

# ELECTRONIC GAMING

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By John Davison • john\_davison@ztd.com



EDITORIAL

# Ten Years Of Cool Stuff

This month we're pleased to be able to bring you something a little unexpected as our main cover story. Just before Christmas we were approached by the guys at GT Interactive with a proposal concerning the follow-up to one of the biggest PlayStation games of 1999. Of course we were

game and bringing you exclusive screenshots whenever we can get our hands on them. It certainly looks to be an exciting project...and Driver is now assured to be a long-term franchise for GT and Infogrames.

Elsewhere this month we have another important feature...the 10th annual Gamers'

## "1999 was a spectacular year for games with so many high-class titles to choose from."

interested...and that was even more intriguing that the team at Reflections was prepared to talk to us about the project long before anything really tangible was on show. Now normally we're not in the habit of jumping on any exclusive that comes our way because we want to be able to bring you the best information that we can—but this was a deal too cool to pass up. So, on page 122, we bring you the first details of Driver 2. Unfortunately at this stage there still aren't any screenshots or 'real' gameplay footage to show you...but we have the first details anywhere in the world about the way the new game will play, the features it will sport and how we can expect it to look. Over the coming months we'll be tracking the progress of the

**Choice Awards.** 1999 was a spectacular year for games with so many high-class titles to choose from, but we finally collated the responses and bring you the definitive video game awards for the year. Needless to say, a certain popular fighting game on Dreamcast did remarkably well—as did a number of other games which I'm sure you'll be surprised by. The last year of the 20th century will be seen as a landmark year for franchise games: Soul Reaver, Tony Hawk, Final Fantasy, Soul Calibur, Donkey Kong, Sonic, Mario...lots of big names in big games, and lots of titles to remember. This year things are only going to get better too—and next month we'll have a look at the first mega-hit of 2000.

Any guesses?

**John Davison**

## Contributing Writers



### James Mielke

No longer a resident of the Big Apple, our intrepid hero James recently relocated to the West Coast to take up a position at our sister publication, [www.videogames.com](http://www.videogames.com). Watch for his name there on everything from previews to news and (as ever) on the letters pages too. Write to him at [letters@videogames.com](mailto:letters@videogames.com). Tell him we sent you.

### Michael Price

Mike is our new resident 'real life' violence expert. A black belt in more martial arts than we knew actually existed—not to mention being the AIC light-heavyweight kickboxing champion and star of an upcoming cho-socky flick—Mike landed his contributor gig after impressing us with his vast gaming knowledge and threatening to jam our noses into our brains.



### Peter Bartholow

A Videogames.com freelancer for years, this is Peter's first attempt at writing for EGM. Peter is a 22-year-old senior at Northwestern University, majoring in Communications Studies and minoring in Japanese. When not playing games or studying, Peter doesn't do much of anything. Here we see him eating a giant San Francisco meatball.

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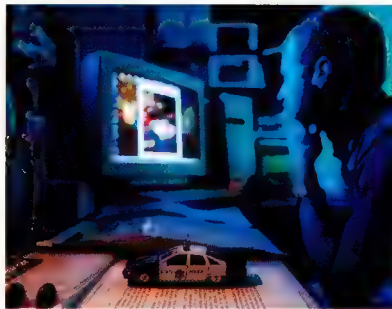
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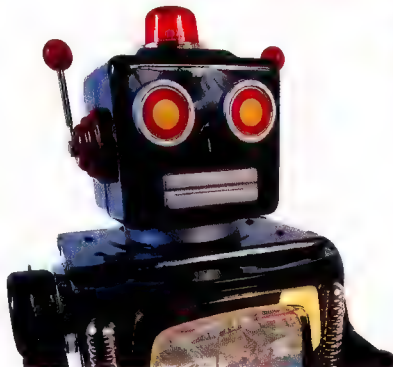
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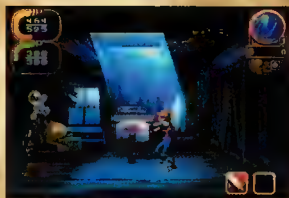
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fig. 14: The Royal Family Gustave

When Gustave XIII turned seven, he participated in the FIREBRAND CEREMONY in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Anima." Because of his inability to use Anima, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King. Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

When Gustave XIII turned <sup>1739</sup> 19, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE upon turning 20.



fig. 15: Gustave XIII (the younger) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn GUSTAVE XIV who would eventually become the King of Finney after Gustave XII died.

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines







- Most popular sequel in Question of the Month? *Soul Calibur 2*
- Object of turnaround in reader feelings: *Che...* now suddenly more popular
- Hotly debated review score of the month: *GT2*

# Letters to the Editors

## LETTER OF THE MONTH

### Stop Buying This Junk!

I want to start this letter by giving kudos to all of you clowns on the Crew. In all my years of gaming (I am 25), I have never read a superior magazine. It is a pleasure to pay for a rag with spot-on reviews and informative articles (and fart jokes) that treats me, as a reader, like an intelligent human being. I don't know how many of you get a chance to peruse other gaming rags, but there are more sloppy publications out there than there are sloppy titles from

the majority are brown and sound like a bell (dung!). At first I thought that due to the superiority of some titles, these run-of-the-mill, dime-a-dozen games that used to be passable only *seemed* worse in comparison; however, I am sure you will agree that some of this shit (and that's what it is) could hardly even be a first-generation title. The publisher's thoughts seem to be on franchises and dollars, rushed games and one-upping the next guy. Hell, Acclaim hasn't turned out a decent title in many moons—oh, the potential has been there (man, did I want *Turok 2* to be good) but they just dump 'em on the market. If I see

**"The publisher's thoughts seem to be on franchises and dollars, rushed games and one-upping the next guy."**

Activision...and you, my friends, know how many of those exist. I am not trying to get all on the E-Sak or anything as such, I just wanted to tell you pseudo game gods that your work is anticipated and appreciated by more folks than the tyrants who drug you away from *GT2* to finish your jobs. And we laugh at all your mug shots, too. Keep it up, and for the love of all things, never interview Ice-T on his *Resident Evil* skills (as did another so-called console entertainment mag this month).

Now, to the meat. I couldn't help but notice that Shoe included a love note of desperation to game developers in his review of *Incoming*. I want to jump on that wagon for a minute. It really does seem that mediocrity has become the plan of the day as far as console games are concerned. This year has seen a handful of topnotch, perhaps even benchmark games, but

another vehicular combat, *Tomb Raider* or *Army Men* game, I swear I will vomit. I beg my fellow gamers: STOP BUYING THIS JUNK! We have a really great thing now in the DC, and I think Sony is really going to show us how it's done this year with the PS2...but if we don't send a message that we, the gaming public, demand a solid game under that flashy coat of paint that all these next-gen systems are capable of producing...if we don't tell the publishers to let the developers have the damn time they need...if we don't let the slop sit on the store shelf and collect dust, we are asking for trouble. Aren't you all ready for something that really is NEW and IMPROVED??!

Nobody out there wants to see *Tomb Raider* or *Twisted Metal* on the PS2, do they? The stuff just isn't that good. Let them know it.

wsporz2@cs.com

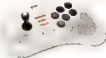
that are appearing. We understand the 'business sense' behind these actions...but as gamers—we really don't care. Give us good games, we don't mind waiting, just as long as they're good when they get here.

Let us know what you think about all this.

Some of the comments we made last month seem to have struck a chord with many of you. We really don't actually need an updated *Twisted Metal* every year...and it does seem that many of the more popular franchises are being damaged by the annual updates

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Eclipse Slick (SAT) or a SharkPad Pro 64" (N64).

See page 159 for official rules



## Che Rules, Apparently

Che is the best *EGM* member, Dan is OK also. I guess. Are you guys from Japan? If you are...Konecchewa, or Ohiozimas, or Annata Baka! Just kidding. This kid from Indy wants to talk! See ya, or Siyanara!!!

Brendan D.  
Indianapolis, IN

**Dear Brendan Day-san,  
How ahr you, American Yank-ee?  
It my pleasure to meeta your  
acquaintance. Excuseh my English...  
Good bye. Umm...how do you  
Americans say, "Yee hah! See you  
around, pardner."**

Shoe

## PS2 Not Entirely Backward Compatible?

A few days ago, I found an advertisement for the PSX2 in my mailbox. (I think I got one because I put money down for it at a local software store.) Anyway, I was looking over the ad, and it said, "Plays most of your current PlayStation games." The part that has me worried is "most." Does this mean that not all PSX games will be able to work on the PSX2? Is there a reason for this?

keelich73@aol.com

**We're not aware of any problems... in fact, Sony stressed 100% backward compatibility in all of its press releases about the PS2. This is made possible by the fact that the I/O chip contains, in effect, the entire PlayStation chipset. I wouldn't worry too much...but we'll obviously test this when we get the chance.**

## Out-Run DC?

When I was younger, the local arcade had a stand-up version of my favorite arcade game ever, *Out-Run*. I loved this game dearly and stuck by it even when newer late '80s games such as *Strider*





For icy cool breath that lasts





LETTERS

Send us your thoughts, your wishes, your innermost weirdness... or your pictures, crazy screenshots or photos of bizarre game-related moments.

came to my arcade. Now, in the year 2000, playing my DC, it just doesn't seem complete...yet. This is where Out-Run DC comes into mind. With, 128-Bit graphics and great multiple-path gameplay, this would be the game to make my DC library complete. PLEASE SEGA, WE NEED OUT-RUN ON SEGA'S NEW SUPER SYSTEM!!!! It would make all my video game dreams come true.  
cged07@worldnet.att.net

**The only version of Out-Run that we're aware of for Dreamcast actually appears in the arcade in Shenmue. No news on a super-duper new game though. Yu Suzuki appears to have bigger fish to fry these days...like a Shenmue sequel, and Virtua Fighter 4.**

## Astrotrain Not An Autobot

Issue # 127 is by far the most all-around exciting issue of EGM I've read in months. Your RE: Code Veronica, and Crazy Taxi coverage was excellent, and I also want to give a nod to Quartermann who rarely gets any reader praise. I'm glad that he's back to a full page now. Lastly, I don't know who edits your "trivia-bits" in the corner of the pages, but the picture of the Autobot there is called 'Kup', who was voiced by the late Lionel Stander

in the hit 1986 animated *Transformers: the Movie*. Also, Astrotrain wasn't an Autobot, he was a Decepticon. Just ask Shawn Smith, I'm sure he knows.  
pschoalpha@juno.com

**Our apologies to Astrotrain and his family for any problems this may have caused.**

## GT2 Actually Crap?

Either you guys are nuts, went nuts playing all the other bad games last month and felt this was a godsend, or I've got a reproduction copy of the game. It makes me sorry that I didn't try to be your new Review Crew member. Because somebody needed to slap you guys upside the head to wake you up and take notice of this game's many problems. True, some of my complaints are mere nippicks, but add up all the problems, and I think you'll notice that this game reeks of being rushed to be out before Christmas. First off, the manual sucks. It explains the basics, things any casual gamer already knows, but leaves out what a gamer would need to go to the manual for in the first place. Things that aren't already in every other game. For example, what's up with that little green icon under the license awards on the Game Status

**"Issue #127 is by far the most all-around exciting issue of EGM I've read in months."**

## Question of the Moment

### What sequel are you looking forward to most?

Hmmm, hard one...NOT. DRIVER 2!!!  
tim@psxnetwork.com

The next-generation Metal Gear game will revolutionize the way games are made.

Jason Van Haitsma  
I'm looking forward to Soul Calibur 2.  
videoman23@worldnet.att.net  
Ecco the Dolphin: Defender of the Future by far!!

dmc216@hotmail.com  
I wish they could make another Dragon Ball Z or DBZ GT game on PS or PS2.  
vinoo@aol.com  
A sequel to UNINVITED on the NES.  
I love my point & click games.

TraitorFox@aol.com  
I am most looking forward to Syphon Filter 2 because the original was more interesting than Metal Gear, and the second one looks even better than the first Syphon Filter.

jabroni\_k@hotmail.com  
LUNAR 2!!!! No doubt about it!!!  
dragonhome62@hotmail.com  
Two words...and a number.  
Soul Calibur 2..

rieyg3999@aol.com  
FF IX. I know it's not really a sequel, but it's still going to be the shit!

dragono65@aol.com  
The most electrifying sequel that is going to be a no doubt BIG HIT is Perfect Dark! GoldenEye is still one of the best games for N64 and Perfect Dark looks even better!!

nhl\_flyers@juno.com  
Resident Evil: Code Veronica for the DC will be the best sequel in the RE series.  
t.luberto@worldnet.att.net  
I'm waiting for the TRUE Zelda sequel on Dolphin. Also, the next Metroid baby!

Motaluv84@excite.com

### Next Month's Question of the Moment: *Do You Think The N64 Is Drawing Its Dying Breath?*

Send your short but sweet responses to: EGM@zd.com with the subject heading: **Dying**

**"If we don't let the slop sit on the store shelf and collect dust, we are asking for trouble. Aren't you all ready for something that really is NEW and IMPROVED!?!?"**

### DESERT ISLAND GAMES

## Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@zd.com. Mark the subject line 'Desert Island Games.'

Medal of Honor  
Metal Gear Solid  
NBA 2K  
NFL 2K  
Grandia  
tim@psxnetwork.com

Jet Force Gemini  
Super Metroid  
GoldenEye 007  
Final Fantasy VIII  
Castlevania: SoN  
Nick Buck (withhead)

Chrono Trigger  
Xenogears  
Seiken Densetsu III  
Zelda: A Link to the Past  
Super Mario Kart  
mrcrowt@aol.com

Final Fantasy VIII  
Resident Evil 3  
Marvel Vs. Capcom (PS)  
Tony Hawk Pro Skater  
Street Fighter Alpha 3  
jvino000@aol.com

Tenchu: Stealth Assassins  
Tomb Raider 2  
Tomb Raider 3  
Syphon Filter  
GoldenEye 007  
btkt128@aol.com

GoldenEye 007  
Duke Nukem Zero Hour  
Donkey Kong 64  
Perfect Dark  
Mario Kart 64  
atcoolguy@netscape.net







## LETTERS

Screen? How about menus? The menu you get before the start of a race has replay options, but because it's before the race, there's no replay to be seen, and you never see this screen again after the race, so what's the point? And why is it that if I want to quit a race, or after a race is over for that matter, do I need to go all the way back to the Race Select Screen if I want to retry or go through a race again? GT1 was nice because it avoided unnecessary loading, where in GT2 there is loading all the time and [it] just ruins the flow of the game. As if I'm not going to spend enough time on it the way it is. Pop in GT1 to see my point. Menu interface is just much better on the original. I must give the game credit for being deep, but the problem with all that depth is the problem of double checking everything during crunch time. The Dodge concept car (Copperhead) is NOT a Mid-Engine, Rear-Drive car as this game states. Just look at the design of the car. If it was a mid-engined car, its engine would be in the passenger compartment. These are minor things yes, but if I can notice them without even trying, who knows how many other problems there are that I didn't notice. I was absolutely giddy when I saw that there was real music on the game this time from bands I really like. But, there's no better way to get tired of a song, than to hear it over and over again over the course of a two-hour endurance race. Come on! As if racing for that long on the same track with the same car and same opponents isn't enough. Give us some music control under a pause menu or something.

Graphically, the game just doesn't seem as polished as the original. The graphics don't seem as sharp anymore. And what happened to some of the off-track stuff on the night track like the tower with the lights?

I hope the same mistakes aren't made with GT 2000. I've been a firm

### OOPS!

- Astrotrain was a **Decepticon**, not an **Autobot**.
- **Tony Hawk** was duplicated in the **Coming Soon** page. It should have just said **"March"**.

### SHORTS

The very bottom of the EGM letters barrel.

Che IS a bad ass!  
Travis Eckhart  
New Hartford, IA

See? We told you. Bill Gates is trying to take over the world, the X-Box is his minion.

limbaba  
@hotmail.com

Well...yes, you're probably right. And? I have been a loyal EGM reader for years now, but what do I get when I get a new computer and e-mail you, you bastards don't respond! I hate you EGM and all your snottiness.

03culsha@hughende  
n.brtd.ac.edu

That'll do trick. Insults always do.

# You can write EGM at:

EGM Letters  
P.O. Box 3338  
Oak Brook, IL 60522-3338  
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

believer in your rating system, except when a game gets a 10 from all four reviewers. I think that your opinions may be skewed a bit from playing so many bad games and [you] forget what a great game really is. I really feel that the first GT was more polished and this laundry list of problems should drag it down from the lofty 10. If the first GT doesn't deserve a 10, then this one shouldn't either. 9.5 sure, but not 10. Given another month or two to really finish the game is all it would have taken to deserve a 10 in my books.

Is this game better than the first? In some ways yes, and in too many others, no. I give Che credit for acknowledging the fact that there were some bugs, but elsewhere in the review, highlighting the opinion of it being perfection all over again.

Rob Lineburg  
blueguy@gamespotmail.com

*It must be noted that Rob then went on (at some considerable length) to ask for a job (surprise). We thought he was maybe a little on the picky side, how about the rest of you though? Do you think GT2 is the best thing ever?*

We didn't feel that the little problems with GT2 detracted enough from the fact that it was the most enjoyable and incredibly comprehensive racing game that money can buy. It's possibly the best value for the money PlayStation game ever released. If the problems you've listed spoil your enjoyment...so be it. We didn't think the experience was affected sufficiently to warrant a score less than a 10. There are problems, yes, but none so bad that it spoils the game.

## LETTER ART

### WINNER

David Elliott  
Tampa, FL

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



### The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art  
PO Box 3338  
Oak Brook, IL  
60522-3338

(All entries become the property of ZD Inc. and will not be returned!)



### Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!

Marcus Dillard  
Hollywood, FL



Adam Sedano  
Irvine, CA



Raymond Rios  
Visalia, CA







# WAG THIS.

*Interplay*  
BY GAMERS. FOR GAMERS.™

Developed by  
**BIOWARE CORP.**

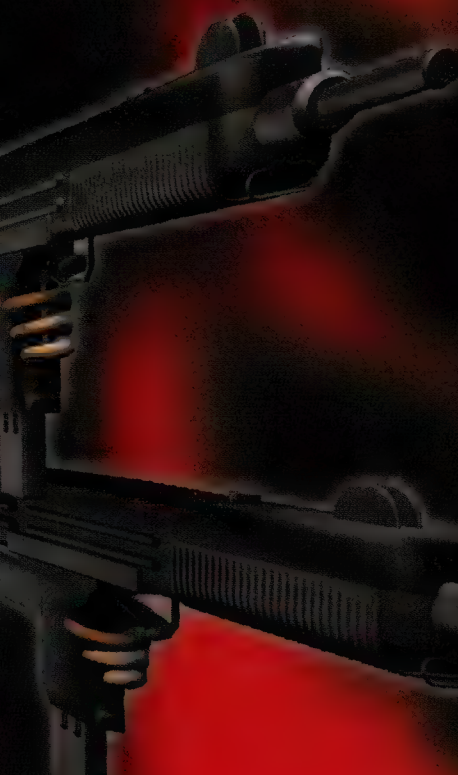
Sega Dreamcast



[www.interplay.com/mdk2](http://www.interplay.com/mdk2)

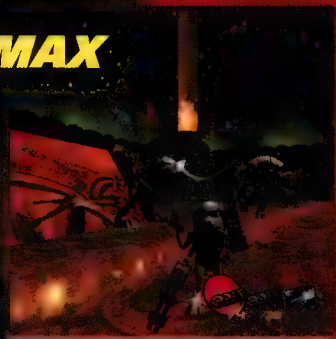
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## MAX

He's your six-legged, uzi-toting best friend. Break havoc while running and gunning with four different weapons simultaneously.



## DR. HAWKINS

His brilliant puzzle solving creates weapons of insane destruction. A mind is a wonderful thing to waste aliens with!



## KURT

You sneak, you snipe, you pop enemy eyeballs from a mile away!



Never before has the world known a better team than Max, Dr. Hawkins and Kurt. They make pitbulls look like wusses.

Save the universe as you take these unlikely heroes through massive environments that immerse you into eccentric and amazing worlds.

• Play as 3 heroes, each offering a different gameplay experience.

• Battle with unorthodox munitions like the Black Hole Grenade and Atomic Toaster.

• Humorous storyline unfolds with each level all the way to the spectacular grand finale.



# INDIE

OUT THINK. OUT SNIPE. OUT SHOOT.

Mummies. The Undead. Ancient Curses.  
What's a nice girl to do?

# TOMB RAIDER THE LAST REVELATION

Meet Lara Croft.

Beauty, brains and brawn

of Tomb Raider: The Last Revelation.

Out to save the world from

a deadly curse, you can bet

it won't be with her good looks.



Sega Dreamcast



Coming soon  
to the  
Sega Dreamcast.



CORE

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INTERACTIVE

[tombraider.com](http://tombraider.com)



## Press Start

The Hottest Gaming News on the Planet

# The Revenge of the Sequels



Illustration by James Sivann

**S**equels. They're as much a part of video games now as they were when the third Pitfall came out in the mid-'80s. Today, not a year goes by without new installments of last year's hits. Consider this: The PlayStation has only been out in the U.S. for four years—how did we get series that debuted on the PS and are already up to number four? If you're a fan of a game and plunk down the hard-earned cash for the next installment, there's a certain expectation. If it's not lived up to, the company could lose your business. What determines if a game gets a sequel or not?

"The biggest factor is whether or not we think there is anything new we can do with the

idea," explains Kelly Flock, President of 989 Studios. "For example, back in 1995 we had to decide whether or not we wanted to make a sequel to *Twisted Metal* or *Warhawk*. The prevailing wisdom was that we should make a *Warhawk* sequel. We decided on *Twisted Metal* because there were more ideas about what we should change. We also try to predict how well the first one is going to do, because in order to have a sequel ready in a reasonable window, we need to start before we know how the first one has done, otherwise we'll miss the next Christmas. The criteria for a sequel are game ideas, sales and hardware lifecycle." Flock told us that 989 had sequels in the works for both *Warhawk* (which was started later but

scrapped after a year in development) and *Blasto* (also scrapped).

In *Scream 2*, they made fun of the movie sequel—there's always a higher body count, more gore, etc. And of course, some of them suck. The same can be true of games—sequels always have more of what attracted the audience to the title in the first place. "The gamer likes a game for specific reasons," Dave Cox, Eidos' executive vice president of sales and marketing told us. "Give them more of what they want and make enhancements to show that the franchise has received attention since its last installment." That doesn't mean that every new installment will sell better than the previous one. *Tomb Raider 2* is the best-



selling of the series thus far.

"If the developer rests on the success of the last game in the series and fails to make the game the best it can possibly be, the franchise won't thrive," commented Alex Dunne, editorial director of *Game Developer Magazine* and its Web site gamasutra.com. "But seasoned developers are savvy enough to realize this, and I think that most really want to give players the most bang for their buck. Once a company has established a successful game franchise like Tomb Raider or Madden Football, they don't want to lose the momentum. One bad release can kill the reputation of the franchise, and kill sales of any future installments."

And if a sequel is released that is buggy to meet the holiday sales window, well, that can add to consumer frustration. "There have been many cases of games that were shipped by publishers who knew bugs were intact, in order to meet a deadline (typically the Christmas shopping season). In those cases someone somewhere decided that revenue lost by shipping late outweighed quality concerns. It's dangerous thinking for a developer or publisher," Dunne told us. With PCs, a developer can release a patch to fix bugs after the fact, but with consoles—players will notice if a product's released that hasn't had its bugs properly exterminated.

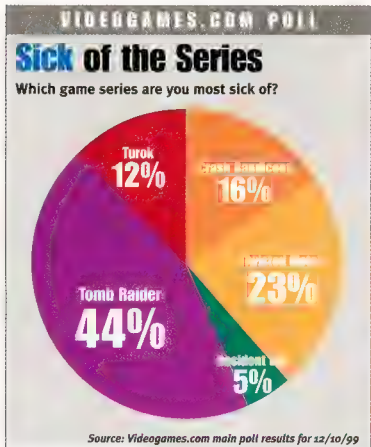
When online gaming met consoles, the concept of being able to update statistics each year (as opposed to buying a new version

every year) was the buzz, but is unlikely to change the frequency at which new sports games come out from companies like Electronic Arts, Acclaim, Sega, 989 Studios, Fox and Konami. "Stats are only one reason for updating sports games," Flock said. "Most sports games are on very short development cycles—10 to 12 months—and new versions would be needed for feature enhancement, technology updates, team balancing, playbooks, rule changes. It's a lot more than just stats."

Dunne adds, "Of course, many publishers have come to rely on the revenue from these annually released games, and that in turn forces developers to limit the number of new bells and whistles in the game so that the game will ship on a regular 12-month schedule. But let's be realistic about this—if Madden 2000 shipped after the Superbowl that season, that's going to affect that game's sales significantly, and these companies have to balance a number of business concerns."

You know what they say about movie sequels—that it's rare they're better than the first. With video games though, there seems to be a higher level of consistency. "There's no doubt the original is usually what takes the gamer by storm and changes the way they perceive gaming," Cox said. "But because video games involve such a high technology curve, sequels can afford the luxury of bringing the gamer something new and exciting in a short time frame."

"If you consider every Mario, Zelda or Donkey Kong game that comes out is a sequel, it's hard to say they're not as good as the originals," Flock said. "In most cases, the sequels are better, even if the technology isn't improved. If you think about it, there's an argument that most top games today are sequels—Final Fantasy VII and VIII, GameDay or Madden 2000, Gran Turismo 2, Quake, Command & Conquer, SimCity. Sequels have a bad rap from the press, partly because there's a 'been there, done that' perspective, but all in all most sequels are substantial improvements over the original. Cookie-cutter sequels suck, but for the most part, a consumer should be better off buying the latest in a series rather than the first." Most importantly, you let the companies know what you like and what you don't by the money you spend on buying the sequels. 🎮



## YEA & NAY



**Yea to NYKO for announcing a Worm Light accessory for the Neo-Geo Pocket Color. On a recent cross-country car trip, Shoe used his Game Boy Worm Light to light up his NGPC screen to play Cardfighter's Clash. Exactly how many batteries did that waste?**



**Nay goes to Microsoft for not releasing details on X-Box at the Winter CES (would've been a perfect time—right between the DC release and the PS2's Japanese launch). Even more of the nay goes to Microsoft for not commenting on rumors that could've saved us a trip out to CES just to see if they'd announce the darn thing.**



**Sega gets a big ol' Yea for saying that it will not go after those who sell/install the new Dreamcast mod chips or buy import DC games. A Sega spokesperson told GameSpot News, "There are only a few plants worldwide that can produce Dreamcast software, so we are not worried about piracy. As far as I know, we have no intention of combating the mods or import software." Sweet!**

## NEO-NEO POCKET

**SNK's Neo-Geo Pocket is fresh out of the holiday season with a slate of new titles ready for release during the first quarter of this year. Here's what you can expect in the U.S.:**

**First Quarter 2000—Dive Alert, Gal Fighters, Last Blade, Neo 2s, Shanghai Mini. Second Quarter 2000—Bio Motor Unitron 2, Fasetei, King Of Fighters R3, Magician Lord, Metal Slug: 2nd Mission, Puzzle Link 2.**

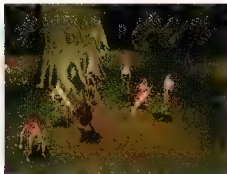
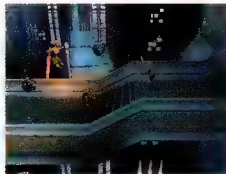
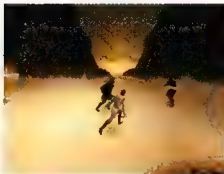
In Japan, the company has other games, too, like Ogre Battle, Magician Lord, King of Fighters R-3, Cotton and Rockman (known as Mega Man in the U.S.). Although it's anybody's guess as to whether or not these games will see a stateside release.



**Sacnoth's (developers of SNK's RPG Koudelka) simulation RPG—Fasetei.**



PRESS  
START



## Gettin' Funky with Del the Funky Homosapien

**EGM's Wataru Maruyama sat down with popular Bay Area rapper Del the Funky Homosapien to discuss Protoculture, his latest album, which features songs inspired from games and anime. Not only does Del have a great affinity for video games—but the guy's as hard-core as they come. Here's what was said:**

### **EGM: What's the earliest recollection of video games in your life?**

**Del:** The first system I actually owned was something that only played Pong-type games. Atari 2600 was when I really started getting into video games, like cutting fourth grade to go home and play games. My friend had a Colecovision so I used to go over there and bug him all the time to play Donkey Kong Jr, Rock. Venture was hell a tight.

### **EGM: What's your favorite genre?**

**Del:** Platforms probably. Fighting was for a minute, but I played them to death. Actually, let me take that back, Action games are my favorite. Rising Zan is currently my favorite just because it's so crazy. I go back and forth all the time 'cause I have so many games. I just recently bought all the Nintendo games I had before my little brother stole them and sold them to a pawn shop.

### **EGM: Why did you write Protoculture now as opposed to earlier in your career?**



**Into anime, video games and hip-hop music? Del's got some rhythms for you.**

**Del:** Um, probably because I haven't done it before. It seems like now I'm more excited about video games.

### **EGM: What is it that you're excited about?**

**Del:** Probably Dreamcast. Bypass the graphics 'cause that's obvious. To see Sega coming back is probably the best thing about it. I'm glad to see Sega handling they business. I'm glad to see they're coming with a good flow of games from Japan whether or not they'll appeal to everybody, I want to be able to make the choice myself. PlayStation do it, you know what I'm saying? And of course Capcom is still messin' with them so that got me excited. I'm waiting for Treasure to come out with some stuff.

### **EGM: What do you think will happen to the Dreamcast when PlayStation2 comes out next year?**

**Del:** Hopefully, (Sega) gets the ball rolling right now so by the time PS2 comes out it won't be such a hassle to them. Me, personally I'm going to wait. Sony is a big, corporate entity. I know their main focus is money so I'm going to make sure they release games I like first before I buy their new system, you know what I'm saying?

### **EGM: What do you think of PlayStation?**

**Del:** PlayStation? It's cool. The game that made me like PS was Star Gladiators and the first Tobal 'cause I like Akira Toriyama a lot. I haven't liked much from Sony, but Ape Escape is tight.

### **EGM: What's the name of your new album and when can we look for it in stores?**

**Del:** It's called 'Both Sides of the Brain' and should be out in late February. (At this point, KU! joins us)

### **EGM: Tell me about Protoculture.**

**Del:** He (KU!) made the beats. Do you remember how we came up with it?  
**KU!:** We've been talking about doing a video game song forever, Del heard the beat and came up with the name. I sampled a video game to make the beat in the first place, Darkstalkers. It only made sense I guess.  
**Del:** Yeah, that's what really set it off. I guess he was experimenting with sampling off video games.

### **EGM: Have you taken samples off other video games?**

**KU!:** I sampled every game I thought had



### **Del's latest single, "Phoney Phranchise," has Del sportin' a DC controller.**

something tight. I sampled Tekken, Tenchu... um, Guilty Gear. I made three beats off Guilty Gear since it had so many tight tracks. I actually look at things like that equally, [it's] one of the first things I do when I get a game 'cause I'm a producer.

**Del:** I just sampled stuff from Tekken 2 for a song on the Strength compilation...  
**KU!:** Cyberpunks.

**Del:** Yeah, it's called Cyberpunks. I think it's from the city stage. The track's slowed down so you can't really peep.

### **EGM: What classic Sega titles would you like to see revived on the Dreamcast?**

**Del:** Phantasy Star for one, Wonder Boy maybe.  
**KU!:** Shinobi.  
**Del:** Yeah, definitely Shinobi. They need to make some 2D games too. Just to show that select core of gamers they still care about that. I think people [are] going to do that anyway, but Sega needs to do it. I'm all for new stuff too though. I was glad when they did NIGHTS and didn't just do another Sonic 'cause it would have been too easy. NIGHTS was tight.

### **EGM: What would you say to readers to convince them to buy your new album?**

**Del:** I try to be inventive, I try to mix it up. It ain't just rapping to be rapping. I think if you like video games and anime, you'll like my album since I got a lot of references to stuff like that. It's straight Hip Hop pretty much. I put a twist on it here and there. It's not the typical Hip Hop album.

[www.hieroglyphics.com](http://www.hieroglyphics.com)





At the very last minute we received these screenshots of LucasArts' next Star Wars-themed PlayStation game, *Star Wars Episode I: Jedi Power Battles*. It's a one- or two-player cooperative game where you take on the role of a Jedi master like Qui-Gon, Obi-Wan or other Jedi council members to fight the Sith and Trade Federation. The game hits the stores this spring.

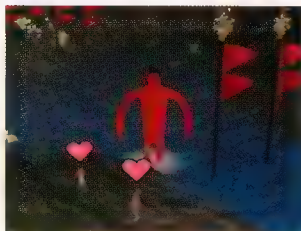
## 64DD Is A Reality...In Japan

After a long wait, the 64DD arrived on the doorsteps of those people who ordered them in Japan. The package contains the 64DD, starter kit (modem cartridge and phone cable) and two 64DD games titles—*Kyojin no Doshin* and *Mario Artist: Paint Studio*. The RandNet Disk, with connection and browser software for the RandNet service wasn't included, as they are still bug fixing. According to RandNet, the online service will be available in February.

Other software included in this package will also be delivered to customers in February and April. This includes *Mario Artist: Talent Studio*, *Polygon Studio*, *SimCity 64* and the *F-Zero X* Expansion Kit.

We did a few experiments using some of the games that were supposed to exchange info

The two 64DD launch games: *Mario Artist* (right) and *Kyojin no Doshin* 1 (below).



## How the DD Boots Up

Before you load up a game, you turn on the system, and this little animation comes up (in order, 1-6). The "N" emerges from the water, then Mario comes out from behind it and starts trying to push it, climb it, etc. That little message at the bottom says, "Please insert disk" in Japanese and displays the current date and time.



# THE SINGLES SCENE IS OVER

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100+ GAMES, INCLUDING:

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PRESS  
START

## Nintendo Colors N64s

Different-colored casings worked for Game Boy, why not for N64? That's what Nintendo's latest promotion is, offering Nintendo 64 systems in six different colors (we can just see the lines in the Sunday paper advertising circulars—"Exciting!" "New!").

The new versions will be released the week of Feb. 21 for a suggested retail price of \$99.95. The colors, in the order they're shown below from top to bottom—Smoke, Grape, Ice, Jungle, Fire and Watermelon. Good to go right next to that sporty-lookin' iMac, eh?

[www.nintendo.com](http://www.nintendo.com)



## MP3 On GBC and Tyson's Return

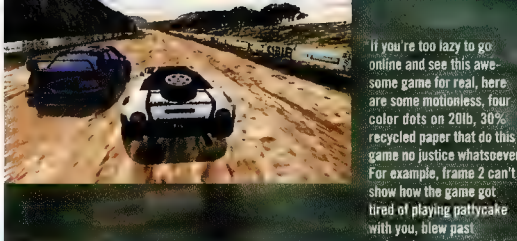


### Game Boy MP3 Player

Songboy is a new MP3 player designed to allow you to play digital music on the Game Boy. Of course, coming out of the Game Boy speaker...hmmm. The Game Boy version itself will reportedly retail for around \$79 (tentative price) with memory modules sold separately. You can download a version of Songboy for your PC to see what it's like before getting into it at the company's Web site, [www.songboy.com](http://www.songboy.com)

Codemasters has announced that it's bringing boxing star Mike Tyson back to video games, who hasn't been seen in pixelized form since the 1986 NES game, Mike Tyson's Punch-Out (pictured below). Mike Tyson Boxing will be released in May for PlayStation. It's the same game as Prince Naseem Boxing (already released in the U.K., but with a name change for the U.S. market.

### Mike Tyson Back on the Small Screen



If you're too lazy to go online and see this awesome game for real, here are some motionless, four-color dots on 20lb, 30% recycled paper that do this game no justice whatsoever. For example, frame 2 can't show how the game got tired of playing pattycake with you, blew past and made you snort tailpipe for miles. Or how you can modify steering, suspension, gear ratios and tires on 19 different rigs for varying weather conditions on 15 tracks. Or that your trail-brake powerslide on turn 8 slung enough gravel to start a Ready Mix factory. So stop putzing around and see it for real at [sega.com/games](http://sega.com/games)









PRESS  
START

IMPORT CALENDAR

## Sega GT Homologation Special



**Import Pick of the Month:** Sega's fantastic-looking clone of Gran Turismo, *Sega GT: Homologation Special*.

### PlayStation

- 1/20 Rescue Shot, Namco (Gun)
- 1/27 Beatmania APPEND 5th Mix: Time to Get Down, Konami (Misc.)
- 1/27 Chase the Express, SCEI (Action)
- Jan. Biohazard Gun Survivor, Capcom (Action/Gun)
- 2/10 Vagrant Story, Square (RPG)
- 2/24 Guitar Freaks APPEND 2nd Mix, Konami (Misc.)
- Feb. Popolocrois Story II, SCEI (RPG)
- Mar. Ray Crisis, Taito (Shooter)

### Dreamcast

- 1/20 Rainbow Cotton, Success (Shooter)
- 1/27 Crazy Taxi, Sega (Driving)
- 2/3 Biohazard Code Veronica, Capcom (Survival Horror)
- 2/17 Dance Dance Revolution: 2nd Mix Dreamcast Edition, Konami (Misc.)
- 2/17 Sega GT Homologation Special, Sega (Racing)
- Feb. Carrier, Jaleco (Action)

### PlayStations

- 3/4 A6: A-Train 6, Artdink (Simulation)
- 3/4 Sky Surfer, idea Factory (Sports)
- 3/4 Kessen, Koei (Strategy Simulation)
- 3/4 Jikkyo World Soccer 2000, Konami (Sports)
- 3/4 Drum Mania, Konami (Misc.)
- 3/4 Tekken Tag Tournament, Namco (Fighting)
- 3/4 Ridge Racer V, Namco (Racing)

\*Schedule subject to change without notice. Consult your local import game store for the latest release information.

A NUON IS EVERY BODY?

How interested are you in purchasing a NUON-enhanced DVD player for playing games?

Not interested at all 5431

Somewhat interested 2719

Very interested 925

## NUON Brings Gaming to DVD Players

Back in our February 1998 issue (*EGM* #103), we told you about a small company called VM Labs, and the video game hardware they were working on—at the time, called Project X. Fast-forward two years, and Project X is still around, only now it's called NUON. At the 2000 Winter CES, VM Labs showed off the system with a handful of games.

If you're unfamiliar with NUON (it's been in and out of the news for the past two years), it's a chipset which will be built into DVD players from manufacturers such as Samsung, Toshiba and Raite beginning as early as March 2000.

Samsung's DVD-N2000 will be the first on the market in March, retailing for a \$499 MSRP. In addition to being fully loaded with DVD movie-specific features like smooth shuttle and a pan-and-zoom feature, NUON-enhanced players can be used for Internet browsing, gaming and playing audio CDs. Jeff Minter's popular Jaguar app Virtual Light Machine has been brought to NUON. Audio CDs can also be played at half or double the normal speed with very little distortion.

Movie studios such as MGM and New Line Cinema have shown interest in using NUON features on their DVDs to allow users to view screenplay data side by side while watching the movie or participate in Web-based events or specialized chats directly from their set-top DVD player. Also, customized "skins" can be added to the DVD player's graphical interface so that the interface of the on-screen menus of

the player is customized to the movie (see the example picture below).

Game-wise, there are only a few games planned for around the time the first NUON player hits shelves. Publishers announcing support for the platform at CES include Acclaim, Digital Leisure, Eclipse Software Design, GT Interactive, Hyperspace Cowgirls, Infinite Ventures, Jeff Minter, Miracle Designs,

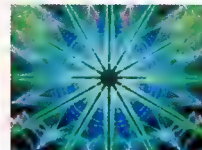
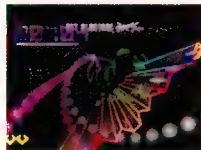
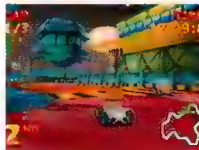
On-Line Entertainment, Simon & Schuster Interactive, Southpeak Interactive, Sunsoft and Vatical Entertainment. Tempest 3000 (Jeff Minter) and Iron Soldier (Eclipse Software) will be familiar names to those who

played the Atari Jaguar back in the day, and classic FMV games like Space Ace (Digital Leisure) and Sherlock Holmes: Consulting Detective (Infinite Ventures) are also planned.

Peripherals for NUON include those by NYKO Technologies and Kensington Advanced Technologies Group (who produces the Gravis line of game controllers). Planned for future expandability are a hard drive, printer and modem. A microphone peripheral makes way for karaoke options, too.

While not going for the hardcore video gaming market (not competing directly with PS2, DC or Dolphin), VM Labs hopes to open the doors for family-based interactive entertainment with NUON. As DVD players will continue to take off in 2000 (something like 4 million players sold in 1999 alone), there's a chance for the company to carve a niche.

[www.nuon-tech.com](http://www.nuon-tech.com)



Left to right from top: Some of the things you'll see on NUON in 2000—a customized DVD movie "skin," Total Arcade Software's Freefall 3050 A.D., Eclipse's Iron Soldier, Miracle Designs' Merlin Karting, and Jeff Minter's Tempest 3000 and Virtual Light machine.



THE FIGHT FOR MANKIND HAS BEGUN...

# COLONY WARS RED SUN

INTRODUCING THE SHAHAR, AN EVIL SUPERBEING AND STARRING YOU AS VALDEMAR,

ULTIMATE POWER, THE NOBILIOUS STARSHIP, RED SUN.

CO-STARRING 50 SELECTABLE MISSIONS WITH DEEP SPACE AND ON ALIEN PLANETS, WITH OVER 30 DEADLY WEAPONS PACKED FULL OF GRAVITY-WRECKING PROMISE.

FEATURING 14 VAST NEW SOLAR SYSTEMS WHERE UNUSUAL DOCTRINE ACTION MAKES THE DEFINITIVE SOFT-COMBAT GAME, AVAILABLE ONLY ON

PLAYSTATION® GAME CONSOLE.





BETRAYAL



HEARTACHE



PRESUMPTION



DECEIT



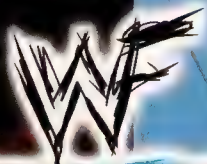
4-Player Action



Huge Backstage Area

WWE SmackDown! vs. Raw 2 is a professional wrestling video game developed by THQ and published by THQ. It is the second game in the SmackDown! vs. Raw series and is available for PlayStation 2, Xbox, and Game Boy Advance. The game features a roster of 100 WWE Superstars and is set in the SmackDown! and Raw brands. It includes a variety of match types, including standard wrestling matches, Hardcore matches, and Unsanctioned matches. The game also features a story mode and a career mode. The game was released on October 1, 2002.





# SMACK! DOWN

THEY DON'T FORGIVE.  
AND THEY DON'T FORGET.

### Lay the SmackDown!

We give wrestlers wild new and exciting gimmicks as well as all the tools of the WWE Superstars.

It's not how you beat them as you roam backstage from the boiler room to the kitchen.

Call upon your allies for help and then climb over them as you kick, grapple, and People's Elbow your way to the top.

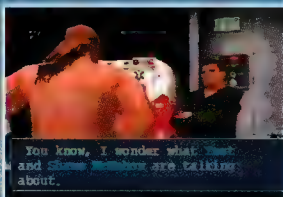
And remember, the backstage politics can work against you - so watch the "back" camera and avoid mental attacks and McElites' inevitable great returns get you to the end.



[www.thq.com/wwe](http://www.thq.com/wwe)

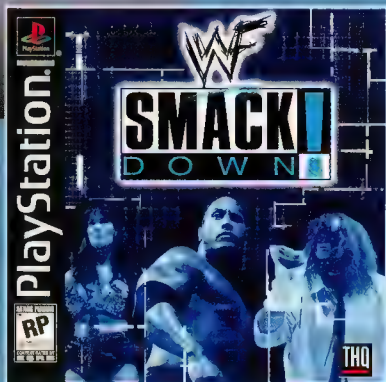


Special Guest Referee



You know, I wonder what *that* and *Shane* *Members* are talking about.

Backstage Politics



PlayStation





PRESS  
START

**“Frankly, I’m a little bit fed up with her (laughs). We believe that if we keep using her as a main character, our games will sort of become similar—along the lines of another D and Enemy Zero.”**

*Warp’s Kenji Eno on Laura, their “digital actress” who has starred in almost all of the company’s games.*

## Tidbits

InterAct Accessories, maker of the popular GameShark accessory, has a Dreamcast version of it ready to ship to stores as early as February. Much like the new PlayStation GameShark CDX, it uses both a CD and a memory card-type device.

**THQ will bring its Evil Dead game Ashes 2 Ashes, to the Dreamcast later this year in addition to the PS.** Word is, Eldos is trying to nab the U.S. rights for the Japanese game Berserk, although it hasn’t been formally announced yet. **In a bit of industry news, ASC Games, makers of Apocalypse and Jeff Gordon’s XS Racing (which still has not been released for the PlayStation after countless delays) has reportedly closed its doors.** Bizarre Creations’ Dreamcast game Furballs has been renamed to Fur Fighters, and will be released by Acclaim in the U.S. later this year. **Can’t get 100% on Gran Turismo 2? You’re not alone—apparently it’s only possible to get a 98.2%. The rest is in a drag-racing course that was never completed and put in**

**the game.** Tecmo’s Deception III will have a new name in the U.S.—Dark Delusion. **A new Pokémon Stadium game will be released in Japan this year, covering the monsters from Gold and Silver.** Bernie Stolar, former Sega

president and COO has landed at Mattel Interactive. Mattel is rumored to be handling the U.S. release of Bandai’s Wonderswan handheld. **The Midway-owned arcade game maker Atari Games has been renamed to Midway Games West. So now the Atari name is completely out of the coin-op business.** A remake of Virtua Cop 2 is headed to the Dreamcast in March in Japan. **Japanese publisher Spike has established a new subsidiary called Vile, and has recruited 60 members of Human’s staff (which went out of business a few months ago).** The third



Japanese poster for the third Pokémon movie.

Pokémon movie, *Legend of the Unknown Tower*, will be released

in Japan this July. The main Pokémon star this time around is Entei, one of the new monsters from Gold and Silver. So while in Japan they’re enjoying the third movie, we’ll be watching the second.

JAPAN TOP 10		
1	Gran Turismo 2 SCEI	
2	Pocket Monsters Gold/Silver Nintendo	
3	Yugioh! True Dueling Monsters Konami	
4	Donkey Kong 64 Nintendo	
5	Virtua On Dratorio Tangram Sega	
6	Legend of Dragoon SCEI	
7	Densha de GO! Professional Taito	
8	Soumatsu Tecmo	
9	Custom Robo Nintendo	
10	Virtua Striker 2 ver. 2000.1 Sega	

Weekly Famitsu, week ending 12/12/99

## 'ZINE-O-PILE

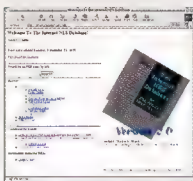
### The Gameroom Blitz

Issue reviewed: #6, Summer 1999, \$2 for one issue. Edited by Jess Ragan, P.O. Box 141, Edmore, MI 48829.

Those who have been active in the 'zine scene for any length of time know the rantings of Jess Ragan. The Gameroom Blitz is his current 'zine, and this issue features a look back on some of the greatest video game boss characters of all time, a look at some audiovisual video game Easter eggs, an interview with *Tips & Tricks*' Chris Bieniek, a look back at some of the best fanzines of years' past, game reviews and more...all spaced out by Ragan's and his contributors' opinions on game development, and finished up with some game.com ribbing. Well-written and packed with text, it's definitely worth a read. Highly recommended.



### The Internet NES Database



Located at [tmm.simplenet.com/indb/](http://tmm.simplenet.com/indb/), The Internet NES Database is your one-stop reference for information on NES games. It's got reviews, Title Screen screenshots, tricks, codes, ending descriptions, awards listings, and text versions of game manuals for a lot of old 8-Bit NES games. Found a game in your attic that you've dusted off your NES just to play, but don't have the instruction manual anymore? Or, better yet, want to find out what the 30 lives code is to Contra (if you don't know what it is...you probably don't own a NES), it's all right here. Unfortunately it doesn't have many images or screens of the games aside from the Title Screens, but this is still one of the best resources on the Net for finding info on NES games.







Q - M a n n

**"If things work out the way we want them to, the video game will be released when the next movie comes out and it will actually have something to do with the movie."**

*The Wachowski brothers on the impending game of The Matrix. See [www.whatisthematrix.com](http://www.whatisthematrix.com) for more details.*

## Quartermann - Video Game Gossip & Speculation

**M**ovie deals make an unwelcome return to the news this month, with all kinds of things being signed up as everyone rushes to get something "different" into development for PlayStation 2. Everywhere the Q looked someone was keen to spill the beans on a "hot" deal between the games and movie business. All sounds like déjà-vu to us...but The Matrix game could be cool. Elsewhere this month the Q's spies have unearthed all kinds of new hardware details, including juicy news about PlayStation3, Dreamcast 2 and Microsoft's no-show, the X-Box.

**RUMOR** X-Box just ain't happening.

**TRUTH** Microsoft didn't say a word at Comdex, and then kept quiet again at CES in early January. If they did have anything up their sleeves, they'd have probably shown it by now. Blame it on the court case, or blame it on the fact that Microsoft has little interest in working in the hardware market—but it looks like the project may well have been put on hold. No one we spoke to at Microsoft was prepared to comment. Now there's a surprise.

**RUMOR** Flying Tiger is working on a third Time Crisis game for the PlayStation.

**TRUTH** Namco's keeping fairly quiet about this one, but we understand that the developer is working on a project currently going under the name of Time Crisis Alpha. Expect to see it this year.

**RUMOR** Sony is working on new consumer electronics items designed specifically to complement the PS2.

**TRUTH** First out of the gate will be a 15" LCD TV that sounds like it may

well be the ultimate gaming monitor (although it does sound a bit small). Boasting just about every kind of input under the sun, we understand from our spies that the design of the unit will look very much like the PS2. So a bit on the ugly side then.

**RUMOR** It was bound to happen sooner or later...PS2 is nearly here, so someone had to go and let it slip about PlayStation3.

**TRUTH** Apparently it's set to be 4,000 times more powerful than PS2, but no one's pinning a date on when it would be unveiled. The rate the technology is advancing at the moment though, speculation seems to be that by the time a PS3 is required...it will be even more powerful still. If you want to see something that can render images that look truly real, experts say you need something 18,000 more powerful. Might have to wait a while for that then.

**RUMOR** "The Game of the Movie" is making an unwelcome comeback in the year 2000.

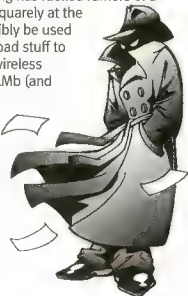
**TRUTH** Take 2 has recently acquired the rights to *Austin Powers* and will be producing both PlayStation and PS2 titles over the next four years. THQ has signed up the *Evil Dead* series (as reported before in *EGM*), and the first game *Ashes 2* *Ashes* will be out before Christmas. The Wachowski brothers have signed a deal with Shiny Entertainment for a game of *The Matrix* in time for the release of the second and third movies in 2001. Given Shiny's track record in meeting release dates though...don't expect to see it until well after the whole trilogy has been released several times on DVD. Finally, there's a *Blair Witch* game coming from Gathering of Developers...we'd love to see something in black and white and with scary camera angles (Silent Hill style)—but you can bet your bottom dollar that this baby's going to have a lot in common with Resident Evil.

**RUMOR** Duke Nukem is set to make some noise on PS2, but maybe in a "one time only" deal.

**TRUTH** Now that GT Interactive has been bought by Infogrames, there is some confusion over who has the power over the Duke Nukem franchise. Before it all gets terribly complicated though, we do have assurances that we'll see a PS1 Duke Nukem game out in the next few months (the ridiculously lengthy-titled Duke Nukem: Time To Kill 2: Planet of the Babes) followed by a PS2 game soon after the system launches. GT will be doing the honors for existing PlayStation titles while Take 2/Rockstar/Gathering of Developers will be bringing us something on PS2 that Rockstar boss Sam Houser describes as "the best console version of Duke yet." Well...he's not up against much competition there is he?

**RUMOR** Sony working on a handheld system to rival Game Boy?

**TRUTH** Sony's recent deal with Palm Computing has fuelled rumors of a Memory Stick-based handheld device aimed squarely at the entertainment market. The Internet could feasibly be used as the delivery medium for the system (download stuff to your PC, or directly to the Palm device with a wireless modem) with Memory Sticks allowing up to 64Mb (and soon even more) of storage. Developers are already enamored with the Palm platform, while Sony could also like the system interface with the PS2 with relative ease. Throw in the fact that Sony recently announced that it wanted a piece of the Pokémon pie...and it looks like the multi-media giant really is thinking seriously about a portable system. We'll bring you more news as we get it.



### TOO MUCH TOO SOON?

## Dreamcast 2 A Reality?

A couple of months ago in Q-Mann we brought you news about **Sega's possible plans for new Dreamcast specs** in the near future. While it's been known for a while that DVD will enter into the equation at some point, anything further has been pure speculation. When erstwhile Sega boss Bernie Stolar intimated that the Dreamcast was fully upgradeable earlier last year, few really believed that Sega would actually follow up on this. Stung by Sega upgrades before (32x, Sega CD) the general consensus was that the whole thing would be an almighty f\*\*k up from beginning to end.

Well...everything has gone remarkably quiet on this front. While no one will discuss strategies as to "how" this will be done...we do now know that two new technologies are heading to Dreamcast. **The DVD drive could be ready in the first half of 2000, while the new graphics chipset could be implemented as soon as next summer.** But where does this leave the existing system? Will we see two machines...a "deluxe" and a "standard"? Will there be an add-on box? Maybe a way of sending your machine back for an upgrade? No one's talking. We do know that the new NEC/Videologic graphics chip is 100 percent compatible with the PowerVRDC...so software will run with the new chip. But where does that leave existing systems? The Q-Spies are continuing to hunt down news on this story. Let's hope Sega doesn't repeat any mistakes from its past by diversifying too much.











SKIDMARKS.  
THEY'RE NOT  
JUST FOR  
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ANYMORE.



www.playstation.com



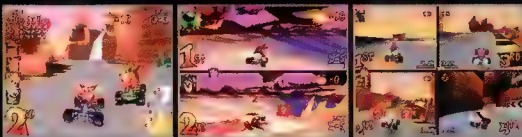
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PlayStation 2 Online Play requires Internet connection and Network Adaptor for PS2. Online play requires Internet connection and Network Adaptor for PS2. Online play requires Internet connection and Network Adaptor for PS2.

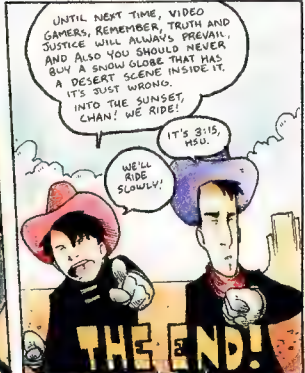
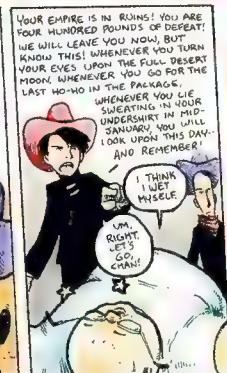
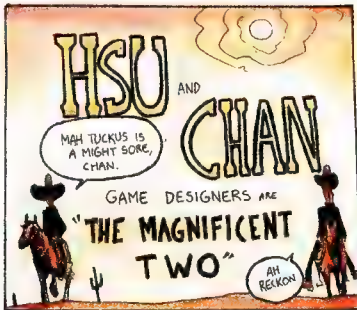
NAUGHTY DOG



It's not driving. It's a motorized bear-down. Dust your fellow drivers on 25 different tracks. Survive the hairpin turns and score a TURBO boost. Unless you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can reduce each other to roadkill. With over 12 playable characters in all. Buckle up.



Once he gets behind the wheel, things get ugly.



**THE END!**







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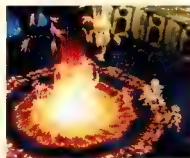
*Not everyone can solve the mysteries of Grandia.*

*It's a strange land where magic and technology coexist among the forces of corruption.*

*A place where the dominating culture lives in peace and harmony while a sinister force works just below the surface to discover the dark secrets of an ancient civilization.*

*In this world, an epic struggle shall be determined by a brave, smart and resourceful hero who must master dozens of spells. A hero who is outnumbered by several hundred to one.*

*This is the world of Grandia—a mysterious, odd, strange yet beautiful planet that hangs in the balance between good and evil.*



[www.playstation.com](http://www.playstation.com)



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**GAME ARTS**



# GRANDIA





www.playstation.com



Requires Dual Shock<sup>®</sup> analog controller.\*

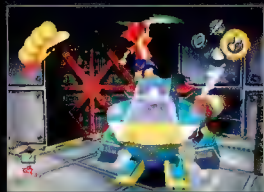


It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflier. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock<sup>®</sup> analog controller**. Prepare yourself, things are about to get hairy.



\*Or other official PlayStation brand or licensed controllers featuring the "Analog Control" icon. Analog mode only. May not function or performance may vary. Entertainment America Inc. ©1999 Sony Computer Entertainment Inc. No apes were harmed in the making of this advertisement. As for the truck driver, that's a different story.





**APE  
ESCAPE**

**You better get them  
before they get you.**

vary with other controllers. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Ape Escape is a trademark of Sony Computer Entertainment Inc.



# Previews

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**WARNING:** Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

**W**hen PlayStation 2 news first broke, a lot of people got excited. Everyone was drooling over screenshots of Bouncer, Tekken Tag, Gran Turismo 2000, etc. But now, only a few months later, PS2 information has slowed down to a trickle. As we go to print, we're only two months away from the Japanese launch of the Sony super-machine. Even though developers have a million and one games lined up for the thing, we've seen screenshots for only a handful. That means either: Reports of PS2 games in development are greatly exaggerated (not likely), or most projects are a lot further off than everyone originally thought. This also means we don't have a whole lot of PS2 to preview just yet. Don't worry though...we'll have in-depth looks at all the PS2 games coming out in Japan,

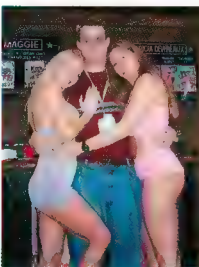
whether you want to see them or not.

This is pretty good news for Dreamcast. As you can tell by the size of the DC Previews section, the system isn't letting off the gas pedal. If it can keep the pace up, we'll have a good ol' fashion system war on our hands this winter (well, at least in the U.S. where Sega's

machine is faring much better).

So where does that leave Nintendo? With the amount of N64 software dwindling along with gamers' excitement over Dolphin (when are they going to release some more news or info on this phantom machine??), the near future's not looking too bright for one of our favorite game companies. Third parties are dropping the cart format like crazy, and we have really nothing to look forward to other than a handful of first-party games. Nintendo: it's time to start showing us what the Dolphin can do.

At least the big N doesn't have to worry about a competing X-Box for the time being. Our crack reporters went to the Consumer Electronics Show, only to come back with no news on Microsoft entering the console business. That's not to say, however, that our editors didn't work hard while in Las Vegas. In case you didn't know, CES is also home to an annual...uh...adult entertainment™ convention as well.



## TOP 5 Preview Picks

1. Shenmue
2. Banjo-Tooie
3. Front Mission 3
4. MDK 2
5. Space Channel 5

- Dreamcast, Now-Japan
- Nintendo 64, Mid-2000
- PlayStation, Spring 2000
- Dreamcast, February 2000
- Dreamcast, Now-Japan

Based on what you know today, which platform do you think is going to win the system race?

(source: videogames.com online poll)

**Sega Dreamcast - 6045**

**Nintendo Dolphin - 5846**

**Sony PlayStation2 - 12609**



DECEPTION III  
DARK DELUSION

SWEET  
DREAMS  
LITTLE  
ONE.

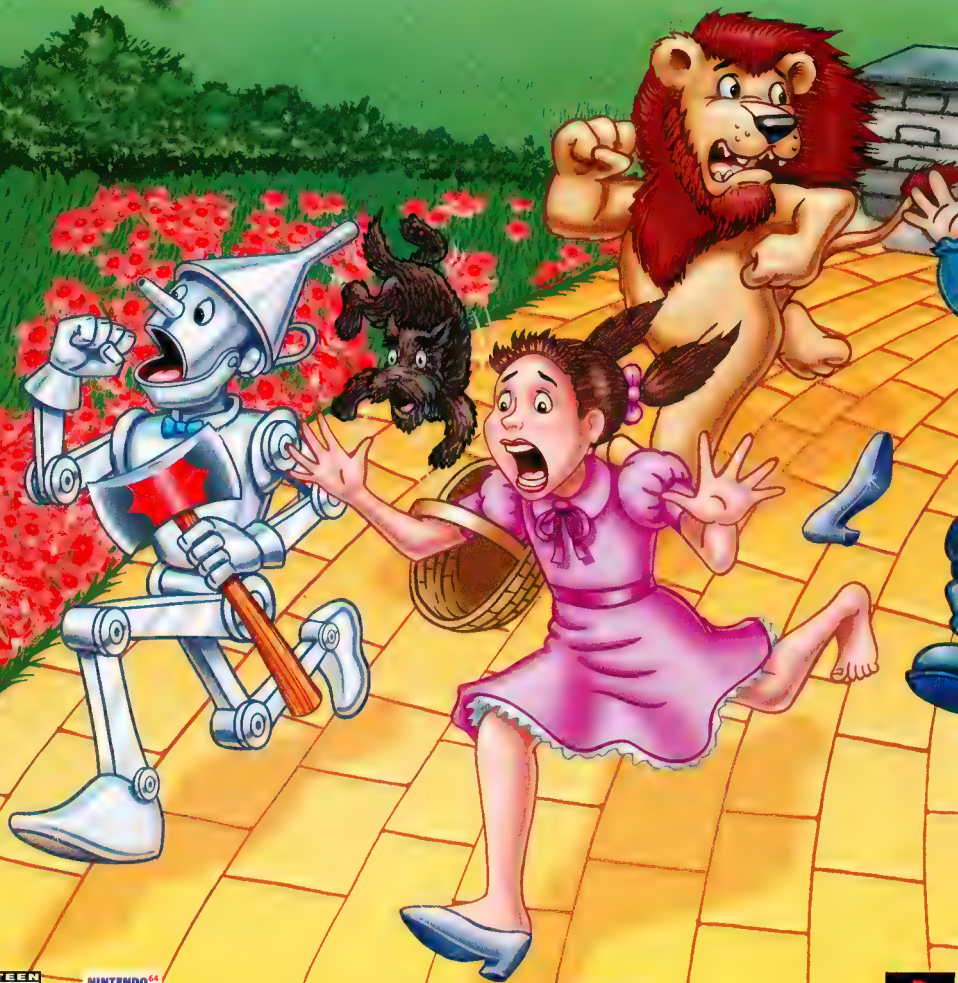


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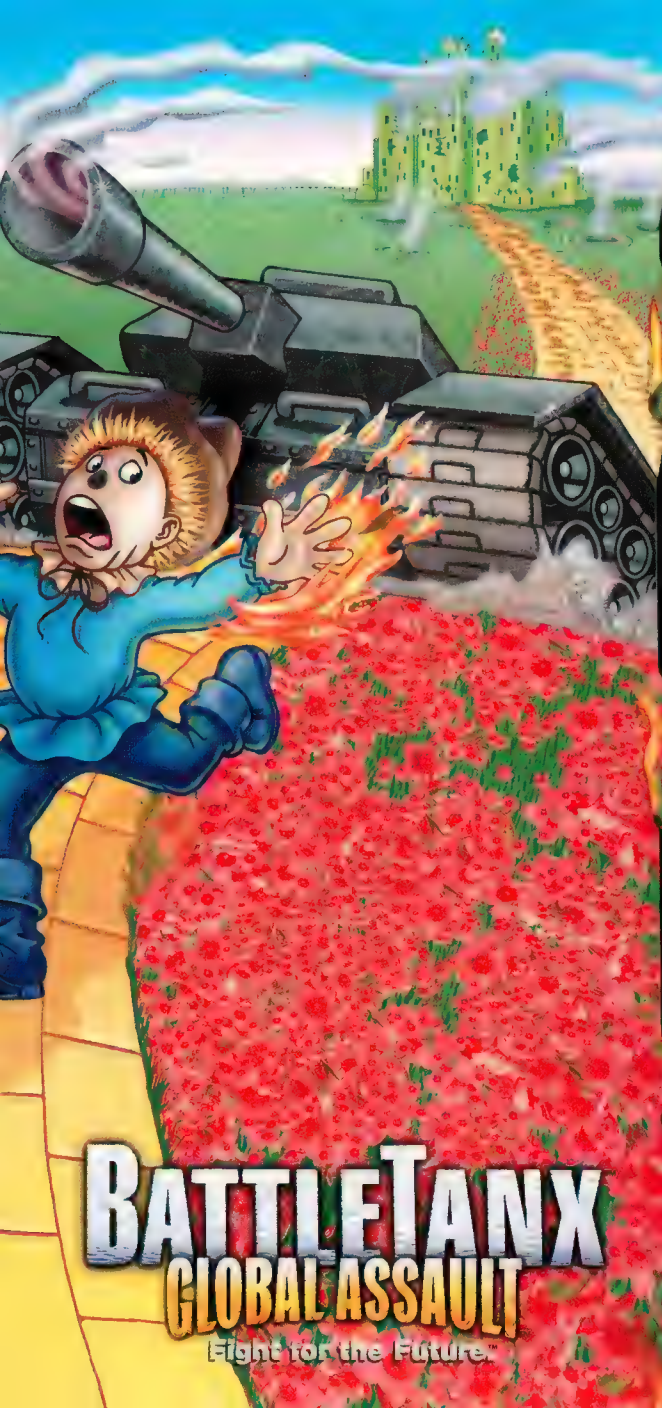


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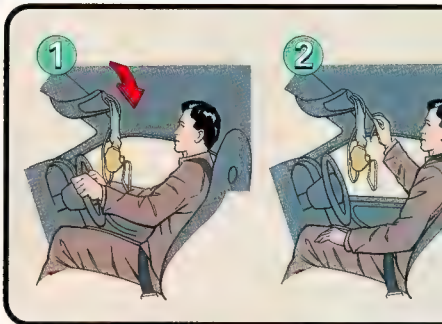
#### 安全のために

離陸時には、必ずシートベルトをしっかりと締めてください。  
現在、ポルシェ911ターボで飛行中です。

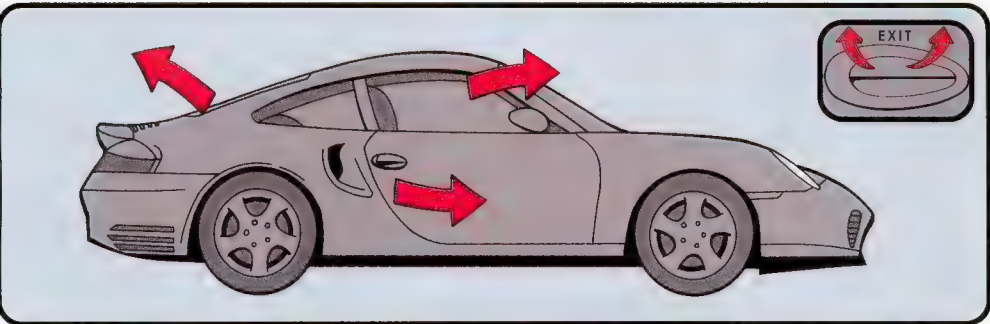
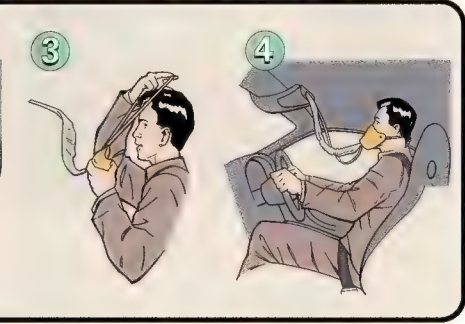
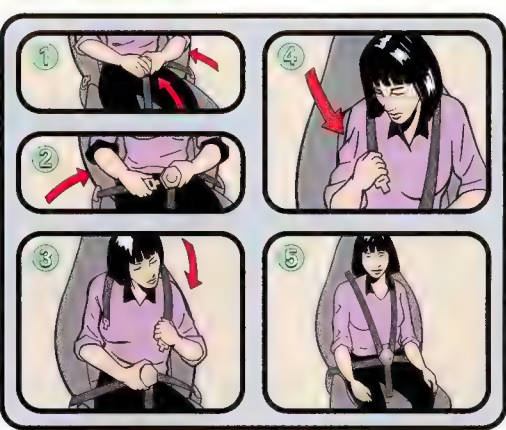


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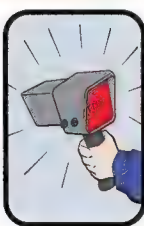
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EXIT OPERATION:  
OBSERVE SURROUNDINGS. IF SCENERY IS MOVING-REMAIN IN VEHICLE. IF STATIONARY, PROCEED WITH CAUTION TO NEAREST EXIT.





PREVIEW

# Shenmue: Chapter 1 Yokosuka

**Developer:** Sega  
**Distributor:** Sega  
**Platform:** 1  
**Genre:** Adventure  
**Completion:** 100%  
**Release:** Now-Japan  
**Web Address:** www.sega.co.jp  
 www.shenmue.com

**The Good:** The graphics, the detail, the atmosphere, the story...

**The Bad:** The valuable social time lost to Space Harrier and Hang-On.

**And The Side:** Smelling Ryo after a month without bathing.



The death of Ryo's father (above) sends Karate Club founder Ryo (right) into a state of vengeful determination. What adventures await him in Hong Kong?



## CHARACTERS

### Shenmue Stars



The vicious killer of Ryo's father, Soryuu, truly sports a demon's résumé. In addition to connections with the Chinese Mafia, he practices a forbidden, deadly and very cool-looking martial art.



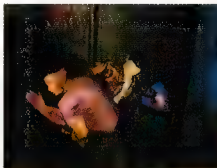
Despite being on just about every piece of promotional material related to Shenmue, Rei Shenmue only appears in the game's eagle-laden intro and a few of Ryo's dreams. With this kind of build-up, she better be great in Chapter 2.

**A**fter years of development, unusual press conferences and an estimated \$70 million in development costs, the first chapter of Yu Suzuki's epic Shenmue has finally been released to Japanese audiences. Set in the sleepy Japanese town of Yokosuka, Chapter 1 delivers a cinematic adventure gaming experience unlike any other and sets the stage for what should be an awesome Chapter 2.

On Nov. 29, 1986, Ryo Hatzuki's life changed forever. Witnessing his father's death at the hands of the powerful and mysterious Chinese man, Ryo opts to leave his normal high school life behind to avenge his father. Little does he know that the death of his father is but a small piece of the vast international conspiracy he's about to enter—as he investigates, he discovers an evil chain of command stretching to China, an ancient Chinese legend about the battle between heaven and hell and his father's mysterious identity and past.



Where would Yokosuka be without stalwart high school students like Ryo to keep its seamy underbelly in line?



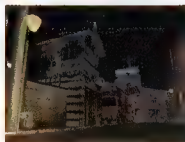
Despite previous reports that would indicate otherwise, Shenmue bears nothing in common with the oft-ported, rarely liked Dragon's Lair. While the cryptic Japanese-named genre "Full Reactive Eyes Entertainment" probably doesn't say it as well as it should, Shenmue is first and foremost an adventure game. Replete with an excellent story, item puzzles and tons of dialog, Shenmue strays from the typical adventure game by interspersing a number of action scenes into the intriguing story line. Action comes in two distinct flavors: Quick Timer Events and Free Battle.

Quick Timer Events are the controversial action sequences that initiated skepticism of Shenmue's gameplay—key events prompt you to quickly tap a button to protect Ryo in a variety of dangerous and unpredictable situations. While simple to execute, the resulting brawls are action-packed and beautifully choreographed, rewarding players with a cheap visceral thrill. The Free Battle System supplements the shallow-yet-satisfying Quick Timer Events with a more traditional brawler approach. Like Sega's Genesis classic Streets of Rage, Ryo busts heads with a wide range of impressive motion-captured karate moves. While these battles are unfortunately a little short-lived and under-represented, the Free Battle System is surprisingly deep, and the game provides numerous opportunities to add new moves to Ryo's already





Shenmue's creator, Yu Suzuki, has had an impressive run designing arcade games. His résumé includes *Space Harrier*, *Hang-On*, *Out-Run*, *Virtua Fighter* and, most recently, *F355 Challenge*. While all of his games have come home at some point, *Shenmue* is his first game developed specifically for a console.



The detail of *Shenmue*'s world is unprecedented. Look through drawers, chat with the locals or just see the sights—there's a lot to do. Exploring the environment is practically a game in itself.

formidable arsenal. Ryo can also take time out of his busy schedule to practice his moves in the park, allowing him to strengthen them even further.

But wait, there's more! As if the game itself weren't enough, Sega has piled the game high with some irresistible distractions. *Shenmue* has a little something for everyone. Ryo can drive a motorcycle or forklift, the latter done as a part-time job to finance Ryo's active toy-buying lifestyle. Yokosuka's lone Game Center offers two classic '80s Sega arcade games designed by Yu Suzuki, *Space Harrier* and *Hang-On*. Lucky players can win these games at the local convenience stores for free play on Ryo's anachronistic Saturn. Early in the game Ryo will stumble upon an orphaned kitten. In addition to naming it, it's up to Ryo to feed it and give it plenty of loving attention. Finally, *Shenmue* features an extensive, Sega-wide "Omake" mode. A vast collection of Sega-themed knickknacks are available in toy vending machines and convenience stores, and don't really do much of anything but showcase Sega's glorious gaming past. To top it off, players can trade these toys with friends online via the included *Shenmue* Passport disc.

After seeing *Shenmue*, you'll understand just why it's the most expensive game ever produced. The town of Yokosuka and the surrounding environs are lush, detailed and alive. Every building and object is carefully modelled and textured, with a majority of them providing players with some level of interaction, prompting the game's "Full Reactive" nature. While being able to flip through every drawer in Ryo's house may not sound like fun, exploring and fiddling with *Shenmue*'s completely unnecessary world is entertaining in its own right.

Yokosuka teems with life as beautifully detailed people walk its streets. Would-be stalkers will be happy to know that one can follow many characters

around all day and watch them work, buy groceries and end the busy day with a nightcap in one of Yokosuka's many bars—the only details that seem to be missing are Ryo's bathroom breaks and showers.

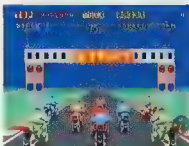
All of this excellent art is supported by the most impressive 3D engine seen anywhere. Your jaw will drop when you first see *Shenmue* in motion—still screens cannot prepare you. Despite pushing more polygons than any Dreamcast game to date, the game runs at a steady 60 frames per second, hindered only in the busiest parts of town when large numbers of people inhabit the screen. The environment never pops in, and people and other less-static environmental elements fade in as their models and textures load from the GD-ROM. This can be a little problematic at times—sometimes people will mysteriously appear right in front of Ryo as he runs through the streets, but these are niggling technical points and don't hinder gameplay in the least. To top it off, *Shenmue* features the most realistic lighting and shadows seen in any game. Each light source not only illuminates the environment but accurately shines on the characters' bodies as well (Rather than brightening up individual polygons on a character's body, most games save processing power by adjusting the color values of the entire model to simulate lighting.) The light sourcing also casts realistic shadows, allowing Ryo to have multiple ones that fade in and out as he runs through Yokosuka's streets at night. These aren't your standard game shadows, either—each one realistically staggers and stretches across multiple surfaces just as in real life.

If you can believe it, *Shenmue*'s sound is just as developed as the graphics and provides an integral component to making the game feel as alive and special as it does. A combination of synthesized and orchestrated music appropriately match Ryo's feelings—terror at the sight of his

## MINI-GAME

# The Many Faces of Distraction

There are enough mini-games and other distractions to entertain one for hours on end. Among them are arcade games, a virtual kitten and the ability to collect a wide assortment of 3D Sega chotchkerals.



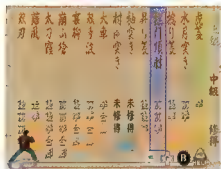
Would you rather have Shenmue be dubbed into English or subtitled when it comes to the States?

I don't care as long as I get to play it in English - 930

Dubbed - 1573

Subbed - 1129

I don't care about Shenmue at all - 1140



**Shenmue's Free Battle System** features nearly 50 moves which can be learned from scrolls or a number of teachers, including Ryo's brother, Fukuhara. Practice your moves and they'll get stronger. For all this detail, though, you'd expect more battles than there are.

besieged father, intrigue at the mention of the Chinese Mafia or out-and-out giddiness with Yokosuka's Italian pizzaman, Mario. While the music



conveys the mood, the game's excellent sound design conveys the realism of the environment. Dogs bark in the distance, footsteps pan from one speaker to another as people walk in front of you and every person has a variety of lines to say. Shenmue's voice acting is incredible, to say the least. Every character has a distinct vocal style—Ryo's voice and dialog is grimly determined, while the ever-dancing American Hot Dog vendor speaks a hilarious mixture of English and Japanese.

At the end of the Shenmue Chapter 1, all one can really do is wonder what awaits Ryo in Chapter 2. Sega of Japan has yet to announce a release date, but let's hope that Sega of America can get a head start and narrow the gap between the U.S. releases of the two chapters.

Of course, Shenmue is coming to the U.S. With all of the voice and text to localize, however, Sega of America has their work cut out for them.



How they'll localize it remains to be seen. Adapting a game this rife with Japanese signs, notes and labels will be difficult indeed—hopefully Sega will find an implementation that doesn't force them to retexture them all with English text and, thus, drastically alter the game's exotic feel. To widen the game's audience as much as possible, expect Sega to dub the speech in English rather than subtitle it. If they do as good of a job as they did with Sonic Adventure's speech, American gamers should be in for a real treat. We'll let you know as soon as Sega of America announces a release date for Shenmue. 🎮

## SHENMUE PASSPORT

### Otaku Passport

Packaged with Shenmue's three game discs is a fourth disc, called Shenmue Passport, of more esoteric distractions. Fans of the game can connect to the Internet to add all kinds of interesting, if largely useless, functionality to their game experience. The more you play, the more options you'll get.



Buy, sell and trade chotchkerai with friends all over the world! Something cool is sure to happen if you collect them all.



The theater lets you rewatch cinematics from the game that you've already seen. Great for brushing up on your Japanese.



Shenmue World provides plenty of not-so-vital background information about the game's people and places.



Like the Theater option, the Music Box lets you listen to music from the game, including the lush orchestral versions.



Our favorite character, Tom the Hot Dog man, is 27, a Sagittarius and has Type B blood. Ladies, line up now!



Those famous facial demos are back. Really little more than eye candy, these talking heads tell you about the game.



Upload your mini-game high scores to a massive, worldwide ranking. We're #3617 in Space Harrier, if anyone cares.





JOHN McCLANE STUNT DOUBLE #56  
- ARM BROKEN NEAR SLOT MACHINES IN  
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

**DIE  
HARD**  
TRILOGY 2™

VIVA LAS VEGAS



PREVIEW

# MDK2

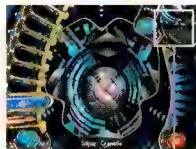
MDK2 is actually BioWare's first console game. It's also the team's first 3D action game too. Previously they were revered for their work on the enormous-selling Baldur's Gate on the PC. The 3D engine used here has been in development for more than three years.

- Publisher:** Interplay
- Developer:** BioWare
- Platform:** PC
- Genre:** Action
- % Complete:** 70%
- Release:** February 2000
- Rated for:** PC
- Web Address:** [www.interplay.com](http://www.interplay.com)  
[www.mdk2.com](http://www.mdk2.com)

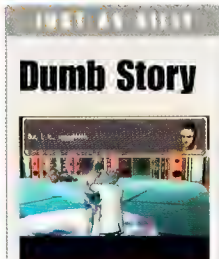
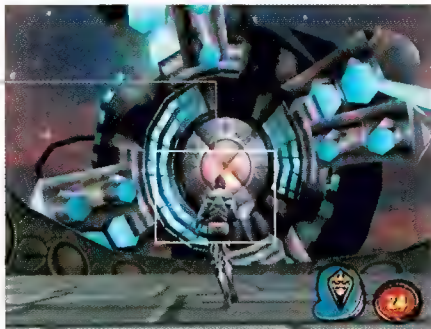
**The Good:** Amazing visuals...a definite step up from the original game.

**The Bad:** Like the original, not everyone will 'get' the humor.

**And What Not To:** Aliens that fart.



As with the first game, sniping is an important element when playing as Kurt. Here, you see him taking on the first boss (right). It's necessary to snipe at vital parts in order to destroy it (above). Fortunately, to make life easier, you get a second camera view (inset) so you can see if you're under attack.



The basic idea behind MDK2 is pretty much the same as the original, even though the game is made by a completely new team. It's an action game with a clever blend of dark, gloomy and alien imagery that's mixed with quirky and somewhat weird humor.

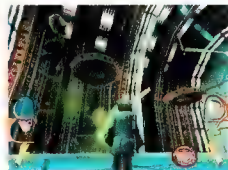
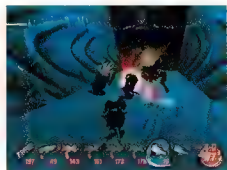
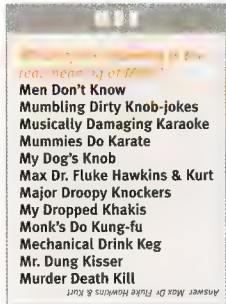
The action picks up immediately after the end of the first game. The team thinks they've saved the world and can go back to leading normal lives. Immediately after though, the alien invasion begins again, starting with another small town. This time it's Edmonton, Canada.

Following the tradition of the first game which took place in Laguna, this is the location of the development team's offices (in case you were wondering).

We've been following the development of MDK2 quite closely for some time now. While not the most spectacularly successful game ever, the original (on PlayStation) was certainly different from your usual run-of-the-mill 3D action games. Blending action and humor, while throwing in lots of cool special effects has been a recipe for success in movies for years, and maybe MDK2 will be able to achieve what its predecessor was unable to.

Certainly a showcase product for the Dreamcast, MDK2 makes use of a lot of the system's features. Sure, the graphics and overall presentation are spectacular, but we were impressed to find that some clever and imaginative uses have been made for the Jump Pack, VMU and Internet capabilities of the system. Joltings and rumblings are pumped through the pad to make some sections of the game more physically challenging, certainly a step above what we're used to in the force-feedback department. VMU support (apart from the obvious

use: Saving games) is designed to help communicate tips and tricks easier. Players will be able to save replays to the VMU and then upload these onto the Net (or e-mail them to friends) so that others can see how to effectively beat a boss or complete a puzzle. While a simple concept, this certainly seems to be an idea that we'll no doubt see being 'borrowed' by other game developers in the coming year.



Apart from looking simply gorgeous, the big 'hook' with MDK2 is that you don't just play one hero. The game is divided into sections that see you playing all three of the eponymous heroes. Kurt continues as before in a stealthy, action-hero kinda way. Max the dog is a gun-toting hombre while the Doctor's game is more of a puzzle-solving adventure.





JOHN McCLANE STUNT DOUBLE #18  
-HEADWOUND FROM HIGH SPEED WRECK WHILE  
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134  
- STEPPED ON PROXIMITY MINE NEAR  
ROULETTE TABLE WHILE BATTLING TERRORIST.

**DIE  
HARD**  
TRILOGY 2

VIVA LAS VEGAS



PREVIEW

# ECW: Hardcore Revolution

- Publisher:** Acclaim
- Developer:** Acclaim Studios-SLC
- Players:** 1-4
- Genre:** Action
- % Done:** 90%
- Release:** February 2000
- Price:** \$64, PS
- Web Address:** www.acclaim.com
- The Deal:** Faster gameplay and good graphics.
- The Hook:** It still doesn't have that TV wrestling-show feel.
- And The Why:** Barbed wire matches with all that icky blood.



The models and background graphics are more detailed, the textures are cleaner and the animation is better.



Wrestling isn't all about destroying your opponent. Here Rob Van Dam helps Sabu get a painful cramp out of his leg.

## Gentle Giant



**Mike Awesome:** ECW World Heavyweight Champ  
**Hometown:** Tampa, FL  
**Weight:** 292 lbs.  
**Turned pro:** 1992  
**Claim to fame:** Walked into the Anarchy Rulz PPV unannounced, defeated Tanaka and Taz and walked out the champ.  
**Toughest opponents:** Masato Tanaka, Sabu  
**Ass he wants to kick most:** "Spike Dudley acid dropped me when I wasn't looking and he's gonna pay."  
**Favorite event:** Barbed-wire match.

**Favorite weapon:** Barbed-wire baseball bat.  
**Finishing move:** Running Power Bomb. "First, I kick the guy in his gut to double him over, then I stick his head between my legs and hoist him up onto my shoulders, then I run across the ring launching him so he goes through the canvas."

**G**one are the days of slow, technical mat grappling. Now pro-wrestling athletes do things that send shivers up gymnasts' spines and juice more blood than a GWAR concert. Like it or not, wrestling has turned extreme baby, and it doesn't get more extreme than ECW: Extreme Championship Wrestling. Now you can enjoy all the blood, violence and vulgar language of the first "M"-rated wrestling game with the debut of Acclaim's latest game franchise, ECW: Hardcore Revolution for the Sega Dreamcast.

To say that ECW:HR doesn't bear a passing resemblance to WWF Attitude is like saying Goldberg doesn't look like Austin. Now this may start chants like "You suck, you suck!" but don't

throw your drinks at the ring just yet. A tweaked version of the Attitude engine powers ECW:HR and it allows for faster gameplay and smoother animation. The Dreamcast's extra muscle puts out higher-res textures and poly-boostered wrestler models, making the game look more realistic. And to make it more like EC-F'n-W, the wrestlers bleed and bleed often.

Acclaim is hoping to get a good pop from the crowd by adding new modes and improving on existing ones. In Career Mode, players build their reputations by defeating jobbers (wrestlers born to lose) before taking on over 40 ECW superstars (in everything from cage to barbed-wire matches) and finally claiming the ultimate prize: the heavyweight championship title. But the game doesn't end there. You can still play as the champ and defend your title against all challengers. The Create-A-Wrestler Mode has been to the gym and pumped up some. Players choose what their wrestler looks like, from tattoos to tights, then build a move set for their wrestler and adjust attributes like speed, strength and agility. That's not all. Within the Create-An-Arena Mode, players design their own arenas with options to change mat and ring apron textures, arena lighting, banners and background graphics.

It'll be interesting to see if Acclaim will keep their baby-face image or turn heel with the release of ECW:HR. If the game gets a good reaction from the crowd, this could turn into a new franchise. 🐾







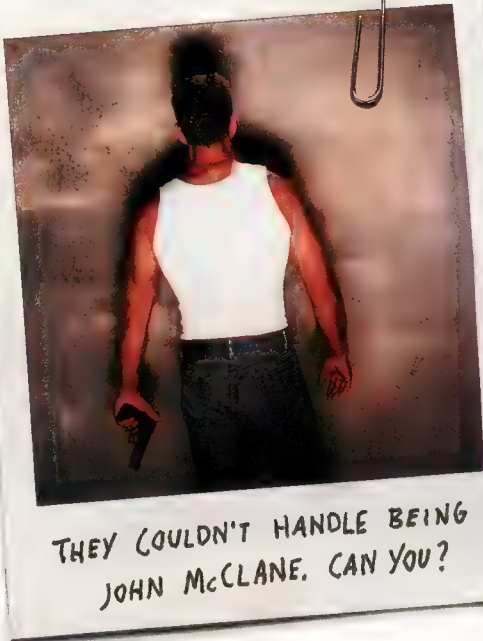
McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

## JOHN McCLANE IS BACK. AND LAS VEGAS WILL NEVER BE THE SAME.

IN DIE HARD TRILOGY 2 YOU CAN PLAY YOUR FAVORITE GAME  
OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

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AND SKILL TO SAVE HOSTAGES WHILE TRYING TO  
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PREVIEW



VALLEY OF THE DEAD?

As stated in the sidebar (see Warp Speed) there is a secret movie in D2 that reveals Warp's future Dreamcast project. In the import version, you had to have a game-save from an obscure Japanese game to unlock it. How you will access it in the U.S. version is unknown, but maybe a completed game-save will unlock it.

# D2

- Publisher:** Sega
- Developer:** Warp
- Platform:** 1
- Genre:** Action/Adventure
- % Done:** 100%
- Release:** Now-Japan
- Site URL:** None
- Web Address:** www.sega.co.jp  
www.warp-jp.com

- The Hook:** A survival-horror adventure for Dreamcast.
- The Link:** It's no Code Veronica, that's for sure.
- And The Light:** Repetitive plant-battles.



In D2, one way of sustaining your health, particularly after battles, is to hunt bunnies, mooses and birds. Kind of like GoldenEye, but not.

When you're not playing Rabbit-Hunter™, you'll be in first-person mode, gibbing all kinds of snow-bound creatures. Fun!



For the few crazy cats who imported Warp's audio-only Dreamcast game, Real Sound 2, chances are you bought it for the D2 Shock demo that came packed in with the game.

If you wondered what the game save on your VMU was for, it is used to unlock a secret movie in the import version of D2.

The movie is a glimpse of what Warp is working on for the future. Essentially a concept-FMV designed to give a brief taste of what their next Dreamcast project is, the five-minute long video will probably leave you with more questions than it answers. A Laura-like woman can be seen in the clip, although only for a nano-second. The rest is a montage of weird imagery.



According to Warp head honcho, Kenji Eno, D2 is to be Laura's last appearance. Can this be true? Can it?!!!!?



Originally designed and developed for 3DO's ill-fated M2 console, D2 has a long and storied history behind it. In development for over three years, D2 is the third, and supposedly final, Warp game that will feature their near-mascot Laura Parton.

Having appeared in the eponymous "D" (on 3DO, Saturn and PlayStation, and the neo-follow-up Enemy Zero, Laura makes her third appearance on a next-generation console in the long-awaited D2.

The game opens with a CG-rendered FMV (found on disc 4 of all places) that shows Laura traveling on a plane flying high over the Canadian mountains. Unfortunately, terrorists happen to be riding the friendly skies, and it's not long before gunfire interrupts the proceedings. As if that weren't enough, a mystic shaman and a meteorite also factor into the chaos and soon the plane (and Laura) find themselves plummeting to the snowy tundra

down below. What ensues is a frozen struggle for Laura and the other few survivors to find their way out of this frigid wasteland.

Gameplay takes place via a number of styles, all seen in previous Warp games, but never all at once. Like the original D, you get to watch a lot of FMV, only this time it's rendered by the game-engine instead of being CG. Like Enemy Zero, action sequences are handled in a first-person perspective, although it's not free-roaming. Instead, you're fixed on the spot as you attempt to mow down the enemies that surround you. Lastly, and only in minute quantities, there will be moments of sheer blackness and silence, much like Warp's experimental Saturn/Dreamcast project Real Sound.

While this makes for an interesting hodgepodge of gaming styles, it remains to be seen if gamers will embrace it. A number of changes are being readied for the American release, such as toning down some elements that some might find racially offensive. There are also some moments certain gamers might find sexually offensive that will be altered to make the game more accessible to a wider range of gamers.

While no release date has been set in stone, it seems as if D2 has tentatively been pencilled in for an early spring release, possibly as soon as April. Check back for more details as the American version nears completion. 🎮



Sega Dreamcast



**BASEBALL TONIGHT**  
**COMING UP NEXT**

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PREVIEW

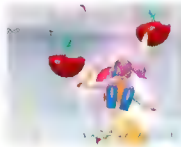
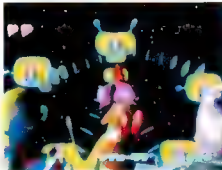
AMINO THE PHOENIX



We thought you'd like to see an actual picture of Namie Amuro, star of Digital Dance Mix, so there she is to the left. Cute, huh?

# Space Channel 5

- Platform:** Sega
- Developer:** Sega
- Players:** 1
- Genre:** Miscellaneous
- Completion:** 100%
- Release:** Now-Japan
- ESRB Rating:** None
- Where to Buy:** www.sega.co.jp  
www.spacechannel5.com
- Our Score:** Fantastic tunes. Plus, Ulala is a true gaming Diva.
- Top Pick:** Only one player support and some frame-rate problems break the rhythm.
- Best Music Pick:** Picturing Chris Johnston in Ulala's outfit.



Yes, that is actually Michael Jackson (above right) making a cameo appearance and lending his voice. Ulala usually sticks to her own dance moves, but she "beats it" when Jacko joins her posse. Many may remember Jackson's past collaboration with Sega on the Moonwalker arcade and Genesis games. It's not known if Space Michael will stay in the U.S. version though.

## Space Channel 1

Beating PaRappa and Beatmania to the market by several months, Digital Dance Mix Vol. 1 starred ultra J-pop idol Namie Amuro dancing and singing to several of her hits. While not really a game (except for a few mini-puzzles), you watched a polygon version of Namie shaking her booty in hi-res at a smooth 60 frames per second which was quite a feat for the Saturn. The amazing thing is that it was developed by Sega's AM2 division. Sadly, there was never a Vol. 2.



**T**he popularity of titles like PaRappa, Bust a Groove and Beatmania must surely have caught the attention of the powers that be at Sega. With the exception of Beatmania, none of the music titles sold particularly well. What they did do, however, was even more crucial for Sony's console and that was generating tons of buzz and word on the street. To get that type of reaction, a game has to have catchy music and a personality all its own.

Space Channel 5 is such a game and as far as personality goes, Ulala is sure to be the hottest gaming diva of the millennium (check out our Slick 50 feature from last issue). Ulala is the star reporter for Space Channel 5 and as luck would have it, aliens have taken humans as hostage. These curious fellows dance and jiggle around, and the only way to defeat them is to mimic their moves and actions to the rhythm. Our favorite reporting gal uses not only

her hips to shake away the baddies but also a cool jet pack and twin space blasters. The aliens can be dispatched with the standard beam while various humans who appear must be saved by pressing an alternate button. Just as PaRappa had his "Cool" meter, Ulala has a percent rating which goes up to 100. Passing 95 percent will cause her to start glowing sort of like she's on fire. There are four stages in all and to see the next one requires a certain percentage.

Divas can't be caught wearing the same tired clothes, so each level will spotlight a funky new outfit for the sexy star. As cool as Ulala is, no music game would be jamming if it didn't have ear-pleasing tunes. The style is sort of a hip retro groove that is very '70s, but at the same time contemporary with a splash of Spanish horns to set the mood. It may sound strange, but you'll dig it instantly and hum the melodies for weeks.

The game gets to be surreal at times with wildly flashing lights, exploding meteors, octopi like tentacle monsters and a rival reporter named Pudding. Sega of America is hinting that Space Channel 5 is looking like a third quarter release here (That makes sense considering the U.S. launch of PlayStation 2 is most likely this September.). If anyone is up to the challenge of Sony's new machine it's Ulala...and the long-delayed online gaming network wouldn't hurt either.



Even while blasting aliens with her galactic gatgs Ulala remains cool. Her space pistol's blast would make great gifts.





Sega Dreamcast

RATING PENDING  
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 **NBA 2NIGHT**

**COMING UP NEXT**



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PREVIEW  
GALLERY

## Tony Hawk's Pro Skater

Some have called it the best skateboarding game ever made (we agree), while others have hit higher hyperboles by calling it the best game ever made, period.

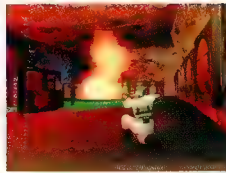
Sooner or later, Neversoft's vertical masterpiece was bound to hit other platforms. In all honesty, we were lukewarm on the N64 version, but the Dreamcast version of THPS has all us fingerboarders here at EGM itching to ride. THPS for the DC will be developed by **Treyarch** and published by **Crave**

**Entertainment**, who recently acquired the lucrative rights to publish this game on Sega's system. Very little has changed in terms of gameplay and control (that's good news)...the real improvement is the souped-up graphics. The game is set for release in **late spring**.



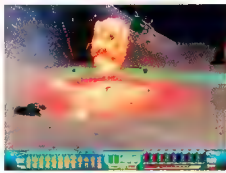
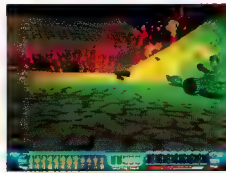
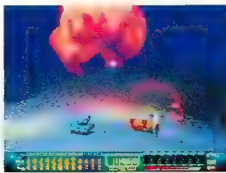
## Hidden & Dangerous

Developed by Talonsoft on the PC, **Hidden & Dangerous** is a 3D action game that jumps on the current 'sneak-'em-up' bandwagon. Set for release on the Dreamcast by the increasingly prolific **Rockstar**, the console version of the game should be virtually identical to its computer brethren. You sneak around locations, popping off bad guys and blowing stuff up in suitably spectacular fashion. **No firm release date yet.**



## Wild Metal

**DMA Design's** (Space Station Silicon Valley, Grand Theft Auto 1 & 2) **Wild Metal** has been met with mixed comments in the PC gaming community...despite the fact that it was originally developed for PC tastes. Basically an elaborate 3D tank battle game, you find yourself cruising around harsh terrain in a variety of tanks and armored vehicles, blowing stuff up. Rather than just pointing and shooting though, **WM** employs some old-school tank battle game ideas in that you have to lob your shells up into the air and make them fall on the desired target. It's fairly slow-paced—but looks like it might be fun in multiplayer. **Rockstar** will be bringing the game to the Dreamcast, and if everything goes according to plan, we should see it in stores before the end of **February**. Or now even.







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## DREAMCAST



### Crazy Taxi

Simple is effective. One of the best arcade-to-home translations you could hope for. Good, old-school fun.



### NFL 2K

With all of the cool features we've come to expect from the Sega Sports brand. Unparalleled realism and drop dead gorgeous visuals.



### Zombie Revenge

Imagine a cross between old-school scrolling fighting games and Resident Evil. Another perfect conversion of a Naomi arcade game from Sega.



### Time Stalkers

From the people that brought us the classic Genesis RPG, Landstalkers. Gorgeous visuals...and the added bonus of lots of VMU games.



### Dead or Alive 2

The girls of Dead or Alive have always turned heads...but on the Dreamcast they look better than ever. Another great fighting game.



### Resident Evil Code Veronica

Play as either Claire or Chris Redfield in Capcom's latest survival Horror title. Sure to be nothing short of a huge hit on the Dreamcast.



### Grand Theft Auto 2

The insanely popular 2D gangster game gets updated, improved and enhanced for Sega's box. Not for children...or the feint hearted.



### Street Fighter Alpha 3

Street Fighter still seems to have what it takes. The Dreamcast version is the most perfect conversion to date. Invest in an Arcade Stick too.



### ECW Hardcore Revolution

Acclaim's WWF Attitude engine gets overhauled and packed with up-and-coming ECW fighters. More extreme, more violent...more, more, more.



### Jeremy McGrath SuperCruz 2000

Motorcycle racing doesn't get a look in very often with video games, so if you're a fan of the sport it's worth checking out.



### Hidden & Dangerous

A 3D action game that jumps on the current 'sneak 'em up' bandwagon. Sneak around locations, popping off bad guys and blowing stuff up.



## NINTENDO 64



### Pokémon Stadium

Train your Pokémon and load them up into your N64 with the Transfer Pak so you can battle it out in glorious 3D.



### Carmageddon 64

Another violent car game...this time in a translation of the worldwide hit PC game. Perform cunning stunts, and run over pedestrians.



### Mario Party 2

Lots of the same goofball fun the first Party had including 44 brand-new minigames. Great multiplayer action!



### Perfect Dark

The one everyone is waiting for. Due for an April release...the follow up to GoldenEye could well be one of the most successful games ever.



### StarCraft 64

The conversion of the top-selling PC realtime strategy game has been on the way for some time. Make sure you get yours first



## GAME BOY COLOR



### Mission Impossible

One of the coolest products for the Game Boy ever. It's not just a game...turn your handheld into a mini PDA and remote control.



### Y043

Another old-school arcade game gets brought back to life on the Game Boy. The classic WWII scrolling shooter—just as you remember it.



### Resident Evil

No one believed it could be done...but the Game Boy version is incredible. The whole story...and even with speech.



### Monster Rancher Battle Cards

Following the trend of monster-raising games making good card battle games, this aging franchise gets reinvented for Game Boy.



### BattleTank 3D0

3D0's popular tank battling game comes to the handheld world with a distinctly old-school feel. Cruise around and blow stuff up.



## PLAYSTATION



### Fear Effect

Eidos launches a new franchise with a cool Resident Evil-like adventure featuring groovy anime-style character art and BladeRunner-like story.



### Urban Chaos

Developed by ex-Bullfrog guys Mucky Foot, this 3D action adventure features huge levels and kick-ass action. It's been a long wait...



### Sneak Ops

The 'sneak 'em up' genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.



### WWF Smackdown

THQ picks up the WWF license where Acclaim left off and brings us one of the most impressive looking wrestling games yet.



### Decaplug III

Tecmo's long lasting series continues. If you were a fan of the first two, you're going to want to get hold of this.



### Colin McRae Rally

If you like driving real cars—if you really like driving them to the limit, then this game's the business.



### Tombar 2

The follow-up to the popular platform adventure is now in 3D and features vast and complex levels. Something a little different for platform game fans.



### Die Hard Trilogy 2

Follows the same format as the original...driving, shooting and 3D action. Completely new story though...nothing to do with the movies. Weird.



### Macross W-X 2

Big robots with big guns in this fast-paced 3D action shooter from Bandai. Fans of the Robotech franchise will love it.



### Hot Shot Golf 2

Everyone's favorite golf game (where it's OK to talk during putts) returns for a sequel.



### Lunar 2

The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this.



### Samurai Legends

Midway's popular update of the ancient arcade game brings the whole thing into 3D. Best played with three friends (or enemies.)



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## The Coolest Recent Releases



**NHL 2K**  
 Possible the coolest looking sports game ever made, Sega's first new sports game marks the start of a great looking franchise



**NBA 2K**  
 "Another gorgeous looking sports game from Sega Sports, and proclaimed a 'must buy' game in the pages of EGM.



**Sega Rally 2**  
 "Without shadow of a doubt the best racing game you'll see on Dreamcast for a while." EGM loved Rally 2 so much they gave it a Gold Award.



**Tomorrow Never Dies**  
 James Bond finally makes it to the PlayStation. Take some of the Bond attitude and mix it in with a healthy dose of Syphon Filter like gameplay.



**NBA Live 2006**  
 The most challenging and realistic of the hoop titles on the PlayStation. And it's the first title to have Michael Jordan present.



**Gran Turismo 2**  
 After numerous delays, it's finally here. The finest racing game of all time? With over 500 cars it's got lots more to choose from than the first.



**WWF Wrestlemania 2000**  
 THQ's latest wrestler offers some fine features...and received a Silver Award from the Review Crew at EGM. WWF fans should check it out.



**Smoking Kong 64**  
 Nintendo's big hit for Christmas has been eagerly awaited for months. See what all the fuss is about...and get an expansion pak with it.



**WWF Wrestlemania 2000**  
 If you love wrestling so much that you have to take it with you, the latest portable brawler is here for you to get your hands on.



**Toy Story 2**  
 All the fun of the hit Disney movie crammed down and packed into a portable sized package. Sure to be a big hit with the kids (of all ages).

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↓ Resident Evil Code Veronica	\$44.95	45
↓ Grand Theft Auto 2	*	*
↓ Time Stalkers	\$49.95	50
↓ ECW Hardcore Revolution	*	*
↓ Jeremy McGrath Supercross 2000	\$43.95	44
↓ Hidden & Dangerous	\$44.95	45

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<input type="checkbox"/> Perfect Dark	\$50.95	57
<input type="checkbox"/> StarCraft 64	\$47.95	40

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<input type="checkbox"/> Monster Rancher Battle Cards	*	*
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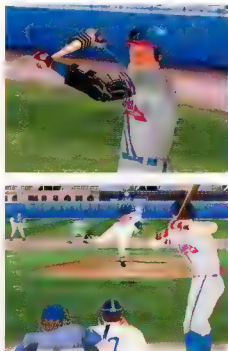


## THE STEAKS ARE HIGH

When you pick up a slab of cow flesh in Gauntlet, think about the nutritional value. Here's how it breaks down for a 7-ounce beef steak: 480 calories, 30 grams fat and 154 mg cholesterol.

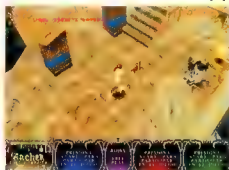
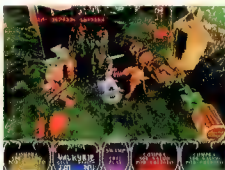
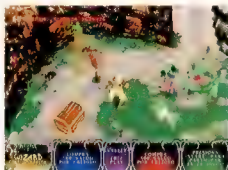
## ESPN Baseball Tonight

It's about time we got a glimpse of a DC baseball game...and surprisingly, it's not Baseball 2K. **Konami** plans to release the first Dreamcast hardball sim in **April 2000**. The good news, unlike their previous attempts, ESPN Baseball is fully licensed. In fact it's developed by KCEA (Konami's American division) rather than their Japanese team. Depending on how you see it, that could be good or bad. After all, there's certainly nothing wrong with the Strike Zone series—other than the lack of MLB licenses. We can't wait to see how KCEA handles this pup. Things we do know—ESPN Baseball features great graphics (a given for a DC game) and a number of new features. Touch Sensitive Throwing allows you to control the velocity of the ball. A nifty new pitcher/batter interface features custom strike zones and extensive bat control, while each pitcher has 12 pitches to use. Finally, a Smart Cam follows close plays just as a television camera would. To top it off, everything has that "ESPN" touch, including witty comments by Chris Berman and crew.



## Gauntlet Legends

By now, you've probably played some version of Gauntlet Legends. This one from **Midway** and **Atari Games** features the gorgeous graphics you've come to expect from the system. Look for it in **June**.



## Hydro Sprint

Not to be outdone by Midway's Hydro Thunder, **Promethean Design's Hydro Sprint** offers a similar high-speed water-blast. You may remember Promethean for their work on Interplay's Power Boat Racing. Hopefully this DC effort will fare better than that particular game. At this time there's no publisher for Hydro Sprint. Should one step forward, it'll probably be released this **summer**.

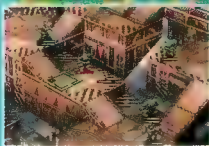




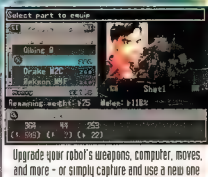




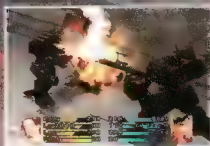
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## PREVIEW GALLERY

Capcom currently has no plans to release a RE2 Value Plus in the U.S., but they won't rule it out completely. Strangely, the game is confirmed for a U.K. release.

## Worldwide Soccer 2000

Produced by Silicon Dreams, Worldwide Soccer 2000 is a very Euro-centric soccer title which is already achieving some success in the U.K. market. Set for release in the **first quarter** here in the U.S. the game (which has nothing to do with the Saturn series, by the way) will go up against the increasing number of soccer games that are emerging from around the world. Will it be better than Konami's MLS game? Probably not...but it's a nice-looking game nonetheless.



## (Un)ited

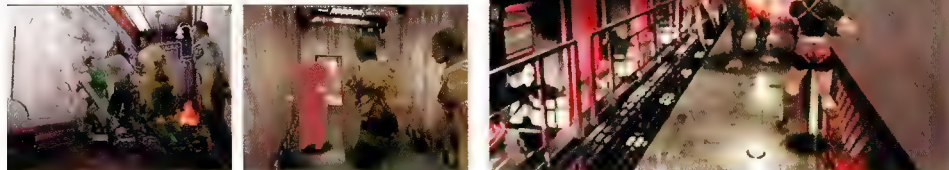
Interloop Studios (known for Joint Strike Fighter on the PC) is working on a game (currently without a name) that will feature several adrenaline-pumping extreme sports. You'll get to hang glide, mountain bike, snowboard (the video game industry's favorite) and more.

Interloop wants to get the game out by **March or April** of this year in Europe, but they have yet to find a U.S. publisher.



## Biohazard 2: Value Plus

Japanese Dreamcast owners were understandably bummed when Code Veronica's release date was pushed back, but they did get a little consolation prize. Biohazard 2 (Resident Evil in the U.S.): Value Plus is basically a part of the PC version complete with sharper graphics and extra play modes. Special modes like The Tofu Survivor and The 4th Survivor are accessible immediately as is the Extreme Battle Mode. You still have to play through the game with a good grade to unlock Claire and Leon's extra costumes though. The real bonuses are the Gallery collection and of course the Code Veronica demo disc. The Gallery lets you view character illustrations, 3D models, CG models and movies... that is, once you've unlocked them. The basic rule of thumb is that if you see a character, monster or movie while playing the game, they can now be viewed in the Gallery (the Claire and Leon discs have different gallery options). The Code Veronica demo is great just by itself, but it has a cool jukebox collection that lets you listen to a few tunes from all three Biohazard special soundtracks that were released only in Japan.





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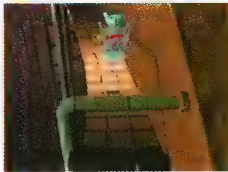
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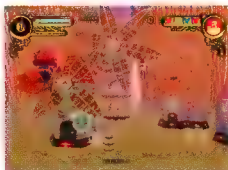
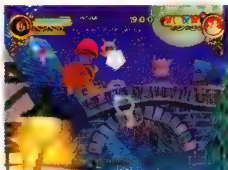
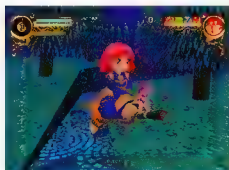
### Super Magnetic Nyu Nyu

**Genki**, known for such titles as Tokyo Extreme Racer (on the Dreamcast) and Kileak The Blood (for PlayStation), gets on the action-platform bandwagon with Super Magnetic Nyu Nyu. You star as this little guy who looks like a hybrid of Rayman, Ed (from Tonic Trouble) and Mario. He runs, jumps and climbs his way through jungles, the wild west and one stage made up of toy blocks. This weird platformer hits Japan in **February**.



### Rainbow Cotton

The little witch who goes by the name of Cotton just can't get a break. She hasn't aged a bit, though, since she began her baddie-blastin' journeys back in the late '80s on the PC Engine. But **Success** has thankfully brought her into 3D for Rainbow Cotton, which will hit Japanese shelves at the end of **January**. You move on a fixed path toward enemies, shooting them and using magic as you go.



The cool Cotton shooter games are out for a variety of systems in Japan (arcade, PS, Saturn, PC Engine, Mega Drive, Super Famicom, PC) but have only appeared in the U.S. once as Cotton for the TurboGrafx-16

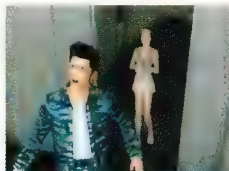
### Dance Dance Revolution 2nd Mix

**Konami's** ultra-popular (in Japan, that is) dancing game Dance Dance Revolution is headed to the Dreamcast in **February**. Basically this is the same game that's been out on the PlayStation for about six months, but with some songs from the first DDR, all the new songs from the second DDR and a couple of DC-exclusive ones. Instead of making an adaptor so you could use your PlayStation DDR pads on the Dreamcast, Konami has produced a Dreamcast-specific version of the DDR mat controller. This means another \$60 for yet another controller...for what is basically the same game as on PlayStation. Now if there was something different or if this were 3rd Mix, it'd be worth it!



### 7 Mansions: The Uncanny Grimace

We showed you this **Koel** action-adventure game a few months ago, but it didn't look nearly as good as it does now. The release date for 7 Mansions has been changed from summer to **spring** in Japan. Particularly exciting is the fact that you can play this survival horror adventure in two-player simultaneous mode. A U.S. release is planned for sometime this summer.





# THE MASTER RETURNS!



## Armored Core MASTER OF ARENA

COMING: MARCH 2000



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# REAL F'N HA



Animated Violence  
Strong Language



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NO EXCEPTIONS**

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ECW  
REVOLUTION**

**BEG FOR IT**

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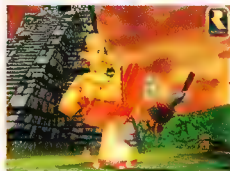
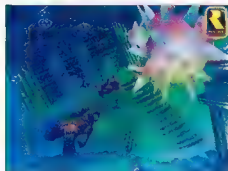
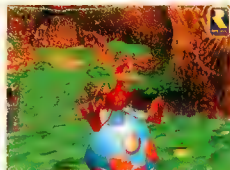
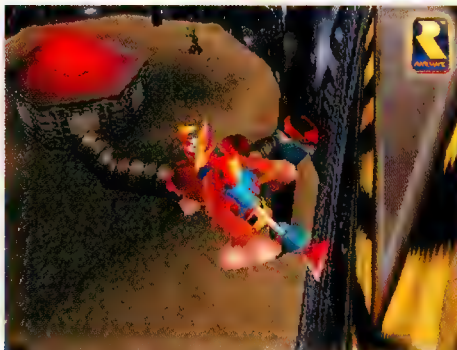
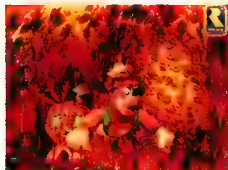
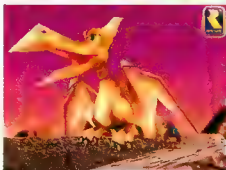
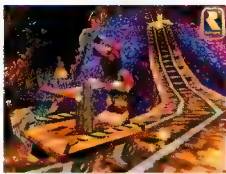


WE'RE NOT FISS

Ever wonder why we feel the constant need to print pictures of women in the world of wrestling? We simply want to make sure females get equal representation in this male-dominated sport, that's all.

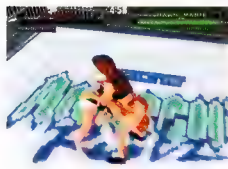
## Banjo-Tooie

No firm release date has been set for **Rare's** next magnum opus, but we do have some new shots and gameplay details. There are eight new levels this time and these are all made to look very pretty thanks to a new graphics system similar to that found in DK64. Banjo can now throw Kazooie out of his backpack entirely, and we also know that there are numerous mini-games and multiplayer features too. You'll also get to play as Mumbo Jumbo this time around.



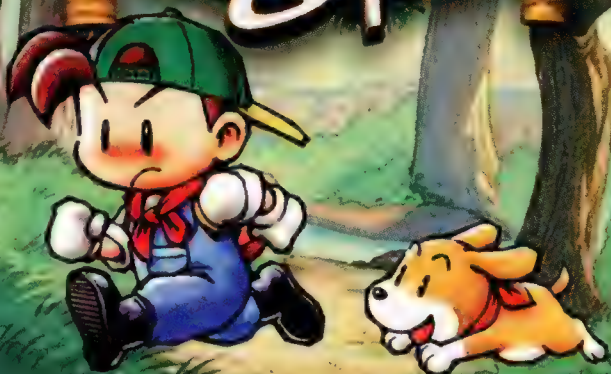
## ECW: Hardcore Revolution

ECW: Hardcore Revolution for the N64 looks and plays like WWF Attitude with some minor improvements to the game's speed and options. This version feels the same as the PS and Dreamcast editions at this point, but the graphics have that slight Nintendo blurriness to them. Look for **Acclaim's** latest, 32-Meg wrestler to piledrive fans on Hardcore Thursday, **Feb. 17.**





# HARVEST MOON &4



Retire to the country for a new challenge in Harvest Moon 4. Hard work is rewarded as you struggle to bring prosperity back to a neglected farm. Work the land, meet up with neighbors, and get to know the neighbors. The nearby town features horse and dog races, and numerous holiday festivals to keep your spirits soaring. Harvest Moon 4 has all the charm of the original Super Nintendo® classic, plus many upgrades.



- Tons of vegetables and livestock featured.
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- New items and gifts, and tools that increase in power as you master them.

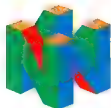
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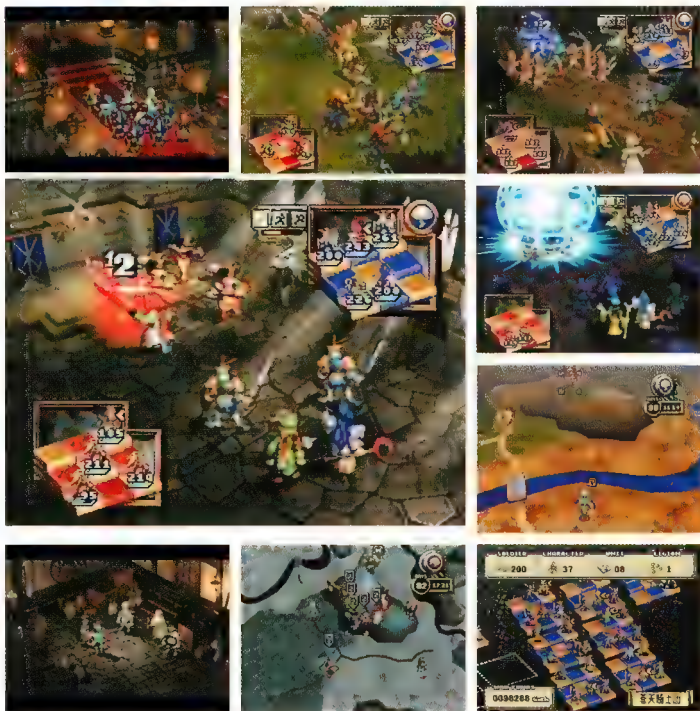


## Ogre Battle 64: Person of Lordly Caliber

Nintendo 64-owning RPG fans finally have reason to celebrate. **Atlus**, publishers of the original *Ogre Battle* and its sequel, *Tactics Ogre*, have announced plans to localize and publish the third installment of the series, *Ogre Battle 64: Person of Lordly Caliber*, on the N64 this **summer**.

Despite its ridiculous title, *OB64* actually looks extremely promising. The mammoth 320-Meg cart received rave reviews in Japan, and packs some of the best, most crisp visuals and sounds the N64 has seen to date. The game looks and plays similar to the original *Ogre Battle* (released on both the SNES and PlayStation here), with over 40 different scenarios, a ton of character classes and that dreaded Reputation meter.

We'll be back with a proper preview, but in the meantime, check out these screenshots courtesy of Atlus. The folks at **Quest** have created some of the best strategy games of all time, so if you're a fan of the genre, you'll definitely want to keep an eye on this one. It's going to be hot.



## International Track and Field 2000

It's the same Track and Field formula with new features and sports. Before each event (over a dozen), an optional tutorial shows you exactly what to do. Other new stuff includes: breast stroke, skeet shooting and gymnastics. Look for this **Konami** title **spring 2000**.





# FIGHTING FORCE 2

You're alone on this mission, so credentials are all you've got to go on.

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. Your job as **Hawk Manson**, operative of the government espionage corps, SI-COPS, is to maneuver in and out of R&D installations on an **all new 3D game engine**. You've got an **advanced hand-to-hand combat moves** and equipment to the tune of **20+ new weapons**. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

**INTERPOL**  
**SI-COPS**

**PROFILE #1635**

**NAME:** Hawk Manson

**OCCUPATION:** Espionage Operative




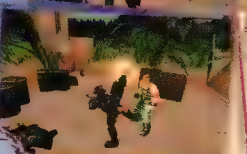
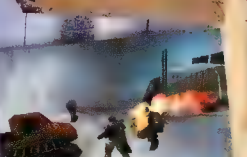
**SECURITY CLEARANCE:** Ultra Magnus

**FIELD OF OPERATIONS:** **CONFIDENTIAL**

**WEAPONS PROFICIENCY:** Pistol  
Grenade Launcher  
Shotgun  
Sniper Rifle  
Assault Rifle  
Knife  
Sword  
Stun Baton  
Chain Gun  
Industrial Beam Laser  
Flame Thrower  
Crossbow  
Axe

**STRATEGIC INITIATIVES:** Intercontinental Industrial  
Nuclear Weapons Retraction  
Bomb Diffusion  
Time Explosives Deployment  
Secret Document Extract

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5. R. THURB	6. R. THURB	7. R. THURB	8. R. THURB

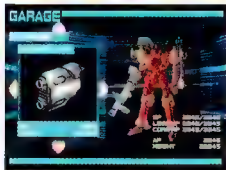
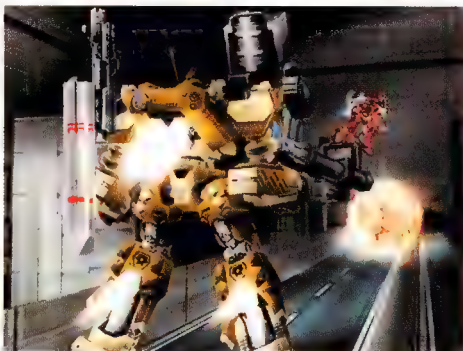
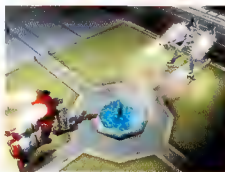
**MANSON, HAWK**

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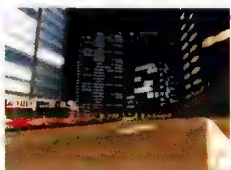
## Armored Core 2

OK, we've galleried AC2 before, but we just had to show you these incredible screenshots. If you've ever played *Frame Grider* on the Dreamcast, you may recognize some of the shoulder weapons these mechs are sporting. But as detailed as the robot models were in FG, they can't even compare with the detail on the AC2 mechs. Check out the plume of dirt and smoke as your mobile suit hovers above the ground—that's detail baby. AC2, by **From Software**, is a launch game for the PS2 in **March**.



## Type-S

Could *Type-S* be **Square's** attempt at making their own *Gran Turismo* on the PS2? The game is being developed by **Escape**, a subsidiary of Square. Square has already acquired licenses from Japanese manufacturers, including Honda, Mitsubishi, Mazda, Subaru, Nissan and Toyota. *Type-S* is slated for release either at PS2 launch, or just shortly thereafter.





# EAGLE ONE

## HARRIER ATTACK

**GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...  
NO EJECT BUTTON.**



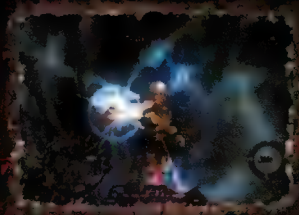
Aloha...Hawaii is under siege from terrorist fanatics. As Eagle One, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

- Pilot your fully loaded Harrier Jumpjet through 25 adrenaline-pumping missions.
- Attack enemy planes, ships and ground forces in frenzied anti-terrorist action.
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.



[www.eagleone-thegame.com](http://www.eagleone-thegame.com)

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# DRAGONS

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15 LEVELS FEATURING DYNAMIC LIGHTING  
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OVER 30 FIERCE ENEMIES INCLUDING INCREDIBLY  
DETAILED ARCHENEMIES LIKE THE INSECT QUEEN  
AND DRAGON LORD.

PLAY AS A WARRIOR OR SORCERESS AND TAKE  
ADVANTAGE OF THEIR UNIQUE ABILITIES.

22 SPELLS, EACH WITH DRAMATIC EFFECTS.

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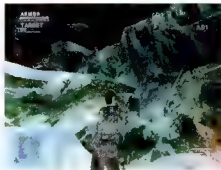
WARRIOR WARRIOR  
**CRAVE**  
ENTERTAINMENT  
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**VERIFIED** **WAS**  
Gabe Logan lacked the ability to jump in the first Syphon Filter. Fortunately, he is fully functional in this sequel.

# Syphon Filter 2

**Publisher:** 989 Studios  
**Developer:** Eidetic  
**Players:** 1-2  
**Genre:** Action  
**% Done:** 75%  
**Release:** March 200  
**Also On:** None  
**Web Address:** www.989studios.com  
**The Good:** Head-shots are still conveniently labeled on enemies.  
**The Bad:** The voice acting is pretty terrible.  
**And The Ugly:** The bullet-riddled bodies of the enemies laying around.



Syphon Filter 2 features a slew of gizmos and equipment to use, including night-vision goggles and binoculars (top-middle picture), among many others. And returning from the first Syphon Filter, Lian Xing plays a major role as a playable character in eight of the game's 20 levels (left).

**PLAY MODES**

## Hot One-On-One Action

Syphon Filter 2 features an intense two-player deathmatch mode, which will add to the replayability of the game. Using this option, you and a chum can head off into specific levels to hunt each other down—but you won't have a map, so you'll have to rely on your commando instincts. There are over 15 split-screen arenas and a slew of characters to choose from (possibly including a number of secret ones we have not yet been informed of). Of course, levels will house various items and a number of the one-player game's 20+ weapons.

**P**oor Gabe. Not only was the Agency he once risked his life for behind the Syphon Filter viral outbreaks (in the first game), now they're trying to blame him for the whole thing. So now Gabe's on the run, trying to clear his name—of course, the Agency ain't having it.

Spanning two CD-ROMs, this second Syphon Filter offering gives more than 20 new levels for Gabe to traverse. And this time around, a majority of these areas are outside environments filled with plenty of enemies and bosses.

Fans should be happy to hear the sequel will sport more than 10 new weapons and hi-tech gadgets. Some we know of so far include automatic shotguns, a night-vision rifle, a flamethrower, tear

gas, silenced pistols and many others. 989 has also implemented a new targeting system for SF2. Now you'll have multiple targeting modes for enemies with different types of body armor (default mode, manual aim and target lock). Also, you'll be able to keep enemies targeted as you crouch, run or even jump.

The implementation of save points is one particular feature we're happy to welcome. Now instead of having to successfully make your way to the end of each level in one sitting, you're given checkpoints that allow you to save your mid-level progress to a memory card.

Syphon Filter 2 makes use of the same engine as the original, so gamers should know what to expect from it graphically. Eidetic has gone back, however, to redo the model and animations for Gabe and add other graphical effects and tweaks. They have also added a number of new in-games cinemas.

We've also learned that Lian Xing will return, except now she's a playable character in eight of the game's 20 levels, and acts as Gabe's second-in-command. There have also been rumors of some romantic involvement between her and Gabe.

989 is currently targeting Syphon Filter 2 for a release in March of this year. From what we've seen of the game so far, it would appear that fans of the original will be pleased with this sequel. Check [www.videogames.com](http://www.videogames.com) for more info on SF2. 🎮





# NEOGEO POCKET COLOR



## GET POCKET POWER!



- 16-bit CPU
- 256 colors on screen (16-bit palette)
- 256 colors on screen (16-bit palette)
- 256 colors on screen (16-bit palette)
- 256 colors on screen (16-bit palette)

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PREVIEW



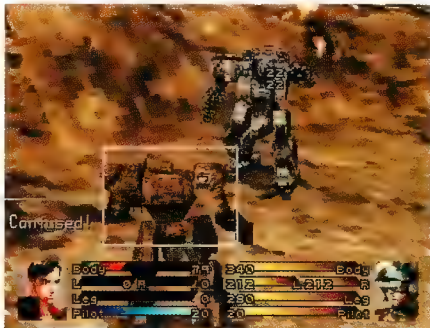
Yoshitaka Amano (FF I-IV) was the character designer for Front Mission: Gun Hazard on the Super Famicom. Gun Hazard was a 2D side-scrolling shooter, with Front Mission overtones, of course...

# Front Mission 3

- Publisher:** Square EA
- Developer:** Square
- Players:** 1
- Genre:** Strategy/RPG
- % Done:** 75%
- Release:** Spring 2000
- Also On:** None
- Web Address:** www.squaresoft.com
- The Good:** Mature story line, gritty aesthetics, solid gameplay.
- The Bad:** The graphics are what you'd expect from the PlayStation...
- And The Ugly:** ...so that means tons of pixelization and clipping.



FM3's 3D combat scenes are detailed and brutal. Here, Kazuki's wanzar has lost his arms, but a special "zoom" skill lets him lock onto his target for extra damage.



## Double-Feature Scenario



Unlike other tactics games, where plot and story line are typically linear, Front Mission 3 is sprinkled with delineating paths and branches. There are actually two completely different story lines, depending on which path you choose early on in the game. Both scenarios focus on the two main women of the game: Emma and Alisa. The outcomes of both Emma and Alisa's stories are different, so players are encouraged to complete both branches. There are 71 missions in Emma's story, and 60 missions in Alisa's...that makes a total of 131 individual battles!

Front Mission 3 is Square's return to the world of strategy role-playing (SRPG). Wildly popular in their niche status on this side of the Pacific. Whether it's foresight or just plain experimentation, Square's decision to localize FM3 is a welcome trend for fans of import gaming. Ultimately, super-fandom for SRPGs is poised to happen; after all, SRPGs are remote cousins to America's current industry darlings—the RPGs.

In the 22nd century, the world is populated by 18-foot tall robots commonly referred to as "wanzers." Similar to the mechanized laborers in the Japanese anime Patlabor, wanzers are used for civic and military duty. You play as Kazuki Takemura, a test

pilot out to discover the truth about an explosion that took place at the Kirishima wanzar facility. Your investigation will reveal a global conspiracy, one that will take you anywhere from 100-150 hours to fully uncover. Believe it, this game is friggin' huge.

One reason Square was able to fit all of FM3's story and data onto a single disc was their limited use of FMV throughout the game. Nearly all the cutscenes are real-time, which gives FM3's world a real coherent graphical aesthetic. Like Square's previous Final Fantasy Tactics, the battle maps in FM3 are a hybrid of 2D sprites on a free-rotating 3D background. When two units engage in combat or melee, the action unfolds in full polygonal viscera. While the 3D engine itself still leaves quite a bit to the imagination, FM3 has drastically improved the battle scene load times which rendered FM2 high unplayable; definitely one of FM3's major highlights.

Gameplay in FM3 is heavily based on the two previous FMs. Again, you have full control over each aspect of your mechanized entourage, and can freely interchange body parts to suit your overall strategy. As you develop your characters, they pick up skills (depending on the weapon they specialize in), that randomly activate based on your combat environment. After dropping an easy 25 hours into FM3, we've found it to be a refreshing and mature change of pace from Square's post-FVIIII efforts. Definitely, without a doubt, pick this game up. 🎮







# DID YOU KNOW...

You should buy a Dreamcast.

The EGM Staff recently took a field trip to a local GameWorks for a holiday dinner, some drinks and much gaming merriment. And even though the service had much to be desired, the gaming was quite fun.

The cover of the recent Maxim rocks.

Some stores are selling R-Type DX for the Game Boy Color for less than \$15.

Jar Jar Binks products (many of which are on clearance) make excellent gag gifts for friends and/or enemies.

The Game Boy Camera entertains the EGM staff time and time again...even now after being out for over a year.

Post-holiday traffic at retail stores and in malls is actually worse than pre-holiday traffic.

## WEB SITES

AS COOL AS ICE

[members.tripod.com/~HatPerson/weirdweb.html](http://members.tripod.com/~HatPerson/weirdweb.html)

Thank you to all who continue to send us sites. We love checking them out more than we love cheese. As usual, here's all kinds of sites: Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Send website submissions to [shawn.smith@zd.com](mailto:shawn.smith@zd.com)

- [go.to/fricknrite](http://go.to/fricknrite)
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- [www.angelfire.com/md/WHWF/](http://www.angelfire.com/md/WHWF/)
- [www.hairclub.com](http://www.hairclub.com)
- [www.geocities.com/hollywood/cinema/2651](http://www.geocities.com/hollywood/cinema/2651)
- [taz.interpoint.net/~dk/dk.html](http://taz.interpoint.net/~dk/dk.html)

\* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the sites! before allowing their children to venture forth. Save your money for games

What do you think of the Neo-Geo Pocket Color?

- |                                |     |
|--------------------------------|-----|
| I think it's great             | 19% |
| I don't know enough about it   | 27% |
| It needs more games            | 12% |
| It's a decent hand-held system | 8%  |
| I don't care for it            | 34% |

[videogames.com](http://videogames.com)  
poll 12/20/99

## EGM's Random Quote of the Month

"It's more fun to make fat people."

- Crispin Boyer, in regards to the Create A Wrestler mode in WWF Attitude

## HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. Enjoy

- Gran Turismo 2
- Square localizing Front Mission 3
- Flagship parties
- George Foreman Grill
- Unfrozen mammoth steaks
- The Onion
- NBA 2K
- The book The Mullet: Hairstyle of the Gods
- The Beastie Boys Anthology: The Sounds of Science
- Being compensated quite nicely by GameWorks because of bad service
- Quake 3 Arena
- 800mhz PCs
- Christmas break
- Silent Scope
- Reading us for game reviews
- Y2K hype
- Y2K jackasses causing trouble
- 14 days to finish an issue
- Ultima Ascension bugs
- Terrorists hiding out in Canada
- Mac-Bashers
- Wives getting brand-new cars stuck in mud up to the doors
- Not getting to drive wives' brand-new cars
- 500mhz Macs
- Subway meatballs
- Sub-zero temperatures
- The restaurant service at the GameWorks in Schaumburg, IL
- Broken water mains
- Games that should be good, but end up being crap...but you don't find out until after purchasing the thing.



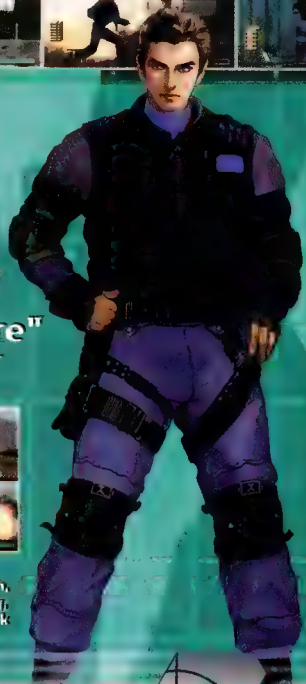
The first blast wiped out your Space Center.  
 In just 3 hours, the high-tech weapons  
 satellite will strike again...it's your job to  
 make sure that it doesn't.



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- ⦿ Battle heavily-armed Boss Characters and "smart" enemies
- ⦿ Rumble Pak Support

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PREVIEW

# Alundra 2

**Publisher:** Activision  
**Developer:** Contrail/Matrix  
**Players:** 1  
**Genre:** Action/RPG  
**% Done:** 75%  
**Release:** March 2000  
**Also On:** None  
**Web Address:** www.activision.com  
**The Good:** Alundra was one of the best (and first) RPGs in the U.S. and this has very similar gameplay.  
**The Bad:** Gone is the cool premise of dreamwalking.  
**And The Duhly:** Some of the bosses in this game are the ugliest ever!



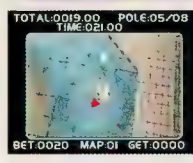
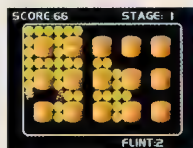
Like the bosses from the original Alundra, there are specific patterns and weak spot to hit if you are to be victorious.

The game is set in top-down 3D most of the time, but sometimes the view will change to side-scrolling.



## Chance Time

As you go through the game, you'll get to break away from the main quest in Alundra 2 to check out a handful of mini-games like the ones below, reminiscent of some classic titles.



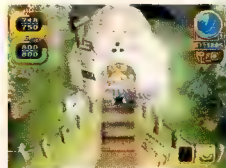
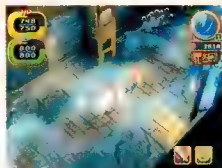
One of the first real Action/RPGs on the PlayStation in the U.S. was Working Designs' translation of Alundra. Crafted by some of the same people who worked on Genesis titles like Landstalker, it was an instant hit amongst RPG fans. Matrix Software and Contrail (the developer behind games like Wild Arms) came together to craft the sequel, coming to the U.S. from Activision.

Gone are the 2D graphics of the original; they're replaced by a 3D world. If you're thinking this is a straight sequel to the first—it's not. Flint replaces Alundra as the main character, and the dreamwalking concept has been replaced by more straightforward action/RPG gameplay. When Flint finds out that an evil force is turning people into wind-up slaves, he and the princess Alexia take them on. Of course, there's an army of wind-up warriors and bosses just waiting for a good fight. The game's 10 bosses range from a psychotic wind-up cat, to a raging bull and other beastly burdens. But as in the first game, there's a pattern to their attacks.

Gameplay is much like the first—dungeons filled with puzzles. Some are obvious, some not so obvious (or frustratingly so). You'll have to throw switches, set off bombs and light candles to pass through. Since it's in 3D now, you'll also find yourself manipulating the camera quite a bit to get just the right angle on the action (you can also zoom in and out for better views).

Instead of the overworld from the first game, you travel to different areas via a world map, and eventually you will free a friend who'll help you get around. It's estimated that there's a good 40-50 hours of pure RPG gamin' fun to be had here, with over two hours of cutscenes and more than 60 hidden items. There are four types of spells, and you can summon elementals for each (kinda like FFVIII's Guardian Forces, but on a smaller scale).

Activision is preparing a new intro to the game for the U.S. release that was not in the original Japanese release. They've also added an "easy" difficulty setting to make it less frustrating. 🐱



The pirates are a wily trio of plunderers. Fortunately for Flint, he's able to escape their plots time and again.



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- GameSpot.com



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PREVIEW  
GALLERY

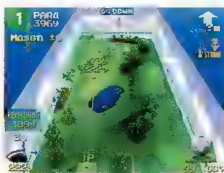


THEY'VE CHANGED

Have you noticed the characters in Hot Shots 2 are not anime-based?

## Hot Shots Golf 2

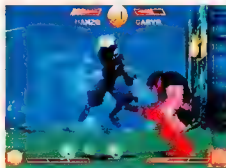
By all indications **SCEA's** HSG 2 is awesome (we've been playing it non-stop). It has a similar feel to the first (the lead programmer from HSG1 developer Camelot left to join **Clap Hands**, developer for HSG2) but makes use of more options and features. Players can select Turbo Spin, Big Air and Pin Hole to maximize control. Over 10 new characters and a few familiar, "secret characters" are available. Find it this **March**.



## Samurai Shodown: Warrior's Rage 2

**SNK** is bringing the latest chapter in the Samurai Shodown series (Samurai Spirits in Japan) from its Hyper 64 arcade machine to the PlayStation. Warrior's Rage 2 retains the old-school, weapons-based gameplay from previous installments while offering standard features like Story, Battle and Practice Modes. The game features blocky, 3D fighters on hand-drawn, 2D backgrounds. More powerful attacks such as the Rage Blast can be pulled off once the fighter has taken enough damage to fill his or her Rage meter to capacity.

Look for Warrior's Rage 2 in **February 2000**.





## DID YOU KNOW?

Your eyes aren't so eternal. Most people around the age of 40 will need reading glasses, and at some point later additional correction for distance vision.

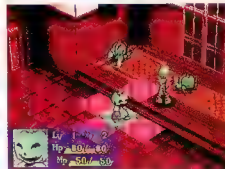
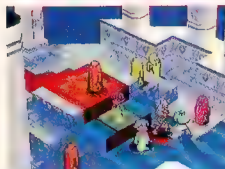
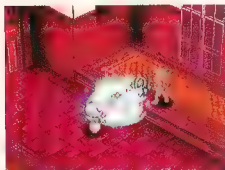
## Rock the Rink

Seems like EA is creating evil twins for all its regular sports sims. NASCAR 2000 has NASCAR Rumble, and now NHL 2000 has Rock the Rink. Basically this is a no-rules, 3-on-3 arcade hockey game. The emphasis is on wacky special moves like the Leap Frog, Tornado and Corkscrew (you can imagine what they look like) rather than traditional skating. Nine fantasy teams and several more real NHL teams and players make up the personnel. Up to two players may play this **March 2000** release.



## Eternal Eyes

All is not well in the land of Gross. That's why you, as a magician who brings puppets to life with your magic powers and orbs, must use a variety of these magical puppets (known as Mappets) to save your world from an evil military chief—and so the RPG starts. Eternal Eyes is the portrayal of a story from the creator of Final Fantasy VII. The game is set for release from **Sunsoft** sometime in **January**.



# ARMY MEN WORLD WAR

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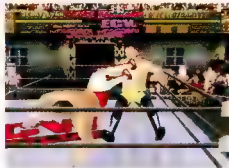
PREVIEW  
GALLERY

BREAKING THE TEA BAGGER

As part of his prize for winning Agatec's Fighter Maker contest, West Coast editor Wataru Maruyama got to be a pilot and name his own mech in Armored Core: MoA. You'll have to unlock it in the hard difficulty to fight against it. Let us know if you can beat "Tea Bagger."

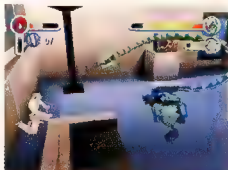
## ECW: Hardcore Revolution

The PS version of ECW Hardcore Revolution retains all the vulgar language, blood and chairs of the N64 version, while adding some FMV intros and CD audio. The graphics seem slightly sharper in this version than in the N64, but everything else is the same. Players will have plenty of opportunities to juice when **Acclaim** ships ECW:HR on Hardcore Thursday, **2/17/2000**.



## Spider-Man

We brought you the exclusive first details on this incredible-looking game from **Neversoft** and **Activision** a few months ago, so it's only fair that we continue to drip-feed you new screens as we get our hands on them. Still on track for release this **spring**, the game really is looking awesome, and manages to capture the 'Spider-Man-ness' of Spidey. Check out our October 1999 issue for more details.



## Armored Core: Master of Arena

The Armored Core series has enjoyed a tremendous cult following and the third installment is sure to please the devoted. Master of Arena comes packed on two discs' worth of mech customizing madness. There are 19 new missions and 150 arena opponents to deal with. Customizing your AC is the biggest feature of the game, and with over 170 weapons and parts (27 of which are completely new), you'll have plenty to work with. **Agatec** states there will be additional bonus items for your AC if you can unlock them. As the title suggests, versus fighting is a key component. Terrain is just as important as mech parts, so you'll be happy to know the game has 20 two-player stages for linked play, 10 for split-screen competitions, and 12 for CPU battles. Armored Core: Master of Arena is set for a release sometime in **1st quarter 2000**. Don't forget to look for **EGM's** very own West Coast editor, Wataru Maruyama, who is featured as an AC pilot with his special mech (see the top of the page for more info).



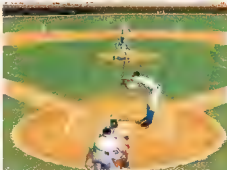




**SAMMY SOSA**  
On the left, the real Sammy Sosa, on the far left—Triple Play 2001's Sammy Sosa.

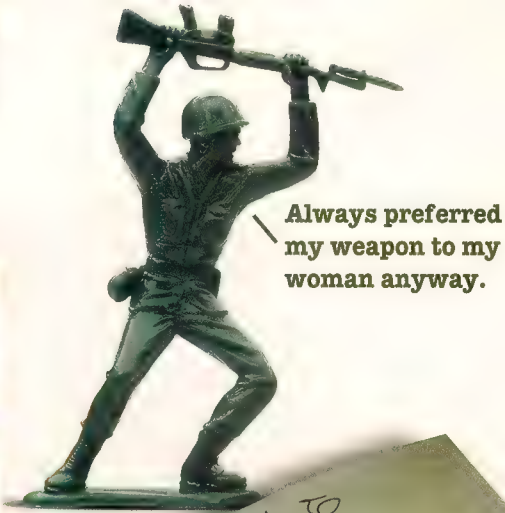
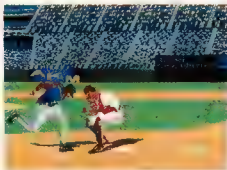
## Triple Play 2001

With a few exceptions, EA's Triple Play 2001 is largely the same as last year's blockbuster. Key new features include the MLBPA Big League Challenge. You compete as or against the greatest players of all time: Babe Ruth, Willie Mays, Lou Gehrig, Jackie Robinson and several more. In addition, new player models better represent true-life sizes and facial features. Buck Martinez and Jim Hughson are back on commentary as well. Look for this **Trey Arch**-developed game in **March 2000**.



## MLB 2001

Last year **989 Sports** took a lot of heat for releasing MLB 2000 virtually unchanged from the prior year. To make good, they've done a lot of work on MLB 2001. A Franchise Mode highlights the joys of drafting, trading and managing a team. Brand-new AI created by the smartest managers in baseball is new as well. Hopefully they'll leave the Create-a-Player Mode unchanged—it's great. MLB 2001 is due out this **March**.



Always preferred my weapon to my woman anyway.



*Dear John,  
I thought I  
could wait for  
you. Sorry!  
Lais*

# ARMY MEN WORLD WAR

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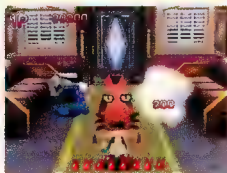
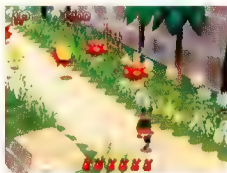


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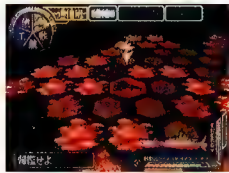
## Rescue Shot Bu-Bi-Bo

We've always maintained that there weren't enough GunCon games for the PlayStation. Luckily, **Namco's** latest shooter *Rescue Shot Bu-Bi-Bo* looks to fill that hungry void nicely. Remember arcade games like *Crossbow* where you need to protect your on-screen persona from harm by shooting obstacles and enemies? Well, welcome to *Rescue Shot Bu-Bi-Bo*. No word yet on a U.S. release, but the game is out **now** in Japan.



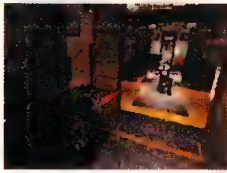
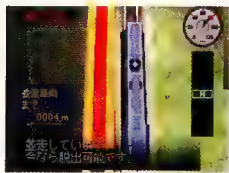
## Space Battle Cruiser Yamato Chapter 2

We're off to outer space, we're leaving mother earth, to save the human race, our *Star Blazers*! If you saw this classic anime as *Star Blazers* 15 years ago, you rock. When Che played *Yamato Chapter 1* earlier this year, he had a nostalgic fit. It chronicled the one-year sojourn of the *Yamato* (AKA the *Argo*) to a distant star called *Iscandar*. Chapter 2 deals with the third series of the show, which never aired in the U.S. The game itself is part real-time strategy, part RPG, part action (albeit weak), and pretty damn fun. Chapter 2 will also have updated graphics, a new overhead map and better fighter squadron management. *Space Battle Cruiser Yamato* is due from **Bandai** this **spring**.



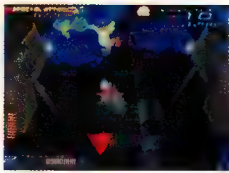
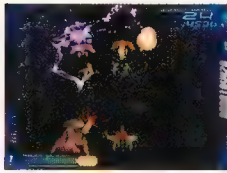
## Chase The Express

**Sony's** latest action adventure is awkwardly titled, *Chase The Express*. Terrorists have commandeered a runaway train, and it's your job as some sort of Keanu Reeves/Bruce Willis hybrid to climb aboard and deal some death. The game is mostly experienced through a combination of real-time and prerendered 3D action levels, sprinkled with bits of various mini-games. *CTE* is out **now** in Japan.



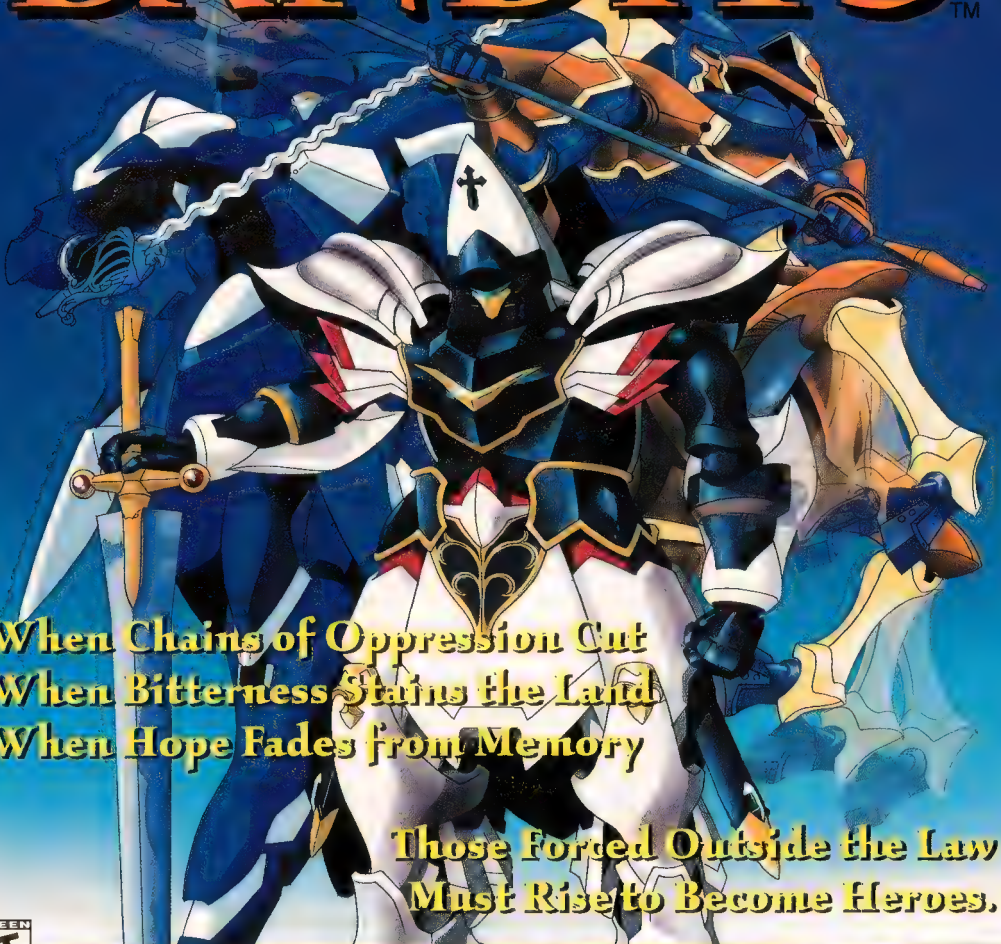
## Ray Crisis

Once upon a time, a shooter by the name of *Ray Storm* demonstrated that even though the PS had crappy 2D capabilities, it could still crank out a mean-looking 2D shooter with 3D graphics (Since that time, Irem went ahead and made the best 2D/3D shooter ever—*R-Type Delta*). Originally released for the arcade, **Taito's** *Ray Crisis* will continue its top-down vertical tradition with plenty of stylistic flair. Working Designs brought over the first one...who's gonna get this one?





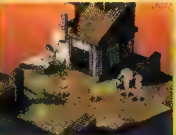
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When Bitterness Stains the Land  
When Hope Fades from Memory

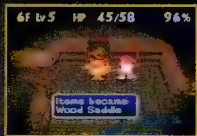
Those Forced Outside the Law  
Must Rise to Become Heroes.

TEEN  
T  
CONTENT RATED  
BY ESRB

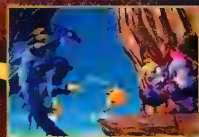


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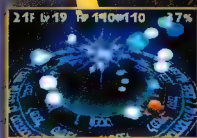
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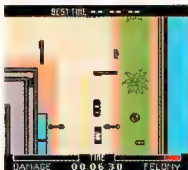
## PREVIEW GALLERY



**EBAY AUCTION**  
**Item #230909538**  
 (original Tony Hawk deck, designed by Birdhouse on eBay)

## Driver

Who would have thought that the 3D driving goodness of *Driver* would make its way to the Game Boy? Well...anything's possible—and **Crawfish** is doing an admirable job for **GT Interactive** as they turn Reflections' game into a top down scrolling affair. Watch out for it in the **first quarter** of this year.



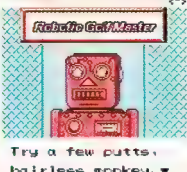
## Tony Hawk's Pro Skater

THPS is undeniably one of the top success stories of 1999. And to maximize profits, **Activision** has licensed out publishing rights to as many developers as possible...including **Natsume** for the GBC version. The street skating is akin to 720°, while a vert ramp mode reminds us of California Games. THPS is due in **March**.



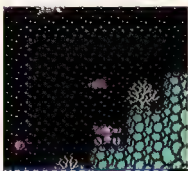
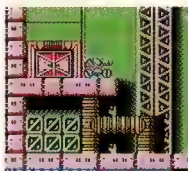
## Super Shot Golf Robot

It's no Mario Golf but SSGR has a unique personality all its own. The golf portion is solid enough with its non-traditional, third-person perspective. The weird part is interacting with the robots. They train, insult, guide and taunt you. It's actually quite strange. Look for this **Crave** title **spring 2000**.



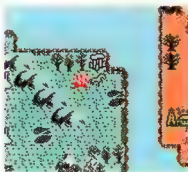
## Blaster Master

OK, imagine this: You're an old warrior hero who has escaped to a new land for a peaceful retirement. Suddenly you're pressed back into action to fight an evil race of run-a-muck androids—d'oh! Basically it's a platform game with eight levels and eight bosses to defeat. **Sunsoft** will release BM this **spring**.



## Heroes of Might and Magic

The award-winning (and super-addicting) PC strategy game is going portable. Build up your kingdom by exploring and conquering territories with the help of armies made up of soldiers and magical creatures. You can cast spells, collect artifacts and more in this **3DO** cart, due out this **spring**.



## Trade and Battle Card Hero

**Nintendo** is looking to offset the dying N64 with yet another "collect them all" type of game set for release this **spring**. And why not? With Pokémon at an all-time national peak, it's a smart investment to develop Trade and Battle Card Hero, a game they're hoping will ascend to the throne after Pokémon's inevitable decline. T&BCH has more in common with SNK's Cardfighter than it does with Pokémon gameplay. Brace yourselves for another wave of GBC hysteria, if the game's a huge hit in Japan.



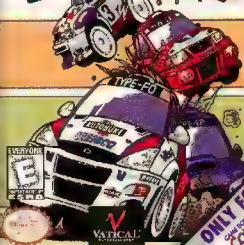


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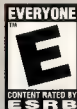
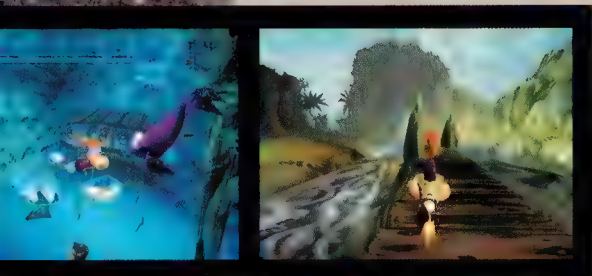
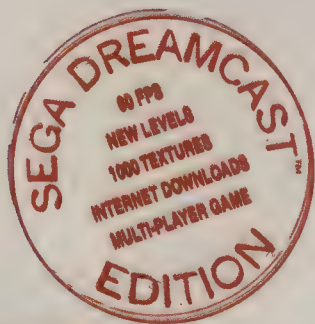


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## PREVIEW GALLERY

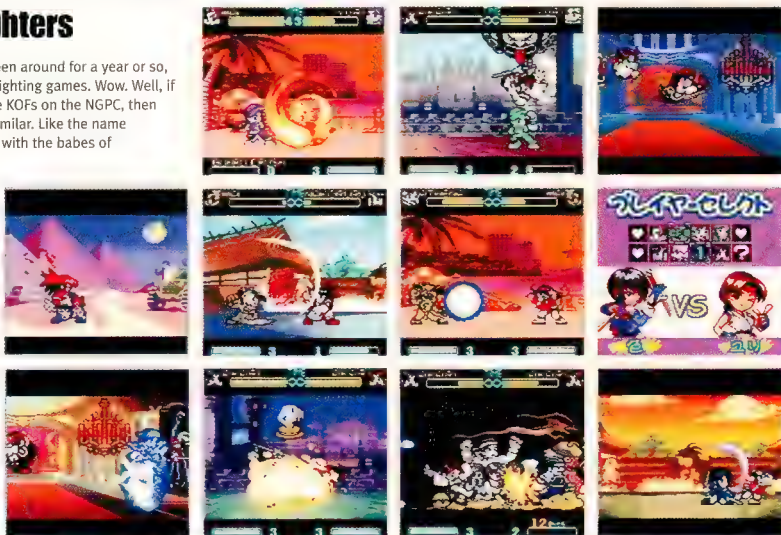
## DEFINITION OF BLACKJACK

**Blackjack.** Common reference to the game of twenty-one, a card game played between a dealer and one to seven players. Also called vingt-et-un, pontoon and van-john.

## SNK Gal Fighters

The NGPC has only been around for a year or so, and it's already got six fighting games. Wow. Well, if you've played any of the KOFs on the NGPC, then Gal Fighters may look similar. Like the name suggests, it's a cat fight with the babes of SNK...Mai, Yuri,

Akari, Leona, Shermie, Nakoruru, Athena and Shiki (with at least four hidden chicks). During the tournament, you can collect items that will alter your stats during the actual fight (think World Tour mode in SFA3). Another cute little feature is the "cloud of dust rumble," when two girls are locked in opposing forces. Gal Fighters will be out in **February**. Meow!



## Neo 21

Not much to report here...Neo 21 is just Blackjack, a simple card game played for money. There are three ways to play: Casino, Original and Two-player. Skill levels, bookkeeping and a dictionary of terms are in there as well. Link the game for head-to-head with a gambling buddy. **SNK** will release Neo 21 this **February**.



## Evolution

Sting's RPG Evolution just came out for Dreamcast in the U.S., and already there's a sequel out in Japan. A Neo-Geo Pocket version of the game is set for a **February** release in Japan. A U.S. date for the game has not been determined yet. It stars the characters from the Dreamcast version in a new quest, based in the same world (think of it as a side story to the first game). The core of the game takes place across five dungeons.





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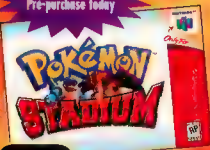
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The newest character to join Marvel vs. Capcom 2 is none other than Cable, a latecomer to Marvel's "mutant universe." He starred in his own series (simply called Cable) and was one of Chris Claremont's last characters in his X-Men days.

## Marvel vs. Capcom 2

The penultimate CPS3 sprite orgy fighter is about to get a true sequel. **Capcom** will release **MvC 2** this **spring** for arcade fighting enthusiasts everywhere. On top the new fighters, they've also created exclusive characters Ruby Heart and Cable (not seen in any game before this) for the rumble. Oh, and have we mentioned the three-man tag-team gameplay? Expect the DC version to hit a couple months later in Japan.



## Offroad Thunder

**Midway's** **Hydro Thunder** took all of us here at **EGM** by storm. What looked to be a deceptively simple arcade racer proved to be one of the best racing games of the year. At this point, it's hard to tell if Offroad Thunder could live up to the series' former glory. The game features eight trucks (and four hidden ones) tearing it up on eight expansive stadiums. And like Hydro Thunder, there's a turbo boost too. Offroad Thunder is out **now**.





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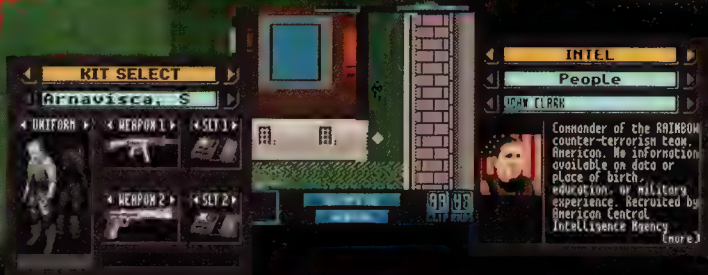
• **SNIPER MODE TO PICK OFF ENEMIES AT A SAFE DISTANCE.**

# Tom Clancy's RAINBOW SIX

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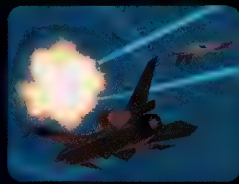
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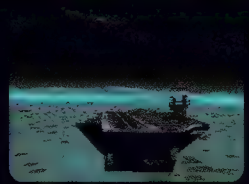


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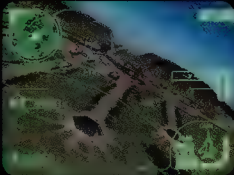
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# DRAWERS







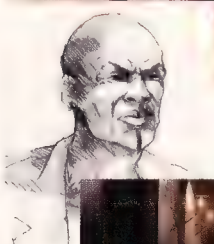
**Multiplayer modes, a new sidekick, Tomb Raider-style levels, the ability to get in any car, and four new locations are all part of the attractions set to appear in *Driver 2* later this year. *EGM* brings you an exclusive report on how Reflections intends to follow its multimillion-selling hit.**

**By John Davison**

It's safe to say that no one fully anticipated the enormous potential of *Driver* when it was released last year. It was widely regarded as a cool idea; after all, car chases have been a staple of action movies since the technology would allow it—but the overwhelming reaction to the game was something that surprised everyone...including publisher GT Interactive. Within a few weeks the title was acknowledged as being one of the fastest-selling games of all time and saw sales of over a million within a few months. Initial supplies to stores fell dramatically short. Gamers around the world scrambled to get copies from anywhere they could.

It was inevitable then that we'd see a sequel. These days, any kind of success guarantees a product's elevation in status from simple "game" to "franchise" and *Driver* is no different. The sequel is still very early in the stages of development, but *EGM* is lucky enough to be able to get in on the ground floor and watch as the game evolves over the following months. At this stage in development, the new game technically doesn't exist except in various forms across the network at Reflections' studio in Newcastle, England. We hooked up with Reflections' boss Martin Edmondson to talk us through the early stages of development. We'll be tracking the progress on the game over the next few issues...so keep your eye on *EGM* each month for exclusive new details and screenshots as they become available.

The most interesting thing about a sequel of this nature has to be the improvements that can be made. When a team is coming down off the high of producing a multimillion-selling worldwide hit, just how do they follow it? What is the first priority when it comes to putting the sequel together?

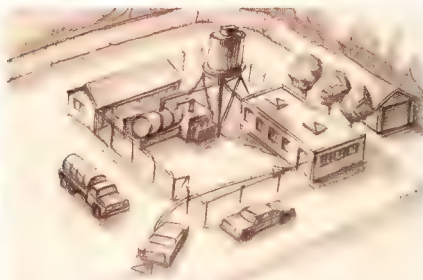
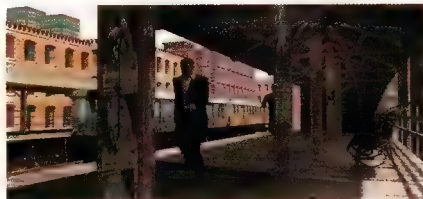
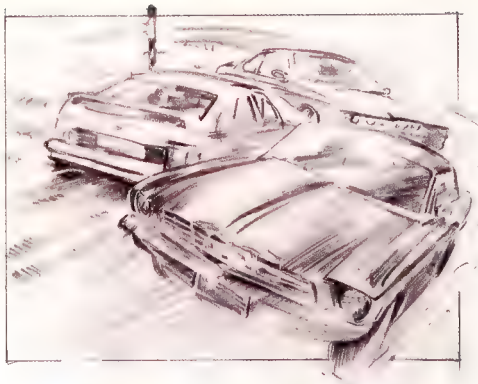


**The team is very concerned with making the whole experience for more fluid this time, and to facilitate this they are storyboarding every element quite extensively.**

Edmondson explains, "The [philosophy is the] same as when we started the sequel to Destruction Derby—to give the player a genuinely improved experience in a reasonable time frame. The temptation with sequels is simply to add some new levels, a few new features and cash in on the success of the original. It's very easy to ruin a potentially huge franchise this way." There are certainly a lot of cookie-cutter sequels hitting the market these days. And with sequels emerging every year, was the team concerned at all with the time frame? "Driver is such a strong potential franchise so as long as we can continue to develop the game and ideas to a high standard," Edmondson continues, "we see it as a long-term franchise. As long as the quality is high and the player gets a substantially increased or improved experience, then sequels are fine. Players enjoy sequels so long as they don't disappoint."

A year doesn't seem like very long to piece together a sequel though, and many of the disappointing games that we've seen lately have been rehashes with less than a year turnover time. How will Reflections be getting around this problem? "It is a short time but some of the core technology, which took over a year to write, can be reused," Edmondson tells us. "Much of the 3D engine is being used in an enhanced form and the car physics engine which took a very long time to write and tweak is also carried over from the original. In addition, the team size on Driver 2 is much larger."

So is Driver 2 going to be closer to the original vision of the game? Were there things that the team wasn't happy with in the original? "Plenty of things!" he exclaims. "There always are. We were very pushed for time with the cutscene renders in Driver 1 and we were not happy with the quality. The story cutscenes in Driver 2 are much improved with better lighting animation and lip-syncing. Also, the game story in the first game was very simple and consequently, some of the missions were similar and less involving than they could have been. There are lots of other trivial things that we are improving, like licensed vehicles and licensed music from the Polygram/Universal stable. Actually, we are not too concerned who the bands are, the style of the music is the most important factor. The style we are looking for is '70s in feel, though not necessarily recorded in the '70s. Kind of like *Pulp Fiction*."



**Driver 2 team from left to right: Robin Armstrong, Mark Akester (3D Artists), Martin Edmondson (Managing Director), Gareth Edmondson (Project Manager) and Simon McKeown (Head of Animation).**





## HIDDEN STUFF

**As with the original game, secrets and cheats will be a major part of the game structure and will be acknowledged as such in the menu system. The team wouldn't come clean on what would be included, but there were hints about playing as a cop this time.**

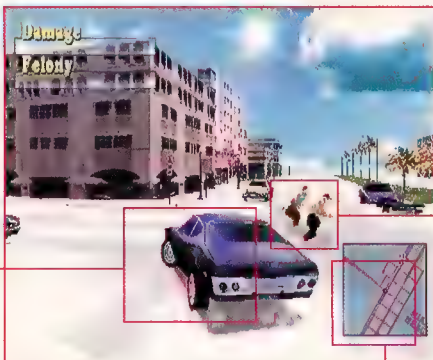
EGM is lucky enough to be privy to an early design document for *Driver 2*, and unlike many sequels these days (like *Syphon Filter 2* or *Twisted Metal 4*, for example), there are some genuinely new ideas that will very much reshape our perception of the game. And we're not just talking about an enhanced graphics engine here. The most impressive thing we came across was the fact that the game is now far more than just a car chase title. The hero, Tanner, is now a fully fledged agent working within the criminal community and isn't just limited to his role as getaway driver. *Driver 2* will allow Tanner to get out of his car and complete specific missions on foot—these levels, we are assured, will have a certain “Tomb Raider-ness” about them. “This mode really allows Tanner more freedom in the city,” Edmondson explains. “At any time Tanner can jump out of his car and into another one. Since there are many more vehicles driving around in *Driver 2* such as trucks and buses, it makes for some interesting chases! Getting out of the car also means that some of the missions finish in a more satisfactory manner. For example, with a chase that involves catching someone, Tanner must now actually jump out of the car and find him or her.”

We don't know about anyone else, but to us that sounds an

## What's Different About It?

**We talked to the team at Reflections and asked them to outline what would be different about the new game. Will it look different? Will it feel different? Here's what they told us, using the original game as a reference point.**

There will be many more vehicles for you to drive this time, as Tanner can effectively commandeer any vehicle in the game. The same physics models will be employed so *Driver 2* will “feel” very much like the original. The team is looking into licensing real cars, but affecting damage is an issue with many car manufacturers. Edmondson and his team are adamant that all vehicles will deform when damaged—so if this has to be at the expense of real cars...so be it.



The graphics engine is basically the same as that in the original game only with extra tweaks to make it more efficient. The team on *Driver 2* is twice the size of the original and many of the new recruits will be working on making the environments even more realistic than those in the first game.

Pedestrians and other cars will behave differently in the new game. Other cars will make more of an effort to get out of your way (there'll be more cars...and a great variety), while pedestrians will be far more “natural” in their behavior. They'll still run to get out of your way should you try to run them down though.

Cities now feature curved roads and will also have twisting sections of track through the mountains (it's not all city stuff this time). Therefore, longer sections of road and freeway are more interesting and challenging. There will still be plenty of U.S.-style blocks in their correct positions, however. Roads now feature slip road exits off freeways. These can curve around and continue under or over the main freeway, making the environments far more complex.

## OTHER SYSTEMS?

**Right now both Driver and Driver 2 are PlayStation-only in the console market. What's next for the franchise though? Surely a Dreamcast or PlayStation2 game has to be in the works too? "Right now we are concentrating on the PlayStation version. Dreamcast is a definite possibility but will not be released 'til well after the PS version," Edmondson told us.**

awful lot like a certain other criminal-inspired car chase game, Grand Theft Auto. "I think they are two very different games," Edmondson says defensively. "Driver is a pretty realistic city environment and we are striving to make Driver 2 an even more realistic environment than the first and getting out of your car and walking around is a natural extension of this."

Speaking of realism, the game is set in "real" cities again with Chicago, Las Vegas, Rio and Havana getting the honors this time around. Why these particular cities, though? Edmondson reveals the team's thinking: "We wanted to have a couple of U.S. cities again, and Chicago and Las Vegas are two charismatic cities left out of Driver 1. Havana and Rio were chosen for their mixture of grittiness, colorful character, interesting architecture and in the case of Cuba, it was probably the interesting cars that sold us."

Elsewhere, the Driver 2 design document goes into some detail about a sidekick in the new game by the name of Tobias Jones. "Tobias is another undercover cop who Tanner works with," Edmondson tells us. "He acts as an information feed for much of the time and enables Tanner to pick up missions without the need for the random answering machine. Some missions involve working with Tobias and some have Tanner working alone."

If Tobias is integral to a new mission structure, how will the game play out this time? "Driver 1 had a branched mission structure that allowed the player a certain amount of choice," Edmondson explains. "The problem with this is that it makes it difficult to link them all to a continuous story. Driver 2 has a similar number of missions (there will be 40 missions in Driver 2) but they are sequential and much more tied to the game story. This makes them feel more involving and leads to players caring more about each mission."

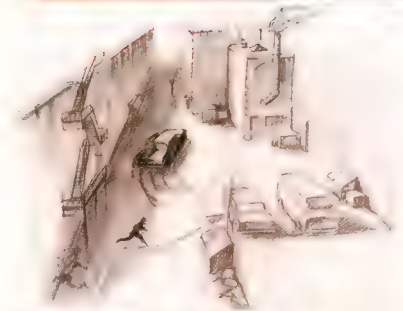
It's not going to be just missions though. According to the design document, some of the more interesting gameplay may come from some of the more "minor" games...just like in the first game. One of the most interesting sounds like it might be a "racing" mode (we know—not particularly original for a car game, but this does sound different) where players have to race through gates placed throughout the cities. Each consecutive gate will get narrower and narrower, and players will be penalized for hitting the sides as you screech through them. This mode may in fact end up as a multiplayer game too—something else which is unique to Driver 2. "There will be both competitive and cooperative games in the multiplayer game, ranging from simple races around the city to cops-and-robbers," enthuses Edmondson. "We are designing some specific games with their own specific areas to play split-screen. But you can't play the normal undercover mission games in multiplayer, though, due to the size of the cities."

Driver 2 is currently on GT/Infogrames' release schedule for "late 2000" and still has a very long way to go before completion. Hopefully next month we'll be able to follow up this report with the first screenshots of the game...and then we'll continue to bring you new info throughout the year before the game is released. 🚗

**Check next month for exclusive Driver 2 screenshots.**



Photography by Richard Bradbury







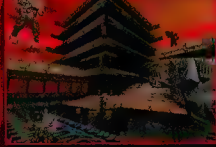
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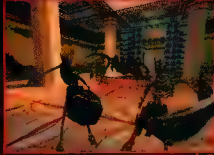
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Time travel is proving to be hell. Lemnos Isle, The Catacombs of Athens, The Acropolis, The Parthenon - all infested with hideous reminders of Greece's mythical past. Lay history to rest.



## JAPAN 2455 C.E.

## GREECE 1200 B.C.E.

"Daikatana will depart from the typical lone-hero-versus-the-world paradigm of the current slew of 3D first-person games."

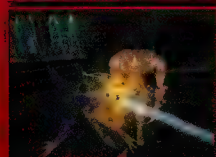
-COMPUTER GAMING WORLD

"Classic Romero - deliberately hyper, handsomely rendered, and perpetually hurtling forward"

-avaulit.com

## NORWAY 560 C.E.

## SAN FRANCISCO 2030 C.E.



It's cold. It's snowing. And, as if that was not enough, it's also the height of the European plague. You do not want to be here. Then again, no one wants you to be here.

Alcatraz isn't what it used to be. It's much worse. You could make it out alive. You could scour the fallen city and find Kage Mishima. And you could set history straight.



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Screenshots shown are from the PC version.



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# 1999 Gamers' Choice awards

**D**

ouble Dragon, Strider, Sonic  
the Hedgehog, Street  
Fighter II, Samurai  
Shodown, Donkey  
Kong Country,

Twisted Metal, GoldenEye

007, The Legend of

Zelda: Ocarina of

Time—more than

just great games,

these classics

managed to nab

EGM's Game-Of-

The-Year Award at

one point or another in our 10-

year history. But what's gonna be number 10?

Unlike in 1998, when Zelda and Metal Gear

Solid hogged awards in nearly every category,

last year was crammed with seemingly sure-

thing contenders for our 1999 trophies, which

once again take the form of the retro robot

you see marching across the page. Did we

pick Gran Turismo 2, Crash Team Racing or

Ridge Racer Type 4 as '99's best racer?

Surely Pikachu and the gang won something

this year, right? Which games have you—the

readers—chosen via mail and our online poll

as the best of the best? And which game

beat all the rest to earn our tenth Game-Of-

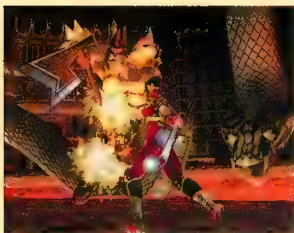
The-Year Award? Dive in and find out.





We say the Dreamcast Game of the Year is:

## Soul Calibur



Runner-up: Sonic Adventure

You say the Dreamcast Game of the Year is: Soul Calibur

DC owners were treated to many class AAA games in a very short period of time, but none of them compare to Soul Calibur. This baby not only shows off the DC's power better than any game out there now, but it is one of the best fighting games in fighting game history...for any system. Not bad for a "measly" launch game

We say the PlayStation Game of the Year is:

## Gran Turismo 2



Runner-up: Final Fantasy VIII

You say the PlayStation Game of the Year is: Final Fantasy VIII

Everyone knew that GT2 was going to be a hot game, but even the most optimistic had no idea what an impressive product it would turn out to be. When it launched in mid-December, it immediately sold out in most stores, and like its predecessor it will no doubt continue to both sell and impress for the next 12 months. Now just imagine what GT2000 is going to be like.

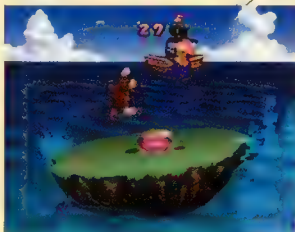
We say the N64 Game of the Year is:

## Mario Party

Runner-up: Rayman 2

You say the N64 Game of the Year is: Donkey Kong 64

This ain't the first time Nintendo's plumber topped that 800-pound gorilla Donkey Kong, but we figure some of you are still surprised we gave this award to Mario Party and not DK64. Truth is, Kong's adventure got too tedious, and Mario Party's multiplayer thrills kept us busy even longer than runner-up Rayman 2.



We say the Handheld Game of the Year is:

## Mario Golf (GBC)

Runner-up: Super Mario Bros. Deluxe (GBC)

You say the Handheld Game of the Year is: Pokémon Yellow (GBC)

It doesn't matter whether you love real-life golf or despise it—grab Mario Golf immediately. Even if you only like this small-screen adaptation of the classic Hot Shots Golf formula half as much as we did, Mario Golf will still hook you for months.



We say the Action Game of the Year is:

## Tony Hawk's Pro Skater (PS)



Runner-up: Medal of Honor (PS)

You say the Action Game of the Year is: Medal of Honor (PS)

Whodathunk a skateboarding game could be this good? Slick, pretty, packed with technique and the first thing you'd show to friends to prove gaming ain't geeky, Tony Hawk pumps almost as much adrenaline as a real-life goob.

We say the Shooter of the Year is:

## R-Type Delta (PS)



Runner-up: Omega Boost (PS)

You say the Shooter of the Year is: Omega Boost (PS)

R-Type Delta puts to rest all those often subjective (and elitist) arguments about the (de)merits of 2D vs. 3D graphics. RTD offers the best of both worlds: classic pimp-tight 2D gameplay with some of the most meticulous 3D graphics we've seen in a side-scrolling shooter. Possibly one of the best shooters of all time.

**We say the Adventure Game of the Year is:**

## Dino Crisis (PS)



**Runner-up: Donkey Kong 64 (N64)**

**You say the Adventure Game of the Year is: Resident Evil 3: Nemesis (PS)**

You say the Adventure Game of the Year is: Resident Evil 3: Nemesis (PS) Intense, clever and a much "meatier" survival horror experience than Resident Evil 3, Dino Crisis delivered a fresh adventure-game experience even though it gave us major Jurassic Park déjà vu. Silent Hill was scarier. Donkey Kong 64 was bigger (hence, its runner-up status). But Dino Crisis was just the best package overall.

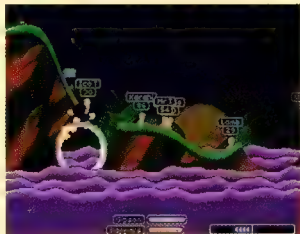
**We say the Strategy Game of the Year is:**

## Worms Armageddon (PS/DC)

**Runner-up: Vandal Hearts II (PS)**

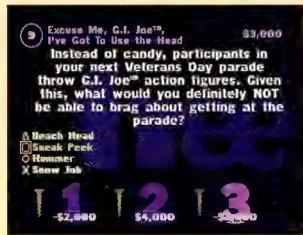
**You say the Strategy Game of the Year is: Worms Armageddon (PS)**

Among all the strategy games out there, there's one that beats 'em all—Worms Armageddon. If you haven't played some version of this game, you should. It's filled with cartoon graphics, humor and a ton of ridiculously fun gameplay. Each person places their team of worms in an environment, and then everybody starts blowing each other up. It doesn't get much better than that.



**We say the Multiplayer Game of the Year is:**

## You Don't Know Jack (PS)



**Runner-up: Mario Party (N64)**

**You say the Adventure Game of the Year is: Wrestlemania 2000 (N64)**

Wrestling games? Pretty fun. Board games? Even better. But what's the best? Trivia games are where it's at when it comes to multiplayer fun. Specifically, You Don't Know Jack. And unlike that dry Trivial Pursuit type of stuff, YDKJ will leave you and your chums scratching your heads and laughing again and again.

# The Nine Biggest News Stories of 1999

## 1. PlayStation2

Undoubtedly the biggest thing going in 1999 was PlayStation2. Even before we saw what the system looked like, we were wowing over the possibilities its specs afforded. Better yet, it uses technologies that are bound to become standard in gaming shortly—DVD, Firewire, etc.—while remaining backward-compatible (first time that's happened out of the box in a home system since the Atari 7800).

## 2. Dreamcast's Launch in the U.S.

While announcements of PlayStation2 loomed overhead, Sega launched the Dreamcast in the U.S. on Sept. 9. The system was backed up by a big library of launch titles, and it's only gotten better since. By the end of 1999, it was projected that 1.5 million Dreamcasts would be sold in the U.S. After the disappointment with Saturn, it's nice to see Sega back in the game.

## 3. Pokémon Fever

If you were reading game magazines in 1999, you couldn't get away from Pokémon. Though the original Game Boy games were released in 1998 in the U.S., they continued to be the top sellers of '99. Backed by the TV show, a movie, the card game and scores of licensed toys and products, Pokémon was a little slice of gaming that the whole world acknowledged—if only to dismiss it as a fad.

## 4. Dolphin

It's only specs on paper—there are no screenshots, no pictures of the system, nothing. But Dolphin still captured plenty of headlines and conjured up new terms—like "paperware"—considering it's still a system that only exists on paper. Expect more to come from Nintendo on Dolphin in 2000 as it nears its tentative holiday 2000 release date in the U.S. and Japan.

## 5. SNK Vs. Capcom

What happens when the two biggest names in fighting games square off? You get SNK Vs. Capcom, a surprise team-up first announced at the spring Tokyo Game Show. Rumored ever since Capcom began its "Vs." series, things kicked off with two titles—Card Fighters and Match of the Millennium on Neo-Geo Pocket Color, and will continue in 2000 on the Dreamcast and in the arcade.

## 6. X-Box

Rumored to be the end-all-be-all combination of PC gaming technology and console hardware, Microsoft's X-Box failed to materialize during 1999 (but might in 2000). Microsoft wouldn't comment on it, but developers who had supposedly seen the system began leaking some of the details (see EGM #125 for a full report).

## 7. Game Boy Advance

There are already four variations of Game Boy hardware and Nintendo doesn't seem to be stopping anytime soon. Game Boy Advance, to be released in fall 2000 in Japan (and later in the U.S.) is the next-generation of GB hardware, with a higher resolution, more colors, Internet connectivity via cell phone and backward compatibility with all previous versions of the hardware.

## 8. Namco's Soul Calibur on Dreamcast

When Namco announced that it was bringing Soul Calibur to Dreamcast, we were all surprised. But little did we know that the company would spice up the game to take full advantage of what the DC hardware can do. The team painstakingly detailed the game, making it look much better than the arcade game. Only question is, is this the last we've seen of Namco on the DC?

## 9. Bleem Vs. Sony

The first high-profile console emulator hit PCs early in the year, and Sony was quick to try to drop the gavel on them. But the company, Bleem LLC, fought on, and won several judgments allowing them to continue selling the emulator. Finally, the company escaped the woods, and instead of walking away, they turned the tables and counter-sued Sony (which will continue into 2000).



We say the Sports Game of the Year is:

## Madden NFL

2000 (PS)



Runner-up: NBA 2K (DC)

You say the Sports Game of the Year is: NFL 2K (Dreamcast)

The top sports game was very hard to select this year. Sega's NFL2K blew us away with its graphics but when it came to AI and game-play, not to mention "fun appeal," Madden 2000 edged it out. As you know, when it comes sports sims, gameplay is everything.

We say the Fighting Game of the Year is:

## Soul Calibur (DC)



Runner-up: None, unanimous choice

You say the Fighting Game of the Year is: Soul Calibur (DC)

Any game that is still being played religiously every day in the EGM offices has to be something pretty special. We've seen new versions of old concepts crapped out year after year, so it's refreshing to see a fighting game that feels and plays better than anything before it. Soul Calibur scored straight 10s when we reviewed it...and to top it off, it's still the best-looking game ever.

We say the Racing Game of the Year is:

## Gran Turismo 2 (PS)

Runner-up: Crash Team Racing (PS)

You say the Racing Game of the Year is: Gran Turismo 2 (PS)

Are you surprised GT 2 has taken top honors? We're not—aside from NFS: High Stakes, Sega Rally 2 and a few other standouts, nothing came close. We're not sure how the guys at Polyphony managed to pack in 10 times more cars, tracks, mods, etc., than anyone else but we're grateful they did. As far as the completion bug is concerned...we can live with it, hopefully you can too.



We say the RPG of the Year is:

## Final Fantasy VIII (PS)

Runner-up: Final Fantasy Anthology (PS)

You say the RPG of the Year is: Final Fantasy VIII (PS)

The cat's out of the bag: RPGs sell like hot-cakes and folks can't get enough of them. It was a golden year for Square's chief franchise: With Final Fantasy VIII and Anthology, they effectively flooded the market with three must-buy RPGs for 1999. Square's learning to count to nine... we can hardly wait.



We say the Puzzle Game of the Year is:

## Q\*Bert (PS)



Runner-up: The Next Tetris (PS)

You say the Puzzle Game of the Year is: The New Tetris (N64)

Hasbro/Atari's resurrection of video games of the old days continued this year with Q\*Bert on the PS. While some people exclaimed "@!?!!" over the update, some were actually pleased that the ill' orange guy was brought back. This version has a very action-puzzle theme to it, turning Q\*Bert's normally pyramid world into a fleshed-out, 3D landscape.

We say the Best Graphics were seen in:

## Soul Calibur (DC)



Runner-up: NFL 2K (DC)

You saw the Best Graphics in: Soul Calibur (DC)

Months after Soul Calibur's release, we're still in awe over the game's splendid visuals. Namco's masterpiece looks so utterly amazing, even these sweet screenshots don't do it justice. The lighting, the textures, the 60 frames-per-second motion-captured animations, the attention to detail (from clothing flapping in the wind to the floor dust being stirred up by characters running around)... all combine to make this the single best-looking video game around, period.

We Heard the Best Music in:

## Final Fantasy VIII (PS)

Runner-up: Medal of Honor (PS)

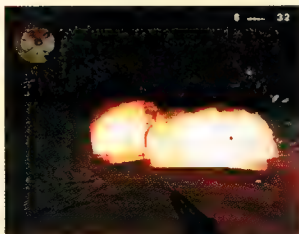
You Heard the Best Music in: Final Fantasy VIII (PS)

More than ever, maestro Nobuo Uematsu's (FF I-VIII) melodic texturing heightens the key dramatic moments of Square's latest masterpiece. On top of that, Asian diva Faye Wong's rendition of "Eyes On Me" easily clinches Final Fantasy VIII as Best Music of 1999.



We Heard the Best Sound Effects in:

## Medal of Honor (PS)



Runner-up: Silent Hill (PS)

You Heard the Best Sound Effects in: Medal of Honor (PS)

Half the reason Medal of Honor turned out so darn gripping is its atmosphere. And it was the sound effects—recorded in boot-camp conditions by Dreamworks sound editor Erik Kraber—that made the game's atmosphere so darn authentic. You could practically feel the big boom of lobbed grenades.



We Say the Peripheral of the Year is:

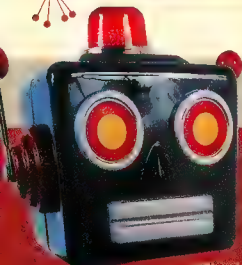
## Dreamcast VMU

Runner-up: None, unanimous choice

Anyone who says Sega's VMU is VM-Useless just hasn't fiddled enough with what we think is the year's niftiest gizmo. The bonus minigames for Sonic Adventure, Power Stone, Zombie Revenge, etc., are cool enough. But don't underestimate the little bugger's handiness with so many Dreamcast games. We're talking about the ability to hide plays in NFL2K. We're talking about the health readout function for Code: Veronica. And developers are just getting the hang of this thing. Sure, the VMU's batteries run dry a bit quicker than we would like. Stock up on spares now.



# Good Year...Bad Year...



It was the best of times, it was the worst of times. Aw heck, enough with the dramatics—the last year of the last millennium was, for the most part, a dang good time to be alive and gamin', as you'll see from this recount of the year's highlights and lowlights.

## It was a good year for...

- **Sega**—The Dreamcast swept the charts exactly the kind of force Sega needed. And with online play finally on the horizon, the year 2000 looks even more exciting for Dreamcast fans.
- **Driving games**—Sega Rally 2 was razzier and more fun to get excited, but then Gran Turismo 2 vroomed in under the wire and was so good we peed our pants. No, literally, we did. It was gross.



• **RPG fans**—From Xenogears to Lunar to Final Fantasy VIII, 1999 packed a game for every style of RPG freak. Put simply, it was the best year for RPG fans ever.

- **Everything Pokémon**—Pikachu underwrote enough said.
- **Skateboarding gamers**—Tony Hawk's Pro Skater and Thrasher: Skate and Destroy proved that vid-game skateboarding was a whole diversion than vid-game snowboarding.
- **Handheld systems**—Pokémon may have once again helped Nintendo rule the roost of handheld consoles, but SNK's scrappy NeoGeo Pocket put in a great show toward the end with several fantastic games.
- **Hardcore fighting game fans**—As if Soul Calibur wasn't enough, we got old-school gems like Marvel vs. Capcom and the ultra-deep V-Fight.



## It was a bad year for...

- **Joanna Dark**—We wanted Perfect Dark. Instead we got Donkey Kong 64. All that sugary cuteness made our teeth ache. Nintendo, please release PD on time.
- **VMU batteries**—Sure, Sega's nifty little PDA's batteries will last a while—as long as you never play any mini-games on the thing. Apparently, those little Chaos suck serious balls.
- **The PocketStation**—Sony promoted big things for this little gadget. Too bad its batteries die quicker than the VMU's and few games support the thing. We guess we're lucky Sony hasn't brought the PocketStation stateside.
- **Online gaming**—We thought we'd be playing Dreamcast games against you readers by now. Instead, we have to wait until summer. Crap.
- **Superman**—He can lift a mountain and fly nearly the speed of light, but all Superman really did was suck—big time—in this N64 game.





We say Game of the Year is:

# Soul Calibur

(Dreamcast)



**Runner-up:**  
**Gran Turismo 2 (PS)**

**You say Game of the Year is:**  
**Final Fantasy VIII (PS)**

Possibly one of the single most impressive titles ever released, Soul Calibur is the closest thing we've ever seen to perfection in a video game. The fighting engine is practically faultless and the depth of the gameplay is way beyond any other game in its genre. Soul Calibur is beautiful, rewarding...and most importantly it can keep you playing and developing your skills long after you've mastered the basics.

Game of the Year was a close shave this year—two products in the final three received straight 10s from the Review Crew, and Gran Turismo 2 very nearly took home the award. Both titles pack tremendous longevity. As for our third-place runner-up? Well, that would have to be Sonic Adventure, which not only returned to the forefront a gaming mascot we know and love—he also returned in a game that really brought something new to the deteriorating 3D platform/adventure genre.







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# Review Crew

## Crispin Boyer

In addition to his reviewing duties this month, Crispin embarked on a tri-state goodwill tour extolling the virtues of mankind's greatest invention—the George Foreman Grill. It's just a shame he was stymied at every turn by Shawn, who holds an irrational fear of Foreman's ingenious device.

### Current Favorites

Dragon Warrior Monsters, Sim Sandwich

### Favorite Genres

Action, Adventure



## Dan Hsu "Shoe"

Shoe went to Florida to get away from the cold and to watch his Wolverines win the Orange Bowl. But he could NOT stop playing Cardfighter's Clash during vacation. He even resorted to using a GBC and Worm Light to shine on the NGPC so he could play CC in the dark! Talk about addiction...

### Current Favorites

Soul Calibur, Crazy Taxi, Cardfighter's Clash

### Favorite Genres

Action, Strategy, Puzzle



## John Davison

Johnny England has gone through the EGM virtual makeover machine since Christmas and now sports a head of spiky, messy short locks. The hippy count on EGM now = zero. He threatened to get a mullet for a day, but ended up chickening out at the last minute. Shame.

### Current Favorites

Crazy Taxi, GT2, Soul Reaver (DC)

### Favorite Genres

Action, Racing



## Che Chou

Che is in love with his world is transformed. He's in love with Soul Calibur. He's in love with GT2. He's been homologating his love for Shenmue, Space Channel 5, NGPC, Trans Am, Papa M and Mazingher. He would also like to thank readers for the kind e-mails he's gotten this month. Bye y'all.

### Current Favorites

Front Mission 3, Shenmue, JoJo's B.A., GT2, Saga F. 2

### Favorite Genres

Fighting, Racing, RPG



## Dean Hager

Hot Shots 2 barely missed our review deadline but that didn't stop Dean from playing the heck out of the preview version. Other than that, Dean's happy to see the holiday season is behind us. He couldn't take much more of that good cheer and tidings of joy crap.

### Current Favorites

Hot Shots 2, GT2

### Favorite Genres

Sports, Racing



## Shiny New Review Crew Member

(still) coming soon!

Who Will It Be? Our search for the last RC member is nearly over. But who will it be? The "real" Elephant Sak? The return of Sushi-X? Find out soon. Really. We promise. We're not kidding this time. You'll see.



## Chris Johnston

Chris has made a few New Year's resolutions this year. One of them is to finally start brushing up on his Japanese and maybe go on vacation there sometime in 2000. Not only a fan of weird Japanese games, Chris has been spending his time watching as much anime on DVD as possible.

### Current Favorites

Silent Bomber, LOK: Soul Reaver, SaGa Frontier 2

### Favorite Genres

Adventure, Puzzle

# Team EGM

It was a light month for Team EGM. After the glow dimmed from unwrapping and playing the highly anticipated NBA ShootOut 2000, the boys settled back into a steady diet of Hot Shots Golf 2 and NBA 2K. Golf-master Dan Leahy soon opened all the golfers (secret or otherwise) except one. We can't reveal who they are just yet. You'll have to wait for next month for that surprise. NBA 2K continues to impress the guys. They say it's better than free beer. 🍺



## Dan Leahy

### Current Favorites

Hot Shots 2, NBA 2K, Worms Armageddon, March Madness 2000

Leahy recently got fresh blood with an early version of Hot Shots 2, which looks to be just as entertaining as the first. Dan's also been spending hours with NBA 2K, despite the fact that NBA Live 2000 is a deeper game. But it's better to look good than to feel good, and NBA 2K looks mah-va-lous.



## John Ricciardi

### Current Favorites

RE Code: Veronica, DW Monsters, NBA 2K, Pokémon G/S

Ricciardi's been having a hard time getting an office hockey league going. Not enough people around here are into NHL 2000 (some say it's too fast...go figure). And Sega's NHL 2K is too early (and too slow) for us to sink into. The solution? Here comes the NES, baby—It's Ice Hockey time.



## Todd Zuniga

### Current Favorites

March Madness 2000, NHL 2K, Madden 2000

After the beloved actress Minnie Driver shunned Todd's quarter-century birthday party invite, he was left in a heap of depression. As if that wasn't enough, he finished a dynasty season in MM2000 only to see "Q" go pro. But like an angel from above, NHL 2K arrived.



## This Month...

What's this? Only two awards this month (Crazy Taxi and Soul Reaver)? It was a month of highs and lows for the Review Crew this issue. First the lows: Not only did we not receive Hot Shots Golf 2 (PS), Tee Off Golf (DC) and Deception 3 (PS) before our deadline, but we also only had two N64 games. We feel the ripples, and we're sure you do too, of a decline in N64 games as we move into Y2k with the Dolphin as only so much vaporware. Lastly, Fighting Force 2 reared its ugly head once again. Now the good news: The number of DC games were neck to neck with the PS...and we got quite a number of very niche (Shoe likes to call them "otaku") games localized from Japan. Next month: Dead or Alive 2!

## Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

## Our Awards



**Platinum Awards** go to games that get four 10s, the best and rarest review a game can get.



**Gold Awards** go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive **Silver Awards**.



**Publisher:** Vatical  
**Developer:** Hudson  
**Featured In:** EGM #127  
**Players:** 1  
**Supports:** None  
**Best Feature:** Careful graphics  
**Worst Feature:** Tough overworld enemies  
**Web Site:** www.vatical.com

There are only two RPGs on the Dreamcast as of this writing, and while neither are of Final Fantasy caliber—EGG is a start in the right direction. But only a start. There's a lot that could've been done to make this game better—there's no map feature (could've been useful in dungeons), bosses don't have life gauges and character animation is choppy. **The translation is horribly awkward, and should have been edited and improved before going out the door.** On the plus side, EGG's graphics are lushly detailed and in 2D, which sometimes makes it hard to see staircases or other things you can interact with. When up against bosses, the graphics switch to 3D, but the gameplay is still the same. Why couldn't the whole game have been in 3D? And I'm not complaining, as I dig 2D games. The enemies in the overworld seem overly difficult—I died a LOT. More times than in any other action RPG. Puzzles are about on par with games like Zelda or Alundra. Some of the dungeons are interconnected by one spot, although the entrance to each is in the overworld, making it difficult to track exactly how far you are in each one. Still, couldn't they (Hudson, not Vatical) have named this something other than Elemental Gimmick Gear? What kind of name is that? If you're an RPG fan/Dreamcast owner, this is a good choice. **Chris**

I hate to say it, but the Dreamcast's second RPG is just as bland as the first. EGG does look nice (you can hardly tell Hudson originally intended it for Saturn). The 2D cartoony graphics are lush and detailed. I only wish the story was as pleasing. **This thing suffers from badly translated dialogue that's often so bad it's funny.** Otherwise, EGG goes through the same old motions of most action RPGs. You do encounter some nifty puzzles, though. **Crispin**

As the second of its kind available for the DC, EGG excels as a unique, somewhat engrossing, next-gen RPG. **The 2D graphics give it a cool retro appearance while remaining functional.** I didn't have problems identifying staircases or other passageways (sorry Chris). The transition to 3D works fine as well, although the battles could stay in 2D like the rest of the game. If you don't mind playing the same title for a bazillion hours, EGG is right up your alley. **Dean**

While EGG won't replace Zelda in the hearts of gamers, **it is a decent action/RPG worth playing.** The puzzle elements, for the most part, are easy to figure out—the challenge lies in trying to find your way around (you'll probably get lost on more than one occasion, no thanks to the lack of a mapping feature). Still, the unique premise, traditional gameplay elements and nice visuals combine to make this an interesting, if not unusual, experience. **Shoe**

**VISUALS** **SOUND** **INGENUITY** **REPLAY**

8 6 3 3



**Publisher:** Eidos  
**Developer:** Core  
**Featured In:** EGM #122  
**Players:** 1  
**Supports:** Jump Pack  
**Best Feature:** Nice visuals  
**Worst Feature:** Dull, repetitive gameplay  
**Web Site:** www.eidos.com

It's one of those mysteries of the universe. Fighting Force 2 for the PlayStation is a bad game, but apparently a lot of people are buying it. So I reckon it doesn't really matter what I say about the Dreamcast version in this review. FF2 looks pretty. It will sell. But for those of you who care about more than just nifty visuals and mindless brawling, listen up: FF2 on the Dreamcast is just as dull and shallow as the PlayStation version. Trodding from room to room, kicking computer monsters and shooting the stupidest enemies in the universe may make for a dandy half hour or so of brainless fun, but try it for three hours. Yawn. Levels sprawl without structure. The "missions" are pointless and contrived. There's a cool story here somewhere, but who cares when the action's lame. Really the best thing about FF2 is the massive arsenal of usual and unusual weaponry you'll stumble across (usually by beating up office furniture, crates and other obstacles). Yet even that aspect of the game's hurt by the awkward inventory system. Control is fine, but moves are so simple you should be able to master every comb in about five minutes. If you're babysitting children and want a simple game to keep them quiet for a few hours, FF2 will do the trick. But if you demand even a little depth from your action games, look elsewhere. **Crispin**

All video games should be like Fighting Force 2. If the plot gets boring, or non-existent, simply walk around and destroy stuff. That's basically what FF2 boils down to. **(There's certainly no shortage of stuff to break.)** And I have to admit it's fun for a little while. Soon however, the novelty wears off and you're stuck with a weak, no-substance game. More time developing the story, characters and play mechanics would've been advantageous for FF2. **Dean**

Fighting Force 2 is back, and looking better than ever. In its own abstract way, the better graphics in FF2 actually make the game more offensive than its PS counterpart. Why? Because the visual frosting on the DC disguises FF2's total lack of substance. To reiterate from last month: Shallow boring button mashing gameplay, Hawk Manson is grotesquely generic, and there are no save points during hour-long levels. **Don't do it. Do not buy this game. Please.** **Che**

It's official...Core Design really isn't the hotsh' developer that we've been duped into thinking they are. FF2 is conclusive proof. It's unimaginative, clichéd, tedious and badly presented. **A real cookie-cutter action game if ever there was one.** It doesn't offer anything new. It's not particularly exciting, and the controls are truly awful. I can't think of much to recommend it—the graphics aren't even that hot. Yuck. Avoid it like you would cooties. **John**

**VISUALS** **SOUND** **INGENUITY** **REPLAY**

8 6 3 3

## Crazy Taxi



**Publisher:** Sega  
**Developer:** Sega  
**Featured In:** Sega EGM #127  
**Players:** 1  
**Supports:** Jump Pack  
**Best Feature:** Excellent arcade-style gameplay  
**Worst Feature:** Not much to open up  
**Web Site:** www.sega.com, www.crazytaxi.com



**The action is fast-paced, the attitude is perfect, and the presentation is top-notch. Crazy Taxi is another must-buy DC game.**

action drives you to take risks and hurtle about the streets, leaping over other cars and smashing through anything that gets in the way. With the grinding tunes of The Offspring and Bad Religion in the background too, this is a truly exhilarating game.

It's a shame that Sega chose not to add too much to the final release. The extra city map and mini-games are a welcome addition, but it's a pity that we didn't get a multiplayer experience to add a more competitive edge. As it is though, everyone here became fiercely competitive as we passed the joyypad around trying to beat each other's score. Now when was the last time you did *that*?

If nothing else, Crazy Taxi is proof that old-school gameplay values are still alive and well and still capable of being the driving force behind a really good quality game. Anyone who sees this will want to try to have a go...and after mastering the controls, we defy anyone not to be completely addicted to the thing.

Last month we said this was the first 'must-buy' Dreamcast game of 2000. So is it really all we cracked it up to be? Looks like it might well be. It's not just pretty graphics and cool music either.



After we spent so long with the game for our cover feature last month, we knew it was going to be something special. It may not be the most over-developed arcade-to-home translation in history, but Crazy Taxi offers a lot to keep you excited, and offers more than enough challenges to force you into refining your driving skills. The addition of the mini-games is extremely welcome, and their benefits are multitudinous. First, each challenge lets you refine your abilities at the wheel...but later, once you've worked out how to corner better, jump farther and handbrake turn your way into some perfect positions—you'll be rewarded with an extra vehicle, the Rickshaw, for your efforts. Crazy Taxi really is the driving game for everyone. **It's fast, it's immediately gratifying, and it doesn't waste time with realism or "rules."** Pretty much anything goes, and players of any ability will be able to appreciate the game's qualities. Once you've mastered the controls though, you'll find that learning the cities is much more of a challenge than you'd think. Remembering where most of the locations are is half the trick, and learning shortcuts and clever tricks really makes you feel like you've got "one up" on the game each time. It's not the deepest game ever—but it's certainly something to make you proud you own a Dreamcast. **John**

I have never played a game that so accurately captures the arcade experience and plops it right down in the middle of your home. **More play modes and extra stuff would've been nice**, but Crazy Taxi is still the most fun I've had on a console system in a long time. Granted, that fun is a lot more superficial than say, Sonic Adventure or even Soul Calibur, but it's fun nonetheless. Graphically and otherwise, CT is a game you should have in your DC library. **Shawn**

Crazy Taxi won't win any awards for depth, but for an entertaining arcade romp it's great. Not since Midway's NFL Blitz has an arcade title grabbed me so quickly. There's virtually no learning curve involved. Hell, you could even teach your grandma to play, uh well, maybe not. **Simplicity aside, there's enough gameplay to keep you interested for a long time.** Crazy Taxi will make a great rent, but you should buy it if you're the least bit interested. **Dean**

Crazy Taxi is testament to the incredible power and versatility behind the Naomi/Dreamcast alliance. Slowdown or not, this game looks NICE. The cities are huge and its inhabitants are full of personality. **Crazy Taxi strikes a perfect balance between arcade action, and subtle gameplay techniques** (e.g., powersliding). My only complaint is that there's too little variety with the "alterna-rock" tunes; turning them off makes the game too quiet. **Chc**







**Publisher:** Bandai  
**Developer:** BEC  
**Featured In:** EGM #126  
**Players:** 1  
**Supports:** Jump Pack  
**Best Feature:** Graphics and presentation  
**Worst Feature:** Gameplay can be frustrating  
**Web Site:** www.bandai.com



GSS was an important game for me this issue for a couple of reasons. First, it confirms what I've been telling Shoe for the past couple months—video gaming has finally hit that mainstream where companies (like Bandai) will just indiscriminately localize imports regardless of how well they sell. Second, I love robot games, and GSS fills that hungry void on the Dreamcast quite nicely. It sports an aesthetic akin to Front Mission's gritty realism, and does full justice to the Gundam philosophy that these are just machines of war—what really matters are the people behind the politics. In that respect, I give high marks to GSS. The game's adherence to the Gundam timeline borders on near worship of the anime (which turned 20 last year). Visually, the game is sharp and detailed. Look closely and you'll see supporting vehicles, scaffolding for the mobile suits, a wide variety of rural and urban terrain...all the considerations of war-torn earth. All this richness gives GSS an immersive sim-like feel to the gameplay. Unfortunately, not all is well when it comes to controlling your mobile suit. Controls feel clunky in comparison to how much action is happening around you...especially when you're engaged in a saber beam battle. But **you give GSS a chance, and support niche gaming in America. We need the diversity.**

**Che**

Jeep this game's hard. I don't know if I just had problems adapting to the controls or what, but I had some real problems with this. I still really like it, but **it took me ages to get through each level thanks to some particularly aggressive opponent AI.** That said though, Gundam is a rewarding game to play. The presentation is spectacular throughout, and I have to say that it's certainly my favorite "big robot" game to date.

**John**

In general, games based on anime (as with most licensed games in the U.S.) are garbage. But Gundam Side Story is an exception. Using voice actors who will be familiar to those who watch anime dubs (especially anything with Manga Entertainment or Bandai), this is a **well-crafted, fun, strategic mechanized action game.** GSS captures the combat of the animation perfectly, and is easy to get into. Not for everyone, but a solid title.

**Chris**

Gundam's one of the most immersive, high production value mech games I've ever had the pleasure of playing. The game has voices/FMV/slick presentation galore. From taking the time to set up each mission with care and detail to the on-the-field decision-making (that will affect story line), **Gundam will draw you in and keep you around.** It's too bad the Suits are a little hard to pilot in the heat of battle, and the leveling map boundaries really suck.

**Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	6



**Publisher:** Capcom  
**Developer:** Capcom  
**Featured In:** EGM #125  
**Players:** 1-2  
**Supports:** Arcade Stick, Jump Pack  
**Best Feature:** Graphics, design, gameplay  
**Worst Feature:** Well, it's censored, but just a little  
**Web Site:** www.capcom.com



JBA is a 2D fighter based on the premise that these supernatural hipsters have psychic powers that manifest themselves into external familiars called "Stands." This is such a cool concept because your character dishes out different attacks depending on whether your Stand is active or dormant. Aside from the usual fighting engine staples (AI recovery, guard canceling, etc.), JBA features a "tandem attack" system that allows you to buffer in as many moves as possible while summoning your Stand. As it is, the game is easy to get into, but will take a quite a bit of work to attain levels of expertise. More importantly, **JBA is incredibly fun, over-the-top entertainment.** This game exudes mad stylistics; everything from character design and animation, to the way it borrows from manga's (Japanese comics) visual techniques to emphasize violence and melodrama. Unfortunately, the U.S. version suffers from a little censorship: Blood has changed from red to white, and the final villain "DIO" dies "offscreen" instead of getting cut in half and exploding in a red mist of glory. Strangely, other more risqué graphics involving women fighters remain unmoistened. Mahraha has a move that involves grabbing her tits, while Midler's Stand resides in her...um, private area. You've never seen anything like JBA before. It's excellent.

**Che**

If wilder, less serious 2D fighting games (like DarkStalkers) are more your bag of tea, then you can have to check out Jolo's. **This thing is 100 percent pure Japanese outrageousness.** It's quite fun too, but I wouldn't say it's a terribly deep game (each character only has a small handful of moves). Don't be too enticed by the "two games in one" selling point—you won't be playing Jolo's 1 too much with Jolo's 2 on the same disc.

**Shoe**

**Bizarre is the most appropriate word to describe this game.** But underneath it's ridiculous exterior is a fairly involved and fast-moving fighting game filled with a number of modes, an extremely unique quest mode and cast of characters, as well as a complex fighting system. And while I enjoy the weirdness factor in Jolo, and can certainly appreciate its complexity, I'm not a big fan of the game itself. Certainly it's well-made, but all in all, it's just not for me.

**Shawn**

Bizarre...is exactly what this game is. Based on a popular manga series in Japan, the combat is unlike anything I've ever seen in a Capcom game. The whole concept of Stands leads to some interesting play mechanics, coupled with some of the **wildest characters ever to grace a fighting game.** The violence and some of the bizarre-ness has been toned down a bit from the Japanese version, but this is still one of the best fighting games on the DC.

**Chris**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8



**Publisher:** Eidos  
**Developer:** Crystal Dynamics  
**Featured In:** EGM #126  
**Players:** 1  
**Supports:** Jump Pack  
**Best Feature:** Amazing visuals  
**Worst Feature:** Anti-climactic ending  
**Web Site:** www.eidosinteractive.com



If you want a good example of why you bought a Dreamcast, take Raziel to the cliffs over the vortex in Soul Reaver and look down over the edge. The graphics here are simply incredible...gorgeous effects, crisp, sharp textures and beautiful 60 fps animation. Soul Reaver was never lacking in the graphics department, but **playing it on the Dreamcast you really do get the feeling that this was the way it was supposed to be played.** As a first example of a Tomb Raider-style game on the system, you could hardly ask for more. The quest itself (for those of you unfamiliar with the PlayStation game) is suitably intriguing and the story unfolds at a steady pace as you work through the enormous levels. What's most satisfying about the gameplay is that while it shares gameplay mechanics with the likes of Tomb Raider, this isn't just running, jumping and killing stuff. There are some pretty convoluted puzzles that appear throughout the game, and what I liked most is the fact that all of the bosses require you beat them by solving these rather than simply hitting them on the head with a pointy stick. Progression through the game rewards you sufficiently with new abilities to keep you satisfied and it's not until the disappointing ending that the game ever lets itself down. The sequel can't come soon enough.

**John**

And I thought this thing looked good on the PlayStation. **Soul Reaver really pops to life on the Dreamcast.** Heck, I spent a lot of the game just looking at stuff. Of course, the excellent story and puzzle-rich gameplay remain intact. And this is just the type of epic adventure the Dreamcast needs. But should you nab this game if you already beat the PlayStation version? No. The only thing you'll get out of it is a showcase title that'll wow your pals.

**Crispin**

If you have a Dreamcast and missed out on Soul Reaver the first time around on PlayStation, **get this game.** Stunning visuals, tight gameplay, a gripping story—this game has all the bases covered. The game itself may be the same as the PlayStation version, but the quality of the visuals alone makes it all worth it. Core could learn a lot from this game, and if Tomb Raider controlled like this, it'd be a much better game. A Dreamcast must-have.

**Chris**

I feel bad for PS owners who bought Soul Reaver. This version is much more impressive. The lighting effects and colors seem twice as potent. It has to be among the top five prettiest games for the DC (at this time). The faster frame-rate does wonders for Raziel's mobility. Not that it's bad in the PS version, but **now it looks and feels extra fluid.** The only negative is the anti-climactic ending, but in light of everything else, Soul Reaver is worth the money.

**Dean**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	8	8



**Publisher:** Capcom  
**Developer:** Capcom  
**Featured In:** EGM #127  
**Players:** 1-2  
**Supports:** Jump Pack, Arcade Stick  
**Best Feature:** Frantic, easy to get into gameplay  
**Worst Feature:** Underwhelming graphics, no depth  
**Web Site:** www.capcom.com



Star Gladiator, the prequel to Plasma Sword, surprised a lot of folks with its oddball cast and sharp, eye-catching visuals. Unfortunately, the game's tap-combo fighting engine is as challenging as dialing 1-800-COLLECT really quickly, so the fun didn't last a very long time. Now that Capcom's given us Plasma Sword (Star Gladiator 2) for DC, we have improved visuals over the PS original, though these graphics aren't anywhere near their potential (Soul Calibur makes Plasma Sword look like its bitch). We also have a ton of new characters, special moves and combos. **The gameplay, however, is still pretty shallow (but that's not to say it's not enjoyable).** The game's counter/parry system illustrates this perfectly. The Plasma Revenge or Plasma Reflect requires two buttons being pressed at the right time to nullify or reflect back an attack. This is waay easier to do than a Soul Calibur repel or parry because Plasma Sword's system is much more forgiving with the timing and distance. This game also has several mash-type combos when you draw an opponent into a Plasma Field. If you like Power Stone and its frantic, more accessible approach to fighting games, then you'll certainly appreciate Plasma Sword's simpler gameplay style. But fans of hardcore fighting games won't get a whole lot out of this disc.

### Shoe

There's an argument that says, "Why do you need this when you have Soul Calibur?" Weapons-based 3D fighting is already pretty much sewn up on DC, so a game would have to be pretty special to have a chance. To be honest, **S62 reminds me a lot of Toshinden**...which isn't necessarily a great thing. It's flashy, fast and I quite like a some of the characters, but ultimately you don't always feel fully in control of the action.

### John

When are developers going to learn that a sucky fighting engine, with more characters and better graphics, still equals crap game? I didn't like Star Gladiators and Plasma Sword doesn't fare much better. The biggest problem here is that **these galactic idiots all look about as appealing as dirt.** Graphically, the game looks like it's a hi-res System 11, minus all the motion capturing that made SFEX so pretty. Uninspired gameplay tops it off.

### Che

**Plasma Sword provides the flash and craziness expected from most Capcom fighters** in an extremely speedy DC package. Of course, even though it may be a little wacky in spots, that's not to say the game is strictly for amateurs. On the contrary, it can be fairly involved if you want it to be with parries, counters and what not. And while it's not as visually impressive or as complex as Soul Calibur, it's still a blast to play. It's certainly a fighter to consider.

### Shawn

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	7



**Publisher:** Rockstar  
**Developer:** DMA Design  
**Featured In:** N/A  
**Players:** 1-2  
**Supports:** None  
**Best Feature:** Graphics  
**Worst Feature:** Tedious  
**Web Site:** www.rockstargames.com



Back in the day when I bought a Jaguar, the only game available for it was Cybermorph (and that came packed in). This game reminds me a lot of Cybermorph, only with tanks—and better graphics. The object is to go around the game's environments, blasting enemies and collecting colored power cores and then escape. Graphically, this game looks great. Night missions especially look really cool. The only minor gripe is that sometimes you can see the boundaries of textured squares on supposedly natural landscape. Your radar is overlaid on top of your view, which is handy, but it might've also been nice to have a pull-up menu where you can view a map of the areas you've been and haven't been. A minor gripe is the game's lack of Jump Pack support and the lack of any type of background music (would've been nice to have something). There's not even any kind of radio signals you can listen to to monitor the enemies' patterns. **I can't think of anything that stands out as particularly bad** with Wild Metal, but then again, I'm just not crazy about anything here either. The gameplay just does not get me that excited about playing it. Multiplayer modes are a good addition, but the action just isn't fast enough and the arenas not big enough to make it a title with very strong multiplayer merits. Average.

### Chris

This is one of those games that falls short of the massive potential that it had. The idea of an old-school tank battle game brought up to date is certainly appealing—but **Wild Metal disappoints somewhat in its execution.** The one-player game is a touch on the slow side, and although it offers more than just combat, it can get a bit boring very quickly. The multiplayer mode was particularly disappointing though. It's missing that vital compelling "something."

### John

Like DMA Design's Body Harvest on the N64, Wild Metal features huge environments. "Worlds" in the true sense of the word. On a broader scale, this seems pretty cool, since it gives you the impression of really being on some alien planet with all kinds of things to do. But **these open spaces can also be confusing at times**, and boring when you simply can't find what you're looking for. Overall, WM is well-made but there just needs to be more to it.

### Shawn

Wild Metal looks like some people developed an engine based on an interesting idea, but then everybody on the team lost interest, and lo and behold, the game shipped. **This game is not fun.** There are some cool bits, like the physics of the worlds, the way your tank behaves on the terrain, measuring out the trajectory of your shots...but for the love of god, why put yourself through this sort of geometric torture. Get thee out of my Dreamcast, now!

### Che

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	7



**Publisher:** Acclaim  
**Developer:** Acclaim Studios-SLC  
**Featured In:** EGM #128  
**Players:** 1-4  
**Supports:** Controller Pak, Rumble Pak  
**Best Feature:** Getting to play as the ECW cast  
**Worst Feature:** It plays/feels just like WWF Attitude  
**Web Site:** www.acclaim.com



**Hardcore Revolution is really nothing more than WWF Attitude dressed up in ECW tights.** If you've played all the Acclaim wrestling titles and were hoping for something significantly improved, then you're fat out of luck. But chances are, you're gonna buy this game to get the ECW cast and all the federation's "extremeness." In those regards, you won't be disappointed (and if you haven't played Attitude, you really won't be disappointed). This cart has over 40 of the bad-asses that make up the ECW (including a couple of secret ones). It also has barbed-wire matches, which isn't really a huge deal...but it's always fun whipping your victim against the ropes and not seeing him or her bounce back. As the first Mature-rated wrestling game, ECW:HR also "boasts" ample amounts of blood. It's a strange sight—pints upon pints of hemoglobin in a genre that's traditionally more kid-friendly—but its novelty will wear off rather quickly. The animation is slightly faster, and the collision detection is a tad bit improved (now, drop kicks to the back almost look like they actually connect). These good points, however, won't win you over if you've had some ring time with Attitude. The game looks and plays too much like its predecessor. But for a solid ECW playing experience, you really can't go wrong—this is a solid, robust cart.

### Shoe

Even though ECW isn't much different than Attitude in most respects, **there's enough to make the experience worthwhile for any ECW fan.** The "extreme" stuff is apparent from the get-go (you know, lots of blood, crazy moves, etc.). There have been some minor gameplay tweaks from Attitude but nothing major. Like Attitude, ECW has a sweet create-a-wrestler mode. Overall, it's not radically different, so if you already own Attitude think twice.

### Shawn

ECW may be the freshest, most intense thing to watch in the world of wrestling right now, but Acclaim's first ECW-licensed game feels stale, stale, stale. If you already own Attitude, steer clear. **You'll find nothing substantially new here.** You certainly won't find the lightning-quick action or many of the extreme moves that ECW is famous for. Instead, you get hokey-looking blood and a slightly improved game engine. It's just not enough.

### Crispin

I have no complaints about ECW. It's obviously the Attitude game engine with ECW wrestlers and venues. It actually feels faster than the N64 version of Attitude; it's about as speedy as the DC version. Control is more responsive too. I have to laugh when the wrestlers start bleeding however. It looks like **pasta marinara draped on their heads.** Like Attitude, Create-a-Wrestler is great. We created Warren from *Something about Mary*, hehe.

### Dcan

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	7





## South Park Rally

**Publisher:** Acclaim  
**Developer:** Tantalus  
**Featured In:** EGM #125  
**Players:** 1-4  
**Supports:** Rumble Pak, Memory Pak  
**Best Feature:** Um...not sure it has one  
**Worst Feature:** Badly scripted "humor"  
**Web Site:** www.acclaim.com



Acclaim scores a hat-trick of crap with this, the third of its South Park games. It's not often that a franchise is cocked up with such monumental ineptitude, but **this really does blow the top off the crapometer.** You can imagine the brainstorming meeting before this thing got pooped out: "Hey guys...wouldn't it be great, like, if we took all of the South Park characters and put them in a kinda racing game—y'know, a bit like Mario Kart?" Yeah, what a great idea. Tell you what...why don't you take all of the humor out of it too, make the graphics sucky, fill it with glitchy bugs, make it devoid of any fun—and then make it an N64 game so it finally gains a few more nails into the unfortunate system's coffin. Sure, a half-assed attempt has been made at making it "more than" just a racing game—but the net result is that the new ideas complicate things too much. The proof of the pudding should be the multiplayer experience...but whenever we tried it, most of those playing it gave up in disgust because they couldn't work out what they were supposed to be doing. In the "Ass Battle" (ho-ho), a cheap rip-off of the Battle Mode in Mario Kart, the graphics are so bad you can't even see each other. What's the point? Flushing \$50 down the crapper would probably be more fun than playing this. **John**

Remember when Acclaim turned out nothing but licensed crap—and how Turbo saved the company from ruin? Looks like old habits die hard. **Without the SP sound effects, this game is nothing.** A game like this is to be simple enough to jump into on a weekend rental so you and your friends who've never played it can have fun. You can hardly see where you're going and you can fall through/drive through the tiniest cracks. Poorly designed. **Chris**

If Acclaim doesn't stop projectile vomiting out half-assed South Park games, they're going to gain back the bottom-of-the-barrel licensing where reputation that they've gotten rid of over the last few years. This game has horrible level design (with all sorts of nooks and crannies in which to get stuck), annoying obstacles, unbalanced weapons, a mediocre frame rate and more nauseating badness. **The variety of objectives is the only bright point here.** **Shoe**

In a word...crap. That's putting it nicely, folks. South Park Rally falls on so many levels it's a sure bet for next year's "Cream of the Crap" award. It's not funny, it's not competent as a real racing game and it looks terrible. Oh yeah, multiplayer is confusing. **I'm surprised Acclaim would release such a bomb.** I guess since they let Quarterback Club 2000 go, they'll release anything. Only the most hardcore South Park fans should even consider renting this. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	3	5



## Colin McRae Rally

**Publisher:** SCEA  
**Developer:** Codemasters  
**Featured In:** EGM #127  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Excellent rally "feel"  
**Worst Feature:** Controls a bit too tight  
**Web Site:** www.playstation.com



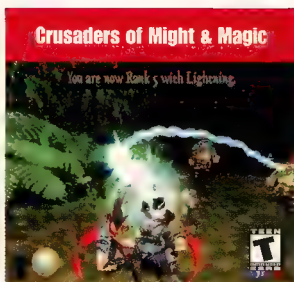
Despite the fact that it's somewhat out of date (Colin McRae now races for Ford, not Subaru as portrayed here), I'd have to say that **this is one of the finest rally games around** at the moment. It's up against some stiff competition too...Infragames' recent update to V-Rally was pretty damn hot, and GT2 features an incredible rally mode (which is still probably slightly better than CMR when it comes to feel). The courses are challenging, the graphics are top-notch, and most importantly the controls are extremely responsive. They may be a bit on the light side for some tastes, but once you've got the hang of gently tweaking the analog stick, you can slide around corners like a pro. Special commendation has to go to the sound effects—unlike many racing games there's no pumping soundtrack here aside from the glorious sound of your car's engine. The high-rev whining, the roar as you accelerate and the popping of gears are all brought to life in a way that I've not heard in any other racing game. The camera views are very cool too, especially the in-car view. Usually when you see the cockpit in these games, complete with polygon hands, it tends to look cheesy—but CMR gives you just enough detail to really aid the suspension of disbelief. If you're a rally fan, you really need to check this out. Codemasters have done a fine job. **John**

Colin McRae Rally is really something. If you were to close your eyes while racing and concentrate really hard, you might just trick yourself into thinking you're really racing a rally car. Of course, you'd also crash, so leave your eyes open. **The graphics and sound are truly incredible, and more importantly, the control is tight (though not perfect).** If you're a fan of rally car racing, you really should look into this one—it's right up at the top of the list. **Shawn**

I still like V-Rally 2 and Sony Rally Cross 2 better, but CMR Rally isn't bad. The control is squishy and the cars tend to slide a lot but it's not much of a problem. **Overall, this is a no-nonsense, hardcore rally sim.** It's just cars, courses and flat-out racing. If anything, the terrain could be more dynamic. Most of it is flat and void of big bumps and obstacles. Unfortunately, two-player is way too slow and unexciting. Rally fans should give it a rent anyway. **Dean**

Colin McRae Rally sort of crept up on us this month but we've been fortunate enough to have at least one recent racing game per issue. **CMR's strengths will resonate with most driving sim enthusiasts:** realistic physics, real cars, real courses. Plus, the addition of a driving school is also a nice touch. I did, however, find the steering a tad too sensitive, from the interior "hands-on-the-wheel" view. Otherwise, another solid rally racer for your PlayStation. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	8



## Crusaders of Might & Magic

**Best Feature:** You are now Rank 5 with Lightning.  
**Publisher:** 3DO  
**Developer:** New World Computing  
**Featured In:** EGM #124  
**Players:** 1  
**Supports:** Dual Shock  
**Worst Feature:** Lame story  
**Web Site:** www.3DO.com



Sorry New World Computing, but I don't think you're gonna turn console gamers on to the Might and Magic series with this cruddy title. Nearly every aspect of Crusaders of Might and Magic is flawed. Let's start with control. You'd think an action RPG that rips off Lara Croft's moves would at least play as well as Tomb Raider. Nope. Everything's sluggish. It took me half the game to get used to the clunky control interface. You need to use both the analog stick and the digital pad simultaneously to dodge and set up attacks. I rarely even bothered using my shield, since it demands annoyingly precise timing to wield properly. And your impressive jumps make leaping from platform to platform a nightmare. Although the world sprawls into plenty of terrain types, the bland visuals make for a boring journey. Enemy AI is average at best. My favorite tactic was to zap monsters from afar with spells, then hack their asses when they tried to retreat through walls. The plot is a mud-dred mess of minutiaquests that have you tracking down people and items. In fact, **the whole thing just feels rushed and barely playtested** (I had to reset a few times after getting stuck on walls). About the only good thing here is the character-development system, which lets you specialize with different weapons as you level up. **Crispin**

Score another one for the "our game has great ideas, but they're executed extremely poorly" side. CoMM is an overly frustrating, poorly designed game. At no point while playing it could I say I was having a good time. **The controls and camera will often mangle in an effort to piss you off, and when you get stuck in one of the buggy environments, you'll be ready to toss this disc in the moat.** I hope to see these ideas implemented better in another game. **Shoe**

This game is plagued by slowdown, not enough save points and an awkward control scheme that doesn't make much sense. In fact, **nothing in this game makes much sense.** We're told how this boy had his family and everything known to him destroyed, and all of a sudden—jump forward some 20 odd years and he's an ass-kicking vigilante...who's careless enough to get bopped on the head from behind. This is one to skip. **Chris**

Crusaders is plagued with a lot of small problems that ultimately bring it down. **Most notably, the story seems pieced together haphazardly.** I lost interest after several hours of running around trying to figure out what my next move should be. To make matters worse, there aren't enough save points. I had troubles with the collision detection and the weapon aiming interface as well (I blew myself up a lot). Crusaders certainly could be better. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
5	4	6	2



## Fatal Fury: Wild Ambition

**Publisher:** SNK  
**Developer:** SNK  
**Featured In:** EGM #122  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** It has a solid game engine but...  
**Worst Feature:** ...it's not as good as the 2D games.  
**Web Site:** www.snkusa.com



Fatal Fury's move to 3D is a fairly decent one. I certainly wasn't expecting very much...after all, The King of Fighters is SNK's real pride and joy nowadays. **Wild Ambition is solid, with lots of cool moves and combos that look great in 3D.** This new engine isn't perfect, however, and Fatal Fury fans might find that to be a big turn-off. Casual players probably won't notice a lot wrong with the game, other than a few things I'll mention later. If this is your first visit to the world of Bogards and Co., you might like this title (although why anyone would get this before SF EX is beyond me). But FF veterans (I mean, serious veterans) will find the timing of the moves and combos to be off enough (from the 2D games) to make you swear off 3D fighters forever. What are the other problems? The graphics are pretty mediocre fare (with small character sizes and lame backgrounds). Some of the moves are really, really hard to pull off with the PS pad (a fighting stick makes a world of difference). If you've come to expect a lot of extra stuff in your home version of an arcade fighter, you'll be bummed to see nothing really new here (no World Tour or Force Mode-type stuff, etc.). You might also go flaccid when you realize WA introduces very few new cast members to the FF universe, especially compared to what EX did for SF.

### Shoe

Fatal Fury hasn't made the transition to 3D particularly well, and as a result Wild Ambition is one of those games that makes you think the franchise is pretty much on its last legs. The action is slow, the controls are sloppy and not as responsive as the games' 2D descendants, and to top it all off, the sound effects sound like they were recorded through a tin can. This is not a good fighting game. **It's such a shame to see a good series go bad.**

### John

If you're not a fan of SNK fighters, don't even waste time thinking about Wild Ambition. It's a competent fighting game at its heart, with tight control and the classic Street Fighter-inspired game engine SNK is known for. But the graphics are about one step better than **Battle Arena Toshinden's** visuals. Sound effects are poorly sampled and tinny. Just stick with Street Fighter EX Plus Alpha, which plays better and is way more interesting to look at.

### Crispin

I passed this game by in the arcade because it didn't look too hot. The whole Hyper NeoGeo 64 thing just didn't jive with me. To my complete surprise, WA actually plays well. Sure, the graphics are subpar, even by PlayStation standards, but the fighting engine somewhat redeems the game. I recommend an arcade stick, as a lot of the supers are elusive on a D-pad. **WA isn't quite as good as SFEX, but what if you like the SNK family more than Capcom's?**

### Che

VISUALS	SOUND	INGENUITY	REPLAY
4	4	4	6



## Jackie Chan Stuntmaster

**Publisher:** Midway  
**Developer:** Radical Entertainment  
**Featured In:** EGM #126  
**Players:** 1  
**Supports:** Dual Shock  
**Best Feature:** Train stunts  
**Worst Feature:** Ridiculous load time after you die  
**Web Site:** www.midway.com



You'd think a game that's been in development for so long would have all its kinks ironed out by now. Not so with the oft-delayed Jackie Chan Stuntmaster. The premise here is promising enough (and really this is the only way a Jackie Chan game should be made): As the Chan man, you toss around bad guys—as many as three at a time—in level after level of Double Dragon-inspired, game-ay. But while the simple fighting controls let you unleash varied combos with ease, Chan's motion-captured animation has a nasty habit of slip-sliding you in all the wrong directions. Throw a punch and Chan slides forward. Kick-jump off a nearby wall and Chan slides when he lands. It makes for hundreds of frustrating moments in the second half of the game, when the levels start emphasizing platform leaping over chop socky. **Chan's sloppy control dropped me into too many sudden-death chasms.** And here's the worst part: It takes nearly 30 seconds for the game to reload after you die. Just imagine how annoying Final Fight would have been if you had to twiddle your thumbs for half a minute every time your character croaked. Ugh. Still, you do get a lot of levels (the best have you battling atop subway trains). I just wish the game stuck more to fighting and obstacle dodging than all that ledge-to-ledge leaping.

### Crispin

This beat-'em-up isn't all that bad. It's very old-school in nature, and if you can get over a few hurdles, you might enjoy it. The action is repetitive (but so are most final fight-style games), the movement is a little sluggish, and the side-scrolling gameplay can be extremely frustrating when you miss your umpteenth jump (because you'll have to wait a day for the level to reload). Stuntmaster would've been more enjoyable as a two-player co-op game.

### Shoe

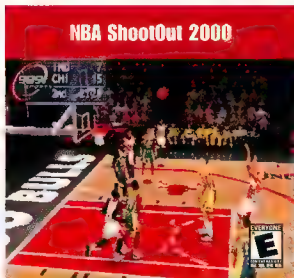
Why in the heck does this game have to load every time you die? A 30-second load time after every death is completely unacceptable. That aside, the game itself is very enjoyable. It plays totally like a 3D Double Dragon (you know, city streets, lots of kicking) mixed with a Jackie Chan movie (with lots of crazy moves, and weapons like flower pots and dead fish). No, it's not the most complicated game around, but its straightforward action is quite fun.

### Shawn

Stuntmaster doesn't take itself too seriously. Its cartoon look and lighthearted approach serve it well but probably won't appeal to older gamers. The simplistic platform format and easy-to-master gameplay make it perfect for 10- to 12-year-olds. The violence is pretty tame so parents shouldn't be too concerned. The fact that Jackie can use a fish as a weapon tells you it's goofy stuff. You could rent this for a night and probably get your fill.

### Dean

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5



## NBA ShootOut 2000

**Publisher:** 989 Sports  
**Developer:** 989 Sports  
**Featured In:** EGM #122  
**Players:** 1-8  
**Supports:** Dual Shock  
**Best Feature:** Adjustable stuff  
**Worst Feature:** Too many steals  
**Web Site:** www.989sports.com



They've had almost two years to make this game. Was it time well spent? Yes and no. You'd think it'd be spectacular but unfortunately it barely manages to keep pace with Live 2000. That's actually decent praise considering how good Live 2000 is...but man, two years, we were hoping for more. To start with, ShootOut 2000 doesn't attempt to break new ground with radical new gameplay or features (except for Create Dunk). It's more about expanding many of the traditional options we've grown accustomed to. For example, rather than a generic defense, you can single out opposing players and have them double-teamed. You can also adjust the intensity of coverage to be normal, tight or loose. So what's holding ShootOut 2000 back? **Gameplay is a bit clunky and lacks the smooth action of Live 2000.** In addition, some user control is lost when the computer forces your player to back in when you'd rather not. It looks realistic but limits what you can do in tight situations. Computer players stand around too much as well, especially when they should be rebounding. One more complaint—stealing is too frequent. It's fun but becomes a bit obnoxious after 12-20 times per game. Overall, ShootOut 2000 is good in many areas including stats, options and adjustability, but could use more presentation and polish.

### Dean

There's really not one area of this game that stands out in a positive sense. Gameplay and AI are decent at best, but sluggish controls detract from the experience. Switching guys on defense takes far too long, leading to an alarming number of open shots and dunks. Also, 989 continues to miss the boat on any general manager or franchise mode, which (for me) greatly enhances the replay factor for sports games. **Rent it, then buy NBA Live 2000.**

### Dan I

I wasn't thrilled by NBA ShootOut 2000. The players move like they've just woken up, as they pace down the court with the speed of the elderly. The rim physics are ridiculous; the ball may bounce around four or five times without the threat of tickling the twine. There's no franchise mode, which I can't understand considering the game's late release. The Create Dunk Mode adds novelty, but that wears off within 20 minutes. NBA Live 2000 is better.

### Todd

Why is it that after two years of development, ShootOut still hasn't come of age? So 2000's visuals aren't bad, but everything else feels amateur, from the flawed physics (the rims are bouncier than Tina from Dead or Alive) to the lackluster AI. I'm sick of hearing about how many motion-captured moves and 3D polygons and nano-textured jigs-whatevers the games have—if the gameplay isn't up to par, nothing else matters. I'll stick with NBA Live.

### John R

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7





**Publisher:** Electronic Arts  
**Developer:** Electronic Arts  
**Featured In:** EGM #126  
**Players:** 1-4  
**Supports:** Dual Shock  
**Best Feature:** Good speed  
**Worst Feature:** Chunky 3D graphics  
**Web Site:** www.ea.com



As a big fan of the 3DO Road Rash, I find it hard to stomach the blocky 3D look of Road Rash 3D and Jail Break. You'd think they could smooth it out just a tad more. Needless to say, the graphics haven't changed significantly from RR 3D. Gameplay isn't much different either. Most of the changes involve the play modes. **Two-player is a welcome addition and pumps life into an otherwise so-so title.** Technically multiplayer works fine; the frame-rate keeps up and the computer bikes play along, yet it all could be better. It's tough to keep an opponent contained for a long exchange of blows. Sidetrack Battle alleviates the problem somewhat with one guy driving and the other attacking. Unfortunately the post-wreck sprint back to the bike has made a return. The problem is, mishaps fling you so far it takes forever to jog back to your bike. Overall, I miss the Thrash and Big Game Modes of years past. Story Mode now involves fighting to win the respect of your gang and midget friend. It leaves a bit to be desired. I do like the Five-O thing however. It's fun to be the cop sometimes. In the end, if you like what RR 3D offers, you'll dig RR Jail Break as well. It's basically the same game but with multiplayer and an extended story line. Hopefully this series will be continued on the PS2.

**Dean**

**Wow! The aging franchise has some new life injected into it.** As a single-player experience it offers a somewhat more elaborate experience than your usual Road Rash, but it really comes into its own when played as a co-op two-player game. With one of you driving, and the other as the "monkey" on the sidetrack, the game takes on some entirely new dynamics. It's a shame that this doesn't work so well when everything doubles up for four players though.

**John**

This game tries to freshen up the ol' Road Rash formula a bit with special rescue stages and pursuit modes. Trouble is, Jail Break feels like last year's model, and it still emphasizes racing more than hand-to-helmet combat. It's the multiplayer additions that'll make you wanna hog aboard for another ride. The co-op sidetrack mode is hilarious—especially when you knock your own teammate off the bike. **Test drive this thing before you buy.**

**Crispin**

Jail Break is a step in the right direction for the Road Rash series. It's the closest a Road Rash game has come to capturing the magic of the old-school versions. **The one-player stuff is pretty sweet.** It's too bad the graphics and frame-rate in four-player mode look so chunky compared to the one-player, but it's still playable. I had the most fun playing the two-player sidetrack willy mode with Crispin (the four-player sidetrack versus just wasn't as fun).

**Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6



**Publisher:** Square EA  
**Developer:** Square  
**Featured In:** EGM #127  
**Players:** 1  
**Supports:** PocketStation  
**Best Feature:** Graphics and story  
**Worst Feature:** High learning curve and difficulty  
**Web Site:** www.square.com



To actually sit down and play a translated version of SF2 was only second to my dream of playing Front Mission 3 in English. Square EA has done a brilliant job in capturing SF2's delicate dialogue and interweaving story line. While conversations with Citizen X of Town Y are still random and repetitive, the important bits of dialogue never suffer from awkwardness. **The SaGa series has always been experimental and SF2 is no exception.** The game is divided into "chapters" or events in history. You're given free reign to skip around in time and complete the scenarios in the sequence you see fit. However, you can't just stick with one story, as SF2 will force you into alternate scenarios. An interesting concept, but in the end it just gets in the way of good storytelling. SF2's battle system is ultra-sophisticated, but it suffers from over-complexity. You need to constantly micromanage a bunch of conditions in order to hold your own in combat. Definitely go online and grab yourself a handy FAQ, or else you'll blow through the first six hours completely in the dark. Much of the combat is "combo"-based and, if you're like me, you'll get hooked to discovering new combo attacks. Beware though, in certain scenarios, the game reaches masochistic levels of difficulty. If you're looking for an RPG with depth, this is it.

**Che**

The look of this game absolutely blows me a way. This is **the best-looking 2D game I've seen yet.** And to think it's on PlayStation—well, that just proves that just because a system can push some serious 3D, we haven't heard the last of 2D. It looks like you're playing a finely detailed storybook. Aside from the visuals, I found the story lines, which converge and diverge, nothing less than captivating. Squaresoft does it again.

**Chris**

SaGa Frontier 2 is one of the best-looking 2D RPGs I've ever played. Each of the vibrant hand-drawn backgrounds give the overall scenery a lot of warmth and detail. **It's too bad I'm put off by the non-linearity of the story line.** Also, the way SF2 just drops you in the middle of some very hard areas can be a bit daunting. But once I got a handle on assigning roles, party attack order, and mixing for combos, I found SF2 to be deep and rewarding.

**Shoe**

If you're more of a Final Fantasy-style RPGer, you may wanna stay away from SaGa Frontier 2. It's not the straightforward, linear RPG you're used to. The weapons and art systems are deep and rewarding once you get used to them. Combat takes time to figure out and demands experimentation (you'll even face army-versus-army battles). **This is just a different kind of RPG.** It's beautiful. It's often confusing. But SF2 is certainly worth your time.

**Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	5



**Publisher:** Bandai  
**Developer:** Cyber Connect  
**Featured In:** EGM #125  
**Players:** 1-2  
**Supports:** Memory Card  
**Best Feature:** Fast-paced action  
**Worst Feature:** Gets a little repetitious  
**Web Site:** www.bandai.com



**What if adorable little Bomberman went on a mission to save some people, but was tricked, and unknowingly blew up a village full of his kind? No doubt, the B-man would have some issues—in fact, he'd be downright screwed up from the incident.** Well, that's pretty much the preface of Silent Bomber. Of course, Bomberman is nowhere to be found. Instead, you control a bomb-dropping soldier. An emotionless renegade who has nightmares about his wrongdoing, and doesn't talk much. So he destroys stuff to ease the pain. This back-story is a nice complement to the action. And there is plenty of fast and furious action—explosives of all kinds, laser beams and lots of robots and space ships, all in a futuristic setting. There's bad dialogue, too, but that's another story. Bombing can become tiring, earlier in the game, as it's the same sort of technique over and over again. But as you progress, things get more interesting. Enemies get stronger, levels become more complex and the number of bombs you can lay down increases (as does your targeting distance and your health bar). You can also pick up special bombs that produce more brilliant results. Unfortunately, the two-player stuff isn't very entertaining—the arenas are too small, and some of the characters are difficult to use. Still, SB is something to look into.

**Shawn**

I really didn't know what to expect from this, and to be honest I was very pleasantly surprised. Quite obviously Japanese in origin, it has a very strong anime feel throughout, and while the action is pretty much straightforward stuff, the story is quite involving as it unfolds. **It's not often that a game questions the morality of the violence it portrays,** and it's refreshing to see Silent Bomber's hero struggle with his actions.

**John**

Whoa—where did this game come from? **Everything about Silent Bomber is a pleasant surprise.** The slick graphics ooze style. You get an intriguing plot (even if the main character sounds bored all the time). But it's the gameplay that'll get you excited. Silent Bomber is just a fun, novel shooter that does add a hint of strategy with its otherwise twitch gameplay. Cool weapons abound, even as the game's novelty wears a little thin in later levels.

**Crispin**

Old-school gameplay? Right here. This can best be described as a combination of Apocalypse and Bomberman. It delivers **intense action and heaps of good ol' destruction.** Instead of weapons, you set bombs and then detonate them, and get items like napalm, etc. Levels are divided into sections with bosses at the end. It's all pretty mindless, except that you have to occasionally think. Like Rising Zan, this could be a nice lil' gem to add to your collection.

**Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	5



## The Dukes of Hazzard

**Publisher:** South Peak Interactive  
**Developer:** Sinister Games  
**Featured In:** EGM #125  
**Players:** 2-2  
**Supports:** Dual Shock  
**Best Feature:** Speedy frame-rate  
**Worst Feature:** Bad control and low replay value  
**Web Site:** www.southpeak.com



...Someday the mountain might get 'em but the law never will. Hopefully you won't get 'em either. **The Dukes of Hazzard is long on nostalgia and short on gameplay and substance.** As we said in our preview, if Doni had Need for Speed: High Stakes' game engine, it might work. Instead the control is way too loose and sloppy. Here's the game in a nutshell: Chase somebody, get chased, watch a disturbing FMV story segment, chase someone else, enter a race, watch another disturbing FMV segment, and so on. To top it off, it's got no replay value at all.

VISUALS	SOUND	INGENUITY	REPLAY
5	6	4	2



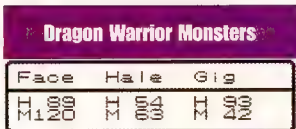
## Marvel vs. Capcom

**Publisher:** Capcom  
**Developer:** Capcom  
**Featured In:** EGM #127  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Super Cancels, decent animation  
**Worst Feature:** No tagging, only one run-in partner  
**Web Site:** www.capcom.com



You know what we're going to say—it's the same thing we've said for the previous two PS Vs. games. Not being able to tag your partner in non-Crossover Mode play is disappointing, period. It's even more annoying here, because you can't have a partner AND a third, "special hero" in the normal game. On the plus side, the animation is impressive for a PS sprite-based fighter. Super Cancels, as always, are a cool feature, though we would've preferred if they were an option you can turn on or off. **If you can't get the DC version, this isn't a bad alternative.**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7



## Dragon Warrior Monsters

Face	Hair	Gig
H 100	H 603	H 300



► FIGHT ITEM  
 PLAN RUN



**Publisher:** Eidos  
**Developer:** Enix  
**Featured In:** EGM #123  
**Players:** 1  
**Supports:** Link Cable  
**Best Feature:** Random areas, never the same twice  
**Worst Feature:** Not much of a story  
**Web Site:** www.eidos.com

Dragon Warrior Monsters is the game for people who might enjoy Pokémon, but have been scared off by the attention that game has gotten. I've been a fan of randomized levels since Ioelam & Earl, so I can see people playing through this more than once (never the same game twice). Only problem is that the levels get really big and you can't save unless you're in special areas (which are few and far between). There's no rhyme or reason to why you're fighting outside as opposed to in dungeons or forests. Aside from a person who sometimes appears to battle you, levels are all item collection and battling. Might've been nice to have something more to them. Naming your monsters is pointless as you only get four letters. Battles are a lot more strategic than those in Pokémon because rather than one-on-one battles, it's three-on-three. Plus you can set up your plan of attack in advance so that when you hit "fight," all three monsters execute their plans—whether it be straight attacks or magic. There's not much of a story line to piece all of the areas and tasks together. For being a Game Boy game, the music is surprisingly good—it has a way of getting into your head and not leaving...I'm still humming it now. **On the Game Boy, it's rare to see a third-party game that isn't crap—and it's even better when it's an RPG!**

### Chris

Dragon Warrior Monsters may look like the most blatant Poké-ripoff since that Monster Rancher cartoon, but you'll find enough subtle differences here to make the game worthwhile. For starters, combat is a whole different animal; it feels like a more traditional RPG. Battles go by quickly and are easier to set up. You can even breed monsters. On the downside, DWM suffers from a weak story. It doesn't pull you in nearly as quickly as Pokémon.

### Crispin

DWM draws upon its rich heritage of the Dragon Quest series for an endless supply of monsters to capture and breed. Between the two games, DWM has a more sophisticated, and traditional RPG combat engine. Graphically, DWM also wins hands-down; this is one of the best-looking GBC games I've seen...and to think it's just an RPG! However, one thing Pokémon has over DWM is personality and a real sense for the absurd—so take your pick.

### Che

When you get past the slight eye strain experienced from playing DWM on the GB, you have yourself a decent RPG. I really like the way you can plan your fight and just sit there while your monsters do all of the work. You don't have to press another button until your next turn. **DWM's randomly generated levels is its most winning feature.** Still, I'm curious why you can't save anywhere you want. What if I have to turn off my GB for some reason?

### Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	6



## NHL 2000

**Publisher:** THQ  
**Developer:** EA Sports  
**Featured In:** N/A  
**Players:** 1  
**Supports:** None  
**Best Feature:** Decent hockey on the GBC!  
**Worst Feature:** Questionable AI  
**Web Site:** www.easports.com



If you're starving for hockey on the go, it has arrived. Though there are a few flaws in the game, **it's a pretty good time overall.** It looks like NHL '94 from the Sega Genesis, but unfortunately it doesn't play quite as well. The AI is pretty sloppy. Players on both teams will skate into the offensive zone without the puck, so it's tough to play with offsides turned on. It's also tough to find out if a goal was scored, usually we waited to see if the face-off was at center ice or not. Ultimately, it's a great game for Game Boy, although there are some frustrating moments.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	8



## Rayman

**Publisher:** Ubi Soft  
**Developer:** Ubi Soft  
**Featured In:** N/A  
**Players:** 1  
**Supports:** None  
**Best Feature:** Old-school feel  
**Worst Feature:** It's tedious in parts  
**Web Site:** www.ubisoft.com



While this GBC version of Rayman stays true to its side-scroller roots, after playing the 3D version of the game on the N64...well, playing another side-scroller on the GB is just tedious. Still, as far as GB side-scrollers go, this one is pretty good. Chris expected the graphics to be more detailed but they're colorful enough, and the climbing but enjoyable gameplay (platforms, rope climbing, bopping enemies, etc.) can be fun at times. **Certainly kids will have a good time with this one,** but overall, hardcore gamers should steer clear since it's just too simple.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	4	4



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YOUNGER THAN 18 YEARS OLD MUST HAVE PARENTS' PERMISSION

1. Entry: To enter, correctly answer our consecutive trivia questions and leave your name, address and phone number as instructed. Winners will be determined by random drawing. Prizes have no cash value. Employees of ZD Inc. and their respective affiliates are not eligible to win. 2. Prizes: Winners will receive a prize of their choice from the following: ZD-Davis's discretion. Boomerang 64 controller, PS Sniper Gun, or Game Boy Color Action Pack. Prizes have an approximate retail value of at least \$25.00. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of ZD-Davis should the featured prize become unavailable. 3. Eligibility: Contest open to residents of United States and Canada. Void in Maryland. Non-compliance with the time parameters stated hereon or return of any or partial notification as undeliverable will result in disqualification. Winners or their legal guardians shall return a signed affidavit of eligibility/release of liability/acceptance acceptance within 5 days of receipt or forfeit prize. Employees of ZD Inc. and their respective affiliates are not eligible to win. 4. Payment: Prizes are provided by Nuby Interactive, not their respective affiliates. Prizes are in US dollars only. Prizes are not redeemable for cash. Prizes are subject to applicable taxes, or expenses resulting from this contest. Winners acknowledge that ZD Inc. has neither made nor is in any manner responsible or liable for any warranty or guarantee, whether express or implied, in fact or in law, relative to any prize including but not limited to its quality, mechanical condition or fitness. Winners accepting a prize agree that all prizes are awarded on the condition that ZD-Davis's agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession, or use of the prizes. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Preview, the Trivia Contest," P.O. Box 3338, Oak Brook, IL 60522-3338. Please specify the month for which you are requesting the winners list. Allow 3-4 weeks for delivery. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

- Listen to Quatermann Gossip Before It's in EGM!
- Call and Test Your Knowledge of Video Game Trivia!
- Get the Latest Expert Gamer Codes & Tricks
- Hear Review Crew Members' Game Ratings!

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Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

**Tricks of the Trade**

P.O. Box 3338, Oak Brook, IL 60522-3338  
or send e-mail to: [tricks@zd.com](mailto:tricks@zd.com)

By Trickman Terry • [tricks@zd.com](mailto:tricks@zd.com)

# Tricks of the Trade

## TRICK OF THE MONTH

### Crash Team Racing (PS)

#### Unlock a New Racer

On the Main Menu Screen (with Adventure, Time Trial, etc.), press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either Time Trial, Arcade, VS., or Battle. On the Player Selection Screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.



Logan Davis  
Leitchfield, KY

## Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller or a Hyper 64 controller or VIPER controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 159 for rules.

**NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.**



## DREAMCAST

### NBA Showtime:

**NBA on NBC**

#### Tonight's Matchup Codes

On the Tonight's Match-Up Screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the pad or stick in the direction indicated by the code (Ex. For 4-3-2 Up, you would press Turbo four times, Shoot three times and Pass two times and then press Up).

#### Tournament Mode

1-1-1 Down

#### Show Shot Percentage

0-0-1 Down

#### Show Hotspots

1-0-0 Down

#### No Hotspots (2p must agree)

2-0-1 Up



#### Big Head Mode

2-0-0 Right

#### Team Uniform (2p must agree)

4-0-0 Right

#### Alternate Uniform

4-3-0 Right

#### Midway Uniform

4-0-1 Right

#### Home Uniform

4-1-0 Right

#### Away Uniform

4-2-0 Right

#### Fog On (Outdoor courts only)

1-2-3 Up

#### Thick Fog On (Outdoor courts only)

1-2-3 Down

#### Night Fog On (Outdoor courts only)

1-2-3 Left

#### Swamp Fog On (Outdoor courts only)

1-2-3 Right

#### Rain On (Outdoor courts only)

1-4-1 Left

#### Snow On (Outdoor courts only)

1-2-1 Left

#### Blizzard On (Outdoor courts only)

1-3-1 Left

#### No Replays

3-3-1 Left

#### No Tipoff (2p must agree)

4-4-4 Up

## NINTENDO 64

### Armorines: Project S.W.A.R.M.

#### Cool Cheats

From the Main Menu, go to the Options Screen. From there, access the Cheats option. Go to "Enter Cheat" Screen, enter one of the codes shown for various results.

#### Big Cheat

Put in GOLDENPIE as your password. You will now have access to all the cheats shown on the "Cheats" menu.

#### Invincibility On

Put in GODLY as your password.

#### All Weapons Activated

Put in LOADED as your password.

#### Unlimited Ammunition

Put in SORTED as your password.

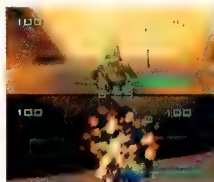
#### All Missions Activated

Put in SKIPPY as your password.

#### Fast Run

Put in SONIC as your password. Now you can run twice as fast as normal.

#### Unlock Female Trooper in Multiplayer



Put in GODDESS as your password.

#### Hive Guard Bug in Multiplayer

Put in LEGGY as your password.

#### Volcano Guard Bug in Multiplayer

Put in RUBBER as your password.

#### Egypt Worker Bug in Multiplayer

Put in CLAW as your password.

#### Hive Worker Bug in Multiplayer

Put in UGLY as your password.

#### Pen and Ink Mode

Put in SKETCHY as your password. Turning on this option will give the game a black-and-white, polygon drawing look.

### Jet Force Gemini

#### Ammunition Trick

When you're out of machine gun ammo, kill an enemy with the pistol. Switch weapons to the one that is empty or low. Next pick up his gun. The bullets will now be compatible with the machine gun! As long as the equipped weapon is not the pistol or shotgun, this will work.

### WWF Wrestlemania 2000

#### Unlock Characters

These characters aren't readily available, so here are the methods to open them up:



## Dude Love

Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.

## Cactus Jack

Win the Hardcore Belt and then beat Cactus Jack.

## Jerry Lawler and Jim Ross

These two WWF announcers join your list of wrestlers once you've made it to Wrestlemania.

## Shawn Michaels

Win the Royal Rumble and earn a title shot at Wrestlemania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.

## Stephanie McMahon

Play as Test for the first month and a half of Road to Wrestlemania and she will accompany you.

## Paul Beazer

Play as Undertaker for the first month and a half of Road to Wrestlemania and he will accompany you.

## PLAYSTATION

## 40 Winks

### Awesome Codes

For all of these tricks, you must first press Start to pause the game and then press and hold the Select button while quickly entering the codes.

### All 40 Winks

Left, Down, Right, Right, Right. You must do this code while you are in the house.

### All Dream Keys

Circle, L1, L2, L1, L2. You must do this code while you are in the house.

### All 10 Moons



Up, L2, Left, R2, Left.

### All 50 Zzz's

Right, L1, Up, R1, L1.

### All 40 Cogs

Down, R2, L1, Up, R2.

### Big Head

L1, Up, Right, L2, Up.

## NBA Live 2000

### Unlock Legends Players

First, go to the Create Player screen. (From Game Setup, press Circle button for the Quick Menu. Scroll down to the player icon, press RIGHT on the D-pad and select the Create Player icon by pressing the X button). Now you are at the Create Player Screen. Enter the first part of the code or phrase in the FIRST NAME entry field. Press the X button to accept the name. Then enter the second part of the code or phrase in the LAST NAME entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the UNLOCK LEGENDS Screen. (Press Start to return to Game Setup, then



press Circle to bring up the Quick Menu. Scroll down to the STAR icon and press the X button. This will open the Unlock Legends Screen). To activate a

Legend, highlight his name in this screen and hit the X button. He will appear in the FREE AGENTS POOL, where you can sign him to any empty team slots.

### 1. '50s Legends starting lineup...

**Bob Pettit** - '50s

First Name - Crash

Last Name - Boards

**Dolph Schayes** - '50s

First Name - Set

Last Name - Shot

**Paul Arizin** - '50s

First Name - Pitchin'

Last Name - Philli

**Bill Sharmar** - '50s

First Name - Charity

Last Name - Stripe

**Bob Cousy** - '50s

First Name - B-Balls

Last Name - Cooz

### 2. Five Knicks Legends...

**Walt Frazier** - '70s

First Name - Cool

Last Name - Clyde

**Harry Gallatin** - '50s

First Name - Iron

Last Name - Horse

**Willis Reed** - '60s

First Name - Soft

Last Name - Touch

**Earl Monroe** - '70s

First Name - Magic

Last Name - Pearl

**Richard Guerin** - '50s

First Name - Play

Last Name - Maker

### 3. Five Historical forwards...

**George Yardley** - '50s

First Name - Yard

Last Name - Bird

**Jerry Lucas** - '60s

First Name - Lucas

Last Name - Layup

**Billy Cunningham** - '70s

First Name - Leaping

Last Name - Kangaroo

**Cliff Hagen** - '50s

First Name - Hook

Last Name - Shot

**Rick Barry** - '70s

First Name - Foul

Last Name - Shot

## TOP 6 TRICKS

The top 6 games of the last month given the full-on Trickman treatment:

### 1. Pokémon (Yellow) (GB)

#### Easy Level Gain

To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, this Pokémon will appear. You can then switch to another Pokémon and the fighting Pokémon will both gain experience points. This is especially useful if the Pokémon you want to build up has no initial attack in its first form.

### 2. Pokémon (Red) (GB)

#### Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

### 3. Pokémon (Blue) (GB)

#### Find Codes

Send in codes for this game. If we print yours, you'll score a free game!





# 1-900-PRE VIEW

## 773 8439

\$1.49 per minute. Must be 18 years or older. Under 18 must have parents' permission.

The number to call for the latest cheats & gaming info

again at Player 1, and X one more time to highlight Sheila. Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code and then Square to go back to the main menu to begin your game.

**Remove delay between weapon firing:**

RAPID\_FIRE

**Difficulty is increased to Super Hard:**

UNDER\_FIRE

**Interceptor missiles have an extra explosion:**

BLAST\_FIRE

**All of the action is slowed down:**

GO\_SLOW\_MO

**Your player's vehicle will be heavy:**



GO\_RAMMING

Once any of these codes are entered correctly, you will hear a female voice to confirm that it worked.

## GAME BOY

### Mario Golf

Golf Left-Handed



Press and hold the Select button. While holding this, press the A button. If you choose Mario,

Wario, Luigi or Club Champs, that golfer will be a left-handed player.

### Infinite Retries

Before completing a hole, save your game and exit (Don't turn off the Game Boy). Once you return to your game, you will be able to replay the hole again.

### Mr. Nutz

#### Journey Skip

Put in NNSTR as your password. Now in the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!

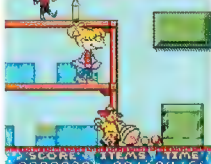
#### Level Passwords



Adventure Park: DDMN  
Living Room: NNRRGG  
Volcano Underpass: CCLLR5  
Mean Streets: JJMPPR  
Ice Scream: SSWTCH

### Rugrats: Time Travelers

Toy Palace Passwords



On the Title Screen, press Right and access the Password option. Now you can enter these codes for different levels in the Toy Palace:

North Wing - CQQKFSS  
East Wing - CRVWJNG  
South Wing - PLVYPFNS  
West Wing - TQBQXF5

### Space Invaders

Classic Space Invaders



For your password, Enter CLS51281999DBM and you will be able to play the original version of Space Invaders!

#### Planet Passwords

Mars Level 46:  
?WZ4VCLN4W81V?  
Jupiter Level 61:  
RSSN3QJ78?GJMC  
Saturn Level 76:  
WSPZMSO8N?H8NF  
Uranus Level 91:  
CV1?QWKGJ3X8R5  
Neptune Level 106:  
HV27RW1GN3YOR7  
Pluto Level 121:  
MV7HRLCH5Z5R9

### Top Gear Pocket

All Cars and Courses



If you want to get all the cars and courses in the game, You must put in your password as YQXW-H.

## GameShark Codes

### NINTENDO 64

#### Rayman

#### The Great Escape

#### Have All Crates

810c70f87ff

810c70f87ff

810c70f87ff

810c70f87ff

810c70f87ff

810c70f87ff

810c70f87ff

810c70f87ff

810c70f87ff

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## FINAL WORD

Imagine a bunch of guys sitting around discussing something seemingly important in the world of video games. That's what Final Word is usually all about, except this month Cris Boyer hopped the spotlight with his wacky ideas about the future...

# Get Ready: The Future's Nearly Here



Crispin Boyer

Well, the much-feared millennium changeover has come and gone. It left us with nary a black eye and—barring asteroid impacts, global climate changes or the formation of any more boy bands—we should all be OK for the next thousand years or so. Heck, scratch that: We gamers will be way better than OK. It is now the year 2000. The future is, like, here and stuff. And if you don't think console gaming's about to change in unthinkably cool new ways, wait a year. You'll see.

And I'm not even talking about all those gotta-get gadgets of the near future—things like the MP3-playing VMU and cellular modems for PS2 that have early adopters everywhere cursing their current hardware. No, I'm talking about the upcoming peripherals and design concepts that'll forever change the way we play games alone or with our buds. After chatting with various industry types, I've come up with four scenarios likely to become reality within the next year. Are you ready for this:

### Split-screen hits the Internet?

Neal Robison, Sega's group director of third-party support, told me to expect new types of online experiences after the Dreamcast Network goes full steam ahead this fall. He offered, as an example, a game that pits four guys on one DC against four on another hundreds of miles away. Picture a first-person shooter like Rainbow Six that has your team of troopers playing split-screen and hunting four terrorists on another console across the Internet. Coordinating attacks would be easy, since team members are all in the same room. Of course, such a game would cram too much data down the Dreamcast's 56K pipe, so don't expect this novelty until Sega cozzies up to broad bandwidth. Instead, I reckon the first of these online team-versus-team games will be sports-related. NFL 2001, perhaps?

### LAN hol

Robison also told me not to be shocked if the Dreamcast's ethernet adapter—all set for release in the second quarter—will do more than let you link up a cable modem; it'll also allow you to hook Dreamcasts

together at home. So I figure that, as long as games support this feature, you'll be able to build your own local area network and play with a group of Dreamcast-owning pals, all in the same room. Sega will thus introduce the previously PC-only concept of LAN parties to console gamers.

### Open mike

Various microphones are in the works for the new systems, and while gamers look forward to using these gadgets for real-time chat with online opponents, I envision another use—this one relying on voice-recognition technology. You already chat with characters in Seaman and Pikachu Genki Dechu. But once voice technology is refined, I imagine we'll see squad-based games in which you bark orders to AI compatriots to have them cover you or even storm the fortress of an online enemy and his AI troops.

### Is that a PDA in your pocket?

More than just handy handholds that'll store saves and play games, upcoming PDAs like the Game Boy Advance will interface with their big-bro systems in

ways that'll revolutionize multiplayer gaming. Check this hypothetical scenario: Imagine a massively multiplayer space game for the Dolphin that'll link hundreds of gamers in a huge 3D galaxy. Every Dolphin that logs in represents a ship in that galaxy, and the dude who flies the ship using the Dolphin controller serves as captain. But let's say two or three other gamers with Game Boy Advance units gather beside the captain and use their handholds—which interface with the main game—to run ship subsystems via special mini-games. One gamer could manage ship repairs and shields. Another PDA user, acting as science officer, could scan ships or planets. A third guy could plot routes for navigation. It's the kinda thing that would make Trekkies pee their pants.

And as cool as all that sounds, it's only the beginning. Expect much stranger ideas than mine as time goes on. After all, we still have about 5 billion years or so of gaming time left until our sun patters out. Unfortunately, that also leaves plenty of time for 'N Sync wannabes to get their shows on the road, too.

crispin\_boyer@zd.com



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What do you think? If you have any comments on our Final Word topic each month, send us your thoughts to [EW@zd.com](mailto:EW@zd.com). Mark your e-mails Final Word.



**PLAYSTATION**

Title	Release	Price	Title	Release	Price
Ace Combat 3	01/00	\$46.99	Fishermen's Ball 2	01/00	\$42.99
Alien Resurrection	01/00	\$44.99	Galenas	03/00	\$44.99
<b>Alpha 2</b>	03/00	\$48.99	Grand Turismo 2	12/99	\$44.99
Age of Empires	06/99	\$42.99	Grand Theft Auto II	10/99	\$39.99
Age of Empires 2	01/00	\$39.99	Grandia	02/00	\$42.99
Army Men: Sarge's Heroes: The Siege	01/00	\$42.99	Guilty Gear	01/00	\$46.99
Bass Rise	03/00	\$42.99	Jacky Chan StuntRush	02/00	\$46.99
Broken Sword 2	12/99	\$44.99	Jot Motos 3	09/99	\$39.99
CFR Grand Team Racing	10/99	\$39.99	Jurassic Park: Warpath	11/99	\$39.99
Castles: Praxis 2000	12/99	\$39.99	K1 Grand Prix	02/00	\$42.99
Championship Cycling 2	01/00	\$39.99	Knights of Carnage	02/00	\$42.99
City of Heroes: Call of Power	02/00	\$42.99	Klonoa K-rpg 2000	11/99	\$39.99
Clash Tower 2	11/99	\$36.99	Konam Arcade Classics	12/99	\$32.99
Color Wars 3: A Real Sun	03/00	\$42.99	Legacy Kam Soul Reaver	08/99	\$39.99
Cool Boarders 4	10/99	\$42.99	Luna 2 Eternal Blue	03/00	\$38.99
Coolworld Vikings	03/00	\$46.99	Madness VFX	01/00	\$42.99
Crossed Knights Might Magic	01/00	\$42.99	Madness Football 2000	09/99	\$39.99
CyberTiger Golf	01/00	\$42.99	March Madness 2000	12/99	\$42.99
Destroyer Derby 3	04/00	\$44.99	Madness of Horror	11/99	\$39.99
<b>Diablo II: Lord of Destruction</b>	02/00	\$49.99	Monster Rancher 2	09/99	\$39.99
Digimon World	04/00	\$44.99	Motocross Madness	03/00	\$46.99
Dino Crisis	09/99	\$39.99	NASCAR 2000	09/99	\$39.99
Duke Gears	01/00	\$44.99	NASCAR: Roadblock	02/00	\$42.99
Duke Nukem Planet Blastbox	03/00	\$44.99	NBA in Zone 2000	01/00	\$42.99
Dukes of Hazard	12/99	\$44.99	NBA vs 2000	11/99	\$34.99
Dune 2000	11/99	\$39.99	NBA Shotclock 2000	12/99	\$42.99
<b>EDW: Hercules Returns</b>	03/00	\$44.99	NCAA: Final Four 2000	11/99	\$42.99
Enemy Within: Ark	02/00	\$39.99	PlayStation 2001	01/00	\$44.99
FIFA Soccer 2000	10/99	\$44.99	NHL Face Off 2000	10/99	\$39.99
FIFA Soccer 2001	10/00	\$42.99	Need Speed 5	03/00	\$42.99
FIFA World Cup Amibn	12/99	\$39.99	Nightmare Creatures 2	03/00	\$44.99
Fighting Force	12/99	\$42.99	PSX DJ: Shock Attack	05/99	\$29.99
Final Fantasy Anthology	10/99	\$44.99	PSX Memory Card/Adapter	09/95	\$14.99
Final Fantasy VIII	08/99	\$49.99	PSX System	06/98	\$109.99

**NINTENDO 64**

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Army Man Sarge's Heroes	10/99	\$52.99	N64 Remable Pak	09/97	\$19.99
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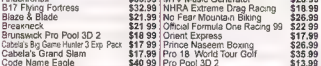
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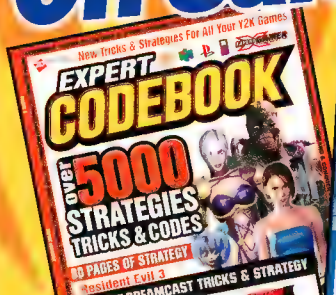
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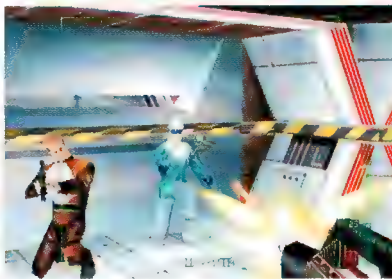
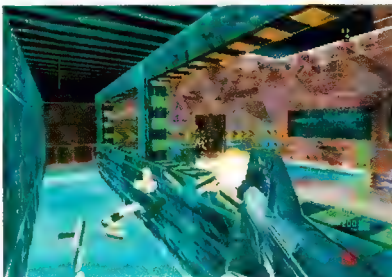
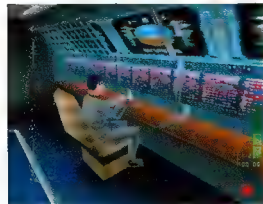
NEXT MONTH

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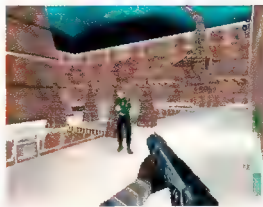
## Perfect Dark

Rare's Perfect Dark is the biggest thing to hit the N64 this year, and some would argue that it's the biggest N64 game ever. Next month we'll tell you every tiny little detail about this much-anticipated follow-up to GoldenEye. Will its multiplayer modes top GoldenEye's? Will the game be worth the wait? Was it worth enduring Donkey Kong 64 for this Christmas? Does Joanna Dark reside in Babelonia? We turn to Rare for the answers in the issue you've been waiting two years for.



# ELECTRONIC GAMING MONTHLY

- **Reviews:** Hot Shots Golf 2, Syphon Filter 2, Ace Combat 3, Giga Wing and many more!
- **News:** Chris 'Scoop' Johnston brings you the latest from around the world.
- **Tons of Tricks** for all systems
- **Cool NGPC** reviews and previews
- **The latest news and images** of Driver 2



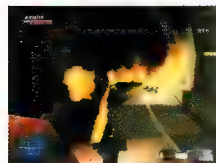
Official u.s. **PlayStation Magazine**

March 2000

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## Syphon Filter 2

After a peek at Syphon Filter 2 in OPM's February issue, here's an in-depth look at 989 Studios' new action-packed spy adventure. There's even a playable demo on the disc! Also, check out the massive Gran Turismo 2 strategy guide and find out which games won OPM's highly coveted annual awards.



### Demo Disc

#### Playables

- Syphon Filter 2
- Ace Combat 3
- MTV Music Generator
- Spyro 2: Ripto's Rage
- CTR: Crash Team Racing
- NCAA Final Four 2000
- Twisted Metal 4
- Silent Bomber

#### Non Playables

- Vigilante 8: Second Offense
- Test Drive Cycles
- Alundra 2

**EXPERT GAMER**

March 2000

On sale Feb. 22

## Crazy Taxi

Expert Gamer is going to continue burning rubber next month with ongoing coverage of Gran Turismo 2 and a complete guide to Sega's awesome new DC driver, Crazy Taxi. Also, while all the RPG fans will be able to dig into a SaGa Frontier 2 guide, fans of multiplayer mayhem can go nuts with a maniacal Mario Party 2 guide. Oh, and did someone say "MORE" Pokémon Gold and Silver? You better believe it! Not only that, but they'll also have the first part of their Dragon Warrior Monsters coverage. It's gonna be a big issue!

- Complete car list for GT2
- Walk-through for SaGa Frontier 2
- Cheap multiplayer fun in our Mario Party 2 guide
- Crazy Taxi secrets revealed



\*All editorial content is subject to change







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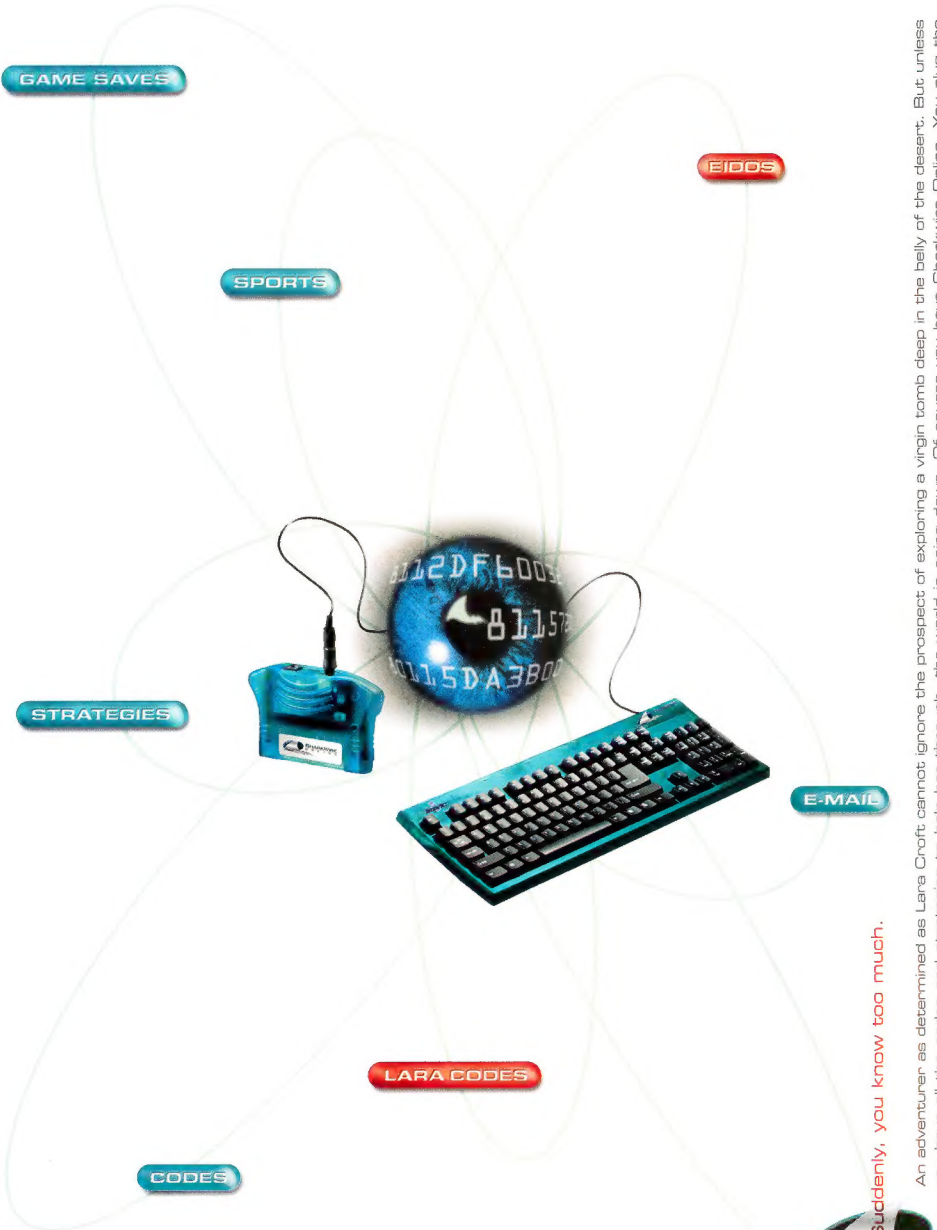
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