

Guide to E3 1998

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Games Master

Your comprehensive guide to the biggest games you'll be playing later this year (and next)...

Parasite Eve

Zelda

Crash 3

Earthworm Jim

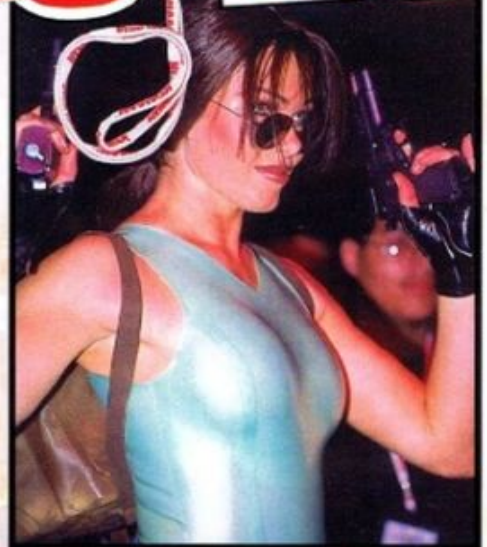
Spyro the Dragon

Metal Gear Solid

GUIDE TO E3

GAMES MASTER **GUIDE TO E3**

E3. A SHOW SO BIG EVEN THE STARS COME OUT TO PLAY. TAKE A LOOK AT THE HOTTEST GAMES ON EARTH!



Wow, what an amazing pair of sunglasses. Can't wait to get our hands on those.

Travelling half way around the world to pay a visit to Atlanta in the good old US of A, just to play videogames is a tough job, but someone has to do it.

And, being there between the 28th and 30th of May meant we got to try out the biggest and most eagerly awaited titles months before they are due to hit the UK shops. So, while our evenings may have been spent hob-nobbing

with the stars in swish clubs, we spent every second of every day sweating over joypads to bring you the very latest details on the games you've been reading about for months and the new titles that are all jostling for your attention. Everyone who is anyone had something new to announce at E3. Sega had Dreamcast, Sony had *Spyro* and Nintendo had *Zelda*.

So pull up a chair, relax and get ready for a piece of gaming heaven as GamesMaster takes you on a guided tour of the movers and shakers at the biggest (not to mention loudest) videogames show in the world. Welcome to E3.



Thankfully not a personal appearance by the universe's most deadly alien species though you couldn't help but feel slightly intimidated by them.



Gillian Anderson was there too, surrounded by lots of very big men with guns.



Another pretty ladee. Don't know what she was handing out but we went back for more.



Near-naked women led to crowded stands. Go figure.



Scantly clad girls were everywhere. Any excuse, eh?



A game so good, even Nintendo gaming God Miyamoto had to play it.



Wherever you went, Lara was towering over you. Well, she is a big girl.

Now turn the page to see the real stars of E3...

Legend of Zelda

Ocarina of Time

GAME OF THE SHOW



The camera falls behind Link but can be locked on enemies.



Climb on and giddy up! You can fire arrows on horseback!



Press A to unsheathe your sword and attack!

The most wanted game in living memory has a release date!

You've seen the shots, read the details and dreamed about the possibilities. But actually playing *Zelda* knocked the lot into a cocked, pointy, green hat. Here are some highlights...

Lock On

Zelda's solution to tricky 3D camera problems is a lock on feature. Hold down the Z Trigger to select the nearest baddie, fixing the camera on it so you can move and fight

without the camera flying all over the shop. Nice!

New Creatures

Thought your first encounter with the fire belching, fully 3D'd up Bowser in *Mario 64* was impressive? Well you should see the bosses in *Zelda*. Joining the lanky Stalfos skeletons, awesome dragon Dodongo and vicious spider beast seen at Space World, were Ganondorf, who jumped in out of paintings on his devil horse and a frankly breath-taking translucent water monster.

Grappling Hook

New for E3, Link can swing across roof tops using a grappling iron which could also knock ladders loose for you to climb.

Horse Riding

Always an interesting

feature of the still screen shots, once you actually got on horseback and rode around firing arrows it was a sugar lump-feeding joy to behold.

Playing this latest version of *Legend of Zelda* confirmed that it's potentially another Miyamoto Greatest Game Ever in waiting.

Format: N64
Available: December



Dungeons have rarely looked as nice as they do in *Zelda*.

WE'VE PLAYED IT!

- The variety of enemies is truly astonishing.
- We got a Zelda badge for testing it. Ta, Ninty!



Link towered over E3 like a tight and jerkin-sporting elf. Actually getting to a machine was an almighty struggle.

Jet Force Gemini

Rare continued their policy of dropping top secret bombshells when ever the fancy takes them (anyone remember *Diddy Kong?*) by unveiling *Jet Force Gemini*. This years E3 got a good look at this

stunning looking shoot-em-up which is set in a *Mario*-like 3D environment.

Featuring three characters, a boy (Juno), a girl (Vela) and a dog (Lupus), players will have to switch between them to make the most of their different abilities, gun down

waves of baddies and power up their weapons in time honoured *Contra*-on-the-SNES style. Multi-player modes offers four-player deathmatches or an intriguing, two players on one screen version of the game's story mode.

Being a Rare game and every-

Format: N64
Available: TBA

thing, you can be sure that the whole thing will be bursting at the seams with bonuses and puzzles. Rather fittingly from the creators of *GoldenEye 007*, you can also expect plenty of sneaking around levels as well as frenzied adrenaline-soaked trigger squeezing.

Although at the just announced stage, *Jet Force Gemini* looks like it's all set to be another Rare jaw-dropper and it promises to combine some of the N64's sharpest graphics with gameplay that gives the shoot-em-up a much awaited return to greatness.



The weapons are already looking spectacular.



That looks like a member of the Gremlins genus.



Fantastic reflections and lighting effects from Rare.

Perfect Dark Twelve Tales Conker 64

Format: N64
Available: 1999

We splashed shots of Rare's follow up to *GoldenEye* last issue.

Perfect Dark is the Bond-free, sequel to one of the N64's finest moments and, judging by the video shown at E3, looks every bit as exciting as you'd imagine.

Starring a female special agent, Joanna Dark and set in a shadowy futuristic world of aliens and sinister corporations, Rare promise a bigger, better looking game than *GoldenEye*. The two highlights of the video were a sequence showing Joanna on a hoverbike and a section where she rescues an alien by pushing it along on a trolley.



The game boasts realtime and coloured lighting effects and will also feature full on surround sound.

Format: N64
Available: Late '98



Rare's other bid for 3D platform perfection is this cutesy ledge-leaper starring *Diddy Kong Racing*'s Conker and close pal Berri the chipmunk.

It allows simultaneous two-player action and even a four-player battle mode. Playing on your tod will differ depending which character you pick. Berri, for example, can't fight baddies herself.

WE'VE PLAYED IT!

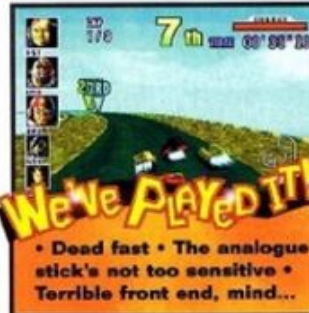
• Yep, it's *Super Mario 64* with a squirrel • Handles just like Nintendo's title.

F-Zero X

Format: N64
Available: Winter

Miyamoto's space racer is getting ever nearer to completion and the playable version at E3 went like the clappers. (How fast do the clappers go?)

Some on-lookers complained that it didn't look as good as they hoped. But, as with the SNES original, the track's are fantastically well designed with hover-based momentum in mind. With up to 30 vehicles on screen at one time and Nintendo's trademarked playability cozing from the screen, this could set a ridiculously high standard for *Wipeout 64* to beat. We reckon this is going to be a big hit for Nintendo's machine.



• Dead fast • The analogue stick's not too sensitive • Terrible front end, mind...

F1 World Grand Prix

Format: N64
Available: TBA

The N64's serious racer problem could be solved in spectacular style by this Paradigm developed F1 racer.

Graphics are approaching Psygnosis *F1 '97* levels and because it's the official license you get all the

proper circuits with track-side detail present and correct. Add in different weather conditions, tyre wear, gear ratios and the like for realism sakes plus nice touches like the Challenge mode, which lets you re-run classic races and it's obvious this is shaping up to be a real contender for champagne-spraying glory.



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Format: PSX
Available: Christmas

Spyro the Dragon

Meet Sony's new purple, pyrotechnic, platform star!

and lack of freedom barrier that's hampered other PSX platformers like *Croc* and *Crash*. At the back of the screen, you can see distant dots that turn out to be hat wearing monsters or power-ups, and not the merest whisp of misting. The hi-res scenery and crisp as toast characters move delightfully smoothly. Basically, there's no doubting that this is a second generation PlayStation platformer in the same way *Gran Turismo* was a second generation racer.

Gameplay

Most of the game's baddies are scared of Spyro and run away when you approach them. Track them down and with a quick burst of breath you can flame grill 'em. The butterflies subsequently released are essential for your energy levels. Spyro can also glide on his small bat like wings so the huge levels can be seen from the air and there are apparently secret flying sub-games where you'll need to swoop through rings. It all looks fantastic.



Sombrero wearing birds!



Levels are proper 3D worlds.



Let rip with your fiery breath.

Sony were winking, tapping their noses and whispering "Mario beat-er" long before E3 started.

Spyro the Dragon's a new 3D platformer that brings the PSX closer to Nintendo's bog mechanic. It was one of the few genuinely new

stars to debut at E3. The purple fella has a range of endearing expressions and mannerisms previously the copyright of Nintendo. He can fly, glide, roll and heavy breathe his way through 36 levels divided up into seven themed worlds. Your goal is to rescue his dragon mates from the evil Gnasty Gnorc.



Graphics

It looked fabulous, finally managing to burst through the cramped levels

WE'VE PLAYED IT!

- One of the most polished games at E3
- Analogue control v. sensitive
- Huge playing area.

X-Files

Format: PSX
Available: September

Get yourself to page 84 for the review of the PC version. The PlayStation game is looking like a near identical mix of specially shot footage and sinister goings on. Set to come on five whole CDs, the storyline's been penned by series creator Chris Carter.



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5th Element

Format: PSX
Available: Sept

An action packed film license with more than a touch of the *Tomb Raiders*. Alternating control between two main characters the emphasis is on solving puzzles, lots of shooting and a bit of platform leaping. Could be a bigger hit than the lavishly freaky film it's based on.



Wild Arms

Format: PSX
Available: September



Not another *Final Fantasy 7* but a decent action RPG in its own right. The game uses the same SNES-style top down view as *Alundra* for most of the game but includes impressive 3D battles.

Tombi

Format: PSX
Available: August

Some traditional 2D platform madness with the occasional shift into 3D from this bright looking side scroller. Expect some Japanese quirkiness with interesting sounding RPG elements.



Crash 3

Format: PSX
Available: December

The Bandicoot's back and, inevitably, bigger and better than ever, at least according to his paymasters at Sony.



The third episode of the marsupial's adventures made a sizeable splash at E3 with some inventive time travelling levels, new moves and less linear gameplay.

Crash gets to smash crates everywhere from ancient Egypt and Rome to Medieval England and pre-historic, dinosaur infested times



with the orange lummo, as ever, on the trail of the evil Dr Neo Cortex. Remember the great hog and polar bear riding sections from the last two outings? Well, they're in the new game with an obvious highlight of the demo version being a mad pelt across the Great Wall of China on a tiger! A T-Rex ride over the fences is also featured and there are hover boards, jet skis, mini-sub, aeroplanes and motorbikes to add some variety to the more straightforward running and leaping. This time, you can also play as Crash's sis Coco should you tire of the orange one.

We've PLAYED IT!

• Into-the-screen and side-on bits now cleverly linked together • Analogue control superb.



Syphon

Format: PSX
Available: November

A right shady customer. Announced at E3, this stealthy action adventure looks like an attempt to cross *Tomb Raider* with *GoldenEye 007*.

Playing Gabriel Logan, an anti terrorist operative trained in espionage, your mission is to stop

eco-nutters from releasing the Syphon virus into the atmosphere.

Naturally, a great big box of guns and gadgets are at your disposal to ease the passage through the game's 16 large levels. Particularly worthy of inclusion in any gamer's spiral bound notebook is the sniper rifle which lets you zoom in on targets in a sneaky way... rather reminiscent of *GoldenEye*. You even get night sights so the enemy can be shot in the dark with the view akin to what the Predator sees when he looks out of the window of a morning.

We've PLAYED IT!

• Logical lay-out to the controls • Exciting missions • Slightly rough around the gills though.

Filter



Popcorn

Format: PSX
Available: Winter '98

Behind the uninspiring title, lies an interesting debut game from *Eighth Wonder*, a break away team from Rare.

The game's a platforming take on *Bomberman* with players chasing across different time zones, planting bombs and retiring a safe distance.

Two characters will be initially playable but you'll also be able to

take control of any bosses you beat. Sony are promising addictive gameplay with a precision drawn learning curve of puzzles that get progressively harder and make you actively explore the large, well designed levels. It'll be interesting to see how this compares to the recent disastrous attempt to turn *Bomberman* into a platform game on the N64 and PlayStation.



Cool Borders 3

Format: PSX
Available: November

With the last *Cool Borders* (a) offering the best snowboarding action on the PSX and (b) selling shed loads, it's no surprise to see more funky-ironing board stuff from Sony with *Cool Borders 3*.

This should have a brand new game engine to display 36 courses. There'll be over 20 borders, ten authentic boards and the usual collection of silly sounding stunts to master. What's more, it's been sponsored by QuickSilver, Swatch and (not sure about this) Burtons. The best sounding feature on paper though has to be the eight-player, multi-tap enabled, head to head mode although God only knows how it'll work.



PAGE 106 **Tekken 3**

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Parasite Eve

This has to be the most eagerly anticipated RPG after *Final Fantasy 8*. If you've been reading GamesMaster you'll know

that *Parasite Eve* is a creepy contemporary horror yarn.

Even up against the show's other heavyweights, *Eve's* cinematic sequences and flash effects look pure class. The big advantage it could have over *FF8* is a more realistic combat system, allowing you to move during a scrap rather than just standing there like a gimp. There's plenty of the depth, with an

Format: PSX
Available: Autumn '98

engrossing plot involving mutant DNA and all the stats screens and varied locations you'd expect from Square. Don't be surprised if fit heroine Aya does a 'Lara' on us all.



We've PLAYED IT!

• First outing for the English version (complete with Americanisms) • As engrossing as ever.

Xenogears

Format: PSX
Available: Autumn '98

Destination: The future. Robots stomp the planet looking for a fight and you're ready to give it to them in Square's other big action RPG.

The battle scenes are presented in full 3D and once again stretch the RPG envelope by introducing realtime mech combat. Forget intrusive menus, like a true console title *Xenogears* relies on button presses to direct the action. It's also blessed with over 20 minutes of top cell animation and scene-setting dialogue.



Two Japanese obsessions combine: Robots and RPGs.



Brave Fencer Musashiden

Format: PSX
Available: Autumn '98

Brave Fencer sees Square in up-beat mood with a fantasy adventure starring a cute little warrior called Musashi.

While much of the game revolves around exploration and squeezing snippets of speech out of the cast, there's plenty of fighting too, this time in a 3D realtime setting in which day turns to night as you keep on battling along.



More action-packed than *FF7* could this be even bigger?



Body Harvest

Format: PSX
Available: Autumn '98

After massive slippage DMA's multi-vehicle blaster is back on track and looking fantastic.

In your war against alien bugs you cross from the past to the future trying to destroy the invaders before they process the whole of humanity into tasty snack-treats. Along the way you get to use everything from hovercraft and jump-jets to Model T Fords against the other-worldly scum. Lots of variety and some amazing effects give the whole thing a nice icing.



We've PLAYED IT!

• Fast and frantic action • Loads of wacky vehicles.

Tribal Lore

Format: PC
Available: Autumn '98

Tribal Lore aims for a Celtic feel with four tribes covering druids and Nordic types.



Build armouries, fortresses and temples to protect your tribe while erecting standing stones to collect magic power. The 3D environment will feature whirlpools, waterfalls, forests and mountains all ready to be levelled by your magicians.



We've PLAYED IT!

• Easy to control • Challenging gameplay.

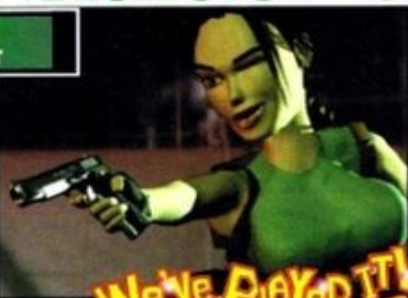
Tomb Raider 3 Daikatana

Format: PSX•PC
Available: November



Polygon Spice's back and ready for more curvy adventuring.

A more powerful graphics engine means richer textures for better-looking levels. The enemies now have better AI and won't just stand around getting shot. The action takes place around the globe and Lara will change outfits to



We've PLAYed IT!
• More of the same really, but who's complaining?

reflect where she is. There are enhancements to the gameplay including new moves. It's also displayed in hi-res on the PSX and supports the Dual Shock.

Format: PC
Available: September

John Romero of Quake fame gets his hand on the Quake 2 engine and adds his own form of magic to it to come up with a time travelling first-person shooter of his own.



Travel through time, battling over 60 different kinds of monsters with 32 weapons. There are puzzles

We've PLAYed IT!
• Quake 2 gone mad(der)
• Amazing enemy AI.

as well as monsters to slaughter. The AI has been tweaked so this won't be an easy ride. You can even have voice communications with your sidekicks in the game. This game has been massively hyped and has come on a long way since the first time we saw it.

Ninja

Format: PSX
Available: September



Core Design have forgone the wonders of the Tomb Raider engine to make Ninja an even faster arcade-style hack 'n' slash 3D adventure. It's viewed from a 45° angle as you progress through the 13 stages of detailed Jap-slapping and magic casting action.

Gangsters

Format: PC
Available: November

Become the kingpin of a gang of 400 thugs in a 1000-block city. Extort, bribe, threaten and run dodgy businesses. Don't forget to 'do in' anyone who gets in your way as you battle the police for control. The city's 5000 citizens are yours for the taking in this crime-riddled strategy game



Fighting Force 64

Format: N64
Available: Christmas



You've seen the PlayStation and PC versions of this scrolling beat-em-up from Core. Four characters to choose from and plenty of crooks to kick in. It's got loads of moves plus you can use just about anything that's lying around as a weapon. *Final Fight* in 3D... almost.

Omikron

Format: PSX•PC
Available: August

A 3D arcade adventure where you have to possess bodies to stop a demon taking over the world. The 3D engine looks great and has gameplay tweaks, like the ability to reincarnate into the body of the last person you touch before dying which can lead all manner of larks.



Thief

Format: PC
Available: October

An action adventure shoot-em-up from the guys who produced the first *Ultima* games and *System Shock*. It's viewed from a first-person perspective with puzzles and battles to keep adventurers happy.

Tarten Army

Format: PC
Available: November



This is all a bit Braveheart. Conquer the clans of Scotland or ascend to the Throne of England in this strategy combat game. You control a clan leader who in turn controls troops. It's all displayed in 3D and the realtime action is very appealing.

Dominion

Format: PC•PCX
Available: Summer '99



Another C&C-style game but this time with hi-res graphics. You have four races to control and lots of different units. In the 48 missions you fight for control of a planet surface while a bigger battle goes on in space. Watch out *Red Alert*, *Total Annihilation* and *Starcraft*.

Warzone 2100

Format: PC
Available: September

Set in the 21st century, this is a realtime strategy wargame where you have to regain control of North America. In C&C style you have to research and develop new units to take into battle on the rotatable 3D landscapes. Some units even have the capability of learning as the game goes on. Could rival C&C: *Tiberian Sun*.



DON'T MISS...

Final Fantasy 7

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Commandos

DON'T MISS...

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Metal Gear Solid

GAME OF THE SNOW

Format: PSX
Available: TBC



Without doubt the game of the show. *Metal Gear Solid* was so impressive even Nintendo's top games designer Shigeru Miyamoto took time out from *Zelda* to play it on the Konami stand.

Check out last issue's massive first play feature if you want to see the game in detail. You can't fail to be impressed by Konami's stealth-a-thon espionage thriller. The graphics are fantastic and the atmosphere won't let you go once it's got you hooked, which won't take long. The bad news is that Konami may not be releasing it in the UK this year. So *MGS* might be the game to get your PlayStation chipped for. This is potentially the biggest game ever to hit Sony's little grey console.



We'll be keeping you up to date with *MGS* until its release.

We've PLAYED IT!

• The most solid (excuse the pun) handling game we've played in years.

Looks great, sounds great and plays like a dream.

Castlevania 3D

Format: N64
Available: Winter

All new characters. All new storyline. And most importantly of all, all new 3D environments. Konami's Vampire bashing series gets a new lease of life in this N64 adventure.

Choose one of four characters and the game plays differently, with each one leading you to a unique ending. The way the time of day affects the characters is one of a hoard of extra features that Konami have packed onto the cart. This 3D platform adventure could give the N64 a welcome boost.



When Granny turned into a werewolf she expected her blue rinse to disappear.



Silent Hill

Format: PSX
Available: Winter

Hopping on the *Res Evil* 'horror' bandwagon, Konami are getting ready to deliver the spine-chilling *Silent Hill*.

You have to explore the town of Silent Hills in order to find your lost daughter. But all is not as it seems. Be prepared for all sorts of horrific goings on, including an entire alter ego town in a mirror dimension. The game also features some incredible FMV to rival *Tekken 3*'s and the kind of action that'll leave you wanting to see more, but too scared to play on. A real contender for *Res Evil 2*'s crown.



Silent Hill makes Twin Peaks seem like a normal place to live.



We've PLAYED IT!

• Up on the D-pad is always Forwards - change it Konami! • Dreamy CG.

Hybrid Heaven

Format: N64
Available: Christmas '98



Take *Tomb Raider*, wrap it up in some *MGS* gameplay and add a *Aliens*-esque storyline filling. *Hybrid Heaven* delivers all that in a futuristic New York setting where the President has been kidnapped by aliens. You're the only person who can prise their extraterrestrial fingers off the State's big cheese.

C - The Contra Adventure

Format: PSX
Available: Winter '98

Another classic title gets dragged into the 3D arena. Konami have merged the side-scrolling elements of the *Contra* titles with 3D graphics and three different viewpoints. The action is as violent as ever with eight new weapons and huge levels packed with grunts and bosses to try them out on.



Survivor

Format: N64
Available: Winter '98



It's a sci-fi *Tomb Raider* with nifty little tricks from Konami that push 3D graphics a little bit further. The game has you exploring biospheres that contain Earth-like regions as you try to escape from a crashed spaceship. You have to master weapons and loads of moves to stand a hope of surviving.

Deadly Arts

Format: N64
Available: TBC

A 3D beat-em-up that lets you design and train your fighter before unleashing them on a dozen other opponents. The backgrounds are interactive and you can use the scenery to your advantage. Three dimensions allow you to go anywhere in the arena. It could join *Fighters Destiny* as only the second decent N64 scrapper.



Rival Schools: United By Fate

Format: N64•PC
Available: Christmas

Its title gets soundly thrashed in the short and snappy stakes by the likes of *Tekken*. But behind that

odd monicker lies an extremely handy 3D PlayStation beat-em-up.

Already proving itself a bit of a brawler in the arcades, *Rival Schools* features 14 fighters who are pupils at six different Japanese



high schools. As you'd expect from the creators of *Street Fighter*, the scraps are spectacular meetings of foot, fist and face. There's a new style of super combo in the game called the Burning Vigor Attack. Triggering it is the cue for all sorts of *SF Ex Plus Alpha* special effects with the screen turning black and a super move exploding on screen. It also features exciting tag team play where you can inflict massive two-on-one damage. The whole game soon descends into classic *Street Fighter* mayhem but with a level of 3D, polygon-based fights that knocks the wind right out of you.

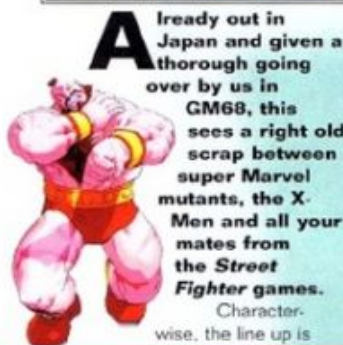
Tekken 3 has a September UK release but *Rival Schools* could be a worthy contender.

Gets you in less trouble than a real rumble with your local school.



X-Men Vs Street Fighter

Format: PSX•SAT
Available: Winter '98



Already out in Japan and given a thorough going over by us in GM68, this sees a right old scrap between super Marvel mutants, the X-Men and all your mates from the *Street Fighter* games.

Character-wise, the line up is



worthy of any beat-em-up fan's fantasy team sheet with the surprise inclusion of Cammy, not seen since *Super Street Fighter 2*. There's also Gambit, Rogue and Sabretooth, all making their fighting debut. It's 2D scrapping as usual with new locations, better animation and a roll call of ace characters.

Freestyle Boardin' '99

Format: PSX
Available: Winter '98



More 'stand up sledging' made cool but coming from Capcom, so even the tightest of trouser wearers can't help but get interested.

Freestyle Boardin' '99 incorporates plenty of different styles of boarding from downhill half-pipe to free-style jumping to downhill moguls, whatever they may be. You get to choose from five different characters, there are 50 tricks to master and the game

engine's said to be good enough to chuck the polygons around at will. All of which suggests, *Coof Boarders 3* might get snow thrown down its back after all.

Pocket Fighters

Format: PSX
Available: October

A smart looking pint-sized spin off from *Puzzle Fighter*. Expect some suitably smooth animation and finger-testing action but with cutesy, Super Deformed versions of *Street Fighter* and *Darkstalkers* characters. Its looks are, to say the least, fun.



Megaman Legends

Format: PSX
Available: Winter '98



Mega Man goes 3D! And not before time. This smart action adventure features RPG elements, story sequences and shooting bits, giving the 16-Bit hero a decent game on the PSX. The boss sequences are really impressive.

Capcom Generations

Format: PSX
Available: September

Top notch series of Capcom classics. *The Street Fighter Collection* is already here. Coming soon are three game compilations of *Ghosts & Goblins* and top down WW2 shoot-em-up *1942*. Both have extra artwork and background info.



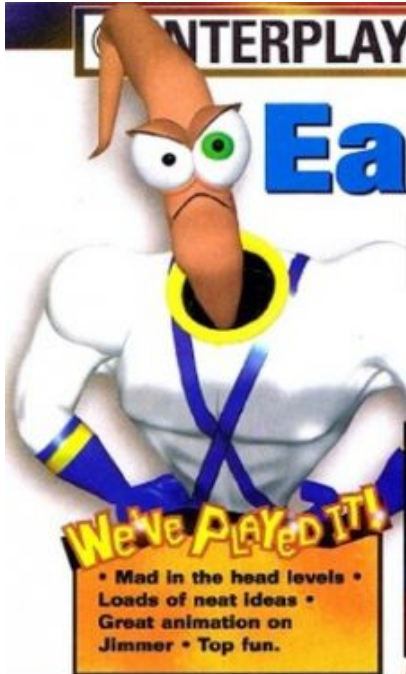
Darkstalkers 3

Format: PSX•SAT
Available: October



Capcom's other 2D fighting ministry comes back to PlayStation in the guise of *Darkstalkers 3*. There're traditional amounts of rich animation and intuitive fighting with the usual *DarkStalker* and *NightWarriors* characters supplemented by a full on four all new demon fighters. More news very soon.

Earthworm Jim 3D



Format: N64•PSX•PC
Available: Autumn '98

The Interplay stand had two familiar faces, Earthworm Jim and creator Dave Perry.

Jim's been laying low for a while since his first, rather disappointing, PlayStation release but he returns in 3D form in a new game for N64, PlayStation and PC. In a plot boasting even less sanity than previous invertebrate outings, our hero has been bludgeoned unconscious by a falling cow and is

now cast adrift in his own subconscious. Old enemies like Evil the Cat and Prof Monkey-For-A-Head also get the polygon treatment as you snowboard on pigs, straddle rockets and solve puzzles all in the name of curing Jim's mental illness. Sounds impossible but expect it to arrive this Autumn.

We've Played It!
• Mad in the head levels • Loads of neat ideas • Great animation on Jimmer • Top fun.



Ah ha ha ha staying alive.



Jim walks like an 'ardcase.



Wacky sub-games ahoy.

Wild 9

Format: PSX
Available: September

Shiny were so unhappy with the original *Wild 9* game that they gave it a complete overhaul and the result is the world's first torture sim.

OK, so you float about, vault



You won't believe how much fun the torture bits are. over chasms and tour the galaxy but the real excitement comes from your main weapon. It allows you to choke, impale, drown or electrocute your enemies. Its 3000+ frames of animation guarantee that you'll see every excruciating detail.

We've Played It!
• Into-the-screen bits blindingly fast • Loads of opportunity for torture.

Fallout 2

Format: PC
Available: October



Love the original, this looks better.



Catapulting you 50 years on from the original RPG game *Fallout 2* promises tons more mutant, robot, ghoulish-smashing combat.

The idea is to amass as much technology and learn as many new skills and abilities as possible while all the time avoiding getting eaten

We've Played It!
• Easy to use control system • Brilliant plot • Smart enemy AI.

by the plant-life. Better enemy AI and combat should please fans of the first game and newcomers no end. Expect a full report here in the very near future.

Boulders Gate

Format: PC
Available: Autumn '98

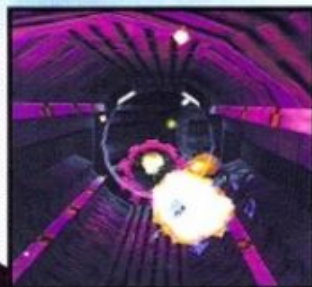


Solve a series of murders to avert war in this AD&D inspired RPG. Offering almost 80 hours of gameplay, 10,000 scrolling screens and SVGA graphics it could be a FF7-beater. Watch this space.

Descent 3

Format: PC
Available: Autumn '98

The third in Interplay's 3D odyssey has all-new graphics, 15 huge levels, ten new weapons and the chance to fight planet-based enemies. Expect to see a cool multi-player option.



Star Trek

Format: PC
Available: Autumn '98



Latest adventure in the *Star Trek* series featuring the voices of the original cast. Discover the origins of the pointy-eared Vulcans and Romulans and uncover conspiracies, sabotage and murder.

Giants

Format: PC
Available: Autumn '98

God game from the makers of MDK in which you lead one of three races in a fight for survival. Alter landscapes, control the elements and eat your enemies across 40 different islands.



DON'T MISS...
Messiah

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Turok 2

Format: N64+PC
Available: Christmas



We've Played It!

- Handles like its predecessor
- Ace new weapons (the crippling leg mines are great).



Playing this makes you realise that anyone who says the N64 can't hack it is talking out of their arse.

More fabulous first-person blasting action with breathtaking graphics and gameplay that grabs hold of you and won't let go. It's bigger, nastier and much more violent than the first game with more weapons and more hapless victims to try them out on. The level design is cunning and leaves you desperate to find out what will happen on the next stage. *Quake 2* may be on the way, but it'll have to go some to beat *Turok 2* with its four-player deathmatch modes.



Shadowman

Format: N64+PC
Available: Summer '99

This promises something completely new for N64 owners - horror, gore and extreme violence.

It's based on the comic books and lays like a dark, evil *Tomb Raider* with nobs on. You start off in a lunatic asylum (which is, as you'd expect, a very scary place) and continue your journey through loads of nightmarish levels. Everywhere you turn, something horrific is going to happen. The graphics are already great and the gameplay is promising to match. Take a look at our special on page 26 for more info.



The most terrifying game on the N64. The PC version will look top when it's all 3Dfx'd up.



We've Played It!

- You can carry a weapon in each hand
- Big emphasis on magic items
- Overly complex plot.

Extreme G2

Format: N64
Available: October



The original was the fastest racing game ever - and the sequel is promising more of everything. More tracks, more vehicles and more weapons. It should be a real battle between this and *WipeOut 64*.

Constructor 2

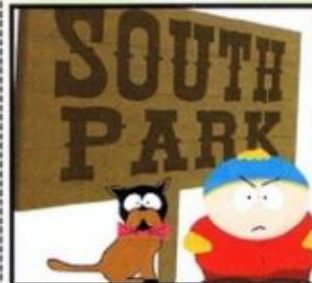
Format: PC
Available: October

Build your city, move people in and try and interfere with rival city planners. Like the original it's got fun ranging from city planning to vandalism and mafia-style gang warfare - but now set in the future.



South Park

Format: PC+PCX
Available: Summer '99



Join the moon-faced stars of the cartoon smash hit from the States in their adventures through the town of South Park. If you've seen the cartoon you'll know what to expect. If you haven't, go and watch it.

Machines

Format: PSX+N64
Available: Christmas

A bit of a *Starcraft* but bigger and better. Control one of four races and use resources to build up your forces. You can also use first and third person camera views and take control individual units in battle.

