

# E3 1999 Report

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Sujet de l'article : E3 1999

*This year's E3 in Los Angeles was three days of gaming insanity. Every games company in the world was there displaying their latest products in the immense LA Convention Centre, which covered more than a square kilometre of the city.*

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# Electronic Entertainment Expo '99

This year's E3 in Los Angeles was three days of gaming insanity. Every games company in the world was there displaying their



latest products in the immense LA

Convention Centre,

which covered more than a square kilometre of the city. The thought of all the hottest N64 titles for the next year being on the floor, and in playable form no less, was enough to reduce me to a constant state of awe.



## Rare

### DONKEY KONG 64

Considering that it was the Donkey Kong Country series that propelled Rare to superstardom and singlehandedly saved the ailing SNES, it's surprising that it took them so long to make the 64-bit sequel. Thankfully, they finally have, because this is one hell of a great game. There are a lot of similarities to Banjo-Kazooie's style, but Donkey Kong adds so much more. For a start there are now five playable characters

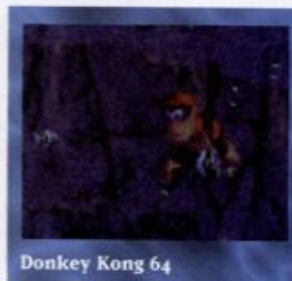


Donkey Kong 64

for you to alternate between and the game itself is a lot more varied thanks to a wealth of bonus levels and self-contained worlds. One minute you may be competing in a break-neck rail car race where you have to perfect speeding through the tunnels as quickly as possible, and the next moment you will find yourself practicing the precise timing required to swing from vine-to-vine

across the canopy of the jungle. The bonus stages provide an excellent break to the standard action and can be highly amusing as well. I particularly like the target practice one where you have to splatter as many Kremlins with watermelons as possible.

The character's moves are also similar to Banjo's. However, as well as the standard attacks, Donkey Kong and his family pack some serious firepower. Diddy Kong can whip out two pistols and lay waste to the Kremlins and Donkey Kong has a shotgun that is capable of zooming in for those tricky shots. This game gives a new definition to the phrase 'big bosses'. I only saw a couple but they both impressed the hell out of me. The first one is giant robot that flies around the screen and periodically smashes into the ground, sending rippling shockwave in the ground, then it tries to incinerate you with its flamethrowers. The next boss you fight is an immense dragon on the top of a mountain, surrounded by lava. Every time you score a successful hit, he is knocked into the molten lava, then he spends the next minute flying around screaming as the flames lick off his butt. It looks amazing and is just one example of the incredibly high quality we have come to expect from Rare.



Donkey Kong 64



## JET FORCE GEMINI

It was a given that Perfect Dark would be my favourite game of the show, but while I was expecting this to be great, I was absolutely blown away by the multitude of brilliant features Rare have managed to pack in. The game actually gives PD some competition as the best game. You will be totally swept up in the pyrotechnic action as you use the chunky weapons to blow a bloody path through the swarms of aliens. The weapons include a razor-sharp boomerang that is capable of locking onto multiple enemies, then decapitating all targeted aliens. I also loved the Fragmentation Mines that send out tiny pieces of shrapnel which then explode (each piece is capable of killing an enemy). The game even allows you to play through the game as one of the three different characters (each with unique abilities and different levels). Multiplayer fans will be more than happy with this game. Not only does it feature the standard deathmatch modes, but it offers two different hover car racing games, a shooting game similar to light phaser games and the ability to play the adventure game cooperatively with two players - yeah baby!



Jet Force Gemini

## PERFECT DARK

Well, I've spent the last year drooling over the shots of Perfect Dark and just dreaming about how good it would be. Thankfully all my dreams have been answered; PD is every bit as brilliant as we would expect. Think of the best missions from Goldeneye? Well, double the realism and detail and you still wouldn't be in PD's league. One of the missions I played begins as the lift you're in, stops suddenly. The lights are then cut and you find yourself staring into complete darkness. I found some night vision goggles and activated them. Then I exited the lift and made my way around the corridors, shooting the figures in light green hues as they scurried for cover. Once the lights came back on, I could appreciate the finer details like the laser sight on the gun and the way Joanna lifts up the gun and slaps in a new clip to reload. Another great feature is the way the dead bodies no longer fade away. Now the sick puppies among us can delight in pumping a few extra bullets into the dead bodies and splattering their blood against the walls and floors. A bonus is that the masses of bleeding corpses littering the floors make it rather difficult to get lost.



Perfect Dark



Perfect Dark



# Nintendo

## MARIO GOLF



It was only a matter of time before Nintendo started branching out into more genres with their loveable cast of characters. It's time to take your pick from Mario, Yoshi, Bowser and the gang, for some good old-fashioned golfing. Naturally, Nintendo have ensured that the game has an arcade style of play that is easy to get into, for all audiences. Each one of the Nintendo characters has their own strengths and weaknesses. For example, Bowser has the power to smack the ball a great distance down the fairway, but he lacks the accuracy of some of the smaller characters like Yoshi. Don't let the cute exterior fool you either, because Nintendo have developed a complex physics engine that calculates exact ball movement based on wind direction, strength of the strike and the spin placed on the ball. The 108 different holes on offer should keep you busy for weeks.

## POKEMON SNAP

The idea behind this game is original, to say the least. You take the role of a photographer on a safari around the famous Pokemon Island. The aim is to take the best picture possible of every one of the hundreds of different Pokemon on the island. This task is surprising difficult since you are not graded on such mundane things as the positioning of the shot. You have to coax the very shy Pokemon into posing for the camera. In order to get them to co-



Pokemon Snap



## MINI RACERS

Nintendo are obviously impressed with Acclaim's Re-volt racing game because they've designed their very own title using remote controlled cars. However, instead of the third-person perspective and weapons-based gameplay of Acclaim's title; Nintendo have decided to adopt an overhead view of the track and emphasize multiplayer gameplay. The game plays very similarly to Micro Machines, except that Nintendo have developed a much more interesting selection of tracks that really affect the gameplay. There are many different surfaces and each track is filled with jumps and obstacles to spice the action up. Another advantage over Acclaim's game is that four players can compete on the track simultaneously. This makes for a much more exhilarating and competitive experience. Both games look great, so we'll just have to wait and see.



Mario Golf



Pokemon Snap

operate with your photoshoot, you will have to use a number of different techniques such as finding their favourite food and teasing them with it. You will also have to do a lot of exploring to find every last Pokemon. With the aid of your all-terrain vehicle, you must navigate rivers, dense forests and hover up to mountain tops as you search for the hidden passages and secrets where the tricky ones are hiding.



Mini Racers



## HARRIER 2001

Harrier 2000 was one of the most impressive looking games on display at last year's E3, so I was a little disappointed that it hasn't been released yet. The game has been retitled, Harrier 2001 and held back so that the game could be extensively revised. The problem was that the designers put too much work into making the



game as detailed as possible. The end result was a game that would please simulation fans who would appreciate the slower pace. Unfortunately, the majority of N64 owners prefer a lot of action in their games. Therefore, Nintendo wisely re-tooled the game to give it a faster pace and make it easier to get to grips with. They've done a good job because from what I saw, the game was brilliant. Flying through tight canyons at incredible speeds as you strafe an enemy jet with your cannons, just in time to save your teammate, is fantastic fun.



Harrier 2001

## F1 WORLD CHAMPIONSHIP 2



F1 World Championship 2

The first F1 GP game for the N64 was one of the best racers on the system. It combined highly realistic physics with some of the most amazing graphics on the system. At first glance the sequel appears to be quite similar to the original, but once you actually pick up the

pad and start playing, you realize that there have been quite a few important refinements. Perhaps the best new feature is a Tutorial Mode that walks you through every aspect of the game's racing. There is detailed commentary that evaluates your performance and provides tips and tactics that can use to help you improve your lap times. The 4Mb RAM pak has been utilized to enable full length replays of your races so that you can savour those victories even more. As if this wasn't enough, they have also managed to tighten up the physics and increase the frame rate.



F1 World Championship 2

## COMMAND & CONQUER

Command & Conquer Strategy fans will no doubt be dancing in the streets because Nintendo have finally converted the classic real-time strategy game that started it all, Command and Conquer.

You get to build your own army units by mining the local environment for minerals, then constructing a destructive force that you must then coordinate against either a human or a computer opponent.



Command & Conquer

## STARCRAFT

Shortly after sinking their teeth into Command and Conquer, strategy fans will be able to coordinate their own complex battles in space with Starcraft. The game improves upon the ideas in



Starcraft

C&C by giving you three completely different races to choose from, all with different advantages that you must learn to master. The game also supports completely new levels designed for the N64.



# 3DO

## ARMY MEN

After getting my hands on an early version of Army Men, I discovered that beneath the tasty graphics, lay a very decent shooter. You take control of Sarge, who leads a crack troop of green plastic soldiers. In his words, "You are the last hope of defending the Green way of life from those tan-coloured scumbags". Yep, it's green against brown in an explosive World War.

The game takes a third-person perspective and equips you with a good arsenal of weapons as you make your way through a mixture of missions. Some of the particularly nasty weapons include magnifying glasses and flamethrowers to make pasty messes of your enemies with. Half of the missions are based in the real world, where your soldiers are only a couple of inches tall, and the other half are in toy environments, where you're life-sized in the surroundings.

Graphically this game was one of the best games on display. It supports the RAM pak for hi-res graphics, but even without it the



Army Men

game has a lot of visual clout. The animations for the soldiers include some of the most amusing death-animations ever. They've even managed to include real-time lighting from the muzzle flashes of the weapons.

# infogrames

## TAZ EXPRESS

The Taz games for the 16-bit consoles were some of the best cartoon licences on the systems because of his ability to eat anything in his path and change into a whirlwind that destroys anything it touches. In this game you take the role of a courier who is intent on delivering a precious package to the other side of the globe. To successfully complete this mission you will have survive some very dangerous environments like volcanic eruptions and flash floods. As if this wasn't enough, you will also have to contend with other characters from the Warner Bros universe such as Bugs Bunny and Marvin the Martian, who are all intent on stealing your package. In fact the package is so important that you don't actually lose any lives for killing Taz. You can be incinerated, flattened and shot, but you will only ever lose a life if the package is lost.



Taz Express



Duck Dodgers



Taz Express

## DUCK DODGERS

This game casts you in the role of Daffy Duck as you battle across several alien worlds in an effort to save the universe from Marvin the Martian. One unique feature of the game is the way Daffy's emotional outbursts have been included. At random intervals in the game, Daffy's emotions will get the better of him and you will have to learn to overcome these wild impulses and stay focused on the mission. The typical humour of the cartoons has also been retained, causing Daffy's bill to spin around his head whenever you get shot.



## WORLD DRIVER: CHAMPIONSHIP



World Driver: Championship

Wow. That was my first reaction when I saw this game moving. It runs in high resolution, with a smooth frame rate and sports some of the most impressive geometry I've ever seen. The game also uses textured shadows on the track and backgrounds to give it a much more realistic look. Powerslides look great thanks to the skid marks left and the smoke rising from your tyres. From what I noticed of the gameplay, it handled realistically and intuitively. This game is a very strong contender for best racing game on the system.



World Driver: Championship

## BLITZ 2000

This is a game with no refs, no rules, and no mercy. Fans of the original game enjoyed the over the top arcade style that made it the most enjoyable football game on the market. Blitz 2000 has thirty-one teams, each comprised of seven of the best offensive and defensive players from each team. The amazing tackling animations make you really feel the pain. The game will also feature fantasy stadiums, play-select artificial intelligence, improved weather effects, new codes, camera angles and secret players.

## HYDRO THUNDER



Hydro Thunder

This is another impressive effort from Midway, but in contrast to World Driver's realism, this game has emphasised spectacular stunts. There is a range of different weights that affect the amount of air-time you can get off jumps. I was also impressed with the game's detail; if you look closely you will notice that you can make out the realistic textures of the rocky bottom underneath the water's surface and when flying off the jumps, if you are lucky you will actually smash into the news helicopter and send it crashing to the ground.

## GAUNTLET: LEGENDS

This game's greatest asset is the four player simultaneous feature that lets all of you battle the hordes of monsters in the main adventure. Because of this, you can actually coordinate with your team mates and develop strategies and formations to best tackle the enemy.



Blitz 2000

## READY TO RUMBLE

In terms of graphics, Midway's boxing effort KO's EA's Knockout Kings. The characters are incredibly detailed and the amusing animations make it so much more rewarding to beat the crap out of them. The game also boasts the greatest variety of players ever. I bags using the sumo wrestler.

## MORTAL KOMBAT: SPECIAL FORCES

This new Mortal Kombat adventure gives you complete freedom to explore 3D environments. As well as the violence you would expect from the game (I love the way your punches splatter their blood against the walls), there is a lot of platform action.





# UBi Soft

## RAYMAN 2

A gang of nasty pirates (not the software kind; the ones with eye patches) has landed on Rayman's world with the wicked intention of selling the planet's quirky animals to an

intergalactic freak show. Naturally Rayman isn't going to stand for this, so he plots to defeat the hordes of invading pirates. The designers claim that there are over forty hours of gameplay in this absolutely massive game. I only saw two levels, but each one was about twice the size of the areas in games like Banjo-Kazooie. Luckily, the levels are all packed with plenty of puzzles and enemies. An example of the puzzles you will face is provided early on when you attempt to enter the pirate ship. At first there seems to be no way to get through the door. However, if you explore then you will find a barrel of explosives that can be ignited by the nearby campfire to blow straight through the door.



Rayman 2



## HYPE - THE TIME QUEST

Yet another title in the long line of games based on toys. This time around, you take control of Playmobil characters as you battle your way through time, and across fourteen different worlds. The cast of characters you meet range from the bizarre (fearless flying dragons), to the downright insane (a temperamental sumo monk). However, this game provides a huge quest to keep players busy for months.



Hype - The Time Quest

## WILD WATERS

Wild Waters is surely the first white water rafting game to hit the N64 and luckily for us it's a quality simulation. Each one of the courses is filled with plenty of treacherous drops and turbulent rapids. Successfully navigating all these obstacles without taking an unexpected swim is difficult yet enjoyable. It may not be for everyone but it definitely offers a unique experience.



Wild Waters

# GT interactive

## 40 WINKS

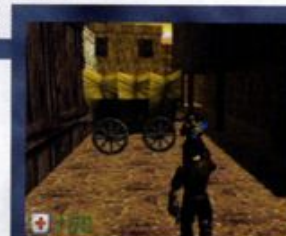
Instead of the lame ending where you find out everything has been a dream, this game takes the unusual slant of starting in a dream world that you have to fight your way out of. You take control of two children called Rough and Tumble. While the names sound lame, the characters do have the very enjoyable ability of using their dream state to turn into different super-powered forms for specific tasks. From what I played of the game, it seemed to be an enjoyable platformer, with some of the most colourful graphics we've seen yet.



40 Winks

## DUKE NUKEM: ZERO HOUR

I played an early version of this game a few months ago but I was really impressed with how much the version at E3 had improved. The third-person perspective works well and the game controls smoothly. I had particular fun in one scene where I came up behind one of my fellow soldiers fighting off the enemy. Naturally, I splattered his brains against the wall and then took down all the aliens single-handedly. Duke doesn't need help from anyone.



Duke Nukem



## TOY STORY 2

Toy Story 2 is so huge that just exploring the rooms in the first house will take you hours. Buzz's spacesuit comes with a number of tricks to help you out; like the powerful laser attached to his arm and the wings that flip out to extend your jumps. The game also has multiple objectives for every level, but you only need to complete one of them to advance. This effectively means that you won't have seen all of the game until you've completed it three times.



Toy Story 2

## A BUG'S LIFE

The animated movie contains some of the most amazing computer graphics I have ever seen, so I was anxious to see how they translated this into the game. Well, after playing the game I came away with mixed feelings. There were some nice touches in the game that tied in with the movie really well, but there was a lot of stuff that we have seen a hundred times before in similar 3D platformers. Hopefully, they'll be able to tune things up a bit for the Christmas release.



A Bug's Life

## VIGILANTE 8: SECOND OFFENCE



Vigilante 8: Second Offence

For those of you who missed the first N64 game, Vigilante 8 is all about toolled-up cars thrashing about the place and using their pop-out machine guns and missile launchers to blow the crap out of anything that rolls. The first game was pretty decent, and I can happily tell you that the sequel is even better. The game takes advantage of the RAM pak



Quake 2

## QUAKE 2

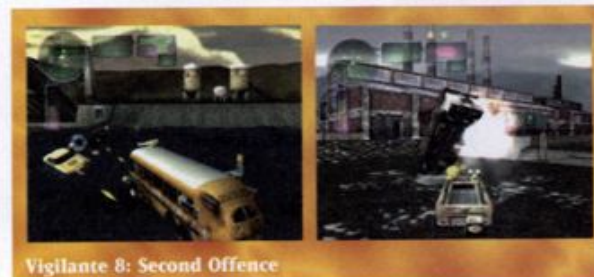
Even the biggest Quake fan would be reluctant to say that the first game on the N64 was a great effort. Luckily, Activision have done a tremendous job on the sequel and produced a silky smooth blasting experience. Even in the four player deathmatch this game moves with a solid frame rate. The game has also been fully revised from the PC version to include completely new level designs.

## SPIDERMAN

Spiderman is one of the most popular comic book characters, so it's a little surprising that this is his first videogame since the days of 16-bit consoles. What this means for us is a thoroughly enjoyable game. You make your way around huge 3D cities, as you use your web-swinging and building-climbing abilities to track down all manner of vicious criminals over the game's 15 different missions.



Spiderman



Vigilante 8: Second Offence

to deliver crispy hi-res scenery and explosive special effects. Another impressive feature is that if you drive into the water, the wheels flip back to be replaced with hover pads.



# Lego Media

## LEGO RACER



Aside from the three brilliant titles from Rare, this was probably the best game I played at the show. It takes the familiar style of Mario Kart and adds so many fantastic features from the Lego world that you can't help but be impressed. The first thing you do is design your own car. You start off with one of a few basic chassis, and then you have hundreds of different Lego blocks that you can add to the car. The best feature is that these additions do a lot more than just look cool. For example, if you add only a few blocks then your car will be too light, and slide out on many of the corners. Add too many blocks and you will have a very stable car, but one that, unfortunately, can't achieve very high top speeds. Like all great creation modes, the best feature is that you can save any cars you want to memory pak and take them around to your friends places to give them a thrashing. Once you're on the track you will notice that even the power-ups continue the Lego theme. Each power-up is a different lego block, and each block can combine with the



Lego Racer

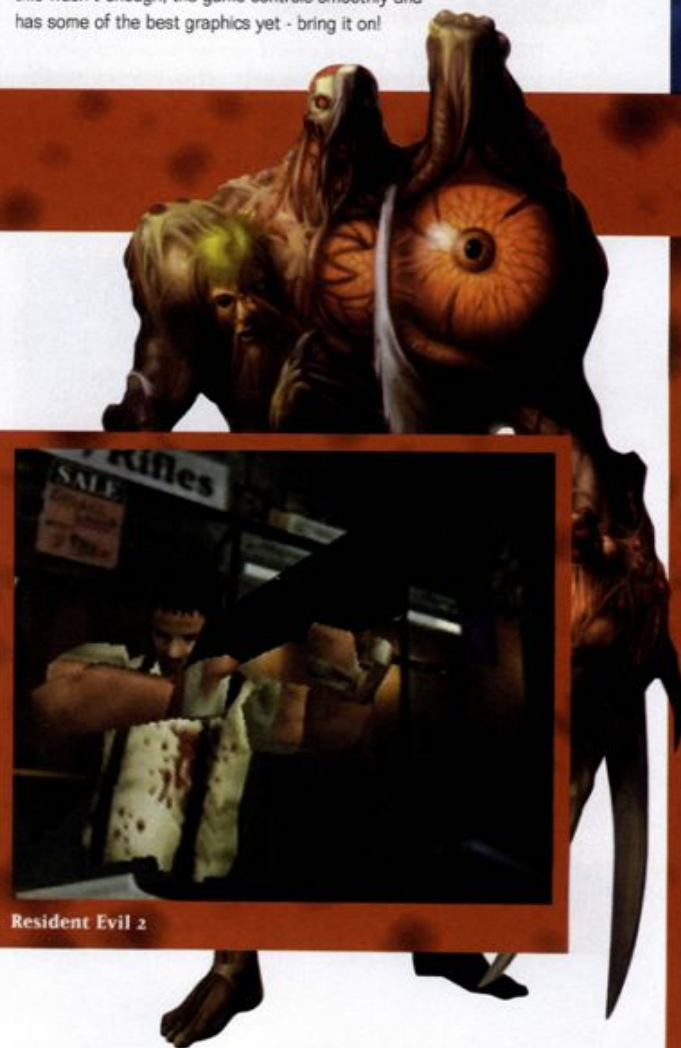
other blocks you collect to create new and different power-ups. For example, you can collect standard turbos, but if you then collect a missile power-up, you'll get a super-fast missile that is deadly. As if this wasn't enough, the game controls smoothly and has some of the best graphics yet - bring it on!

# Capcom

## RESIDENT EVIL 2



Everything about this conversion reeks of quality. Not only have Capcom managed to squeeze all of the action of the PlayStation game into the cart but they've used the RAM pak to display the 3D characters in high resolution. In a move that will surely amaze many sceptics, Capcom have also managed to use advanced compression techniques to squeeze all the full-motion video of the CD version, onto the a huge 64 Mb cart (twice the size of Zelda). The game pits you and a variety of chunky weapons against a city full of Zombies. Resident Evil has a very cinematic feel that engrosses you in the atmosphere, and scares the hell out of you as well. I love the way your level of health affects the gameplay. If you are careless enough to let a zombie chew on you, then you start to drag your feet and have trouble escaping the rest of the zombies.

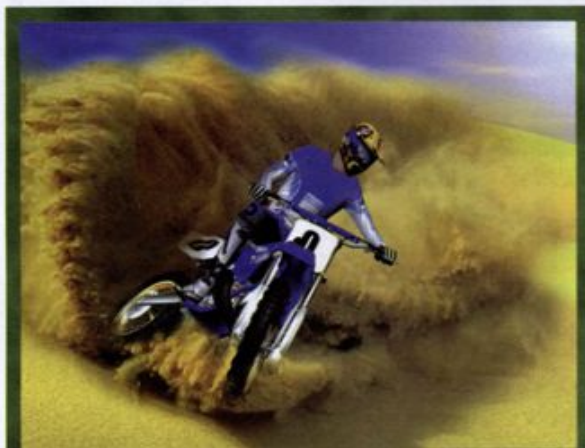


Resident Evil 2



## ARMORINES

This game takes Turok 2's graphics engine and tunes it up to the next level. The game feels quite similar to Turok, but it has a more involved story and a greater variety of gameplay. For example, in the first level you start off inside an attack helicopter. You have control of the ship's guns and you get to strafe around the landscape as you splatter lots of alien blood. Another great feature of this game is the way all the different weapons are contained within the armour of the suit and just pop out when you need them.

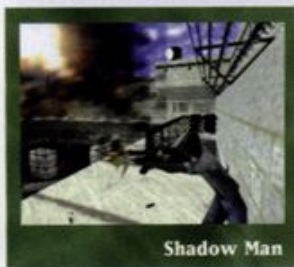


Jeremy McGrath Supercross 2000

## JEREMY MCGRATH SUPERCROSS 2000

I must say that I wasn't exactly doing cartwheels with excitement when I heard about this game, but I was pleasantly surprised when I actually played it. Hooning around the mud tracks as you jostle with the other riders can be quite fun. The game's designers have spent a lot of effort on perfecting a realistic physics engine so that every aspect of the bike - down to the individual suspension of each wheel - feels great. The game even has a detailed tutorial by Jeremy McGrath that tells you all you need to know (apparently he's famous or something).

## SHADOW MAN



Shadow Man

Don't think that the game is ordinary because I haven't devoted much space to it. I'm only doing a bite sized section on Shadow Man because we've covered the game so much already. Rest assured though, that this game was easily in the five best games on the show floor. Hopefully, I'll be reviewing this bloodthirsty game next issue.



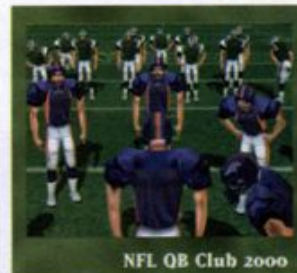
Armormines

## TUROK: RAGE WARS

Acclaim have taken advantage of the increasing popularity of deathmatching and created a game that is purely about multiplayer action. There is no single player adventure but you can pit yourself against computer opponents in a variety of co-operative and competitive missions. The real point of this game is to offer a comprehensive multiplayer experience. As well as Turok, Adon and the other usual characters, you will now be able to access a whole host of characters including bosses like Oblivion. There will naturally be a wide variety of weapons and options, like creating your own skins for the characters.

## NFL QB CLUB 2000

Last year's game looked great, but QBC 2000 has really pushed the machine to create super detailed characters that look just like the real players. Fans of American football will be pleased to know the game now features improved artificial intelligence (coordinated by Charlie Weis) and over 1200 new animations.



NFL QB Club 2000



Re-Volt

## RE-VOLT

Re-volt is another first-class game from Acclaim. I thought it looked good when I saw it last month, but Acclaim have tweaked the N64 version a lot since then, so that the graphics are now looking amazing. I can't wait to shrink myself down, grab the wheel and take one of these toy cars for a spin.



# Titus

## BLUES BROTHERS 2000



# BLUES BROTHERS 2000

We're on a mission from God! Watching Jake and Elwood Blues make their religious journey across the country as they attempted to use their music to save a local orphanage, was highly amusing. Unfortunately, Blues Bros 2000 is just a pale imitation of the classic. So, is the conversion of the movie any better? Unfortunately, I don't think so. The gameplay looked very similar to Crash Bandicoot's, in that all it consisted of was making your way along a restrictive path, smashing the odd enemy and collecting some bonuses.



Blues Brothers 2000



Superman

## SUPERMAN

Alas, Lois Lane and Jimmy Olsen have been kidnapped by the treacherous Lex Luthor and Brainiac. This looks like a job for... Superman! Yeah, Superman's cool and I couldn't wait to put my underwear on the outside and check this game out. Well, from what I saw, the game involves a lot of flying, a real lot of flying. In fact I couldn't actually find anything to do besides flying. Oh well, it was pretty cool fun and I'm sure there are plenty of other action sequences later in the game. Look out for the review shortly.

## HERCULES: THE LEGENDARY JOURNEYS

That troublesome God of War, Ares, has imprisoned Zeus and released two Titans to wreak havoc on the poor mortals. Naturally, Hercules and his friends step up to the plate to challenge these muscly types to a fight-to-the-squirming-on-the-ground-crying-like-a-girl.



Hercules: The Legendary Journeys

It's your job to get Hercules up off the ground, dry his eyes and kick some butt. Unfortunately, this game wasn't on display at the show, so you'll just have to be content with the screen shots and the promise that we'll give you all the goss as soon as we have it.



Roadsters '99

## ROADSTERS '99

Lamborghini 64 was one of the best racers released on the N64, so I was eager to see how the sequel turned out. Pretty damn fine, is the answer. The graphics look great and the game supports a number of original options. For example, instead of just concerning yourself with placing first, you have the ability to bet on the outcome of the race. If you bet against yourself, you can still win plenty of cash.



## RUGRATS SCAVENGER HUNT

The storyline features such mind-blowingly exciting plot developments as: one of the Rugrats accidentally breaking Stu's Aztec statue, and as the babies search the house for the pieces - wait for it - they are transported to an ancient Aztec temple. Okay so you may notice a slight hint of sarcasm. The game sounds a little dull for adult gamers, but fans of the show will love it. Just like the South Park game, the actors from the cartoon have been hired to record unique dialogue for each of the game's ten different Rugrats.

## ROAD RASH 64

I've always been a big fan of Road Rash games. Despite a few dodgy PlayStation versions of the game (that we all know that was the machine's fault and not the games) they have always provided great laughs. This time around, as well as getting to attack your opponents with things like spiked baseball bats and tyre irons, you can also use your weapons to jam into the spokes of your opponent's wheels for some dramatic effects. With souped-up graphics, four player split screen races and advanced artificial intelligence, this game rocks.



Rugrats Scavenger Hunt

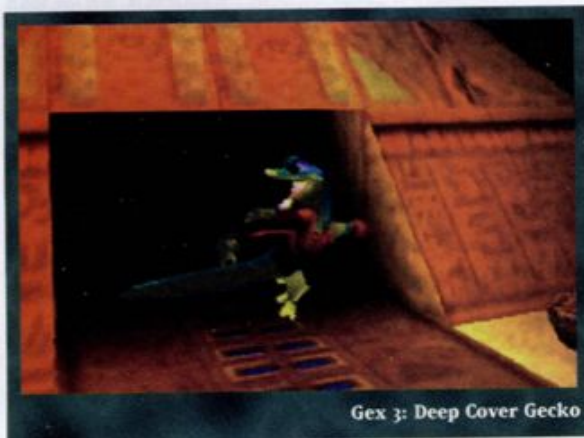


Road Rash 64

# Crave

## GEX 3: DEEP COVER GECKO

The latest version of Gex won't amaze anyone but it will please fans of the original with its slick visuals and improved gameplay. The game is still about a wise-cracking gecko that makes its way around each level, collecting hundreds of icons on the way to the exit, but now you get to do it in much more outlandish settings. Pity it's not a fighting game; Gex vs. Banjo, now there's a game I'd buy.



Gex 3: Deep Cover Gecko

## BATTLEZONE 64

What's the one thing better than slapping people around? Jumping in a hundred metre robot and shooting them - that's what! The game didn't look spectacular, at this stage, but the concept was interesting.



Battlezone 64

## CAESARS PALACE

After the awesome gambling experience that was, Golden Nugget, I have been dying to play another exhilarating effort. Playing pokies or Blackjack or Roulette, the possibilities are amazing - NOT!

## FIGHTING FORCE 64

Final Fight on the N64? We wish! This game could have been great but it wastes the perfectly good idea of walking along beating the crap out of people because of its dodgy gameplay and lame visuals.



# Electronic Arts

## KNOCKOUT KINGS 2000

The N64's first boxing game has lots of interesting features. Instead of just throwing in the current players, this game gives you the ability to choose from twenty-five of boxing's greats.



Knockout Kings 2000

## SUPERCROSS 2000

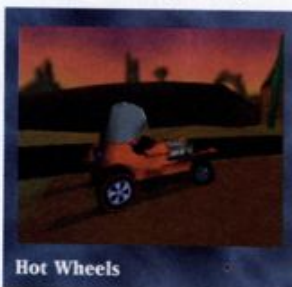
EA's supercross game was surprisingly detailed. They have even gone to the effort of designing the game so that the muddy track degrades as you advance through the laps. This means that each progressive lap becomes more and more challenging. The physics model has also been constructed with the help of professional racers so that it is as close as possible to the real sport. The spectacular jumps that you can execute in this game include heel-clickers, nac-nacs, whips and the superman - maybe you leave the bike and fly?



Supercross 2000

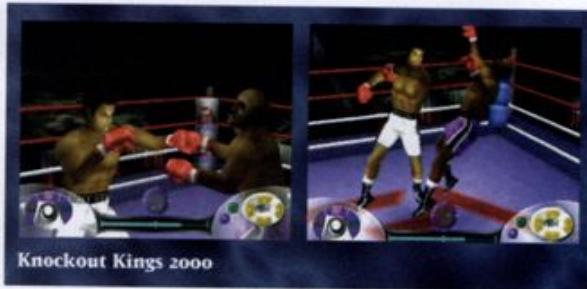
## HOT WHEELS

al'm not exactly sure why there were so many games based on toys at the show, but this one stood out from the crowd with its emphasis on gameplay. Although, the graphics were fairly average,



Hot Wheels

it only took a minute of playing to discover that the game contained the same addictive enjoyment as EA's other racer, Beetle Adventure Racing. The control just felt perfect. Within a few minutes I felt completely in control of the vehicle as I used the analogue stick to execute skilful multiple flips over the game's many jumps.



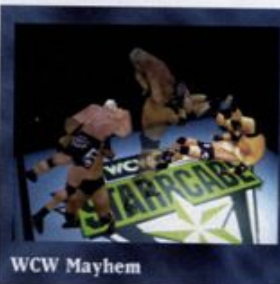
Knockout Kings 2000

Players like Muhammad Ali and Sugar Ray Leonard are all selectable so that you can recreate those classic fights. The game has great animations for the way the fighter's heads snap around when hit, and the way they stagger around woozy, after a big blow. Knockout Kings also includes a cool feature that warps the faces of the fighters as you hit them.



Supercross 2000

## WCW MAYHEM



WCW Mayhem

EA have a fantastic reputation in the sports genre so I guess it was only going to be a matter of time before they moved into the popular field of wrestling. The game looks a lot like Acclaim's WWF games because it uses similar soft-skinned polygon models. They are so detailed

they even include textured tattoos for the players. Some of the particularly nasty moves included crotch-grabs and back-breakers. The game did have fairly sluggish gameplay, but it's currently only 50% complete and is bound to be tweaked a lot before release.