

Messiah

Angelic Gameplay and a Devilishly Sophisticated Engine

Shiny has always been known for creating outrageous entertainment, so it's no surprise that MESSIAH has stirred up controversy. What has some people in an uproar is that you play an angel.



Satan's influence in the world is getting stronger, so God has sent you to defeat the Devil. The only problem is, you are a baby angel, with weak powers. So,

you can't fight monsters directly. Instead, you must possess various creatures and fight through them.

The game's two biggest features are the possession gameplay and the revolutionary engine. The gameplay is unique in that you have to possess enemies to overcome obstacles. You might take over a cop to bypass a security gate, or possess a powerful monster

to fight a legion of bad guys.

The technology behind the game is called RT-DAT (Real-Time Deformation and Tessellation). Deformation simply refers to the skeletal animation system of the game, whereby creatures are composed of skeletons, with muscles and skins wrapped around the bones. The result is more realistic

characters, with the skin moving to simulate rippling cloth or the rising of a chest as a character breathes. Tessellation basically means the game generates only the polygons you need to maintain a

high frame-rate. If a scene gets complicated, with huge explosions and enemies onscreen, the game will simply subtract polygons from peripheral areas (like from a character on the edge of your vision rather than from the explosion in the middle of the screen) to maintain the high frame-rate. If your machine can handle more polygons, the game will add as many as you can take to increase the quality of the graphics.

Look for MESSIAH's amazing gameplay and engine sometime this winter. —Elliott Chin



Messiah

RELEASE DATE: Q4 '98

DEVELOPER: Shiny

PUBLISHER: Interplay

STYLE: A shooter in which you play a chubby, baby angel who fights by possessing and controlling other creatures.

King's Quest: Mask of Eternity

Sierra Revamps a Classic Adventure Series Into 3D Action

King's Quest: Mask of Eternity

RELEASE DATE: Q4 '98

DEVELOPER/PUBLISHER: Sierra

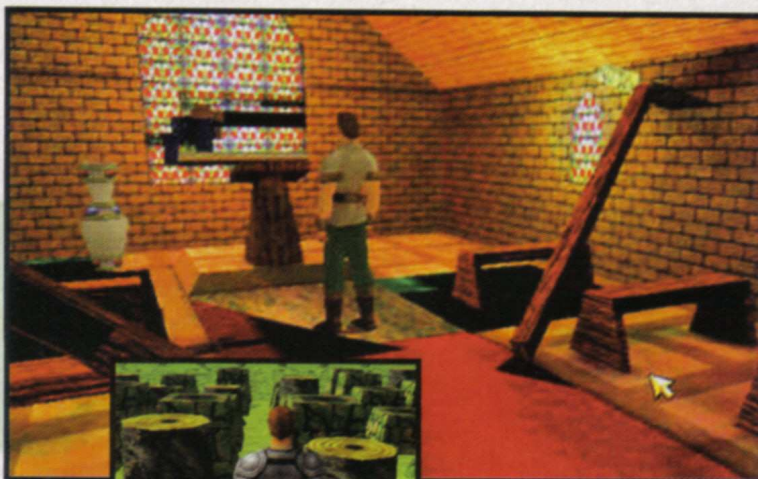
STYLE: A classic KING'S QUEST story with 3D action and puzzle-solving.

Roberta Williams' classic KING'S QUEST series set the standard for animated 2D fantasy adventures over the past decade, offering traditional adventure gamers an always entertaining mix of storytelling and brain-twisting puzzles. Now Sierra is going out on a limb by taking the series into a new (and more profitable) direction: 3D action-adventure. Apparently frustrated with the shrinking adventure game market—and anxious to explore new technologies—Williams is forsaking the series'

long-standing puzzle-only gameplay and incorporating some 3D combat into the mix.

The story, penned by Williams herself, is firmly grounded in the lore of the KING'S QUEST series. Set once again in the kingdom of Daventry, MASK OF ETERNITY follows the adventures of Connor Mac Lyrr, a young peasant who must search the land to discover the five pieces of an ancient mask. This mask apparently is the key to reversing a magical storm that has turned the inhabitants of the kingdom into stone.

The game's engine (based on the STARSIEGE ThreeSpace3D engine) allows you to switch



between first- and third-person perspectives as you roam the land. The outdoor environments, when we last viewed the game,

were gorgeous, and the mix between action and adventure looked stronger, and more feasible, than we first imagined.

A foolhardy departure or a bold new direction? We've been arguing for months, but this fall we'll have our answer. —Jeff Green