the 64DD, which will let you tour the cities you create and deal with the inhabitants on a more personal level), there do appear to be some subgames in there, like a horse racing event - if you build a racetrack, you get to spend a day at the races - and what looked like a kind of 3-D *Space Invaders*! We'll be reviewing this next issue.

TAMAGOTCHI WORLD

The virtual pets now become a rather strange virtual board game, which even has the same sound effects as the original pocket-sized 'loveable egg'. Up to four people can take part; the numerous subgames that pop up as the Tamagotchis progress round the board and grow up have names like 'Bang!' and 'Go!', and are, well, weird. In what's rapidly becoming a refrain for this feature, we'll have the review next issue.

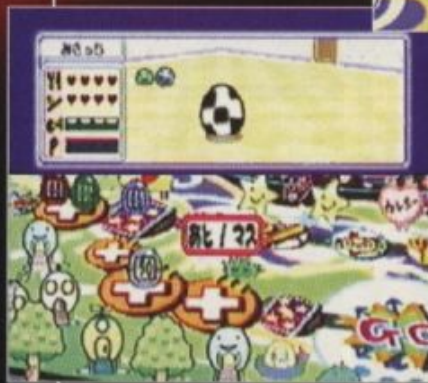
VIRTUAL PRO WRESTLING

The Japanese version of *WCW Vs NWO* (from THQ), this was thankfully a lot more developed than the buggy square-dancing version at ECTS, and with its four-player mode looked like it could be a lot of fun. As to whether it's still playable as a one-player game, see page 62 this issue!



TAMAGOTCHI WORLD

THE STRANGE LITTLE CREATURES FROM YOUR BLEEPING KEYRING NOW COME TO THE N64 IN THIS BIZARRE BOARD GAME!



SNOWBOW KIDS

They might have huge and rather unattractive noses, but the titular Kids do get to make what turned out to be a quite fun game. Unlike the other snowboarding titles at the show, *Snowbow Kids* takes a fantastical, videogamey approach to the sport, with mad stunts to perform and power-ups like speed-boosting propellers to collect on the way down. The four-player mode provides a lot of laughs, and even manages to keep up a decent rate of speed. You'll never guess when we hope to have the review of this!

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THIS COULD DUKE IT OUT WITH *FIGHTING CUP* AS A POTENTIAL BEST BEAT-'EM-UP.

ART OF FIGHTING TWIN



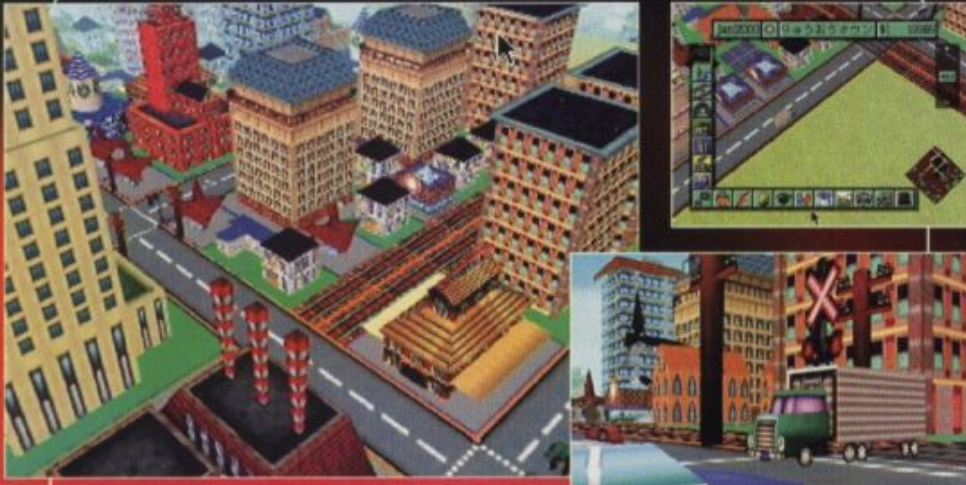
ART OF FIGHTING TWIN

I had high hopes for this interesting-sounding fighter, with its two modes of play (normal and super-deformed), but for a while it didn't seem much better than all the other beat-'em-ups on display at Space World. The range of moves on offer did seem to be bigger than most of the others though, so with luck it'll turn out to be a 'grower'. Once again, the model for the control method is *Virtua Fighter*, and in super-deformed mode there are some amusingly ludicrous super-moves to carry off. Review next ish, you'll no doubt be stunned to learn.

AUGUSTA MASTERS '98

A golfing game that thankfully wipes out all memories of the atrocious *Glory Of St Andrews*. Anyone familiar with PC golf games should be at home with this, as it uses easy-to-follow power gauges to make the swings. *Augusta Masters* is colourful and accurately recreates the actual Augusta course (not that I'd know), and golly gosh, will hopefully be reviewed next issue.





SIM CITY 64

Sim City 64 will be an entirely polygon-based affair, meaning the cities you build can be viewed from any angle – even street level! You can even fly through the cities you build in *Sim Copter!*



SUPER ROBOT SPIRITS

Probably the most interesting beat-'em-up at the show, even in its 50% complete form. Banpresto's title takes a distinctively Japanese icon, the giant humanoid robot beloved of shows like *Gundam* and *Patlabor*, and lets them kick the rivets out of each other. Even at this early stage the

game has potential; the robots can hover in mid-air, adding an extra dimension to the arenas, and by building up power through attacks they get to use increasingly powerful guns on each other!

The robots at the show were still in a primitive state, with no surface detail and only flat shading, but were well-animated and quite responsive. The big question is whether people will relate to robotic fighters – after all, *Rise Of The Robots* was complete cack despite its (then) amazing graphics. Astoundingly, this game won't be reviewed next issue, as it's not due out until March, but we'll keep our eyes open and tell you how it's progressing.



Go Go Goemon!



HERE'S SOMETHING THAT CAUGHT ME BY SURPRISE WHEN I WAS FLICKING THROUGH THE TV CHANNELS – GOEMON THE SERIES! KONAMI'S CHARACTER, AND HIS MATES EBISUMARU, YAE AND SAUKRA, HAVE FOR SOME REASON LEFT MEDIEVAL JAPAN AND COME TO THE PRESENT DAY, WHERE THEY SEEM TO GO AROUND DOING GOOD AND FOILING THE PLANS OF SOME SORT OF EVIL WIZARD AND HIS HENCHBLOBS. IT'S EVEN GOT GIANT ROBOT GOEMON IMPACT IN IT! HOWEVER, DESPITE IT BEING ON IN THE KIDVID SLOT, IT'S UNLIKELY IT'D GO DOWN WELL IN THE WEST – PART OF THE EPISODE I SAW INVOLVED EBI GETTING SMASHED OUT OF HIS HEAD ON MAGIC MUSHROOMS!

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THE OTHERS...

Yet another *Mahjong* game, this one courtesy of Athena. The USP of this particular tile-tapper seemed to be that it featured real mahjong players in the game. Woo hoo!

Bio Tetris was, erm, *Tetris*. Although this incarnation of the game supposedly had a unique gimmick – a ‘bio-feedback’ device connected to the N64 that sits in your ear and tells the machine your pulse rate and increases the pace of the game as you get more worked up – said plug-in wasn’t apparent when I was doing the rounds. Probably just as well – who wants to see the earwax of a hundred journalists? Apart from that, the old falling block puzzler seemed much the same as ever.

If you’re into sumo, you might like *64 Sumo*, or then again you might not. Super-deformed sumo wrestlers still aren’t especially appealing... This hefty 128Mbit cart gives you plenty of lardy options, the training of your wrestler going right down to the level of making sure they have the right diet! It’s quite a laugh to play, but knowing a bit about sumo would

probably enhance things enormously.

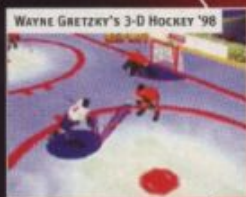
Wayne Gretzky’s 3-D Hockey ’98 is, you won’t be shocked to learn, the follow-up to *Wayne Gretzky’s 3-D Hockey*. The best just got that little bit better – need I say more?

Namco’s entry into the N64 market wasn’t anything cool like a *Tekken* game, but instead was super-deformed baseball game *Famista 64* (short for ‘family stadium, apparently) which as far as I could tell played all but identically to *King Of Pro Baseball 2*.

As well as these, there were a few Western games that have already been covered in *64 MAGAZINE*. *Extreme G*, *NFL Quarterback Club*, *FIFA ’98* and *San Francisco Rush* put in a showing, and *Hexen* and *Clayfighter* were still hoping to shift a few copies in places where their reputations haven’t preceded them... F⁶⁴



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STATE OF PLAY

GAME	COMPANY	JAPANESE RELEASE DATE	% COMPLETE	PRICE (YEN)
Zelda 64: TOOT	Nintendo	April 98	70	6800
F-Zero X	Nintendo	June 98	60	6800
Yoshi's Story	Nintendo	Out now	100	6800
Banjo And Kazooie	Nintendo	April 98	70	6800
1080° Snowboarding	Nintendo	February 98	80	6800
NBA Basketball	Nintendo	July 98	50	6800
Rev Limit	Seta	May 98	80	6980
Wild Choppers	Seta	Out now	100	6980
Morita Shogi 64	Seta	April 98	100	9800
Pachinko 365 Days	Seta	April 98	90	6980
Fighting Cup	Imagineer	April 98	95	6800
King Of Pro Baseball 2	Imagineer	January 98	80	6980
Holy Magic Century	Imagineer	March 98	60	6980
Snowspeeder 64	Imagineer	March 98	70	6980
Kiratto Kaiketsu! 64	Imagineer	March 98	60	6980
Famista 64	Namco	Out now	100	6800
Nagano Winter Olympics	Konami	Out now	100	6800
NBA In The Zone '98	Konami	January 98	100	7800
GASP	Konami	March 98	80	7800
Dual Heroes	Hudson Soft	Out now	100	6980
Brave Spirits Wrestling	Hudson Soft	January 98	100	6980
Irritating Electric Stick	Hudson Soft	Out now	100	5980
Sonic Wings Assault	Video System	March 98	80	7800
Mahjong	Athena	Out now	100	6800
Bio Tetris	Amtex	March 98	95	TBA
Sim City 2000	Maxis	Out now	90	6800
Wayne Gretzky's 3-D Hockey '98	Midway	February 98	80	7800
Aero Gauge	ASCII	Out now	100	7800
Virtual Pro Wrestling	Asmik	Out now	100	6800
Tamagotchi World	Bandai	Out now	100	6800
Snowbow Kids	Atlus	Out now	100	6800
Art Of Fighting Twin	Culture Brain	Out now	100	6980
Augusta Masters '98	T&E Soft	Out now	100	7980
Chameleon Twist	Japan System Supply	Out now	100	6980
Super Robot Spirits	Banpresto	March 98	50	7800
64 Sumo	Bottom Up	Out now	100	7980