

SPECIAL COLLECTOR'S ISSUE

GAMEINFORMER®

The Final Word On Computer & Video Games

100th ISSUE SPECTACULAR

TOP 100 GAMES OF ALL TIME ✚ 100 DEFINING MOMENTS IN
GAMES HISTORY
NEW ARCHIVE WITH OVER 100 PAGES OF
GAMES HISTORY
INCLUDING ALL 100 COVERS
OF THE GREATEST HITS & MISSES

ISSUE
100

U.S. \$4.99 Canada \$6.99



AUGUST 2001



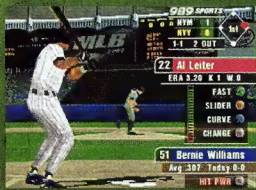
MLB 2002

Total Control



www.989sports.com Major League Baseball trademarks and copyrights are used with permission of © 2001 by STATS, Inc. Any commercial use or distribution of the Licensed Materials without the express written consent

You have .72 seconds to make a decision.



Emotional. Like the game itself.



SEGA
SPORTS
BRING IT.™

WORLD SERIES
BASEBALL aka



Five different dominating modes of play including online.



Total fielding and lineup control to outwit your opponent.




Up-to-date rosters and stats to build your dynasty.



Realistic accessories so you can recognize your victims.



 Dreamcast

Dreamcast, Inc. ©SEGA Corporation and Sega of America Dreamcast, Inc., 2001. All rights reserved. www.sega.com. The World Series trademark is owned by Major League Licensee, Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com. ©SEGA CORPORATION, 2001. ©MLBP 2001/ MLBPA.

The image features the number '100' in a large, bold, gold-colored font with a thick black outline and a white drop shadow. To the right of the '0's is a smaller 'th' in the same style. Below the '100' is the word 'ISSUE' in a similar gold, bold font with a black outline and white drop shadow. Below 'ISSUE' is the word 'SPECTACULAR' in the same gold, bold font with a black outline and white drop shadow. The entire graphic is surrounded by scattered confetti in various colors including yellow, green, blue, black, and purple.

100th ISSUE SPECTACULAR

20 ISSUE 100

Our 100th issue is a gala event indeed. There's something for everyone in this monster: We've got lists, timelines, greatest and worst moments, previews, reviews, news, cheats, codes, pictures, letters, strategy guides, a poster, and a whole lot of free-form rapping. Okay, maybe not the last thing, but definitely the aforementioned items. If there was ever an issue that is a must-have for any self-respecting video game fan, it's this one. We, the editors of GI, have put our hearts and souls into making this edition the most comprehensive and intriguing video game magazine ever published. We hope you enjoy our 100th Issue Spectacular, because ladies and gentlemen, it just doesn't get any better than this.

Before camouflage,
warriors didn't hide.



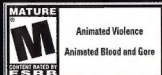
RUNE

VIKING
WARLORD

One unstoppable viking on the road to Valhalla.



PlayStation 2



Take-Two Interactive Software, Inc. and The Take-Two logo are registered trademarks of Take-Two Interactive Software, Inc. Human Head Studios and the Human Head Studios logo are registered trademarks of Human Head Studios, Inc. 'PlayStation' and the 'PS' Family logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



76



94



70



60



72

10 EDITORS' FORUM

Ten years is a long time to shape and mold a magazine. See what Andy has to say about GI's history, and what he has to say to you, the reader. Also witness the other GI editors sound off about what's on their minds. Maybe you'll get lucky and Justin will mention his favorite band, GWAR.

11 GI SPY

The Game Informer paparazzi stalk the video game industry, bringing you candid photos of all the action.

12 DEAR GI

A Pokémon debate between boyfriend and girlfriend is settled, a drug addict is cured, and console advice is doled out to those who will listen. It may not look like much, but it's got it where it counts, kid.

14 NEWS

You say you want to know what's up with Tekken 4? What about Onimusha 2? Well, come get your fix in the pages of GI News. We've got everything from OzzFest notes to Sega's cross-platform online plans. Giddyup!

60 PREVIEWS

If the mention of games like Top Gun:

Combat Zones, Spy Hunter, Star Wars: Jedi Outcast, and SimsVille doesn't get your heart pumping, there's definitely something wrong with you. C'mon! You know you want to read about what's coming up...everyone else is doing it.

86 REVIEWS

Note to self: Read Reviews section sitting down in bathroom to facilitate cleanup and lessen effects from fainting. Many cool games reviewed, must try not to spend food money on new releases.

114 CHARTS

What's hot? What's not? What's up? What's down? It's not NASDAQ, it's the Retail Sales Data and GI editors' Top 10 Games.

116 PLAY TO PERFECTION

So you think you're gonna get Castlevania: Circle of the Moon and finish it all easy like? Well you ain't got the chops, Chico. You need our guide with all the cards, corridors, and bosses to even get close to finishing this game.

122 SECRET ACCESS

Codes here! Getchyer codes here! They're cheap, they're easy, and they're everywhere you want to be! Please use them, or Reiner just spent a lot of time on nothing.

126 CLASSIC GI

Buckner and Garcia grace our pages with an interview, and we're given a window into what it was like for a couple of guys from Ohio to hit it big in the music business. Also, check out our Super Mario Bros. strategy guide to finally find out how to get to that pesky minus world.

132 ETC

Featured in this edition of odds and ends is a Mad Catz GBA peripheral which could possibly be the best battery-related Game Boy accessory in history. Also get the lowdown on mousetraps and Gameskins T-shirts. Hooray for stuff!



96

GAME INDEX

GAME	PAGE #
Alone in the Dark:	
The New Nightmare	99
Arctic Thunder	78
Army Men Advance	112
Baldur's Gate II: Throne of Bhaal	109
Bloody Roar 3	96
CART Fury Championship Racing	97
Commander Keen	113
Deus Ex	83
Disney's Atlantis: The Lost Empire	99
Emperor: Battle For Dune	107
Extreme G3	82
Floigan Bros.	101
Galleon	80
Gangsters 2	109
Gran Turismo 3: A-Spec	88
Half-Life	82
Half-Life: Blue Shift	110
Hunter: The Reckoning	72
ICO	68
Jade Cocoon 2	85
Klonoa 2: Lunateal's Veil	94
Mechcommander 2	106
Metal Slug X	98
Monster Rancher 3	83
Motor Mayhem	95
MX 2002 Featuring Ricky Carmichael	95
Namco Museum	112
NASCAR Heat	97
NBA Street	90
Ozzy's Black Skies	84
Resident Evil Code: Veronica X	91
Rubu Tribes	79
Rugby	97
Saiyuki: Journey West	98
Shifters	85
Shogun: Total War Warlord Edition	110
Silent Hill 2	81
Silent Scope 2	73
SimsVille	84
Soldier of Fortune	104
Sonic Adventure 2	100
Spider-Man 2: The Sinister Six	113
Splashdown	74
Sports Jam	104
Spy Hunter	70
Star Wars: Jedi Outcast	76
Startopia	111
Steel Soldiers	111
Street Fighter II: Turbo Revival	112
Top Gun: Combat Zones	66
Unreal Championship	75
World War II Online: Blitzkrieg	108
World's Scariest Police Chases	99
X-Men: Wolverine's Rage	113
Xenosaga: Episode I	60



Congratulations and
Happy Anniversary
to Game Informer Magazine.

We Look Forward
To The Next 100 Issues.

GameStop Babbage's FuncoLand software etc

THE BIG ONE

Hey hon'! Get a
subscription to **Game Informer**
Magazine **TODAY** and **save up to**
\$94.78 off the newsstand price.

2 Years (24 Issues) for \$24.98. A savings of \$94.78!

Enough to buy two games! (or a tattoo)

See subscription card for more details.



GAMEINFORMER[®]

AUGUST 2001

Volume XI • Number 8 • Issue 100

PUBLISHER

Cathy Preston

EDITOR-IN-CHIEF

Andrew McNamara

EDITORS

Senior Associate Editor Andrew Reiner

Associate Editors Jay Fitzloff • Matt Helgeson • Kristian Brogger
Justin Leeper • Matthew Kato

Copy Editors Gabrielle Dane • Sarah Anderson
Mascot Arthur

PRODUCTION

Art Director Thomas Blustin

Production Director Curtis Fung

Production Assistant Rachel Gilles

ADVERTISING

Rob Borm • (952) 946-8186 • Fax (952) 946-8155
email: rob@gameinformer.com

10120 W. 76th Street • Eden Prairie, MN 55344-3728

CIRCULATION

Circulation Manager

Paul Anderson (952) 946-7279

Customer Service Department

For change of address or subscription inquiry only:

(952) 946-7266 Fax (952) 946-8155

or send correspondence to:

10120 W. 76th Street • Eden Prairie, MN 55344-3728 • Attn: CIS Dept

SUNRISE PUBLICATIONS, INC

President John Woodson

Manufactured and printed in the United States of America

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, Game Informer® Magazine, 10120 W. 76th Street, Eden Prairie, MN 55344. Unsolicited manuscripts cannot be returned or acknowledged.

Entire contents copyright 2001. Game Informer® Magazine. All rights reserved; reproduction in whole or in part without permission is prohibited.

Game Informer is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

PUBLISHER LIABILITY FOR ERROR

The publisher shall not be liable for slight changes or typographical errors that do not lessen the value of an advertisement. The publisher's liability for other errors or omissions in connection with an advertisement is limited to republication of the advertisement in any subsequent issue or the refund of any monies paid for the advertisement.

INDemnIFICATION

The advertiser and/or Advertising Agency agrees to defend and indemnify the publisher against any and all liability, loss, or expense arising from claims of libel, unfair competition, unfair trade practices, infringement of trademarks, copyrights, trade names, patents, or proprietary rights or violation of rights of privacy, resulting from the publication of the Advertiser's statement.



Member

Audit Bureau of Circulations

...Are you receiving this?...

not received in this site

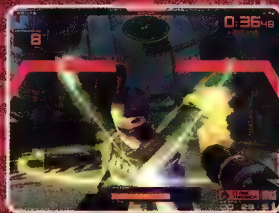
have been blocked
any assistance

Contact...at HQ and
encrypted the frequency
in this message,
you must decode



OUTTRIGGER™

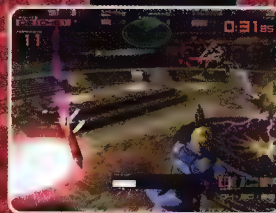
International Counter Terrorism Special Force



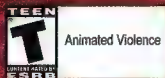
BATTLE ONLINE ~ IN TEAMS
OR ON YOUR OWN!



FRANTIC SPLIT-SCREEN COMBAT
IN A WIDE VARIETY OF LOCALES



CUSTOMIZE YOUR CHARACTER
WITH INSANE FIREPOWER AND
TACKLE OVER 40 MISSIONS



Dreamcast



0110001000
1000101001
10101d0001
00011o0111
01000w0101
11000n1001
00100l0111
01111o0011
00110a0101
10010d0111
01h00 0110
10t11y1011
00t00o0010
01p11u0100
01.00r0100
00/10 0010
10/11s0101
01ille1011
00n1ic0011
01t1ou1110
10e0r1001
00r00e0100
00f00 0010
01o10a0101
00r10c0101
00c00c1001
01e01e0111
10.00s1110
01s 1s0 0
00el0 0000
01g 0k0101
10a1o 0101
00.01y001
001010101
00m10 0101
0100000101
1010100001
0110000101
0001010101
00101110

EDITORS' FORUM

HAPPY 10TH ANNIVERSARY AND 100TH ISSUE GAME INFORMER READERS



Ten years ago I was working in a video game store selling games and playing them nonstop – addicted as I have always been to the wonders of electronic entertainment. Then, out of the blue, someone walks up and asks me if I would like to review video games for a new magazine they were working on. Like any idiot would, I jumped at the chance to fulfill a lifelong dream.

I never would have guessed that fateful day would give me the chance to work with Game Informer magazine for so long, and work alongside all the great people I have known over the last ten years. Not only

that, but I have seen Game Informer grow from a little 16-page booklet that I was embarrassed to show people, to the amazing magazine it is today.

Of course, the biggest reason why Game Informer has done so well, and I have been able to make magazines for so long, is that you, the readers, have been faithful to us over all these years. I hope you have been lucky enough to enjoy the last 100 issues (as Game Informer has done some crazy and weird stuff over the years), and I hope that you and I will be lucky enough to enjoy hundreds more. Thanks for reading.

Andy McNamara
Editor
andy@gameinformer.com



Left to right: Soldiers (Kristian, Justin, Andy), Old Storyteller (Jay), Old Storyteller's son-in-law and daughter (Matt, Kato), Rynar's unicorn (Boinky) and Rynar (Reiner) holding his magic sword (Kelly).

REINER, THE RAGING GAMER

reiner@gameinformer.com

The Bible is definitely an interesting read, but I truly believe Game Informer's 100th issue is far superior. Sure, we could have rambled on about the creation of the world, countless crucifixions, and a guy with a big boat, but really, who cares about that stuff? As we all know, the foundation of this world revolves around games. My father, who happens to be a minister, always told me, "You'll never get anywhere playing games." Well, guess what, Pops. I make more in a year than you'll see in a lifetime. I should be struck down by lightning for the things I've said, but as long as I have the freedom of speech, I'll continue to preach – just like dear old dad.

MATT, THE ORIGINAL GAMER

mat@gameinformer.com

Now, I know that Reiner has favorably compared Game Informer to the Bible, but I'd be interested to find out the last time he actually READ this magazine. You see, far readers, I actually had the task of carefully eyeballing every single issue of Game Informer this month, as part of our 100th Issue celebration feature. I'm here to tell you that GI would have a hard time competing with Dianetics by L. Ron Hubbard, or a tattered old copy of Ranger Rick, much less the Good Book. If I never gaze upon this magazine in my life again, it will be too soon. Sure, I'll still be willing to scribble down my adolescent take on the video game industry for you, but you couldn't pay me enough to actually read this crap. By the way, this issue totally ROCKS! Enjoy!

JAY, THE GONZO GAMER

jay@gameinformer.com

I expected this to be the worst headline ever, yet it wasn't. Since ranking things seems to be this issue's theme, I present the three most hectic deadlines of all time! 1) Issue 78: As well as covering the Dreamcast launch in the mag, we also decided to publish a Final Fantasy VIII guidebook. A month of 16-plus-hour days ensued. 2) Issue 81: With only two days left before the drop-dead due date, Matt and I began work on a Tomb Raider 2 guide. We stayed up 35 hours straight. 3) Issue 91: The first issue in the new format required not only more writing in an unfamiliar style, but forced us to continually change what we were doing.

KRISTIAN, THE GAME DAWG

kristian@gameinformer.com

Yes, this is GI's 100th issue, but more importantly, it's my 10th issue! We did have a HUGE feature on the life and times of me, but due to lack of material and the fact that no one really cares, it was scrapped. In lieu of this article, a buddy and myself have recently made a website which features a few posting rooms, some reviews, and will ultimately feature some original turn-based BBS-style games we're still programming. The site is www.thegamedawg.com if you feel like stopping in and saying hello. If you have any suggestions (constructive, that is) or ideas, we're more than open to giving them a shot. It's no gameinformer.com, but what is?

JUSTIN, THE DIGITAL DEVIANT

justin@gameinformer.com

I love Arthur as much as anyone. He's most definitely a good dog. However, I say he should be the GI mascot no longer. That title rightfully belongs to my pet scorpion, Pucho. Living in the offices since November '99, not a day goes by that she's not at my desk hunting crickets, basking in the artificial light, or overseeing our daily activities. She has never stung me (unlike my old scorpion, Stingy), and is laid-back and affectionate. The one thing holding her back is the fact that everyone here is scared of her. So what if she's one of the five most venomous species on Earth? She's family!

KATO, THE GAME KATANA

kato@gameinformer.com

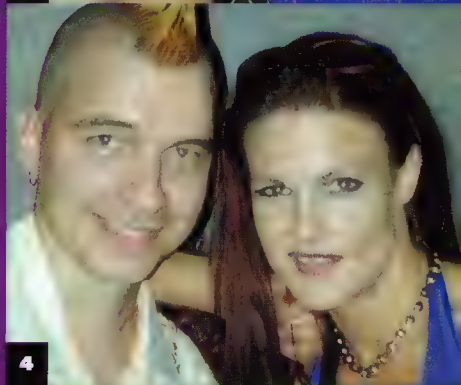
As this is my forum to the wider world, I've chosen to come clean in the biggest way possible (except for my stint as the 7th Inning Streaker. Look for me this summer at a ballpark near you). I like NASCAR. There, I said it. Although agreeing with Andy is always something that should give one a moment's pause, I now join him as one of the proud and few in the office to rally around the sport. I don't know my Castrol from castor oil, and I'm not hard enough for Winstons, but I've decided that up-comer Ryan Newman is my man. Hell just froze over, my friends.

GI SPY



CANDID PHOTOS FROM THE SEAMY UNDERBELLY OF THE VIDEO GAME INDUSTRY

1 Tecmo's John Inada and George Ngo were nice enough to stop by Matt's birthday party. Later on, punch was served, and a clown came by to make balloon animals for everyone. **2** Reiner and Tony Hawk, seen here waiting patiently for the next Guns N' Roses album to be released. **3** Diehard Vikings ran Kato proves it's best to keep your friends close, and your (Central Division) enemies closer by posing with the Tampa Bay Buccaneers' Jacquiez Green. **4** Love at first sight? WWF Superstar Lita has obviously heard what they say about a man with a big mohawk. **5** Indie rock rockers Ultimate Fakebook take a break from rocking to play a rockin' game of The Adventures of Cookie and Cream at the Linn PR headquarters. They are nice and don't worship the devil. **6** "Ay yo, Peter Nguyen from Access PR, can I borrow a dollar? I'm tryin' to get a drink up in this." "Sure, Coóolo - would you mind posing for a picture?" "No doubt. Thanks for the dollar - I'm straight tore up. Good lookin' out." **7** Andy, Laura Heeb (Highwater Group), and John Laurence (Enix), smile pretty while Justin explores another side of his sexual identity. Of course, he's just kidding...really...it's just a joke...he doesn't really want large, furry, blue breasts...because that would be weird...and Justin's 100 percent man...really. **8** When Kato grows up, he wants to be a NASCAR driver, just like his Uncle Tommy.



7 Andy, Laura Heeb (Highwater Group), and John Laurence (Enix), smile pretty while Justin explores another side of his sexual identity. Of course, he's just kidding...really...it's just a joke...he doesn't really want large, furry, blue breasts...because that would be weird...and Justin's 100 percent man...really. **8** When Kato grows up, he wants to be a NASCAR driver, just like his Uncle Tommy.

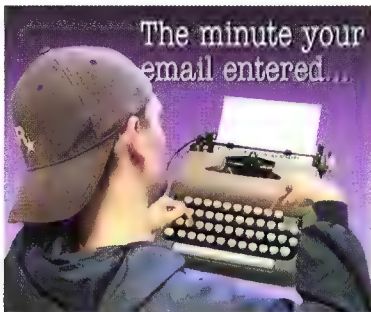


DEAR GI

THE GREATEST IDEA OF ALL TIME

Hi. I have a question all of us gamers have asked ourselves at least once: Why doesn't someone make a system that is compatible with all systems (Game Boy, GBC, GBA, PS2, SNES, NES, N64, PSX, DC, etc.)? Then when a new console comes out, you can purchase an upgrade for your master system.

Maddog McCree
Via AOL.com



The minute your email entered our server, 117 lawyers ran in our office and confiscated everything for anyone even thinking about something so completely wonderful. In fact, we were all forced to write the remainder of the magazine on typewriters from 1964 due to our strict budget limitations. Thanks a lot! For the time being, we'll have to settle for the backwards compatibility of systems like the PlayStation 2 and the Game Boy Advance to satiate our gaming appetites. Hopefully, technology will reach a point where a "master system" of sorts may be possible, but it's highly doubtful. Gaming companies would be going bankrupt left and right, and eventually there would be nothing left but those infernal Tiger pocket games. You don't want that, do you? However, if you're able to figure something out, let us know. We'll make you famous.

TALES FROM THE DEPTHS

My legs hurt really bad. I think they're starting to cramp up, actually. It could be the "beans" they fed us this morning, or it could be the fact that they've forced us to remain in this half-standing, half-squatting position for the past eight-and-one-half hours.

This really blows, you know what I mean? They keep playing that stupid song over the intercom. Oh, that soul-raping intercom. It sounds like it's coming through a busted walkman with a frayed headset cord or something. "Superstar Mario: 64 Ways To Die." This is the ump-teenth time they've played it today. I think they're actually playing it backwards now, but it could be my imagination.

Anyway, they told me if I wrote you guys an interesting letter, they might let me go. I hope this is satisfactory. Incidentally, I think you guys have a responsibility to

the public in this regard: consumers have a right to know what's going on in the dungeons beneath your plush, climate-controlled office spaces.

Well, it's slopping time again. I can hear them filling the troughs in the next cell block. You really are a bunch of sick bastards. Please turn the music off. Please.

Kindest regards,
Slave 83.b
Via Directlink.net

We're very sorry to hear you're being held prisoner in what sounds like an average day in the life at the Game Informer offices. Are you sure you didn't do some Orange Sunshine and you're actually trapped in your bathroom trying to find the toilet? That music you're hearing could very well be the Cruisin' Exotica level you left when you went on your abortive quest to find your feet. Just relax, 83.b. We'll talk you down. If you have a beer handy, go ahead and drink it. Stay away from the mirror, and wrap your hands in toilet paper so you don't lose an eye. If you're able to find your way outside, feel free to climb the nearest tree and prepare for transport. The USS Game Informer will be along shortly.

A MOTHER'S TRIUMPH

I've wanted to write you for a long time but thought you would think my letter was silly. I want you to know how much I appreciate your magazine. I'm a 48-year-old housewife, with two children, ages 20 and 22. Four years ago I felt that life had passed me by – the kids were growing up, my husband had his career, and I felt old and tired. Our children were raised on computers and they were (and are) far past what I will ever know. I used to have an Atari that I would play in my spare time, but it wore out long ago. Then I saw a commercial for Spyro the Dragon. I love dragons, and thought this would be something I could learn. I went to the Wal-Mart where our son works as a consumer service manager while he wasn't there and bought a PlayStation and three games: Spyro, Need for Speed for our daughter, and Castlevania for our son. His favorite games are the Final Fantasy series, but I knew he liked these too. When I came home, I told him, "Wait till you see what I've got in the car." His mouth dropped open, and then he was really shocked when I gave him his game. They tell me that for two days he went around Wal-Mart telling people, "I can't believe it! My mom bought a PlayStation!" Learning all the buttons and controls was one of the hardest tasks I ever had to master, but I discovered I still had the capability to learn. Now my son has taught me to play the N64, the Genesis, and sometimes I use his PlayStation 2. I like your magazine because it helps me to decide which games I can try out, which to avoid, and whether or not I think I can handle playing them. My favorite games are the Spyro series, the Castlevania series, and MediEvil 1 and 2. I'm working on Zelda, but it seems awfully complicated. One question, though – what happened to Duck Dodgers for the N64? I've been waiting on that one! Again, thanks!

Jennifer Evans
Via Prodigy.net

Wow, Jennifer. We really appreciate you taking the time to write in to us. From your story it sounds like your kids are lucky people to have a mom who will surprise them with not only the knowledge that she is an aspiring gamer, but with the tools to prove it! It's not often people will take it upon themselves to better their situations by embracing a new hobby that is completely foreign to them. You are to be commended, madam! We're honored that you would use our humble pages to guide you in your gaming decisions. It seems you have excellent taste not only in your playing selections, but in your outlook on life in general. Hats off to you, Jennifer. Good luck with Zelda, and as for Duck Dodgers, you should be able to pick it up online. We found a copy at Gamestop.com for about \$25 used. Hope that helps!

NO MORE WIENERS

I work at a grocery store. You guys work for a video game magazine. Can we switch jobs?

Ectogamut
Via AOL.com

Well Ecto (if we can call you that), at the time of writing this for you, virtually everyone would be willing to switch places with you for a while. You see, we're slaves to you, the reader. We are in this cramped, vermin-infested nest of chaos loosely called an "office" for hours upon hours on end to get you your shiny new issue of GI on time every month. Sure it may sound like a sob story (because it is), but the fact remains there's much more to the magazine biz than meets the eye. Bagging groceries and stocking shelves doesn't seem too bad to us from time to time – that probably gives you a good idea of what it's like around deadline time here.

CONSOLE QUANDARIES

Dear guys,

I've been reading GI for a while now – since '98. I really like the fact that you guys don't target only male gamers, because there are a lot of us chicks out there who love our games. Okay, now I have a serious question: In the past few years, several new consoles have come out on the market. Right now, all I have is a regular old PlayStation. I want to get a new console, but I don't know which one will have the best kinds of games I'm looking for. My favorite games are RPGs and, occasionally, platformers. Which system can I go with to get the best RPG and platform titles? Thanks in advance!

Hannah
Via AOL.com

If your favorite kinds of games are usually RPGs, then we have no choice but to recommend the PlayStation 2. The fact that Square Soft is in Sony's corner is reason enough to turn any RPG fan's crank. From what we've seen of Final Fantasy X, you won't want to miss it. As far as a platformer system goes, we have a feeling it'll be a toss-up between the GameCube and the PS2. Sony has developers such as Insomniac (responsible for the Spyro series) and

Naughty Dog (Crash Bandicoot 1, 2, and 3) to lean on when the platform war heats up, but Nintendo has its vaunted first-party development team, as well as Rare (Banjoo-Kazooie) which will make things very interesting come Christmas time. So if there was a gun to our heads and we had to give you an answer, it would be the PS2 right now. But remember, Hannah, you must do what you feel is right, of course.

A BLIND BOYFRIEND

Hey Fellas!

I just had one quick question for you. First, the question: My boyfriend has just bought a Game Boy Advance, and picked up a copy of the Pokémon Trading Card game for it among his other related purchases. After reading through the manual, he asked "Um, I don't see an infrared port...so how are people with the GBA supposed to trade decks?" We seem to be left with the following possibilities: (A) My boyfriend is blind and just hasn't managed to find the IR port on the GBA; (B) Nintendo's Backwards Compatibility Fairy has figured out a way to alter the IR port functions from the GBC so that the GBA hasn't lost that portion of the GBC's functionality, and he just needs to have said way explained to him; (C) He's SOL (which, it could be argued, he is anyway for donating his hard-earned piastres to the Little Yellow Rat Cockfighting Retirement Fund). Can you help us out?

Lots of love,
Alexis Bailey
Reston, Virginia



We have good news and bad news, Alexis. First the good news: Your boyfriend is not blind. There is, in fact, no IR port on the GBA. Now the bad news: We didn't have a solid answer for the deck-trading debate, so we went straight to Nintendo to give you the company's position. Representatives answered as follows, "Currently, the Game Boy Advance cannot trade information using infrared technology because it doesn't have an infrared port. An accessory has been announced in Japan that will allow this to happen; however, this accessory has not been announced in the US and we have no information regarding the possibility of release in the US. Consumers can check Nintendo's website for the most up-to-date information concerning new accessories." So it seems your better half is SOL for the time being, but that's not to say that it'll stay that way. Tell him to squirrel away those piastres and wait for the coming of an IR accessory. However, it sounds like it could be a while.

ENVELOPE ART

AUGUST WINNER!



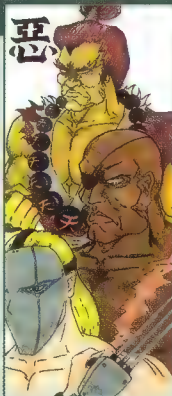
Jhon Thomas
"Wyld Stallions rule!"

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit, or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

Send to:
Game Informer
Envelope Art Contest
10120 W. 76th St.
Eden Prairie, MN 55344



Paul Schmalenberg
Weeeeeeeeeeeeeeeeeeeeeeeeeeeeee! Look Ma, no brains.



James Xu
The line at the unemployment office for fighting game characters.



Danny Lamberson
Game Informer readers are crazy! Crazy like a fox!



Ronald Tacsion
We still think Tomb Raider would make a better anime than live-action movie.

GI NEWS

TEKKEN 4 ATTACKS!

Tekken Tag Tournament was a great way to launch the **PS2** with some punch, but now **Tekken 4** is gearing up for an even bigger bout to take place early next year. *GI* has gotten hold of some shots of this fighter, as well as some new moves to take foes downtown. These pictures were taken from the **System 246** arcade board, which is compatible with the PlayStation 2's architecture.

Environments will play a larger part in *T4* than in previous *Tekkens*. Interactive objects will be available, and using corners and walls effectively can make you a winner. Bounce Steve Fox's noggin off the concrete and add insult to injury on the down attack. Space will be more important than ever. The sidesteps are now utilized better, and are crucial in getting the upper hand in this deadly doo-si-doo. Grapples to change your position can turn the tide of a close fight in a second.

Of course, beating the tar out of everyone in the newest *Tekken* tournament is your primary motivation. Those looking for more will find a resurrected Kazuya – now interjected with the Devil Gene from the True Ogre in *T3*. Heihachi Mishima's desire to capture this DNA leads him to his son Kazuya and the announcement of the fourth King of Iron Fist Tournament.

New characters Christie Monteiro and Craig Marduk join a cast of old friends in a whole new evolution in the *Tekken* experience. Check out the detail in the face of the resurrected Kazuya. The articulation on individual hairs as they sweep away from his head is amazing – and we can't stop staring at his left eye that burns a mad crimson. Damn! Keep it here for other such insights as more become available.





LARA TAKES WORLD BY STORM

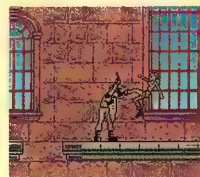
Lara Croft has turned gamers' heads since her debut in 1996 on the **PlayStation**, and now she's officially the first video game star to command the complete attention of the movie box office. **Lara Croft: Tomb Raider's** opening weekend easily captured the number one spot, bringing in a whopping \$48.2 million – grossing more than the next three films combined.

Usually, movies based on video games have disappeared at the box office like a pimple on a blind man's ass, but good, bad, or lukewarm reviews aside, **Tomb Raider** is just the beginning for star **Angelina Jolie's** incarnation of Croft. She has already signed on to do two more sequels.

What does this mean for the games themselves? An **Eidos** spokesperson told us, "The movie and the game will always remain separate entities" (i.e. no adventures based on any films), but **GI** has heard that there will be

some changes in store to reflect Jolie's popularity. The tentatively titled **PlayStation 2** vid **Tomb Raider: Next Generation** could see the end of Lara's telltale aquamarine top and khaki shorts in favor of Jolie's black garb. Could this signal the sort of changes the series needs?

Also making a splash is a new Croft adventure for the **Game Boy Color** being put out by **Activision**. **Tomb Raider: Curse of the Sword** looks to use the same engine and feature much of the same action as the first **TR** GBC adventure already put out by **THQ** and **Eidos**.



GI NEWS

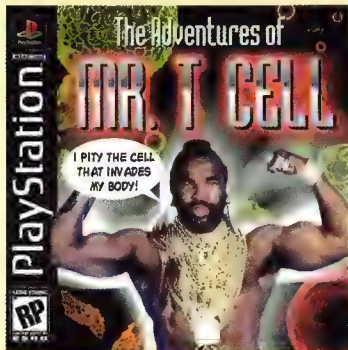


R&D

Game Informer's research and development operatives search the globe, seeking out the untapped licenses that will become tomorrow's killer games. If you have any great ideas for games of the future, be sure to drop us a line. Maybe we'll use our godlike power over the video game industry to turn you into a millionaire -- or just steal your idea.

THE ADVENTURES OF MR. T CELL

Mr. T Cell comes from the mean streets of the lower intestine. He's seen infection and he's seen intruder cells. He's put the smack down on contagions, and regulated viruses. Now he finds himself transferred to the unknown territory of the respiratory system. He soon learns that he isn't the only one who's been called up. He sees a lot of his buddies from the lower GI who've received this assignment as well. It seems there are strange things afoot in the windy city. A nasty bronchial infection is taking hold in sector X-138 -- that's where you come in. Taking control of Mr. T Cell, you battle your way through the lungs using your Cytotoxic Blaster and your Antigen Zapper to dispose of the evil Bronchitis and his lackeys. Along the way you'll meet up with Mr. B Cell who will allow you to call in massive Cell Strikes through the activation of the Lymphokine Launcher. Devastating in effect, but taxing to your body, this weapon must be used sparingly. Mr. T Cell says, "I pity the cell that invades my body!"



NAME THAT GAME

Sir Gawain was a great knight, but this quest on the PS-X, courtesy of Psygnosis, was nothing more than a fool's errand. Released in 1996, your mission was to protect Camelot from the evil Morgana in a point-and-click affair that numbed the senses. If you played it you won't need to guess what it is -- you'll instantly recognize it by its awful stencil.



(Answer on page 19)

SEGA TALKIN' CROSS-PLATFORMIN'

During a **Sega** conference in Japan, the company announced that it plans to expand its experiments with cross-platforming by now utilizing the **PlayStation 2** and **PC**. The first fruit of this new friendship is **Guru-Guru Onsen 2** (!?). Sure, card-playing thrills aren't the first thing on your mind, but this is just the start. Renditions of **NFL** and **NBA 2K3** are said to be the first pair of marquee names on the docket.

Sega of America has acknowledged the proceedings over yonder, but has yet to make an official announcement itself. An SOA spokesperson told *GI* that Sega is "constantly investigating new technologies and solutions for delivering the best possible online gaming experience." Fret not, it'll be here.

In other Sega online news, it has been decided that **Phantasy Star Online Version 2** will implement a pay-to-play structure. The original's success has prompted the company to start charging customers for *Ver. 2*, even though the first can still be played for free. Sega has yet to declare the exact pay structure of the second next-gen *Phantasy Star*.

GAME OVER FOR MIDWAY ARCADE



Midway Games has officially announced that it is getting out of the arcade business in order to commit itself full-time to the next-gen home consoles and handheld **Game Boy Advance**. Midway itself started out as the arcade division of **Bally**, and in 1978, Midway brought over a hugely successful Japanese game from **Taito** called **Space Invaders**. The company went on to put out other hits into arcades like **Pac-Man** and numerous others.

This development doesn't come as a surprise given the boom in home video game entertainment, but it saddens all here at *GI* who were there to experience the emergence and heyday of arcades.

XBOX DVD ADD-ON

Shortly after revealing its online plans and other details for the **Xbox** (see last month's *GI News*), Microsoft has laid bare the DVD playback aspect of the console (the drive is designed by **Philips Electronics**). The **Add-On Remote Control** will only cost you \$29 -- a price that chief Xbox officer Robbie Bach said, "is only for about 10 or 15 percent of the people who we think are going to want to play DVD movies on the box."

It may irk some to have to pay extra for this feature, but considering the amount of people who already own players, plus the fact that **Microsoft** wants the public to see the Xbox as a game platform first, maybe this isn't such a bad idea.



ALL ABOUT EOE

Developer **Yuke's** and publisher **Eidos** are looking to spear the **PlayStation 2** with something good — **EOE: Eve of Extinction**. The creators of **WWF SmackDown!** may seem like an odd choice for this action/adventure vehicle, but taking a look at the shots below, it's easy to see how the developers' excellent grasp of the intricacies of one-on-one combat would help the title.

EOE's story revolves around the ultimate weapon, The Legacy, and protagonist Josh's relationship to it. Collecting crystals gained by defeating bosses earns you the power to transform The Legacy into a myriad of different shapes — all promising various methods of destruction. Energy shots, time-stopping abilities, and anti-gravity functions also serve in your quest to save girlfriend Elie, beginning this November.



THE GOOD, THE BAD, THE UGLY

UGLY — **Jay Fizzleoff's** singing in the rain has earned him a hole in his right forearm the size of a quarter. The godfather of punk rock took a spill while prancing around in an almighty hailstorm for the ages. Don't worry, though, spectators say Jay did a perfect imitation of **D.R.I.'s** moshing man logo before he went down.

GOOD — **Pixis Interactive** is planning to market adult DVDs playable on the **Xbox** this fall, something that **Microsoft** isn't happy about. It needn't worry about being the only smut magnet, however, as Pixis is also going to inundate the **PlayStation 2**. Apparently, there is little either company can do about Pixis advertising compatibility with the consoles.



GOOD — **Twisted Metal: Black (Sabbath)** is coming to your town this summer. **Sony** and **Ozzy** are hooking up so you can headbang and cause pain at **OzzFest**. **PlayStation 2** kiosks will be set up so you can play **TM:B** while you bark at the moon with a bunch of fairies wearing boots on a crazy train that will cry no more tears like a miracle man.

BAD — **GI** received this communiqué recently: "**Sierra** regrets the cancellation of **Half-Life** for the **Dreamcast** due to changing market conditions." DC **Half-Life**: The game that whimpered without a bang.

GOOD — Negative press is good press for **Rockstar's** rioting title, **State of Emergency**. Washington State politicians are angered at the game's similarity to the **World Trade Organization (WTO)** riots that caused \$3 million in damages. Although "purely coincidental," Rockstar's mature-rated vid has you stirring up as much mayhem as possible in order to destabilize the American Trade Organization (ATO).



LOOSE TALK

Wherever there's a juicy rumor in the industry, Game Informer experts are on it like a fly on stink. If loose lips are spraying hot gossip, we're sucking up the secret saliva and drooling it all over this section. Loose Talk exposes inside rumors for all to see. These leads may turn out to be 100% untrue, but then again, they could also be dead honest, and you've just learned about them months before anyone else!

Although **Tony Hawk 2X's** appearance on **Xbox** hasn't blown too many away, the console isn't done with him just yet. Eager to catch up with the crowd, a **THPS 3** for **Microsoft's** system is being worked on as we speak. Xbox's broadband out of the box should make this one all the better.

Due to the clamor for **Final Fantasy Chronicles**, Loose Talk has heard that **Square** is planning to put out new renditions of **FF VII**, **VIII**, and **IX**. Similar to **Chronicles**, these versions should have added cutscenes to juice them up.

Remember that chick swinging the hammer for the **Xbox** under the name of **Malice**? The game wasn't at **E3**, and the word is that **Microsoft** now doesn't want to publish the title it once touted. In fact, **Malice** is currently being shopped around, and could even end up on a system other than Bill's.

Enix is working on a **PlayStation 2** horror title involving significant amounts of movie footage. Similar to the Japan-only game **Love Story**, **Fear** will feature lots of first-person interactive cutscenes to complement its **Blair Witch**-esque vibe.

Infogrames has talked about utilizing the **Atari** name on its products. The French company owns the rights to the branding through its ownership of **Hasbro** (which in turn owns Atari). It isn't known if the name Atari will replace Infogrames altogether, or if Hasbro Interactive will take it up. To start, Infogrames CEO **Bruno Bonnell** has said that **Stuntman** and the **Unreal** series will use the classic moniker.

VIDEO GAME TRIVIA



Yummy yum! There's nothing better in the world than a refreshing can of soda! After taking this difficult quiz, your score will determine which carbonated flavor best suits your taste buds. Before you begin, however, you have to promise us that from here on in, the only pop that touches your lips is the one your score so accurately selects.

Question 1: In 1972, Nolan Bushnell formed the company Atari, Inc. In the beginning, however, Nolan wished to name the company something else, but someone had already beat him to the punch. What name did Nolan originally propose?

- A. Syzyzy
- B. Digital Dreams
- C. Safari
- D. Tech Spec

Question 2: Daring to be different, Sega combined the panel-to-panel artwork of comic books with the action of video games in the obscure title, Comix Zone. What was the name of the main character and what was his occupation?

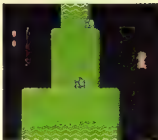
- A. Slade Bolt – undercover detective
- B. Haley Fault – marine biologist
- C. Taz Powers – garbage man
- D. Sketch Turner – starving artist

Question 3: Volition, the developers of Red Faction and Summoner, was formed after the split-up of what company?

- A. U.S. Gold
- B. Parallax Software
- C. Time Warner Interactive
- D. Domark Software

Question 4: Believe it or not, Super Mario 2 was not a traditional Mario game when it released in Japan. What was the original name of the game?

- A. Magical Arabian Knight Romiko
- B. Toki Doki De Wagamama
- C. Sushi Sam: The Adventures of Squid Boy
- D. Yumekojo Doki Doki Panic



Question 5: In the Sega CD game Snatcher, you play the role of a JUNKER. What is that an acronym for?

- A. Justices Undermining Nazi Killer Exportation Raid
- B. Jaded Umbrellas Never Kill European Residents
- C. Japanese Undercover Neo-Kinetic Elimination Ranger
- D. Jackyl Urban Nation Kriminal Extermination Ranger

Question 6: Named after novolin human insulin, Sculptured Software's Super Nintendo game, Captain Novolin, taught children about diabetes and the dangers that lie within. What was the goal of the game?

- A. Prevent aliens disguised as sugar-heavy junk foods from taking over the world
- B. Combat Hypoglycemia Man and his glucose minions
- C. Battle the evil Porkuspike to overcome your fear of hypodermic needles
- D. Seek out a bite from the Bubble Gum Vampire to cure your blood sugar ailment

Question 7: The Commodore 64 made its debut in September 1982 with an incredible retail price. How many clams did it take to bring this machine home?

- A. \$295
- B. \$595
- C. \$399
- D. \$199

Question 8: Who was the star of the 3DO game, The Daedalus Encounter?

- A. Kim Fields
- B. Lucy Lawless
- C. Tyra Banks
- D. Tia Carrere

Question 9: In 1953, the visionary Shigeru Miyamoto entered the world, then proceeded to change the face of gaming as we know it. In what city was he born?

- A. Kyoto, Japan
- B. Sonebe, Japan
- C. Tokyo, Japan
- D. Toronto, Canada

Question 10: Before coming to the US in its original form, the SNES fighting game, Ranma 1/2, was Americanized into what game?

- A. Rival Turf
- B. Street Combat
- C. Tuff E Nuff
- D. Fighter's History

Score and Rank



0 Sugar Free Diet Shasta Chocolate



1-3 Tab Clear



4-6 OK Soda



7-9 Rondo Citrus Soda

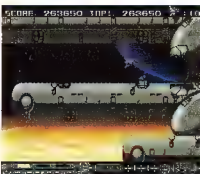


10 Jolt

SEGA SUPPORTS ITS PS2

Now that the Dreamcast is gone, Sega is moving like wildfire to push its product onto other systems. Sony of Europe has just signed an exclusive deal with the former DC makers that will put out at least seven titles in PAL territories for the PlayStation 2. This agreement includes new and old games like *Virtua Fighter 4*, *F-355 Challenge*, *Space Channel 5* (and its sequel, the tentatively titled *K-Project*), *Headhunter*, and *Ecco the Dolphin*.

Your interest in Europe may not extend beyond seeing the rebirth of Scorpions on the Late Late Show, but this does have relevance to all of us. *Tetsuya Mizuguchi's* follow-up to *Space Channel 5* will surely garner significant interest from any red-blooded American male in search of the second coming of *Ulala*, and *Ecco* and *Headhunter* wouldn't be unwelcome either. *GI* contacted *Sony of America*, but no decisions have been made on these titles as of yet.



PHALANX COMING TO GBA

Kemco has announced it is porting its Super Nintendo shooter *Phalanx* to the Game Boy Advance. Although not an incredibly strong seller during its initial run, Kemco hopes the GBA addition of a bomb attack will help improve the game's popularity. What *GI News* wonders is whether the bizarre box art from the SNES version – an old man with a banjo in a rocking chair – will be retained. *Phalanx* is scheduled to strum its way into stores in August.



76% of the time, the caffeine does the talking in our writing

87% of the space on Matt's hands are covered in paper cuts after leafing through all 100 issues of *GI*

43% of all *GI* issues contain hidden evidence of our deep, abiding love of Wayne Newton

0% of the staff joined Justin in eating the months-old KFC found in the back of the fridge

61% of state troopers clean up bloody highway accidents using jugs of Coke

DATA FILE

► Go home, very, very happy with a **Game Boy Advance** from **Blockbuster**. The chain will start loaning out the console and an initial roster of 15 titles for a five-day rental period. Games such as **Tony Hawk's Pro Skater 2**, **Super Mario Advance**, and **FZero: Maximum Velocity** will be a part of the first available carts.

► Japanese greats **Square**, **Enix**, and **Namco** are banding together to deliver online games and distribute courses. Square's **Play Online** will debut over their next March, and Internet versions of **Tekken** and **Dragon Quest (Dragon Warrior in the States)** could be on the horizon. Details between the companies are still to be ironed out.

► **GBA's Mario Kart Advance** has undergone a name change. Now titled **Mario Kart Super Circuit**, the update of the SNES's **Super Mario Kart** is currently scheduled for a release in late August.

► **PaRappa the Rapper 2** is being readied in Japan for the **PS2** this fall. A two-player Battle mode has been added, and more interaction with your teacher will help you in the early stages of the game. Whether or not you'll be able to play as other characters isn't known. In this tale, PaRappa goes out searching for mad props on the street, only to butt heads with rivals the Noodle Group. GI expects **PaRappa 2** to hit the US next year.

► **Sun Microsystems** and **Sony** have agreed to integrate Java capabilities into the **PS2** starting at the end of this year in Japan. This will enable the console to be linked to PDAs, cell phones, and other wireless devices for cross-platform communication.

► Due to a partnership between developer **GameArts** and publisher **Enix**, an all-new **Grandia** installment is in the works. **Grandia X** on the **PlayStation 2** looks to hit stores next spring in Japan, although no US details have emerged yet. **Ulti Soft** is preparing to put out a **PS2** edition of **Dreamcast's Grandia 2** over here by the end of the year.

► **Interplay** is said to be on the selling block. French publisher **Titus Interactive** owns almost half the company, but isn't looking to sell its shares off. Chinese telecommunications firm **Pacific Century Cyber Works** is in negotiations with Interplay working out a sale. Last year PCGW acquired publisher **Jaleco**.

► **Crave** is expanding onto the **GBA** via titles **Razor Freestyle Scooter** and **Men in Black: The Series** in the third quarter of this year. Both licenses will include the features that made them famous on the **PlayStation** and **Game Boy Color**, respectively.

► **ATI** has changed the specs on **Nintendo's GameCube** platform. The **Gekko CPU** has been upgraded from 405 Mhz to 485 Mhz while the **Flipper chip** has been lowered to 162 Mhz from 202.5 Mhz. These changes will result in an increase in processor and bus speed.

Name That Game Answer:

Chronicles of the Sword

NEW HEROICS FOR ONIMUSHA 2

Capcom of Japan has released the first official shots of **PS2's Onimusha 2** – a new tale with some old twists that takes place in the year 1573, ten years after the first one. New hero Yagyu Juyubei, like the first protagonist, is based on a real actor. This time it's the deceased Yusaku Matsuda (Black Rain) who will be the inspiration behind a game that encompasses many more varying locations than before.

Pre-rendered backgrounds have been spruced up with rain effects to make undead Lord Nobunaga's destruction of Yagyu's town that much more dramatic. Other characters joining in on the quest for revenge include a female knight named Oyuu, Yagyu's gun-wielding companion Magoichi, and even Kaede from the original game. Does this mean we'll see Samanosuke? Stay tuned...

Note to Capcom: Readers of *GI* issue #95 want to know why there's no eye patch anymore!



GBA/PS2 IN NUMBERS WAR

Nintendo's Game Boy Advance launch was an unqualified success, but was it the best ever? The initial launch numbers are back for the handheld, which debuted on Monday, June 11, with all 500,000 units selling out. The company subsequently rushed out a relief shipment of 100,000 the following weekend. *GI* spoke with a Nintendo representative who assured us that another half million will go out by the end of June.

Executive vice president of Nintendo, **Peter Main**, trumpeted, "We knew demand was going to be strong – but this is a record-setting response." Really? **Sony** is now claiming that its **PlayStation 2** launch is the real deal. **Molly Smith**, SCEA's Director of PR, countered that Nintendo's TRSTS sales data only represents 75 to 80 percent of the market, thereby undercutting PS2 by a couple hundred thousand units. Round 2 begins with the **GameCube** launch on November 3...

CONTEST

HAVE A BLOODY ROAR WITH YOUR NEW PS2!



Did you kick and scratch in vain for a PlayStation 2? Not to worry. GI and Bloody Roar 3 will make getting your hands on the console and this primal fighting game easier than ever – provided you have the fury to fight like an animal. Enter now to win a PS2, a copy of the PS2 title Bloody Roar 3, and the Japanese soundtrack by following the instructions below. Busuzima's tongue-lashing special attack won't sway our judges, you'll have to save that for the game.

Grand Prize (1)

- A Sony PlayStation 2 console
- Bloody Roar 3 PS2 game
- Soundtrack to Bloody Roar 3

Second Prize (4)

- Bloody Roar 3 PS2 game
- Soundtrack to Bloody Roar 3

Third Prize (5)

- Bloody Roar 3 PS2 game

There Are Two Ways To Enter:

(1) Send a POSTCARD with your NAME, ADDRESS & TELEPHONE NUMBER to:

Game Informer's Bloody Roar 3
10120 W. 76TH ST
EDEN PRAIRIE, MN 55344

(2) Send an EMAIL with your NAME, ADDRESS & TELEPHONE NUMBER to:
bloodyroar3@gameinformer.com

Your name will be placed in pool of valid entrants for a random drawing to be conducted on September 10, 2001.

GAME INFORMER'S BLOODY ROAR 3 OFFICIAL RULES

1. NO PURCHASE NECESSARY. To enter, send your name, age, address and phone number on a postcard to: Game Informer's Bloody Roar 3, 10120 W. 76TH ST, EDEN PRAIRIE, MN 55344. Or email your name, age, address and phone number to: bloodyroar3@gameinformer.com. Entries must be received no later than September 10, 2001. One entry per person. Duplicated entries will be disqualified. Game Informer may use the "Sponsor's" or not responsible for our site, mistakes, omissions or misstatements herein. 2. PRIZES. One (1) grand prize winner will receive a Sony PlayStation 2 console, a Bloody Roar 3 PS2 game, and a Soundtrack to Bloody Roar 3 (approximate retail value \$300). Four (4) second prize winners will receive a Bloody Roar 3 PS2 game, and the Soundtrack to Bloody Roar 3 (approximate retail value \$80). Five (5) third prize winners will receive a Bloody Roar 3 PS2 game (approximate retail value \$40). Sponsor reserves the right to substitute any equal or greater value prize or combination. Prizes are non-transferable and non-redeemable. 3. WINNERS. Winners will be determined by a random drawing of all valid entries received by the Sponsor, whose decisions are final. Drawing will be held on or about September 10, 2001. Winners shall be notified by mail and/or telephone. Please allow us the right weeks for delivery of prizes. 4. ODDS OF WINNING. The odds of winning depend on number of valid entries received. 5. ELIGIBILITY. Promotion open to residents of the United States only. Residents of any jurisdiction are unable to win will result in disqualification and an alternate winner will be selected. Winner may be required to sign an affidavit of eligibility/verification of residency/proof of address within 14 days of receipt or forfeit prize. If the winner is a minor, their prize may be awarded to winner's parent or legal guardian. 6. ACCEPTANCE OF PRIZE. Winner agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without additional compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, licensees or related companies are responsible for any damage, injury, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. 8. RESTRICTIONS. Void where prohibited or restricted by law.

100

th

ISSUE
SPECTACULAR

The issue you currently hold in your hands marks more than Game Informer making it through 100 issues. Since the magazine didn't go monthly until issue 19, the big one-oh-oh is also GI's tenth anniversary as a publication. Ideas for what to include in this doubly important periodical have been floating around the office for years, and it became a topic of more and more debate as its arrival approached.

Ultimately, we tried to include a little bit of everything we wanted and thought should be in a 100th issue, as well as provide the reviews, previews, and regular departments that got us this far in the first place. As you turn the page you'll find the 100 greatest games ever, as decided by folks in the industry, the editors of GI, and you, the reader. Venture past this monstrous compilation, and you'll get a look back at Game Informer's shining moments and most idiotic ramblings, and then a quick video game history lesson broken down into 100 momentous tidbits. We close it all down with a listing of every game GI has ever reviewed, and if you hunt around your mag you should find a poster that has every Game Informer cover on it.

The road to issue 100 has been a long and strange one, and not without its difficult moments. As we look both forward and back, we realize that there will be many more laborious times, but that it's all worth it in the end. We hope you agree, and we hope you enjoy this culmination of our work.

Issue 100 Features

22 THE TOP 100 GAMES OF ALL TIME

For months we've been compiling a list of the finest games as suggested to us by those in the video game industry. Then, in issue 98, we ran a small piece requesting reader votes for the best games, and things really got crazy. Thousands of votes and a few crying GI editors later, we finalized a list of the most excellent games that ever were. Get ready to disagree, be outraged, and maybe, just maybe, be happy with a few of the 100 games that were deemed the greatest of all time.

42 10 YEARS OF GAME INFORMER: GREATEST HITS & MISSES

Throughout the years, Game Informer has made many a bold prediction that has come true. Of course, we've also blurted out tenfold more unfounded statements that have come back to haunt us. Come take a tour of GI's history to see it at its best, and its most heinous.

50 100 DEFINING MOMENTS IN VIDEO GAMES

It all had to start somewhere. Good or bad, these are the 100 moments in history that have most shaped video games as they are today.

54 ULTIMATE REVIEW ARCHIVE

Replacing our normal one-page Review Archive is this gigantic listing of over 2,500 games that GI has reviewed in the past ten years. Ever wondered what Goofy's Hysterical History Tour for Sega Genesis scored, but you were too lazy to pull out your polybagged, cardboard-backed March 1994 issue of Game Informer? Your quick-reference wish has finally come true.

INSERT GAME INFORMER COVER GALLERY

A wonderful trip down memory lane for you to frame and hang on your wall. Or if you think anything with an image of issue 10 on it is an eyesore, you can turn it around and enjoy the wonderful ad on the reverse side. Convenient, no?

TOP 100 GAMES OF ALL TIME

When we at Game Informer planned to include a “best games of all time” list in our 100th issue, the first thing we had to decide was, what makes a game great? Should pioneers in the field like Pong or Spacewar be high on the list because of their importance? Or should a title like Tetris automatically be in the top ten simply due to the success and mass appeal the game enjoyed? What factor was most important in a game earning a position on this list: Fun? Sales? Technological achievement? Nostalgic reminiscence?

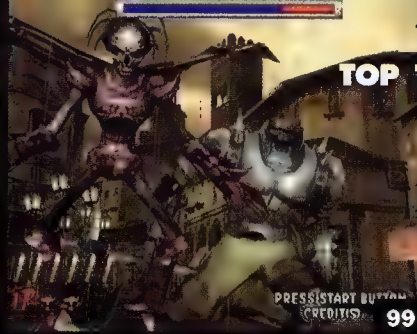
We finally determined it wasn't up to us to decide. Instead, we let the voters figure it out. Without intentionally giving any inkling of why games should be nominated, we asked those in the industry and readers simply, “Send us your opinion on what should be the greatest games of all time.”

Emails and letters came in droves. Some named just one title as worthy, one listed 244 games on both sides of 11 sheets of notebook paper with a brief description on why each game deserved inclusion. We tallied every vote.

In the end, we received over 3,000 votes and had a document that contained around 600 games. After a few days of paring down the list and having heated arguments over which titles should win ties, we arrived at the list you find here. Don't agree with how it turned out? Don't blame us, we were just the moderators.



100



99



98

100

APE ESCAPE

True originality comes along very rarely in video games. Ape Escape has innovation coming out of its monkey pores. Its inventive use of the Dual Shock controller made this already astounding game even better. And what's not to love? Great gameplay, tons of gadgets, challenge galore, and, best of all, getting to club and net monkeys. A PlayStation 2 sequel has recently surfaced, and nothing could more excite platformer fans who had the pleasure of the first.

99

THE HOUSE OF THE DEAD 2

This sequel took the already insane action of undead hordes relentlessly coming at you to a more intense, more gory level. Shooters don't come any more hectic than House of the Dead 2. With head shots a requirement and innocents to save, the only way to describe the action is frantic. The arcade version came to Dreamcast in perfect form. Unfortunately, without an equally perfect gun accessory, it lost something in translation, but not enough to keep it off this list.

98

STARCRRAFT

In a game that revolutionized multiplayer head-to-head action, StarCraft packed a large graphical punch as well as a means to an end. If you thought you could talk the talk and walk the walk better than

everyone else, you could find out via BattleNet. Aside from the endless replay value, the single-player campaigns were engrossing and amazingly diverse. Mastering the strengths of each race took time, cunning, and patience. StarCraft remains one of the most popular strategy games.

97

MORTAL KOMBAT II

Characters in Mortal Kombat II risked having their arms ripped off, their bodies bitten in half, and their heads eaten – all in spectacular fountains of blood. Hmm...wonder what all the controversy was about? Whether its entertainment comes more from the gameplay or the gore galore is debatable. The only thing for sure is MK II delivered a fatality to people's wallets in the arcade and in the home.

96

TETRIS ATTACK

Why this SNES game has Tetris in its name we have no idea. What we do know is that Tetris Attack is one of the most addictive puzzle games ever created. The premise is to match like-colored blocks by moving them on the grid with your cursor. When they match up they disappear, and drop on your opponent. Bigger combos drop bigger blocks, and thus the madness begins. This game can also be found on Game Boy and on N64 as Pokémon Puzzle Challenge and Pokémon Puzzle League, respectively.

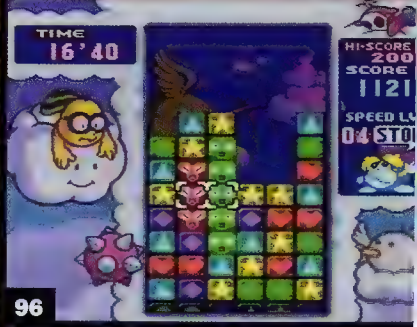
95

NBA 2K1

Not content to just leave well enough alone, Visual Concepts took the best next-gen b-ball title and made it better. Sure, online play is always gonna turn some heads, but how about wowing the masses with a great Franchise mode, new post-up moves, and some gritty street courts? All this happened without



97



96

backing down an inch from its tight, realistic gameplay, 2K1 cemented Visual Concepts' status as a rising sports star to be reckoned with.

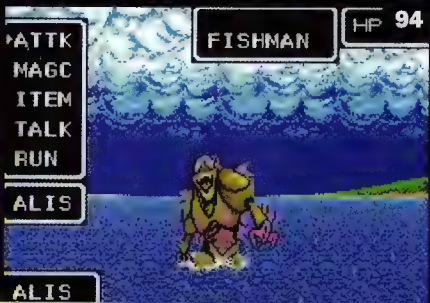
94

PHANTASY STAR

Everyone has heard of Phantasy Star, yet it seems as though hardly anyone knows how the series got its start. A full year before Enix changed the face of RPGs with the NES title Dragon Warrior, Sega had already released the graphically superior Phantasy Star. With animated battle sequences, still-frame cutscenes, and zoom-ins for character interaction, Phantasy Star was ahead of its time, and many of its elements are still used within today's RPGs.



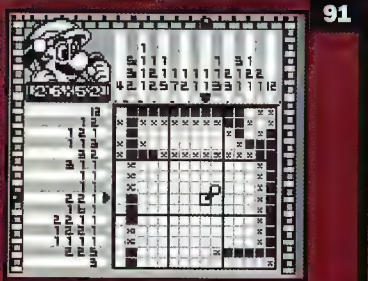
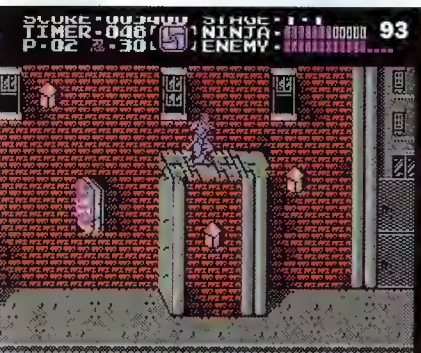
95



93

NINJA GAIDEN

It would be a long, arduous journey for Ryu Hayabusa, but gamers were there every step of the way. Being an early user of cinematic cutscenes, this 8-bit side-scroller found fans glued to their seats to see where the plot would take them, not to mention the action.



Although the third installment of the title was weaker than the first two, Ryu would later be enshrined in Tecmo's Dead or Alive fighting hall of fame.

92

COOL BOARDERS 2

UEP Systems' Cool Boarders series introduced a hungry gaming nation to extreme sports on the PlayStation and the world would never be the same. Cool Boarders 2, the high point of the series, is a difficult game that challenges the gamer to reach snowboarding Zen in order to tackle its monster hills and jumps. It may not be as sophisticated as Tony Hawk's Pro Skater, but there would be no Tony Hawk without Cool Boarders.

91

MARIO'S PICROSS

The premise of cross referencing numbers to locate pixels that you must uncover to create a picture sounds about as entertaining as pulling your eyebrows out with tweezers, but in the case of Mario's Picross, it's pure genius. Many of the staff members here at Game Informer have defeated this game many times over, but its brain-busting puzzles keep us coming back again and again. Plus, Mario's Picross will make the backhoe live forever in gaming history.

90

SUPER BOMBERMAN

What can we say? This game is the bomb! Magazine and game development houses across the globe have all missed a deadline or two to Super Bomberman's charm. Certainly, the one-player adventure has its moments, but the true way to experience Super Bomberman is with three of your friends in multiplayer Battle Mode. It may look cute and happy, but multiplayer Bomberman is nothing but brutal and bloody because, once you start talking smack, the hours just disappear.



89

BALDUR'S GATE II: SHADOWS OF AMN

Building on the vaunted Baldur's legacy, this sequel was constructed with exquisite detail and careful attention to every conceivable facet of gameplay. Quickly becoming a critical darling, BGII found its way into hundreds of thousands of homes across the world. Blending multiplayer abilities with engrossing plot lines and eye-popping graphics, this title had many fans screaming for more as they finished their 200-plus hour foray into the Forgotten Realms.

88

ROAD RASH

There have been many motorcycle racing games over the years, but not until Road Rash did they feature the ability to beat the tar out of your opponents. Like the movie *Death Race 2000*, the goal of Road Rash is to win any way you can. The thrill of kicking your opponents off their bikes is almost as good as zinging through traffic at mach speeds, but there's nothing better than getting both rushes in the same game.

87

HOT SHOTS GOLF

Sports titles usually err on the side of being too simple or too complicated, but PS-X's Hot Shots Golf straddled the line with charm to spare. Even though the cartoony look prompted GI to cry, "Not a Golf Sim," Hot Shots proved to give even veteran golfers fits on its courses. Replay depth was added with hidden characters and courses, and its lack of intimidation would pave the way for titles like *Cyber Tiger* and *Mario Golf*.

86

TOMB RAIDER

Sometimes it takes a woman's touch. Where Indiana Jones or Prince of Persia failed to make huge video game inroads, Lara Croft's English accent and twin guns made gamers and nonplayers alike a captive audience. Peel off the pretty layers, however, and you had a title with brain-busting puzzles, platforming, quick gunplay, plus plot twists and turns. Even though many thought even a sequel was a game too many, the movie starring Angelina Jolie means Lara is bigger than ever.

87

88

89

90

91

92

93

94

95

96





86



85



84



83



82



81

85

NFL 2K1

Sega returned with the Dreamcast, and provided stiff competition to EA's Madden series in only its first year out (NFL 2K). One installment later and Visual Concepts' franchise got even more game by becoming the first football title to go online. Growing in other ways, 2K1 made its running game more accessible, and the series itself was the first to introduce populated sidelines. NFL 2K1 has stamped "Sega" on the sport and paved the way for a solid franchise.

84

RC PRO AM

A classic in every respect, Rare's RC Pro Am combined racing with power-ups, weapons, and an item collection system that allowed you to graduate to a higher vehicle class. This release continues to amuse and amaze with its fast-paced action and less-is-more graphics. Thirteen years is a long time for a game to hold its own, and this is one of the few that has done so. As fun to play now as the day it was released, RC Pro Am is a must-have for any NES owner.

83

KID ICARUS

Pit's journey through Angel Land to save Palutena from Medusa became a backwards/forwards, up/down platforming adventure that captivated and frustrated. Particularly since you only had one life per stage, and the Eggplant Wizard could cause fits. The side rooms where you could shop, heal, power-up, and pick up treasure provided plenty of action away from the fray. Some even were inspired enough to play through multiple times to get the different Medusa images at the end of this NES classic.

82

SUIKODEN

Graphically a generation behind, with gameplay that isn't a shocker, Suikoden's originality puts it ahead of much of the RPG pack. While playing, gamers recruit over 100 characters to their army, who will in turn move into and expand the castle that's used as a base. Discovering new combat moves through organization of your party is one of the best time killers in RPG history. Suikoden, and its equally excellent sequel, deserve a look from PlayStation owners who think they've seen it all.

81

AGE OF EMPIRES

Microsoft certainly wasn't the first to release a resource-based real-time strategy title, but it struck a chord with gamers with the release of its loosely historically-based Age of Empires. Part WarCraft and part SimCity, players select a civilization, then advance them from cavemen to castle builders. Of course, neighboring cultures eventually clash with one another, and thanks to Age's flawless eight-player interface, war is a welcome treat.

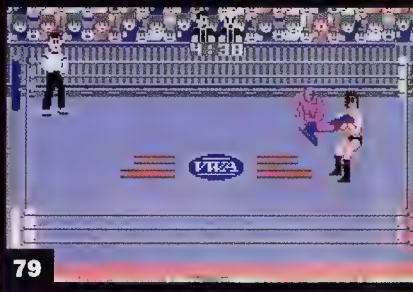
80

THE SIMS

After years of trying to shepherd your constituents into high-class apartment buildings and sky-scraping office complexes, Maxis unleashed a world where you control the life of a Sim citizen. From what kind of job they had to who their friends were, you played God. Raising a family, throwing a party, or getting into fights were only a few of the things you could arrange for your virtual family. The Sims opened up a torrent of mods downloadable through the web, and with its quirky originality, became a best-selling title almost overnight.



80



79

79

PRO WRESTLING

Pro Wrestling was the first wrestling game for the NES, and it captured the imaginations of the burgeoning home console crowd. Featuring six playable characters, each with his own special move, this title sold like gangbusters and ultimately led the way for the wrestling game explosion still in full force today. True fans of this classic title can hum the music that played during the matches; if you're one of them, you're doing it right now. This console veteran has passed the test of time with flying colors.



74



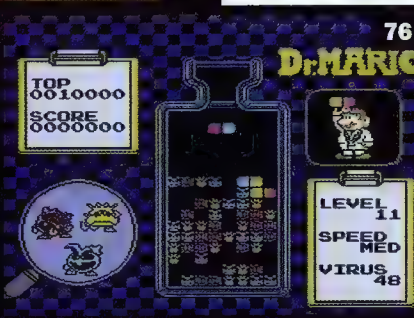
78

“Panzer Dragoon Saga is one of the most original RPGs in quite some time.”

ROBERT, **ISSUE 61**



77



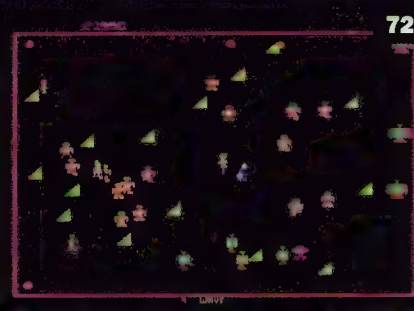
76



75



73



72



71

78

PANZER DRAGON SAGA

One of the last games released for Sega Saturn, Panzer Dragoon Saga is a gaming gem that too many missed out on. A rival of Final Fantasy in terms of combining cinematics with gameplay, Panzer Dragoon Saga is an RPG unlike many in its field. Its story, gameplay, and combat interface are completely original. Reportedly, only 6,000 copies of the game were manufactured for the US market. If more could have sampled it, its following would be huge.

77

SECRET OF MANA

A beautiful game in its own right, Secret of Mana is actually an important release in Square Soft's

history. Other than a few Game Boy titles, this really is the first time Square ventured outside the Final Fantasy realm and explored what else the RPG genre has to offer. Secret of Mana's stimulating, real-time gameplay and breathtaking settings came together to create a near Zelda killer – a feat no developer has even come close to achieving.

76

DR. MARIO

How the simple concept of dropping colored pills into a bottle to eradicate viruses turned into a game phenomenon we have no idea, but Dr. Mario is a hit through and through. Maybe it's the frantic pace, or the cute little Mario in a doctor's suit – we really have no clue. Dr. Mario has been released on almost every Nintendo platform, and you can expect it to reappear again and again in the future. Do we think this will stop people from buying it? No way. This is the one time going to the doctor is fun.

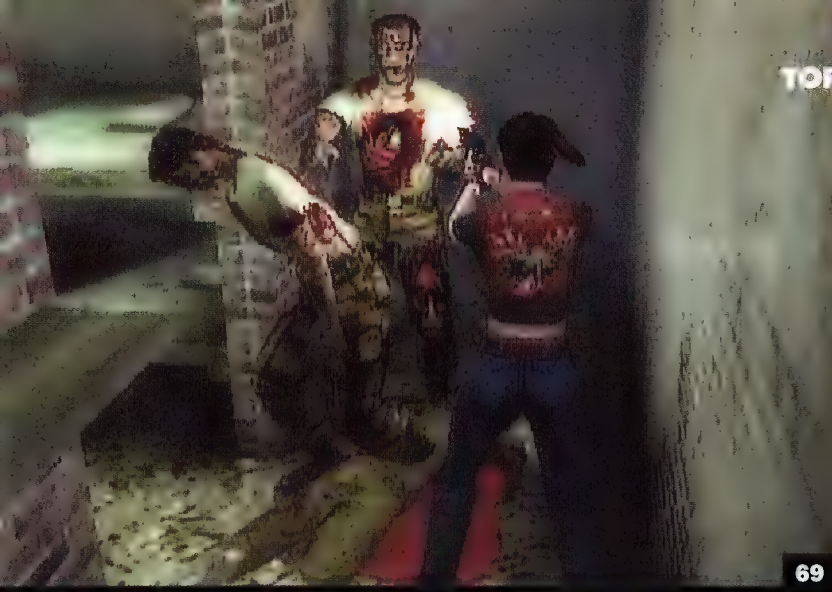
75

DOUBLE DRAGON

It has a gang that steals your girlfriend, and you and a buddy get to beat the tar out of everyone together. Is it any wonder why it's so appealing? This side-scrolling beat-em-up is still being imitated today, but it's hard to top the original fun of jump kicking a whip-wielding woman in the face. Plus, the ending where the two characters fight each other to see who gets the girl has to be one of the most pleasant surprises in gaming.

“Twenty years later, I STILL think Zork is way too difficult.”

JED GELBER,
SUBSCRIBER



TOP 100 GAMES OF ALL TIME



68

Filename Score: 10 Nov 1

> behind house
You are behind the white house. A path leads into the forest to the east. In one corner of the house there is a small window which is slightly ajar.

> examine window
The window is slightly ajar. You can see through to the other side.

> open window
With a creak, the window opens. The moon is visible outside.

Message Received

You are in the kitchen of the white house. A table seems to have been used recently for the preparation of food. A passage leads to the west and a dark staircase can be seen leading upward. A dark doorway leads down east to the next is a small window which is open.

On the table is an elongated brown sack, smelling of her presence. A bottle is sitting on the table.

Message Received

thy of vance

69

70

74

SOUL CALIBUR

It was good in the arcade. It was perfect on the Dreamcast. Not only did Soul Calibur look and play better on Sega's little white box, it contained hundreds of extras to give it a replay value few fighters could match. The expectations placed on fighting games were elevated the instant Soul Calibur saw release on Dreamcast, and it's this plateau that other developers are still struggling to reach two years after the fact.

73

TWISTED METAL 2

Not that the first game doesn't deserve adulation as well, we chose Twisted Metal 2 because this is the title where it all came together and blew everybody's socks clear off. The choice of vehicles, control schematic, environmental interaction, and sheer magnitude of destruction combine to forge an irresistible package. If not for Gran Turismo, this would be Sony's number one franchise. Surprisingly, even today, Twisted Metal 2 looks great, and proves to be just as addictive.

72

ROBOTRON: 2084

With wave after wave of screens filled with enemies, mines, and flying missiles, Robotron: 2084 had more action than one joystick could handle. Using the left stick to move, and the right to fire, players are put in charge of rescuing the remaining members of humanity from the Robotrons. With only a millisecond break given between waves, Robotron is the pinnacle of relentless arcade action, where dying actually provides a pleasant respite.

71

BANJO-KAZOOIE

These wisecracking goofballs are the innovators of cool. After all, they did teach kids a number of valuable lessons. For instance, use teamwork whenever possible. Make fun of your elders at any given chance. And always, no matter what, save the damsel in distress. In all seriousness, you really won't find a platformer with better level layouts, secrets, and character maneuvers. Really, who better to stand at Mario's side than these two highly animated and well-voiced morons?

70

ZORK

Hello Sailors! Featuring neither graphics nor sound, the Zork series managed to captivate the early PC crowd with its world of text adventure. By typing in a verb and a noun, players went from standing next to a white house, to exploring a vast underground dungeon. The game that begat multiuser dungeons, which in turn begat the massively multiplayer games of today, Zork is still as fun and frustrating as ever. Kill Thief.

69

RESIDENT EVIL CODE: VERONICA

Few franchise sequels keep garnering the praise that Resident Evil does. First appearing on the Dreamcast, Code: Veronica showed that the equation of Umbrella zombies + puzzles still amounted to making the hairs on the back of your neck stand straight up. This next-gen debut of the series still clung to its prerendered background origins, but kept improving itself nevertheless.

67



68

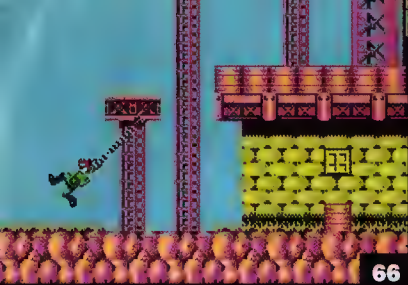
THE LEGEND OF ZELDA: MAJORA'S MASK

Using Ocarina of Time's engine was no mistake for Miyamoto on one of the last great games for the N64. Majora's combat, control scheme, and the Ocarina itself may have been throwbacks (although its new uses weren't), but the game's daily countdown to destruction created a tension that was unique and very exciting. Utilizing 24 masks, Link was able to call upon different abilities to defeat difficult foes in a land complete with rich textures.

67

GHOULS 'N GHOSTS

An improvement of the Ghosts 'N Goblins formula, Ghouls 'N Ghosts added on to the tale of Arthur's exploits against demonic forces with more power-ups, curses, and the ability to throw lances up and down. Furthering this great game's legend was a fantastic port of the arcade version to Sega Genesis, which was one of the console's first must-have titles. Ghouls 'N Ghosts didn't do anything extraordinary, but it did everything right, and that is what makes it great.



66



63



61



65



62



60



64

62

CIVILIZATION

Sid Meier put his stamp on the strategy gaming world with the release of Civilization. As a pioneering title in the empire-building genre, Civ enthralled gamers from sea to shining sea and spawned a flood of sequels. With Civ III on its way to shelves soon, a look back on this groundbreaking release is sure to bring a rush of nostalgia, and a nod of respect to a game that broke the mold by making a new one.

61

SONIC THE HEDGEHOG 2

Everyone knows that this is the most challenging and finely polished Sonic The Hedgehog title. Not one to fall victim to the sophomore jinx, Sega did everything in its power to ensure gamers the time of their lives. Along with a more diverse selection of levels, Sega inserted a nifty two-player mode, additional super-charged moves, and even went so far as to give Sonic a sidekick – Tails.

60

DONKEY KONG

When Shigeru Miyamoto designed Donkey Kong for the arcades, little did he know that he was creating a company mascot in the process. Mario first appears in this game, attempting to rescue Pauline (whatever happened to her?) from another soon-to-be Nintendo icon, Donkey Kong. Not only was it madly popular in the arcades, a superior home version put ColecoVision on the map. Traces of this classic platformer still appear in games today, paying tribute to the brilliance of its design.

66

BIONIC COMMANDO

This 1988 NES action game was never as popular as Nintendo's Mario and Zelda titles, but that doesn't mean it wasn't as fun. In this quirky release, the protagonist was unable to jump, but instead had to use a bionic arm to navigate about the levels. The thrill of swinging from bars and brandishing numerous weapons made Bionic Commando an action game legend that has had gamers begging for a sequel for over ten years. A version has come for Game Boy Color, but the legions of fans still wait for a true sequel.

65

DONKEY KONG COUNTRY 2

Rare has made some amazing games over the years, and Donkey Kong Country 2 on SNES still stands as one of its best. This follow-up to the smash hit Donkey Kong Country features better graphics, more perilous action/platforming, and introduces Dixie Kong along with a great cast of other creatures you can play. Even the most hardened action/platform players will find themselves going bananas over DKC2.

64

GAUNTLET

Storming arcades in 1985, Gauntlet was addictive enough to bring four complete strangers together for one divine gaming purpose. This Atari dungeon crawler starred a quartet of heroes who battled endless minions while collecting treasure, food, and magic. Massive in scope, the game featured dozens of levels. Gauntlet's speech was some of the best for its time, and would dish out both advice and commentary ("Warrior needs food..."). Games like Diablo and Phantasy Star Online can call Gauntlet "daddy."

63

BASEBALL STARS

Even without the MLB and MLBPA licenses, Baseball Stars simply crushed every other NES baseball release. The smooth fielding controls allowed players to complete amazing plays like diving for grounders and climbing the fence to rob a homer. The batter/pitcher interface really couldn't have been delivered much better. For sim junkies, this was one of the first games to offer seasonal stat tracking, roster management, and player alterations.

55



59

TEKKEN 2

Is it just us, or are second titles in fighting franchises always the best? Tekken 2 supports this theory by taking the much-loved control of the first, then diversifying it with a higher number of characters, better animation, and unbelievably varied moves. Tekken 2 was well worth the asking price of a couple quarters in the arcade, and the extremely faithful PlayStation translation is still one of the best fighting games on the system.

58

THE LEGEND OF ZELDA: LINK'S AWAKENING

A smaller screen size and a lack of color doesn't impair Link's first handheld venture in the slightest. Link's Awakening lives up to the high standards set by the SNES game, and is, in a sense, the perfect sequel and yet another instant classic from the brilliant mind of Shigeru Miyamoto. All the gadgets and harrowing puzzles from the previous installments are dispersed throughout, and amazingly, the quest is just as vast.

57

ARKANOID

Classic games never die, they only get better...or at least they did in the case of Arkanoid. The basic Breakout premise was given a decade of video game advancement, and the result was something that made its inspiration seem archaic in comparison. Bouncing a ball against bricks became all the more exciting with power-ups to collect, enemies to blast, and multiple levels to explore. Will there ever be a game that does to Arkanoid what it did to Breakout? Maybe, but it seems impossible.

56

TEMPEST 2000

Tempest in the arcades is a thing of beauty. The dial controller made it one of the more unique experiences in gaming history, and a shooter that was not only difficult, but addicting. In 1996, Atari released an updated version of Tempest for its Jaguar home console called Tempest 2000 that not only captured the spirit of the original, but took it to a whole new level. Featuring pumping house music, new moves, extra boards, and classic Tempest gameplay, Tempest 2000 is a shooter like no other.

55

CHRONO CROSS

If ever there were a threat to the Final Fantasy Empire, it would be the Chrono series. The latest chapter, Chrono Cross, far surpasses anything ever attempted in an FF game. Playing the numbers game much like Konami's Suikoden, this dynamic adventure includes over 40 playable characters and two gigantic quests, yet never loses a step in delivering a deeply moving story. The complex combat system and dynamic look are considered to be the most spectacular Square has ever envisioned.

54

TENCHU: STEALTH ASSASSINS

Tenchu: Stealth Assassins showed the gaming world that it takes more than just dark clothes and pointy throwing objects to make it as a ninja. Forcing players to learn and utilize stealth techniques to not only excel, but merely survive, Tenchu is a challenging, nerve-wracking game that leaves you screaming in frustration, then crawling back for more. Here's hoping that the silent throat-slit will continue on PlayStation 2.

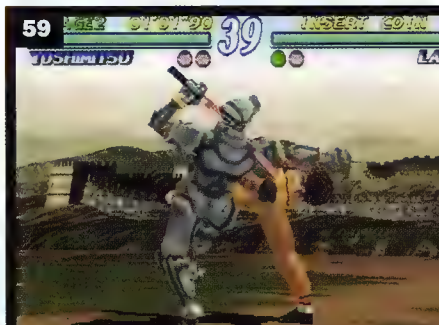
53

METAL GEAR

The depth of Hideo Kojima's first-ever game ensured that hero Solid Snake's mission into Outer Heaven would not be the last of Metal Gear. Both its revolutionary stealth aspects and dramatic plot turns via another cool aspect, Snake's Codec, made this NES title a huge step above other gun-toters of the time (although it debuted on the Japan-only MSX system). Kojima's vision has thankfully tempered unnecessary sequels and only heightened our anticipation for more.

"After Tempest 2000, I expect Atari to resurrect more of its old games."

PAUL, ISSUE 16



58



57



38905

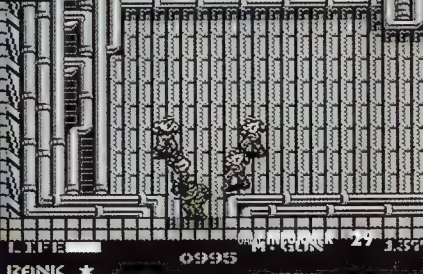
56



54



53





52

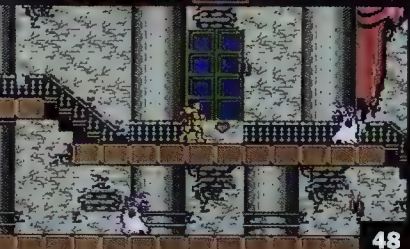
LODE RUNNER

Appearing first on the Apple][E, Lode Runner wasn't a platformer, didn't have a proper maze, and was levels above any simple shoot 'em up title. With only two abilities, digging or climbing, you had to make your way through over 100 boards – some with mind-boggling configurations. Featuring set traps and loads of strategy, yet imbued with a fast pace, Lode Runner was a true challenge in the early era of games.

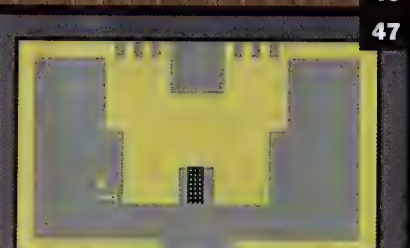


51

50



48



47

50

VIRTUA TENNIS

The game that made Yevgeny a household name! Mr. Kafelnikov and co. made tennis the new rock n' roll, and helped bolster Dreamcast's impressive sports lineup. Although Virtua Tennis didn't feature any female players (something rectified in the sequel), nobody had a problem with the drop shots, quick hardcourt stops, and minigames of this arcade port. Tennis hasn't been a strong video game sport, but VT has certainly helped it make the leap.

51

RIDGE RACER

Before Gran Turismo forever changed the racing genre, Ridge Racer was the definitive speedster. As one of the first PlayStation games released, its texturing hasn't withstood the test of time, but its gameplay has. Famous for its unique powerslide steering, Ridge Racer was essentially the first racing game to push players to perfect the controls, master the courses, and complete perfect runs. While it only offered one course, it proved to be more than enough to keep gamers hooked.

49

HAL-LIFE: COUNTER-STRIKE

As the explosion of online multiplayer annihilation continues and mutates, one has stood head and shoulders above the rest of the pack – Half-Life: Counter-Strike. With incredible realism, plus an enviable blend of gameplay and graphics, this title quickly became a world-wide phenomenon. While companies are still playing catch up to this gargantuan hit, an equal has yet to be made. There's just nothing better than picking off some lame camper from 100 yards with a sniper rifle.



49

48

CASTLEVANIA

This early NES title set up the classic confrontation between Dracula and the Belmont family. As well as many action/platform elements that became standards in the industry, this first in the series introduced us to the whip-wielding gameplay that's carried the title through countless sequels. Perhaps the formula was too amazing for its own good, however, since no Castlevania game has ever succeeded in the 3D realm.

47

ADVENTURE

Dots, ducks, and bats were all it took to fire imaginations in the early days of home consoles and start the first video game RPG. Atari's 2600 was host to this simple quest to return the Enchanted Chalice to the golden castle. Along the way, however, you'd have to locate and protect items (from being taken by that damn bat), slay duck-billed dragons, and even find the Magic Dot. This was the first Easter Egg, or hidden surprise, which simply read, "Created by William Robinett."

46

SUPER MARIO WORLD

Mario already had the patent on 8-bit gaming, so it was only natural that this Super Nintendo pack-in title ruled the 16-bit platform roost from the word go. The plumbers received help in the form of Yoshi, a dino companion whose taste for Koopas resulted in special powers. Mario World had 96 stages, many with multiple endings. It may not have deviated much from the precedent set by Mario Bros. 3, but it definitely perfected the formula.

45

FINAL FANTASY TACTICS

So many things can be said about this PlayStation game. On its own, it's an amazing strategy title, but when you add in the Final Fantasy universe it goes off the scale. With enemies that adjust to your experience levels, and different skills that each member of your party can learn, there is so much game here you can literally play for over 200 hours and not even be close to maxing out all your characters' abilities. Simply amazing.

44

EXCITEBIKE

If there ever was a time when motocross didn't suffer from a social stigma, it was in 1985, when Excitebike came out for the NES. Instead, kids everywhere reveled in the game's mix of cool track obstacles and slight strategy (turbo too much and you'll be wasting valuable seconds on the side of the track as your bike cools down). In fact, Excitebike virtually introduced the sports standard of creating your own track. The game was so highly thought of that it was included in Excitebike 64 some 15 years later.

43

FINAL FANTASY IX

Rather than continue its foray into sci-fi, Square Soft decided to take a step back with the last PlayStation installment of its venerable Final Fantasy series. The results couldn't have been grander. The main meat of the game is arguably the best of the PlayStation lot, and the sidequests and minigames give players more than they bargained for. A wonderful cap to an amazing series, Final Fantasy IX is a game that will be fondly remembered by all who play it.

TOP 100 GAMES OF ALL TIME

42

STAR WARS: X-WING

X-Wing allowed Star Wars fans to finally jump in the cockpit of a Rebel Alliance fighter and have a dogfight with the Empire. The game (and its numerous expansions and sequels) features a borderline flight sim interface atop well-defined graphics that move at an appropriately blazing speed. The later addition of multiplayer finalized this masterpiece of space warfare that still holds up incredibly well in today's PC scene.

41

PITFALL!

Looking at it today, Pitfall! seems like a repetitive platformer. Back in 1982, however, there was nothing like it. As Pitfall Harry, players tried to traverse across 255 hazardous screens with only a jump button to aid them in their quest to collect all the gold in under 20 minutes. A revolution in gameplay, graphics, and sound (can you hear the Tarzan yell while reading this?), Pitfall! closed down the Atari 2600, but opened the doors for hordes of platformers to come.

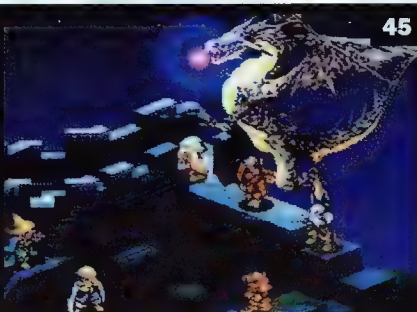
40

FINAL FANTASY II

Super Nintendo was a great system for fans of RPGs. This Square classic started the genre's explosion on the 16-bit console, and did so in style. It also begot many of the series' staples, such as Chocobos, vehicles, and party configuration. The story was original, and deviated from the simple "villain snags princess" fare we'd been spoon-fed in so many role-playing games before. Cecil's inner struggle made him more than just a chivalrous knight, and gave the game personality.



46



45



44

“We all know there's a lot to get addicted to in Pokémon behind all of the Pikachu underwear.”

IAN MCFARLAND, **SUBSCRIBER**



43



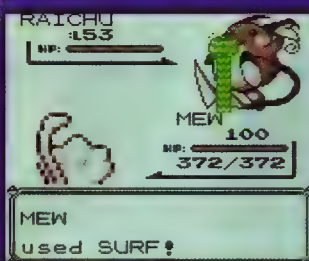
42



41



40



39



38



36



37



35



34

39

POKÉMON RED/BLUE

The game that made Nintendo billions of dollars, caused kids to froth at the mouth, and drove parents nuts. Say what you will of Pokémon, there's no denying that it is the best role-playing game on Game Boy. Once you start, you can't stop, and it's clear why it's so popular. It's easy to hate the hype; it's hard to hate the game. Hopefully, Pokémon will be remembered for both its good and bad sides.

38

TECMO BOWL

Tecmo Bowl featured less plays than the 'ball played in your backyard, but it was the first to spawn trash-talking sessions between friends. Sure, the game wasn't ruled by football strategy, but it gave you rowdy, infectious fun that the sport deserved. Beyond that, it started to make football look action-packed, beyond Xs and Os or blocky figures. Those were the days when Lawrence Taylor and Phil McKonkey were kings, and you wouldn't want it any other way.

37

DRAGON WARRIOR

Even though The Legend of Zelda did more to introduce gamers to the idea of role-playing games, and even though other Japanese RPGs found their way to the States before it, Dragon Warrior still holds a place in the hearts of many as the first RPG they ever played. Probably more influential on the console RPG scene than any other game, Dragon Warrior isn't perfect, but it is fun. Have you killed a slime lately?

36

TONY HAWK'S PRO SKATER

A game so great it could only be defeated by its own sequel. Although part 2 is definitely superior to the original, there's still plenty to love about the first Tony Hawk's Pro Skater. It introduced a control scheme that implants itself into your subconscious. The Warehouse level is still one of our favorites. Plus, the soundtrack has yet to be topped. Pro Skater has inspired many clones, but they all have yet to defeat this ambassador of kickyourassator.

35

SUPER MARIO KART

This racer with a focus on fun spawned more crummy imitators than Elvis, but you can't blame Mario Kart. It's only natural for companies to try to capitalize on one of the best multiplayer games ever. All your favorites from the Mario universe are here, racing for place and battling for bragging rights. SNES' Mode 7 scaling revolutionized the way racing games looked, and Kart's weapons added a new dimension to play. Not even the 64-bit update can compete with this originator.

34

RESIDENT EVIL 2

The first introduced us to the concept of survival horror, but Resident Evil 2 honed the formula to a fine edge. The graphics got a serious upgrade, plus players were given more gore and weapons and the opportunity to play two different characters. Fear is a difficult emotion to evoke in a game, and Resident Evil 2 is guaranteed to put a shudder in your spine. Best of all, after the game is done, it can be played again with a different story. The horror...The horror...

33

EVERQUEST

The online multiplayer RPG phenomenon started with a little-known game called Meridian 59 from 3DO in 1996, which was then improved upon by Ultima Online, and eventually perfected by EverQuest from Verant Interactive. In this persistent online fantasy world, thousands of players must work together to defeat dragons, slay giants, and explore the lands of Norrath. Through expansion packs and patches, new areas are opened, and even various things change over time to keep the game new and fresh to its legions of players.

32

MEGA MAN 2

No, we didn't roll a die to determine which Mega Man we would insert into the Top 100. Even if you played the first adventure, you can't help but feel completely overwhelmed by part two. Along with a tremendous musical score, Capcom ironed out the difficulty, added vehicles, and most importantly, made the boss encounters as exciting and nerve-wracking as they could possibly be. This standard was refined in dozens of sequels and offshoots, but Mega Man 2 still reigns supreme.

31

SIMCITY

Although there were plenty of other sim games for PC before its debut, SimCity's micromanagement features offered something for fans to drool over, and over, and over. Not only that, but this game served as a template for sims of other topics (whether it be building railroads, theme parks, etc.) and was at the forefront of an explosion in the genre in the late '80s. Who'd a thunk that your average Joe/Jane would give two turds about zoning or city planning before SimCity?

30

SUPER MARIO BROS. 2

With the absence of Shigeru Miyamoto, what was originally titled Yumeckojo Doki Doki Panic in Japan became Super Mario Bros. 2. This awkward-looking platformer instantly turned into a beloved staple of the Super Mario franchise. Taking on the persona of your favorite characters from the original Nintendo offering, Mario 2 allowed you to capitalize on their strengths to help you overcome the diverse level types. Toad has never looked better.

29

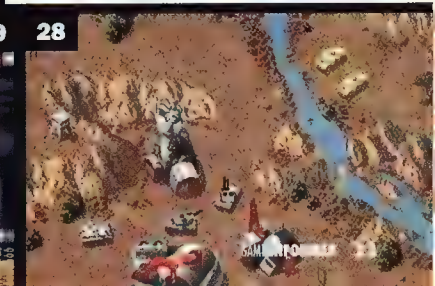
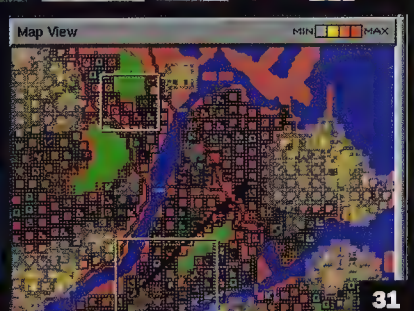
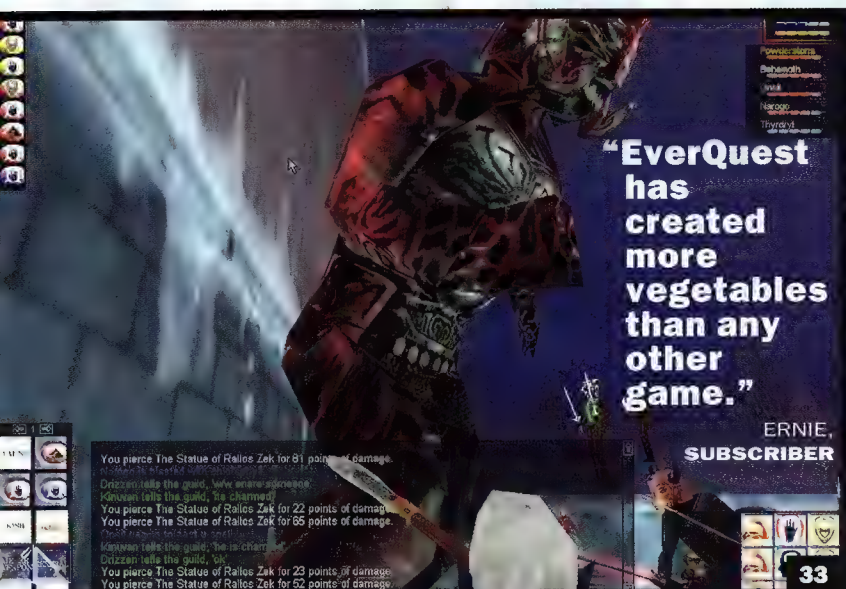
SUPER METROID

The first Metroid on NES certainly deserves props for pioneering the series, but Super Metroid on SNES is its pinnacle. To many of the Game Informer staff, Super Metroid and Metroid easily make the top ten, but since we led the readers in on this list, Super Metroid slid down a bit. Best described as an RPG with no talk and all action, Metroid is an adventure like no other. Fans all across the world wait patiently for the next installment in the series on GameCube, but until that shows what it's got, Super Metroid is still king (errr...queen).

28

COMMAND & CONQUER

1995 witnessed the birth of a revolution in the real-time strategy genre. With the release of C&C, gamers were able to play through an entire campaign as one contingent, then turn around and play an entirely different storyline through the eyes of those who were once your enemy. Multiplayer capabilities made for even more replay value. Westwood was able to produce extremely successful sequels to this game, but the original stands as a testament to a tried and true gameplay formula.





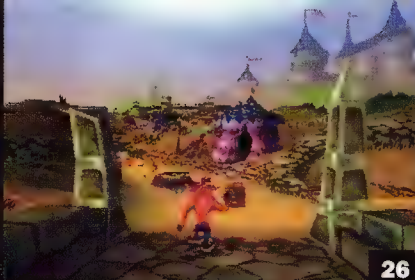
27



24



21



26



23



22

27

MADDEN NFL 2001

Nothing more than new rosters? Not quite. Madden 2001 was not only the prerequisite, but the defining game for the PS2. Collecting cards, slick graphics, and fast player movements were enough to excite fans something fierce, even if there were features from previous editions missing. Real-time, TV-style presentation between plays brought a drama found only on the field itself, and could even make playing the Falcons fun.

26

CRASH BANDICOOT: WARPED

The first Crash is too hard, the second Crash is too easy, but Crash 3 is just right. Packed with lots of wacky vehicles, amazingly fun time trials, and all the fantastic action/platforming that you have come to expect from the series, this game really is the ultimate Crash title. Definitely one any player would want in their library.

25

WARLORDS

It isn't pretty, even by Atari 2600 standards, but Warlords was the original trash-talking four-player combat game, and it's still the best. The goal of the game is simple: maneuver your shield so the ball destroys other players' walls while protecting your own. With a paddle in everyone's hand, however, Warlords quickly transforms from a simple Pong/Breakout hybrid into a nerve-wracking fight to the finish. Fast and visceral, Warlords is as addicting now as it was 20 years ago.

24

SONIC THE HEDGEHOG

We don't know how the Sega Genesis would have fared without a mascot. All we do know is that after Sonic The Hedgehog became the pack-in cartridge for Genesis, Sega soon controlled the majority of the early '90s console market. Sonic perfectly showcased the Genesis' vivid graphics and processing speed. It was also a fun and inventive platformer. Sonic's adventures have since taken him into the 3D realm, but his 2D incarnations are still the most fondly remembered.

23

THE LEGEND OF ZELDA: A LINK TO THE PAST

Bringing the series back to its isometric roots and expanding on the world of Hyrule, the first SNES Zelda is a graphical breakthrough and one of the most clever games to date. After the mediocre NES release, Zelda II: The Adventure of Link, no one really knew where Nintendo would take this series next. Rather than continuing its experiments, Nintendo stayed true to the original, and formed the gameplay foundation for all forthcoming Zelda titles to follow.

22

STREET FIGHTER II

One-on-one fighting games didn't hit big-time until this masterpiece showed up in arcades. Capcom's flagship fighter let you pick from a group of World Warriors (instead of one default character), each with his or her own special techniques. Turbo played the speed ante, and the Super Nintendo received near-perfect ports. It's impossible to measure the massive influence that Street Fighter II had on the fighting game genre as a whole. Ryu be praised.

21

GRAN TURISMO

Video game racing is as old as the hills, but it wasn't until '98 that Gran Turismo offered the complete package. GT delivered in graphics, gameplay, and depth like none before. The latter aspect was seen in the Reference Manual, which detailed cars' specs and told you how it all works on the track. The game offered more than just real courses and cars. Players were bowled over by the all-encompassing sim experience, from buying Racing Stabilizers to correct entry angles for turns.

20 NHLPA 93

Blood flowed red on the ice when you were injured, and that was just one of the perks of playing the first NHL title developed by EA itself. From here on out the publisher would be known for keeping on top of yearly rosters, and it started with NHLPA 93 (even if it meant that official team logos had to be axed from the year before). Stats also played a bigger role in 93, with even the tracking of the crowd's decibel level possible. Saveable line changes brought more strategy than before, although NHLPA 93 was still an intense experience out on the ice. The game's speed flows, and helped mark hockey as one of the best multiplayer sports on consoles for years to come.



18 CASTLEVANIA: SYMPHONY OF THE NIGHT

When this game hit the PlayStation in 1997, Konami's Castlevania series was already a well-respected and long-standing franchise. Still, nobody expected the mastery that Symphony of the Night embodied. Expertly sticking to its 2D roots, this game showed unparalleled artistry in both appearance and sound. The gothic mood was shown in every echoing organ note and stained-glass backdrop. Everything about Symphony was massive. Bosses were colossal, the map was huge, and the list of weapons and items was staggering. The gameplay borrowed a bit from Metroid, with the acquisition of powers to reach new areas. Beat the "end boss," and you find out you've only fought half the battle. Using PlayStation's technology with old-school gameplay resulted in a masterpiece that may be one of the last two-dimensional gaming icons.



17 METAL GEAR SOLID

Snake's gaming return was one of the most hyped-up events in video game history. For months, tidbits of info leaked out on this Hideo Kojima opus, and the collective gaming world was foaming at the mouth to play this marvel. When it released in 1998, it didn't disappoint. The immersive storytelling of Kojima unfolded the deep, involved plot of special agent Solid Snake and his quest to destroy the Metal Gear weapon. Beautiful, real-time cutscenes were used to convey the emotion of the mission, and multiple gameplay styles had Snake doing everything from rappelling down a building to leisurely taking photos. Deviating from your objectives was encouraged, and showed off the game's amazing detail. Just remember kids: tobacco is wacko, if you're a teen.

"In the years since, better AI has been added, but the rest of the additions are mostly just ways to suck down the excess processing power available to a new system. Gameplay and control have changed negligibly."

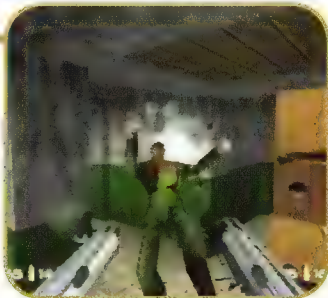
NATE MILLER, **SUBSCRIBER,**
ON NHLPA HOCKEY 93

16 GOLDENEYE 007

Most movie-to-game translations don't fare well, and early on, it appeared as though Rareware's take on James Bond would never see the light of day. After investing several years into development, Rare worked wonders with this explosive license, pushed the N64 to its limit, and shocked everyone who picked up the controller. With the classic James Bond soundtrack setting the tone, Rare revolutionized this genre with mission-based levels, stealth and sniping, limb-specific hit zones, and a massive multiplayer campaign. No matter how you approached this game, countless hours of your life were lost. The curve between the difficulty levels couldn't have offered up a more challenging or rewarding experience. After a hard day of writing, a good portion of our days come to a close with the staff blowing the stuffing out of each other. If only Nintendo could have held onto the Bond license. If only...

19 GALAGA

Namco took one of its good games, Galaxian, and added the strategic option of allowing ships to be captured, then rescued for a double dose of firepower, danger, and fun. Twenty years later, Galaga is still the best there is in the shooter arena. Galaga was also one of the first games to introduce the idea of a safe, yet frustrating, bonus round in the form of the Challenge Stage. The fear of getting trapped in a corner by shots, the agony of accidentally shooting your own ship and receiving a measly 1,000 points as compensation, and the thrill of scoring perfectly on a Challenge Stage have not been tempered by time, and the pull of a Galaga upright is still an undeniable force for any quarters in your pocket.

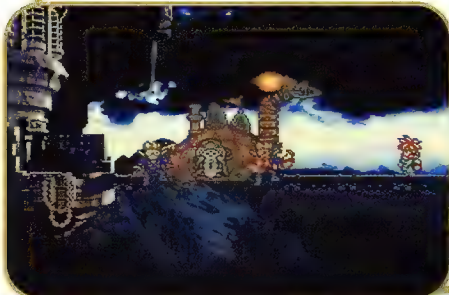


15

CHRONO TRIGGER

Square is best known for Final Fantasy, and for good reason. After all, four FF titles made this very list. Square isn't a one-trick pony, though, and the company made many other great RPGs, such as Secret of Mana, Xenogears, and Vagrant Story. Of all those, however, Chrono Trigger on SNES is king of the hill. The time traveling enabled lots of room for exploration, and brought forth some truly interesting characters, all created by

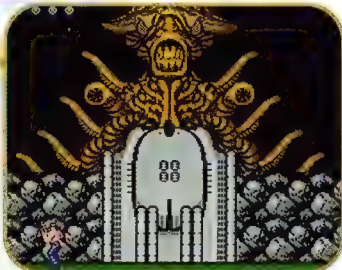
Dragon Ball's Toriyama. What other game would have a party consisting of a medieval frog, a futuristic robot, and an Amazon? These partners in quest could team up for dazzling combo attacks. The actions you picked affected the way the story unfolded, leading up to 15 different endings. You could even recruit the main bad guy. Chrono Trigger is the stuff legends are made of.



13

CONTRA

Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start – the classic Konami code that launched a thousand lives and made one of its first appearances with this mainly side-scrolling shoot-fest (two levels were in a third-person 3D). Two dudes, temporary power-ups, plenty of weapons, and awesome bosses whipped NES owners into a frenzy and became trademarks of the series. It's not that any one aspect of Contra was revolutionary, other than that it all added up to unshakable fun, despite being a difficult game to conquer. This success would see the series on to several incarnations, including ones for the PlayStation, but the simple magic of the 8- and 16-bit editions wasn't to be duplicated.



“Sushi, Kamikaze, Fujiyama, Nippon-Ichi...”

PISTON HONDA, PUNCH OUT!!

12

SUPER MARIO 64

As a well-established icon in the two-dimensional world, Mario faced his toughest hurdle – transferring his platforming fundamentals into the unexplored third dimension. With Shigeru Miyamoto holding his hand the entire way, Mario made the leap – a leap that would go on to alter the face of gaming as we know it. As Miyamoto so boldly embarked into uncharted territory, he remained loyal to the series and implemented as many classic elements as he could. The soundtrack, gameplay direction, and wacky cast of characters delivered the classic sensation gamers so highly demanded. The transformation to 3D allowed Miyamoto to expand upon his award-winning formula. With the sheer size of the environments came the need to explore and study the surroundings. This was one small step for Mario, yet one giant leap for mankind.

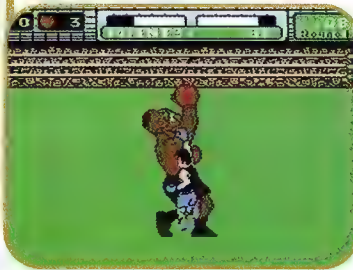


14

MIKE TYSON'S PUNCH OUT!!

At the peak of his profession and popularity, Mike Tyson appeared in Nintendo's Punch Out!! Based on the arcade game, players took the part of the underdog, Little Mac, in his quest to become heavyweight champ. Some matches were total jokes (Glass Joe), some required paced pugilism (Bald Bull), and others were like deducing a puzzle (King Hippo). The hard road to higher ranking would eventually lead you to a face-off with Mike Tyson that was as impossible as defeating him in real life. The one thing Mike Tyson couldn't defeat, however, was controversy, and charges of violence soon put his career in a downward

spiral. Nintendo removed Tyson's name from Punch Out!! and replaced his character with Mr. Dream. Ever since, boxing hasn't had a champion as well-received as Tyson, and consoles haven't had a boxing game as beloved as Punch Out!!



11

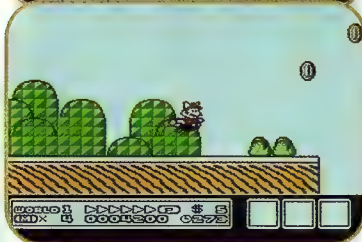
THE LEGEND OF ZELDA: OCARINA OF TIME

Untouchable was a good way to describe this game when it released. Nothing had been done like it before, and we sat in quiet awe as we traveled the land of Hyrule in ways we never thought possible. Utilizing a 3D engine to power Link's new adventure, Miyamoto showed us all why he is still considered the reigning super-heavyweight champion of video game creators. The epic story of Link's battle against Ganondorf through time to save the Princess enthrilled us for weeks on end. The graphics amazed, the controls were gorgeous, and the unveiling of Z-targeting had fans in a lather. Incorporating elements from previous Zelda offerings, Ocarina struck the perfect balance between old-school institutions and radical new ideas. From minigames to intricate puzzles and enormous environments, Ocarina of Time represents a benchmark in gaming history.



10 FINAL FANTASY VII

In 1997, the RPG faithful took a collective gasp in wonderment as Square Soft unleashed its newest opus, Final Fantasy VII, on the PlayStation. Few would argue that the series' pent-up graphical potential was finally allowed to come to fruition in this gorgeously rendered universe. Taking the role of Cloud, you joined Avalanche – a group fighting against the evil Shinra Corporation. Shinra has devised a way to suck life energy out of the planet and use it to control the universe. Summon attacks were unleashed on opponents, which were as beautiful to look at as they were devastating to their targets. Final Fantasy VII's effortless gameplay, luxuriously vast plot lines, numerous sidequests, minigames, and a virtual mountain of items to discover kept many of us up far past more sensible bedtimes.

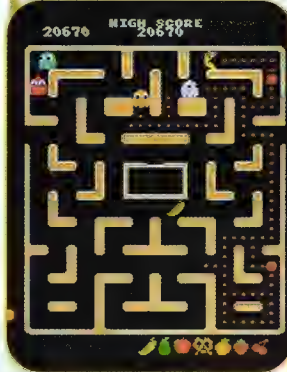
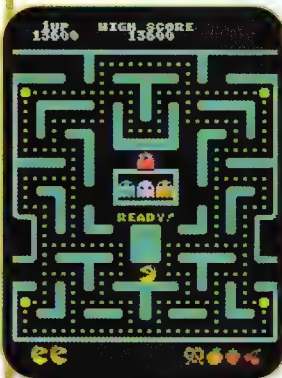


8 SUPER MARIO BROS. 3

In this legendary release, Mr. Miyamoto took the reigns of the Mario series once again and made the world stand up and take notice. Wildly successful doesn't begin to describe the impact this game had on the video game landscape. With sales well in excess of 7 million copies worldwide, gamers reveled in the title's enormous levels and multitudinous secrets. Drawing inspiration from Super Mario Bros., this third installment captured the light-hearted exploration which permeated the first, while at the same time inserting gameplay elements that delighted young and old alike. With the addition of different power-ups and suits for players to find and use, Mario took on forms never before seen. Not only has this release stood the test of time with iron-clad gameplay and eye-popping graphics, it has continued to capture the imaginations of fans around the planet. Super Mario Bros. 3 is truly one of the finest pieces of entertainment software ever released.



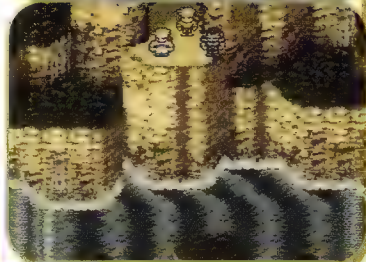
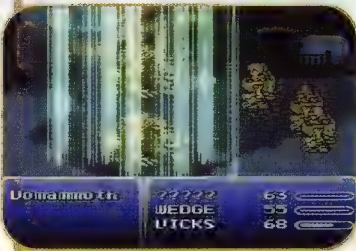
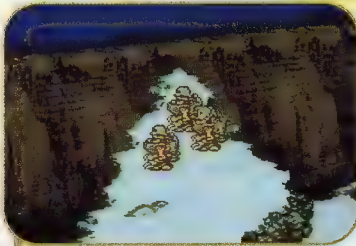
9 MS. PAC-MAN



Around a year after Pac-Man had taken the world by storm, Namco and Midway released the female counterpart that would eventually outlast and outsell the original. Ms. Pac-Man had it all over her hubby. The game had multiple mazes, food that marched about the screen rather than remaining stationary, and ghosts that couldn't be fooled by any pattern. Ms. Pac-Man went on to become the best-selling arcade game of all time, and versions of the game have appeared on virtually every home console since the Atari 2600. Due to continuing popularity, Ms. Pac-Man cabinets can still be found in abundance across the American landscape. If anyone questions this masterful maze chase's place in the top ten of all time, it still costs but 25 cents to find out the truth.

7 FINAL FANTASY III

Of all the Final Fantasy games ever made, FFIII was the best. That's quite a statement, considering how good each and every installment has been. Released in Japan as Final Fantasy VI, this Super Nintendo RPG rewrote the book on what a role-playing game should be. Where developers once took a lackadaisical approach to graphics, FFIII had some of the sharpest visuals ever seen on a 16-bit system. The music was second to none, as well. But the play, that's where it shined brightest. Everything gameplay-wise in this title just clicked. Espers taught your characters magic. Each party member had his or her own distinct personality. Relics would enhance attributes. Hours could be spent gaining new items in the arena. No other game in the series can topple Final Fantasy III, and likewise neither can any other RPG.

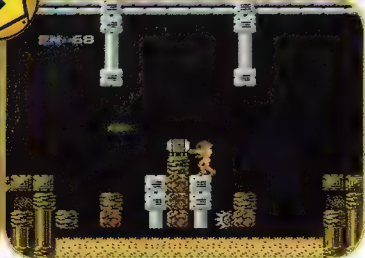
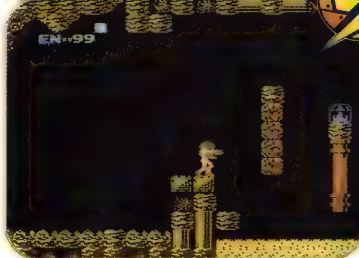


1 The number of nominations for both Solitaire on PC and Snake on cell phones out of all the votes received.

6 METROID

Masterminded by Gumppei Yokoi of Game Boy fame, Metroid is an epic like no other. As one of the first Nintendo Entertainment System games to use a password to save your progress (along with another great game that made this list, Kid Icarus), Metroid offered a long and challenging adventure. The game's star was the bounty hunter Samus Aran, who was hired by the Federation to uncover the secrets of a mysterious new bio weapon, code-named Metroid, on the Planet Zebes. It

turns out that the planet is a complex labyrinth of passages and puzzles that challenges Samus to uncover new weapons and moves to unveil all of Planet Zebes' secrets. While Metroid is pure action, the story unfolds before the player much like an RPG as you delve deeper into Zebes and confront its menacing bosses. Of course, there isn't a Metroid player in the world who wasn't amazed by this game's ending, where the true identity of Samus is unveiled (and to say it is a jaw-dropper would be an understatement). Metroid is pure gaming genius at its finest, because you don't play it, you experience it.



5

DOOM

Lately it seems Doom will be best remembered in infamy, which is a shame since this groundbreaking title deserves to be recollected in a much better light. The contributions Doom has made to the video game world are legion. It busted the first-person shooter genre wide open. It proved shareware and game demos could be a viable marketing tool. It showed how visceral the online head-to-head experience could be. It opened the doors for player-created game expansions. Perhaps more important than all these landmarks, however, is the fact that Doom is just plain fun. No matter what system it's running on, exploring, finding secrets, and killing everything in sight within the smooth first-person engine is as fresh now as when Doom was first introduced. Why not download a shareware copy in your spare time to see just how well the game has aged, and just how much other games have borrowed from this classic?



TOP 100 GAMES OF ALL TIME

System Breakdown

Going by which system the games are most known for, here's how often each gaming system appears in the Top 100 list.

NINTENDO ENTERTAINMENT SYSTEM - 20
 PLAYSTATION - 20
 PERSONAL COMPUTER - 13
 SUPER NINTENDO ENTERTAINMENT SYSTEM - 11
 ARCADE - 10
 DREAMCAST - 6
 NINTENDO 64 - 5
 GAME BOY/GAME BOY COLOR - 4
 GENESIS - 4
 ATARI 2600 - 3
 JAGUAR - 1
 PLAYSTATION 2 - 1
 SATURN - 1
 SEGA MASTER SYSTEM - 1

4

TONY HAWK'S PRO SKATER 2

From nowhere, Tony Hawk's Pro Skater made skateboarding arguably more popular than standards like football. None thought that a more addictive drug could be distilled for the sequel, but that's exactly what we got. Wringing the PS-X for all it's worth, more detailed skaters, attributes, and create-a-park/skater features were just a few of the additions. Taking already perfect controls, Tony 2 allowed you to configure your tricks to your liking by either changing the button mapping or purchasing from a huge list of moves and specials. Replay wasn't a luxury, it was mandatory - not just to unlock new characters, but to find every gap and rack up points every which way. The Hawk series has created a rush of replicas and made a mold for extreme sports in general. The sheer evolution from number one to two has rivals still wallowing in the dust - even though it's almost two years and a few consoles after the fact. Not just the greatest sports game ever, but a modern classic for the ages.



10

A perfect score for a game, given only to Tony Hawk's Pro Skater 2.

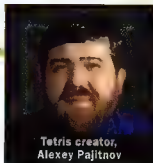


3

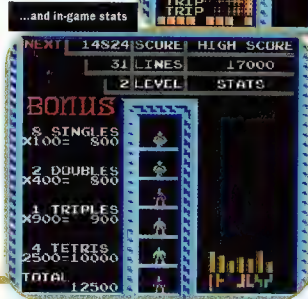
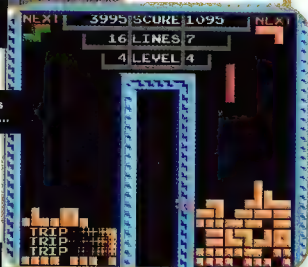
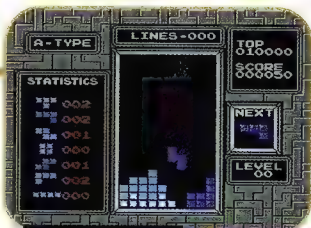
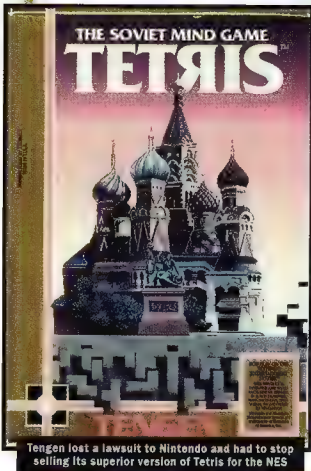
TETRIS

Created in 1985 by Russian mathematician Alexey Pajitnov,

Tetris is the world's best-selling and best-known puzzler. While working as a programmer in the field of speech recognition and artificial intelligence at the Computer Center of the Academy of Sciences in Moscow, Pajitnov often programmed games to test various equipment. In the case of Tetris, he decided to create a program that simulated the traditional puzzle game Pentomino (a game that requires you to fit 12 differently shaped pieces formed out of five squares into a box).



"When I wrote the program for rotation of pieces and I saw how it worked, poomph! I knew it would be great in real time," Pajitnov remembers. Soon Pajitnov realized that the 12-5 combination was too much, so he reduced the number to 7 pieces formed out of 4 squares, and Tetris was born. Soon the game was spreading all over Moscow just by word of mouth, and in time, across the globe. Today, Tetris can be played on handhelds, PCs, and console machines, and you can bet it will be a part of gaming until the end of time.



2

SUPER MARIO BROS.

Video games were resurrected with the release of the Nintendo Entertainment System, and Mario was the voodoo high priest. This game was included with the NES, so the millions of people who bought the console were immediately down with the plumber. Children would gather at their friend's house after school and play it religiously. Parents would wait for their kids to go to sleep so they could take on the role of the pot-bellied Italian, who is still the most recognizable face in video games. Unlike previous platformers, which featured a handful of levels each on a single screen, the entire Mushroom Kingdom spanned 32 massive stages. Mario kicked turtles on land, dodged squid underwater, and squashed Goomba underground, all with flawless control. Coin collecting and secret searching added an element of replay that was foreign to games at that point. Everyone knows about the hidden 1-up in the first stage, or the warp zone to World 4. Everyone also knows that Super Mario Bros. is the crown jewel of platform games, and Mario is king.



1

THE LEGEND OF ZELDA



It was wrapped in gold when released, and now it's earned the gold amongst its peers. Running neck-and-neck with Super Mario Bros. during most of the voting process, it was only toward the end of the tallying that The Legend of Zelda came out on top as the best game of all time. All things considered, we are lucky to have been pleased with its presence at all.

Nintendo was worried about how an American audience would respond to this very different game, and when you think about it, the trepidation was justified. At the time, the most successful games in the States had been linear action titles providing instant gratification. The Legend of Zelda was a free-roaming title with strange game mechanics. It took hours to learn, and so much time to finish the cartridge had to have an internal battery to allow for game saves. It didn't take long for Nintendo to find that the US was indeed ready to experience an adventure like Zelda. So ready, in fact, that over a million copies of the cartridge were sold within six months of its 1987 release.

To music that no one can forget, players take the role of Link, and guide him on his quest to find the pieces of the Tri-Force, defeat the evil Ganon, and rescue the princess Zelda. On this unforgettable adventure, one travels an incredibly huge overworld, explores nine labyrinthine dungeons, earns new weapons, and discovers secret areas aplenty.

Gameplay alone made Zelda addictive, but the way Miyamoto structured the world caused people to play it ravenously. You could see items and new

areas on the edge of the screen, yet you could not get to them. Obtaining access to these things drove interest in the game from high to obsessive. Most pleasantly surprising of all, once the game is beaten, an entirely different and more difficult quest opens up.

The Legend of Zelda is the ubiquitous experience of video games – it's not a question of if you've played it, but how much. Perfect in every conceivable way, it is well-deserving of the top honor amongst the greats.

"In many ways, The Legend of Zelda was Miyamoto's most brilliant game. It combined a well-thought-out fairy tale with perfectly crafted game mechanics."

STEVE KENT, AUTHOR
THE FIRST QUARTER



Genre Breakdown

In the Top 100, here's how often each game style appears.

Platform – 20

Action – 19

Role-Playing Game – 19

Sports – 11

Strategy – 7

Adventure – 6

Fighting – 5

Puzzle – 5

Racing – 5

Shooter – 3



In August of 1991, FuncoLand began publishing a six-page circular to be handed out free in all of its retail locations. Although the main purpose of the flyer was to provide FuncoLand customers with a price list of the retailer's used video game stock, the powers-that-be decided to supplement the catalog with some industry news briefs and game reviews. Entitled Game Informer, the first issue had Sonic the Hedgehog as its coverboy, and featured reviews of NHL Hockey, Decap Attack, and Micro Machines. Few who paged

through the amateurish publication could have suspected it would one day be among the leading video game publications in America, with a circulation approaching 400,000 readers.

Under the leadership of Andy McNamara, credited as a "video game consultant" in the first issue of Game Informer, the magazine has continued a slow and healthy growth in its ten years, and is now, we feel, the best video game magazine in America. Our success is a product of hard work, good fortune, and the loyal support of our readers. As part

of our 100th Issue Celebration, we've decided to take a look back at some of the greatest moments in Game Informer history, and some of the not-so-great moments as well.

It's been a wild ride, and we look forward to providing our readers with the best video game coverage in the industry, served with a dash of attitude, for years to come. Read on to see some of the highlights of our first decade, as well as some of the people who helped make Game Informer what it is today.



THE PEOPLE BEHIND THE MAGAZINE

10 YEARS OF GAME INFORMER



Andy McNamara
The Game Dandy,
Game Hombre
1991-present



Paul Anderson
The Pro Player, Game Professor
1992-2001



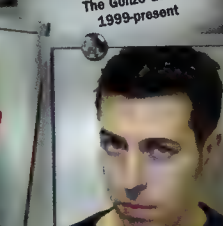
Andrew Reiner
The Raging Gamer
1994-present



Jay Fitzloff
The Gonzo Gamer
1999-present



Matt Helgeson
The Original Gamer
1999-present



Kristian Brogger
The Game Dawg
2000-present



Elizabeth Olson
Editor In Chief
1991-1994



Rick Petzoldt
The Video Ranger
1991-1996



Marianne Morgan
The Game Master
1991



Ed Martinez
The Video Wizard
1991



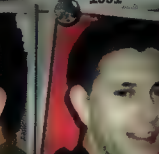
Erik Reppen
The PC Jedi
1996-1997, 1999-2001



Ross Van Der Schaeegen
The Rebel Gamer
1992-1995



David "Vinnie" Vinyon
The Video Vigilante
1994-1996



Ryan McDonald
The Arcade Alchemist
1995-1997



Matthew Kato
The Game Katana
2001-present



Jon Storm
The Greedy Gamer
1996-1999



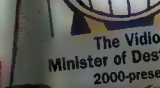
Robert Stoute
The Game Cassanova
1997-1999



Justin Leeper
The Digital Deviant
2001-present



Paul Bergren
The Game Burrito
1997-1999



The Vidiot
Minister of Destruction
2000-present

GI'S GUARDIAN ANGEL

The most important member of the team spends most of his time licking his crotch and pooping on the rug. No, we're not talking about Reiner, but Arthur, Game Informer's official mascot.

Arthur is widely regarded as the world's greatest mutt, and is probably more popular with our readers than any editor, past or present. Arthur came into the GI family with the Game Burrito, who rescued Arthur from a life on the run in northern Minnesota. During the

Burrito's tenure at GI, Arthur was the office dog, spending many an afternoon curled up on the couch. Unlike the Game Burrito, however, Arthur has continued to play an important role in Game Informer, and still comes by the office for special guest appearances now and again. He barks, he fetches, he pees on command — here's to Arthur, the renaissance dog for the new millennium.

BEHIND THE SCENES

You're no doubt familiar with the Game Informer editorial crew, due to our habit of plastering our ugly faces over every spare inch of this otherwise handsome publication. What you probably don't know is, a large part of the work of creating the magazine is done by our production staff, the unsung heroes of Game Informer. Day in and day out they tirelessly attempt to organize our insane scribbles and pictures into a readable format, without once asking for public recognition. Are they shy? Maybe, or perhaps they're just well-adjusted individuals who don't need to prop up their neurotic little egos by relentlessly seeking the adoration of the public. That's funny, our ears are burning. Hmm. In any case, our production team — Tom, Rachel, and Curtis — are some of the best in the business, and were an integral part of our successful redesign of the magazine last year.



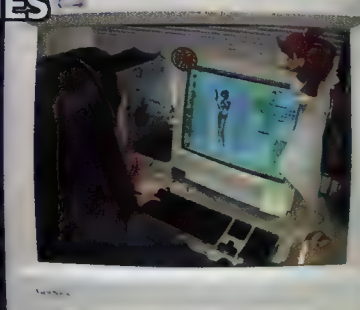
CURTIS
1992-present



TOM
1992-present



RACHEL
1998-present



GI "QUOTABLES"

One of the best aspects of the oftentimes grueling work of a video game journalist is that the job grants us opportunity to talk to many of the people responsible for the video games we love. From legends like Shigeru Miyamoto to the lesser-known lights of the industry, Game Informer has always been there, asking the questions that give the industry food for thought, or cause for laughter. Game Informer's freewheeling interview style lets the industry break loose from the usual pre-scripted PR babble, often with interesting (or hilarious) results. Looking back at our history, we've assembled some of the best, funniest, or just plain ridiculous quotes from past interviews.

ON QUALITY (OR LACK THEREOF):

"Superman is such a popular character worldwide and is deserving of a certain level of quality. We know Titus has the same goal in mind, and that's why we've made the investment in technical assistance to make sure players get a great game in 1999."

HOWARD LINCOLN, CHAIRMAN, NINTENDO OF AMERICA, FEBRUARY 1999

ON DREAMCAST:



"If ever a system deserved to succeed, it was Dreamcast. Dreamcast has a hell of a library. It's dying now, 18 months old, with a larger library than the 5-year-old Nintendo 64. It's a better library than the Nintendo 64. Dreamcast was a wonderful system."

STEVE KENT, JOURNALIST, MARCH 2001

"Dreamcast is a turd. PlayStation 2 will kick its f---ing ass... Sony has put the smack down on the other companies."

JASON RUBIN, NAUGHTY DOG, MAY 1999



ON COMPETITION:

"My team and I have always considered ourselves a challenger. We know that designers such as Sega's AM2 make magnificent racing games, but all of a sudden after making Gran Turismo we realized that we may no longer be the challenger. It's a strange feeling indeed."

KAZUNORI YAMAUCHI, CREATOR OF GRAN TURISMO, JUNE 1998

ON WHETHER WRESTLING IS "REAL":

"What we do is pure showmanship, with things being predetermined. It surprises a lot of people who don't get it. The media just can't seem to get over the hump of asking 'Is it real or is it fake?' I mean, c'mon, everybody knows it's just theatrics. Just sit back, relax, and enjoy our action/adventure soap opera."

THE ROCK, AUGUST 1999

ON MENDING THE RIFT BETWEEN NINTENDO AND SQUARE SOFT:

"We're not expecting to be accepted by Nintendo right away, but we're doing everything to get this relationship positive again."

TAKASHI SUZUKI, SQUARE SOFT, MARCH 2001

"They can say whatever they want, but we have no intention of signing a contract, and there's little chance of one being signed in the future."

HIROSHI YAMAUCHI, NINTENDO, MARCH 2001



ON CONTROVERSY:

"Video games are bad for you? That's what they said about rock n' roll!"

SHIGERU MIYAMOTO, DECEMBER 1998

ON PLAGIARISM:

"Lots of companies will copy us after they see [Wild 9]. It opens a new door to how action/platform games are played."

DAVE PERRY, SHINY GAMES, MAY 1997



WHOOOPS!

"The Sega Saturn is the future of our company."

RICHARD BRUDVIK LINDNER, SEGA, JUNE 1995

ON THE POPULARITY OF DINOSAURS:

"I prefer the simple explanation. Dinosaurs are neat."

DON LESSEM, FOUNDER OF THE DINOSAUR SOCIETY, MAY 1993



ON UNDEROOS:

"I quickly found out that Underoos were not an intelligent thing for an unpopular seventh-grader to wear."

MATT ATWOOD, CAPCOM, SEPTEMBER 1996

ON LESSONS LEARNED:

"The failure of Madden '96 is something that really pains me to this day and is something that I will never, ever forget as long I live. There are many lessons to be learned from that experience for both Visual Concepts and EA. On VC's side: learn to manage risk; do not trust code you did not write; do not get caught up in politics because it's the game that matters. On EA's side: trust your developers or do not give them the job; do not assume anything is easy; and do not assume there is no competition."

GREG THOMAS, VISUAL CONCEPTS, AUGUST 1999



ON GAME DEVELOPMENT:

"The power to express is getting greater and greater. The ideas of the creator and the gameplay itself will become more important because anyone will be able to have good graphics. There will be no restrictions. You won't be able to succeed just by having beautiful music and graphics. In previous platforms, you didn't need to use the techniques of a cinematic director. In the future, methods of game making and cinema will merge into one. That will become very important. A game like Shenmue is very important to the future of gaming."

YU SUZUKI, JULY 2000



ON SMELLING BAD:

"It's me! That's why I'm the big, stinky Giant! I don't wash my outfit on purpose 'cause I don't wanna smell good. When I'm in the ring it's business. The more I stink, the more it distracts 'em."

**THE WWF'S BIG SHOW (FORMERLY THE GIANT),
NOVEMBER 1998**

ON MISTAKES:

"Most of the games Midway has released over the last several months have been mediocre. We sometimes make bad decisions when we choose quantity over quality, and we recognize that has been a problem in the past."

NEIL NICASTRO, MIDWAY, NOVEMBER 2000

ON ONLINE GAMING:

"After [games] go online, the rules change and the audiences desire change. Games start to become entertainment in a broader sense. Instead of straight competition and challenge, just being involved with other users becomes fun. Communities start to emerge and games can break down into chat sessions without disappointing the gamers. At that point, gameplay becomes very hard to define, and frankly, I don't know what happens. Maybe I retire..."

"...I'm betting that if someone doesn't come through [with broadband gaming] it's going to be the cable and the phone companies. Look at your cable box. Do you really think that the guys who haven't changed that piece of crap in two decades are going to provide decent broadband to the whole country in less than five years? No? Then I guess it will have to be the phone guys. The same idiots who have taken five years to get something as simple as caller ID into less than half of our households."

JASON RUBIN, NAUGHTY DOG, JULY 2000

ON NINTENDO:



"Nintendo doesn't get the concept of being in the entertainment business. It's still stuck in a toy industry mentality. We think very few developers will support anything new from Nintendo as its business policies are far too risky."

**LORNE LANNING, ODDWORLD INHABITANTS,
JULY 2000**

**ON SEGA'S EXIT FROM THE
CONSOLE BUSINESS:**

"It's hard on an emotional level, but business is business - ultimately you have to provide a number, and you have to deliver to a number, and if you can't do it, someone else has to go and do it...Our job right now is to transition this company from being a console manufacturer to a pure third-party software publisher that can challenge the likes of EA, THQ, and Activision."

PETER MOORE, SEGA, MARCH 2001



ON SCORING VIDEO GAMES:



"I have actually found [working on the Spyro soundtrack] to be really a lot of fun just to be writing music for music's sake without having to think of a g—damned lyric. Not to mention a g—damned singer!"

**STEWART COPELAND, THE POLICE,
AUGUST 1998**

ON VALUES:

"What I can tell you is that the market is like this: some specific family member becomes addicted to gameplay, and this is wrong. From the outside, people or other members of the family are afraid that he or she may become addicted and outcast from society...Traditionally, games are different, games are something that can be (and should be) enjoyed by the whole family together. I believe we have to get back to those kind of basics of gameplay."

SHIGERU MIYAMOTO, NINTENDO, JULY 2000

**ON DEVELOPER COMPLAINTS
ABOUT THE PLAYSTATION 2:**

"...when you finally get the dev systems you learn that they made some unbelievably stupid mistakes. Why? Because hardware designers don't understand how to make great looking graphics. Of course they think they do, so they don't bother to ask the people who really know before they go out and design the system. So you kill yourself trying to figure out how to make great looking stuff with a system that was designed by guys who don't understand graphic excellence and think that only polygons are important."

LORNE LANNING, ODDWORLD INHABITANTS, JULY 2000

"Maybe it's hard, maybe it's not. From my side as a designer, I certainly don't pick up on it. I call Scott, and two months later I'm playing it in the game...You know what? You should do some research on those guys at Oddworld. You should find out what their background is. I'm not going to say anything else. The press is going, 'Oh Oddworld. Oddworld's all worried about the PlayStation 2.' They're a bunch of freaking Hollywood artists! They're artists over there! There's like two programmers that know anything about anything! I'm so tired of seeing PlayStation 2 bashing from a group of people who have very little programming expertise."

DAVE JAFFE, SONY, JANUARY 2001

"In terms of memory and speed, everybody is always going to want more. On the other hand, with the last generation of machines, there was a very clear move from 2D to 3D. That was a massive opening of horizons. With this generation, people wanted there to be something as earth-shattering...I think people just need to sit down and make some games. That's certainly what we did."

DAVID DOAK, FREE RADICAL, OCTOBER 2000

ON PICKLES:



"Plenty of people protest the power of the pickle and video games. Perhaps they pretend that the pickle's prowess proposes nothing positive. Well, peeps, we are poised to promptly put an end to that perception!"

**THE PICKLE KING,
MAY 2000**

ON TRUST:

"[Jake the Snake] told me this story. This guy finds a snake out in the desert. The snake's dying, and he brings it into his house and heals it. They become best friends. After a couple of months of the snake and him living together, finally the snake bites him. This guy says, 'I took care of you, healed you, and you bite me, and now I'm dying, why did you do you do that?' The snake goes, 'You knew I was a snake when you got me.'"

**RAVEN, WCW & WWF
WRESTLER, NOVEMBER 1998**

ON HYPE:

"Hype is a double-edged sword - it's flattering to have people so enthusiastic about your project, but at the same time, you want to be left alone to finish it! There's something to be said for working in complete anonymity."

**AMY HENNING, CRYSTAL DYNAMICS,
SEPTEMBER 1999**

THE GI PERSPECTIVE

Game Informer has never been afraid to speak out on the issues, whether we know what we're talking about or not. Sometimes we've come away from the foodfight with egg on our face, but more often than not, we've managed to provide a brutally honest take on the video game industry. Here, we have assembled some of the most memorable quips on the state of video games, unicorns, and bad smells.

ON NINTENDO:

"Nintendo is taking a flawed and archaic strategy toward [the N64] and turning a blind eye to reality. They're still touting that silly 'quality over quantity' line, which would be fine if they had more than three games in any given genre... Nintendo is still selling to the same batch of kids they sold games to when the original 8-bit NES came out. The problem is that gamers have become so much more diverse than they used to be. We don't think Nintendo will ever have control of the market like they did in the 8-bit days."

DEAR GI, OCT 1997

ON GAMES; YOUR BUTT:

"To avoid rubbing games on your butt, make sure you check out Tekken 3 and Breath of Fire III."

ANDY, MAY 1998

ON VIDEO GAME JARGON:

Sure, [the competition between Madden and GameDay] can be ridiculous, off-base, and completely untrue, but sometimes the results can be hilarious. A Sony studio executive makes a crack about an Electronic Arts marketing term known as 'Liquid AI' while his own marketing team has just come up with the equally inane "Authentic Football Intelligence." As cool as 'A.F.I.' sounds, I don't think I'd use football and intelligence in the same phrase."

PAUL ANDERSON, OCTOBER 1998

ON UNICORNS:

"There are few hard and fast rules in life, but here's a big one - steer clear of people whose favorite animal is either a unicorn or Pegasus."

PHOTOPHILE, AUGUST 2000



ON POLYGON COUNTS:

"This character is made out of 350 polys, 75 more than in the last game," we hear developers brag. But do you really care that Lara's boobs have 20 more polys than last year?"

ROBERT STOUTE, JANUARY 1999

ON THE DREAMCAST:

"Do I think Sega will succeed? Yeah, for a while, as it will be a great system to have for the next year. But after that, things could get sketchy. Sega's only chance at long-term success [with the Dreamcast] is to create a game that can do what Sonic did for the Genesis. At this point, I haven't seen that game."

ANDY, OCTOBER 1999

ON CD-ROM TECHNOLOGY:

"All I hear from members of the press and industry is that CD-ROM is the wave of the future. What wave? Not my wave."

ANDY, DECEMBER 1994

ON THE DURABILITY OF THE PLAYSTATION:

"We probably won't hear inklings of a new Sony system until E3 '99, but let's hope that it's well built. The current PlayStation is a cheap piece of junk that just happens to house some powerful processors. Has your PlayStation broken down lately?"

DEAR GI, JUNE 1998

"If Sony's next system isn't backwards compatible, the PlayStation could turn out to be the Renault Alliance of game systems - extinct, and not worth your time to rebuild."

JON STORM, NOVEMBER 1998

ON CROSS-PLATFORM GAMING:

With DVD soon to be the across the board standard, the times of consoles being defined by their games may be coming to a close. If a third-party company can put the same game out (and thus make more money) on PS2, Xbox, PC, and [GameCube], it most certainly will. Rather than one console having hundreds of games the other does not, the number may be reduced to only a handful. Brand loyalty in these changing times is more powerful than it's ever been before."

"IF YOU RAN NINTENDO...", MAY 2000

ON DVD:

"DVD is a powerful new format that directly affects the future of all video games."

DEAR GI, JUNE 1998

ON "EXTREME" GAMES:

"Extreme - the word that is destined to become the 'groovy' of the '90s. I swear if I see one more 'extreme' game commercial featuring some Jeff Spicoli replicant sporting barn-sized shorts and a monosyllabic vocally jumping off something, I'm going to go insane... Who wants to be 'extreme' anyway? I haven't had a tan in a decade. I have the upper-body strength of an 8-year-old girl."

MATT, SEPTEMBER 1999

ON THE DECLINE OF ARCADE GAMING:

[Cruis'n Exotica] exemplifies what is wrong with the arcade scene. Take a tired game, slap some fresh make-up on it, and see if the old tart can dance for her dinner one more time. The Cruis'n series has reached the point where it not only pales in comparison to other old arcade games, but most decent Dreamcast racers as well. Arcades used to be the cutting edge of the industry, the place where you went to be amazed. It's disheartening to see arcade games slowly falling behind the console systems."

ARCADE BRIGADE, APRIL 2000

ON THE PHAT VS. WACK DEBATE:

"I find [Wipeout 3] neither phat nor wack, but somewhere in-between."

JAY, NOVEMBER 1999

ON POKÉMON:

"Nintendo of America plans to unleash one of the biggest marketing juggernauts in video game history in the United States this fall. It's called Pokémon... Parents, get ready for the children, rush out immediately and get as much of the stuff as you can, because it WILL be what they want for Christmas."

GI NEWS, AUGUST 1998

ON THE NINTENDO 64 DD:

"We now know what the DD in the Nintendo 64 DD stands for - Dead and Deader. Say goodbye to the DD because the chance of it being released in the States is sinking faster than the Titanic did."

E3 UPDATE, AUGUST 1998

ON SYPHON FILTER:

"We openly admit that we were wrong when we said that a Syphon Filter was an enema tool."

SYPHON FILTER PREVIEW, JULY 1998

ON FMV:

"I don't know who in the video game industry thinks Full Motion Video is cool, but they need to be flogged!"

ANDY, DECEMBER 1994

"...[Rubin and I] both brought up the point that Metal Gear Solid is more like a movie than a game. Which isn't necessarily a bad thing (actually it's quite cool), but it's a complete turnaround from the games of the '80s where gameplay meant everything due to the simple graphics. Which brings us to the point: Is gameplay slowly but surely being replaced by movies? For instance, remember the ads for Final Fantasy VII that didn't show a lick of gameplay? I bet there were plenty of people that bought that game thinking it was an interactive movie rather than an RPG. Or how about Parasite Eve...the only reason you trudge through that game is to see the movies."

ANDY, NOVEMBER 1998

ON JOB SKILLS:

"Say what? Swimming and typing are vital skills for working at this magazine, even more essential than game omniscience? Obviously. If I hadn't taken swimming lessons, I'd have drowned in a lake...and you can't work here if you're dead."

JAY, MARCH 1999

ON THE PS2'S TWO CONTROLLER PORTS:

"This is an outrage. After Nintendo raised the bar with the Nintendo 64, and Sega followed suit with the Dreamcast, it seemed a given that no new console would have less than four controller ports. Of course, Sony is probably hoping you'll plunk down \$35 extra bucks for a PS2 multitap."

**PLAYSTATION 2 LAUNCH COVERAGE,
NOVEMBER 2000**

ON VIDEO POOL:

"There's nothing like the feel of a long shaft of wood in your hand. Unfortunately, it's not always possible to whip out your stick and smack some balls around."

**MATT, ULTIMATE 8 BALL REVIEW,
JULY 1999**

YOU CAN'T BE WRONG ALL THE TIME:

"Maybe I'm the biggest sissy in the history of mankind."

MATT, NOVEMBER 1999

ON YOUR SMELL:

"You know what? You stink. You think I'm talking to somebody else? No, I'm talking to you, buddy. You stink so bad I can smell you reading this magazine, and I wrote this a month ago! That's how bad your odor is."

JAY, JUNE 2000

10 YEARS OF GAME INFORMER

ON E3:

"Since when did video games need spotlights and dancers? If a company has a booth the size of a football field and exotic dancers, does it make the product that much better? No. We'd rather see all the companies' products lined up in a straight line without all the Hollywood hype."

ANDY, JULY 1996

"[It's disturbing] to see Eidos' underage Lara Croft model being drooled over at a convention that doesn't allow anyone under 18 in."

ERIK REPPEN, JULY 2000

ON FINAL FANTASY VII:

"Final Fantasy VII is shaping up to be a monumental game. It has all the ingredients to not only change the face of RPGs forever, but also to bring in players who have never played RPGs before."

**FINAL FANTASY VII PREVIEW,
OCTOBER 1996**

ON THE IRONY OF THE SIMS:

"The grand irony being that I've spent more time playing this game, cleaning up all of my characters' messes, paying the bills, maintaining a healthy and active social life, and keeping my hygiene up to acceptable standards while completely ignoring all of those things in the real world. The Sims is a dangerously addictive game."

ERIK REPPEN, APRIL 2000

ON GRAPHICS SNOBS:

"At the dawn of the last generation of console systems, a strange but entertaining thing happened - just about everyone in the video game industry became graphics snobs. People spent a great deal of time discussing the trivial details of "framerate" and whether or not a game was "truly" 3D. Mario 64 was held aloft over other platformers of the time because it was a true free-roaming platformer."

TOMBA! 2 FEATURE, JANUARY 2000

ON CHANGE:

"Once again the smell of change is in the air. Can you smell it?...It has a very strong scent."

ANDY, FEBRUARY 1995

ON THE POPULARITY OF THE GAME BOY:

"Nintendo's Game Boy Color, the Energizer bunny of game consoles, has now officially sold over 100 million units since its debut in 1989. Fueled by the Pokémon craze, Nintendo sold over 17 million Game Boy Colors last year alone...we calculate that to reach the 100 million mark, the Game Boy has continuously sold an average of 1,000 systems per hour for 11 years."

GI NEWS, AUGUST 2000



ON POETRY:

"So, for the first time since my birth, I've decided to venture from my web and travel into the womb of the lump on America's butt - poetry."

REINER, JANUARY 1997

ON XBOX SOFTWARE:

"...there is a lot of attention put toward the little touches that really make for impressive graphics, but it seems the gameplay is not quite up to console standards...The big question is, will [Microsoft] be able to deliver the games to go along with the obviously powerful hardware?"

"XBOX EXAMINED", MAY 2000

YOU CAN'T BE RIGHT ALL THE TIME:

"...let's hope they incorporate a couple of different play modes like driving or flying [into GoldenEye]. What's a Bond game without crazy gadgets?"

E3 WRAP UP, FEBRUARY 1996

"If you don't have a Jaguar already, get one. It's very cool."

ANDY, MAY 1994

"Carmen Sandiego could possibly be the best concept for a game ever!"

RICK PETZOLDT, SUMMER 1992

"If you buy only one game for your SNES, make sure it's Rival Turf!"

**ROSS VAN DER SCHAEGEN,
SUMMER 1992**

GI'S GREATEST RIPS



Much to the chagrin of some developers (and our ad salespeople), Game Informer is well known for dishing out the choicest of words for games that raise our ire. Here are some of the most particularly vicious rips we've dished out:

"They teased me into believing that this game was going to be totally old school, and instead it ended up being totally like school—boring!" — *C: The Contra Adventure* (PS-X), September 1998

"What's more annoying than Bruce Willis? A stupid little tank that never freakin' shuts up, that always tries to be freakin' funny, and absolutely drives me freakin' insane whenever it appears onscreen!...Die Tiny. Die. You horrible little thing." — *Tiny Tank* (PS-X), January 1999

"Similar to the drippy, watery-like substance that comes out moments before child birth..." — *Starwinder* (PS-X), March 1999

"We'd rather smother our face in German shepherd poo than play this game again." — *Ninja: Shadow of Darkness* (PS-X), March 1999

"Tony the Tiger was a lame cat to begin with, but man oh man, this T'ai Fu guy is the most heinous pussy I've ever seen." — *T'ai Fu: Wrath of the Tiger* (PS-X), April 1999

"When I play this game, I feel as though I should bludgeon out my eyes, stick them in a parcel, and UPS them to Acclaim Studios so the development team can see how displeased I am with this hideous racer." — *Re-Volt* (PS-X), October 1999

"This cutesy-poo monstrosity features your choice of seven cartoonishly nauseating puffin-like creatures...To top it off, the characters spew the most grating gibberish this side of Croc, making me mad enough to march down to Antarctica and club a baby seal." — *Pen Pen Trilceleon* (DC), October 1999

"If imitation is the sincerest form of flattery, Rayman must want to hump Mario's leg." — *Rayman 2* (DC), November 1999

"Adults will probably find Mario Party 2 just as exciting as sticking your head into an elephant's rump. Playing it will leave you gimpy!" — *Mario Party 2* (N64), February 2000

"For my sins in a past life, I probably should have been reincarnated as a tapeworm in a zebra's rectum. Instead, God has made me a flunky at a cut-rate gaming mag who is forced to review drivel like this putrid PlayStation port of Army Men: Sarge's Heroes." — *Army Men: Sarge's Heroes* (PS-X), February 2000

"...pretty much everything else about this title sucks more you know what than Christina Aguilera." — *Dinosaur* (GBC), August 2000

"Why a company wanted to publish this stinker I have no idea, because the only destiny I can think of for this fighter is the trash." — *Fighter Destiny 2* (N64), September 2000

"Holy fat mama is this game hideous...If Midway really wanted to kill Paperboy, it should have done so with style. Run him over with a truck. Have a neighbor's dog eat his spleen. Or if you really want an exotic death, launch him off a cliff, then impale his flying corpse on a church steeple." — *Paperboy* (N64), December 1999

"It's hard to believe that this game even exists...Wearing live leech boxer shorts to bed every night of our lives would be better than playing this game for more than 60 seconds." — *Air Cars* (Jaguar), June 1995

"I refuse to acknowledge this game any further by thinking of things to write about it. Instead, here are some synonyms for 'bad' I found in a thesaurus: evil, wrong, terrible, dreadful, awful, horrible, atrocious, heinous, deplorable, regrettable, pitiful, woeful, sad, offensive, disgusting, and abominable." — *Sydney H30* (PS-X), October 2000

"Somebody had to playtest this game. Day in and out, playing nothing but this twisted mockery of racing. A true vision of hell, I have never known." — *Jeremy McGrath Supercross* (PS-X), November 2000

"After 15 minutes, I ripped the tiny surfboard off my controller and began using it to saw at my wrists, begging for sweet oblivion. If you are suffering from depression, please stay away from this game. There is something to live for, kids." — *Surfing H30* (PS-X), December 2000

"This game says, 'Pikachu knows lots of ways to have fun.' Really? Why didn't the little bastard share any of them with me during the excruciating hours I spent playing Hey You, Pikachu!? — *Hey You, Pikachu!* (N64), January 2001

"This game would have a hard time competing with a pair of rusty nails and a broken chamber pot." — *Chicken Run* (GBC), February 2001

"I mean, I understand that Mario Party 3 is for a younger crowd, but I can't figure out how pregnant mothers are supposed to get the controller past the cervix so Nintendo can reach its target audience." — *Mario Party 3* (N64), May 2001

GREATEST GOOFS

While the core mission of Game Informer has always been to deliver our readers a vast and comprehensive coverage of video games, occasionally we feel the need to express the bizarre contents of our twisted little brains. The Editors' Forum picture, one of the trademarks of GI, is the primary outlet for this left-brain creativity. These lysergic visions are usually created by our special effects wizard Tom Blustin, and often tread the thin line between funny and disturbing.

* OUR NEW LOOK FOR E3 *

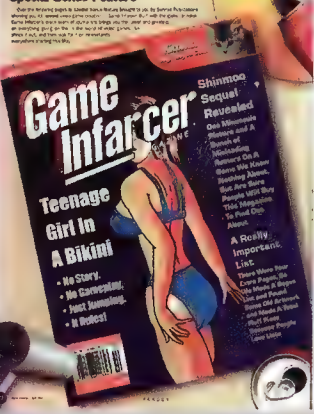


GAME INFARCCER

Started as the settlement of a bizarre bet involving Jay's dentures, Game Infarcer is the Mad Magazine-styled sister publication to Game Informer. Now two issues old, Game Infarcer has drawn praise from many of our readers, and exhortations to "grow up already!" from others. In spite of the controversy, expect to see Game Infarcer make another appearance in these hallowed pages come next April.



Special Bonus Feature



Admittedly, Game Informer was a pretty butt-ugly magazine in its early days, but our production staff has made numerous improvements to the layout and cover design over the years, culminating in the total overhaul of the magazine last November. While some of our longtime readers were a little disappointed to see the old Game Informer logo pass, we feel that this former ugly duckling is now a rather sexy swan.

Putting together an attractive magazine cover is never an easy task, and here's some stories behind some rare and special Game Informer covers, and a few that never saw the light of day.

TONY HAWK'S PRO SKATER (ISSUE #79)

Our November 1999 cover was originally slated to be Pokémon Yellow, but when Nintendo came through with some rather generic and lackluster artwork, we began to have our doubts. The last straw came when we received our reviewable copy of Yellow, and found the game to be a cheap remake of Pokémon Red & Blue. Disgusted, we decided to award the cover to now-classic Tony Hawk's Pro Skater.

The esteemed Mr. Hawk proved to be a stickler for artwork, rejecting our designs because he felt they made him look like a "sloppy skater." Desperate, we created the image you see here, of Tony skateboarding in space, partially in jest, as a way of poking fun at his "superhuman" image. Surprisingly, Tony actually approved the artwork, and the issue made it to press mere seconds before deadline. Trivia buffs might want to look in the bottom left-hand corner of the cover to see a small space chicken flying toward the edge of the page. We've enlarged this obscure inside joke here for your viewing pleasure.



CHRONO TRIGGER (UNRELEASED AUGUST 1995 COVER)

In honor of Square's RPG masterpiece, Chrono Trigger, we decided to do the first (and only) gatefold cover in GI history. Square provided us with artwork by legendary Japanese anime artist Akira Toriyama for this breathtaking spread, and everything was in place. Unfortunately, Toriyama found out about Square's plans, and quickly moved to put a stop to ours. Toriyama reasoned that, due to his fame in Japan, using his artwork on our cover would result in the issue selling for "hundreds" of dollars on the black market, cheating him out of just compensation. Regrettably, we were forced to scrap the beautiful cover, in favor of Working Design's Lunar: Eternal Blue. To this day, there is only one copy of this cover in existence, a print that hangs in the Game Informer offices.



MARCH MADNESS (ISSUE #14)

You might recognize the cover boy of this issue as none other than GI's editor in chief Andy McNamara. Unable to snag a big-name NBA talent for the cover shoot, the job of slamming the rock home fell to Andy. A professional photographer was enlisted for the shoot, as was a trampoline to help the very-Caucasian editor get the boost he needed to reach the rim. Throughout the shoot, Andy struggled to keep his hand on the ball, which eventually had to be fastened to his hand. This was the first, and last time, for an editor ever appeared on the cover of GI.



WWF ATTITUDE (MICK FOLEY COVER) (ISSUE #76)

In August of 1999, at the height of the WWF's popularity, Game Informer did three different covers for our piece on Acclaim's WWF Attitude. Two of the covers, featuring The Rock and Stone Cold Steve Austin, each accounted for 45 percent of the print run. The remaining 10 percent fell to the mercurial Mick Foley, shown here in his Mankind, Cactus Jack, and Dude Love incarnations. This is one of the most collectable Game Informer covers ever released.

UNRELEASED GAME INFORMER PROTOTYPE (NOVEMBER 2000)

Coming under new ownership in the fall of 2000, the Game Informer staff was given the challenge to redesign the entire magazine in the space of a few months.

Numerous logos and formats were attempted, and finally the logo and cover design you see here was chosen.

Everything was set to hit the presses, when the word came from corporate headquarters that the new Game Informer logo didn't have sufficient newstand visibility. In an eleven-hour rush, new logos were bandied about, and eventually the logo we know and love today got the nod. This design of the mag exists today only in some crude mock-up magazines in the Game Informer archives.

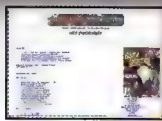


ON THE WEB

The rise of the internet is one of the most important stories of the last decade. Starting in the early 1990s, the World Wide Web forever changed how people across the world interacted with each other – often, with astonishing results. Game Informer, sensing that the world was moving online, jumped into the Internet boom, quickly becoming one of most irreverent sources for video game news. Along the way, it also managed to learn some tough lessons on the realities of E-business.

Starting with a modest Winternet webpage, GI began its web initiative in earnest in August of 1996, launching www.gameinformer.com and beginning daily video game news updates. As readership grew, along with the popularity of the Internet, gameinformer.com grew as well. Soon, the rather tasteless blue background that marked the site in the early days was jettisoned in favor of a pee-colored monstrosity that is fondly remembered by all at Game Informer as "Old Yellow." Old Yellow, in many ways, might be considered the Golden Age of gameinformer.com, and was certainly the place where GI's wacky sense of humor really came to maturity. From the free-wheeling WWF Attitude Q&A updates to double-entendre laden stories on Sega's Seaman, gameinformer.com became the place where those looking for a different take on the industry went for a daily dose of skewed humor and hijinks.

Beset by a rapidly increasing number of daily hits, Game Informer upgraded to a new database-driven site in November of 1999, and brought in a dedicated web staff for the first time in its history. Sadly, this ill-fated site was to last little more than a year, as gameinformer.com would fall prey to the massive meltdown of the Internet economy in February of this year. While it was sad to see it go, the site lives on in the Game Informer of today, as several of our current staff members, including Kato and Justin, cut their teeth as writers and editors for the site.



100 DEFINING MOMENTS IN VIDEO GAMES

These are the events that create the backbone in video game history. Every system you buy, and every game you play, stems from these historic moments.

1889

A skilled craftsman named Fusajiro Yamauchi envisions a playing card game called Hanafuda (or Flower Cards). To manufacture and distribute this game, Yamauchi forms Marufuku Company.

1956

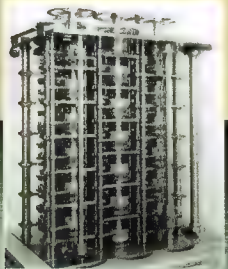
David Rosen recognizes growth of leisure income in the Japanese marketplace and starts a small photo booth (and later amusement device) company in Japan, known as Rosen Enterprises Ltd.

1932

Gottlieb designs the first pinball game, Baffleball.

1822

Charles Babbage proposes a mechanical calculating device he calls the Difference Engine. Although never completed by him (it was built in 1854 by Pehr Scheutz), Babbage is credited with conceptualizing the first computer.



1951

Marufuku Company is restructured and renamed Nintendo Playing Card Co. Ltd.

Deep within Japan, David Rosen forms Rosen Enterprises with the intent of creating amusement games. Before long, Rosen decides to import the coin-operated games which are so popular on US military bases in the land of the rising sun.

1961

As a student at the Massachusetts Institute of Technology (MIT), Steve Russell creates the first interactive computer game, Spacewar.



1971



Nolan Bushnell collaborates in the creation of an electronic game called Computer Space. The learning curve on the game was too great, however, and despite the digital accomplishments made, the product bombs.

1972

After designing a text-generation system used by Houston's mission control to send astronauts to the moon, Ralph Baer assists Magnavox in constructing the Odyssey — the world's first home video game system.

Nolan Bushnell makes his triumphant return with a simplistic game called Pong. Shortly thereafter, he founds Atari, Inc.

1975

Taito's Gun Fight becomes the first game to run on a microprocessor, as opposed to solid-state circuits. Midway Games ports Gun Fight Stateside, marking the first time an arcade game is imported to the US.

1969

ARPANET, a cooperative network of time-sharing computers, is hosted by UCLA, UC Santa Barbara, University of Utah, and Stanford Research Institute.

1962

The Internet is conceived as a military communications network by the RAND Corporation.

1965

David Rosen finally follows his dreams and begins manufacturing his own coin-op games. Rosen Enterprises stamps its cabinets with the name Sega — short for Service Games.

1974

Telenet, the first commercial version of the ARPANET networking system, is opened.

1976

The first cartridge-based console system, Channel F, arrives courtesy of Fairchild Camera and Instrument. Technically speaking, however, Magnavox's Odyssey did feature a circuit board that could be extracted and swapped with another board for different games.

Nolan Bushnell sells Atari for \$28 million, and then opens the first Chuck E. Cheese's restaurant.



100 DEFINING MOMENTS IN VIDEO GAMES

1978



Space Invaders is released in Japan. Arcades containing only this game are opened, and the government has to quadruple its Yen supply to circumvent the coin shortage Space Invaders causes.

1982



The Commodore 64, the first home computer with a dedicated sound chip, is released. The unit itself utilizes a 6510 microprocessor that runs at a whopping 1.02 MHz. The 64 is one of the most successful gaming devices ever introduced (over 17 million



1984

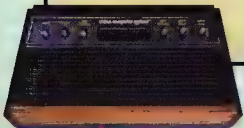


Always interested in puzzles and logic, Alexey Pajitnov lands a cushy

computer job with a Soviet government R&D lab. Here he develops the prototype for Tetris – one of the most addictive video games of all time. The game goes on to sell millions of units, but due to strict Soviet licensing agreements, Alexey sees none of the profits.

1977

The first console to really spark interest in home gaming arrives. With its wide selection of games, the Atari 2600 prospers, sparking a gaming revolution.



1980

Nameco designer Toru Iwatani goes out for pizza with several of his co-workers. After removing the first slice of pizza, Toru glances at the shape of the pie on the table. From this vision, the character Puck-Man – later changed to Pac-Man – is born.

Designer Ed Rotberg creates the realistic tank game, Battlezone. Later in the year, the US Government commissions an enhanced version of the game for military training.

units sold by 1992), and fans of the system continue to design and produce games for it today.

Networks begin using Transmission Control Protocol (TCP) and Internet Protocol (IP) as protocol suites, which closely resemble what we now refer to as an Internet.

The first video game-inspired cartoon, Pac-Man, airs on ABC. A Hanna-Barbera Production, the show runs from September 25, 1982 to September 3, 1983.

The first magazine devoted entirely to video games, Electronic Games, comes off the presses. The mag gives many their first look behind the scenes of the industry, and helps create a subculture of the video game knowledgeable.

Mystique releases its first (and last) three Atari 2600 carts aimed at an adult audience. Not only do the games fail to sell well, they raise the ire of Atari and every woman under the sun.

1979

Milton Bradley releases Microvision, the first handheld video game system with interchangeable cartridges. An idea ahead of its time, the system fizzles after two years.

Atari's Lunar Lander becomes the first game to use vector graphics.

The very first Multi-User Dungeon is written by Roy Trubshaw, a student at Essex University. Through extensive customization and reprogramming, MUDs become a mainstay on what will later be known as the Internet, and are the precursors to the massively multiplayer games we enjoy today.

Programmers leave Atari due to the policy of keeping its programmer names a secret, and form Activision – the first mainstream third-party developer.

ACTIVISION

Warrior, the first head-to-head fighting game, hits arcades.

1981

Shigeru Miyamoto and Gunpei Yokoi collaborate to create the coin-operated game Donkey Kong – the first game to feature the famous plumber, Mario.

Zork: the Great Underground Empire is released, birthing the adventure game genre.



By releasing The Quest for the Rings in a large, gold-embossed box that housed numerous playing pieces and extra goodies, Magnavox proves that a game's packaging can push sales as much as the cartridge itself.

The first video game death is recorded when a man suffers a heart attack while playing Berzerk.

Friendly competition between console manufacturers ends when Intellivision and Atari begin producing TV commercials ripping on each other. System superiority instantly becomes a hot topic amongst companies and gamers.

1983

Late in the year, the oddest thing happens. Consumers just stop buying games. The reason isn't that going outside is suddenly entertaining again, but rather, when video games became the hot topic, every company wanted a piece of the pie. Literally everyone and everything had a game – Chuck Wagon, Kool-Aid, you name it. The end result was poorly produced software that nobody wanted to play. Tag this onto a surging interest in home computers and video games soon vanished.

With the industry dying before its eyes, Atari closes its El Paso manufacturing plant. Leftover games, like E.T., are loaded onto 14 trucks, and dumped into a landfill. Atari representatives claim that the games were in fact defective.

The arcade game, Journey, has a special tape drive inside that plays the song Separate Ways. The use of licensed music soon becomes a staple in the video game industry, and a serious career booster for Rob Zombie.

Control Video Corporation offers Atari 2600 owners the Gameline, a modem that allows people to sample games for a small fee. CVC goes under when its game suppliers go out of business. Today, video game companies are still grappling with how to make an online buck.

Sega introduces the first 3D arcade game, SubRoc-3D, the first laser disc game, Astron Belt, and its first game console, the SG-1000.

Rick Dyer's Dragon's Lair becomes the first 50-cent coin-op game, but gamers don't seem to mind. Grossing over \$48 million, Dragon's Lair's unique laser disc technology takes arcades by storm, then quickly fizzles out.

Not fearing the US video game crash, Nintendo forever changes Japanese console gaming with the release of the Famicom.

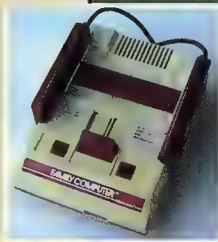
1985



Nintendo ports the Famicom to US soil and dubs it the Nintendo Entertainment System (NES).

The NES game Excitebike is the first game to use battery backup for saving and loading purposes.

Symbolics.com becomes the first registered domain on the Internet.



1989



Nintendo redefines handheld gaming with the creation of Game Boy.

Sega stirs a 16-bit revolution with the release of Mega Drive in Japan, which is quickly brought to the States as the Genesis.

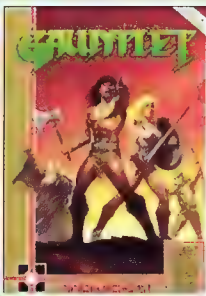
Breaking away from the rest of the pack, NEC upgrades its existing TurboGrafx-16 hardware with the first CD-ROM drive in console gaming.



Tengen terminates its contract with Nintendo, then quickly releases Tetris. Nintendo also works a version of Tetris in the U.S. Licensing mix-ups force Tengen to pull its two-player NES version of Tetris, while Nintendo's inferior one-player take on the puzzler stays.

1988

Tengen announces it has found a way to bypass the lockout chip which prevents non-licensed companies from creating NES software. In the blink of an eye, Tengen releases Pac-Man, Gauntlet, and RBI Baseball with uniquely styled black cartridges.



1991

God creates the first issue of Game Informer.

The release of Capcom's arcade hit, Street Fighter II, stirs a martial arts movement in gaming.

Galoob Toys releases the Game Genie. Nintendo tries to stop its sales, but the gaming public's inevitable desire to cheat keeps the device on store shelves.



1992

Hoping to hop onto the full-motion video wave, Sega ushers in the piggyback Sega CD. Even though over 140 games are created for the platform, and the technology is improved over NEC's attempt, it is ultimately considered a failure.



Wolfenstein 3D is released by id Software. The radical, fully 3D-rendered game engine revolutionizes the realm of first-person shooters, and is among the biggest shareware hits of all-time.

The world of real-time strategy is pioneered by Dune II, setting the stage for games ranging from Command & Conquer to StarCraft.

With gun control a hot-button topic, Nintendo releases the gargantuan Super Scope for SNES, rather than a pistol-like peripheral. Other first-party manufacturers follow suit, and console shooting games take a serious slide in popularity.

1987



The legendary crusader, Link, makes his debut in The Legend of Zelda, helping the NES become the #1 selling toy in America.

Desperate for a hit game, Square Co. Ltd. turns to designer Hironobu Sakaguchi for an idea that will save the company. Hironobu proposes a game that will compete with Enix's Dragon Quest. The project is put in motion and given the name Final Fantasy.

1990

Sega enlists the talents of Yuji Naka and Naoto Ohshima to think up a beloved Nintendo-like character. Their creation is Sonic the Hedgehog.

After five successful years with its first console unit, Nintendo pushes the envelope by releasing the Super Famicom, which soon makes its way to the US as the Super Nintendo.

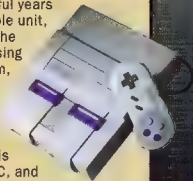
Wing Commander is released for the PC, and becomes one of the most influential space combat simulators to ever hit the PC gaming community.

Electronic Arts drops its first digital sports bombshell, John Madden Football, on the Genesis.

Proclaiming rentals are killings its sales, Nintendo takes Blockbuster to court. The court sides with

Blockbuster. Nintendo sues again, saying Blockbuster is illegally printing its copyrighted game manuals. The court sides with Nintendo.

Often thought of as the Cadillac of video games, SNK releases the expensive Neo Geo unit.



1993

Eager to get into the video game world, Sony joins forces with Nintendo to create a CD-ROM attachment for the Super Nintendo. Sony's contract states that it can develop a machine of its own, but it has to be compatible with the SNES. After years of development, Nintendo cans the project. Rumors circulate that Nintendo felt threatened by Sony's involvement in gaming. Shortly after the divorce, Nintendo signs with Phillips, and a similar CD-based project is proposed. Nothing comes of this venture but a handful of miserable Nintendo-licensed products for Phillips CD-i.

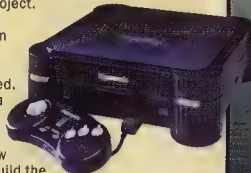
Trip Hawkins enlists the help of New Technologies Group Designers to build the CD-based 3DO Interactive Multiplayer system. Trip signs a deal with Panasonic to deliver the 3DO to retail doorsteps. Despite being heralded as Time Magazine's "#1 Product of the Year," a lack of software drives the unit to an early grave. Where were the Army Men games?

After being console absent for ages, Atari re-enters the game with the first 64-bit system, Jaguar. Unlike the 3DO, the launch software is well received, but the system never really makes its mark.

Doom is released, ushering in the age of first-person shooters and multiplayer combat via modem.

US Senator Joseph Lieberman leads a movement to ban violent games like Mortal Combat and Night Trap. After several congressional hearings, Lieberman settles on the implementation of a video game rating system.

Buena Vista disappoints theater-goers with the first "video game to motion picture" interpretation, Super Mario Bros.



1986

Enix releases Dragon Quest, a role-playing game that will become Japan's most sought-after RPG series.

Hoping to squash Nintendo's dream of conquering the US gaming scene, Sega brings the SG-1000 to the States with a flashy new name, Sega Master System.



100 DEFINING MOMENTS IN VIDEO GAMES

1994

Raining on Sega's release of Saturn, and sending a benevolent glare at Nintendo, Sony makes its entry into Japanese console gaming with the PlayStation.

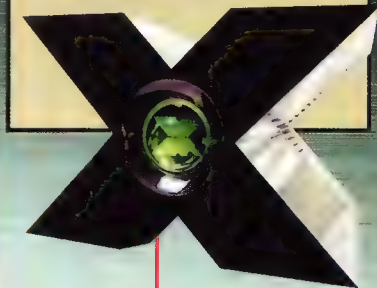


2000

Sony drops the licensing fee for PlayStation, allowing third parties to drop the retail price of games. Cheaper games, some as low as \$10, result in a lower grade of games as well.

Sony's second console, PlayStation 2, becomes the first home console with backwards compatibility and a DVD drive.

Bill Gates confirms rumors that Microsoft will indeed be entering the console war, and its first salvo will be called the Xbox.



1996



Even though CD-ROM technology is sweeping across the globe, Nintendo sticks to its cartridge-based guns for Nintendo 64. The machine is quickly embraced and considered the hottest product of the year, thanks mainly to Shigeru Miyamoto's killer app, Super Mario 64. Sadly, high cartridge costs result in a small library of games.

Gunpei Yokoi, the Nintendo designer credited with creating Metroid and Game Boy, leaves Nintendo after the complete failure of his Virtual Boy system. He dies a year later. The world hasn't had a new Metroid game since.

John Romero leaves id Software and forms Ion Storm. Securing a rumored \$25 million from publisher Eldos, Romero sets up shop in a luxurious Dallas skyscraper. After years of delay, Ion's first game, Daikatana, ships. Instead of pulling in the bills, Daikatana flops.

A programmer who doesn't like looking at the rear end of a male adventurer all day changes the sex of Tomb Raider's protagonist, Lara Croft, soon tantalizing gamers the world over with her killer curves.

Capcom feeds off gamers' fears with the release of Resident Evil.

Nintendo sells its billionth cartridge.



1995

Through a surprise launch at the Electronic Entertainment Expo, Sega releases the Saturn in the States. Retailers aren't prepared for the launch, nor are gamers.

Sony watches Saturn sales flounder, then brings PlayStation to America.

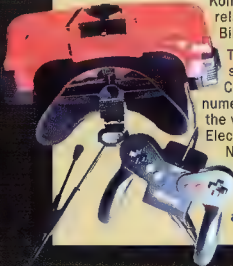
Square Soft and Nintendo have a disagreement over the cartridge medium, resulting in a break of the partnership that had produced some of the greatest RPGs of all-time. Square forms an alliance with Sony.

Traditional dial-up ISPs such as Prodigy and America Online provide commercial Internet access.

Nintendo has its first major failure with Virtual Boy — a unit that offers a taste of virtual reality, but actually just gives users headaches and sore eyes.

The original motion picture soundtrack to Mortal Kombat is the first video-game-related music to enter Billboard's Top 100.

Tired of being relegated to sideshow status at the Consumer Electronics Show, numerous companies commit to the video-game-specific Electronic Entertainment Expo. Nintendo holds out for a while, but soon capitulates, and the first E3, held during this year, is a resounding success.



1997

Ultima Online makes its first appearance, revolutionizing the multiplayer, persistent world genre.

Gamers finally have the chance to create their own games with Sony's public PlayStation development kit, Net Yaroze.



1998

Flipping the gaming scene head over heels, Pokémon mania turns gamers into crazed lunatics as they feverishly try to collect 'em all.

Electronic Arts purchases titles from Virgin Interactive, acquiring a violent fighting game called Thrill Kill in the process. Before scrapping the project for its highly-inappropriate material, a build is sent to the ESRB. It receives an Adults Only rating.

Sony revolutionizes the racing genre with Gran Turismo.



1999

On 9.9.99, Sega again tries to one-up the competition by releasing the Dreamcast. Gamers fall in love with the machine early on, but soon realize that better things are on the way.



2001

The Dreamcast invades cyberspace, offering global Internet gaming.

Sega President Isao Ohkawa passes away after donating \$700 million in assets to the company. His desire for Sega to cease hardware development and focus solely on software is honored.



100 ISSUE SPECTACULAR



32X

36 Great Hoies	6.5	Apr-95
Brat! Above the Claw	8.25	May-95
Comico Cameo	4.5	Feb-95
Doom	8	Dec-94
Knuckles Chaotix	7	Jul-95
Kolibri	6.25	Nov-95
Metal Head	7	Apr-95
Mortal Kombat II	9	May-95
Mountain Championship	6.75	Feb-95
NBA Jam: Tournament Edition	8.25	Aug-95
Pinball: The Mayan Adventure	7	Oct-95
RFI Baseball	6.5	Apr-95
Shinju Seadragon	8.25	Jun-95
Spider-Man: Web of Fire	5	Feb-96
Tempo	3.5	May-95
Toughman Contest	7.25	Jun-95
Virtual Fighter	8.5	Oct-95
Virtual Racing Deluxe	8.25	Jan-95
WWF Raw	6.5	Aug-95
Zoozoo's Motherbase 2000	6.25	Jun-95

DREAMCAST

10 Wheelers	8.5	Jan-01
American Pro Trucker	7.25	Jun-00
4 Wheel Thunder	8.25	Jun-00
4X4 Evolution	8.75	Dec-00
AeroWings 2	7	Oct-99
AeroWings 2: Air Strike	7.5	Sep-00
Artoz Deltia	7.75	Sep-00
Armada	6.5	Feb-00
BAMG: Gunship Elite	6	Jan-01
Blue Streak	5.25	Oct-99
Carrom Spike	7	Sep-00
Carrier	6.75	Apr-00
Championship Surfer	5	Mar-01
Chokun Pan	6	Jan-01
Chu, Chu Rocket	8.75	Apr-00
Confidential Mission	5.5	Jun-01
Crazy Tax	8.75	Feb-00
Crazy Tax 2	8.75	Jul-01
D2	4.75	Oct-00
Dave Mirza Freestyle BMX	8	Feb-01
Daytona USA	7	Apr-01
Destiny of Aliva 2	8	Apr-00
Dino Fighter	6.75	Jul-00
Demolition Racer: No Exit	6	Nov-00
Dino Crisis	6.5	Jan-01
Draconus: Clod of the Wyrm	7.75	Jul-00
Dynasty's Cup	7	Nov-99
Ecco: the Dolphin	7	Oct-00
Defender of the Future	3	Mar-01
EDW Anarchy Rize	3	Mar-01
ECW Hardcore Revolution	7.75	May-00
ELEMENTS Gimmick Gear	7	Mar-00
Evil Dead: Hal to the King	4.5	Mar-01
Evolution	7	Dec-99
Evolution 2: For Oil Promise	6	Jul-00
Expendable Millennium	4	Oct-99
F-1 World Grand Prix	7.75	Feb-00
F3SS Challenge: Passione Rosa	7.5	Dec-00
Fighting Force 2	5.25	Mar-00
Frogger 2: Swampy's Revenge	7	Dec-00
Fur Fighters	7.75	Aug-00
Garfield Legends	7.75	Jul-00
Giga Wing	7.5	Mar-00
Grand Theft Auto 2	7.5	Jun-00
Grandia II	8	Jun-01
Gunbird 2	5.5	Oct-00
Gundam Side Story 0079	7.75	Jul-00
Hidden & Dangerous	7	Oct-00
House of the Dead 2	8	Oct-99
Hydro Thunder	8	Oct-99
Ilifeed	5	Jun-01
Inozing	5.5	Mar-01
Jeremy McGrath Supercross 2000	7.75	Nov-00
Jin	8.25	Dec-00
Jin Grand Prix	8.25	Dec-00
JuJo's Bizarre Adventure	8	Mar-00
Kao the Kangaroo	7	Apr-01
King of Fighters	8	Oct-99
Dream Match 1999	8	Oct-99
Kiss Psycho Circus	4.5	Feb-01
The Nightmare Child	8	Mar-00
Legacy of Kain: Soul Reaver	7	Jan-01
Looney Tunes Space Race	7.75	Jun-00
Mars Matrix	8	May-01
Marvel vs. Capcom	7.5	Oct-00
Marvel vs. Capcom 2	8	Aug-00
MDK2	8	Jun-00
Metropolis Street Racer	9	Dec-00
Morozco Grand Prix	7	Oct-99
Mortal Kombat Gold	7.25	Oct-99
Ms. Pac-Man Maze Madness	8	Jan-01

3DO

BattleSport	7.25	Dec-95
Brassard 13	6	May-96
Canon Foe	7.25	Dec-95
Captain Quazar	8.75	Dec-95
Casper	7.75	Mar-96
Demolition Man	7.75	Mar-95
Flashback	8	May-95
Flying Nightmares	5	Nov-95
Cyber Rage	9.25	May-95
Hill	7.5	Jul-95
Horde, The	7	Jul-94
Immortuary	8	Apr-95
Iron Angel of the Apocalypse	5.5	Jun-95
The Return	5	Mar-96
Madden NFL Football	8	Jul-94
Mr. Baseball	8	Jul-94
Killing Time	8	Jan-95
Looney's Quest	8	Aug-96
Novatium	8	Mar-95
Off World Interceptor	6.75	Mar-95
PGA Tour 98	8	Jun-95
POed	6.5	Nov-95
Quarantine	7.75	May-95
Return Fire	8.5	Mar-95
Road Rash	8.75	Dec-94
Samurai Shogun	7.75	Feb-95
Shogun: Operation Jumpgate	7	Mar-95
Shogun 2: Beyond the Gate	8.5	Feb-96
Slim	8.75	Jul-95
Snake Job	8.25	Jun-95
Sasao Hulk	7.75	Sep-95
Sasao Hulk 2	7.75	Sep-95
Star Wars: Rebel Assault	8	Mar-95
Strat	5.25	Sep-95
Super Street Fighter II Turbo	8	Feb-95
Super Wing Commander	8	Jul-94
Theme Park	6.5	Apr-94
Total Edge	8	May-94
Wing Commander III	8	Jul-94
Heart of the Tiger	8.75	Aug-95
Zhaddort: The People's Party	6	Aug-95

ULTIMATE REVIEW ARCHIVE

NBA 2K	9	Jan-00	Resident Evil Code Veronica	9.5	Apr-00
NBA 2K1	8.5	Jan-01	Ripper: Riders	7	Dec-99
NBA Showtime: NBA on NBC	7.25	Dec-99	Roatlanders	5.5	Jun-00
NFL Quarterback Club 2000	2.25	Feb-00	Rush 2048	7	Oct-00
NFL 2K1	9.25	Oct-99	Samba De Amigo	8.5	Dec-00
NFL 2K11	9.5	Nov-00	Seaman	7	Sep-00
NFL Blitz 2000	8	Oct-99	Sega Bass Fishing	8	Sep-00
NFL Blitz 2001	5.25	Nov-00	Sega GT	9	Oct-00
NFL Quarterback Club 2000	2.25	Feb-00	Sega Marine Fishing	8	Nov-00
NFL Quarterback Club 2001	2.5	Nov-00	Sega Rally Championship	7.5	Jun-00
NHL 2K	8.25	Apr-00	Sega Smash Park	9	May-01
Nightmare Creatures II	5	Sep-00	Shadow Man	4.75	Feb-00
Onimaru: The Normal Soul	6.5	Sep-00	Shenmue	8	Dec-00
Philly Tour Bowling 2001	6.25	Jun-01	Silent Scope	7.5	Jan-01
Philly Tour Bowling 2001	6.25	Jun-01	Silver	8	Sep-00
Plan Pan Tricolore	4	Mar-00	Sires of Arcadia	8.5	Jan-01
Planet Star Online	9	Oct-99	Star Wars	6.25	Jan-00
Plasma Storm	9	Mar-00	Sonic Adventure	7.75	Sep-99
Nightmare of Bielen	7.25	May-00	Sonic Shuffle	7	Jan-01
Pod Speedway	3.5	Jan-01	Sonic Calibur	9.25	Oct-99
Power Stone	8	Oct-99	Soul Fighter	5.5	Jun-00
Power Stone 2	8.5	Apr-00	Soul Plan: Chef's Lov Shack	3.5	Feb-00
Project Justice	8.75	Apr-00	Space Channel 5	7.75	Jul-00
Psychic Force 2012	7	Jan-00	Spaw: In the Demon's Hand	6.5	Nov-00
Quake II Arena	9.25	Jan-01	Speed Devils	7.25	Jun-99
Railroad Tycoon II	5	Nov-00	Speed Devils Online	7.5	Jan-01
Rayman 2: The Great Escape	8	Apr-00	Spider-Man	8	Jun-01
Re-Volt	5	Feb-00	Star Wars Episode I Racer	8.75	Jun-00
Ready 2 Rumble Boxing	7.25	Oct-99	Star Wars Demolition	7	Jan-01
Ready 2 Rumble Boxing Round 2	7.5	Jan-01	Star Wars Jedi Power Battles	8	Jan-01
Record of Lodoss War	6.5	May-01	Starliner	7	Dec-00
Red Dog	7.75	Dec-00	Street Fighter Alpha 3	8.75	Jun-00
Resident Evil 2	9	Jan-01	Street Fighter III: 3rd Strike	8.25	Nov-00
Resident Evil 3 Nemesis	8	Jan-01	Street Fighter II Double Impact	7.75	Sep-00

TAIL OF THE SUN

IN FORMAT PLAYSTATION 2 PUBLISHER SONY
NEXT RELEASED 1997

Truth be told, every game developed by ArtDink is far above all contenders on the bizarreness scale. For the sake of diversity, however, we've chosen this prime example to represent these kinds of strange. As a caveman, your goal in Tail of the Sun, although there is absolutely nothing forcing you to progress, is to build a tower out of tusks so your tribe can reach the sun. To do this, you have to kill mammoths. To get to the mammoths, however, you have to walk your caveman for two or three days of game time (and about ten minutes of real time) north. Tail of the Sun has a gigantic world to explore, and it's easy to get lost unless you've memorized landmarks. Luckily, there's plenty of food to be found, and as the game goes on, your caveman will evolve and learn to use tools. Going completely against the intense action grain video games were founded on, Tail of the Sun is definitely one of the strangest ideas ever realized on a console.

FIVE WEIRDEST VIDEO GAMES

Striker Pro 2000	6.75	Aug-00	Wacky Sports Challenge	6.25	Jan-95
Super Magnetic Neo	8.5	Aug-00	Wario Line II	8.75	Apr-98
Super Rumble2000	5.5	Feb-01	World Cup 98	7	Oct-98
San Francisco Edition	8	Jan-01	Worms Heroes 2 Jet	7.75	May-95
Surf Rocket Racers	5.5	Feb-01			
Suzuki Akizora Extreme Racing	7	Dec-99			
Sword of the Berserk	8	Apr-00			
Sydney 2000	3.5	Oct-00			
Tech Romance	8.5	Aug-00			
The 007	6.25	Apr-00			
Test Drive 6	8	Feb-00			
Test Drive Le Mans	4.75	Jan-01			
Test Drive V-Rally	1	Jan-01			
Time Stalkers	6.5	May-00			
TN4 Hardcore Heat	5.75	Oct-99			
Toyko Xtreme Racer	5.75	Oct-99			
Toyko Xtreme Racer 2	8.5	Nov-00			
Tom Clancy's Rainbow Six: Rogue Spear	7	Feb-01			
Tom Clancy's Rainbow Six: The Last Revelation	7.75	Jun-00			
Tony Hawk's Pro Skater	8	Jun-00			
Tony Hawk's Pro Skater 2	9.75	Jan-01			
Toy Commander	8.75	Nov-99			
Toy Story	7	Sep-00			
TriDiskEye	7.75	Oct-99			
Typing of the Deed	9	Feb-01			
Ultimate Fighting Championship	8.5	Apr-01			
United Tournament	8.5	Apr-01			
Vanishing Point	7.5	Mar-01			
Vigilante 2: 2nd Offense	8	Mar-00			
Virtual Athlete 2000	7	Oct-00			
Virtual Fighter 3rd	7.75	Nov-99			
Virtual Soccer 2	5.25	Mar-00			
Virtual Tennis	9.25	Sep-00			
Virtual On: Ontario Tangram	7.25	Apr-00			
Wacky Races	6	Sep-00			
Wizard of Oz	7.25	Oct-00			
WrestleMania X-Flare	5	Mar-00			
World Senes Baseball 2K1	5.75	Sep-00			
World Series Party	8	May-01			
Worms World Party	8	May-01			
WWF Attitude	8.5	Jan-00			
WWF Royal Rumble	6.75	Sep-00			
Xtreme Sports	7	Jan-01			
Zombie Revenge	6.75	Feb-00			
1942	5.5	Aug-00			
720	7	Jun-99			
Action Man Search For Base X	2.5	Apr-00			
Aaddin	4	Feb-01			
All Star Tennis	6.5	Dec-99			
All-Star Baseball 2000	7.25	Jul-00			
Base Masters Baseball	7.25	Feb-00			
Batman: Chaos in Gotham	6	Mar-01			
Beauty and the Beast	4.75	Jan-00			
Billy Bob's Hunter 'N' Fishin'	3.75	Dec-99			
Bionic Commando: Elite Forces	8.25	Mar-00			
Starliner: Mystery Entry Below	8.25	Apr-00			
Buffy the Vampire Slayer	2	Dec-00			
Bus-A-Move 4	8	Aug-99			
Carrot Crazy	3.5	Apr-99			
Catwoman	4.75	Dec-99			
Chase HQ: Secret Police	5.5	Dec-99			
Chicken Run	4	Jan-01			
Conker's Pocket Tales	4.5	Sep-99			
Croc	6.5	Apr-00			
Croc 2	6.5	Apr-00			
Cryptals	8.75	Apr-00			
Disa V.I. & II	7.5	Dec-99			
Dog's World	3.75	Aug-00			
Donald Duck: Gon' Quackers	7.5	Jan-01			
Donkey Kong Country	8.75	Jan-01			
Dragon Warrior I & II	7	Dec-00			
Dragon Warrior Monsters	8	Mar-00			
Dragon's Lair	6	Dec-00			
Duke Hudson	6.75	Dec-99			
ECW Hardcore Revolution	4.5	Dec-99			
FIFA 2000	4.5	Dec-99			
FIFA 2001	2.75	Dec-00			
Galaga Destination Earth	2	Feb-01			
Gas: Enter the Gecko	8	Mar-99			
Gen's Deep Pool Game	7.5	Mar-00			
Ghost of Gollies	7	Nov-99			
Hoyle Card Games	9	Mar-01			
Inspector Gadget	6.5	Jan-01			
Ker-Griffy: King of Slugs	5.25	Sep-99			
Kitty T&N: Tumblin'	8.75	May-01			
Klax	7.75	Jan-99			
Kluster	5	Oct-99			
Legend of Zelos					
- The Awakening	9.25	May-99			
Legend of Zelos					
- Ker-Griffy: King of Slugs	9.5	Jan-01			
Legend of Zelos					
- Crane of Seasons	9.25	Jul-01			
Loon King					
- Simba's Mighty Adventure, The	7	Mar-01			
Loon King					
- Lionel Mermad: I Pinball Frizzly	7.5	Dec-00			
Loon King					
- Looney Tunes Racing	7.25	May-00			
Loon King					
- Looney Tunes Racing	7.25	Oct-99			
Loon King					
- Mama's Minis Madness	8	Dec-00			
Loon King					
- Madden NFL 2000	7.75	Dec-99			
Loon King					
- Mag Nation	8.5	May-01			
Loon King					
- Mario Golf	8.75	Nov-99			

Mario Tennis	8.75	Feb-01	Sports Trivia:		
Marvin Shreves Back!	6	Apr-01	Championship Edition	7.25	Jun-95
Mega Man Battle	7	Mar-01	Tempo Jr.	3.5	Jan-95
Men in Black: The Series	4.75	Mar-99	X-Men: Grandmaster's Legacy	6.25	Jan-96
Metal Gear Solid	9.25	Jul-00	X-Men: Mojo World	7.25	Dec-96
Metal Walker	7.75	Dec-00			
Mickey's Adventure Racing	8	Mar-00			
Mickey's Speedway USA	6	May-01			
Micro Machines 1 & 2	8	May-00			
Millions: Winter Sports	7.25	Jan-01			
Missile Command	1.75	Jan-00			
Monster Rancher Battle Card	7.75	Jul-00			
Monster Rancher Explorer	7.5	Nov-00			
Mortal Kombat 4	6	Apr-99			
Motocross Maniacs	8.5	Sep-99			
Mr. Driller	8.25	Jul-00			
MTV Skateboarding	6.75	Dec-00			
MTV Sports Ultimate BMX	7	Apr-01			
NBA in the Zone '99	4.5	Jun-99			
NBA Jam '99	7.5	May-99			
NHL Blades of Steel '99	7.5	Apr-99			
Perfect Dark	4	Nov-00			
Pitfall: Beyond the Jungle	6.5	Mar-99			
Pokemon Pinball	8	Sep-99			
Pokemon Puzzle Challenge	8.5	Feb-01			
Pokemon Trading Card Game	9	Dec-00			
Pokemon Tiro Card Game	7.25	Jun-00			
Pro Soccer Pro Beach Volleyball	8.5	Jul-99			
Prince of Persia	6	Jul-99			
Quest for Camelot	5	May-99			
R-Type DX	7.5	Sep-99			
Remage: World Tour	6.5	Apr-99			
Rayman	8	Jun-00			
Road Champs BXS Stunt Biking	7	Apr-01			
Road Race	6	Feb-01			
Road to El Dorado, The	4.5	Sep-00			
Small Furry Tale Freshmen	5	Jun-01			
Simmons: Night of the Living					
Teleshows of Horror, The	7.5	Jun-01			
The Smurfs' Nightmares	6.5	Jan-99			
Snoopy Tennis	7	Jul-01			
Spies	6.25	Sep-99			
Splat	4	Nov-00			
Spy vs. Spy	7.5	Aug-99			
Star Wars					
Episode I: Qui-Wan's Adventures	8	Mar-01			
Star Wars: Episode I Racer	8.25	Mar-00			
Star Wars: Episode II: Attack of the Clones	8.25	Aug-02			
Survival Kids	7.5	Sep-99			
Tarzan	6.5	Aug-99			
Tech Deck Skateboarding	3	Jun-01			
Tot Tot	7.5	Apr-01			
Tomb Raider	8.25	Apr-00			
Tony Hawk's Pro Skater	8.5	Jun-00			
Tony Hawk's Pro Skater 2	6	Jan-01			
ToonyTennis	7	Sep-00			
Top Gear Pocket	6	May-99			
Tory Story 2	6.25	Feb-00			
Tory Story Racer	4	May-01			
Triple Play 2001	4	Aug-00			
Troubles	8	May-01			
Trunk 3: Shadow of Obsession	3.5	Oct-00			
Twelve	6.5	Apr-99			
V-Rally Ed. '99	5.5	Aug-99			
Wario Land 3	8.75	Aug-00			
Warlord	8	Sep-00			
WCW Mayhem	7.75	Jul-00			
Wings of Fury	7	Mar-00			
WWF Attitude	8.6	Jul-99			
WWF WrestleMania 2000	7.25	Dec-99			
Yan's Revenge	6.25	Jan-00			

PANIC!

■ FORMAT SEGA CD ■ PUBLISHER DATA EAST
■ YEAR RELEASED 1994



There are two big mysteries surrounding this game: why was it Data East brought to the US, and why was it made in the first place? Released for the Sega CD, Panic! had players take part in thrilling gameplay options, such as deciding what button to push, and...well, that's about it, actually. All you do in Panic! is have your juvenile male character press buttons in his cartoon world. If you choose correctly, you get to advance to the next room. Choose wrong, and you see a "hilarious" scene. The really incomprehensible thing about Panic! is that it was rated T, yet no one over the age of four could stand playing it for more than three minutes.

FIVE WEIRDEST VIDEO GAMES

Prime Time NFL Football	6	Nov-95	Checkered Flag	4	Mar-95
RBI Baseball '94	7.25	May-94	Club Drive	8	Mar-95
Red Zone	7.25	Jan-94	Cybermorph	8.5	Mar-94
Return & Death of Superman, The	6	Feb-95	Doon	8.25	Jan-95
Rise of the Dragon	7	Jul-04	Flop Out	5	Sep-95
Ristar	8.25	Jan-94	Highlander: The Last of the MacLeod's	5	Dec-95
Road Rash 3	8	Apr-95	Howie Stone	9	Jun-95
Rugby World Cup	7.75	Jan-94	Iron Soldier	8.75	Feb-95
Shassan	8.5	Jul-04	Kassan Ninja	4.75	Feb-95
Shining Force II	7.75	Sep-94	Mission Command 3D	6.5	Jan-96
Shining Force	8.25	May-95	Power Drive Rally	7.5	Sep-95
Skitchin'	8	May-04	Syndicate	7.75	May-95
Some 3 Knuckles	8.25	Nov-94	Tempest 2000	9	May-94
Sonic 3D Blast	8	Nov-96	Theme Park	7.75	May-95
Sonic Team	7.5	May-94	Val of Ice Skating & Snowboarding	5.5	Mar-95
Sonic Team: Deep Space Nine	7	May-95	Zool	5	Mar-95
Sonic Team: The Next Generation	7	Jul-04			
StarCraft	6	May-04			
Streets of Rage 3	8	Jul-94			
Sub Terra	8.75	May-94			
Super Street Fighter II	7.75	Sep-94			
Syndicate	7.5	Jan-94			
Time Killers	1	Jun-96			
Time Trax	6.75	Jan-94			
Toughman Contest	7	Apr-95			
Tory Story	8.75	Dec-95			
Triple Play '98	8.25	Jul-95			
Triple Play: Gold Edition	8.25	Sep-96			
Urban Strike	7.75	Dec-94			
Vectorman	9	Nov-95			
Vectorman 2	8.5	Nov-96			
Viewpoint	7	Jan-95			
Virtual Fighter 2	6	Feb-97			
Wayne Gretzky & the NHL All-Stars	5	Jun-95			
Waspool '96	8.5	Sep-95			
World Series Baseball	8	May-94			
World Series Baseball '95	8.25	May-95			
World Series Baseball '96	7.5	Aug-96			
X-Men 2: Clone Wars	8	Mar-95			
X-Men: The Kamekaze Squared	7.5	Feb-95			
Zero The Tournament	8	Nov-94			

JAGUAR

Aircats	1	Jun-94
Aliens vs. Predator	9	Dec-94
Alan Karts	5	Jan-96
Atlas: Mission Adventure	5.75	Jan-96
Battlezone	7	Jan-98
Bum Out	4	Jul-95



NINTENDO 64

100% Snowboarding	9.25	Apr-98		
Aeroflights Assault	6	Mar-98		
Age of Empires	5	Feb-98		
Adyn Chronos: The First Mage	6.5	May-01		
Archie's USA	5.5	Oct-99		
All Star Tennis '99	5.5	Aug-99		
All-Star Baseball '99	8.5	Jul-98		
All-Star Baseball 2000	8	May-99		
All-Star Baseball 2001	7.75	May-00		
Amnines	7.25	Jan-00		
Army Men: Air Combat	7.5	Oct-99		
Army Men: Sarge's Heroes	7	Dec-99		
Automobil Lamborghini	7	Jan-98		
Banjo-Kazooie	9.25	Jan-98		
Banjo-Tooie	8	Jan-01		
Baseball Stars 2000	8	Mar-00		
BattleTennis	6.75	Feb-99		
BattleTennis II: Global Assault	7.25	Nov-99		
Batman				
Blade of the Black Dog	3.25	May-00		
Blades of Steel: Razing	8	Apr-99		
BO BREAKS	4.5	Jul-98		
Blades of Steel 2000	3.5	Jan-00		
Boat Corps	8	May-97		
Bopy Harvest	7.75	Nov-96		
Bombberman 64	7.25	Dec-97		
BronzeWrest Circuit Pro Bowling	5.25	Jan-00		
Bugs Life, A	5.25	Jun-99		
Bust-A-Move 2	8	Aug-98		
Bust-A-Move '99	0	Apr-99		
California Speed	2.25	Apr-99		
Castlevania 64	6.5	Mar-99		
Castlevania: Legacy of Darkness	5.25	Mar-00		
Chameleon Twist	7	Apr-98		
Chameleon Twist 2	6.5	May-99		
Charlie Bird's Teatime	3	Oct-98		
Chopper Attack	5.25	Feb-98		
ClayFighter 63 '93	6.5	Oct-97		
Command & Conquer	8	Sep-99		
Conan's Bad Fur Day	0	Apr-01		
Crossin' Exotica	6	Feb-01		
Crossin' the World	6.5	Nov-98		
Crust! USA	7.75	Jan-99		
CyberTiger	7.25	May-00		
Dark Risk	3	Sep-98		
Deadly Arts	7.25	Dec-99		
Demolition Derby 64	6.25	Dec-99		
Diddy Kong Racing	8.5	Dec-97		
Donald Duck: Goin' Quackers	7.5	Feb-01		
Donkey Kong 64	8.75	Dec-99		
Doon 64	8.5	Jun-97		
Dr. Mario 64	8.5	May-01		
Duke Nukem 64	7.75	Jan-98		
Duke Nukem: Zero Hour	8.75	Sep-99		
Earthworm Jim 3D	5.75	Dec-99		
Excite: Hardcore Revolution	8	Mar-00		
Excitebike 64	7.25	Jun-00		
Extreme G	8.5	Oct-97		
Extreme G2	8.25	Dec-98		
F-Zero X	8	Sep-97		
F1 Pole Position 64	7	Nov-98		
F1 World Grand Prix	7.5	Sep-99		
FIFA 64	8.75	May-97		
FIFA 98	8	Feb-98		
FIFA 99	8.25	Jan-99		
Fighter Destiny	8	Feb-96		
Fighter Destiny 2	2	Sep-00		
Fighting Force 64	6.75	Jan-99		
Forzaan 64	8	Aug-98		
GoldenEye Legends	8	Aug-99		
Gladius: Deep Cover Goda	7.75	Sep-97		
God of War	7.75	Nov-98		
Gran Turismo	7.25	Dec-96		
GoldenEye 007	8.5	Sep-97		
GoldenEye Hack	7.75	Jan-98		
Harvest Moon 64	7.25	Mar-00		
Heracles				
The Legendary Journeys	4.75	Feb-01		
Hitler 94	7.25	Jan-97		
Howe Yu, Pichuloh	4	Jan-01		
Hyd Wars Turbo Racing	7	Oct-99		
Hybrid Heaven	7	Jun-99		
Hydro Thunder	7.5	May-99		
Idyll's Reborn Balls	8.75	Sep-98		
In-Fisherman's Base Hunter 64	7.75	Sep-99		

1 ULALA SPACE CHANNEL 5



FIVE HOTTEST WOMEN IN VIDEO GAMES

GAME GEAR

Adventures of Batman & Robin, The	8	Aug-95		
Arena: Mass of Death	7.5	May-96		
Coppler III	7.5	May-94		
Dynamite Healy	7	Nov-94		
Jungle Strike	8	Jul-95		
NBA Action:				
Clayton David Robinson	6.75	Sep-94		
PGA Tour 2	7.5	Dec-94		
PGA Tour '96	7	Nov-95		
RBI Baseball '94	6.5	Jan-95		
Return of the Jedi	7	Nov-95		
Rise of the Robots	4.25	Feb-95		
Ristar	8	Feb-95		
Shining Force: Sword of Hajya	7.75	Nov-94		
Sonic 2	5.5	Jan-96		
Sonic Labyrinth	5.5	Jan-96		
Sonic Spinball	6.75	Jul-94		
Sonic Triple Trouble	7	Dec-94		

WarCraft II	8	Jul-96	BattleSport	3	Sept-97
WarGen	5	Apr-99	Battlestations	6	Apr-97
Warhawk III, Dark Omen	8.75	May-98	Blitzkriegs	6.75	Oct-00
Warlords Battlecry	8.75	Oct-00	Beyond the Beyond	6.75	Sept-96
Warlords II: Darklords Rerog	7	Nov-98	Big Air	4	Jun-99
Warsow 2100	7.75	Jun-99	Big Bass World Championship	7.25	Sept-97
Westwood 2000	1.75	Feb-97	Big FREAKS	4.5	Dec-96
Wheel of Time, The	8.75	Mar-00	Black Dawn	7.25	Dec-96
Who Wants to be a Millionaire	5.25	Feb-00	Blade		Jan-01
Wild Wild West	7.75	Mar-00	Black Chamber	6.25	Dec-96
Wild Commander IV	5	Mar-97	BlasTorus	6.25	Dec-96
The Price of Freedom	8	Jun-96	Blaster Master Blasting Again	8	Dec-00
Wild Commander: Prophecy	8.5	Mar-98	Blasto	8.25	May-98
Wizards & Warriors	5	Dec-00	Blood Army, Legacy of Cain	8.75	Dec-96
Worms 2	9	Apr-98	Bloody Tears	8.5	Apr-98
Worms Armageddon	8	Jul-99	Bloody Roar II	7	May-99
X-Com Apocalypse	8.5	Sept-97	Boggy Dead 8	8.25	Apr-98
X-Com: Collector's Edition	9	Jan-00	Bomberman Fantasy Race	7.25	Mar-99
X-Com: Terror from the Deep	7.5	Jun-97	Bomberman World	6.5	Oct-98
X-Com: UFO Defense	8.5	Jun-97	Boombats	4.5	Jan-00
X-Files: Unrestricted Access, The	6	Feb-98	Bottom of the 9th	8.5	Apr-96
X-Wing Alliance	8.5	Jun-99	Bottom of the 9th 99	8	Aug-98
X-Wing vs Tie Fighter	7.5	Jul-97	Brahma Force	7.5	May-97
X: Beyond the Frontier	8.5	May-00	Brave Fencer Mushashi	7.75	Dec-98
XS	5.25	Apr-97	Bravo Air Race	5	Sept-97
Y2K	6.75	Mar-00	Breach of Fire III	8	May-98
Zero Stories	5	May-97	Breath of Fire IV	8.5	Dec-00
Z	8.25	Oct-01	Bringdown	7	Dec-98
Zeus: Master of Olympus	8.5	Jun-96	Broken Heat	7.75	Jul-97
Zork Grand Inquisitor	8.5	Jan-98	Broken Sword	7.25	Feb-98
			Broken Sword II	6.75	Jan-00
			Brunswick Circuit	7.25	Nov-98
			Bubby 3D	6.25	Feb-97
			Bug Riders	6.75	Dec-97
			Bugs Bunny Lost in Time	5.25	Aug-99
			Bugs Bunny & Taz Time Busters	8.5	Feb-01
			Bigly's Lava A	7.5	Jan-99
			Builder's Blade	8.25	Aug-00
			Burning Road	7	Dec-96
			Bushido Blade	8.5	Oct-97
			Bushido Blade 2	7.5	Nov-98
			Bust A Groove	6.5	Jun-99
			Bust A Groove 2	7.25	Sept-00
			Bust-A-Move 99	8	Apr-99
			Buster Brothers Collection	6.75	Jan-96
			Buzz: A Year of Star Command	5.5	Dec-00
			C: The Contra Adventure	6	Jun-98
			Cardinal Syn	7	Sept-98
			Carriage Heart	8.5	Mar-97
			CART World Series	8.75	Dec-97
			Castlevania:		
			Symphonic of the Night	8.5	Oct-97
			Castlevania Super Mystery Racing	6.25	Jun-99
			Campeador	7	Jul-99
			Championship Bass	8	May-99
			Championship Motocross	6.75	Oct-99
			Championship Motocross 2001	9	Apr-99
			Featuring Ricky Carmichael	6.5	Feb-01
			ChampionSurf	7	Jan-01
			Choochoo Racing	6.25	Aug-99
			Choochoo's Dungeon	8.75	Jan-00
			Crocwedge of the Sword	7	Mar-97
			Chrono Cross	9.5	Aug-00
			City of Lost Children, The	6.5	Apr-97
			Civilization II	7.75	Mar-99
			Clock Tower	7	Dec-97
			Clock Tower 2	6	Feb-99
			Codename: Tenka	8.25	Mar-97
			Colin McRae Rally	7	Feb-97
			Colin McRae Rally 2.0	7.25	Jan-01
			Colony Wars	8.5	Nov-98
			Colony Wars: Red Sun	8.25	Apr-00
			Colony Wars: Vengeance	8.5	Nov-98
			Command & Conquer	9	Mar-97
			Concorder	6.75	Feb-99
			Contra: Legacy of War	7.5	Dec-96
			Cool Boarders	8.25	Jan-99
			Cool Boarders 2	9	Nov-97
			Cool Boarders 3	7.75	Nov-98
			Cool Boarders 4	7.75	Dec-98
			Cool Boarders 2001	5	Dec-00
			Countdown Vampires	6.5	Dec-00
			Courier Crisis	4.5	Dec-97
			Covert Ops: Nuclear Dawn	7.75	Jul-97
			Crash Bandicoot	9	Sept-96
			Crash Bandicoot 2	9	Nov-97
			Crash Bandicoot: Warped	9.25	Dec-96
			Crash Double Dash	8.25	Dec-00
			Crash Team Racing	8	Nov-99
			Crash Treasure	9	Jan-98
			Crime Shock	4	May-96
			Critical Depth	8.75	Dec-97
			Croc: Legend of the Goobos	8	Oct-97
			Croc 2	7.5	Jul-97
			Crow: City of Angels, The	8	May-97

SUPER 3D NOAH'S ARK

■ FORMAT SUPER NINTENDO ENTERTAINMENT SYSTEM
■ PUBLISHER WISDOM TREE ■ YEAR RELEASED 1994



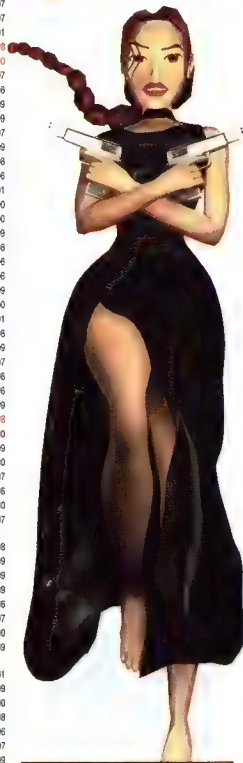
For a game publisher that's on God's good side, Wisdom Tree certainly made an odd choice in source material. A company supposedly steeped in Christian morals licensing id's (at the time) violent and controversial Wolfenstein 3-D engine is peculiar enough, but what they transformed it into is where the real weirdness begins. Wisdom Tree moved the story from Germany to Noah's Ark, replaced the Nazis with angry goats, and switched the weapons to various grain shooting implements. The goal of the game? To feed the animals and make them fall asleep. To this we say the same thing the goats would - BAH!

FIVE WERIDEST VIDEO GAMES

Darkstalkers III	7	Jan-99	Earl Dead: Hail to the King	4.5	Feb-01
Darkstone	7.25	Apr-01	Earl Zone	5	Oct-99
Dave Mira Freestyle BMX	7.75	Nov-00	Excubiter 2555 AD	8.25	Sept-97
Dave Mira Freestyle BMX: Maximum Remo	7.25	Jul-01	Expensible	3.5	Jul-00
Dead in the Water	7.25	Feb-99	Extras Pinball	5	Jun-98
Dead or Alive	7.75	May-98	Fads to Bluck	7.75	Jul-96
Deathing Dungeon	6.5	Jun-98	Fal Fury Wild Ambition	3.75	Mar-00
Decoyion II: Dark Delusion	6.25	Apr-00	Fat Ethel	6.25	Mar-01
Delfon 5	6	Jan-96	Fat Ethel 2: Retro Hellis	6.75	Mar-01
Demolition Racer	7.5	Dec-99	Felony 11-79	8.25	Sept-97
Descent	9.25	Feb-96	FIFA 96	9.5	Feb-98
Descent Maximum	8.5	Apr-97	FIFA 97	8.75	Mar-98
Destiny	8.25	Mar-99	FIFA 98	8.75	Feb-98
Distraction Derby	9	Oct-95	FIFA 99	7	Jan-99
Distraction Derby 2	9	Dec-96	FIFA 2000	8.75	Dec-99
Distraction Derby 3	7.5	Oct-00	FIFA 2001	7.5	Dec-00
Diva Dice	8.25	Sep-98	Final Fantasy	7	Dec-98
Diablo	8.25	Apr-98	Final Fantasy II	8	Jun-99
Die Hard Trilogy 2	8.5	Feb-97	Final Fantasy III	8	Jun-99
Die Hard Trilogy 3	7	Mar-00	Final Fantasy Tactics	8.75	Feb-98
Digimon World	5.25	Jul-00	Final Fantasy VII	9.75	Sept-97
Dino Crisis	9	Sept-99	Final Fantasy VIII	9.5	Sept-99
Dino Crisis 2	8.75	Oct-00	Final Fantasy IX	9.75	Dec-00
Disorder! (It Mortality Byes!)	7	Sept-97	Final Fantasy X	6.5	Sept-99
Disney's Aladdin in Nasira's Revenge	6	May-01	Final Fantasy X-2	6.75	Dec-00
Disney's The Emperors New Groove	8.25	Dec-00	Fisherman's Ball	6	May-99
Duressor	9	Nov-96	Fisherman's Ball 2	6	Dec-99
Dwale, Enemies Within, The	8.25	Dec-96	Floating Bumper	3	Nov-96
Donald Duck: Goin' Cooskers	7	Jan-01	Formula One	8.75	Nov-96
Doom	9.25	Jun-95	Formula One 99	7.75	Jan-00
Dragon Valor	7.5	Nov-00	Forsaken	8	Aug-98
Dragonspede	8.25	Dec-98	Fort Hunt	6	Dec-96
Driver	5.25	Sept-99	For Sports Golf 99	4.5	Aug-98
Driver 2	8.75	Jan-01	For Sports Soccer 99	7.25	Dec-98
Dual World	5.5	Feb-01	Freshley Boarder' 99	6	Mar-99
Duke Nukem: Time to Kill	8.5	Nov-98	Freestyle Motocross		
Duke Nukem: Total Meltdown	7.5	Jan-98	Froggy vs. Patrasna	3	Jan-01
Dukes of Hazard: Racing for Home	8	Mar-00	From Mission 3	9	Apr-00
Dune 2000	7.75	Nov-99	Future Cop LAPD	8.5	Nov-98
Dynasty Warriors	9	May-97	G-Darius	8.25	Sept-98
Echo Night	6.75	Aug-99	G-Darius II	7.25	Nov-97
EDW Anarchy Plot	4	Nov-00	G-Police: Weapons of Justice	4.75	Oct-99
EDW Anarchy Revolution	8.25	Mar-00	Galsian	8	Jun-00
			Galaxy Racer	6	Nov-99
			Galund Legends	6.5	May-00
			Genie, Urban Fighters	4.5	Jul-00

Gen: Enter the Gecko	9.25	Mar-99
Gen 3: Deep Cover Gecko	8	May-98
Ghost in the Shell	8	Oct-97
Gold Storm	7.75	Jan-96
Gold Storm '97	8.75	May-97
Golden Nagget	8	Oct-97
Grand Theft Golf	5	Jan-01
Grand Theft Auto	9.5	Jun-98
Grand Theft Auto: London 1969	7	Jul-99
Grand Theft Auto 2	7.75	Dec-99
Grand Theft Auto: London 1969	7	Jul-99
Grand Tour Racing	7.75	Nov-97
Grandia	7.25	Nov-99
Granstream Saga	6.5	Jul-98
Grid Runner	7	Oct-96
Gridlock!	5	Feb-01
Grid Session	6.75	Jan-00
Grudge Warriors	5	Aug-00
Guardian's Crusade	8	Apr-99
Gunship	8.25	Dec-98
Gunship 2	7	Sept-96
Hardball 5	8.5	Jul-96
Hardball 99	2	Jan-99
Harvest Moon: Back to Nature	6.75	Dec-00
HBO Boxing	3	Feb-01
Heart of Darkness	8.25	Aug-96
Halo Kiki: Cube Frenzy	8.5	Jul-99
Hercules	6.75	Sept-97
Haven	7.75	Dec-96
H-Octane	5.75	Apr-96
High Heat Baseball 2000	3.5	Jun-99
Hot Shots Golf	9	Apr-00
Hot Shots Golf 2	8	Mar-98
Hot Wheels Turbo Racing	9.25	Nov-99
Hydro-Thru	7.75	Oct-99
I.O.	7.75	Sept-97
In the Hunt	7	Feb-96
Incredible Crisis	7.5	Nov-00
Independence Day International	8	Apr-97
International Soccer 99	8.5	Aug-96
International Truck & Field 2000	7	Dec-99
Intersport Soccer Baseball 2000	9	Apr-99
Invision From Beyond	8.75	Apr-98
Iron and Blood	7.5	Nov-98
J. Johnson's VR Football 98	6.75	Nov-97
Jackie Chan's Stuntmaster	6.5	Mar-00
Jade Cocoon	8	Aug-99
Janet & Labonte		
Shock Car Racing	7.75	Jan-99
Jackie Chan's Stuntmaster	6.5	Mar-00
James McGrath: Supercross 2000	4	Oct-00
Jenety Devil	6	Jul-98
Jets'n Balls	8.5	Dec-96
Jel Moto 2	8.5	Dec-97
Jel Moto 3	7	Oct-99
Jimmy Johnson's Football	6.25	Feb-97
John's Bizarre Adventure	8	Apr-00
Judge Dredd	8.25	May-98
Juggernaut	6.5	Nov-99
Jumping Flash 2	8.25	Aug-98
K-1 Grand Prix	5.5	Feb-00
K-1 Revenge	6.5	Apr-99
K-1: The Arena Fighters	6.75	Feb-97
Kagero, Deception III	7	Nov-98
Karla, The World of Fate	8.5	Aug-98
Kensei: Sacred Fist	5.25	Jun-99
Killing Zone	6	Sept-95
Killer Loop	6	Mar-00
Killing Zone	5.25	Jan-97
King of Fighters 95, The	8	Dec-96
King of Fighters 96, The	5	Mar-01
King's Field	8	Feb-96
King's Field II	7.75	Dec-96
Klonoa	8	Apr-98
Knockout Kings	6	Jan-99
Knockout Kings 2000	8	Dec-99
Knockout Kings 2001	7.5	Dec-00
Koudelia	4.5	Sept-00
Krazy Ivan	6.75	Feb-96
Kula World	7.5	Sept-98
Kurt Warner's Arena Football Unleashed		
Legion of Pain	5.75	May-97
Legion of Pain: Soul Weaver	8.5	Sept-99
Legend of Dragoon, The	7.5	Dec-00
Legend of Legaia	8.25	Apr-00
Legend of Mana	8	Jul-00
Logo Rock Racers	1.75	Oct-00
Loopy Legends	8.5	Dec-95
Looney Tunes Racing	6.25	Dec-00
Lost Worlds, The	5.5	Sept-97
Lunar 2: Eternal Blue Complete	7.5	Jan-01
Lunar: The Silver		

LARA CROFT TOMB RAIDER



FIVE HOTTEST WOMEN IN VIDEO GAMES

Star Story Complete	7.75	Jul-99
Madame Head	7.25	Dec-95
Madame Muttler	7.25	Apr-97
Madness: Digital Missions VF-X	6.75	May-97
Madden NFL 97	8	Oct-96
Madden NFL 98	8.5	Oct-97
Madden NFL 99	9.25	Oct-98
Madden NFL 2000	8.75	Oct-99
Madden NFL 2001	8.75	Sept-00
Magic Carpet	7.75	May-96
March Madness 98	7.75	Apr-98
March Madness 2000	8.25	Feb-00
March Madness 2001	8.25	Feb-01
Martini Super Heroes vs. X-Men	8	Jan-99
Mass Destruction	5.5	Sept-97
Masters of Monsters	3.5	Sept-98
Mat Hoffman's Pro BMX	8.5	Jan-01
Maximum Force	7	Oct-97
Mech Warrior II	8.5	Apr-97
Metal Gear Solid	9.25	Nov-99
Metal Gear Solid: VR Missions	9.75	Nov-00
Micro Machines	8	Feb-98
Miss Tony Bowling	5	Dec-00
Missions of the		
Tonne Bonne, The	7	May-00
Mission: Impossible	8.25	Feb-00



PLAYSTATION

007 Racing	7	Jan-01
1000 Demolitions:		
Puppies to the Rescue	6.5	Feb-01
2Xtreme	8	Dec-96
3Xtreme	5.75	Jan-99
40 Winks	7	Feb-00
A-Tran	7.5	Mar-96
Ace Combat II	8.5	Sept-97
Ace Combat 3: Electrosphere	7.75	May-00
Action Bass	7	Sept-00
Adidas Power Soccer	7.75	Sept-96
Adidas Power Soccer 98	2	Sept-98
Adventures of Lomax, The	7	Jan-97
Age Wars: F-111 X	6	Dec-95
Alien Combat	8	Sept-95
Alien vs. Heartsick	6.75	Mar-99
Alien Lairs II Soccer	2.25	Jan-99
Alien Resurrection	6	Nov-00
Alan Turing	9	Apr-99
All-Star Baseball '97		
Featuring Frank Thomas	5.5	Jul-97
Aurora	8.5	Jan-96
Aurora 2	6.5	May-00
Andrew Rading	8.75	Oct-98
Ace Escape	8.75	Jul-

MK Mythologies: Sub Zero	6.5	Nov-97	Muppet Rainmaker	5	Nov-00
MLB 98	6	Sep-97	Myst	4	Apr-96
MLB 99	6.75	May-98	NCO: Nitro Oxide	8.25	Jul-98
MLB 2000	8.5	May-99	Nagano Winter Olympics	6	Feb-98
MLB 2001	7.75	Jun-00	Narvik Warior	8	Feb-97
MLB 2002	8	Jul-01	NASCAR 98	8.5	Nov-97
MLB Penant Race	8.25	Dec-96	NASCAR 99	8.25	Nov-98
MLBPA Bottom of the 9th '97	8.25	Oct-97	NASCAR 2000	7	Nov-99
Mobile 1 Rally Championship	5.75	May-00	NASCAR Heat	6.5	Feb-01
Monaco Grand Prix 2	5	Jun-99	NASCAR Racing	5.25	Nov-96
Money Hero	5.5	Feb-99	NASCAR Rumble	7.75	Nov-00
Money Maniac	5.25	Nov-99	NBA FastBreak '98	8	Jan-98
Monster Rancher	9	Feb-98	NBA Jam '96	7.5	Aug-97
Monster Rancher 2	8.5	Oct-99	NBA In The Zone	8.25	Jan-99
Monster Seed	6	May-99	NBA In The Zone 2	8.25	Jan-97
Monta: Kombar 3	9.25	Oct-95	NBA In The Zone '98	8	Feb-98
Monta: Kombar 4	7.75	Aug-98	NBA In The Zone '99	6	May-99
Monta: Kombar Trilogy	9	Dec-96	NBA In The Zone '00	6.5	Jun-00
Montal Kombar Special Forces	1.75	Sep-00	NBA Jam Extreme	7.5	Jan-97
Moto GP World Tour	7	Jan-01	NBA Live 96	8.5	May-96
Moto Racer	8	Nov-97	NBA Live 97	8.25	Dec-96
Moto Racer 2	6.75	Nov-98	NBA Live 98	8.25	Dec-97
Motorhead	6.25	Nov-98	NBA Live 99	7.75	Jan-99
MotionBox Grand Prix	8.75	Oct-98	NBA Live 2000	8.5	Jan-00
Mr. Driller	8	Jan-00	NBA Live 2001	8	Dec-00
Mr. Pac-Man Maze Madness	8.25	Aug-00	NBA ShootOut	8.5	May-96
MTV Music Generator	7.25	Jan-00	NBA ShootOut '97	8.75	Apr-97
MTV Sports Skateboarding	8.75	Jan-00	NBA ShootOut '98	8.75	Apr-98
MTV Sports: Pure Ride	3	Nov-00	NBA ShootOut 2000	4.75	Mar-00
Mummy: The	0.75	Feb-01	NBA ShootOut 2001	5.5	Nov-00
			NBA Showtime	6.5	Jan-00
			NCAA Final Four '99	8.5	Mar-99
			NCAA Final Four 2000	7	Jan-00
			NCAA Final Tour	5.5	Jan-01
			NCAA Football '98	8.5	Sep-97
			NCAA Football '99	7.75	Sep-98
			NCAA Football 2000	8	Oct-99
			NCAA GameBreaker	8.75	Nov-96
			NCAA GameBreaker '98	9	Jan-98
			NCAA GameBreaker '99	9	Jan-99
			NCAA GameBreaker 2000	7.5	Oct-00
			NCAA March Madness '99	5.75	Mar-99
			Need for Speed	8.25	Apr-96
			Need for Speed II	8.5	Jun-97
			Need for Speed III	7.75	May-98
			Need for Speed: Hot Pursuit	8.75	May-99
			Need for Speed: Porsche Challenge	7.75	Jun-00
			Need for Speed: V-Rally	7.75	Apr-98
			Newman/Hess Racing	7.75	Apr-98
			Next Intex, The	6	Jul-99
			NFL Blitz	8	Oct-98
			NFL Blitz 2000	6.5	Sep-99
			NFL Blitz 2001	5.5	Nov-00
			NFL GameDay	9	Dec-95
			NFL GameDay '97	9.25	Feb-97
			NFL GameDay '98	8.75	Oct-97
			NFL GameDay '99	7	Oct-98
			NFL GameDay 2000	8.25	Oct-98
			NFL GameDay 2001	7	Sep-00
			NFL Xtreme	6.5	Aug-98
			NFL Xtreme 2	8.25	Sep-99
			NGEN Racing	7.25	Sep-00
			NHL 97	8.75	Dec-96
			NHL 98	9	Nov-97
			NHL 99	9	Nov-98
			NHL 2000	8.75	Nov-99
			NHL 2001	8.75	Nov-00
			NHL Blades of Steel 2000	5.5	Dec-99
			NHL Breakaway '98	7.75	Nov-97
			NHL Championship '98	7.25	Dec-99
			NHL FaceOff	8.5	Feb-96
			NHL FaceOff '97	8.75	Dec-96
			NHL FaceOff '98	8.25	Nov-97
			NHL FaceOff '99	7.75	Nov-98
			NHL FaceOff 2000	6.5	Nov-00
			NHL FaceOff 2001	6.5	Nov-00
			NHL Open Ice: 2 on 2 Challenge	7.5	Feb-97
			NHL PowerPlay '98	8	Sep-97
			NHL Rock the Puck	8	Sep-97
			Nightmare Creatures	8.75	Nov-97
			Nightmare Creatures II	5.25	Jun-00
			Ninja	2.25	Oct-88
			No Fear Downhill Mountain Biking	4.25	Jan-00
			No One Can Stop Mr. Domino	7.75	Jan-98
			Noise By Northwest	6	May-97
			Nuclear Strike	9	Nov-97
			Outworld: Abel's Odyssey	9.25	Dec-98
			Outworld: Abel's Odyssey	9.25	Aug-97
			OOT	5	Nov-98
			Ogre Battle Limited Edition	6.5	Aug-97
			Olympic Soccer	6.25	Aug-96
			Olympic Soccer '97 Game	8	Aug-96
			Omega Boost	7.75	Oct-99
			One	6.5	Jan-98

4 JILL VALENTINE RESIDENT EVIL



FIVE HOTTEST WOMEN IN VIDEO GAMES



THE TYPING OF THE DEAD
IN FORMAT DREAMCAST & PUBLISHER SEGA
IN YEAR RELEASED 2001

Why would Sega re-release House of the Dead 2 on Dreamcast? Because there's one major difference with this version - rather than a controller or a light gun, you use a typewriter to do your zombie slaying. Trying to frantically jam out sentences as a boss stomps toward you certainly delivers a gameplay sensation that is one of a kind, and the cutscenes crank the bizarreness up a few notches by showing the characters toting around keyboards strapped to their necks. Who knows why the undead are so susceptible to strokes from the home row, but Typing of the Dead shows us just how devastating 75 words per minute can be.

FIVE WERIDEST VIDEO GAMES

OverBlood	7.25	Jun-97	ReBoot	7	Apr-98
Pac-Man World	9	Oct-99	Red Asphalt	7.5	Dec-97
Paradise	6.5	Dec-96	Reel Fishing	7	Apr-98
Panzer General	7	Apr-96	Reel Fishing II	6.5	Jul-00
Parappa the Rapper	8.25	Oct-97	Resident Evil	9.25	Mar-96
Parasite Eve	7.75	Sep-98	Resident Evil 2	9.5	Jan-98
Parasite Eve II	8.75	Sep-00	Resident Evil 3: Nemesis	9.25	Dec-99
Perfect Weapon	7.25	Feb-97	Resident Evil Survivor	4	Nov-00
Persona	8.5	Mar-97	Return Fire	8.25	Mar-96
Persona 2: Eternal Punishment	8	Feb-01	Rhapsody A Musical Adventure	6.75	Jul-00
PDA Tour '97	8.25	Oct-97	Ridge Racer	9	Sep-95
Pitfall CD: Beyond the Jungle	8	May-98	Ridge Racer Rumbleburn	8	Sep-98
PO'd	8.75	May-98	Ridge Racer Type 4	8.25	May-99
Pocket Fighter	7.75	Sep-98	Rising Zan	8	Sep-99
Point Blank	8.5	Feb-98	Risk	7	Jun-98
Point Blank 2	8	Apr-99	Rival Schools	7.75	Nov-98
Point Blank 3	7.25	May-01	Riven	8.5	Feb-98
Polaris Snorcross	5.5	Nov-00	Road Rash SD	7.75	Aug-98
Pool Hustler	7.25	Dec-98	Road Rash: Jailbreak	7	Mar-00
Populous: The Beginning	7	Jun-99	Road to El Dorado, The	1	Feb-01
Populous Challenge	7.75	Aug-97	Robot Pit	7	Sep-96
Power Slave	9	Dec-96	Robtton X	7.75	Jan-97
Power Soccer Pro Beach Volleyball	5	Jan-01	Rogue Tip	8	Oct-88
Pay Poy	7	Jul-97	Rollage	7	Apr-99
Pro 18 World Golf	1	Feb-99	Rollage: Stage II	7.25	Apr-00
Pro Pinball	8	Nov-96	Romance of the		
Project Overkill	8	Oct-96	Three Kingdoms IV	6	May-96
Project XZ	7	Feb-97	Romance of the		
Project Horned Owl	5	Nov-98	Three Kingdoms VI	7.25	Mar-00
ProjectRaid	6.75	Feb-97	Rosco McCusken	3	Sep-88
Psychic Force	6.75	Feb-97	RPG Maker	7.75	Aug-00
Punty Slunk	7	Jun-98	Rugrats	7	Jan-99
Quatre II	7.5	Dec-99	Running Wild	6	Nov-98
R-Type Delta	7.25	Aug-99	Rushdown	6	Apr-99
RCT Stunt Copter	7	Oct-99	SaGa Frontier 2	7.25	May-99
Rage Racer:			SaGa Frontier 3	8	Jan-00
Rage Racer: Revolution	8.25	Feb-97	Sampy Sosa High	8	Dec-96
Raiden Project	7	Sep-95	Heat Baseball 2001	3.75	May-00
Raiden 2	7.5	Apr-99	Simmu Sosa Softball Slam	5.75	Jun-00
Rainbow Six	6.75	Feb-00	Samurai Showdown II	8	Dec-96
Rally Cross	9	Apr-97	San Francisco Rush: X Racing	6.75	Jun-98
Rally Cross 2	8.25	Jan-99	SCARS	8	Nov-98
Rampage 2: Universal Tour	5.5	Jun-99	Scarlet	6.75	Apr-97
Rampage Through Time	4.75	Sep-00	Shadow Madness	6	Apr-99
Rampage World Tour	6.25	Nov-97	Shadow Man	6.75	Nov-99
Rascal	6	May-98	Shadow Master	7	Apr-98
Rat Attack	6.75	Nov-99	Shadow Tower	7.5	Nov-99
Ray Tracers	7.5	Feb-98	Shel Shock	7.25	Jun-96
RayCats: Series Termination	7.25	Nov-99	Shipwrecks	6.6	Feb-98
RayStorm	7.75	Apr-97	Silent Bomber	7.75	Mar-00
Razor Freestyle Scooter	8	Jan-01	Silent Hill	7.25	Apr-99
RC de Go	7.5	Jan-01	Silhouette Mirage	7.5	Feb-00
RC Revenge	5.5	Oct-00	Silveroad	8.25	Aug-96
Re-Loaded	6.5	Feb-97	Sim Theme Park	7	Jul-00
Re-Volt	3.25	Nov-99	Simps Wrestling, The	2	Jun-01
Ready 2 Rumble Boxing	6.5	Feb-00	Skeleton Warriors	5	Jun-96

Skullknight	8.75	Mar-98	Tiny Toon: Up Your Arsenal	5.5	Jan-99
Slam N Jan 96	8.5	Jun-96	Tiny Toon Adventures: The Great Baseball	6.75	Mar-99
SlamStom	6.75	Nov-96	TIN Motor Sports	7	Jan-00
Slam Storm	8.75	Sep-99	Tomb Raider	9	Oct-96
Small Soldiers	7.25	Dec-98	Tomb Raider 2	8.25	Jul-98
Smurfs, The	6.5	Mar-97	Tomb Raider III	9	Jan-99
Sno Cross Championship Racing	6	Nov-00	Tomb Raider Chronicles	7	Jan-01
Soul Blade	8	Mar-97	Tomb Raider: The Last Revelation	8	Jan-00
Soul of the Samurai	4.25	Aug-98	Tomb Raider	9	Dec-97
South Park Chef's Luv Shack	3.25	Feb-00	Tomb Raider III	9	Jan-99
South Park Rally	4.5	Mar-00	Tomb Raider Chronicles	7	Jan-01
Soviet Strike	8.5	Dec-96	Tomb Raider: The Last Revelation	8	Jan-00
Space Griffon VF-9	7.75	Jan-96	Tomb Raider	8.25	Jul-98
Space Invaders	8	Dec-99	Tomb Raider 2	8.25	Jan-00
Space Jam	3.5	Oct-96	Tomb Raider III	9	Jan-99
Space: The Eternal	4.75	Feb-98	Tony Hawk's Pro Skater	9.5	Nov-99
Space Ops: Raptor's Edge	6	Jul-01	Tony Hawk's Pro Skater 2	10	Nov-00
Spec Ops: Stealth Patrol	6.5	Aug-00	Tony Hawk: Pro Skater	8	Jul-99
Speed Funks	7	May-00	Tony Hawk: Pro Skater 2	10	Nov-00
Speed Racer	6.75	Jun-98	Toriko	2.75	Dec-01
Space World 3	3	Oct-98	Toriko: The Last Hope	2.75	Dec-01
Spiker	5.5	Mar-97	Total Eclipse Turbo	6.5	Oct-95
Splinter Cell	8.25	Oct-00	Tony Striker	6	Jan-00
Spin Jam	3.5	Oct-96	Tony Striker	6	Jan-00
Sports Car GT	6	Jun-99	Treasures of the Deep	9	Sep-97
Sport's On Dragon	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 2	7.25	Nov-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 3	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 4	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 5	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 6	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 7	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 8	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 9	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 10	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 11	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 12	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 13	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 14	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 15	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 16	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 17	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 18	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 19	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 20	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 21	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 22	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 23	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 24	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 25	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 26	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 27	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 28	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 29	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 30	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 31	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 32	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 33	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 34	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 35	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 36	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 37	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 38	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 39	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 40	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 41	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 42	9.5	Sep-98	TronK Showdown	4.25	Apr-98
Sport's On Dragon 43					

TOOTH ISSUE SPECTACULAR

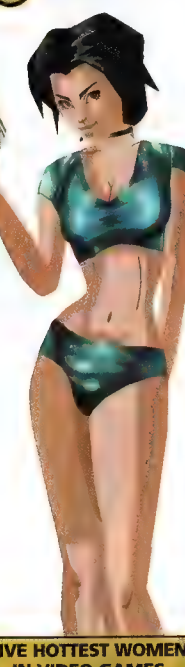
WWF In Your House	7.25	Feb-97	ESPN International Track & Field	6.75	Dec-00	Big!	0	Sep-95	Adventures of Batman & Robin	8.75	Dec-04	Natsune Championship Wrestling	3.5	Jul-94
WWF Smackdown	9	Apr-00	ESPN MLS ExtraTime	6	Jun-01	Bug Tug	0	Dec-96	Ar Calvary	4	May-95	NBA GvE '90	7.5	Dec-95
WWF Smackdown '97	0	Dec-00	ESPN NHL	0	Dec-00	Burning Rangers	7.25	Apr-98	Annanacas	7	Jan-95	NBA Jam	9.25	Mar-94
WWF '98	0	Dec-00	ESPN NHL	0	Dec-00	Center Ring Bowling	8	Dec-95	Arkanoid	7	Dec-97	NBA Jam TE	8.25	Mar-94
WWF '99	0	Dec-00	ESPN NHL	0	Dec-00	Clowhead Knight 2	7.5	May-96	Stepo Stage Siders	7.75	Feb-98	NBA Live '95	9	Nov-94
X-Com: UFO Defense	8.5	Apr-96	ESPN Weekly X	6.25	May-01	Clockwork Knight	0	May-97	Street Fighter Alpha	8	Mar-96	NBA Live '96	8.5	Nov-95
X-Files	3.75	Jan-00	ESPN Weekly X	6.25	Jan-01	Clockwork Knight	0	Jan-98	Super Bomberman	8	Oct-96	NBA Live '97	8.25	Mar-94
X-Games: Pro Boarder	6.5	Dec-00	ESPN Weekly X	6.25	Jan-01	Congoo	3.5	May-96	Ten Pin Alley	6.5	Feb-98	NCAA Basketball	8.5	Mar-94
X-Men Mutant Academy	7.5	Aug-98	Everrace	7	Nov-00	Contra: The Legend of War	7.75	Apr-97	Tetris Plus	7.25	Oct-96	NFL Quarterback	7.75	Feb-95
X-Men vs. Street Fighter	7.5	Jul-98	F1 Championship Series	7.75	Feb-00	Crimewave	7.5	Jan-97	Theme Park	7.25	Dec-95	NHL '96	6.5	Sep-95
X-Men: Children of the Atom	4.5	Mar-98	F1 Racing Championship	8.75	Apr-01	Crus: Legend of the Gobboes	7.5	Jan-98	Three D's & Outhead	8.75	Dec-04	NHL '97	6	Nov-96
Xena: Warrior Princess	7.75	Nov-99	Fantastion	8.75	Dec-00	Crow City of Angels, The	6	May-97	Blair Mile From Mars	7	Feb-05	Ninja Warriors	7.5	May-94
Xenogears	9	Nov-99	FIFA 2001	6	Dec-00	Cryx Killer	7	Apr-97	Blackthorn	8.5	Sep-04	Noxalura	6.75	Jun-95
Xenosaga SDG+	6.5	Aug-00	Fit Fatties: Vigg's Revenge	3	Dec-00	Cyber Sledway	5.5	Oct-95	Boogerman	7.5	Oct-95	Coltun	4.5	May-94
Yakuza: Know Jack	9	Feb-00	GameDay 2001	3	Dec-00	D	4	May-96	Top Gun	8.75	Apr-95	Clayton	8.75	Apr-95
Yakuza: Know Jack: Mock 2	5	Mar-01	Geantel Deck Leverage	7.75	Jun-00	Darius Golden D	6	Apr-96	Break of Fire	9	Jul-04	Olympic Summer Games	5.25	Jun-95
Zero Divide	8.25	Jan-96	Gridirus III & IV	5	Dec-00	Dark Legend	8.75	Nov-96	Bugs of Fire II	8.5	Dec-06	Operation Thunderbolt	5	Jan-95



PLAYSTATION 2

4X4 Evolution	8	May-01	MTV Music Generator 2	8.5	Jun-00	NASCAR 2001	8.5	Dec-00	NASCAR 2001	8.5	Dec-00	NASCAR 2001	8.5	Dec-00
Adventures of Cookie & Cream, The	8.75	Mar-01	NBA Hoopz	5.75	May-01	NBA Live 2001	5.75	May-01	NBA Live 2001	5.75	May-01	NBA Live 2001	5.75	May-01
AI-Star Baseball 2002	8	May-01	NBA Live 2001	5.75	May-01	NBA Live 2001	5.75	May-01	NBA Live 2001	5.75	May-01	NBA Live 2001	5.75	May-01
Aqua Aqua	6	Mar-01	NBA ShootOut 2001	6.5	Apr-01	NBA ShootOut 2001	6.5	Apr-01	NBA ShootOut 2001	6.5	Apr-01	NBA ShootOut 2001	6.5	Apr-01
Armored Core 2	9	Nov-00	NCAA Final Four 2001	3	Feb-01	NCAA Final Four 2001	3	Feb-01	NCAA Final Four 2001	3	Feb-01	NCAA Final Four 2001	3	Feb-01
Army Men: Green Rogue	3.5	Jun-00	NCAA GameBreaker 2001	3.25	Feb-01	NCAA GameBreaker 2001	3.25	Feb-01	NCAA GameBreaker 2001	3.25	Feb-01	NCAA GameBreaker 2001	3.25	Feb-01
Army Men: Sarge's Heroes 2	5.5	Jun-01	NHL 2001	8.5	Nov-00	NHL 2001	8.5	Nov-00	NHL 2001	8.5	Nov-00	NHL 2001	8.5	Nov-00
AT Offroad Fury	6.5	Mar-01	NHL FaceOff 2001	1	Apr-01	NHL FaceOff 2001	1	Apr-01	NHL FaceOff 2001	1	Apr-01	NHL FaceOff 2001	1	Apr-01
Bounce, The	8.5	Feb-01	Oni	6.5	Mar-01	Oni	6.5	Mar-01	Oni	6.5	Mar-01	Oni	6.5	Mar-01
Crash Tag Team Racing	8.25	Jul-01	Onimusha: Warriors	8.75	Mar-01	Onimusha: Warriors	8.75	Mar-01	Onimusha: Warriors	8.75	Mar-01	Onimusha: Warriors	8.75	Mar-01
Crash Tag Team Racing 2	8.25	Jul-01	Orphen	4.25	Dec-00	Orphen	4.25	Dec-00	Orphen	4.25	Dec-00	Orphen	4.25	Dec-00
Dark Cloud	9	Jul-01	O.S. Bloods Master	4.5	Dec-00	O.S. Bloods Master	4.5	Dec-00	O.S. Bloods Master	4.5	Dec-00	O.S. Bloods Master	4.5	Dec-00
Dead or Alive 2: Hardcore	9	Nov-00	Outlaw III Revolution	7.75	May-01	Outlaw III Revolution	7.75	May-01	Outlaw III Revolution	7.75	May-01	Outlaw III Revolution	7.75	May-01
Dead or Alive: Hardcore	9	Nov-00	Rayman 2: Revolution	8	Apr-01	Rayman 2: Revolution	8	Apr-01	Rayman 2: Revolution	8	Apr-01	Rayman 2: Revolution	8	Apr-01
Dead or Alive: Pure Fighters	7.5	Mar-01	RC Revenge Pro	7.5	May-01	RC Revenge Pro	7.5	May-01	RC Revenge Pro	7.5	May-01	RC Revenge Pro	7.5	May-01
Driving Motion Type-S	8	Feb-01	Ready 2 Rumble Boxing Fling 2	7.25	Dec-00	Ready 2 Rumble Boxing Fling 2	7.25	Dec-00	Ready 2 Rumble Boxing Fling 2	7.25	Dec-00	Ready 2 Rumble Boxing Fling 2	7.25	Dec-00
Dynasty Warriors 2	8	Nov-00	Real Pool	5.25	Dec-00	Real Pool	5.25	Dec-00	Real Pool	5.25	Dec-00	Real Pool	5.25	Dec-00

5 HANA TSU-YACHEL FEAR EFFECT



Flumble Race	7.75	May-01	Legend of Galatis	8	Dec-95	Legend of Galatis	8	Dec-95	Legend of Galatis	8	Dec-95	Legend of Galatis	8	Dec-95
Shadows of Destiny	6.75	Mar-01	Last Word, The	1.25	Jul-01	Last Word, The	1.25	Jul-01	Last Word, The	1.25	Jul-01	Last Word, The	1.25	Jul-01
Silent Scope	7.75	Nov-00	Lineage	5.75	Apr-97	Lineage	5.75	Apr-97	Lineage	5.75	Apr-97	Lineage	5.75	Apr-97
Splish	6	Nov-00	Lucky Day	7.25	Dec-96	Lucky Day	7.25	Dec-96	Lucky Day	7.25	Dec-96	Lucky Day	7.25	Dec-96
Sky Odyssey	7.75	Dec-00	Madness	8.75	Oct-96	Madness	8.75	Oct-96	Madness	8.75	Oct-96	Madness	8.75	Oct-96
Smuggler's Run	8.5	Nov-00	Madden NFL 97	8.75	Oct-96	Madden NFL 97	8.75	Oct-96	Madden NFL 97	8.75	Oct-96	Madden NFL 97	8.75	Oct-96
SSX	9.25	Nov-00	Magic Knight Rayearth	7.5	Dec-96	Magic Knight Rayearth	7.5	Dec-96	Magic Knight Rayearth	7.5	Dec-96	Magic Knight Rayearth	7.5	Dec-96
Star Wars: Starfighter	9.25	Mar-01	Manx TT Superbike	8.5	Sep-97	Manx TT Superbike	8.5	Sep-97	Manx TT Superbike	8.5	Sep-97	Manx TT Superbike	8.5	Sep-97
Star Wars: Super Bombad Racing	2.5	May-01	Marvel Super Heroes	8.75	Sep-97	Marvel Super Heroes	8.75	Sep-97	Marvel Super Heroes	8.75	Sep-97	Marvel Super Heroes	8.75	Sep-97
Street Fighter EX3	6	Nov-00	Mass Destruction	5.5	Dec-97	Mass Destruction	5.5	Dec-97	Mass Destruction	5.5	Dec-97	Mass Destruction	5.5	Dec-97
Summer Soccer	8	Dec-00	Maximum Force	7	Mar-96	Maximum Force	7	Mar-96	Maximum Force	7	Mar-96	Maximum Force	7	Mar-96
Super Bust-A-Move	7	Nov-00	Mortal Kombat 2	7	Mar-96	Mortal Kombat 2	7	Mar-96	Mortal Kombat 2	7	Mar-96	Mortal Kombat 2	7	Mar-96
Surfing H2O	3	Jan-01	Mortal Kombat 3	7	Mar-96	Mortal Kombat 3	7	Mar-96	Mortal Kombat 3	7	Mar-96	Mortal Kombat 3	7	Mar-96
Swing Away Golf	7.75	Nov-00	Mortal Kombat Trilogy	8.75	Aug-97	Mortal Kombat Trilogy	8.75	Aug-97	Mortal Kombat Trilogy	8.75	Aug-97	Mortal Kombat Trilogy	8.75	Aug-97
Tekken Tag Tournament	6.5	Nov-00	Mr. Bones	7.5	Dec-96	Mr. Bones	7.5	Dec-96	Mr. Bones	7.5	Dec-96	Mr. Bones	7.5	Dec-96
Theme Park Roller Coaster	7.5	Jan-01	Mystrans: Realm of Lore	8.25	Jan-98	Mystrans: Realm of Lore	8.25	Jan-98	Mystrans: Realm of Lore	8.25	Jan-98	Mystrans: Realm of Lore	8.25	Jan-98
Tiger Woods PGA Tour 2001	6	Apr-01	NASCAR 98	9	Feb-98	NASCAR 98	9	Feb-98	NASCAR 98	9	Feb-98	NASCAR 98	9	Feb-98
Trooprunners	9.5	Dec-00	NBA Action 98	7.25	Jun-98	NBA Action 98	7.25	Jun-98	NBA Action 98	7.25	Jun-98	NBA Action 98	7.25	Jun-98
Tokyo Xtreme Racer: Zero	8	Jun-01	NBA Live 97	8	Feb-98	NBA Live 97	8	Feb-98	NBA Live 97	8	Feb-98	NBA Live 97	8	Feb-98
Top Gear Drive Head	2	Dec-00	NBA Live 98	8	Apr-98	NBA Live 98	8	Apr-98	NBA Live 98	8	Apr-98	NBA Live 98	8	Apr-98
Twisted Metal: Black	8.5	Jul-01	Need for Speed	4	Feb-97	Need for Speed	4	Feb-97	Need for Speed	4	Feb-97	Need for Speed	4	Feb-97
Union	7.75	May-01	NFL 97	8	Mar-96	NFL 97	8	Mar-96	NFL 97	8	Mar-96	NFL 97	8	Mar-96
Unreal Tournament	9	Dec-00	NFL Quarterback Club '98	8	Mar-96	NFL Quarterback Club '98	8	Mar-96	NFL Quarterback Club '98	8	Mar-96	NFL Quarterback Club '98	8	Mar-96
Warriors of Might and Magic	7.75	Apr-01	NHL '98	8.5	Mar-98	NHL '98	8.5	Mar-98	NHL '98	8.5	Mar-98	NHL '98	8.5	Mar-98
Wild World	7.5	Nov-00	NHL All-Star Hockey	3.5	Nov-95	NHL All-Star Hockey	3.5	Nov-95	NHL All-Star Hockey	3.5	Nov-95	NHL All-Star Hockey	3.5	Nov-95
Winback: Over Cup League	7.5	Apr-01	NHL Powerplay '96	8.5	Sep-96	NHL Powerplay '96	8.5	Sep-96	NHL Powerplay '96	8.5	Sep-96	NHL Powerplay '96	8.5	Sep-96
World Destruction League	7	Mar-01	Night Warriors	7.5	May-96	Night Warriors	7.5	May-96	Night Warriors	7.5	May-96	Night Warriors	7.5	May-96
Thunder Tanks	7	Mar-01	NIGHTS	8.5	Sep-96	NIGHTS	8.5	Sep-96	NIGHTS	8.5	Sep-96	NIGHTS	8.5	Sep-96
X-Squad	7.5	Nov-00	Norse by Norsewest: The Return of the Last Vikings	5.75	Mar-97	Norse by Norsewest: The Return of the Last Vikings	5.75	Mar-97	Norse by Norsewest: The Return of the Last Vikings	5.75	Mar-97	Norse by Norsewest: The Return of the Last Vikings	5.75	Mar-97
Zone of the Enders	9.25	May-01	Panzer: Dragon	9	Jul-95	Panzer: Dragon	9	Jul-95	Panzer: Dragon	9	Jul-95	Panzer: Dragon	9	Jul-95

3D Baseball	5.75	Dec-96	Panzer: Dragon Zive	9	May-96	Panzer: Dragon Zive	9	May-96	Panzer: Dragon Zive	9	May-96	Panzer: Dragon Zive	9	May-96
Albert Odyssey	7.25	Sep-97	Panzer: Dragon Saka	9	May-98	Panzer: Dragon Saka	9	May-98	Panzer: Dragon Saka	9	May-98	Panzer: Dragon Saka	9	May-98
Alien Trilogy	8.75	Oct-96	Pebble Beach Golf Links	7.75	Jul-95	Pebble Beach Golf Links	7.75	Jul-95	Pebble Beach Golf Links	7.75	Jul-95	Pebble Beach Golf Links	7.75	Jul-95
AMOK	7.75	Mar-97	PGA Tour 98	6.75	Nov-97	PGA Tour 98	6.75	Nov-97	PGA Tour 98	6.75	Nov-97	PGA Tour 98	6.75	Nov-97
Andrew Roper	8.75	Apr-97	Quake	8.75	Jan-98	Quake	8.75	Jan-98	Quake	8.75	Jan-98	Quake	8.75	Jan-98
Area 51	8	Feb-97	Rayman	7.5	Jan-96	Rayman	7.5	Jan-96	Rayman	7.5	Jan-96	Rayman	7.5	Jan-96
Azatl	7.75	Sep-95	Resident Evil	9	Oct-97	Resident Evil	9	Oct-97	Resident Evil	9	Oct-97	Resident Evil	9	Oct-97
Baku Baku	6.5	Aug-96	Road Rash	9	Aug-96	Road Rash	9	Aug-96	Road Rash	9	Aug-96	Road Rash	9	Aug-96
Battle Monsters	9.25	Jan-97	Sonic Bomberman	8.25	Oct-97	Sonic Bomberman	8.25	Oct-97	Sonic Bomberman	8.25	Oct-97	Sonic Bomberman	8.25	Oct-97

SATURN

3D Baseball	5.75	Dec-96	Sonic 3D Blast	7.25	Jan-97	Sonic 3D Blast	7.25	Jan-97	Sonic 3D Blast	7.25	Jan-97	Sonic 3D Blast	7.25	Jan-97
Albert Odyssey	7.25	Sep-97	Sonic Jam	7.25	Jul-97	Sonic Jam	7.25	Jul-97	Sonic Jam	7.25	Jul-97	Sonic Jam	7.25	Jul-97
Alien Trilogy	8.75	Oct-96	Sonic Sonic	7.5	Jan-98	Sonic Sonic	7.5	Jan-98	Sonic Sonic	7.5	Jan-98	Sonic Sonic	7.5	Jan-98
AMOK	7.75	Mar-97	Space Jam	8	Dec-95	Space Jam	8	Dec-95	Space Jam	8	Dec-95	Space Jam	8	Dec-95
Andrew Roper	8.75	Apr-97	Stepo Stage Siders	7.75	Feb-98	Stepo Stage Siders	7.75	Feb-98	Stepo Stage Siders	7.75	Feb-98	Stepo Stage Siders	7.75	Feb-98
Area 51	8	Feb-97												

PREVIEWS



私 艦船部じゃないもの
分かるわけ ないじゃないですか

PLAYSTATION 2

XENOSAGA: EPISODE I SQUARING OFF

While this may look like a follow-up to Square Soft's PlayStation RPG, *Xenogears*, it's actually nothing of the sort. Don't worry, we were just as dumfounded as you. *Xenosaga: Episode I* is developed by Monolith Soft, a subsidiary of Namco. The vice-chairman of Monolith is Tetsuya Takahashi. Ring any bells? It should. He was the director of *Xenogears*. Even after investing nearly three years of development time into *Xenogears*, the finished product didn't turn out how Takahashi had originally envisioned it. Rather than continuing the series at Square Soft, Takahashi waved goodbye and set out on his own to create the game he so eagerly anticipated. Ambitious as ever, Takahashi is the screenwriter and director of *Xenosaga*. The team beneath him is comprised of *Xenogears* whashouts Kunihiro Tanaka (character designer), Yasunori Mitsuda (composer), and Junya Ishigaki (mecha designer).

The full title of the game is *Xenosaga: Episode I Der Wille Zur Mact* — which roughly translates to "Will To Power." Takahashi has big plans for the title, given its two DVDs, and also for the series. Six episodes are planned, with each chapter divided into three parts. Word from Japan is that Takahashi has already scripted five of the six games. Much like Hideo Kojima's message in *Zone of the Enders*, *Xenosaga's* story will teach players a valuable lesson: mainly, why mankind should not inflict its will onto others.

The premise of the game is set within the distant future and begins with a humanoid discovery vessel making contact with an intelligent extraterrestrial named Zohar. As you'll find out within the first few minutes of play, Zohar is not just one alien, but an entire race of beings who have existed since the birth of the universe. Takahashi's goal is to tell a tale that spans from the beginning to the end of time.

Adding substance to the plot, mankind is just one of 500,000 planetary governments within the Galactic Federation. Working as a whole, this alliance is set on combating the powerful Gnosis forces. No one truly knows who the Gnosis are, but they have felt their wrath. With an army 100 billion soldiers strong, it could very easily conquer the entire universe. The Federation's only hope lies within the Anti Gnosis Weapon System (AGWS). These, of course, are the mecha that you'll command. A host of playable characters will join your cause, but you'll be spending most of your days as Shion Uzuki, a blossoming 22-year-old female. Her parents were killed in the war, and she'll do whatever it takes to exact revenge. Her accomplices are a 16-year-old male, Chaos, and a battle android, KOS-MOS.

Monolith predicts the game will take approximately 20 to 30 hours to complete. Amazingly, seven hours of this time is dedicated to cutscenes. The gameplay will be similar to *Xenogears*, but none of the battles will be random. You'll only be able to mount a mecha once during battle, so your timing best be impeccable. All the AGWS you acquire can be customized fully with weapons and parts. While the entire world is rendered in 3D, you won't have control over the camera, but if it plays out like *Final Fantasy X*, you won't need to.

Takahashi hopes to release the game this winter in Japan. A US date hasn't solidified, but release has been confirmed and the game should come Stateside a few months after the Japanese release.



■ STYLE 1-PLAYER ROLE-PLAYING GAME ■ PUBLISHER NAMCO ■ DEVELOPER MONOLITH SOFT ■ RELEASE 1ST QUARTER 2002



おはよう KOS-MOS
調子はどう?

"Oh, you poor girl! That is the worst case of pinkeye I have ever seen!"



PREVIEWS

In formation and ready for combat



"Like, I was watching ESPN last night, and... Whoa! Larry! Check out that chick, she's like, so totally hot! Whee-e-eww!!"



None of the combat is randomly generated. You'll always see the opposition before engagement

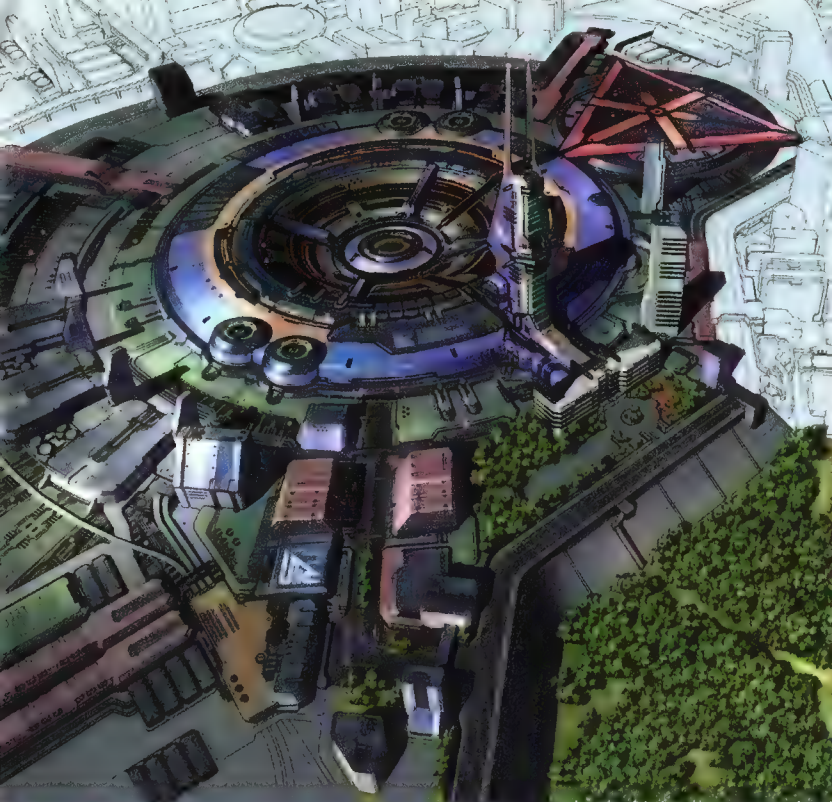


To say the combat sequences are explosive is a great understatement



"Um...Hi! These, like, chocolates are from Larry."

あ、ありがとうございます!



Space Exploration

For reasons left unexplained, mankind has abandoned Earth, or as it's dubbed in the game, Lost Jerusalem. Joined with the Galactic Federation, the human species scours the universe for inhabitable planets.



Artwork

When Takahashi finished the script for *Xenosaga*, no one truly expected his vision to be so grand. Like George Lucas before him, Takahashi's story doesn't revolve around a set of characters or a world, but an entire universe consisting of countless planets, races, and technologies. Instead of quickly sketching several locales, Takahashi wanted to work slowly and make sure every little detail was in place. As you can see from the artwork above, almost everything in the environment is strategically placed. Within the game, you'll actually have access to freely explore these beautiful surroundings. Amazingly, the three-dimensional version of this industrial metropolis is identical to the art. More incredible yet, this is just one of what will be hundreds, possibly thousands of locations that will be presented within the six episodes.

Cinematography

Over seven hours of cutscenes are incorporated into *Xenosaga*'s two-DVD set. If the game boasts the controversial religious content that *Xenogears* did, and Monolith manages to tie this aspect together with the intense cinematics we've seen thus far, *Xenosaga* will more than likely be one of the most talked about games come its 2002 release.

Spanning across two DVDs, *Xenosaga* will deliver a slew of visually stunning cutscenes

Within the battles, you'll see a wide variety of effects ranging from translucency to blinding light





KOS-MOS

Shion

Chaos

Contact with unidentified alien life is made

Evolving from today's traditional RPG, the worlds within Xenosaga feature living habitats



金艦 ゲートアウト完了

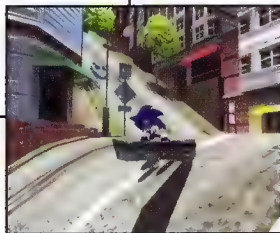
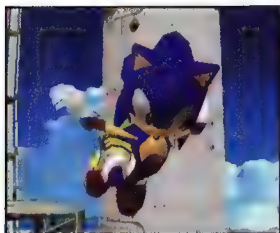


GAME ANIME

SEGA is registered in the U.S. Patent and Trademark offices. SEGA, Dreamcast, the Dreamcast logo, SEGA, Sonic The Hedgehog, Sonic Adventure are trademarks or registered trademarks of SEGA Corporation. ©2000, 2001, SEGA / SONICTEAM. All Rights Reserved.



GOOD HEDGEHOG.



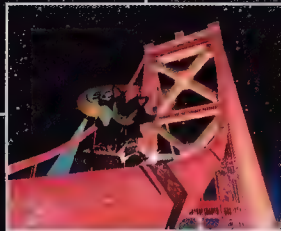
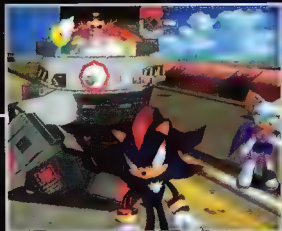
SEGA.COM/SONICADV2

Play as Sonic and board, swing and grind to save the world.

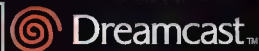




EVIL, SINISTER, MALCONTENT HEDGEHOG.

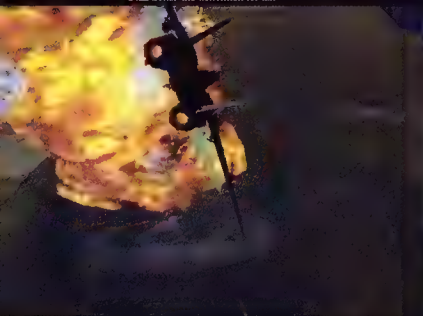


Play as Shadow, Sonic's evil double, and conquer the world.





Buzz bomb the fishermen for fun



Say what you will about the rest of the game, there's no denying these explosions are cool



"Top Gun: F-14 Fight!"

PLAYSTATION 2

TOP GUN: COMBAT ZONES

IT'S TIME TO BUZZ THE TOWER

At one point during the heyday of *ER*, *Jester*, *Viper*, *Slider*, and *Goose* were all members of the cast. It was a virtual *Top Gun* reunion. Now you can get back into all the action with the release of *Top Gun: Combat Zones*. Titus is bringing the dog-fighting dynamo to PlayStation 2 with all the high adrenaline mid-air combat that was the highlight of the film, which will be celebrating its 15-year anniversary. Certainly, controlling an F-14 will be an exhilarating experience, but we'd also like to see a little of the romance from the silver screen giant. Think of it, Titus could implement a stage featuring a high speed make-out session on a motorcycle, or better yet, a minigame where you have to toss as much food as you can into Charlotte Blackwood's mouth before time runs out.

Despite Titus having complete rights to the film that was shown on every major airline flight for two years in the late '80s, the game does not strictly take place in the decade of decadence. It's a shame, really. It would be wonderful to take the persona of a disgruntled S&L mover and shaker who gets hold of an F-14 and sends Greenspan to a fiery grave. That would fix his little red wagon. Instead, though, you'll ride into the danger zone of a three-decade span between the 1970s all the way up to the year 2000.

Across four superbly detailed locations – Southeast Asia,

the Gulf States, Northern Russia (damn Ruskies!), and Miramar Base – players will take some of the Navy's best planes on combat missions more dramatic than Tom Cruise and Nicole Kidman in divorce court. Seeing that your father probably wasn't the best fighter pilot in the world, and we have a feeling you have little training yourself, achieving the hallowed rank of "Top Gun" won't be easy. With highly intelligent MiG pilots and bogeys shooting up your booty, you'll need to pull out every move in the book to stay alive. You won't find any "fire and forget" missile warfare which permeated the Gulf War's air campaign. Instead, you'll be faced with split-second timing and pulse-pounding action. Slam on your brakes and watch hapless foes whiz pass you, then blast that enemy rear end to justify the millions of dollars of military spending.

With a look similar to Namco's *Ace Combat* and Konami's *Airforce Lines*, *Top Gun* delivers detailed cityscapes, an incredibly long draw distance, and vehicles comprised of thousands of polygons. Theatrical replays and a handful of views give the game the cinematic punch it needs. *Top Gun* will be hard to resist, especially if Titus follows through with plans to release a bundle with the DVD Special 15th Anniversary Edition of the film included.



These Russian Badgers mean trouble



Although you'll always be flying a jet, there's no telling what craft the enemy will be piloting

■ **STYLE** 1 OR 2-PLAYER ACTION/SHOOTER ■ **PUBLISHER** TITUS SOFTWARE ■ **DEVELOPER** DIGITAL INTEGRATION
 ■ **RELEASE** WINTER



A complex control scheme allows multi-targeting



PREVIEWS

War within the purple haze



Going inverted and in for the kill



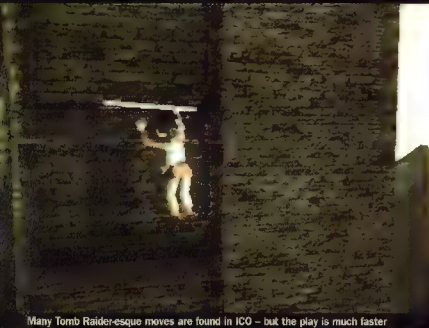
The cities will feature historic landmarks and authentic detailing



"Tower, I'm putting on my gas mask. Goose is farting."



Here's evidence of what a Sparrow can do



PLAYSTATION 2

ICO

IT TAKES TWO TO TANGO

Last issue we gave you a rundown of the story about ICO's horny boy and his princess companion. This month, we got to put in some serious hands-on time, and since we had so much fun with it, we decided we should pass along a little of what we've learned.

The adventure starts right after Ico's tomb topples over and he is left at the bottom of a giant chamber. With the dream of the princess trapped inside this castle fresh in his mind, Ico begins to explore. At the top of the chamber you find her. To free her, you have to put some of the gameplay elements to test.

Ico is armed with a number of abilities. In Tomb Raider-like fashion, he has the ability to climb up objects and move blocks. He can shimmy on ledges, flip switches, climb all things climbable, jump, attack with various weapons (of which we have found a sword and a stick), and also call upon the princess.

Since the goal of the game is to free her from the castle, you must take her with you everywhere. The player quickly becomes familiar with the ability to utilize the princess. When you stand next to her and call her, Ico takes her hand so you can lead her around the castle. In numerous puzzles it is required that you leave her in various places (such as depressing a switch) so you can move forward to complete the rest of the puzzle. Of course, you never want to wander very far from the princess, as there are evil clouds all about

that try to capture her and take her back to the evil queen that rules the castle.

Since there will be times when you find yourself on high walls with the princess below, the call button also enables you to command her to jump up or across to your position. These sequences are absolutely gorgeous and a major part of the puzzle element. Sometimes you will call for the princess to leap up to your dangling hand and pull her up to higher ground, or ask her to make a leap of faith where Ico grabs her hand and saves her from certain death.

At times she seems like a burden, but the responsibility she brings also makes ICO's gaming experience very personal. She is your charge, and you soon find yourself worried like a mother hen when you have to leave her behind to navigate some nasty platforming.

Graphically, the game is very unique. The enemies are black clouds that take shape and attack you. The world, while very brick oriented, is actually quite breathtaking. There are times when you find yourself hanging over spectacular vistas or walking through the green fields of a common area of the castle. Unfortunately, screenshots really doesn't do the game justice.

Overall, many of ICO's gameplay elements have been done before in other games, but looking after the princess is so compelling that the experience ends up being very unique.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **DEVELOPER** SONY COMPUTER ENTERTAINMENT INC ■ **RELEASE** AUGUST 1





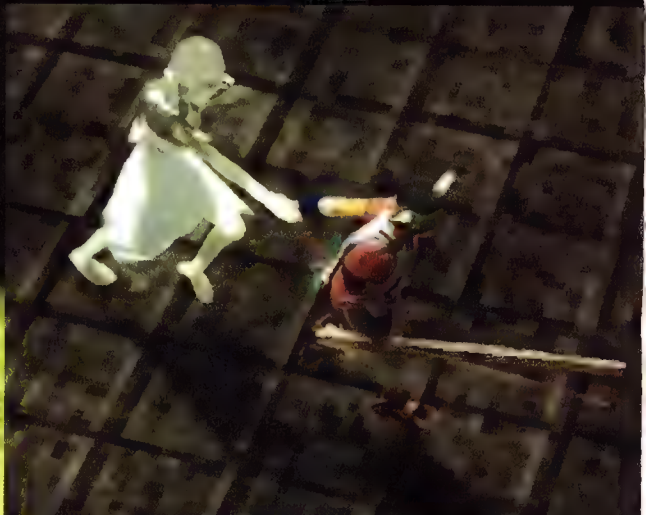
As you can see in this picture, the sun washes out the entire screen - bad for screenshots, amazing in game



Puuuuuuuuuu!



To save you must get both Ico and the princess to a couch



For some gamers out there, ICO might be the first time they get to hold a girl's hand



There are many awe-inspiring views in ICO



Evil is everywhere



PLAYSTATION 2

SPY HUNTER

CUE PETER GUNN THEME

It's inevitable that the video game classics make their way to newer systems – too many people have fond memories of these games from their youth. So in the case of *Spy Hunter*, we always knew it was going to happen, it was just a question of whether it would get its just desserts.

As it prepares for its late October launch date, we have seen PS2 *Spy Hunter* in a number of forms, but our most recent build is really starting to shape up. Gone is the straight-ahead scoring of the original. Now, your job behind the wheel of the *Interceptor* is to complete different objectives on each level.

Of course, all the classic elements are here: you must avoid gangster-styled cars, rendezvous with the weapons truck, and navigate safely through civilian traffic. Now, however, it's all done in a beautifully rendered 3D world with all the jumps and hazards you would expect. The increased power of today's machines



adds even more enemies to the fray, as you must also take out planes and helicopters, place GPS tracking units on villains' vehicles, and so on.

Many of the levels also offer the ability to transform the *Interceptor* into a boat for some wet-and-wild fun. Here, you'll take out a number of foes while avoiding huge tankers, proximity mines, and a number of water-bound baddies looking to take you down.

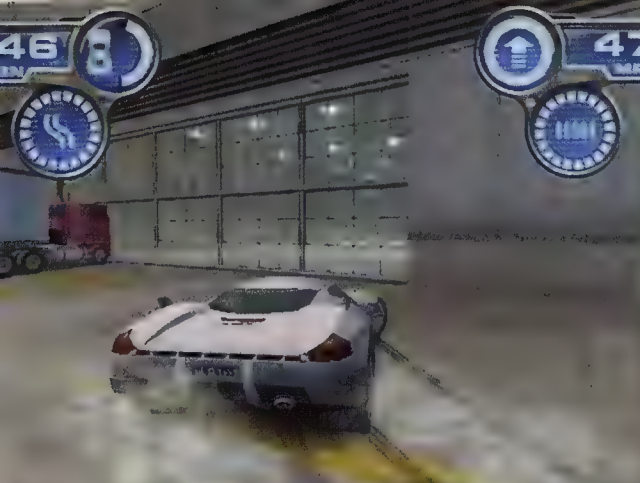
Spy Hunter is still a few months from being complete, but from our time with this early version, we must admit we're pleasantly surprised. The objectives offer up a fair amount of challenge, and the control is headed in the right direction (the car handles like a dream). It's just those guys in the car next to you with the flamethrower that you have to worry about.

■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER MIDWAY ■ DEVELOPER PARADIGM ■ RELEASE OCTOBER



The *Interceptor* does its best General Lee impersonation

Even the weapons van has a hydro configuration



Powerslides are easy to execute and breaking glass is even easier



If the Interceptor takes enough damage, it will transform into a motorcycle



Swamp luggies! Wahoot!



We would have preferred laser-equipped sea bass, but proximity mines will do



If only you had machine guns on your own car for the daily commute



The Training mode has a wide variety of courses you must navigate



XBOX

HUNTER: THE RECKONING

INTERPLAY CONTINUES THE PENCIL & PAPER
RPG ONSLAUGHT

Based on the pencil-and-paper role-playing game of the same name, *Hunter: The Reckoning* is but a small part of White Wolf's World of Darkness line. Currently on target for a spring 2002 release, Interplay has signed on High Voltage Software to handle the development of this massive undertaking. Rather than focus on every little aspect of the pencil-and-paper game, High Voltage is pinpointing the action within and designing the game as a hack 'n' slash adventure.

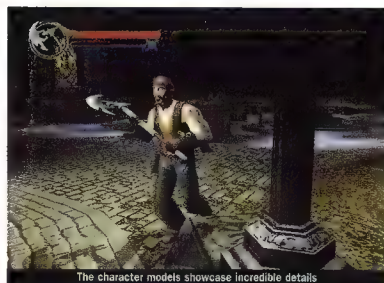
Even though the project is still in the primordial stages of development, High Voltage has tapped into its AtlasTech engine to create a distinctive, macabre look, and gameplay that is as demented as it is intense. Much like Rockstar Games' upcoming PlayStation 2 release, *State of Emergency*, High Voltage is pushing the Xbox to the limit in an attempt to clutter the screen with as many characters and effects as possible. With four characters controlled by players, some of the zones boast over 50 monsters. As you can see from the screenshots, these creatures are amazingly detailed and blend with the surroundings nicely.

While it would have been nice to design a character of your own, High Voltage opted to keep this aspect simple, offering just four different playable Hunters. Each of these characters is endowed with unique supernatural abilities that become more powerful as the game progresses. Along with the razor-sharp primary weapons, each Hunter has an Edge (a magical ability), and randomly placed Glyphs will offer health recharges and helpful power-ups.

With a design similar to *Gauntlet*, *Hunter: The Reckoning* will feature a dynamic multiplayer experience. As we said before, four players can cooperate and tackle the tasks at hand. Interestingly, if a player enters late into the game, his or her attributes will be scaled up to match those of the other players.

If fans of the series are worried that High Voltage is missing out on the epic story that made the pencil-and-paper game so amusing, never fear. Dramatic cutscenes and story breaks will keep players in tune with the World of Darkness universe. The premise of the game is set within a small prison town. Some time ago, a legion of vampires overtook the prison and subjected the inmates to unutterable tortures and experiments. As a collective, the prisoners who were slain within these walls have risen again as vengeful wraiths. The Hunters are called in to vanquish these demons and restore order within the town.

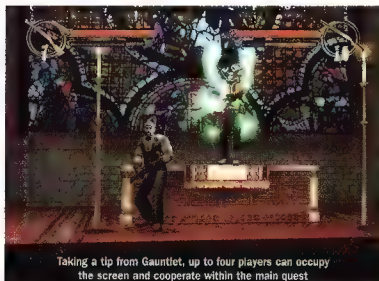
■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** INTERPLAY ■ **DEVELOPER** HIGH VOLTAGE SOFTWARE ■ **RELEASE** SPRING 2002



The character models showcase incredible details



When four players take to the killing field, an isometric viewpoint is used



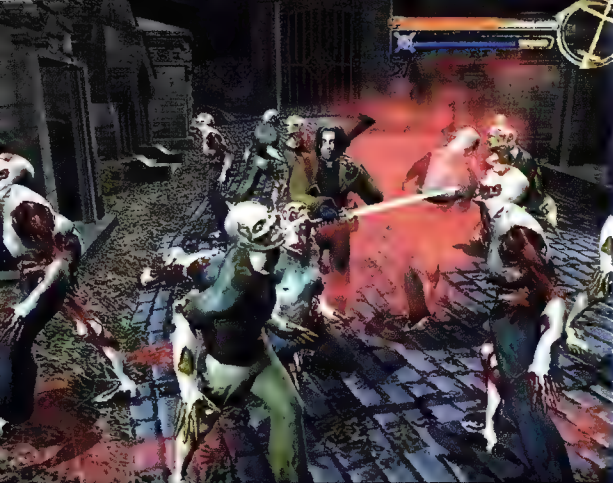
Taking a tip from *Gauntlet*, up to four players can occupy the screen and cooperate within the main quest



When the going gets tough, summon magic to clear a path



The more monsters you defeat, the better off you'll be as each beast delivers valuable experience that can be used to raise your character's attributes



How many zombies can you slay in a night?



The control «chematic is designed like a fighting game, allowing characters to string together combos and perform special moves



The arsenal is quite diverse, offering weapons both archaic and modern



PLAYSTATION 2/PC

SILENT SCOPE 2: DARK SILHOUETTE

RUNNING SILENT, RUNNING DEEP

The first *Silent Scope* was an arcade port, and a short one at that. These factors turned some off, even though it was one of the best early PS2 titles. Sequels are made for improvements and additions, and *Silent Scope 2* has what it takes to satiate our itching to relieve enemies' cranial pressure.

SS 2 doesn't distance itself any from its arcade roots — why should it? Despite complaints the scope moves a tad slow, we were glad Konami left it alone. You can toggle the crosshairs off, plus slow down or speed up when necessary, and if you still aren't satisfied, Konami is currently mulling over releasing a smooth trackball gun. Length? *SS 2* goes beyond the first by not only including the 12 levels of the arcade version, but also the all-new Original mode.

The game's first stage on London Bridge lets you know right away that varying speeds, skewed angles (all the better to watch the bodies fall), and plenty of pinpoint shots will attempt to get you out of your groove. Night sections bring out your infrared scope, and the addition of an x-ray vision sight is a neat visual trick. It won't see through walls, but instead differentiates targets from dark backgrounds by exposing their skeletons. Also new to the series are the multiplayer co-op and Duel options. Here you can battle through several rounds, trying to beat your opponent to the pop via Hink.



The target detail is as great as ever

My partner just jumped, and I'm all busted up inside. Over

Duel mode pits two professionals to the quickest kill

It's (red) curtains for you...

■ STYLE 1 OR 2-PLAYER SHOOTER ■ PUBLISHER KONAMI ■ DEVELOPER KONAMI
■ RELEASE NOVEMBER



PLAYSTATION 2

SPLASHDOWN

WET WITH ANTICIPATION

Summer's in full swing, and people are looking for ways to beat the heat. You could try shedding all your clothes and running around the block au naturel, but trust us, the police and society as a whole frown on that sort of thing. You could spend the day down at the public pool, but the relieved look on all those incontinent youths tells you there's more than just chlorine in the water. So where does that leave you? Why, to hit the ocean, of course! Now Minnesota, as you may know, is nowhere near a large body of saltwater. However, we can gleefully live vicariously through the eight riders of *Splashdown*, a waverunner racer by Infogrames. Designed by Rainbow Studios, who gave us the entertaining ATV *Offroad Fury*, *Splashdown* is an extremely realistic watercraft experience.

When you get your feet wet with *Splashdown*, you'll see the similarities to *Offroad Fury* almost immediately. While on your vehicle, you can lean forward, backward, and from side to side, which affects your landings. If there's one thing Rainbow seems to have mastered, it's physics. The jet-skis in this game control just like the real thing. Due to lack of friction in water, you must anticipate your turns, and let off the gas sooner than you would on a land vehicle. Subtle movements aren't very effective, it's best to just crank the handlebars and hit the accelerator hard. You can also point your nose downward to submerge yourself and your Sea Doo under H₂O. Feel free to exploit gravity via the 30 different tricks offered in *Splashdown*. With all this hot-dogging comes the dire consequence of some painful bails. Arms go flailing, legs whip around, and your rider attempts to get into the fetal position to minimize bodily harm.

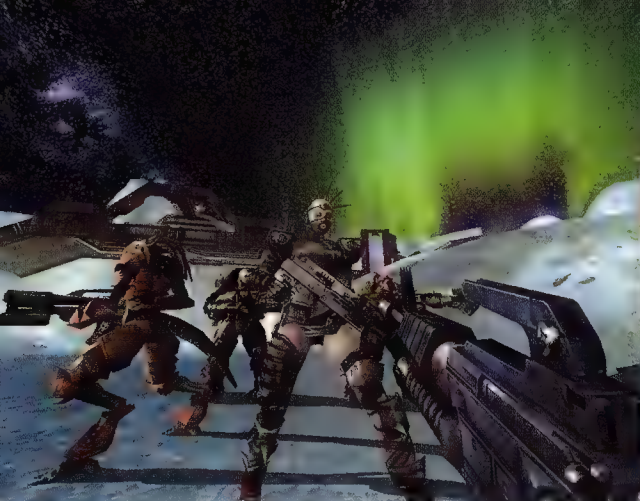
Much like its four-wheel PS2 brother, you're invited to stray from the rigors of *Splashdown*'s buoyed courses and roam around the open water. The 18 levels are full of gorgeous ambiance, and take place in natural aquatic hotbeds like Hawaii and Lake Havasu, Arizona, but also some strange waterways like Venice, Italy, and Loch Ness. Notice the lack of any Minnesota terrain whatsoever? We object!

Graphically, this title shimmers like a seaside sunrise. Particle effects may not yet be as stunning as GameCube's *Wave Race*, but the water itself looks and moves with awesome authenticity. Pop-up appears to be a thing of the past, and all forms of flora and fauna include tremendous detail.

Waverunner racing may be the next sports gaming trend, as we've seen with snowboarding and skateboarding. After all, every system has one in the works. That point does nothing to take away from the fact that *Splashdown* is shaping up to be slippery bliss.

■ STYLE 1 OR 2-PLAYER RACING ■ PUBLISHER INFOGRAMES ■ DEVELOPER RAINBOW STUDIOS ■ RELEASE FALL





XBOX

UNREAL CHAMPIONSHIP

PUMPED FULL OF HOT LEAD

The first-person shooter prospects for the Xbox, with the likes of Halo, are looking a tad brighter than those of the PlayStation 2 – especially with the exclusive addition of a new Unreal title. Coming out concurrent with the unveiling of the console's broadband era, Unreal Championship sees PC developer Digital Extremes at the helm of a game, ushering it in with the bang of 16-player online matches.

Apart from its exclusivity and Internet fraggling, Championship has quite a lot to offer in its own right. When you're talking about Xbox, you know it's going to look good. Shadows, lighting, and particle effects are the order of the day, and everything is integrated to work together beautifully. For example, moving through a cloud of smoke will cast your

shadows on the plumes themselves as they dissipate around your character's figure. Further nuances exist in the meticulous use of self-shadowing over every available surface and weapon-specific death animations.

Unreal Championship takes itself outdoors, and the combination with indoor locales brings the game to new heights. For the first time in Unreal, vehicles will be available, taking advantage of these new larger levels. Other players will be able to jump on and provide cover for the driver in two multiplayer rides (out of ten total). Although elements of the environments were still to be implemented when we saw UC (like falling rocks, active volcanoes, and more), the chance to blow away even the AI-steeped birds in Seppuku Gorge shows that everything is well on track.

All-in-all, six homeworlds will be host to more than 40 stages, with four characters coming from each. Known and new unknown combatants can make use of personal attributes and specials, including button combos, dodging and armor – not to mention a few new deadly delights. Replacing the Repeater is the Painter gun, which sends a signal to an overhead satellite that subsequently deals out the punishment on your target. Seeing this in action was simply unbelievable. The onslaught occurs in the usual Capture the Flag, Deathmatch, etc. situations, but Digital Extremes has also promised three unnamed game types that aim to wow the first-person faithful and change the genre.

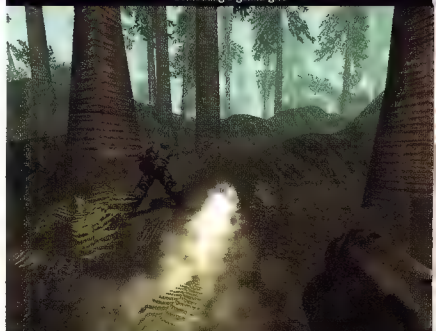
It's all too easy for a first-person shooter to coast along on killing, but we should all be thankful that UC is going to plot its own course. Although not the first online Unreal, Championship will introduce a whole new turn in the series.



Environmental effects will be implemented for many of the levels



Something's gonna give

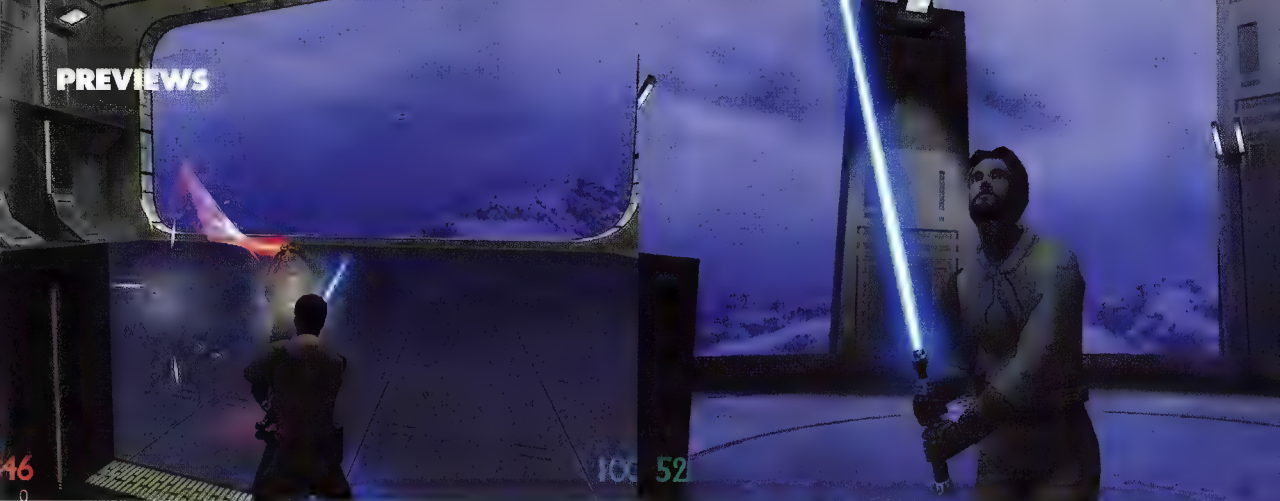


Outdoor environments will now join the indoor ones



"It's right above your head, inaron!"

■ **STYLE** 1 TO 16-PLAYER SHOOTER ■ **PUBLISHER** INFOGRAMES ■ **DEVELOPER** DIGITAL EXTREMES
 ■ **RELEASE** 1ST QUARTER 2002



PC

STAR WARS: JEDI OUTCAST

EXPANDING ON THE EXPANDED UNIVERSE

The Valley of the Jedi are but a faint memory to Kyle Katarn. For several years, he's lived as a hermit, hidden from the universe around him. Letting go of his Force powers wasn't easy, but he knew he must, for fear of succumbing to the Dark Side. After brutally slaying Jerec, Kyle felt the Dark Side reach out to him, toying with his sanity and tearing at his soul. Taking every precautionary measure possible, he entrusted his lightsaber with his confidant, Luke Skywalker – fearful that he may use it to strike someone down again. Little does Kyle know, however, that once you're connected to the Force, it will never leave you. When a new threat to the galaxy targets the Republic, Kyle hears his friends scream in agony. His presence is needed. This is not just a race to save those he loves, but a race to reclaim his past – and in doing so, avoid the Dark Side.

After a lengthy break, LucasArts has teamed with Activision's subsidiary, Raven Software, to bring the Jedi Knight series back into the gaming fold. With a heavily modified Quake III: Team Arena engine powering its every move, and the GHOU 2 animation system from Soldier of Fortune II making each of these movements look as realistic as possible, there is great reason to rejoice. You'll notice right away that the game has moved away from the typical

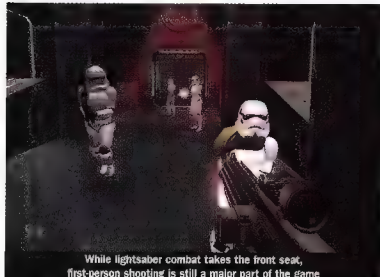
corridor shooter motif. Wherever you may be – Cloud City, Nar Shaddaa, or the Jedi Academy on Yavin 4 – the environments are massive, spanning as far as the eye can see.

Even with his Force powers weakened, Kyle's weapon of choice remains the lightsaber. Just like Qui-Gon and Obi-Wan from Episode I, Kyle can use the Force to push enemies aside, jump great heights, deflect laser blasts, perform mind tricks, and even send his lightsaber twirling at the opposition like a boomerang. If hand-to-hand combat doesn't seem logical, a wide variety of alternative armaments, like a Bryar blaster and stun baton, can be used at any time.

Raven has upped the difficulty a degree with the inclusion of mission objectives and stealth exercises. If a stage seems impossible, then you might need a helping hand. When you interact with NPCs, they may join your cause and fight at your side – even if they are Jedi. Raven is still finalizing the online aspect, so we're not sure how many players can compete at once, but we do know the modes include deathmatch, saber-only deathmatch, and team capture the flag.

Jedi Outcast truly is a beautiful game. The sabers resemble those within the movies, leaving scorch marks on everything they come in contact with.

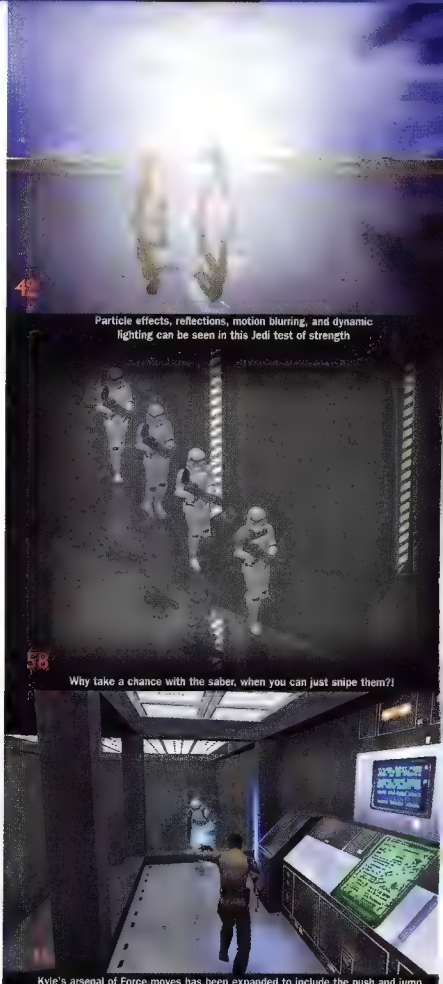
■ **STYLE** 1-PLAYER ACTION/SHOOTER (ONLINE CAPABILITIES FORTHCOMING) ■ **PUBLISHER** LUCASARTS
 ■ **DEVELOPER** LUCASARTS/RAVEN SOFTWARE ■ **RELEASE** SPRING 2002



While lightsaber combat takes the front seat, first-person shooting is still a major part of the game



With one swing of the saber, Kyle decapitates a probe droid



Particle effects, reflections, motion blurring, and dynamic lighting can be seen in this Jedi test of strength

Why take a chance with the saber, when you can just snipe them?!

Kyle's arsenal of Force moves has been expanded to include the push and jump

WHO WANTS TO BE A

sit-at-home contestant who faces mind bending questions, orders in Chinese food and then, while taking a bathroom break to ponder the advantages of certain lifelines over others, realizes that you could always just push pause and look up the answer on the Internet, but knows that because you're at home, there's no need to worry about making a fool of yourself on national TV and besides, just like on the actual show, you really don't stand a chance of ever becoming a

MILLIONAIRE





Headline: Female video game character wears pink!



Power-sliding on the snow can shave off seconds



There are quite a few interesting locales. Here, we get to see the landscape near The Kremlin

XBOX/PLAYSTATION 2

ARCTIC THUNDER

THUNDER THIGHS

Midway has more racing series than Steve Buscemi has puncture wounds. Cruisin' 'USA, San Francisco Rush, and California Speed were all spawned in the bars and smoky arcades of this great country. Midway's more recent racer, Hydro Thunder, was a popular hit not only in arcades, but in the home on Dreamcast as well. Always one to branch off its popular franchises, Midway is bringing frenzied racing to a chilled terrain. You're not going to take command of just any sled – your snow rocket will feature weapons such as atomic snowballs, proximity missiles, and rooster tails.

If you feel all of this high-tech gadgetry is too much, you can always revert to the Stone Age and simply beat the tar out of opponents with your fists and feet – knocking them clean off their snow speeder. If you want to give the competition a fist in the face, though, you'll need to catch 'em, and to do this you'll need a sled of the speediest proportions. In-between races, you'll be able to take your ride to the Upgrade Shop, and give it ceramic cylinders and better track drive things...or whatever it is that makes snowmobiles better and faster (you'd think we'd know living in Minnesota and all, huh?). Don't give away your racing secrets right away, however. When you take your friends on in multiplayer action, you'll have to use all your Arctic skills to conquer those who would oppose you. You can't just start giving valuable gameplay secrets away to any chump who comes off the street! You've got to squirrel that knowledge away and hold it over people's heads! Of course, if you're like the snow machine enthusiasts in the icy tundra of this great state, drinking copious amounts of alcoholic liquidity is a requisite precursor to a night out in the snow, so you'd be hard-pressed to recall your long-standing strategies, let alone remember where the accelerator is.

Though all of the tracks in the game are fictional creations, they are based on popular locales like the Alaskan Pipeline, Swiss Alps, and the amusing Chernobyl meltdown. In addition to a wide array of environments, vehicle upgrades, and weapons, you'll also have your choice of 15 characters, each better in certain key sledding skills, and each with a wild personality all their own. We're hopeful there's a Doug Lewellen character available. Imagine it sliding through the snowy slopes offing all of those awful jackasses you've had

to interview in years past. Doug or no Doug, Arctic Thunder promises to drive a frigid icicle through the heart of all its competition, dramatically reinventing the arcade racing genre in its own image.



There are many power-ups to be found



BLAMMO!

■ STYLE 1 TO 4-PLAYER RACING (1 OR 2-PLAYER FOR PLAYSTATION 2) ■ PUBLISHER MIDWAY ■ DEVELOPER MIDWAY
 ■ RELEASE WINTER



PLAYSTATION 2

RUBU TRIBE

HAVE UUT, WILL TRAVEL

A surprising departure from the Dungeons & Dragons and Star Trek titles that Interplay is best known for, Rubu Tribe follows the migration of a group of Muppet-looking creatures to their far-away holy land. As Mutu, the recently elevated leader of the Rubu, players must ensure that his people's trip is a safe one.

Normally, taking an entire village on a cross-country voyage would be a logistics nightmare. Luckily for Mutu, his people have built their hamlet on the back of a giant four-legged behemoth known as an Uut (pictured above left). Ever trudging forward, the Uut is like a slow-moving base for the Rubu. Whenever the player needs to speak to another tribe member, or is looking for a little safety from the outside world, he can retire back to this town with a view.

Mutu's relationship with the Uut is of utmost importance. Nobody wants an angry Uut on their hands, and if the Uut really likes you it will help you as it knows best by stomping things it thinks you don't like. One cannot hide on the Uut for the entirety of the game, though. Mutu must ensure that the path of his people's ride remains clear, his people remain well-fed and happy, and that any challenges to the tribe are met. Plus, as close as Rubu are to nature, it's within their genetic makeup to explore.

Similar to Oddworld Inhabitants titles, Rubu Tribe stresses its protagonists' relationships with each other and the environment they live in. New weapons and tools aren't found; rather, they're caught. Mutu begins with nothing but a pointed stick to his name, but if he finds the right kind of thorn bush and attaches it to the end, he has a makeshift weapon. If he can capture a string-spouting, octopus-like creature, he can fashion a grappling hook. It's this kind of exploration and experimentation that drives gameplay in Rubu Tribe.

The journey for the Rubu will be a long one, and the responsibilities placed on Mutu will be many, but he doesn't have to do everything alone. Different members of the tribe are specialized in various tasks, and conferencing with them on the Uut, or requesting they adventure with you, will be of great assistance. For example, warriors are a tremendous aid in battles, and scouts can search for specific things or warn of impending danger. The help of an animal trainer makes catching things easier, and discussing new discoveries with a scholar can result in new uses for items.

It wasn't so long ago that Lorne Lanning shocked the video game world when he announced that Munch's Oddysee would never appear on PlayStation 2. With games like Rubu Tribe that seem to share similarities in interaction and gameplay, perhaps it won't be missed.



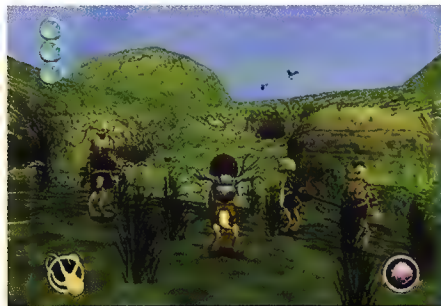
Some animals in the game are friendly...



...some are hostile...



...and some need to be beaten with a stick

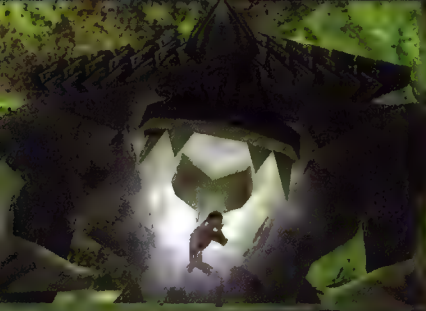
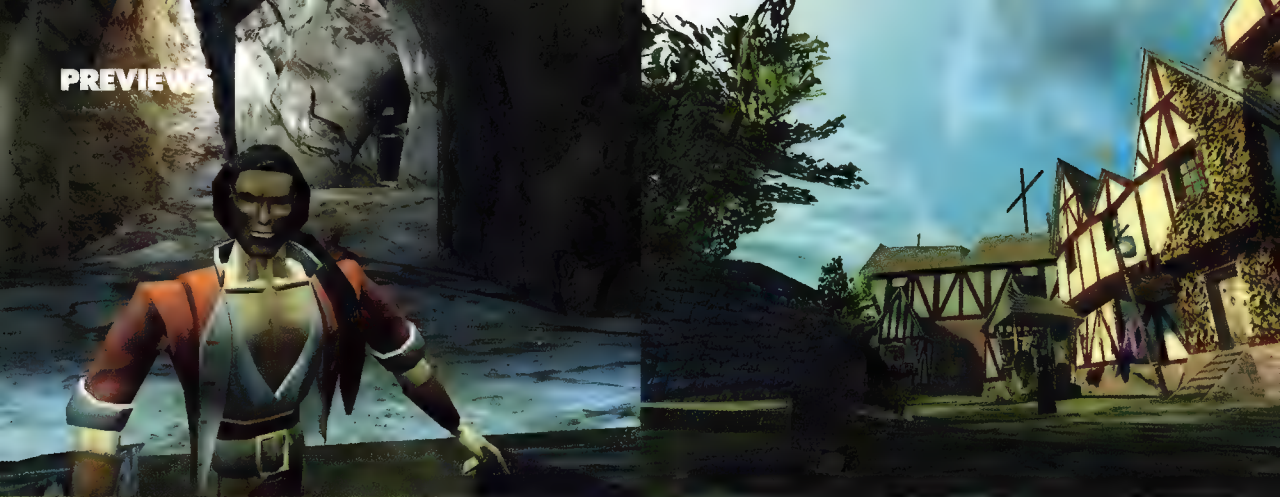


Gather fellow tribe members to help you explore



The environments are huge

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** INTERPLAY ■ **DEVELOPER** OUTRAGE ENTERTAINMENT
 ■ **RELEASE** NOVEMBER



Now that's a boss



"Hey...Rhama. Baby, I got your money"



The environments put Tomb Raider to shame

PLAYSTATION 2/XBOX/PC

GALLEON

BUCKLE YOUR SWASH

Buccaneers roamed the Earth long before Shaun King hit Keyshawn Johnson for game-winning touchdowns. These noble nomads were pirates with manners, embarking upon adventure on both land and sea. While not possessing the defensive tenacity of a Warren Sapp, Galleon leading man Captain Rhama Sabrier was the very model of a federation general. He was brave and cunning, with sharp wit and skill. He also wore a very large belt buckle, which was the style at the time. Like most who were married to the sea, Rhama searched islands for booty to plunder, and carried a razor-sharp cutlass as religiously as yuppies tote around cell phones. Unlike other married men, though, to the sea or otherwise, the good captain had a fine harem of lovely lasses on his tip. The only thing more astounding than their feminine beauty is their corsets, which have obviously been working overtime, resulting in waists as thick as a man's wrist.

The quest of Captain and his angels takes place in a very Tomb Raider-esque, third-person perspective. It's no coincidence, as the development team, Confounding Factor, is run by none other than the two men most responsible for Lara Croft and her thrill-seeking franchise. Instead of staring at Ms. Croft's backside for hours on end,

though, Confounding Factor has chosen to stick Rhama's male posterior in our faces. Could they be spending too many late nights together working on this project, perhaps?

Old-school action/adventure fixtures like switch puzzles and keys will surely show up on numerous occasions, paying homage to TR. However, Galleon is far from an outright Tomb Raider clone (thank goodness). Much of the quest deals with majestic sea vessels which take you from island to island, and the story itself takes much more precedence here, with in-depth character building. Combat is melee-based, with intense swordplay. Combos will allow for some fancy fencing, and projectile ammunition is a rarity.

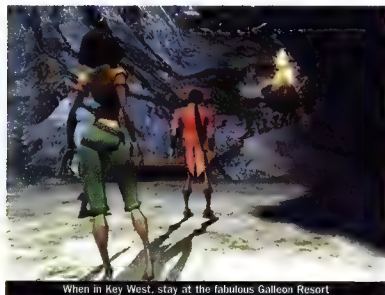
Galleon has yet to turn a lot of heads, since its unorthodox visual presentation is alien to gamers. We'll hold off judgement until we get more time to travel in Captain Sabrier's shoes. With its pedigree and aspirations, Galleon just may bring forth an action/adventure renaissance.

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** INTERPLAY ■ **DEVELOPER** CONFOUNDING FACTOR

■ **RELEASE** DECEMBER 2001



This dude looks remarkably similar to the fat guy in *Heavy Metal*



When in Key West, stay at the fabulous Galleon Resort



PLAYSTATION 2

SILENT HILL 2

BLOOD, SWEAT & FEARS

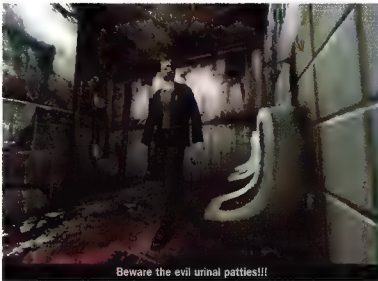
"In my restless dreams, I see that town. Silent Hill. You promised you'd take me there again some day. But you never did. Well, I'm alone there now... In our special place... Waiting for you..." Much as Harry Mason was drawn to this superannuated town by the memory of his daughter, Silent Hill 2's protagonist, James Sunderland, receives a cryptic letter from his wife, summoning him to Silent Hill – a place where the couple shared countless memories. Driven by love and blinded by the fact that his consort fell ill and passed away three years ago, Harry foolishly returns. As he soon finds out, however, the town is not what it once was. Coated with a heavy mist and devoid of activity, James comes to the realization that he may have made a grave mistake in coming back.

While this franchise still clings tightly to Capcom's Resident Evil mold, the sensation delivered is quite dissimilar. The execution within Resident Evil closely resembles that of a cheesy horror flick, whereas Silent Hill really gets under your skin like a psychological thriller. Both games have a knack for making you jump out of your seat and squirm in disgust, but only Silent Hill messes with your head.

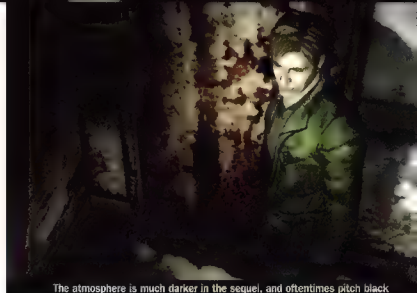
If you were fearful of turning out the lights when you played the first Silent Hill, then you may want to stay away from the sequel. Many of its environments lack illumination. If James didn't have his trusty flashlight in hand, you'd be staring at a black screen. Traversing the darkness may seem lacking in graphical flair, but as you'll see, it produces some of the finest effects around. The dim lighting ricochets off metal, expands shadows, and shimmers around dust in the air. Konami has also constructed realistic character models that feature changing facial expressions, flowing hair and garments, and the highest level of articulation. When James runs for an extended period of time, he will lean over and gasp for air, then subtly pant before returning to the upright

position. Just like Harry before him, James didn't come prepared. For a while, you'll fend off ghoulish creatures with a wooden stick and a firearm that makes a water gun seem like a bazooka.

The combat system remains identical to the first game, and of course, its inspiration – Resident Evil. When you raise your armament, you'll automatically lock-on to the nearest foe, even if it's behind you. When an enemy tumbles to the ground, but doesn't die, you can quickly finish it off with a swift boot to the head. Dispersed throughout the action and exploration is a handful of interesting puzzles. Many of these brain twisters are original in design, yet the annoying "find the key" scavenger hunt makes a repeat performance. Certainly, we'd like to see Konami venture down the path of originality, but we just can't bring ourselves to condemn this survival horror wannabe. The story and cinematography are just too good to be overlooked. If James' spouse didn't send the note, then who did?



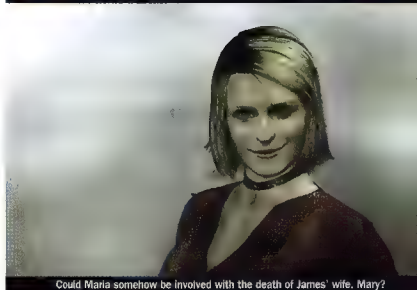
Beware the evil urinal patties!!!



The atmosphere is much darker in the sequel, and oftentimes pitch black



The annoying fog is still present within town exploration



Could Maria somehow be involved with the death of James' wife, Mary?

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER KONAMI ■ DEVELOPER KCET ■ RELEASE SEPTEMBER 25

PREVIEWS



PLAYSTATION 2

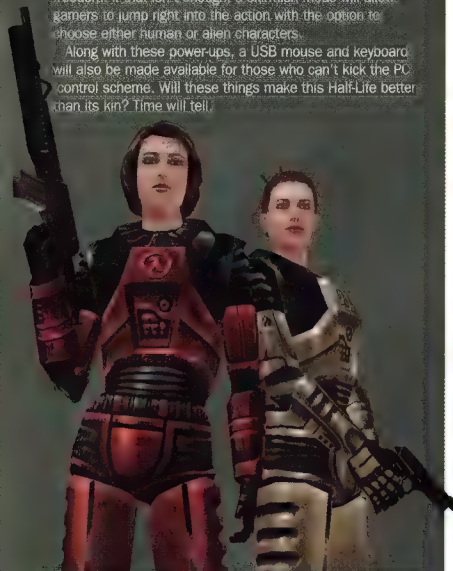
HALF-LIFE

CARBON DATING COMES HOME

Half-Life by anyone's standards was, and is, an extremely successful PC series that few games have come close to mirroring. Console fans can now join in the fun with the impending release of *Half-Life* for the PlayStation 2.

This particular version will feature a four-player split-screen mode, lock-on targeting, and a separate two-player cooperative game labeled *Half-Life: Decay*, starring the lovely and dangerous Gina and Collette. It seems these two were present at the Black Mesa Research Facility during the initial explosion that ripped a dimensional hole between the Earth and an alien homeworld. Taking on the roles of Gina and Collette, you and a buddy must solve puzzles and battle together to extricate yourselves from the depths of the complex. Part strategy and part action, hopefully your combined brainpowers will be enough to lead the ladies to freedom. If that isn't enough, a skirmish mode will allow gamers to jump right into the action with the option to choose either human or alien characters.

Along with these power-ups, a USB mouse and keyboard will also be made available for those who can't kick the PC control scheme. Will these things make this *Half-Life* better than its kin? Time will tell.



■ **STYLE** 1 | TO 4-PLAYER ACTION ■ **PUBLISHER** SIERRA STUDIOS ■ **DEVELOPER** GEARBOX SOFTWARE ■ **RELEASE** AUGUST 15



PLAYSTATION 2

EXTREME G3

HOT AS A CROTCH ROCKET

Want to cover up for your sense of inadequacy, or just put more power between your legs? Straddle one of the 12 insanely fast, fully armed bikes and break the sound barrier in Acclaim's third foray into its Extreme G series. In that ominous time period known as the future, the only speed limit is the one where you and your vehicle spontaneously combust. Helmets are no longer just for wussies, since your scalp's skin would melt from the G-forces without one. Yes, friends, these are good times.

Acclaim wants you to know that *Extreme G3* is the fastest game there is, hands down. It whips *Wipeout Fusion*'s behind. It kills *Kinetica* on the quarter mile. Apple's own G4 Mac, though sporting a higher G rating, doesn't even stand a chance. Looking at the PS2 marvel in action, it's tough to disagree. If you don't know the lay of the land, you'll be hitting the wall more than a schizophrenic in solitary. We cannot understate the sense of speed you get from playing *Extreme G3*. Luckily, courses are angled so you can see a good distance ahead of you. Even with this draw distance, and the detail of the environments, pop-up seems to be a thing of the past.

Crossing the finish line in these stunning, interactive environments before losing your lunch is difficult enough, but to top it off, weapons come into play. That's right, as you rocket along the twisting and turning track, one of your opponents (even your friend in two-player mode) will be attempting to send a rocket up your tailpipe. Every dirty trick in the book will be perfectly legal, maybe even the infamous blinker-right go-left fake-out tactic. Let's hope you don't have a conscience, or you'll lose some sleep over that little doozy. The future is a cold, devious place of robots and dehydrated astronaut ice cream. You'd best roll with the punches, or you'll be just another victim.



Nightfall breeds lighting effects

Shootin' down the chute

There's plant life in the future? Darn, we lost a bet

Acclaim should rename this Extreme Vertigo

■ **STYLE** 1 | OR 2-PLAYER RACING ■ **PUBLISHER** ACCLAIM ■ **DEVELOPER** ACCLAIM ■ **RELEASE** AUGUST 21



PLAYSTATION 2

DEUS EX

PORT DREAMS

Last year, the PC version of Deus Ex won an obscene amount of awards for Ion Storm. Blending RPG elements such as character development with first-person shooter gameplay style, Deus Ex was seen by many in the industry as a genre-busting game. With the impending PlayStation 2 release, Warren Spector and Harvey Smith are determined to see that not one iota of gameplay is lost in the transition from PC.

The idea they're working with is not to change the game itself, but rather, completely revamp the control scheme and different interfaces. Seeing as Deus Ex is a very involved and complex game, it's imperative that the menu functions work at peak efficiency. Thus, Ion Storm has designed the game's menus to be accessed through the PS2's shoulder buttons. It seems your inventory, skill set, and command bar will all be readily available through this innovative system.

As Deus Ex is a game about choices, Ion Storm wants to provide as many as possible within completely realistic environments. We've learned that many of the buildings in this release are modeled directly from blueprints of actual NYC locales. Along with this, enemy AI will be cutting edge. Your opponents will call for help, run for cover, or simply retreat from a situation where they know they have no chance. The console birth of this game will be closely watched indeed, as there is much to live up to. From what we saw at this year's E3, things are looking good so far.



■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** ION STORM
 ■ **RELEASE** NOVEMBER 13

PREVIEWS



PLAYSTATION 2

MONSTER RANCHER 3

PET BET GRADIO

If you purchased Monster Rancher 2 on the day it came out, went home lickity-split, threw it in your PlayStation right away, and proceeded to play it for at least a few hours every day since, chances are you've witnessed almost half the things there are to see in the game. Well, you'd better kick up your play habits a notch because part three will soon be upon us.

Now on PlayStation 2, the game is getting a graphical upgrade, and will take on a very appropriate cel-shaded look. The battle and breeding interfaces remain almost exactly as they've always been, but the methods of generating new creatures has been expanded. In addition to choosing monsters from the encyclopedia and creating them by putting in CDs of game discs, you can now put in DVDs and discover what rare beasts are hiding within your favorite movies.

As always, there's a wide variety of monster appearance types. Let's say, however, that your girlfriend dumps you. Suddenly you'd like to see her pummeled by cartoon creatures. Now you can! Take a quick snapshot of her with a Sony digital camera, and the upcoming PictureParadise technology will allow you to transfer her mug onto a monster's face. What could be better?



■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** TECMO
 ■ **DEVELOPER** TECMO ■ **RELEASE** OCTOBER

PREVIEWS



PLAYSTATION 2/PC

OZZY'S BLACK SKIES

FROM WAR PIGS TO WARRING DRAGONS

New developer iROCK Interactive has a master plan. All its games will be loosely based on rock artists who have proved their worth through longevity and album sales. The first title from the company to test this theory's waters will be Ozzy's Black Skies.

Much like an updated Panzer Dragoon, Black Skies lets players fly huge winged beasts around lush environments from the third-person perspective, dogfighting with other airborne creatures and ships. The single-player game is set up as a campaign. There are three different factions to choose from, each with its own unique missions and creatures to pilot. If you're just looking for some quick action, Black Skies accommodates with a split-screen head-to-head option.

Naturally, since the game is named after Ozzy, the soundtrack contains songs performed by the bat biter himself. One new song, appropriately entitled Black Skies, will make its debut along with tunes Ozzy re-recorded specifically for this game, such as Crazy Train, War Pigs, Paranoid, and No More Tears. It seems whether you're ready to rock or ready to breathe fire on a fellow flying lizard, iROCK has your number this holiday season.



PC

SIMSVILLE

VILLICIOUS!

Maxis certainly has come up with interesting ways to spin an old idea. Granted, The Sims is by no means old according to video game standards, but Simsville is another release in a line of clever variations on successful themes. Newcomers to the Sims world will have no problem getting into this version, and seasoned veterans will issue a squeal of delight when they realize the game automatically searches your hard drive and uploads your families into your new neighborhood.

What you'll be trying to do is essentially build an urban development that your families and inhabitants will like and feel safe in. Instead of building an entire city, you essentially focus on one portion of the bigger picture. You'll be able to customize your town by building homes, businesses, roads and civic structures, and add odds and ends like lampposts and benches. If you feel like being a benevolent demigod, you can throw a block party or a concert for your citizens. Of course, things won't always be rosy. If you're not careful, there will be plenty of problems to iron out on the bad side of the tracks.

We're hoping for an early 2002 release, but as many of you know, things have a tendency to get tangled up during development. From what we saw at E3 this year, Simsville is coming along quite smoothly and is living up to its ever-increasing amount of hype. In the meantime, you'll just have to wait patiently and bust out that old SNES SimCity to tide you over.



SimCompton!

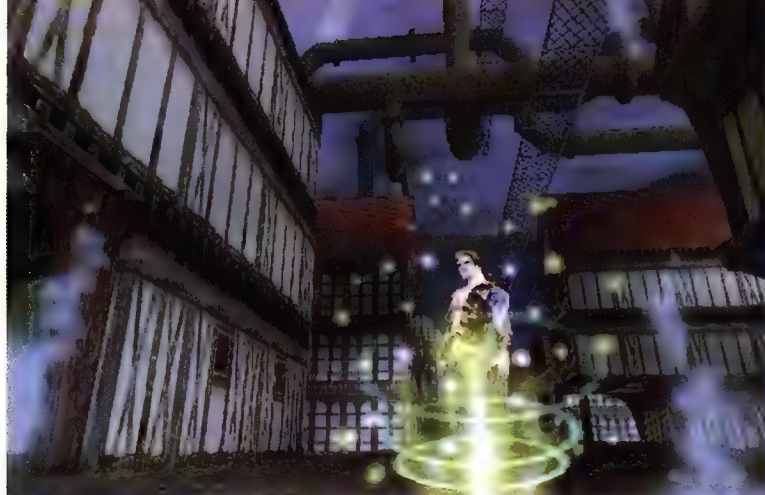
Where's all the action?

This looks like a nice little town

Something went wrong here

■ **STYLE** 1 OR 2-PLAYER SHOOTER ■ **PUBLISHER** TBA
 ■ **DEVELOPER** iROCK INTERACTIVE ■ **RELEASE** WINTER

■ **STYLE** 1-PLAYER STRATEGY ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** MAXIS ■ **RELEASE** 1ST QUARTER 2002



PLAYSTATION 2

SHIFTERS

MIGHT MAKES RIGHT

Warriors of Might & Magic's Alleron is always on call when Grand Inquisitor Zash Mythra is stirring up trouble. Both return for a new title called Shifters. Taking place where Warriors left off, Shifters is a whole new branch for 3DO's Might & Magic franchise with a different focus – shape shifting.

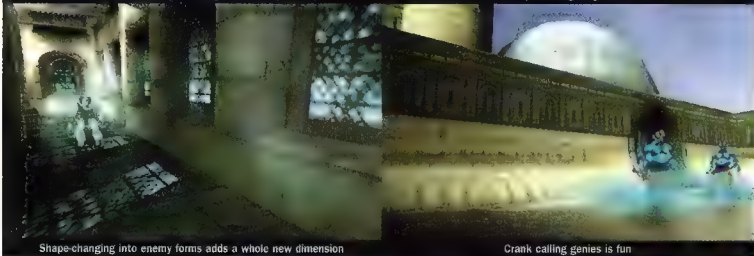
GI spoke with project director Josh Cloud, who told us, "The Shifters idea was something we really wanted to move with. We thought Alleron was an identity we could easily carry over when doing this new game." Shifters refers to your hero's new ability to shape-change across six forms, which are then broken into four sub-forms. As you become more powerful, the different sub-forms are earned. "You'll get total leeway in where you want to direct your character in the game," continues Cloud. "A lot of areas cater to the multi-personality styles of people choosing which way they want to get through it." For example, becoming a Genie will enable you to pass through iron gates, but walling on your pcs as a lower form will have its perks too. Such choices add to a tradition of depth already shown in Might & Magic's leveling up.

Having said all that, 3DO is keeping its combos and hot buttons from Warriors, making the whole experience more streamlined, including the menus. A remaining concern is framerate, but Cloud told us 3DO "worked seriously on making that better." Sticking to 30 FPS does away with the peaks and valleys of Warriors. Rounding out the new package are more puzzle-solving elements (involving your alter egos) and general environment interfaces – features that hope to expand, as well as improve, this known series.



Puzzles and intricate level designs stand in your way

Warriors' dynamic lighting will continue



Shape-changing into enemy forms adds a whole new dimension

Crank calling genies is fun

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER 3DO ■ DEVELOPER 3DO ■ RELEASE NOVEMBER

PREVIEWS



うし! たまごケット。
これで魔攻撃として
みとめてもらえるかな?

PLAYSTATION 2

JADE COCOON 2

MONSTER IN YOUR
POCKET... LITERALLY!!!

With gameplay similar to Pokémon, and characters designed by Hayao Miyazaki, the legend behind such animated films as *Kiki's Delivery Service* and *Princess Mononoke*, Game Entertainment had the highest of expectations for the PlayStation RPG, *Jade Cocoon 2*, a companion to the existing PS1 RPG market, the game stacked up pretty well, yet nobody invested in it. For those of you who did take a chance, *Jade Cocoon* was a pleasant surprise and a change of pace.

Of course, the title sold incredibly well in Japan, thus the sequel. Instead of trying its luck again, Game has passed off the publishing rights and Ubi Soft has snatched them up. The gameplay holds true to the original of being a cross between a traditional RPG and a monster breeder. Over 100 different monster species are in the game, and all of them can mate to create an unlimited amount of critters. Developer Genki has reworked the combat system, allowing players to bring eight different monsters into battle. Another drastic change is the use of 3D environments, as opposed to the pre-rendered backdrops of the original.

Miyazaki has once again lent his artistic touch to the characters in the game, and the changes Genki has made are definitely for the better. The real question, however, remains: If Americans can't raise awareness toward this product, can the French?

地の森 2層



The goal of the game remains true to the original. Snag as many monsters as you can, then make them do it!

■ STYLE 1-PLAYER ROLE-PLAYING GAME ■ PUBLISHER UBI SOFT
■ DEVELOPER GENKI ■ RELEASE WINTER

REVIEWS

Our crack (or crackhead, we can never decide which) review team rates games in a number of categories to help you sort out the great from the stuff you hate. Each game is reviewed by at least two staff members, and you will find both their opinions on each review. To make things a little easier we have put together some definitions of what the numbers mean, what the reviewers are like (so you can find the reviewer most like yourself), what we look for in a game, and also a cheat sheet so the newbies can understand our advanced video game jargon. Read on and soon you will be talking FPS and FMV with the best of them.

THE SCORING SYSTEM

TO
9
8
7
6
5
4
3
2
1

Game Informer's rating system ranges from 0 to 10, and is similar to school grading. 7 is average, 9 and above is exemplary work, 5 and below is a failure. Aside from concept, entertainment, graphics, playability, sound, and replay value (all explained to the right), other factors that influence a game's final score are how much game you get for your money and how all the game's elements come together.

10 - Perfection. One of the best games of all time, if not THE best game of all time. This game has no flaws, and thus this rating is rarely given out.

9 - Worth owning. Fans of the genre should definitely enjoy this game, but even those who don't normally like this type of game may find themselves getting hooked.

8 - Worth playing. Still a great game, but arguably so. It may not be the best ever, but there's enough to keep your fingers wrapped around the controller for some time.

7 - Worth renting. Unless you're a fledgling gamer, you've probably seen everything this game has to offer before. Still, just checking it out won't ruin your weekend.

6 - Limited appeal. There are always a few people that will fall in love with a game of this caliber, but for the most part, those playing it will be yearning for something more.

5 & BELOW - Garbage. From this point down, it's just a matter of how much of a failure the game is. The lower the score, the more you're hating life for playing it.

CONCEPT

What new ideas the game brings to the table and how well old ideas are presented.

GRAPHICS

How good a game looks, taking into account any flaws such as bad collision or pop-up.

SOUND

Does the game's music and sound effects get you involved or do they make you resolve to always play with the volume down?

PLAYABILITY

Basically, the controller to human interface. The less you think about the hunk of plastic in your hands, the better the playability.

ENTERTAINMENT

Flat out, just how fun the game is to play. The most important factor in rating a game.

REPLAY VALUE

The longevity of the title.

- **High** - You'll still be popping this game in five years from now.
- **Moderately High** - Good for a long while, but the thrills won't last forever.
- **Moderate** - Good for a few months or a few times through.
- **Moderately Low** - After finishing it, there's not much reason to give it a second go.
- **Low** - You'll quit playing before you complete the game.



Content suitable for persons ages 3 and older.



Content suitable for persons ages 6 and older.



Content suitable for persons ages 13 and older.



Content suitable only for adults.



Product is awaiting final rating.



ANDY

Handle: The Game Hombre
Expertise: RPGs, Action/Platform, Driving, Strategy, FPS
Interests: Emulators, Burning Airlines' New Album, and Built To Spill's Upcoming Release
Dislikes: Classic Games That Don't Work, New Office Layouts That Aren't Done, Lack Of Respect
Current Favorite Games: EverQuest, NASCAR Heat, ICO, NBA Street

When Andy's not yelling at a game for "rippin' him off," he plays drums in Minneapolis indie rock band, Unbelievable Jolly Machine. A longtime fan of Metroid, Andy has been reviewing video games professionally since the days of the 8-bit NES. While a big sports fan in real life, Andy isn't the first to line up for sports titles, but is always willing to put in the extra hours to play a good RPG or strategy game.

REINER

Handle: The Raging Gamer
Expertise: RPGs, Fighting, Action/Platform, Sports
Interests: Star Wars, Comic Books, DVD Movies, Sideshow Bob, Toy Poodles, Pink Afros
Dislikes: Carrot Top, Tomba, Jay's Stupid Racing Stripe Haircut
Current Favorite Games: Tony Hawk's Pro Skater 3, Gran Turismo 3, F1oigan Bros.

Reiner considers himself the biggest Star Wars fan in the world. Along with his impressive collection of Star Wars action figures, he has seen the trilogy 519 times. A fan of all game types, role-playing games are his strong suit. In his six years as a professional gamer, Reiner has achieved the impossible. Penetrating the pixel boundary, he not only plays games, he's in one, and can be shot daily in the epic N64 release, Perfect Dark.



JAY

Handle: The Gonzo Gamer
Expertise: Strategy, Puzzle, RPGs
Interests: Dungeons & Dragons, Comic Books, Wrestling, Equality
Dislikes: Liquid Poop, Frozen Brownies, Mice, Abuse Of Power
Current Favorite Games: Saiyuki: Journey West, Bloody Roar 3, Baldur's Gate II: Throne Of Bhaal

Jay lives in his mom's basement just like you. Adding further fuel to his archetypal nerd fire is his love for comic books, metal miniature painting, and twice weekly pencil-and-paper RPG sessions. In fact, he's such a D&D fanatic, he hates professional football simply because it interrupts his Sunday gaming schedule. Par for the course, his favorite games are often obscure ones. He is also one damn handsome man.



KRISTIAN

Handle: The Game Dawg
Expertise: RPGs, Strategy, Sports
Interests: Seinfeld, Space Ghost Coast To Coast, Orange Julius, Silly String
Dislikes: His Roommate's Sister, American Cheese On Mexican Food, Bed Spins
Current Favorite Games: Startopia, Mechcommander 2, WWII Online: Blitzkrieg

Kristian enjoys opening a can of whoop-ass on his buddies at the ping pong table, then running off to the driving range for a lesson in humility and anger management. The original text-driven Zork started Kristian on the gaming road; Ultima 6, NES Baseball, and Zelda made sure he stayed. Still an avid RPG fan, he can always find time to pound out a good sports game.



MATT

Handle: The Original Gamer
Expertise: Racing, Puzzle, Action/Adventure
Interests: DJ Assault, Buddyhead.com, Mountain Dew Code Red, Memento
Dislikes: Trying To Figure Out Whether Radiohead's Amnesiac Is Brilliant Or Just Half-Baked, Reading Back Issues Of Game Informer
Current Favorite Games: NBA Street, Kionoa 2, Wendy: Every Witch Way, Galaga

While record collecting, watching reality television, and playing video games might sound like a state of retarded adolescence, Matt manages to scrap together an almost meaningful existence out of these activities. His encyclopedic knowledge of pop culture is either amazing or annoying, depending on how close your desk is to his. Less esoteric than his colleagues, Matt prefers traditional action and platform games.



JUSTIN

Handle: The Digital Deviant
Expertise: Action/Platform, Fighting, RPGs
Interests: Growing Hair, Getting Ink, Working The Lats, GWAR
Dislikes: Limp Bizkit, Sugar Ray, Courtney Love, Smashmouth, No Doubt, Radio Current
Favorite Games: NBA Street, Castlevania GBA, Mars Matrix, Splashdown

Unlike most gaming jargonists, Justin knows there's life outside video vegetation. He doubles as wrestler Helmut Von Strauss in the Minnesota independent scene, where he violently bonds with other sweaty males — a practice that just gets blank stares when attempted on other GI reviewers. Though the youngest on staff, Justin's tastes are highly old-school, and he plays 16-bit classics as often as he plugs into the latest titles.



KATO

Handle: The Game Katana
Expertise: Sports, Action/Adventure, RPGs
Interests: Getting Out Of The Office Sometime This Summer, DVD Empire.Com
Dislikes: Defender And Missile Command Not Making The Top 100, Fountain Pop, Travis And Coldplay
Current Favorite Games: Sports Jam, Alone In The Dark, CART Fury, Rugby

When not buying copious amounts of records, Kato can be found exercising good taste, feeding the goats, and trying in vain to update his wardrobe into the 21st century. Like other young men of his generation, he quickly found out that the one true real world application of good grades was the free arcade tokens that were given out at arcades. With allegiance to none, he takes on every game with an equal eye.

NEWBIE CHEAT SHEET

For our newer readers, here is a glossary of terms and acronyms that commonly appear in the magazine. Video game veterans should move along (these aren't the droids you are looking for).

action – A term we use for games like *Zone of the Enders* and *Gauntlet*.

adventure – A term we use for games like *Myst* and *Escape From Monkey Island*.

AI – Artificial Intelligence. Usually used to refer to how well the computer reacts to a human opponent.

board – A term we use for games like *Jeopardy!* and *Mario Party*.

CG – Computer-Generated Graphics.

DC – Sega Dreamcast.

E3 – Electronic Entertainment Expo. The world's largest convention for video games.

fighting – A term we use for games like *Street Fighter* and *Dead or Alive*.

FMV – Full Motion Video. Usually refers to an animated CG cutscene.

FPS – Frames Per Second. How many animation frames happen in one second. Also used to denote First-Person Shooters like *Doom*, *GoldenEye*, & *Unreal Tournament*.

frame rate – The frames of animation used to create the illusion of movement.

frontend – A game's menus and options.

GB – Game Boy.

GBA – Game Boy Advance.

GB-C – Game Boy Color.

GC – GameCube.

I'm 5000 – I'm leaving.

isometric – Three-quarters top down view, like *StarCraft* or *Red Alert 2*.

ISP – Internet Service Provider. The company that provides you with access to the Internet.

LAN – Local Area Network. Connecting computers or consoles together within a small space to allow communication between them. Provides fast, simultaneous gameplay.

minigame – A small, simple game within a larger one.

motion-capture – Using human models and infrared cameras to record movement for game animation. Also mo-cap.

N64 – Nintendo 64.

NES – Nintendo Entertainment System.

platform – A term we use for games like *Super Mario* and *Crash Bandicoot*.

pop-up – When onscreen objects, usually distant, suddenly appear.

PS2 – Sony PlayStation 2.

PS-X – Sony PlayStation.

puzzle – A term we use for games like *Tetris* and *Chu Chu Rocket*.

racing – A term we use for games like *Turismo* and *Mano Kart*.

RPG – Role-Playing Game. A game that involves character improvement through collecting and spending points. A term we use for games like *Final Fantasy* and *Dragon Warrior*.

SG – Sega Genesis.

shooter – A term we use for games like *Mars Matrix* and *Gradius*.

stilla – money.

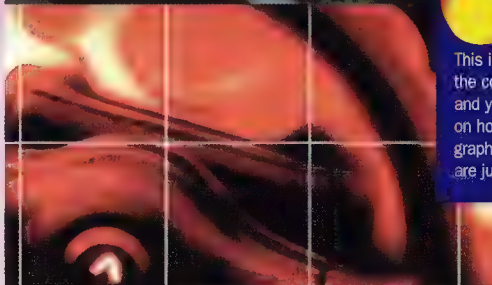
SNES – Super Nintendo Entertainment System.

sports – a term we use for games like, well duh, *Madden Football*.

SS – Sega Saturn.

strategy – A term we use for games like *Command & Conquer* and *Fallout Tactics*.

third-party – Something made for a console by a company other than the console manufacturer.



GAME OF THE MONTH GRAN TURISMO 3: A-SPEC

This inaugural PS2 GT does more than just make an appearance on the console – it lays down the black rubber all over your living room and your consciousness. Turn over to page 88 for the inside track on how the series is once again redefining racing with both its graphics and gameplay. The wait is over and the high-speed thrills are just beginning, so get your gloves on tight.

GRAN TURISMO™ 3



Tahiti Maze's dirt files to great effect



The new track in Seattle brings out some of GT 3's best looks



"I want my two dollars!"

PLAYSTATION 2

GRAN TURISMO 3: A-SPEC

FINALLY FIRING ON ALL CYLINDERS

It's been quite an endurance race for Sony in getting Gran Turismo 3 out, but cruise one lap around and you'll be instantly thankful for the time well spent. Of course, you can't compare the two PlayStation systems, so the question is whether GT 3 is just a PS2 buff n' shine job, or an actual leap forward. I believe Gran Turismo 3 is the first true GT realization of mastermind Kazunori Yamauchi's vision of depth, playability, and visual splendor. There are areas to be worked on, but Gran Turismo's reign really starts here.

Whereas the series previously played the numbers game first in creating its sales sweep, GT 3 not only delivers tons of cars, tracks, and races, but now delivers the audio/visual package to match. If you want evidence, I suggest you look no further than a little ditty called Rainy Stage Route 5. Puddles in this nighttime course reflect moonbeams and highlight road textures that also create misting effects and make brake lights much more dynamic. Overhead streetlights are distorted differently as they travel from the hood of your car, down the back window, and off the rear fender. All this is accomplished at a solid 60 frames per second, with pop-up at a minimum. For experiencing the game's audio, play the Tahiti Maze rally course in first-person and marvel at the sound of the wind shear against your car, the ricocheting of pebbles, and the hiss of the turbo injection.

GT 3's adherence to real car physics continues with the use of the PS2's analog buttons. Starting with the license tests (which feature a different rally license than the last GT), you'll learn how important they are to the title. Analog allows you to negotiate turns with a more controlled approach, which further blurs the line between perfection and skid city. Remember all that lug-nut lingo in the rulebooks about weight transfer and engine placement? Now GT 3 makes good on a car's specs by creating more finely tuned acceleration that adheres to these racing principles.

If you feel inclined to compare this title with the last one, there's plenty else to feed on. Arcade mode is expanded into a gargantuan 90-plus race challenge (spread over three difficulty levels), and the Gran Turismo section's race layout is simplified into skill ranks, although there are still more races to be had in all of the old categories such as Endurance and Special Events. New courses in Seattle and Tokyo are careful to expose you to some dazzling light dappling, courtesy of skyscrapers and tree-lined streets. Also noticeable on your routes are fans flashing cameras and rising up in a cheering roar when you pass the stands.

As crazy as this sounds, this won't be the best Gran Turismo. Future editions are sure to tweak things like GT 3's multiplayer (and rearview mirror) pop-up, lack of cameras (only two), ability to show only two rally cars (although the dust clouds that obscure your view are awesome), and omission of used cars for sale. Don't worry though, other evolutions and improvements are still in store. This is only the first Gran Turismo of the rest of your life. — KATO



■ STYLE | OR 2-PLAYER RACING ■ PUBLISHER SONY COMPUTER ENTERTAINMENT AMERICA ■ DEVELOPER POLYPHONY DIGITAL
■ RELEASE JULY 10

5th



Lap 1/2
 Best 1:25:058
 Last
 Lap 0:49:088



"GT 3 is the first true GT realization of Kazunori Yamauchi's vision of depth, playability, and visual splendor."

GAME OF THE MONTH

GRAN TURISMO 3: A-SPEC



The first-person view is an experience not to be missed

THE BOTTOM LINE



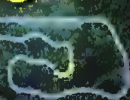
- **Concept:**
Take the greatest racing sim and do almost everything short of reinventing its wheels for the PS2
- **Graphics:**
Textures, reflections, and more are showed off in the new nighttime, post-rain Tokyo course. Rally portions are a must-see, also
- **Sound:**
Snoop Dogg drops an original track for GT 3. YESS!!!
- **Playability:**
Same excellent GT control, with analog buttons and Logitech's Force Feedback wheel adding new dimensions
- **Entertainment:**
The wait has been worth it. The PS2 finally gets what it deserves
- **Replay Value:**
High

SECOND OPINION

From rags to riches, Polyphony has completely revamped the GT experience. Even though the number of cars is greatly reduced, the ushering in of a new physics model and graphics engine justifies the sequel status. Along with the distinguished look - one that should leave you drooling in delight - vehicle customization and handling have been taken to a whole new level. The computer opponents are intelligent and vigorous drivers, and the new environmental effects only add to the formidable task at hand. Whether you're fighting for visibility behind a dust cloud, or cautiously navigating a damp highway, each track delivers a different challenge. The controls are as true to life as can be, especially when using the Logitech GT Force wheel peripheral. Best of all, the multiplayer experience now includes Hink play.

REINER - 9.5

6th



Lap 1/2
 Best
 Last
 Lap 0:52:183



Amazing lighting effects are everywhere in GT 3

4th



GT 3 is so realistic, sitting in rush hour traffic is even included (not)



1st



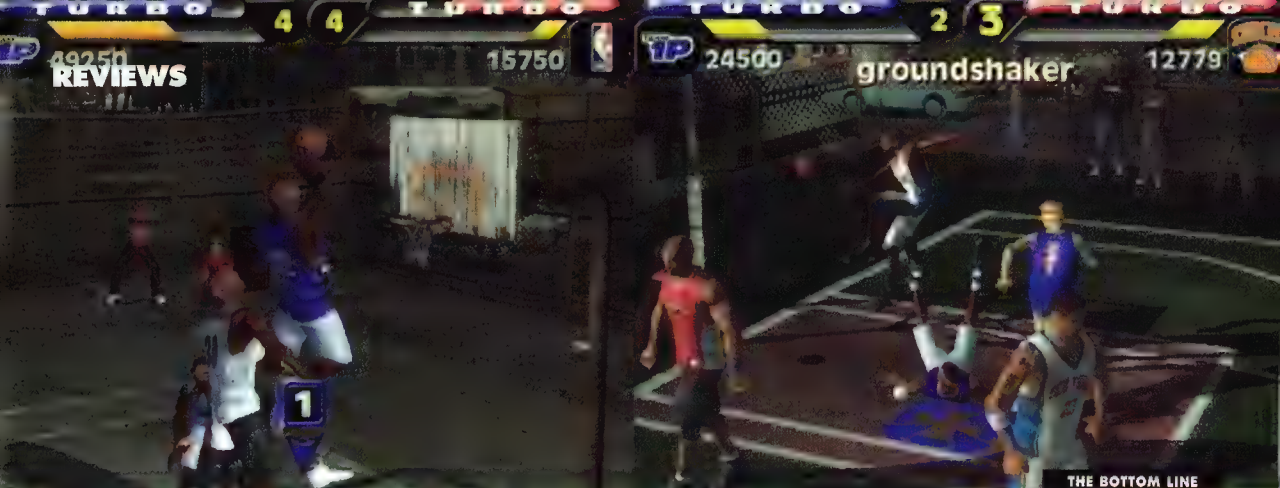
Lap 1/2
 Best
 Last
 Lap 1:30:333



Track textures and reflections are of the highest caliber



Multiplayer is a slight step down from the details of single-player, but is sharp nevertheless



"NBA Street redefines fast-paced b-ball and turns it into more fun than you could ever imagine."

PLAYSTATION 2

NBA STREET

STRAIGHT BUTTA', BABY!

I got game. Up until now, though, I've been held back by David Stern and his NBA lackeys. EA casts off the shackles of both league oppression and arcade basketball monotony with NBA Street. Pro ballers humble themselves by travelling to the streets in a 3-on-3 asphalt free-for-all. Your hosts aren't the most friendly playground dwellers, though, and whether they have NBA contracts or arrest warrants, you'd better have some skills or you'll be rejected harder than Kristian at his high school prom.

Forget everything you knew about arcade basketball. Hoopz is a hack, and Jam got moldy long ago. NBA Street redefines fast-paced b-ball and turns it into more fun than you could ever imagine. Each game is up to 21 points, and you have to win by two. After trouncing your opponent, you'll get to kidnap one of their players for your roster (or add to your created hoopster's attributes). Regular field goals are one point, and bombs from beyond the arc are a deuce. This isn't your only goal in Street, however. Any time you display a modicum of game, be it either making a steal, doing a cross-over, or hitting a rim-rattling dunk, you'll pick up Trick Points. These not only allow for bragging rights, but contribute to your momentum meter, leading up to a Gamebreaker – a shot that will add points to your score, while subtracting the same amount from

your opponent. I don't need to mention the opportunities for talking smack after one of these babies.

NBA Street's gameplay has more depth than the Trail Blazers' bench (but with better chemistry). Like NBA Jam, you have turbo, but different things happen when you use various shoulder buttons for your turbo, and each move has a different Trick Point total. Inbound to John Stockton, and he'll build up your meter with a Reel2Reel ballhandling display. Give the rock to Karl Malone on a fast break, and he'll bounce the ball off the backboard for a Wake Up Call slam. Minor feats like pump fakes and midair passes add a small amount of trick pointage, but it's the making of combos with all of these moves that truly elevates your game to the next level, as you see Trick Point totals soar like a costumed mascot on a trampoline.

NBA Street is the true superstar of arcade basketball. Unlike yearly updates from Midway, you can tell EA really wanted to make Street stand out as a masterpiece of blacktop brilliance. Modes, commentary, graphics, AI, and every other facet couldn't be much better. A manual instant replay feature is about the only thing I could ask for. This has become my favorite PS2 game thus far, and is The Answer for gamers looking for some creativity in their next-gen sports. – JUSTIN



Gamebreakers give you points, and take away from your opponent

Point guards rack up Trick Points with fancy dribbling

Joe the Show, Street's mouthpiece, is as loud as his shirt

■ STYLE 1 OR 2-PLAYER SPORTS ■ PUBLISHER EA BIG ■ DEVELOPER NUFX ■ RELEASE JUNE 26



Unlike the WNBA, Street's ladies have ups



Each court locale has its own unique flavor

THE BOTTOM LINE



9.25

■ **Concept:**

Leave the rules and regulations of the NBA behind, and get down to some true playground ball

■ **Graphics:**

Great-looking, realistic player models and very detailed environments don't fake the funk

■ **Sound:**

This is probably the first time where commentary using street slang actually enhances a game

■ **Playability:**

Simple control, but the turbo buttons and combo moves bring unrivaled depth

■ **Entertainment:**

NBA Street dominates any other arcade b-ball title before it

■ **Replay Value:**

High

SECOND OPINION

EA Big, the newest addition to the massive EA development stable, is now two-for-two in resurrecting games that I didn't think I'd ever care about again. It breathed life back into snowboarding with SSX, and now playground basketball gets a much-needed jolt of energy with the release of NBA Street. Simply put, this game is a joy to play, and its fluid control, sharp AI, and wealth of special moves make precursors like NBA Jam look silly by comparison. If you've suffered through the sluggish NBA Hoopz, you'll be amazed as your teammates intuitively move to the basket, looking for an alley-oop, and even (gasp!) make plays on defense once in a while. Featuring some of the best animation I've ever seen in a sports game, a number of great playmodes, and a cool reward system, NBA Street is an early front-runner for Sports Game of the Year.

MATT – 9.25



THE BOTTOM LINE



9.25

PLAYSTATION 2

RESIDENT EVIL CODE: VERONICA X

SURVIVING THE HORROR AGAIN

"...Code:
Veronica X is
the most
engrossing and
finely polished
chapter within
the Resident
Evil series."

Returning to its roots, the finest chapter within the immensely popular Resident Evil franchise is now available on a PlayStation console. While a simple port would have been more than sufficient, Capcom and executive producer Shinji Mikami have enhanced the project through the implementation of additional footage. Moreover, Capcom has also included a lengthy playable demo of Mikami's next project, Devil May Cry.

For those who never had the pleasure of putting the original Dreamcast version of Code: Veronica through its paces, I think you'll be quite pleased with this re-release. The story follows the further exploits of the Redfield family—taking place just after the catastrophic events within Resident Evil 2. The game begins with Claire searching for her brother, Chris. As she pursues her leads, Claire enters the lion's den—another branch of the elusive Umbrella Corporation. Even though she's a munitions expert, Umbrella ultimately has her outgunned and there's nothing for her to do except surrender. Umbrella takes her to one of its secret bases. Moments after arrival, however, a deadly biotoxin outbreak occurs, and Claire is freed from her prison and it's up to you to guide her throughout the zombie-infested halls.

As the game unfolds, the viewpoint continually switches to

that of Chris and another playable character, Steve. Of course, the plot is cheesy, even by RE standards, but the action and cinematography within are superior to anything we've seen before. For those of you who have already played the game, Capcom has left the original package intact. On the graphical end, nothing has changed, yet it still looks amazing, even in comparison to other PS2 titles. The only change takes place late in the game. Rather than leaving the true intentions of Wesker a complete anomaly, Capcom has added ten additional minutes of footage that once and for all reveals the secrets behind this shady character.

While I'd love to spill the beans on Wesker, you'll have to see it for yourself. For those of you who love the series to death, even if you've already conquered the game, this footage is definitely worth checking out.

As I've said countless times before, Code: Veronica X is the most engrossing and finely polished chapter within the Resident Evil series. Suspense abounds around each corner, the ambient sounds really couldn't create a more frightening setting, and the gore factor far surpasses anything you've seen before. It's also the most challenging, so don't expect to run through it in a night like you did with the previous three installments. —REINER



Exclusive to the PS2 version is Wesker's Report...

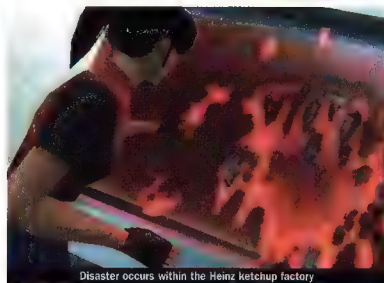


...and roughly ten minutes of bonus footage...



...that probes deeply into Wesker's persona

■ STYLE 1-PLAYER ACTION/ADVENTURE ■ PUBLISHER CAPCOM ■ DEVELOPER CAPCOM ■ RELEASE AUGUST 15



Disaster occurs within the Heinz ketchup factory



"Don't cry for me, Argentina!"

■ Concept:

A director's cut of the original Dreamcast game with ten minutes of extra footage

■ Graphics:

Exactly the same, yet still meritorious. The new material is quite exceptional as well

■ Sound:

You really won't hear better ambient sounds. As for the spoken dialogue...could it get any cheesier?

■ Playability:

Terribly cumbersome and a tad slow, yet explosive and never mundane

■ Entertainment:

A must for newcomers; however, does ten minutes of lost scenes justify a second purchase?

■ Replay Value:

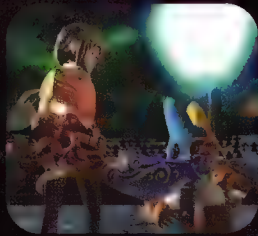
High

SECOND OPINION

Although it seems unfair to take away the exclusive status from one of the Dreamcast's greatest titles, in actuality the greater crime would be people missing out on this game. Code: Veronica is thus far the most suspenseful, challenging, and well executed piece in the Resident Evil puzzle that Capcom continually puts together. In fact, there's really nothing for Sega lovers to get worked up about since all PS2 owners are getting with this director's cut of sorts is extra Wesker info, ten more minutes of FMV (albeit marvelous), and the convenience of having it all on one disc. If you're one of the Resident Evil faithful that fell to the wayside during its Dreamcast fling, rejoice! The mothership has returned home, and it's time to once more nearly crap your pants.

JAY — 9.5

DARK CLOUD

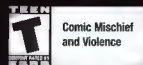




PlayStation 2

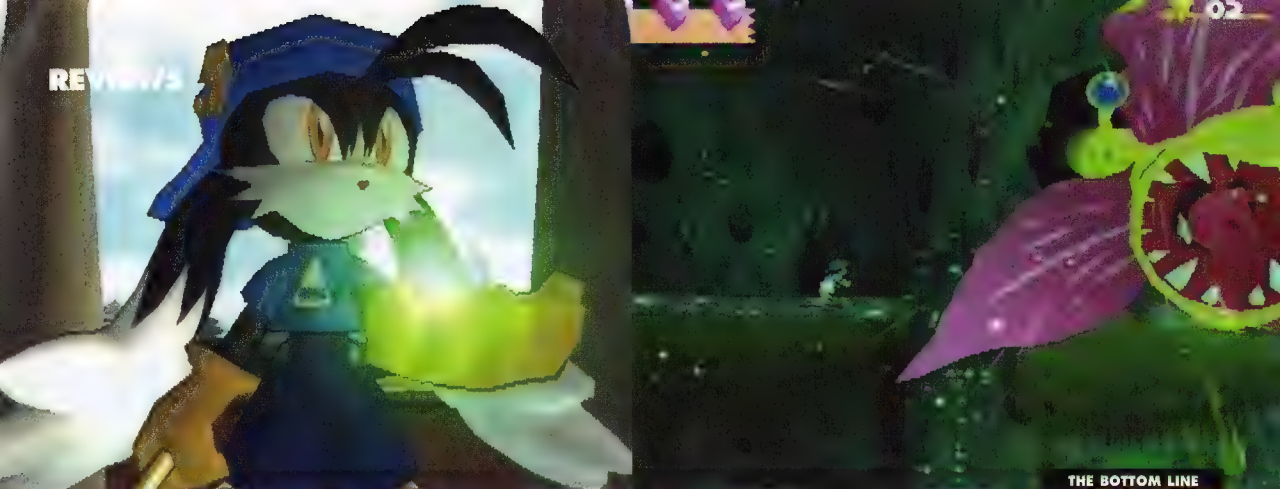


Without warning, it came down from the sky. A dark, mysterious force unleashed by an evil spirit. The tranquil village of Norune was no match for such immense power. In the blink of an eye, destruction was complete. But amid the ruin, there is hope. A brave young warrior, Toan, armed with only a magical gem, faces the ultimate task of rebuilding the world. Venture with him deep underground to discover clues and gather vital elements of life—trees, rivers, houses and more—that will help restore civilization. Epic battles, macabre demons and daring rescues lie before you. As does the fate of the world. Will rubble be eternal? Or will it flourish once again?



www.scea.com

Dark Cloud is a trademark of Sony Computer Entertainment Inc. © 2001 Sony Computer Entertainment Inc. "PlayStation" and "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.



PLAYSTATION 2

KLONOA 2: LUNATEA'S VEIL

THE CAT CAME BACK

"Klonoa 2 has that classic Zen feeling of connection between you and the onscreen character."

The long-eared feline known as Klonoa surprised everyone with a PlayStation 2 sequel. The first game, on PS-X, was a true sleeper, escaping the radar of most gamers. Klonoa gets a second chance to fly, and he's made the most of it. It may seem odd to find a platform game that doesn't bother to exploit PS2's 3D capabilities, but there's more than one way to skin a cat. Klonoa 2 sticks with the tethered gameplay of its original, which we affectionately refer to as 2.5D. It takes place in a 3D world, but there is no depth to your movement. Kirby 64 used this same style rather successfully, and it's no surprise that Lunatea's Veil shares many similarities with that game.

Klonoa is a touchy-feely individual, and his main means of attack is grabbing enemies. Once he has a grip on them, he can toss them at other bad guys and objects, or use them to get a double jump. Aside from jumping devices, and vehicles, that's about the extent of your moves. Sounds straightforward and simple, doesn't it? Well, in Klonoa 1 it was. However, Namco has added some strategy to the mix with many puzzle scenarios that require actual cognition and thought. This is one of the main things that kept me hooked. These puzzles are never really tear-inducingly difficult, but

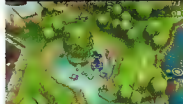
they will make you go, "hmmmmmm..." You still won't see your life reserves get below five, but don't be surprised if you bite it multiple times on the same scene, or get stuck in a room for a good 15 minutes.

Maybe I'm just an old-school platform player, but this game really had me stoked. Klonoa 2 has that classic Zen feeling of connection between you and the onscreen character. There's a ton of variety in the stages, vehicles, and bosses, and they're spaced out perfectly to keep things fresh. The game's environments, whether it be a theme park, a modern-day city, or an overgrown jungle, are packed with detail. Amazingly, load time isn't an issue. Cutscenes move a bit slow and a few of the main characters – Klonoa included – really lack personality, but the story itself isn't excruciating by any means.

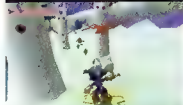
Klonoa 2 won't find much competition on PS2 yet. Rayman 2 was a mere port, and there aren't any other platformers to speak of. The game's got mass appeal and variety, and just plays well. I don't know if it can hang with the likes of Jak and Daxter or Crash when both titles release this Christmas, but for now this kitty rules the roost. — JUSTIN



A cat, a dog, and a priestess walk into a bar...



The overworld branches out in all directions



Klonoa is one cool boarder

■ STYLE 1-PLAYER ACTION/PLATFORM ■ PUBLISHER NAMCO ■ DEVELOPER NAMCO ■ RELEASE JULY 24



The track-style gameplay has its advantages



Luckily, Klonoa always lands on his feet

THE BOTTOM LINE

8.25

- **Concept:**
2.5D platform games get a next-generation makeover in a sequel to the PS-X sleeper
- **Graphics:**
Environments and animations are nicely done. Cel shading is always a welcome sight
- **Sound:**
Aside from a butt-kicking song on the snowboard level, the music and effects are standard Japanese fare
- **Playability:**
Starts simply enough, and the inclusion of puzzles on later levels is executed masterfully
- **Entertainment:**
PlayStation 2 finally has a great platformer
- **Replay Value:**
Moderately High

SECOND OPINION

Graphically, Klonoa 2 dazzles by combining Tomba 2's use of 2D platforming action set in vibrant 3D environments with Jet Set Radio's vibrant cel-shaded visuals. The gameplay, while simple, is nicely done, and makes good use of the simple concept of grabbing and throwing objects and enemies. The somewhat easy level of challenge and the extremely cutesy nature of the character designs and storyline might turn off some older gamers, but I was quite taken with the overall experience. As gameplay progresses, Klonoa 2 throws some curveballs into the mix, in the form of some fairly tricky puzzles and a few snowboarding-style sequences. After a while, it does start to get a bit repetitive, but hey, a game doesn't have to be rocket science to be a good time. This is a solid, kids-oriented title with enough to offer for those of us past our elementary years. It's not the earth-shaking PS2 platformer we've been waiting for, but it will do until Jak and Daxter is released.

MATT — 8.25



Bar 35'6.00"

PLAYSTATION 2

MX 2002 FEATURING RICKY CARMICHAEL

TWO WHEELS RUNNING WILD

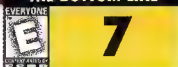
Until this point, the PS2 has been without a motocross game, and you may like that, but there are plenty out there who love their Rickys, Tallons, and John Dowds like they love their jugs of moonshine. MX 2002 makes up for lost time by trying to be all things to all riders. Pulling a Superman Seatgrab is just as important as coming in first. The center of MX's universe is the Career Calendar. Create a fearless fool who'll participate in training drills, races, and freestyle events as the weeks roll on. This is a nice way to ensure the trick element isn't ignored or unnecessary. Along the way you'll encounter fun minigames like bus jumping and the high jump, plus extra incentives in the form of unlockable movies.

Due to its merging of styles, MX 2002 can be a little forgiving. Collision detection with other riders, objects, and the ground could be tightened, although there are some great dirt/dust effects. I also found that some trick combos weren't as easy to pull as the manual says. Still, managing your clutch, pre-loading jumps, and taking all the quick turns (especially on ice) makes for busy fun. It'll be interesting to see how the series evolves, and if it can perfect its all-encompassing approach. — **KATO**



■ **STYLE 1** OR 2-PLAYER RACING ■ **PUBLISHER** THQ ■ **DEVELOPER** PACIFIC COAST POWER & LIGHT ■ **RELEASE** JULY 2

THE BOTTOM LINE



- **Concept:** Give the PS2 its first taste of motocross by attempting a mix of freestyle and regular races, with a few extras in-between
- **Graphics:** Crisp bikes and riders, and a fair amount of detail in the environments
- **Sound:** Whether it's the whine of the engines or the whine of young white suburban boys with guitars, it's all good
- **Playability:** Merging the two bike styles isn't without its difficulties. Otherwise the controls keep you plenty busy
- **Entertainment:** The minigame interludes add a nice spice to this stew
- **Replay Value:** Moderate

SECOND OPINION

I usually don't bag on other reviews within the body of my own text, but I must make an exception here for I feel Kato buffed 125 cc's of stupid gas before playing MX 2002. Quite plainly, it kicks ass. This is largely due to its fluid controls. All the important functions, other than gas and steering, are on the shoulder buttons, and races are won and lost based upon your proficiency with those maneuverers. So help me God, I actually used the camera-control replay to analyze one of my powerslide downshift turns. Every track has its own feel, as do different bikes. The Career mode is set up perfectly, and bonuses like freestyle and stunts only add to an already immaculate package. This game is great. Kato can suck gas.

JAY — 8.5

REVIEWS



PLAYSTATION 2

MOTOR MAYHEM

FLASHY FRAGGING

Infogrames had a vision of an Internet battleground that would excite people with fanfare similar to the WWF. You won't see online play here, but you will still get the modicum of fun that is Motor Mayhem. It's too bad 'cause the episodes would have given it something to hang its hat on. Twisted Metal: Black got shades darker in order to resurrect itself and the genre. This title isn't unplayable, but it lacks such innovation.

The one neat-o thing about Mayhem is the combos you can do at any time. Punch in a sequence of buttons and release a Concussion or Inferno cannon on someone if they don't powerslide out of the way first (a useful move). In arenas large or small, there is quite a bit going on between the jumbotrons, destructible environs, and wealth of power-ups available. Turbo notwithstanding, MM is a little slower than Twisted Metal: Black and I thought the cars felt more floaty, which isn't helped by the airlift grids that propel you onto different levels.

Motor Mayhem may not be the primetime draw when it comes out days after TM:B — which makes it the XFL of car combat. It'll find some fans with its flash, but comparisons to the main attraction may not work in its favor. — **KATO**

THE BOTTOM LINE



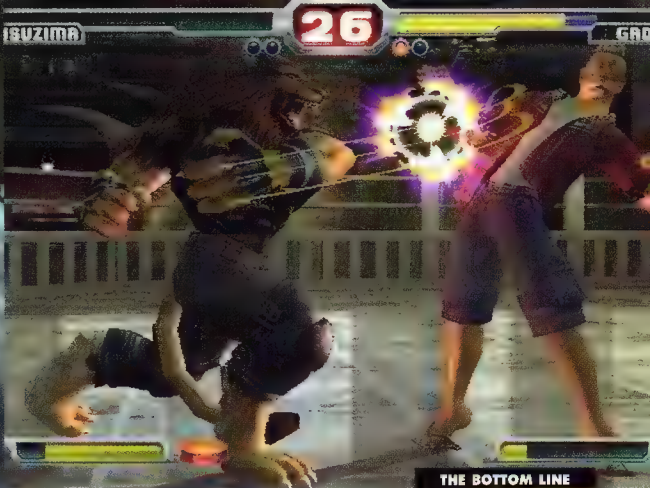
- **Concept:** Another opportunity to exorcise those road rage demons, this time on futuristic TV.
- **Graphics:** Articulated drivers and jumbotrons flow amidst the constant carnage.
- **Sound:** Nothing special, although the crowd's roar of approval occasionally helps.
- **Playability:** Switch from the default controls; it'll help you in the end.
- **Entertainment:** Special combos and arena levels help spruce up an otherwise standard game.
- **Replay Value:** Moderate.

SECOND OPINION

It's not that Motor Mayhem is bad, it's that Twisted Metal: Black is so good. There are a lot of positive things about this game that I enjoyed while playing it, like the graphics and some insane weapons, but I just couldn't stop thinking about how much I would rather be playing Black. If you must have two car combat games, this game will entertain.

ANDY — 6

■ **STYLE 1** OR 2-PLAYER ACTION ■ **PUBLISHER** INFOGRAMES ■ **DEVELOPER** BEYOND GAMES ■ **RELEASE** JUNE 21



"...it's good, but it never seems to live up to its potential."

PLAYSTATION 2

BLOODY ROAR 3

CATFIGHT!

Haven't I played this before? The release of *Bloody Roar 3* has confirmed a feeling that started formulating in my brain with the release of part 2 on PlayStation. As fighting games go, it's good, but it never seems to live up to its potential. Battling lycanthropic creatures that can transform on the fly is a not only a flat-out cool idea, it opens up some strategies that no other fighters have. *Bloody Roar* has thus far succeeded on concept alone.

Apparently, deciding there was nowhere else to go after the second installment, Hudson Soft created an almost exact replica of *Bloody Roar 2*, put a high-res coat of paint on it, and called it *Bloody Roar 3*. Other than a couple new characters, being able to sidestep in places other than Practice, some new modes to unlock, mildly interactive arenas, and a very Dead or Alive bounce in the female characters' steps, everything should be familiar to fans of the series.

There's actually not that much wrong with this, though, since my friends and I played the hell out of 2, and I can see a repeat performance in the future for 3. However, if a few of the issues I had with the previous chapter had been rectified, I would have been happier. Characters are still

unbalanced, with some having powerful combos that only require hitting the same button three times, while others are hard-pressed to pull off a six-hit string against a defenseless opponent. Also, as the editors of this magazine have pointed out to *Bloody Roar* representatives on a couple occasions, it is possible to do quite well against both computer and skilled human opponents by closing your eyes and jamming on the controller.

I'm also boggled by the direction Hudson is taking with its new characters. Rather than give us more half-man/half-beast creations, we get a second tiger character, a second mole that's robotic, and a guy named Xion whose non-human form is more Gundam than growler. How about a bear? Or a hawk? Or a monkey? There's plenty of the animal kingdom left to be explored.

So, you may be wondering, for all this complaining I'm doing, why the moderately good score? Plain and simple, *Bloody Roar* is fun, and the better look and dynamic camera switches have made it more entertaining. There's plenty of old-school juggling and corner trapping to be had, and some of the best supers you'll ever see. Also, as I said earlier, it's just such a cool idea. — JAY

■ STYLE 1 OR 2-PLAYER FIGHTING ■ PUBLISHER ACTIVISION ■ DEVELOPER HUDSON SOFT ■ RELEASE JUNE 26



"Are you sure we haven't met? C'mon, take a whiff."



"Giant bug yoga is the best yoga for you!"



"I always wondered if you had a white tail."



The action is spectacular even when combatants aren't in beast form



It's mole versus...robotic mole???

THE BOTTOM LINE



8

- **Concept:** *Bloody Roar 2* with an improved look and a couple new things
- **Graphics:** Due to the morphing characters, collision is iffy. Otherwise, great models and spectacular camera shifts
- **Sound:** A guitar lickin' like you've never had before
- **Playability:** Easy to pick up and play. Easy to win. That's its main problem
- **Entertainment:** Gets old fast on your own. Get a few friends together, and you're set for the evening
- **Replay Value:** Moderate

SECOND OPINION

The series hasn't made the gigantic graphical leap that *Tekken* and *Dead or Alive* have, yet its gameplay continues to improve and comes across as a well-balanced and addictive fighter. Structured as a culmination of the first two releases, *Bloody Roar's* cast now includes 14 characters — 12 of which are available from the outset. Each fighter is equipped with a unique list of moves, dozens of explosive combo strings, and amazing beast transformations. Like I said before, the look of this game is lacking. The character models are fantastic and include the smallest of details. On the other hand, the environments are as plain as can be. Certainly, I enjoy smashing an opponent through the cage, but I'd gladly sacrifice this finishing move for additional detailing within the arenas. When all is said and done, however, this is a fine release, and another PS2 fighter with a vicious gameplay bite.

REINER — 8



PLAYSTATION 2

NASCAR HEAT

CRAZY FROM THE HEAT!

We showcased Monster Games' NASCAR Heat back in April, and we have finally gotten our greedy little hands on the finished product. I must admit the game is excellent. All the tracks look amazing and the addition of the Beat the Heat and Race the Pro modes is outstanding.

Beat the Heat is very similar to GT 3's License mode, as it has a number of challenges and situations – such as trying to win Daytona with two laps left and no fuel. Race the Pro, on the other hand, challenges you to beat 11

world-famous drivers at their three best tracks. Both modes are addicting, to say the least.

NASCAR Heat also includes a Championship, Single Race, and Head to Head mode for you to master. Overall, I thoroughly enjoyed playing NASCAR Heat, as the control is immaculate. I was astounded by the realism that its smooth handling brought to the game. I could fly three-wide into a turn and have complete confidence in my ability to come within inches of my competitors and escape without a scratch. However, I think Monster Games missed some of the fun things that are found in EA's game – like pit stops in shorter races. – **ANDY**

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** INFOGRAMES ■ **DEVELOPER** MONSTER GAMES ■ **RELEASE** JULY 1

SECOND OPINION

Heat is pretty hot, giving you challenges (with videos), good opponent AI, and a season chock-full of stats and stuff. I would have loved a draft meter, but there's still lots to like.

KATO – 8

THE BOTTOM LINE

EVERYONE **E** **8.5**

- **Concept:** NASCAR racing with lots of cool challenges to keep you occupied
- **Graphics:** Gorgeous re-creations of all the tracks
- **Sound:** Pretty standard issue here – but the lack of a decent soundtrack becomes obvious in the longer races
- **Playability:** Smooth control with a variety of data at your fingertips
- **Entertainment:** The Beat the Heat and Race the Pro modes are great additions to the standard Championship season
- **Replay Value:** Moderately High



PLAYSTATION 2

RUGBY

GRUBBER KICKING FRONT PEEL SPRINGBOKS

At 5' 8", 125 lbs., I'm naturally steeped in Rugby! This goes all the way back to once renting EA's Rugby World Cup 1995, and knowing a guy from New Zealand who liked Jonah Lomu. Now I find myself putting my lack of knowledge to the test for your amusement!

Let's see...you've got 20 international teams, 600 players, and tournaments like VI Nations and Tri-Nations. Sounds like the rugby plays out there would like that. I can tell you myself that, for having 30 guys on the pitch, Rugby runs plenty fast. Play is a blend of offensive and defensive set-plays that are great when executed. Novice or not, it didn't take me long to figure out that winning the pileups (scrumms and rucks), and integrating my kicking and running games were key. In this, Rugby is more like a chess match than you'd think, 'cause only strategic teamwork exploits the opponent's gaps quickly enough. Rugby's manual can tell you all about the sport itself, which is a helluva good idea. I think my rental streak will live on, but owning it afterward is a good possibility. – **KATO**

SECOND OPINION

That I know next to nothing about rugby and still had a fun time playing this game speaks volumes about the play and graphics. I wasn't ever completely sure what I was doing, but I know it was pretty damned cool whatever it was.

KRISTIAN – 7.75

THE BOTTOM LINE

EVERYONE **E** **7.5**

- **Concept:** EA Sports gets big-headed and thinks we'll also eat up Rugby? It's possible
- **Graphics:** Character models are simple, but they're too far away to tell much about them
- **Sound:** Ex-rugby guys spew rugby talk while the crowd revels in the rugby-ness of it all
- **Playability:** Once you get the rules down, the controls aren't a problem
- **Entertainment:** I'm caught in being half entertained, and half just not wanting to lose
- **Replay Value:** Moderate

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** CREATIVE ASSEMBLY ■ **RELEASE** JULY 17

REVIEWS



PLAYSTATION 2

CART FURY CHAMPIONSHIP RACING

FROM THE ARCADE TO YOUR LIVING ROOM

Racing games have been around for nearly 25 years now, so it's getting increasingly difficult to make an impact on gamers who have long ago gotten over the thrill of merely driving a

video car. These days, you have to either A) make a huge effort at realism and variety, like Gran Turismo, or B) set up a unique or interesting premise behind the racing, as in Driver or Tokyo Xtreme Racer 2. CART Fury, unfortunately, does neither, but still accomplishes the basics of the genre well enough to warrant a few spins around the track.

As an enhanced port of the successful arcade unit, CART Fury is essentially a throwback to venerable old franchises like Daytona and Pole Position. In an attempt to court the home console market, the developers did throw in a Simulator mode, but it really just consists of

disabling the turbo boost and allowing you to tweak your tire pressure, shocks, and wing angle. Also, the physics (or lack thereof) give you the feeling that you're turning the track instead of your car, much like those old SNES Mode 7 racers. I did like some of the minigame modes like Last Man Standing and Demolition, but overall there wasn't enough there to keep my interest. Did I have fun while I was playing CART Fury? Certainly. Will I ever have the desire to play it again? Probably not. – **MATT**

THE BOTTOM LINE

EVERYONE **E** **6.75**

- **Concept:** A PS2 port of Midway's arcade racer with new play modes and some sim features
- **Graphics:** Fairly generic, but the game does convey a real sense of speed. Also, the crashes are sweet
- **Sound:** Pretty basic, but bonus points for including Outkast on the soundtrack
- **Playability:** Control becomes second nature after a few minutes
- **Entertainment:** Certainly not the worst racer, no kill an afternoon with, but overall this game screams rental
- **Replay Value:** Moderately Low

SECOND OPINION

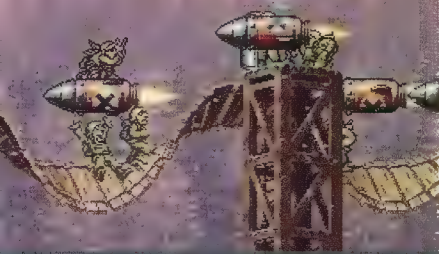
It's good to know the NFL Blitz Cheerleaders have found a home in the offseason... Actually, CART does a great job of mixing extremes and racing fundamentals at super high speeds. Crashes are awesome spectacles of spinning car chunks and the environments are chock full of sights. Either way, there's always something exciting going on. Midgames add a little replay to your session, but I also suggest changing the difficulty if it's too easy. GO, GO, GO!!!

KATO – 8

■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** MIDWAY ■ **DEVELOPER** MIDWAY ■ **RELEASE** JUNE 1

REVIEWS

12055 PAYS SOME 60
LUPPZ



PLAYSTATION

METAL SLUG X

TOO LITTLE, TOO LATE

It's not that Metal Slug X is a bad game, it's just that it feels way, way, way behind the times. Had this same action title appeared on Genesis or SNES, it would have received rave reviews all around. Times change, though, and so should games.

Metal Slug X has plenty of action, with enemies jumping at you from all sides, plenty of weapons and vehicles to try out, and lots of hidden items to discover. The only problem is, assuming you use the unlimited continues, you'll finish the game in about half an hour. After that, there are some minigames to work on, and a Combat School to earn a better ranking in, yet even those can only provide an afternoon's enjoyment, tops.

It feels like Metal Slug X would work better on a handheld. In fact, I know it would since I thoroughly enjoyed the two Metal Slugs on the Neo Geo Pocket Color only a year ago. The fact that this game could be ported verbatim to Game Boy Advance does nothing to further its case. You won't hate yourself if you pick this one up super cheap, but that's about the highest recommendation I can give. — JAY

THE BOTTOM LINE



6

■ **Concept:**

Shoot it, blow it, charge blast to jump it, go to it, eat it, throw it, etc.

■ **Graphics:**

About what you would expect... eight years ago.

■ **Sound:**

Not bad. Plenty of screaming and exploding to be heard here.

■ **Playability:**

As tight as a game like this gets, but still not enough to save you from occasional deaths.

■ **Entertainment:**

A diversion for a day, and nothing more.

■ **Replay Value:**

Moderate.

SECOND OPINION

With unlimited continues you can pretty much play this game until your hand cramps up and stops functioning from bashing on the fire button. It's a fun little game, but it's basically a rental unless you are a serious enough shooter fan to master it and not use continues.

ANDY - 6

■ **STYLE** 1 OR 2-PLAYER ACTION ■ **PUBLISHER** AGATEC
■ **DEVELOPER** SNK ■ **RELEASE** MAY 25



PLAYSTATION

SAIYUKI: JOURNEY WEST

MORE THAN MEETS THE EYE

With high-res, next-generation graphics now being the norm, it can be difficult sometimes to go back to good ol' PlayStation. Games that look like Saiyuki: Journey West will make you feel like you've stepped in a time machine, but once you're a couple hours into it you realize it can give all current comers a run for their entertainment dollar.

Based on a Chinese legend, Saiyuki follows the tale of a young monk's travels from China to India after he has a compelling vision. Following the Vandal Hearts style of play, turn-based fights make up the meat of the game. Unlike other comparable titles, however, Saiyuki's between-battle story is quite compelling. Which isn't to say that the combat is poor. In fact, it's fabulous.

Most characters can transform into a beast form that makes them tougher, but can only be used for a short time, and only by one person in the group. Also interesting is how the party's Were side levels up separately from the human side. Add in spells, summons, shopping, battles that sometimes require more than just killing everybody, and seemingly unlimited sidequests, and it becomes obvious that there's plenty to enjoy in Saiyuki, and it will be a long, pleasant road getting to the end. — JAY

THE BOTTOM LINE



8.5

■ **Concept:**

A game in the Vandal Hearts or Final Fantasy Tactics vein with unique touches all its own.

■ **Graphics:**

Nothing that will blow you away, but still very well done for this type of game.

■ **Sound:**

Good battle music and sound effects, and a fair amount of voice-overs to boot.

■ **Playability:**

Perfect. The game holds your hand through the early stages, then gives you all the info you need to learn as you go.

■ **Entertainment:**

An enjoyable story and a challenging game collide to create a great gaming experience.

■ **Replay Value:**

Moderately Low.

SECOND OPINION

Final Fantasy Tactics is the most impressive turn-based strategy console game. Square Soft hasn't delivered a sequel yet, but that doesn't mean another development house can't do it for them. Saiyuki is in many ways an offshoot of Tactics. The combat structuring and look of the game are unmistakable, and instead of a class system, Koel has implemented character transformations called Werechanges. Interestingly, the Were receive their own experience and level-ups separately from the characters they spawn from. Different strategies must be used to overcome the perils that lie within the varied landscapes and mission objectives. I invested well over 300 hours into Tactics, and the plethora of sidequests should keep me hooked to this worthy impersonator for just as long.

REINER - 8.75



■ **STYLE** 1-PLAYER STRATEGY/RPG ■ **PUBLISHER** KOEI ■ **DEVELOPER** KOEI
■ **RELEASE** JULY 31



PLAYSTATION

WORLD'S SCARIEST POLICE CHASES

FOX TV YOU CAN CONTROL

The back of the box says you "get behind the wheel of the fastest, scariest, most off-the-hook police chases the world has ever seen," but we believe this statement couldn't be further from the truth.

Sure, you get behind the wheel of a police car, but there isn't much of a sense of speed, as the game is basically you following a bad guy who executes a number of different routines as he drives around town trying to shake you. He crashes into the same trees, usually goes along the same route, and his craziness consists of a lot of weaving.

I will admit the game does look much nicer than I would have imagined, but it's hard to get over the somewhat boring gameplay. There are some nice touches, like the ability to shoot at the perpetrators, but it just seems like this game should have a lot more. The ability to chase the guys on foot after they run into walls, or perhaps dispense a little street justice by getting 'em to rip them out of the cars after a long chase, would have helped this game's playability. — **ANDY**

■ **STYLE** 1 OR 2-PLAYER ACTION/RACING ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** UDS/FOX INTERACTIVE ■ **RELEASE** MAY 22

SECOND OPINION

The show, *World's Scariest*, is great PR for cops, but this title isn't justice. I love the chopper and cardash cams on TV, so where are they? Bonnell's setups are great, but more Fox touches would be better.

KATO - 6

THE BOTTOM LINE



6.75

- **Concept:** Like *Driver*, but you're the good guys chasing the bad guys around
- **Graphics:** Nothing new for you to see here. Move along
- **Sound:** The voice-overs from series host Sheriff Jon Bonnell, Ret. are entertaining
- **Playability:** Manageable controls, but there is definitely room for improvement
- **Entertainment:** There is enough here to make it worth a rental, but not enough to require a purchase
- **Replay Value:** Moderately Low



Atlantis features four different vehicles...

...and six playable characters

PLAYSTATION

DISNEY'S ATLANTIS: THE LOST EMPIRE

ANOTHER DISNEY MOVIE, ANOTHER SONY GAME

The conceptual basis is rather unique. Instead of manhandling just one character, you control six — each offering different solutions to the puzzles within. The overall scope of this release is similar to *Tomb Raider*, only on a much smaller scale. In such, the list of moves is akin to those Lara Croft uses to explore tombs. Scale rocks, swim through caverns, and monkey-swing your way to lost artifacts. After spending a significant amount of time exploring, the adventure changes face and offers up different gameplay styles and challenges within the minigames and vehicle-based stages.

As for the look of the game, it's simple — but nothing special. The play, however, is quite clever, and I have to say, I found it to be thoroughly captivating. Kids will get the most out of it, but I wouldn't be surprised if adults revel in this mythical world as well. — **REINER**

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** SONY COMPUTER ENTERTAINMENT AMERICA ■ **DEVELOPER** EUROCOM/DISNEY INTERACTIVE ■ **RELEASE** JUNE 15

SECOND OPINION

Sony definitely has a formula when it comes to games based on Disney animated films, but when it works, it works. *Atlantis* throws a bit of *Tomb Raider* into the familiar *Spyro* stew, along with TR's clumsy platforming and slightly clunky combat.

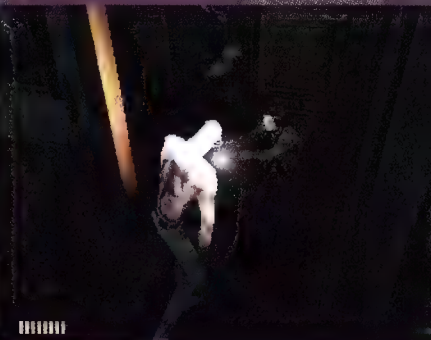
MATT - 7.5

THE BOTTOM LINE



7.25

- **Concept:** An adaptation of the feature film with a variegated gameplay package
- **Graphics:** Simplistically stylized to bring out the cartoon aspect of the movie
- **Sound:** You really can't go wrong with the orchestrated musical score
- **Playability:** A shallow *Tomb Raider*
- **Entertainment:** Like most Disney games, this one is enjoyable, but lacking in depth
- **Replay Value:** Moderately Low



PLAYSTATION

ALONE IN THE DARK: THE NEW NIGHTMARE

WHAT YOU DON'T KNOW WILL KILL YOU

A new persona of Edward Carnby brings back the series which created the genre that Resident Evil made famous. Different than *Alone's* other version on the PS-X, hats off to developer Darkworks for making this game leap out at me on this last-gen console.

Fear is all about the worst your imagination can do to you, and Darkworks definitely has an idea of what that is. Most of *Alone's* areas are bathed in black and require a flashlight. Spying quick movement just out of your beam's reach gets you scared to think of what you'll illuminate next. In this, *Alone in the Dark* paces its thrills well. In the meantime, I found the title's audio excellent. Consistent rain and other ambient sounds enveloped you in the game. From the music that would pop up to the moribund screams of a faraway victim, it was all a part of making me jump several times while playing.

Graphically, *Ed and Alice's* journey (toward a trio of ancient tablets almost defies the PS-X (her playable path embarks separate from his). Pre-rendered backdrops go well beyond RE's in detail and texturing, especially when your flashlight lights them up. Also worthy of note are the water and mirror reflections you encounter. My only real complaint about the gameplay is that it doesn't include a quick turn. Barring that, I suggest you investigate what may be the last good "bump in the PS-X's" diving night. — **KATO**

THE BOTTOM LINE



8

- **Concept:** Make what you don't see scary. In the return of the original survival horror title
- **Graphics:** Gorgeous, pre-rendered backgrounds can make you surprised this is PS-X from time to time
- **Sound:** Both ambient sounds and music contribute greatly
- **Playability:** Lady of true targeting lock-on and a 180° turn is a shame
- **Entertainment:** Pays more than lip service to its roots as godfather of horror
- **Replay Value:** Moderate

SECOND OPINION

This game is a serious trip. I had my name being repeated by ghostly whispers. I had a dupe in a mirror talking to me. And these three-legged bastards wouldn't stop spitting in my face. While not as honed as Resident Evil, *Alone* goes to netherregions RE never touched, such as the phenomenal lighting. This is one grave adventure I can dig.

JUSTIN - 8

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** INFOGRAVES ■ **DEVELOPER** DARKWORKS ■ **RELEASE** JUNE 15



DREAMCAST

SONIC ADVENTURE 2

JUST ANOTHER VICTIM OF THE THIRD DIMENSION

In celebration of Sonic's 10th anniversary, Sega's blue blur makes his long-awaited return to the platforming world. Of equal importance, this release marks the last time Sonic will speed across a Sega console. Clinging tightly to the tie that binds, the most symbolic aspect of this game lies within its characteristic connection to the now ill-fated Dreamcast. As you may or may not remember, when Sonic made his DC debut, Yuji Naka and his team were rushed to complete the project so it could be inserted into the system's launch window. While the thrills were plentiful, the lack of development time translated into a handful of technical difficulties. With a buggy camera, slippery controls, and cookie-cutter design, Sonic's chance to revolutionize the platforming genre didn't materialize.

With an opportunity to rectify their mistakes and thrust Sonic back into the limelight of gaming, Naka and his troops forged a massive sequel that, in a sense, shatters everything the original had to offer. Though it may be larger in every aspect, the game feels as though it was pieced together rather quickly, which leads me to believe Naka and his crew were confronted with another detrimental developmental hiccup: the death of the Dreamcast. Hardly any mistakes from the original were fixed, and most of the new material works against the gameplay arch, or is simply inserted on the side as supplemental extras.

Of course, there are a few points of interest that must be

addressed. If you feel Sonic and his band of fuzzy accomplices are too cute for their own good, you can enter the twisted minds of Eggman and the antagonists instead. That's right, Sonic Adventure 2 is essentially two games in one—one for the good guys, one for the bad. Both of these quests have overlapping plot points, but the majority of the content is different for both. My favorite part of the game, which is kind of sad considering this is a Sonic title, is the virtual pet aspect, Chao. Since the original release, this amusing minigame has been overhauled to grant users a higher level of interaction with their beloved critters. You can train them for racing, take them to kindergarten, and even beat them if they get out of line.

As for the main bulk of the game, I understand the appeal Sonic Team tried to achieve through the use of multiple characters—but it really kills the classic Sonic vibe. Each character uses different techniques to tackle stages, and while they deliver a different sensation, they're a far cry from being enjoyable. The Sonic and Shadow stages are fast and furious, yet everything else is slow and clunky. The overall sensation isn't that of Sonic, but rather a poorly concocted medley of different games. The lackluster difficulty and cartoon-like presentation is perfect for kids, but it really does nothing for hardcore gamers or Sonic fans of yesteryear. —REINER

■ **STYLE** 1 OR 2-PLAYER ACTION/PLATFORM ■ **PUBLISHER** SEGA ■ **DEVELOPER** SONIC TEAM ■ **RELEASE** JUNE 19



You can play as Sonic and his friends...



...or Shadow and his evil minions

"...perfect for kids, but it really does nothing for hardcore gamers or Sonic fans of yesteryear."



The virtual pet aspect has been overhauled with a plethora of new features

A handful of characters are playable, offering different play styles and stages

The camera is still a nuisance that leads to countless deaths

THE BOTTOM LINE

EVERYONE
E
7.5

■ **Concept:**

An expansive sequel with more variety and refined features

■ **Graphics:**

The engine is smooth, handling the immense speeds without a glitch. However, the camera tracking is still way out of whack

■ **Sound:**

Rockin' Japanese music with adorable voices and wacky dialogue

■ **Playability:**

For the second game running, the control is unresponsive and the levels are mostly two-dimensional

■ **Entertainment:**

It's deeper than the original, but the play is still disappointing

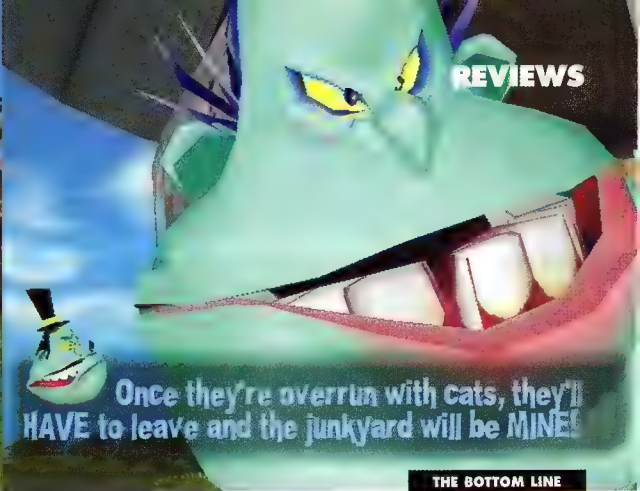
■ **Replay Value:**

Moderately High

SECOND OPINION

Put the name Sonic on a game, and I'm going to be more critical of it. I don't think that's unfair of me. Unfortunately, with all the development muscle at Sega's disposal, it hasn't made a truly great game for its mascot since the 16-bit era. Sorry Sonic, but Mario's bouncing your spiny behind. Sonic Adventure 2 is a good game, but it won't sell systems. Why all the playable characters? I applaud variety, but when you have such a dynamic main character, who would want to control some bat girl? Mecha Tails can self-destruct for all I care. Also, the camera follows like El Niño. The Chao are SA 2's saving grace. You can't help but love the little guys. Reiner liked to abuse them like a drunken stepfather, but I preferred nurturing them to be upstanding citizens like their papa. Maybe when Sega pimps Sonic to other systems, we'll see more quality in the games. Sonic Adventure 2 is a worthy DC title, but little else.

JUSTIN — 7.25



Once they're overrun with cats, they'll HAVE to leave and the junkyard will be MINE!

"...the whole game is like one big interactive cartoon."

DREAMCAST

FLOIGAN BROS.

I'M WITH STUPID →

Game Informer first saw Floigan Bros. back in 1999 before the launch of Dreamcast, and at the time, it was the most impressive looking Dreamcast game we had seen. Well, a lot of time has passed and Floigan Bros. still manages to hold its own. In fact, Floigan Bros. is groundbreaking in a number of aspects.

For one, Hoigle's brother Moigle – the big stupid one – is an ingenious piece of artificial intelligence work. While he's no Deep Blue, he manages to come off as his own virtual being during the adventure, and interacting with him is strangely heartwarming.

As his smarter brother Hoigle, you must use a game speak interface to get Moigle to help you help him complete his secret project. Now this is no simple task, as Moigle will run off and chase butterflies, play with the dog, Spitz, or just start bothering you in a number of ways.

The secret and fun of Floigan Bros. is to learn to get Moigle to do what you want. Sometimes a simple hug will get Moigle to listen to you again, and other times you must play various games with him such as High Five. The activities you participate in are minigames with their own interfaces, but

you must win them to score points with Moigle. You then use these points to teach him new games, and bribe him to do certain tasks he's not interested in doing.

There are also other obstacles in the world that require you to change Moigle's mood so that areas of the game will open up. Punch Moigle in the stomach to make him angry so he will smash you over a wall. Insult Moigle over and over until he cries and his tears fill up a stream, or scare Moigle so he jumps high in the air and comes crashing down on troublesome boxes.

Listening to Hoigle and Moigle bicker and talk is a big part of Floigan Bros., as the whole game is like one big interactive cartoon. I thoroughly enjoyed my time being Moigle's brother; unfortunately, the game is rather short. Just about the time you've finally mastered getting him to go do what you want, the game comes to an end. However, the short game time doesn't change the fact that Floigan Bros. is a unique experience that I think many gamers will enjoy. I know I did. Plus, you can go online to download new game elements every month. – **ANDY**



There are numerous puzzles to complete



Great cutscenes show the various events that take place

The entire game takes place in the Floigan Bros. Junkyard

■ **STYLE** 1-PLAYER ACTION/ADVENTURE ■ **PUBLISHER** SEGA ■ **DEVELOPER** VISUAL CONCEPTS ■ **RELEASE** JULY 31



The goal of the game is to help Moigle finish his secret project



Hoigle must coerce Moigle to do specific tasks

THE BOTTOM LINE



8.25

■ Concept:

A modern-day Toejam & Earl, but instead of switching players, you must interact with Moigle to get him to do what you want

■ Graphics:

It looks better than a lot of cartoons out there, and this one you can control

■ Sound:

The lip-synched voice-overs are perfectly delivered, and the big-band soundtrack keeps you rocking

■ Playability:

Hoigle's control works like a charm, and the interface to deal with Moigle is simple and easy to use

■ Entertainment:

I found myself laughing out loud numerous times – shame the game is so short

■ Replay Value:

Moderately Low

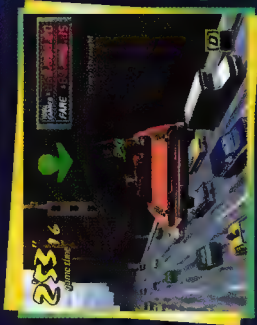
SECOND OPINION

A mismatched pairing of brawn and brains, the Floigans are as dysfunctional as can be. As the player, you fill the dwarfed shoes of Hoigle, the intelligent brother, and must complete numerous tasks for the oafish Moigle. Your sibling seems to be a few fries shy of a happy meal, but there's more to him than meets the eye. He's actually working on an invention that will change the world. The structure of gameplay is highly absurd, but it works. Numerous minigames and difficult objectives abound, yet the most satisfaction is garnered through the interaction with Moigle. You just can't help but laugh at his highly animated and overly vocal actions. With innovative gameplay, striking visuals, and witty story breaks, this is a must for any action/adventure fan. It's a tad short, but well worth the \$20 price point.

REINER – 9

YO!
CAN I GET
A FREAKIN'
TEXT OVER?
HERE?





Crazy Taxi is bigger and crazier than ever as it invades New York City with a vengeance!



Hill the Big Apple as one of 4 new "cabbies" in low-rider taxis—that can now leap over traffic!



Pick up multiple fares at one time while driving to the slammin' sounds of The Outspying and Methods of Mayhem.



Dreamcast

Crazy Taxi New York Styler





DREAMCAST

SOLDIER OF FORTUNE

IT'LL COST YA AN ARM AND A LEG

The game that caused a minor furor over video game violence going too far on PC is now on Dreamcast in nearly full form. Nary an amputation via gunfire has been removed from this very, very Mature-rated title. So, after the thrill of point blanking someone's head off with a shotgun has lost its thrill (and believe me, since it happens so often, it will), how good a first-person shooter are you left with? Not a bad one at all.

The game moves smoothly, except for an occasional instance of slowdown when too many terrorists are left alive. There's a good variety of weapons, plenty of enemy types to use them on, interesting missions and levels, and some neat gameplay features like the peek around the corner command.

There are just two things holding this game back. First, the graphics are far from the greatest, with muddy textures and character animations that are a bit jerky. Second, and way more annoying than the first complaint, are the atrocious loading times. For every five to ten minutes of gameplay, you'll have to wait through load screens that will last at least a minute, sometimes two or more. If you've got some good reading material for these times, Soldier of Fortune may be for you. — JAY

THE BOTTOM LINE
MATURE
M **7.75**

- **Concept:** Kill some terrorists, save some hostages, take a five-minute break while the next stage loads.
- **Graphics:** Dark and muddled with some occasional slowdown borderline N64 quality.
- **Sound:** Lots of blasting, begging, screaming, and voice-overs.
- **Playability:** Workable and adjustable but there's just a bit too much to do for the Dreamcast controller.
- **Entertainment:** After the blood and gore thrills go away, it's still a pretty good first-person shooter.
- **Replay Value:** Moderately Low

SECOND OPINION

Soldier of Fortune is almost unplayable with its absurd load times that break the one minute mark with ease. However, if you can put up with them there is a solid first-person shooter here. Still, there is nothing outstanding, really, other than its gore content. Since SoF is destined for better platforms in the future, interested parties should wait.

ANDY - 6

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** CRAVE ENTERTAINMENT ■ **DEVELOPER** RAVEN SOFTWARE/RUNECRAFT ■ **RELEASE** JULY 3



THE BOTTOM LINE

EVERYONE
E **7.75**

DREAMCAST

SPORTS JAM

GOT GAME IN SPADES

Agetec keeps the reduced-price hits rolling with Sports Jam, an arcade port courtesy of Sega's Wow Entertainment. Think Visual Concepts is the only one who can hang? Guess again as you take on timing and button-mashing challenges in eight different sports. It's every bit as competitive as standard sports titles, yet more interesting than a whole slew of Olympic games.

Playing the DC mode (consisting of four stages) is a little short, but you can also arrange to play all 12 events in any order you want. As you progress, the objectives for the round will get harder and harder. Suck being a hockey goalie? Then don't leave it for last, 'cause being a sieve isn't going to help you survive the razor-thin margin of error.

This collection of minigames isn't really anything new, but a twist here and there is welcome. The bicycling game, Fastest Sprinter, is all about not jamming the A button until the last lap. Puck Rally is basically an on-ice air hockey match. The player models are great and the contests are just plain fun, regardless of their length. This title should be killer amongst a rowdy group of sports-lovin' friends, or just anyone who owns a DC. — KATO

- **Concept:** Arcade port that challenges you in rounds of sports minigames
- **Graphics:** Very fluid moves from some of the best models the DC has to offer
- **Sound:** The clack of hockey sticks was my favorite, the announcer wasn't
- **Playability:** As the rounds progress you'll find it easy to learn and hard to master
- **Entertainment:** Playing with yer buds will make this a helluva good time
- **Replay Value:** Moderately High



SECOND OPINION

Like the Olympic titles that have been consistently released since the arcade heydays of Track & Field, Sports Jam combines a multitude of sports-related minigames into one title. There is actually quite a variety of gameplay from challenge to challenge — ranging from button mashing to timing to quick thinking — and unlike last year's Sydney 2000, every event is at least moderately fun to play. Sports Jam works best when there's someone to play with, but I could see myself taking in a quick solo session or two as a diversion from other, long-term Dreamcast projects. If Sports Jam contained about twice the events it does have (12), I could give it a better rating. Unfortunately, the reality is that it's not deep enough to go the distance, and is a far cry from a must-have.

JAY - 6.5

■ **STYLE** 1 OR 2-PLAYER SPORTS ■ **PUBLISHER** AGETEC ■ **DEVELOPER** WOW ENTERTAINMENT ■ **RELEASE** JULY 17

on the next edition ...

POWERplay

A thirty-minute magazine style television series that entertains, informs, and educates its audience about the hottest video games, the coolest game hardware, and the latest peripheral device enhancements anywhere.



TRIAL BY FIRE



For additional programming information call 800-333-2008 or visit tricompictures.com

check your local television listings for times in your area.



(877) 833-8800
www.expression.edu



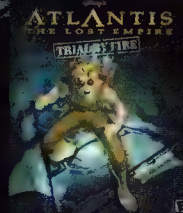
(800) 608-0810
www.cinegram.com



(888) 836-4383
www.digitalleisure.com



www.bandai.com



(877) 999-3746
www.trialbyfire.com



PC

MECHCOMMANDER 2

WHEN ROBOTS ATTACK

"Playing this game is an absolute must if you're a 'Mech aficionado."

In my day, we didn't have these confounded "Personal Computers" with their flashing lights and beeping speakers. We didn't have "hard drives" or "3D accelerated graphics." We had pencils and paper, and little pewter models we kept in a drawer above our beds so our sisters couldn't get at them and ruin them. Then we invited our friends over and put these pointy, rusty models on a crude gaming board. We didn't have hexes like today, we had squares and we liked it! Now that we've played Mechcommander 2 on the infernal PC, we're thinking maybe it's time to install some indoor toilets and get with the times.

Mechcommander 2 isn't going to make you sit back in your chair and breathe in the coming of a new age. What it is going to do is make you nod your head in the knowledge that this game was made the right way. Not too much of any one thing, but just enough of everything that will keep your butt glued to your seat for hours on end. The title utilizes a squad-based combat system, adds 'Mechs to a fully 3D environment, incorporates a plethora of missions, and allows for multiplayer internet capabilities. That would be enough to light any 'Mech fanatic's fire, but the devil is in the details. The level of camera control is exquisite. If you want to get close enough so you can see the division between the panes of glass of a 'Mech cockpit, you're

able to do that. You can also rotate the camera on all axes simultaneously, giving you a bird's-eye view of the battlefield one moment, then a ground-level view showing the lush environments and rolling terrain incorporated into each level the next.

Aside from the illustrious camera system, you'll have the chance to control all your favorite 'Mechs, and outfit them with the weaponry you think will be most effective in your upcoming sortie. I found that when it came right down to it, this option was nice in theory, but during gameplay it didn't really matter if I was using an LRM array or a Gauss Rifle. Your standard-issue units are going to do just as much damage as their modified cousins. Likewise, the AI for the pilots you choose to guide your strike force can be very spotty indeed. At one point I was being attacked by a number of enemies at the same time. More often than not, I found my people standing around taking a PPC blast in the face and not thinking twice about it. Having to babysit one's units can become quite annoying and dangerous if your attention is tied up elsewhere.

Playing this game is an absolute must if you're a 'Mech aficionado. It's as solid a squad-based combat sim as I've seen, and it makes excellent use of the universe in which the game is set. Forget about sleep for a couple of days, and get Mechcommander 2. You can always rest later. — KRISTIAN



"A battle? And me without my SRM upgrade!"



Time to update the kill board



Take a look at that terrain

■ STYLE 1 TO 8-PLAYER STRATEGY ■ PUBLISHER MICROSOFT ■ DEVELOPER MICROSOFT ■ RELEASE JUNE 25



"Retreat!!"



I think I'll put my money on the Atlas

THE BOTTOM LINE
TEEN
T
8.75
ESRB

■ Concept:

Make other 'Mechs go "blammo!", then get too addicted to notice you haven't eaten in 16 hours.

■ Graphics:

The intricate camera system will allow you to see all sides of the battle any time you want

■ Sound:

Solid stuff, but nothing that will make you sit up and take notice

■ Playability:

Players not familiar with the series will be ready to roll after finishing off the tutorials. The rest of you will have no problem getting reacquainted

■ Entertainment:

A truckload of missions and the addictive gameplay will make sure you see the value of your investment

■ Replay Value:

Moderately High

SECOND OPINION

Real-time 'Mech strategy games appeal to me on a primal level, so I was excited to lead my troops into battle with Mechcommander 2. Like the first game, you outfit your 'Mechs and try to get your pilots some experience at the controls so they perform better in combat. The missions themselves are fairly interesting, and unlike the first game, feature a handy quick-save to record your progress. However, the story is rather contrived, so the real draw of this game is the 'Mechs themselves and strategies you can use on the battlefield. Unfortunately, I found the pace of the battles bored me, even with my primal instincts for RTS 'Mech combat being appeased. I think Mechcommander 2 is yet another solid effort, but it needs more variety and innovation to raise it above just being another 'Mech game.

ANDY — 7.75

THE BOTTOM LINE

TEEN
T

8

- Concept:** Battle against two other houses for control of the Spice
- Graphics:** Lush environments with nice unit models. The worms look really cool, too
- Sound:** There's a nice little rehash of the theme from the movie that plays during missions from time to time
- Playability:** It seems like this game wanted to be like C&C, but then thought better of it at the last second
- Entertainment:** There is an enormous amount of FMV in this game. It's almost better than the gameplay
- Replay Value:** Moderately High

SECOND OPINION

Emperor: Battle for Dune is a fine multiplayer title; however, the biggest improvements are in the single-player game. Taking part in the campaign allows you to command one of the three houses, then select your armies' advances and withdrawals on the world map. This adds a lot of replayability since every maneuver changes the available options. What really puts the solo game over the top, though, is the cutscenes. I personally thought the days of storytelling via actors playing their craft atop rendered graphics were over. Not only was this return to Wing Commander form refreshing, it really drew me in to a game I might otherwise have been disinterested in. The gameplay remains the same, but the things between battles are so intriguing you may just find yourself back for another go 'round on Arrakis.

JAY - 8

PC

EMPEROR: BATTLE FOR DUNE

THE SLEEPER HAS NOT AWOKEN

From the opening FMV, I thought this game would be absolutely incredible. The sequence itself was close to 20 minutes long, and the character portrayal for all the Noble Houses and the Spacing Guild was impeccably done. Westwood didn't skimp on acting talent either – a couple of the stars you'll recognize in the cutscenes are Michael Dorn (*Star Trek TNG*) and Vincent Schiavelli (*Fast Times At Ridgemont High*, *Ghost*). They add a degree of top-grade professionalism 99% of other games lack. The costumes used for each character are highly detailed and follow the movie very closely, which is nice to see.

After the wonderful opening, I was chomping at the bit to get at the gameplay. When it did finally roll around, I must say I was disappointed. Yes, the graphics are incredible. You are able to completely rotate the camera around any object or location you want, and the unit models are highly detailed. You're able to zoom in on the situation if you want a ground-level view, or you can swing out for an overhead vantage. Both can be quite useful, but the gameplay, people! Where's the damned gameplay?! Things may look beautiful, but there's just nothing exciting going

on with this game. You've got your resource gathering, your structure upgrades, your research, and your unit production. But when it comes to the nuts and bolts of how you win each battle, there's nothing this game does that Red Alert 2 didn't do better.

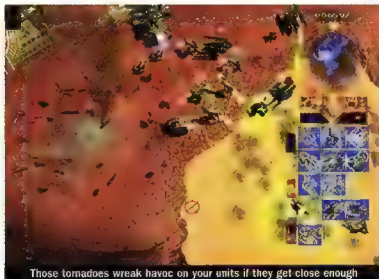
Now, let's put things in perspective a little bit. There's nothing fundamentally wrong with the status-quo. Indeed, Westwood is itself responsible for raising the bar with its masterstroke, Red Alert 2. The problem lies in the fact that this game seems to have fallen into a familiar developmental trap – making incredibly beautiful environments which are a joy to look at and be a part of, but then shoving the gameplay in as a kind of icing on the cake.

If I were to score games on how ambitious they were, Emperor would receive a 1.0. Everything about this release (with the exception of the gameplay) is superb. At least Westwood is putting its money where its mouth is and attempting to do what no one else has done. Kudos to you for that, Westwood. It's the je ne sais quoi that got you this time. I liked this game, but I wanted to love it. – KRISTIAN

■ STYLE 1 TO 8-PLAYER STRATEGY ■ PUBLISHER ELECTRONIC ARTS ■ DEVELOPER WESTWOOD STUDIOS
■ RELEASE JUNE 7



That's a whole lot of infantry



Those tornadoes wreak havoc on your units if they get close enough



"When it comes to the nuts and bolts of how you win each battle, there's nothing this game does that Red Alert 2 didn't do better."



THE BOTTOM LINE



8.25

"Cornered Rat
faces the
Herculean task
of debugging
everything so
it can work
consistently."

PC

WORLD WAR II ONLINE: BLITZKRIEG

IT'S BUGGY GOOD FUN

When I saw WWII Online at this year's E3, I was completely blown away. The booth was not enormous, nor remarkable in any sense. There were no booth babes, no glitz or glamour. There was simply the game, and a constant horde of intrigued and excited gamers crowded in front of the main viewing screen. This project is a gargantuan undertaking. As the first massively multiplayer virtual battlefield in the history of video games, Cornered Rat faces the Herculean task of debugging everything so it can work consistently.

When you get to the actual game (after downloading a number of patches), you'll be shocked at the sheer scope of its creation. If you've always wanted to be a fighter jockey, you're able to fly a plane, or you can take the wheel of all sorts of tanks and trucks. And, of course, you can assume the roll of a lowly infantry grunt. During one mission I spawned at a base and walked out to find a number of transports and tanks waiting to take infantry to the battle. I hopped on a transport, chewed the fat with another Tommy en route, and jumped off when the action started getting thick. At one point my buddy and I looked up while we were being jostled around in the back of a truck just in time to see a Ju-87 streak by, trying to strafe us. Needless to say we jumped off and ran for cover. I think the driver made it back okay.

The environments are absolutely mammoth. If you're trying to walk to a battle, you'll probably be in for a long, long hike. It's always a good idea to hitch a ride from some passing armor or truck. You can see other troops riding on the sides of vehicles as well. When you do find the battle, you're able to crawl on your belly and fire from a kneeling, standing, or prone position. You're given a stamina meter which only allows you to sprint for short periods of time, and a health gauge. However, I only survived a hit once, and it took half my health. This is an excellent feature – no wussy heal spells or lame potions in this game. If you're shot, you'll probably die. Imagine that.

Now, this all assumes the game is running the way it should. Unfortunately, those times are few and far between. If I wasn't running uncontrollably in one direction for no reason, I was dealing with the abysmal collision, or the fact that the sound cuts out intermittently, plus a host of other defects. This game is horribly buggy right now, which is a shame because it's so damned fun to play when it's working. If I were you, I would wait two months, then buy it. It's definitely going to be awesome, it's just a matter of when. — KRISTIAN

■ **STYLE** MASSIVELY MULTIPLAYER ONLINE ACTION ■ **PUBLISHER** STRATEGY FIRST
■ **DEVELOPER** CORNERED RAT SOFTWARE STUDIOS ■ **RELEASE** JUNE 6



Aiming with a rifle



Tanks don't offer much in the way of a nice view



Troop transports like this one ferry you to battle



This flak cannon will make short work of infantry



The Me-109 was one of the most feared planes in the Luftwaffe

SECOND OPINION

Authentically re-creating every aspect of World War II within a massively multiplayer environment is a great undertaking, and developer Cornered Rat Software is attempting this feat with guns afe. World War II Online's persistent world invites thousands of players to fight for territorial dominance through land, sea, and air combat. If thousands of players do attack the servers, a battle of epic proportions will erupt. I would love to see it because my time with the game was spent studying the texturing and running aimlessly for hours on end. The other players were either in different campaigns or were miles from where I was. If the game does draw a tango following, and Cornered Rat fixes the plethora of bugs that currently put a damper on the experience, it could be the next online phenomenon.

REINER — 7

SUBSCRIBE!!!

Get a
subscription
to Game
Informer
Magazine
TODAY and
save up to
\$94.78 off the
newsstand
price.

74 ISSUES ONLY
\$24⁹⁸
SAVE OVER 50%
OFF EACH ISSUE

GAMEINFORMER

MAGAZINE

Yes! I want to take advantage of this amazing offer from **Game Informer Magazine!**

1 Year (12 Issues) for \$19.98
A savings of \$39.90!

Best Deal **2 Years (24 Issues) for \$24.98**
A savings of \$94.78!
Enough to buy two games!

Please Print Clearly in Block Letters

Name _____

Address _____

City/State/Zip _____

If Renewal – Send label or enter name and address same as current subscription.

Please choose one: Payment Enclosed Bill Me Later

To order with Credit Card Call (952) 946-7266 M – F 9am to 4pm Central Time.
All International & Canadian orders must add \$20/yr. additional postage. Please allow 8 – 10 weeks for first mailed issue.

8/01

GAMEINFORMER

MAGAZINE

Yes! I want to take advantage of this amazing offer from **Game Informer Magazine!**

1 Year (12 Issues) for \$19.98
A savings of \$39.90!

Best Deal **2 Years (24 Issues) for \$24.98**
A savings of \$94.78!
Enough to buy two games!

Please Print Clearly in Block Letters

Name _____

Address _____

City/State/Zip _____

If Renewal – Send label or enter name and address same as current subscription.

Please choose one: Payment Enclosed Bill Me Later

To order with Credit Card Call (952) 946-7266 M – F 9am to 4pm Central Time.
All International & Canadian orders must add \$20/yr. additional postage. Please allow 8 – 10 weeks for first mailed issue.

08/01



GAMEINFORMER

MAGAZINE

Change Of Address Card

Please Print Clearly in Block Letters

Old Address

Name _____

Address _____

City/State/Zip _____

New Address

Name _____

Address _____

City/State/Zip _____

08/01



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 2694 HOPKINS, MN

POSTAGE WILL BE PAID BY ADDRESSEE



Attn: Subscription Department
10120 West 76th Street
Eden Prairie, MN 55344-9523



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 2694 HOPKINS, MN

POSTAGE WILL BE PAID BY ADDRESSEE



Attn: Subscription Department
10120 West 76th Street
Eden Prairie, MN 55344-9523



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 2694 HOPKINS, MN

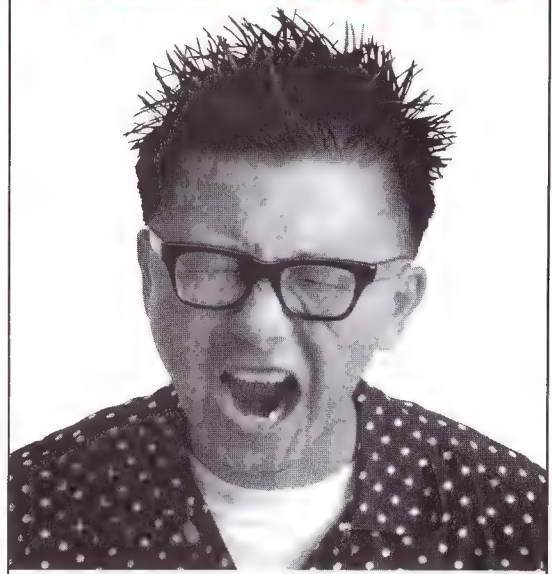
POSTAGE WILL BE PAID BY ADDRESSEE



Attn: Change of Address
10120 West 76th Street
Eden Prairie, MN 55344-9523



NO GI NEXT MONTH?



RENEW YOUR SUBSCRIPTION NOW!

Without a monthly fix of Game Informer, you start to get cold sweats, your hands start shaking, and you hallucinate that bugs are crawling under your skin. So why suffer? Be safe and check the address label on your current issue. It tells you how many issues you have left.

B48 P24 *****5-DIGIT 60156
 1001 JOHN Q GAMER
 ISSUE 123 MAIN STREET
 10 OF 12 ANYTOWN US 12345-1234

Don't Delay! Fill out the attached card or, for faster service, order with credit card by calling (952) 946-7266 (M - F 9am to 4pm Central Time).



PC

BALDUR'S GATE II: THRONE OF BHAAL

A BALDUR'S VALHALLA

As the Child of Bhaal epic rides into the sunset with this, its third and final installment, we as fans must step back and recognize its incredible accomplishments. Not only did the series delight the demanding and exacting hardcore D&D crowd, but it did so while keeping itself accessible to players of all skill levels and backgrounds. As you got into the series, you couldn't help but love it, and devote a ludicrous amount of your life to exploring every sidequest and rumor that came your way. Some developers may have seen this devotion and taken advantage of it by releasing a sheaf of mediocre garbage simply because they knew the money would be there no matter what (LucasArts, I'm looking in your direction). BioWare has done the opposite – and ToB is a testament to that.

In what I thought would be nearly impossible to do, this expansion has improved upon its originator. This is no small feat – Baldur's II is #89 in our top 100 games ever produced in recorded history. An 8-million point experience cap, ninth-level spells, the wild mage character class, new creatures, new items...this is less an expansion pack than it is an answer to a wish list.

The gameplay remains the unblemished jewel it has always been, and the graphics dazzle more than ever. This expansion is a tribute to what is possible when a talented company puts its mind to it. I can't wait to see what's next. – KRISTIAN



■ **STYLE** 1 TO 4-PLAYER ROLE-PLAYING GAME ■ **PUBLISHER** INTERPLAY
 ■ **DEVELOPER** BOWARE/BLACK ISLE STUDIOS ■ **RELEASE** JUNE 19

THE BOTTOM LINE

TEEN
 T
 9.75

- **Concept:** Continue your journeys as the Child of Bhaal in vast new lands and dungeons
- **Graphics:** Basically the same as BG II, but with some new effects thrown in
- **Sound:** Again, very similar to its sister game
- **Playability:** If you're replaying this game and you haven't played anything in the series yet, I strongly recommend you cut your teeth on BG I or II before taking this one on
- **Entertainment:** It's an RPG fan's dream come true
- **Replay Value:** Moderate

SECOND OPINION

BioWare has never disappointed with the expansions for its Dungeons & Dragons product line, and Baldur's Gate II: Throne of Bhaal is no exception. There's plenty of new territory to explore, a continuation of the storyline, and a ridiculously high experience cap that will take your party to levels never before seen in a D&D video game. It's a bit of a disappointment that the only new character type to try is the wild mage, but considering the fact that you'll either be importing your previous party, or starting out at 16th level, I can see why new class options weren't a priority. About the only thing I don't like about Bhaal is the esoteric turn the plot takes. Will this stop me from playing it like a maniac for weeks and loving every minute of it, though? No.

JAY – 9

REVIEWS



PC

GANGSTERS 2

FUHGIT ABADIT

THE BOTTOM LINE

TEEN
 T
 4

In today's news, I played Gangsters 2. Sources close to me tell me that after I was done playing I became irritable and cranky (even more than usual). Although they were unable to comment on what precisely went wrong, it can be speculated that my mood was due in large part to the laboriously obnoxious gameplay which issued forth from the steaming dung-heap that has the audacity to call itself a functional piece of entertainment software that I left for dead in the backroom. Please gentle reader, do not be fooled by slick graphics and intriguing premises. Instead, look beyond the sparkle and into the maw of the beast.

The city level screen is polished and interesting to look at when you find yourself in a mission; however, I spent probably 90% of my time in the overview map where you can hover your cursor over a person and see their name. Alas, this quality is sadly lacking on any other level. As you hire thugs and other hangers-on to help you in your vendetta, you'll progress through monotonous level designs which meld together after a few missions – kill the enemy bosses, take their territory, and try to earn money. Put cement shoes on this rat of a game and throw it in the river. – KRISTIAN

■ **Concept:**

Take on the persona of Joey Bane and try to avenge your father's death by "taking care" of people.

■ **Graphics:**

The main screen is a bit cluttered, but fun to look at when something is actually happening.

■ **Sound:**

The narrator is quite dull, and the cheesy one-liners, spewed out by the thugs are bargain-basement crap, but the music is nice.

■ **Playability:**

The gameplay interface makes this game uncomplicated, but quite boring.

■ **Entertainment:**

I thought I was having fun at one point, but it turned out to be an after-lunch beach.

■ **Replay Value:**

Low

SECOND OPINION

The premise of running a Mafia outfit is a great one, but the developers haven't done much more than come up with a good concept here. There doesn't seem to be a lot of depth to this game, which is good in a way, because the extremely clumsy interface and horrid AI will keep most people from wanting to play this for more than half an hour.

MATT – 5

■ **STYLE** 1 TO 4-PLAYER STRATEGY ■ **PUBLISHER** EIDOS INTERACTIVE ■ **DEVELOPER** HOTHOUSE CREATIONS
 ■ **RELEASE** JUNE 8

REVIEWS



PC

HALF-LIFE: BLUE SHIFT

HALF-BAKED: I'M MIFFED

I really enjoyed playing Half-Life when it first came out. Most people did, but with the release of Blue Shift, the specter of generic expansions is now beginning to haunt this vaulted series. As you roam through the tunnels and shafts of the "top secret" Black Mesa Research Facility and shoot aliens, you get the sense that this game just isn't trying anymore. Originally slated for debut on the Dreamcast, Blue Shift was shunted over to the PC in the face of Dreamcast's demise, and it doesn't look like much was added. Sure, there are the obligatory jump puzzles, the entertaining weapons, and a jaunt over to Xen (the alien homeworld), but the fact remains that Blue Shift is stale, and there's no end to expansions in sight.

It's a shame really, since the franchise is the originator of the best control scheme ever produced for an FPS. Simple yet elegant in its architecture, Half-Life revolutionized the way FPS gamers interacted with their environments. Unfortunately, the environments have become stagnant and repetitive. Do you want me to sum up Blue Shift's plot in two words? Here it goes: shoot things. There really isn't much more to it than that. Hopefully, there will be at some point, because if ever a series deserved a plot equal to the controls, this is it.

—KRISTIAN

THE BOTTOM LINE

MATURE
M

6.75

- Concepts:** Go to work, destroy some aliens, hope you don't get out of ammo.
- Graphics:** Remember the first one? Well, things haven't changed much.
- Sound:** "Hey Calhoun! Watcha doin' standin' around? Go whack some aliens woodie!"
- Playability:** Only newbies will have trouble with Blue Shift. If you're unfamiliar with this control scheme, you should probably take some time to learn in the first Half-Life.
- Entertainment:** If you're a fan of the series, you're not going to be disappointed.
- Replay Value:** High.

SECOND OPINION

Half-Life is a great series, and Blue Shift doesn't do anything to move it forward or hurt it. It just is. Fans will enjoy it, but be prepared for images dancing in your head of Sierra milking this cash cow for all it's worth.

ANDY — 7

■ **STYLE** 1 TO 18-PLAYER ACTION ■ **PUBLISHER** SIERRA STUDIOS ■ **DEVELOPER** GEARBOX SOFTWARE ■ **RELEASE** JUNE 12



PC

SHOGUN: TOTAL WAR WARLORD EDITION

DESPERATELY SEEKING SAMURAI

In what I have to call the sweetest army-based war title I've ever played, I found myself adrift in a sea of spectacular gameplay and epic battles. The second the tutorial began I knew I was about to have hours of my life sucked away at a terrifying rate. The environments are absolutely gorgeous, and the sheer number of units at your command during any one moment is enough to give anyone a power rush.

Many of you may remember being taught that, before the modern age descended upon us, battles were often won by one general outmaneuvering his adversary and simply waiting for his foe to capitulate. Although it doesn't happen in this title, for the first time ever I felt I understood why this would take place. Attacking a well-positioned enemy makes for heavy losses and exhausted troops. You'll have numerous units at your disposal, and as your generals put victories under their belts, the troops under their care will improve in honor and ability along with their leader. Special units such as ninja can be used to assassinate enemy leaders, as well as spy on opposing forces to better educate you on the effectiveness of their troops.

The unit types, the training methods, the building modes, and the conquest of territory is presented with absolute mastery in this edition of Shogun. The camera movement is a bit suspect at times during battles, but you'll be too engrossed in the action to care. —KRISTIAN



■ **STYLE** 1 TO 8-PLAYER STRATEGY ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** CREATIVE ASSEMBLY ■ **RELEASE** JUNE 4

THE BOTTOM LINE

MATURE
M

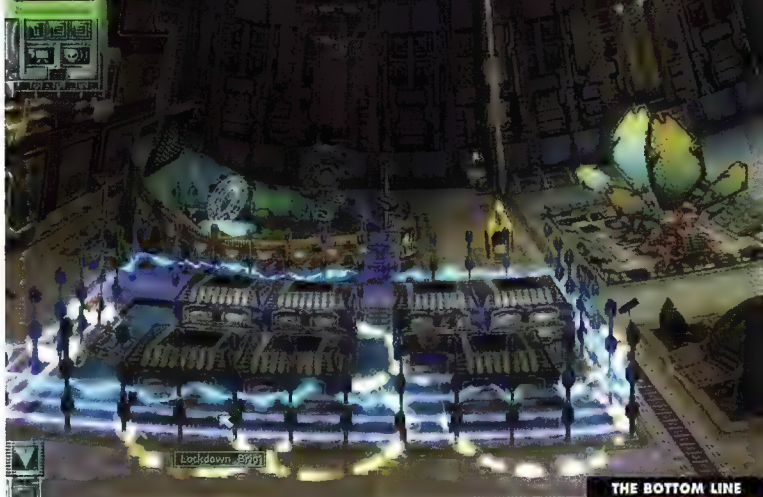
9

- Concept:** Take control of a 14th-century Japanese clan, decimate all other 14th-century Japanese clans.
- Graphics:** Lush environments and hundreds of units moving independently onscreen were a welcome sight indeed.
- Sound:** Surprisingly good for a game that didn't really need effects of this caliber to pull off what it set out to do.
- Playability:** The tutorials are a must.
- Entertainment:** This is an awesome game on many levels.
- Replay Value:** Moderately High.

SECOND OPINION

Shogun: Total War is a fabulous game, and Warlord Edition does for it what any good expansion pack should — it adds more of everything. There are new battlefields, more campaigns, and added troop types. The most notable amongst the new troops are, of course, the Mongol army, which players can take the part of in a kind of "What If?" campaign where Korean infantry bolster the massive Mongol army and attack Japan via Hakata bay. All these extras will be a joy for any player, and will hopefully draw quite a few new generals into the Shogun fold. The only detraction from the expansion is that not much has been done to improve the interface, or the graphics, of the original engine. The camera can still get crazy, and troops still make some odd movements. Considering the quality of the original product, however, these flaws are really of little consequence.

JAY — 8.5



PC

STARTOPIA

MAXIS, YOU HAVE MET YOUR MATCH

What Startopia basically boils down to is a space station simulator with teeth like a pitbull. This game has something for everyone. There's humor, intrigue, strategy, politics, micromanagement...the list goes on and on. I can honestly say I haven't had more fun playing anything of this ilk – and that includes any Maxis title. Now, if that's not saying a mouthful, I don't know what is. Mucky Foot has woven its clever British humor into this game so thoroughly and seamlessly that I found myself looking forward to my next mission not only because I wanted to progress through the game, but also because I wanted to hear what strange and hilarious things would be thrown at me next. The opening sequence shouldn't be missed. I won't ruin it for you, but I watched it twice in a row because it was so amusing.

Aside from the witty banter, the gameplay is close to flawless. You'll take control of a portion of an enormous station which has been abandoned, and you must increase alien traffic in different ways for each mission. In one, you may need to build infrastructure and a research facility to fulfill your employment contract with one race, then in the next you may be charged with building a penal (stop that) colony. Startopia is an absolutely incredible game that most people know nothing about. If you have the means and the inclination, definitely get this game. — KRISTIAN



You'll get a complete rundown of each individual creature

A worm's-eye view

Things like discos will keep your visitors happy

This merchant cruiser is coming in to dock

■ **STYLE** 1 TO 4-PLAYER STRATEGY ■ **PUBLISHER** EIDOS INTERACTIVE
 ■ **DEVELOPER** MUCKY FOOT PRODUCTIONS ■ **RELEASE** JUNE 19

THE BOTTOM LINE

T 9.25

- **Concept:** Control a section of a space station and keep the locals happy
- **Graphics:** Great texturing and modeling make this game leap off the screen
- **Sound:** Your robotic assistant is done quite well, as are the rest of the audibles
- **Playability:** The tutorials are a must, but after you get the hang of the control, you won't need to think about it
- **Entertainment:** This is an incredibly fun and humorous little game. Good clean entertainment through and through
- **Replay Value:** Moderately High

SECOND OPINION

I've always been a sucker for sim games, and while Startopia may not be nearly as engaging as building a city or amusement park, it is a unique spin on the concept. The goal is to convert rundown space stations into profitable ports where visitors can kick back and relax. The play mechanics are simple and easy to grasp. As you build facilities, you'll need to hire aliens as workers. Throughout the game, blueprints for additional structures can be researched and purchased from traders. With comedic relief similar to that within Hitchhiker's Guide to the Galaxy, you never really know what bizarre event will occur next. The fast-paced play and high difficulty level will keep you on your toes, and the varying objectives keep the game fresh. If you love of Bullfrog and Maxis' works, I strongly urge you to give this offbeat release a chance.

REINER — 8.25

REVIEWS



PC

STEEL SOLDIERS

FOUNDRY BOUND

THE BOTTOM LINE

T 6.25

In this day and age of incredible RTS titles and ambitious, genre-bending offerings from numerous developers, it seems Steel Soldiers has come up a bit short. Certainly, the game isn't trying to be the next Command & Conquer, but I'm not sure it's trying to do much of anything. The unit models are so atrociously bad I had to chuckle to myself at the thought of trying to get a decent screenshot.

There is plenty of action to be had, but it's the same kind of action over and over again. Get control of a territory, shoot the enemy, and make units and buildings. If you're going to use the argument "that's what all RTSs are," you'd be mostly right (resource gathering would be the missing piece). However, if you're thinking about it during gameplay, there's got to be something wrong. When I watch *Joker's Wild* on the Game Show Network I don't think to myself, "Geez, this is just like every other game show out there. Look, there are prizes and contestants, a host and an audience – how typical." I just enjoy it because *Joker's Wild* has a formula that works, whereas Steel Soldiers does not.

KRISTIAN

- **Concept:** Capture territories and shoot at assorted units and buildings
- **Graphics:** Bland textures and lackluster models make for a disappointing display.
- **Sound:** There is some fairly decent voice acting, but that's the only thing worth noticing.
- **Playability:** A few tricky controls take a little getting used to, but it's nothing to worry about.
- **Entertainment:** Don't look to get a lot of bang for your buck with this one.
- **Replay Value:** High

SECOND OPINION

I have enjoyed many a Bitmap Brothers game, even this game's forefather, *Z. Steel Soldiers*, like the games before it, has a certain flair to it that I like. Unfortunately, also like the games before it, it lacks real innovation. The interface is slightly clunky, and this game offers nothing new to RTS. Average.

ANDY — 6.5

■ **STYLE** 1 TO 8-PLAYER STRATEGY ■ **PUBLISHER** EON DIGITAL ENTERTAINMENT ■ **DEVELOPER** BITMAP BROTHERS
 ■ **RELEASE** JUNE 15

REVIEWS



GAME BOY ADVANCE

SUPER STREET FIGHTER II: TURBO REVIVAL

LARGE ORDER OF SFII WITH EXTRA SAUCE TO GO, PLEASE

Capcom does Street Fighter right, in arcades, on home consoles, and now on handheld systems. Super Street Fighter II: Turbo Revival is an amazing accomplishment for Game Boy Advance.

Everything an SF junkie could ask for and then some is here on the small screen.

All 16 characters from the series return. The sprites are very detailed, and show up clearly on the GBA screen, even in less-than-optimal lighting. Also impressive are the backgrounds, which take full advantage of GBA's palette. The game's character art puts any other portable cart's skills to shame.

Amazingly, gameplay is near perfect, even with only four buttons. It's kind of tough to quickly tap a button for medium attacks, but you get used to it. Quarter-circle and charge specials are pulled off without problem.

SSFII:TR has a lot to offer, aside from being a great port. Vs. Points — earned from gameplay — unlock rockin' bonus goodies. Some recall Street Fighter Alpha 3's multiple enemy battles, but with only two fighters onscreen at once. Alpha-ish Super combos give each warrior one huge attack to unleash. Street Fighter II made me buy a SNES. Now Super Street Fighter II: Turbo Revival will be why I get a Game Boy Advance. — JUSTIN

THE BOTTOM LINE



9

■ **Concept:**

Put the most successful arcade fighter into the palm of your hand.

■ **Graphics:**

Animated backgrounds, huge sprites, and high quality character art.

■ **Sound:**

Better than the Genesis SFII games... but music lacks charm.

■ **Playability:**

Seasoned Street Fighter vets will root right in, despite the lack of buttons.

■ **Entertainment:**

Perfect for trips, waiting rooms, and anywhere else you'd have to endure long periods of boredom.

■ **Replay Value:**

High

SECOND OPINION

When I first saw Super Street Fighter II: Turbo in the arcades, I said, "Games will never get better." Stupid me. Now, it fits in the palm of my hand, and it's just as amazing as any of the SNES SF ports. The bonus options add some replay value, but as a whole, this fine release is purely nostalgic.

REINER — 8.75



GAME BOY ADVANCE

NAMCO MUSEUM

DON'T LOOK BACK

On the surface, this looks like a no-brainer: five all-time arcade classics for the price of one GBA cartridge. It sounds great on paper, until you begin to realize that three of these five "classics" haven't aged well at all. Dig Dug is still good for a few laughs, but I got tired of burrowing around and inflating monsters a little quicker than I did when I was seven. Galaxian is now more notable for being an evolutionary step between Space Invaders and Galaga than it is for any actual entertainment value. Pole Position, which I sure recall liking a lot in my elementary days, just flat-out sucks. Reiner informed me that it always did, so maybe I didn't know any better back then.

This leaves us with two deathless, undeniable classics: Ms. Pac-Man and Galaga. Now these two gems still rank among the greatest games ever made (see our 100 Greatest Games of All Time list), so I wouldn't call anyone foolish for buying Namco Museum. Still, if I had just plunked down close to a hondo on a GBA, I'd want a little more bang for my software dollar. When you look at games like Castlevania, Tony Hawk 2, and Dodge Ball Advance, it's hard to work back to the "good old days." — MATT

■ **STYLE** 1-PLAYER COMPILATION ■ **PUBLISHER** NAMCO ■ **DEVELOPER** NAMCO/MASS MEDIA ■ **RELEASE** JUNE 14

SECOND OPINION

Ok, we have all seen this game before and we all know it's good. Now hurry up and go buy your Game Boy Advance a copy so you can play Galaga and Ms. Pac-Man on the go like the rest of us.

ANDY — 8

THE BOTTOM LINE



7

■ **Concept:**

Five of Namco's early '80s arcade games packed into a GBA cart

■ **Graphics:**

As good as possible, given that Namco had to stay true to the originals

■ **Sound:**

Just like you remember

■ **Playability:**

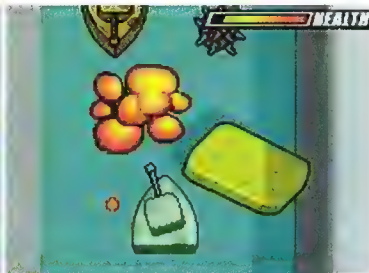
These games lose a little responsiveness when you have to use the GBA's d-pad instead of an arcade joystick like God Intended

■ **Entertainment:**

Good fun, but is it worth \$35?

■ **Replay Value:**

High



GAME BOY ADVANCE

ARMY MEN ADVANCE

ALL QUIET ON THE GBA FRONT

Army Men Advance is a simple game based on simple toys, and mindlessly killing people can be cool, especially when the premise is so straightforward. But the villain here is the controls. Per usual for an AM title, I was running around frantically in order to aim properly. Holding down the R shoulder button fixes your orientation, but oftentimes you're so surrounded by foes it's not practical. On the other hand, I wish the environments were as cluttered with scenery. There is little here that pushes the handheld's known power. Multiplayer? That's MIA.

AMA's gunboat level, Frogger-like interlude, and weapons (machine gun, flamethrower, etc.) are nice touches. Maybe if DC Studios fixes things up here and there, the next Army Men GBA tour of duty may be fun. Holy cow, did I just ask for another Army Men game?!?! Don't tell Matt!!! — KATO

SECOND OPINION

Hath the Lord forsaken thee? As hard as it may seem to believe, Army Men Advance is actually decent. The combat is a tad cumbersome, but the animation is superb, and the environments are as colorful as can be.

REINER — 6

THE BOTTOM LINE



5.5

■ **Concept:**

The bare essentials on a system that can deliver so much more

■ **Graphics:**

Nothing to write home about, although I did dig the explosions

■ **Sound:**

The gunfire and grunting won't get you going

■ **Playability:**

AMA works in its simple approach, but with standard Army Men controls there are some problems

■ **Entertainment:**

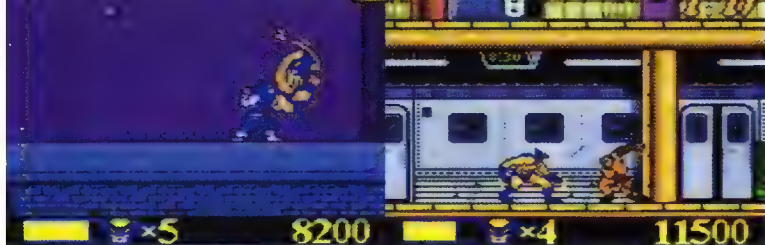
You'll spend your ammo in just an afternoon when there are better GBA titles to be had

■ **Replay Value:**

Moderately Low

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** CAPCOM ■ **DEVELOPER** CAPCOM ■ **RELEASE** AUGUST 15

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** 3DO ■ **DEVELOPER** DC STUDIOS ■ **RELEASE** JUNE 11



GAME BOY COLOR

X-MEN: WOLVERINE'S RAGE

YOU AND WHAT ARMY, BUB?

Super Mario on Game Boy Color proved to me that solid NES-style gameplay can be brought to the system. Unfortunately, it seems nobody has the budgets or desire to make top-notch Game Boy titles. The formula is always the same: get license, make action title, sell copies.

Wolverine's Rage certainly fits the formula, and as such, delivers a game that is average in almost every sense. The gameplay offers some moves for Wolverine, but the entire time you play the title you wish to the Game Boy gods there were more moves to give the action some variation. Alas, the gods do not answer.

If you're looking for a Game Boy title that will fill up an airplane flight, Wolverine's Rage will certainly deliver, but its shallow gameplay keeps it from being more than a passing play.

— ANDY

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** DIGITAL ECLIPSE
■ **RELEASE** JUNE 15

SECOND OPINION

Jump on a few platforms and look for exits. If you see someone, duck their attacks, then hit A two times to kill them. There, I've just described the entire game so you don't have to buy it.

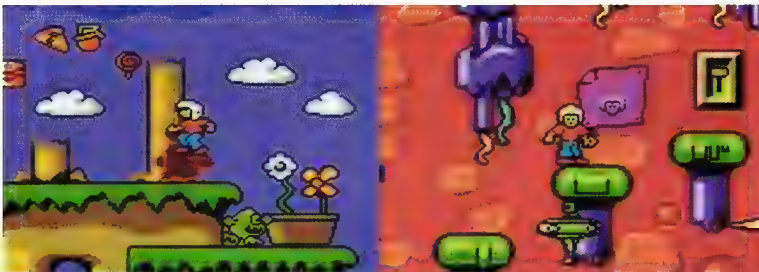
JAY - 5

THE BOTTOM LINE



7

- **Concept:** Get kids who like Wolverine to buy a Game Boy game
- **Graphics:** Nice still-frame cutscenes, and fairly busy in-game environments
- **Sound:** Manages to not annoy or distract from the game
- **Playability:** There are a couple of moves for Wolverine, but his repertoire is limited and it shows
- **Entertainment:** It's fun because it's Wolverine, not because of awesome gameplay
- **Replay Value:** Moderate



GAME BOY COLOR

COMMANDER KEEN

GOOD @*!\$IN' LUCK!

Warning: This title could be dangerous to the development of children. On the outside, Billy looks like he's having fun saving the universe in his bike helmet. On the inside, he's a cold, hard platformer who will either break your spirit, or make you into a man/woman. That's just the way it has always liked it with his Commander Keen series, and fans will attest to that. It took me a few lives (you'll get lots of them) to get used to the high-jumping pogo stick and four-way gun, and when I did, there was nothing left to stop me — except death itself. Keen is exacting with its foes that only get stunned, but don't die, and the need to coordinate jumping and shooting simultaneously. The problem is, with the small screen, you are often leaping totally blind. Only repetition will get you used to some parts. — KATO

SECOND OPINION

Although challenging enough to last you a long time, I find Keen's style does more to frustrate than to entice continued play. Certainly not for me, and probably not for a lot.

JAY - 6

THE BOTTOM LINE



7

- **Concept:** Billy Blaze is back. He's still 8-years-old and as difficult as ever
- **Graphics:** Game's got great colors, and items are flavorful, too. Otherwise, that's it
- **Sound:** Everything's the same...great
- **Playability:** Collision was off sometimes, which is bad for a platformer. Billy's four-way shooter rocks
- **Entertainment:** If you like your games hard or are a fan of the series, then this is for you
- **Replay Value:** Moderately Low

■ **STYLE** 1-PLAYER ACTION/PLATFORM ■ **PUBLISHER** ACTIVISION ■ **DEVELOPER** ID SOFTWARE
■ **RELEASE** JUNE 4

REVIEWS



GAME BOY COLOR

SPIDER-MAN 2: THE SINISTER SIX

ASTONISHING!

The first installment in the web-slinger's GBC repertoire was developed by Vicarious Visions. The concept behind Spider-Man is quite simple, yet Vicarious somehow managed to make a game more suitable for Captain America. It was, in every way possible, a disgrace to the Spider-Man name. When the time came to create the sequel, Activision apparently shared the same sentiment, and Vicarious is in no shape or form attached to this project.

The new developer, Torus Games, actually understands the Spider-Man world, and the gameplay reflects it. Through incredibly smooth animation, Spider-Man can cling to anything, smoothly transition and stick to adjacent walls, and use his webbing for multiple tasks. Instead of just swinging through the levels like you did in the first game, you'll now need to use strategy to pass through them. For the true believers out there, Spider-Man's rogue gallery is in full force, the beloved Spider-Armor is used quite frequently, and the Spider-Sense is flaring at all times. As it should be, you can actually do everything a spider can. Definitely worth a look. — REINER

THE BOTTOM LINE



8

- **Concept:** A side-scrolling action game that tries to incorporate every little nuance within Spider-Man's world.
- **Graphics:** The animation and background details are incredible. Maybe we'll see an Xbox port?
- **Sound:** An annoying techno beat that will kill your Spider-Sense!
- **Playability:** Using Spider-Man's arsenal of moves to navigate the stages is an amazing experience.
- **Entertainment:** The escalating difficulty assures you'll be playing this game more than you care to.
- **Replay Value:** Moderately Low.

SECOND OPINION

Level designs and the use of many of Spider's powers gives little to not like. Cling to everything; web anywhere. One question for S-Man: What's up with beating on guys in bear suits?

KATO - 8

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACTIVISION
■ **DEVELOPER** TORUS GAMES ■ **RELEASE** MAY 29

CHARTS

In association with the NPD TRSTS Video Games Service, Charts presents an in-depth listing of the best-selling software on a month-to-month basis. Are the games you spend your hard-earned dollars on top sellers? Take a look below to find out. We've also compiled a listing of the top-selling Japanese software, and, of course, we included a Top 10 list of the games the GI staff is currently enjoying.



NPD TOP 20

Listings Based Upon NPD Data For May 2001
Based On Units Sold

RANK	L MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
1	N/A	The Legend of Zelda: Oracle of Seasons	GBC	May-01	\$30

Hello, you stupid little puss bags! I am the Vidiot, your narrator for this month's Top 20. If you can pull yourself away from licking your rear like a lowly dog, might I recommend you run out and wrap your grimy paws around this brilliant game. The weather-based puzzles stimulated my pulsating brain, and for some reason or another, I found that Link lad somewhat handsome.

2	N/A	The Legend of Zelda: Oracle of Ages	GBC	May-01	\$30
---	-----	--	-----	--------	------

My Lord...Look at those little muffins shake within those tights. Oh Link, my boy, when will we embrace? Hmm...You're still reading this, eh? Well, I'm not a switch-hitter if that's what you're inquiring. Hey! Don't look at me like that! Link's like a brother to me. A brother, I say!

3	N/A	Mario Party 3	N64	May-01	\$50
---	-----	----------------------	-----	--------	------

Seeing this game creep into the Top 5 proves a point of mine that the word human is synonymous with moron. I don't care if you're only seven years old! You should have the mental stability to know that this game is el crapo! While I feel my cohorts, the GI staff, are highly incompetent, I agree with their harshness toward this miserable release. Hopefully, word of mouth will send its sales spiraling into the pooper!

4	N/A	Red Faction	PS2	May-01	\$52
---	-----	--------------------	-----	--------	------

Now this is my type of game! The premise is to run around large caverns and blow the living daylight out of as many humans as you possibly can! Hee hee! How delightful! I eagerly anticipate the sequel...or any game like it!

5	2	Pokémon Silver	GBC	Oct-00	\$29
---	---	-----------------------	-----	--------	------

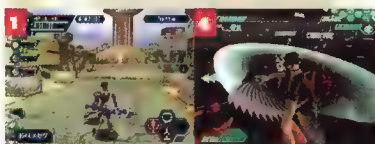
Dear Link, I wish you'd return my calls, for I feel that if we were to meet...Hey! Could you fleshy stinkballs give me a little privacy please!? Man, oh man! If you don't back off, I'm going to place your dingle berries into a vice and noper them like a zit! By the way, I hate Pokémon and pray to the digital creators that it never grades this Top 5 again!!!

RANK	L MO	GAME	SYSTEM	RELEASE DATE	PRICE POINT
6	1	Pokémon Stadium 2	N64	Mar-01	\$60
7	3	Pokémon Gold	GBC	Oct-00	\$29
8	N/A	Crazy Taxi	PS2	May-01	\$50
9	N/A	Dark Cloud	PS2	May-01	\$50
10	6	ATV Offroad Fury	PS2	Feb-01	\$50
11	N/A	Spec Ops: Ranger Elite	PS-X	Apr-01	\$10
12	7	Madden NFL 2001	PS2	Oct-00	\$50
13	N/A	Gauntlet: Dark Legacy	PS2	Apr-01	\$51
14	5	Onimusha: Warriors	PS2	Mar-01	\$50
15	N/A	Mat Hoffman's Pro BMX	PS-X	May-01	\$41
16	13	Gran Turismo 2	PS-X	Dec-99	\$21
17	14	Super Mario Bros. Deluxe	GBC	May-99	\$30
18	4	Kirby Tilt 'N' Tumble	GBC	Apr-01	\$30
19	N/A	Tekken Tag Tournament	PS2	Oct-00	\$50
20	N/A	ATV Quad Power Racing	PS-X	Sep-00	\$20

JAPAN TOP 10

Source: Game Japan
Based On Monthly Units Sold

POS.	L MO	GAME	SYSTEM
1	N/A	Phantasy Star Online Version 2	DC
2	N/A	Jikkyo Powerful Pro Baseball 2001	PS-X
3	1	Gran Turismo 3: A-Spec	PS2
4	N/A	Maken Shao	PS2
5	N/A	Tear Ring Saga	PS-X
6	N/A	Dance Dance Revolution Extra Mix	PS-X
7	7	One Piece Grand Battle!	PS-X
8	N/A	Truth, The Female Goddess	PS-X
9	8	Super Mario Advance	GBC
10	5	Dragon Quest Monsters: Ruka's Travels	GBC



GAME INFORMER TOP 10

The Staff's Favorite Pick

POS.	L MO	GAME	SYSTEM
1	1	Twisted Metal: Black	PS2
2	2	Gran Turismo 3	PS2
3	N/A	NBA Street	PS2
4	10	Dark Cloud	PS2
5	N/A	The Legend of Zelda: Oracle of Ages	GBC
6	N/A	The Legend of Zelda: Oracle of Seasons	GBC
7	3	Red Faction	PS2
8	6	Tony Hawk's Pro Skater 2	GBC
9	8	Castlevania: Circle of the Moon	GBC
10	N/A	Final Fantasy Chronicles	PS-X



PC TOP 10

Based On Monthly Units Sold. Source: NPD Interactive Entertainment
Search: Kristin Barnett/VickiKorff (516) 625-2481

POS.	L MO	GAME	MONTH	PRICE
1	1	The Sims: House Party	Mar-01	\$28
2	3	The Sims	Feb-00	\$40
3	2	Black & White	Mar-01	\$41
4	N/A	Myst 3: Exile	May-01	\$41
5	5	The Sims: Livin' Large	Sep-00	\$29
6	6	Roller Coaster Tycoon	Mar-99	\$26
7	7	Sim Theme Park	Nov-99	\$20
8	8	Age of Empires II: Age of Kings	Oct-99	\$44
9	N/A	Tropico	May-01	\$37
10	10	Diablo 2	Jun-00	\$38



NEW RELEASES ALL DATES SUBJECT TO CHANGE. CHECK YOUR LOCAL RETAILER FOR MORE DETAILS.

Release Date	Title	Publisher/Distributor	System	Release Date	Title	Publisher/Distributor	System	Release Date	Title	Publisher/Distributor	System
7/16/01	Arthur's Knights: Tales of Chivalry	Dreamcatcher	PC	8/15/01	Phantasy Star Online Version 2	Sega of America	DC	9/3/01	Roswell Conspiracies	Ubli Soft	PS-X
7/16/01	Pipe Dreams 2	Talonsoft	PC	8/15/01	F14 Tomcat	Majesco	GBA	9/3/01	Syphon Filter 3	Sony	PS-X
7/16/01	Schizm	Dreamcatcher	PC	8/15/01	Fortress	Majesco	GBA	9/3/01	V.I.P.	Ubli Soft	PS-X
7/16/01	The 4th Prophecy	Dreamcatcher	PC	8/15/01	Super Street Fighter 2: Turbo Revival	Capcom	GBA	9/3/01	Dinosaur	Ubli Soft	PS2
7/17/01	Dragon Warrior III	Enix	GBC	8/15/01	Barbie Pet Rescue	Vvendi Universal Interactive	GBC	9/3/01	Disney's Jungle Book	Ubli Soft	PS2
7/17/01	Jurassic Park III: The DNA Factor	Konami	GBC	8/15/01	Duke Nukem Endangered Species	Gathering of Developers	PC	9/3/01	LEGO Racers II	Lego Media	PS2
7/17/01	Galleon	Interplay	PC	8/15/01	Sudden Strike Add On	Infogrames Interactive	PC	9/4/01	NFL 2K2	Sega of America	DC
7/17/01	Settlers IV	Ubli Soft	PC	8/15/01	M & M's Shell Shocked	Vvendi Universal Interactive	PS-X	9/4/01	Monkey City	Sega's America	PC
7/17/01	Nicktoons Racing	Infogrames	PS-X	8/20/01	ESPN Final Round Golf 2002	Konami	GBA	9/4/01	Half Life	Vvendi Universal Interactive	PS2
7/17/01	Sly Diving Extreme	Cave Entertainment	PS-X	8/20/01	Conflict Zone	Red Storm Entertainment	PC	9/5/01	Breath of Fire	Capcom	GBA
7/17/01	Rugby	Electronic Arts	PS2	8/20/01	Dragon's Lair	Digital Leisure	PC	9/5/01	Mega Man Battle Network	Capcom	GBA
7/17/01	Lemans 24 Hour Racing	Infogrames	PS2	8/20/01	Real War	Macmillan	PC	9/5/01	Mega Man Xtreme 2	Capcom	GBC
7/18/01	Heavy Metal: Geomatrix	Capcom	DC	8/20/01	Rune Gold	Talonsoft	PC	9/6/01	Baldur's Gate: Dark Alliance	Interplay	PS2
7/19/01	Mechcommander 2	Microsoft	PC	8/21/01	NCAA Football 2K2	Sega of America	DC	9/10/01	Advance Wars	Nintendo of America	GBA
7/23/01	Mega Man Legends	Capcom	PC	8/21/01	Propeller Arena	Sega of America	DC	9/10/01	Sponge Bob Square Pants Super Sponge	THQ	PS-X
7/24/01	Dragonziders: Chronicles of Pern	Ubli Soft	DC	8/21/01	Sega Bass Fishing 2	Sega of America	DC	9/11/01	Bombeman Online	Sega of America	DC

EXTERMINATION

■ **FORMAT** PLAYSTATION 2 ■ **STYLE** 1-PLAYER ACTION/ADVENTURE
 ■ **PUBLISHER** SCEA ■ **RELEASE** JULY 24



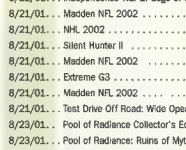
With Extermination, Tokuro Fujiwara returns to the tense, dark action of Resident Evil. However, don't you dare call it a survival horror game, buster! It's a "Panic Action" title - GOT IT? Panic action differs from survival horror in that certain action events occur throughout

gameplay. These events require the player to perform a pattern of controller inputs in a short period of time to save your character. Plotwise, Extermination seems to wallow in the same puddle of sci-fi tropes so many of its competitors have been slopping around in as of late. No doubt, with Fujiwara's firm hand at the wheel, Extermination will overcome its shoddy premise and deliver the goods come July.

7/24/01	Outrigger	Sega of America	DC
7/24/01	Tiny Toons: Buster Saves the Day	Cave Entertainment	GBC
7/24/01	Desperado: Wanted Dead or Alive	Infogrames Interactive	PC
7/24/01	Gamefest: Forgotten Realms	Interplay	PC
7/24/01	Tiny Toons: Plucky's Big Adventure	Cave Entertainment	PS-X
7/24/01	Virtual Kaspárov	Titus	PS2
7/24/01	Extermination	Sony	PS2
7/24/01	Klonoa 2: Lunatic's Veil	Namco	PS2
7/24/01	NCAA Football 2002	Electronic Arts	PS2
7/25/01	Final Fight One	Capcom	GBA
7/25/01	Gundam: Journey to Jaburo	Bandai	PS2
7/27/01	Tang Tang	Take 2 Interactive	GBA
7/27/01	Green Berets	Talonsoft	PC
7/27/01	Max Payne	Gathering of Developers	PC
7/27/01	City Crisis	Take 2 Interactive	PS2
7/27/01	Rune, Viking Warlord	Take 2 Interactive	PS2
7/30/01	Pokémon Crystal	Nintendo of America	GBC
7/30/01	WWF Betrayal	THQ	PC
7/31/01	Rogan Bros.	Sega of America	DC
7/31/01	World Series Baseball 2K2	Sega of America	DC
7/31/01	Commandos 2: Men of Courage	Eidos Interactive	PC
7/31/01	Throne of Darkness	Vvendi Universal Interactive	PC
7/31/01	Power Shovel	Acclaim	PS-X
7/31/01	Sesame Street Sports	NewKidCo LLC	PS-X
7/31/01	Stretch Panic	Cave Entertainment	PS2
8/1/01	Last Blade	Tommo	DC
8/1/01	Portal Runner	3DO Company	GBC
8/1/01	MS Flight Sim 2000: American Airlines	World Air Simulation Group	PC
8/1/01	Red Faction	THQ	PC
8/1/01	StarS! Supermova Genesis	Empire Interactive	PC
8/1/01	X-Com: Alliance	Hasbro Interactive	PC
8/1/01	Gadget Game	Cave Entertainment	PS2
8/1/01	ICO	Sony	PS2
8/1/01	Portal Runner	3DO Company	PS2
8/6/01	Rocket Power Team Rocket Rescue	THQ	PS-X
8/7/01	Alien Front Online w/microphone	Sega of America	DC
8/7/01	NFL GameDay 2002	Sony	PS-X
8/7/01	Rayman Brain Games	Ubli Soft	PS-X
8/9/01	Mask	Dreamcatcher	GBC
8/9/01	Sesame Street Sports	NewKidCo LLC	GBC
8/9/01	Woody Woodpecker	Dreamcatcher	GBC
8/9/01	Dragon's Lair II: Time Warp	Digital Leisure	PC
8/14/01	Razor Freestyle Scooter	Cave Entertainment	DC
8/14/01	Lufia: The Legend Returns	Cave Entertainment	GBC
8/14/01	Conquest	Ubli Soft	PC
8/14/01	Elite Forces	Infogrames Interactive	PC

PHANTASY STAR ONLINE VER. 2

■ **FORMAT** DREAMCAST ■ **STYLE** MASSIVELY MULTIPLAYER ONLINE
 ■ **PUBLISHER** SEGA ■ **RELEASE** AUGUST 15



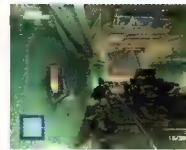
Fear not, Sega lovers! The Dreamcast may be issuing its death rattle, but there's more PSO to come. With the tentatively titled Phantasy Star Online Ver. 2, players will have the opportunity to explore new levels, features, and fight new

and dangerous monsters. The old levels you've grown to know and love have been kept as well, so if you're feeling overwhelmed in a new area, you can go back to Forest 1 and feel right at home. Since Sega wants you to get as much as you possibly can out of this expansion, it's increasing the level cap to 200. If you're still not satisfied, don't worry - Sega's got an ace up its sleeves. Let's say you do make it to level 200, tough guy. And let's say you are kicking some major heinie. You ain't nuttin' until you take on the Ultimate Difficulty mode.

9/11/01	Ooga Boogs	Sega of America	DC
9/11/01	ESPN X Games Skateboarding	Konami	GBA
9/11/01	Jurassic Park II: Park Builder	Konami	GBA
9/11/01	007: The World is Not Enough	Electronic Arts	GBC
9/11/01	Arcanum: Of Steamworks & Magick Obscura	Vvendi Universal Interactive	PC
9/11/01	Dragon's Lair 3D	Ubli Soft	PC
9/11/01	ESPN X Games Skateboarding	Konami	PS2
9/12/01	Operation Flashpoint: Cold War Crisis	Activision	PC
9/17/01	Columns	Sega of America	GBA
9/17/01	Lady Sins	TDK Mediative	GBA
9/17/01	No Rules Get That	TDK Mediative	GBA
9/17/01	Sabrina 2	Vvendi Universal Interactive	GBC
9/17/01	Wendy: Every Witch Way	TDK Mediative	GBC
9/17/01	RM	Fishtank Interactive	PC
9/17/01	Hyper: The Time Quest	Ubli Soft	PS2
9/18/01	Conflict Zone	Ubli Soft	DC
9/18/01	Spider-Man: Mysterio's Menace	Activision	GBA
9/18/01	X-Men: Reign of Apocalypse	Activision	GBA
9/18/01	Garnefest: Chess Classic	Interplay	PC
9/18/01	Need for Speed: Motor City Trade	Electronic Arts	PC
9/18/01	Trade Empires	Eidos Interactive	PC
9/18/01	Hot Wheels Extreme Racing	THQ	PS-X
9/18/01	Spider-Man 2: Enter Electro	Activision	PS-X
9/18/01	X-Men: Mutant Academy 2	Activision	PS-X
9/18/01	Base Strike	THQ	PS2
9/18/01	NHL 2002	Electronic Arts	PS2
9/18/01	Time Crisis 2	Namco	PS2
9/19/01	MX 2002 Featuring Ricky Carmichael	THQ	GBA
9/24/01	Rocket Power Dream Scheme	THQ	GBA
9/24/01	Scooby Doo and the Cyber Chase	THQ	GBA
9/25/01	Alone in the Dark: The New Nightmare	Infogrames	DC
9/25/01	Power Rangers Time Force	THQ	GBA
9/25/01	Rugrats	THQ	GBA
9/25/01	Lock On: Modern Air Combat	Ubli Soft	PC
9/25/01	Project Eden	Eidos Interactive	PC
9/25/01	NASCAR Thunder 2002	Electronic Arts	PS2
9/25/01	Commandos 2	Eidos Interactive	PS-X
9/25/01	Legacy of Kain: Soul Reaver 2	Eidos Interactive	PS2
9/25/01	Pilot Academy	Cave Entertainment	PS2
9/25/01	Project Eden	Eidos Interactive	PS2
9/25/01	Silent Hill 2	Konami	PS2
9/25/01	ThunderStrike Operation Phoenix	Eidos Interactive	PS2
9/26/01	Tennis Worlds	THQ	GBA

SYPHON FILTER 3

■ **FORMAT** PLAYSTATION ■ **STYLE** 1 OR 2-PLAYER ACTION
 ■ **PUBLISHER** 989 STUDIOS ■ **RELEASE** SEPTEMBER 3



Always one to bow down to technology and quickly bury the past, we would have loved to see Syphon Filter 3 on the PlayStation 2, yet after finding out what's in store for us, we're equally excited and can see why Sony opted to keep it on

PlayStation. Picking up exactly where Syphon Filter 2's catastrophic events left off, we find our fearless agents in a world of trouble. Along with a complex plot, Eidetic has worked wonders with the graphics. While the player models remain the same, the texture and lighting qualities have received serious enhancements. This time around, Eidetic's main focus of development is to reward gamers with as many goodies as it possibly can, thus creating a package with longevity. In such, the PlayStation filter will literally go out with a bang.

9/3/01	Coaster Works	Infogrames Interactive	PC
9/3/01	Simsville	Electronic Arts	PC
9/3/01	007: The World is Not Enough	Electronic Arts	PC
9/3/01	Barbie Explorer	Vvendi Universal Interactive	PS-X
9/3/01	NASCAR Racers	Infogrames	PS-X

PLAY TO PERFECTION

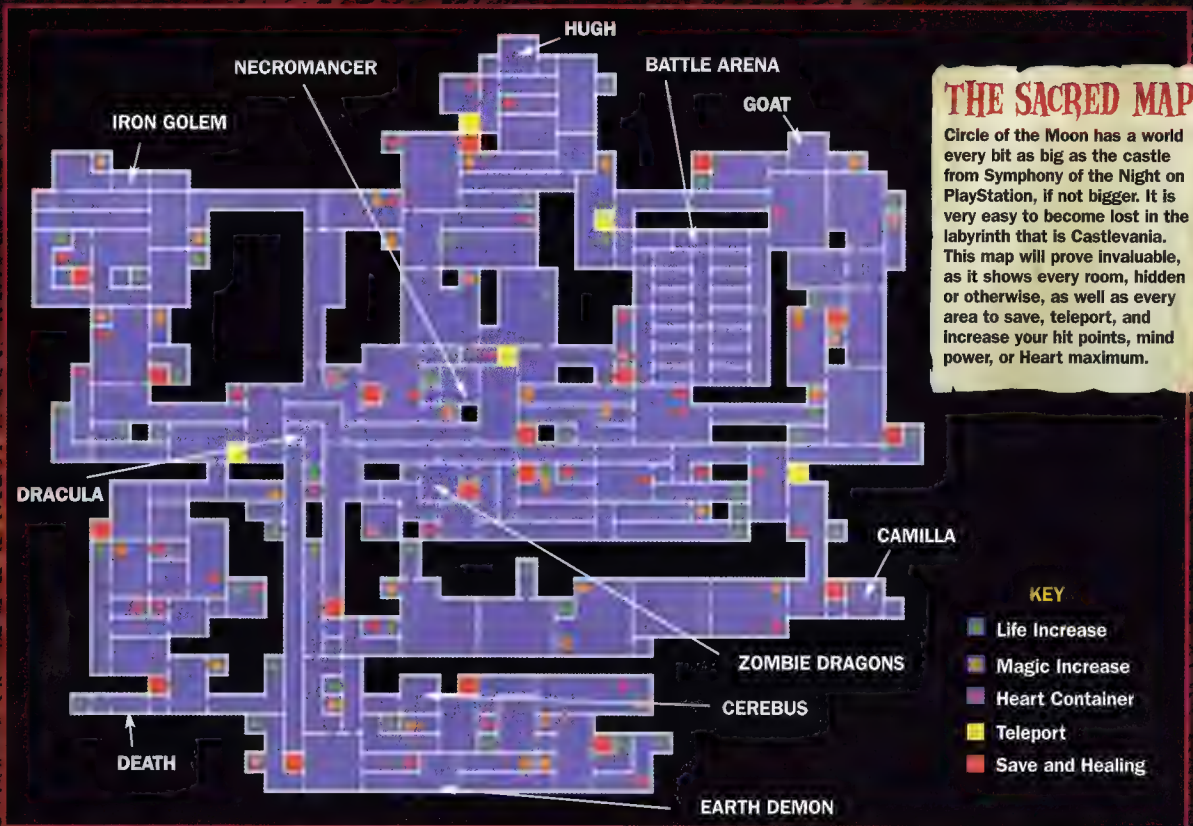
No matter how harmonious society becomes, there are always those who seek to overrule the governing bodies, and wreak havoc and chaos in our world. This is where we enter the outskirts of the Austrian Empire, in the year 1830. Wicked souls have resurrected Dracula once again to bring his tyrannical evil to our world for an eternity of darkness. Three brave warriors – an old man who helped banish the vampire king long ago, and his two students – enter Dracula's castle to issue him a one-way ticket back to Hades. Things go horribly wrong, and as Nathan, it is your unenviable task to prevent Dracula's bloodlust from destroying our world.

CASTLEVANIA: CIRCLE OF THE MOON

VAMPIRE HUNTING 101

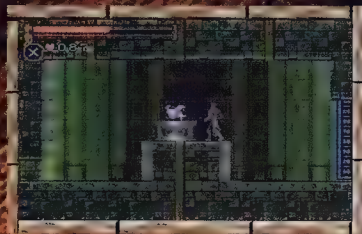
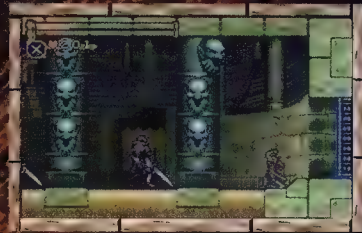
The depth of Circle of the Moon allows for the creation of your own unique strategy. There is some advice, however, that remains universal no matter what your style of play. Heed these words, and you may escape Dracula's castle with your soul.

- Save frequently. This will replenish both your hit points and mind power. Death can come quickly in Castlevania, and it's better to save a lot than be forced to retrace many steps.
- Use the Heart weapons. These will keep you from getting too close to the enemy, and thus keep your head atop your neck. Different weapons are perfect for different situations. Find out what these are.
- Use your DSS abilities. There's no excuse to not have a skill activated as you traverse the map. Whether you're increasing your defense, modifying your weapon, or making a shield for yourself, you should always have something armed.
- When you find armor, check it out. It may increase your attributes immediately, so compare it to the duds you have on.
- Collect all the Hearts you can. You'll need them for bosses and big enemies, so break all the candles you come across, and get your Heart count up to capacity.
- Don't rush into battle. Most enemies cause the most damage when you touch them. Keep monsters at a whip's distance, and separate them from you as much as possible.
- Holding the attack button causes you to spin your whip around you, inflicting minor damage to anything that touches it. This is vital in rooms with regenerating enemies, or when facing projectiles.
- Like Metroid, you can freeze (or turn to stone) enemies to use as platforms to reach higher areas. These jaunts will usually produce great rewards.



BATTLE ARENA

We recommend this area be the last one you tackle, after all the bosses. In it, you must defeat 17 rooms full of monster hordes without your magic and without stopping. This means you'll need all your potions to survive. Make sure you save before entering, since it'll probably take you a few tries to beat this area. In the lobby, you have access to all the Heart weapons (which is a good reference whenever you need a specific one in the game). Take the Cross, since it's by far the most versatile and powerful. Don't be shy about using it, because at this point you should have plenty of Heart-refreshing items. Take it slow and take advantage of the Cross' boomerang-like attributes, and you'll be rewarded the Shinning Armor. Did Konami mean Shining? Who cares, because this armor is the stuff. Also, get on your knees and pray that you get the two cards hidden in here on your first attempt.

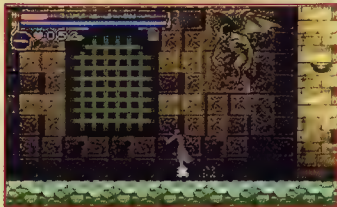


BOSSES & KEY AREAS

You can move about the world at your leisure, exploring as you see fit. To uncover every corner of the castle, however, you will need to pick up magic items. These are only obtained after defeating the game's bosses. Here are their locations, tips to defeat them, and the booty you'll receive. We've also clued you in on some of the game's more difficult points of interest.

EARTH DEMON

Travel as far down as possible from where you begin, then head right. You'll reach the lair of the Earth Demon: a flying beast who sends earthquakes across the ground. Leap these attacks and whip him good for an easy kill. Past him are the Dash Boots, which give you a handy-dandy, double-tap sprint.



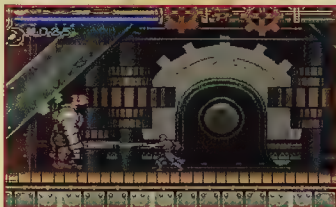
CEREBUS

Keep going right from Earth Demon, go up, then hang a left to run into this monstrosity, who is no stranger to Castlevania faithful. Cerebus is a bear of a wolf to beat, and it's advised that you have the Axe Heart weapon before taking him on. Take advantage of the invincibility moment after you're hit to position yourself to lob axes at the beast. Use whip shots when he's near, and he'll go down in a blaze of defeat. Past his fiery realm is the Double Jump ability, which lets you leap over greater distances.



IRON GOLEM

Make your way up to the high left section of the map. Hugh is here, and he doesn't seem too happy to see you. In the next room, you'll find a slow, methodical tank called the Iron Golem. He has two different attacks, as well as the ability to heal himself. The first attack is a ground pound capable of causing you damage, and making the red cogs up above rain down upon you. Just jump when he pounds, and watch the skies. His second attack is a short projectile. When he rears back, jump away from him. Stay on him, so he can't heal himself too much, and he should be toast in no time. You will then be rewarded Kick Boots, which let you hop along walls just like Samus and Ninja Golden's Ryu.



WHERE NEXT?

After funkin' around with your newfound powers and opening up so much of the map, you may find the next area a bit elusive. Make a beeline to a spot to the right and slightly below the room of the Dracula encounter. You will find a narrow chasm that you can hop up. This will take you to the Eternal Corridor, which lives up to its name. Normally, it's advised to kill all enemies, but for this one you may want to double-jump over the majority of the foes. A lot of these bad-boys dish out major damage, and it's a long way to the next save point.



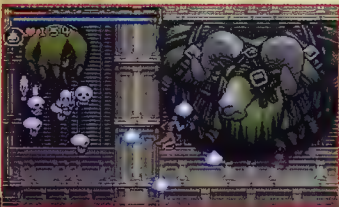
NECROMANCER

This smack-talking boss is near the center of the map. After a friendly conversation, he'll attack. Stay on the ground when he shoots his white rings at you. He'll spawn zombies on the ground, but you can just slide-attack them. His second form is much more difficult, as he will charge you mercilessly, and occasionally take the shape of a green ball, which will bounce all around the room, kicking your butt. His minions are now bone-throwing skeletons. It'll help slightly to have your Axe Heart weapon. There's really no strategy here except the "float like a butterfly, sting like a bee" principle. In the next room you'll receive Tackle, which lets you break through those pesky rocks you've seen clogging your path.



GOAT

Confined within the highest point of Chapel Tower is your next boss. Your partner Hugh couldn't hang, so it's up to you to take him out. Goat is an impressive sight to see, but you can easily trounce him with this strategy. Use your DSS Jupiter ability, preferably combining it with Salamander for a two-fireball shield. This will keep Goat's balls at bay. Continuously jump up and strike his head, positioning yourself close enough to hurt him with your fireballs. When he sends out skulls, run in the opposite direction. When he sends white orbs, run up to the opposite ledge, then double-jump back to your post, over the projectiles. When you put this poor guy out of his misery, you come across a switch that destroys all the large green statues, opening up a few new areas. Go back and receive an unjust scolding from Hugh, and move on.



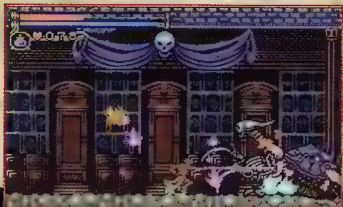
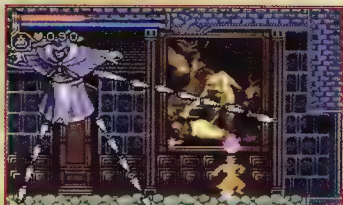
DRAGON ZOMBIES

Tucked away in the Underground Gallery is a massive pair of deadly reptiles. Get in the middle and activate your two-fireball shield again. You're not really safe anywhere, but stay near the middle. The heads will whip around unpredictably. Get your shots in whenever you can. You're safer on the higher platform, but you can't attack from there, so alternate. Having the Blue Flame Heart weapon will help drastically, as you can place it on the edge of the lower platform to damage the dragons as their melons pass by. The left Dragon Zombie fires a slew of fireballs, and the right one shoots single, controlled bursts. They can also make debris rain down from above. Kill one, and the other will snack on the corpse to regenerate some hit points. Now stay on the opposite side of the platform, lay down Blue Flames, and cautiously beat dragon number two into submission. Snag the Heavy Ring which lets you move boxes, and be on your way.



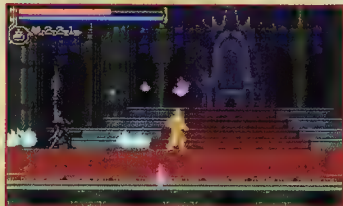
DEATH

The Underground Warehouse is your next port of call. As the namesake would imply, there are plenty of boxes (and simple but tedious puzzles) for your new pushing ability. Wind your way down the left side of the map (from behind the left-handed portal), and you'll have a date with Death. With the right equipment, he's a pushover. The first form floats around like a fat balloon, occasionally tossing large green spheres or shooting sharp appendages out of his body. These are easily dodged, and your spherical fire shield will prevent the flying scythes from damaging you. Ground Death, and he becomes an odd turtle skeleton. Blue Flame is again Gi's Heart weapon of choice, and this alone will bring a quick end to this second form. Just toss the fire and keep your distance. The Cleansing Ring you're rewarded with will make clean all the water in the castle.



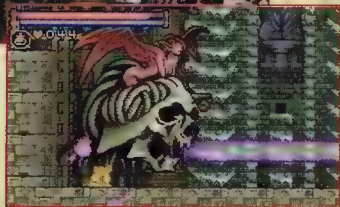
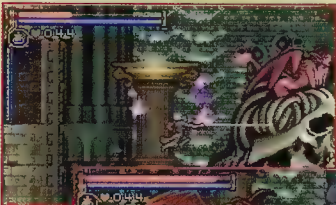
HUGH

At the map's highest point, your former friend turns on you. Preventative maintenance is vital, as you'll have a long way to go from the closest save point to this boss encounter. Be very careful not to take too much damage along the way, Hugh is almost like fighting yourself, as he has all the attacks and specials you do. He'll use them all, including every Heart weapon. It's vital to have a good Heart weapon yourself (the cross, found in a hidden HP-max room along the way, is best), and a defensive DSS (fireballs recommended), since you'll be hard-pressed to hit him with your whip. Let him chase you and get hit with your shield, while you avoid his numerous attacks. Knock him out once, and he'll double the power of his every move. Just stay cautious and you can beat him back to normal. Grab the Last Key and go. Perhaps your biggest challenge will be returning to a save point before your sliver of health disappears.



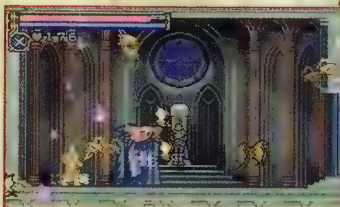
CAMILLA

The water abode that is the Underground Waterway yields some switch puzzles and the beautiful but deadly Camilla. Drac's got your homie Hugh, and this naked demon chick on the back of a skull with a mullet wants to do you in, too. Try to stay behind her while avoiding the purple strands that follow her. Another big thing to look out for is the beam blast that shoots from the skull's mouth. You can dodge it completely by ducking on the ground, or staying up high. The purple balls that are constantly heading your way are best avoided with the circling four ice-ball DSS technique. When Camilla does a lunge move, her next action is to shoot some arched shots out of the skull's mouth, so beware. However, this also gives you an opportunity to sneak up behind and get some good hits in. With Camilla, it's more important to avoid damage than it is to dish it out, because she'll hurt you a lot more than you can hurt her. When you come out victorious, pat yourself on the back and retrieve the Roc Wing, which puts much more spring in your step.



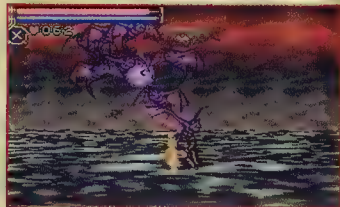
DRACULA PART 1

Your showdown with the head cheese is just beyond the room from the opening scene. Dracula's got your mentor, now it's time to make him pay. He'll materialize onscreen, then shoot something out of his cape. The first is a three-high stack of red birds, which are easily jumped over. The second are staggered blue birds, which take a longer jump. The third is a flurry of yellow birds, near impossible to avoid. Just strike whenever you can, and his weakened, fossilized behind will drop. He'll then flee through a portal.



DRACULA PART 2

Heal up before you hop in the yellow light, either by going to a save point or using your DSS combo Jupiter Mandragora. Use a DSS combo like Jupiter/Thunderbird to up your defense (make sure to activate it when you get to the alternate dimension, or it's useless). Make sure you have the Cross Heart weapon, and hop into the portal. Position yourself on one of the floating platforms. The massive Dracula has three attacks to start, and one of them will let you dish out a ton of pain to him. When he raises his far arm, he will shoot a beam out in front four times that will cause you major damage if hit. When he goes for this attack, stand right next to him and rapidly hurl Cross Heart weapons at his chest. Keep up the onslaught, and this form will be nearly defeated. The close hand raised means he's going to shoot poisonous blobs, which you can destroy. Attack number three (both hands out) makes meteors rain down from above. The best way to avoid these is to make a huge leap to the sky. You can only attack Drac when the eye on his chest is open, so don't waste your time otherwise. Once this form is beat, he'll start flashing black and white. Do not let him touch you! Do a double-jump, toward the middle, then an extremely high leap before he charges. He'll try to nail you from two to four times. Then Dracula will turn into a big eye surrounded by bats, and fly around the stage. Drop to the middle of the stage, and wait for him to come to you. Use your Heart Weapons, carefully placed whip thrusts, and a creative mixture of DSS (we recommend the Uranus summons if you have them), to get your shots in. He'll then do his dashing gimmick again. This will repeat until either you or he dies. It's a long and arduous process, but hopefully you'll emerge victorious.



ACTION CARDS

CARDS

These are your most important items in the game. Earning them takes a degree of luck, and the defeat of specific enemies that hide them. Action Cards and Attribute Cards are combined to give you a power, new weapon, or some other quirky extra. Some took us two hours of dedicated effort to get, while others were given after one shot, so have patience. They're well worth the time.



MERCURY

You'll find this card easily, by destroying Bone Head, the skull enemy that attaches itself to walls and floors. They're everywhere, but you should be able to land one in the Catacombs. Mercury enhances your whip when combined with Attribute Cards.



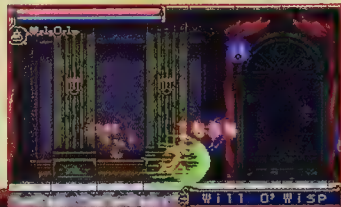
VENUS

The poisonous Slime that drop down from ceilings are the bearers of this card. These can be found all over, as well. One of the earliest places is in the room to the left of the Earth Demon. You'll need the double-jump from Cerebus to get there, but you can then easily kill it and re-enter the room if he won't give it up. Venus has the power to increase your statistics like defense and luck.



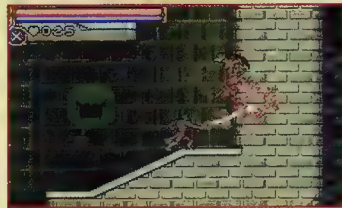
JUPITER

Those screaming red Heat Shades, which throw flaming rock at you, hold this card. You'll run into them first at the Machine Tower. Combining Jupiter with Attribute Cards is great for protecting you from enemies, or revitalizing your health.



MARS

In the stained-glass rooms at Chapel Tower are Flying Swords, the holders of Mars. They are numerous, so you have plenty of opportunities to nab this card, which, logically enough, gives you a new weapon depending on which Attribute Card you pair it with.



DIANA

You can find this card by killing Man Eaters. These carnivorous plants are in the Underground Gallery, and spew seeds in rapid succession. Diana will cause your whip to fire projectiles from it, damaging enemies outside of melee range.



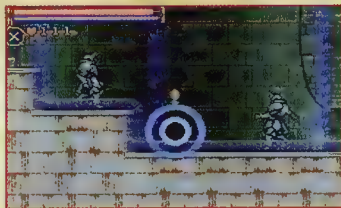
APOLLO

This is an elusive card. Go to the Underground Storage, in the second room from the bottom on the right of the tall room. Here you'll find an Arch Demon, a green monster who spits ammo in an arc. Kill him to get Apollo, which casts magical spells that damage anything within reach. To cast them, hit Down-Forward, Forward, Up-Forward, Up, then Attack.



NEPTUNE

Get this card by going after the Ice Armor foes which inhabit the Underground Waterway. They're the ones that hurl ice javelins at you. Neptune is an elemental-based defender. Combine it with an Attribute Card, and related attacks will actually heal you rather than harm you.



SATURN

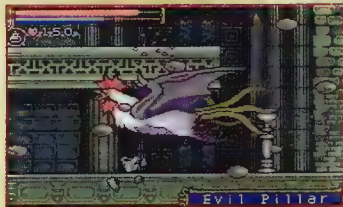
Right outside the Battle Arena lobby is where to go for this card. The Fallen Angel is a female flyer with a circular shield protecting her. Kill her for Saturn, and the card will give you familiars for accompaniment. These

allies will battle on their own or in tandem with Nathan.



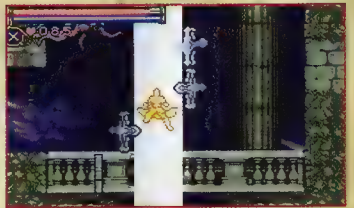
URANUS

Head to the Iron Golem room, after already trouncing this boss (upper-left section of map). You'll see two candles with a greenish hue. Smack a candle, then do one low whip and hold the button. Scary Candle will go out and give up Uranus. This card will save your butt on many occasions (pun intended), and will summon magical beasts to damage everything onscreen. You need to roll the d-pad Down, Down-Forward, Forward, Up-Forward, Up, then press Attack to activate these MP-sucking spirits.



PLUTO

You won't get this card until late in the game, when new monsters inhabit the Corridor. Go to the room where you faced Cerebus, and you'll see an odd-looking candle. Toss a few Blue Flame Heart weapons in front of the background column next to the candle. Hit it, and watch the blue flame consume Trick Candle before it sinks into the ground. It should give you Pluto. Nearly every combo with this card is useful, and will serve you well.



ATTRIBUTE CARDS



SALAMANDER

This card has the ability of Fire, and is given to you after defeated Skeleton Bombers, which are some of the first foes you'll encounter.



GOLEM

Fight a Lightning Skeleton, those that cause electrical shocks to rocket across the ground, and you may earn this card. It's got the power of the Earth element.



THUNDERBIRD

This card has the power of Electricity. To attain it, battle the crafty Were Panthers, which are near Goat's domain.



SERPENT

With the power of Ice and Water, Serpent will be tossed by Earth Demon, the game's first boss.



COCKATRICE

This Chicken card is strong in Stone. You can get it from the Stone Armor guard, which is found in a secret Max HP room in the Machine Tower, among other places.



UNICORN

Blessed with Holy Light, you can only find this card in the Battle Arena, after destroying White Armor troops that shoot light beams from their swords.



MANDRAGORA

Axe Armor, who roams the Audience Room area, will give up this card. It's imbued with the spirit of Plant.



MANTICORE

Machine Tower's deadly Thunder Demons hold this Poison-wielding card, which has the body of a lion and the tail of a scorpion.



BLACK DOG

The Dark opposite of Unicorn, this card is only in Battle Arena. You must get it from Devil Armor, enemies that blast splattering dark shots from their weapons.



GRIFFON

This Wind-bearing card is found on the creature that runs like the wind, the Skeleton Athlete. These enemies are in a long room southeast of the centralized Teleport station.



CARD COMBINATIONS

Here is a chart showing just what you'll get when you put an Action Card with an Attribute Card.

ACTION CARDS

	MERCURY	VENUS	JUPITER	MARS	DIANA	APOLLO	NEPTUNE	SATURN	URANUS	PLUTO
SALAMANDER	Fire Whip	STR +25%	2 Fireball Shield	Fire Sword	Shoot Fireball	Throw Bomb	Fire Protection	Bal Tandem	Salamander Summon	Super Heart Weapons
SERPENT	Ice Whip	DEF +25%	4 Iceball Shield	Ice Sword (Freeze)	Shoot 3 Icicles	Freezing Ice Ball	Ice Protection	Ghost Familiar	Serpent Summon	Heart Weapons x2
MANDRAGORA	Plant Whip	LCK +25%	Stand Still Heal	Rose Sword	Shoot 3 Petals	Throw Rose	Plant Protection	Owl Tandem	Mandradora Summon	Exp. Earned +20%
GOLEM	Long Whip	DEF xMap	More Hit Recovery	Hammer w/ Quake	Shoot Quake	Spears	Earth Protection	Hawk Familiar	Golem Summon	Shadow Nathan
COCKATRICE	Stone Whip	Walking Gains EXP	Invulnerable Stone	Stone Sword	Shoot 3 Rocks	Comet	Stone Protection	Medusa Tandem	Chicken Summon	DEF xGame Time
MANTICORE	Poison Whip	Found Hearts x2	Poison Shield	Poison Claws	Shoot Poison	Poison Bomb	Poison Protection	Ghost Familiar	Manticore Summon	Heart Weapons Use MP
GRIFFON	Wind Whip	INT +25%	Running Shield	Charge Sword	Wind Wave	Tornado	Wind Protection	Wind Sprite Tandem	Griffon Summon	Super Speed
THUNDERBIRD	Electric Whip	STR xMap %	1/2 Damage Received	Hand-to-Hand	Electric Spin	Lightning Ball	Lightning Protection	Electric Crow Familiar	Thunderbird Summon	STR xGame Time
UNICORN	Holy Whip	DEF x2, STR 1/2	Bubble Shield	Holy Sword	Shoot Shell	Arrow of Light	Holy Protection	Angel Tandem	Healing Unicorn	Invincibility
BLACK DOG	Dark Whip	STR x2, DEF 1/2	Dark Shield	Laser Gun	Shoot 8 Balls	Dark Energy Ball	Dark Protection	Devil Charge Familiar	Heal/Damage Dog	Become Skeleton

SECRET ACCESS

PS2 PLAYSTATION 2



CART FURY: CHAMPIONSHIP RACING

Big Head Mode – Enter the Cheat Menu within the Options screen, then press Δ , \square (x2), L2, L1, R2.

Hidden Cars & Drivers – At the Driver Selection screen, simply tap R1 to unlock more drivers, and L1 to reveal the hidden vehicles.

Thick Fog – Enter the Cheat Menu within the Options screen, then press R2, R1, X, \square (x2), \circ .

"Mr. Monday Night"
Fargo, ND



TWISTED METAL BLACK

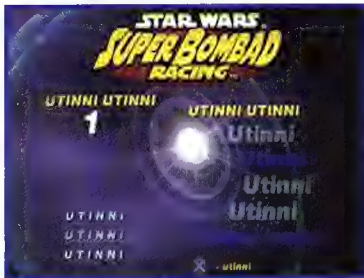
Invincibility – During gameplay, hold L1, L2, R1, and R2, then tap Up, Down, Left, Right (x2), Left, Down, Up. If you enter the code correctly, Invulnerable On will appear at the top of the screen.

Kevin Bacon
Wild Burrows, WA

DARK CLOUD

Weapon Level-Up Cheat – To quickly powerup lower-level weapons, slay an enemy with a different arm, then before the enemy body vanishes, switch to the weapon you wish to enhance. The experience will be issued to the weapon that is currently equipped. The harder the foe, the more experience you'll receive. This technique allows you to quickly reach the Level 5 Limit Break.

Steven Tyler
Orlando, FL



STAR WARS: SUPER BOMBAD RACING

Enter all of these codes at the Main Menu.

All Death Star Mode – R1 (x4), Up, Left

Battle Droid Language – Select (x3), Up

English Language – Select (x3), \circ

French Language – Select (x3), R2

German Language – Select (x3), L1

Grrl Power – Down, Select, Up, Select, Left, Right, Select

Infinite Boost – L1, R2, L1, R2, \square , Select

Italian Language – Select (x3), L2

Jawa Language – Select (x3), \square

Mirror Mode – L2 (x4), \circ , Select

Shark Racers – Up, Right, Down, Left, Select

Slip 'N Slide Mode – Left, Right, \square , \circ , L1, L2

Space Freighter Arena – L1, R1, Select, \circ

Spanish Language – Select (x3), R1

Super Area Mode – Up (x2), Down (x2), Left, Right, Left

Super Honk – \circ (x4), L2, Select

Super Speedy Mode – L1 (x4), R2, \square

Spinning Mode – Up, Left, Down, Right, Left, Up, Down
"The Rhino"
Toledo, OH



4x4 EVOLUTION

Enter all of these codes at the Main Menu.

Normal Mode – L1, L2, R1, R2, \circ (x2)

Slow Mode – L1, L2, R1, R2, \square , \circ

Warp Speed Mode – L1, L2, R1, R2, \square (x2).

"GJ Droid"
(location unknown – last seen
mating with a sexy red fire hydrant)



CRAZY TAXI

Another Day Mode – At the Character Selection screen, tap R1. Now, hold R1 and press X. If the code is entered correctly, "Another Day" will appear in the lower left corner of the screen.

Disable Destination Indicators – Just after choosing the Time Limit, hold L1 and Start. Now, select a character and begin the game. If the code is entered correctly, "No Destination Mark" will appear in the lower left corner of the screen.

Expert Mode – At the Main Menu, hold L1, R1, and Start. Hold these buttons until you reach the Character Selection screen. Press X on the desired driver to begin. If the code is entered correctly, the word "Expert" will appear in the lower left corner of the screen.

First-Person View – During gameplay, plug in a second controller, then hold L1, R1, and \circ .

No Arrows – Just after choosing the Time Limit, hold R1 and Start. Now, select a character and begin the game. If the code is entered correctly, "No Arrows" will appear in the lower left corner of the screen.

Push Bike – At the Character Selection screen, hold L1 and R1. Release L1, then release R1. Hold L1 and R1 again, then release them at the same time. Now, press X. A sound will confirm the code.

Speedometer – During gameplay, plug in a second controller, then hold L1, R1, and \square .

Zoom Mode – During gameplay, plug in a second controller, then hold L1, R1, and Δ .

Kelly McCutchan
Eden Prairie, MN

TOKYO XTREME RACER ZERO

Dangling Passenger – A cute little monster hanging from a string will become available within the cockpit view if you hold R1 when selecting a transmission and through the loading sequence.

Henry Rollins
Glutton, TX

PLAYSTATION



World's Scariest Police Chases

Cheat Mode – At the Main Menu, press Left, Right, L1, R1, \square , \square , R2, L2. If the code is entered correctly, a sound effect will ring out. Now, enter the Options to locate the secrets.

James Vanderwall
Oslo, IL

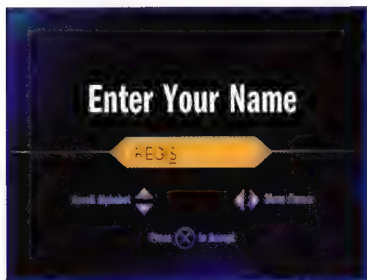


The Simpsons Wrestling

Big Ape Mode – During gameplay, pause, then press \square , L1, \square , R1, \square , L2, \square , R2.

Big Ape Arena – During gameplay, pause, then press \square , R2, R1, \square , R2, R1. Now, exit out and begin a new match to make the ring appear.

Marcus Kaptan
Webville, COM



Who Wants to Be a Millionaire: 3rd Edition

Wacky Name Game – If you enter your name as REGIS or MILLIONAIRE, Regis Philbin will make a snide comment, erase your name, and input something more appropriate. If you leave the name screen blank, Regis will become annoyed and will give you a name.

Thomas Wellington
Houston, TX

DREAMCAST



Crazy Taxi 2

Around Apple Map – In Crazy Pyramid, complete the first batch of minigames (5-1 through 5-5).

Baby Stroller – In Crazy Pyramid, complete the fourth batch of minigames (2-1 through 2-2).

Expert Mode – At the Character Selection screen, hold Start and B, then press A. If the code is entered correctly, "Expert" will appear in the lower right corner of the screen.

New Views – During gameplay and on controller C, press Start and B to switch to a wheelside view. Hit this combo again to switch to a cockpit view.

No Arrows – At the Character Selection screen, hold Start, then press A. If the code is entered correctly, "No Arrows" will appear in the lower right corner of the screen.

No Destination Mark – At the Character Selection screen, hold Y, then press A. If the code is entered correctly, "No Destination Mark" will appear in the lower right corner of the screen.

Original Crazy Taxi Characters – In Crazy Pyramid, complete the sixth batch of minigames (S-S).

Push Bike – In Crazy Pyramid, complete the third batch of minigames (3-1 through 3-3).

Rotating Camera – During gameplay and on controller C, press Start and X to pan out to a rotating camera perspective.

Small Apple Map – In Crazy Pyramid, complete the second batch of minigames (4-1 through 4-4).

Zoom View – During gameplay and on controller C, press Start and Y to switch to a panoramic view.

Daniel Smith
Rockford, IL

4x4 Evolution

One Million Smackers – Plug a Dreamcast keyboard into controller port D. Now, begin a race. At any point, type in: goldfinger. Next, type in: givememoneyordie. Simply Quit to receive your cash.

"The Vidman"
Uptown, MN

GAME BOY ADVANCE

IRIDION 3D

Level Select – Enter the Password screen and input *S3L3CTON*. Exit to the Main Menu, then jump back into the Password screen, this time entering *SHOWT1M3*. The Options menu will then be prompted. Scroll to the Start Level option, and press Left or Right to change the level.

"Virtual Gap Boy 2002"
Phoenix, AZ



CASTLEVANIA: CIRCLE OF THE MOON

Magician Mode – After you beat the game, you'll be given the code: FIREBALL. Enter this cheat as a name for a new file. When you start the game, you'll have all of the DSS Cards, 400 Intelligence, 400 Magic Points, and 100 Luck.

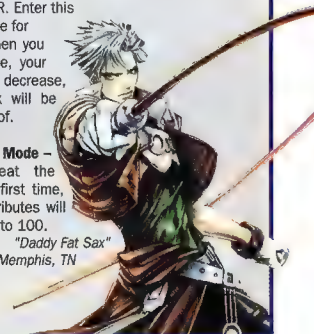
Fighter Mode – After you complete the game twice (once normally and the second through the Magician mode), you'll be given the cheat: GRADIUS. Enter this code as a name for a new file. When you start, you'll have higher statistics. However, none of the DSS Cards will appear during your game.

Shooter Mode – After you complete the game three times (once normally, once in Magician mode, and once in Fighter mode), you'll be given the cheat: CROSSBOW. Enter this code as a name for a new file. When you start the game, you'll have a ton more Hearts. All of the Heart weapons will also be much more powerful. The Homing Dagger will also appear throughout the quest.

Thief Mode – After you complete the game four times (once normally, once in Magician mode, once in Fighter mode, and once in Shooter mode), you'll be given the cheat: DAGGER. Enter this code as a name for a new file. When you start the game, your attributes will decrease, but your Luck will be through the roof.

Vampire Killer Mode – After you beat the game for the first time, all of your attributes will be ramped up to 100.

"Daddy Fat Sax"
Memphis, TN



KONAMI KRAZY RACERS

Bear – In Krazy GP, go to Cyber Field 2, and head toward the finish line. Between the two pits lies a blue gem. Grab it, then quit the race. The Bear will now be available at the Character Selection screen.

King – In Krazy GP, head to Sky Bridge 2, and grab the first blue boost you run across. When you come to the long jump, veer to the right and activate the boost mid-air. You'll reach a secret platform holding a blue gem. Grab it, then quit the race. The King will now be available at the Character Selection screen.

Vic Viper – In Krazy GP, head to Moon Road and grab the first blue boost you run across. On the next jump, veer to the right, then boost in the air to reach the hidden platform. In the center you'll find a blue gem. Grab it, then quit the race. Vic Viper will now be available at the Character Selection screen.

*Haley Lawrence
Redwood Falls, ID*

SUPER DODGE BALL ADVANCE

Dream Team B – Simply complete Championship mode.
Dream Team C – Complete Championship mode twice.
Special Championship – In Championship mode, beat Rocket Team in the finals.

*"The Vidman"
Uptown, MN*

ARMY MEN ADVANCE

All Levels – To freely march through all the levels, and not waste your time playing this game, simply head to the Password screen and input: NQRDGTBP.

*Carla Baskin
Oakland, CA*

GT ADVANCE

Master Code – Head to the Password screen and enter this case-sensitive cheat: 2QJD +D1Q 9Fy2 5B0C

*Tony Sullivan
Joanaburg, FL*



READY 2 RUMBLE BOXING: ROUND 2

Michael Jackson – At the Main Menu, highlight Arcade, then press Left (x2), Right (x2), Left, Right. Now, simultaneously press the L and R Buttons.

Shaq – At the Main Menu, highlight Survival, then press Left (x4), Right (x2), Left (x2), Right. Now, simultaneously press the L and R Buttons.

*"Steven, The Stinky Gamer"
Horse Humps, KY*

CODE OF THE MONTH

TONY HAWK'S PRO SKATER 2

Level Select – During gameplay, pause, then hold the R button and press A, Start, A, Right, Up (x2), Down (x2), Up (x2), Down.

Level Select & Max Cash – During gameplay, pause, then hold the R button and press B, A, Left, Down, B, Left, Up, B, Up, Left (x2).

Spider-Man – During gameplay, pause, then hold the R button and press Up (x2), Down (x2), Left, Right, Left, Right, B, A, Start.

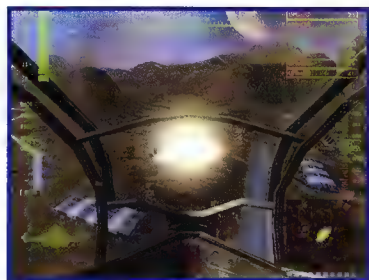
Spider-Man Wall Crawl – During gameplay, pause, then hold the R button and press Right, A, Down, B, A, Start, Down, A, Right, Down.

Infinite Time – During gameplay, pause, then hold the R button and press Left, Up, Start, Up, Right.

Disco Mode – During gameplay, pause, then hold the R button and press Left, A, Start, A, Right, Start, Right, Up, Start.

No Blood – During gameplay, pause, then hold the R button and press B, Left, Up, Down, Left, Start (x2).

*Sid Suckonthisyawanka
Quebec, Canada*



ECHELON

Complete Mission – To win the mission without completing any of the objectives, press ~ to bring up the console window, then type in srv_success 1.

*"The Kramer Gamer"
White Fish, MT*

HALF-LIFE: BLUE SHIFT

Boot up the game with the bsift.exe-dev-console command line. While playing, press ~ to bring up the console window, then type sv_cheats 1 to activate the code function. At this point, any of the cheats below may be entered.

- Change Gravity** – sv_gravity (000-999)
- Change Jump** – sv_acceleration (00-99)
- Change Skills** – skill (1-3)
- God Mode** – god
- Level Select** – map (level name)
- No Clipping** – noclip
- No Target Mode** – notarget

Level Names

- ba_canal1
- ba_canal1b
- ba_canal2
- ba_canal3
- ba_elevator
- ba_hazard1
- ba_hazard2
- ba_hazard3
- ba_maint
- ba_outro
- ba_power1
- ba_power2
- ba_security1
- ba_security2
- ba_teleport1
- ba_teleport2
- ba_tram1
- ba_tram2
- ba_tram3
- ba_xen1
- ba_xen2
- ba_xen3
- ba_xen4
- ba_xen5
- ba_xen6
- ba_yard1
- ba_yard2
- ba_yard3
- ba_yard4
- ba_yard5

*Darien Black
West Winchester, RI*

GAME BOY COLOR

THE LEGEND OF ZELDA: ORACLE OF SEASONS & AGES

Hidden Shop – If you play either of the Oracle games on a Game Boy Advance, a special shop will appear. To find it, head to the house with two doors in the first village. Both doors will be open, whereas one was closed on the Game Boy Color. After entering, the merchant will fill you in on how this is an exclusive club for GBA owners. He sells all of his rare items for a low cost of 100 Rupees. One of the rings here is not in the GBC version.

*"The Rhino"
Toledo, OH*

**DARK CLOUD**

Access Code (Must Be Entered!) –
ec8393f81456e79b

Infinite Hit Points –
4d5c16821456e7dd
1d5c1688140ee7dd
1d5c168c140ee7dd
4d5c16901456e7dd

Max Fish Points –
4d5cc4441456089c

Max Hit Points –
4d5c16761456e7dd
1d5c167c140ee7dd
1d5c1680140ee7dd
4d5c16841456e7dd

Max Water –
7d5c5b601458e7a6
7a5f83281456e7a5

**CART FURY:
CHAMPIONSHIP RACING**

Access Code (Must Be On!) –
ec87ec64144057ac

Infinite Boost –
4cc1354c1456e641
Last Track (Sim Mode) –
3cd000c81456e7b5
Max Season Points –
4cd001d81456089c

**FUR FIGHTERS:
Viggo's REVENGE**

Access Code (Must Be Entered!) –
ec8d633c1456e60a

All Weapons –
3cbb786b1456e7a7

Auto Aiming –
3cbb786c1456e7c5

Invincibility –
3cbb786c1456e7a1

Rocket Camera –
3cbb786d1456e7a6

Small Characters –
3cbb786d1456e7b5

Zoom Camera –
3cbb786d1456e79d

COOL BOARDERS 2001

Access Code (Must Be Entered!) –
ec878228144837fc

All Career Events –
7c8f29b81446e7a6
3d9882291456e7a5

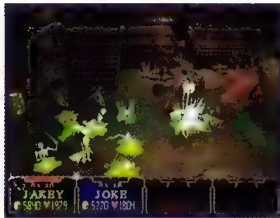
All Career Riders –
1c8f29f861dfb00c

All Quick Race Events –
7c8f466c 1458E7A6
3d9882291456e7a5

All Quick Race Riders –
1c8f498461dfb00c

High Score –
1ca7bef417e9c70c

Infinite Time –
4ca7a5b01456b00c

**GAUNTLET: DARK LEGACY**

Access Code (Must Be Entered!) –
ec8785d41440f2a4

Infinite Gold –
4cb5b0981456089c

Infinite Health –
4cb5b086145629a9

Infinite Special –
4cb59e76145625dd

Level 99 –
4cb5c3381456e788

POINT BLANK 3

Infinite Health –
800ad990 0003

Infinite Health (Player 2) –
800ad992 0003

RED FACTION

Access Code (Must Be Entered!) –
ec8e97781456e60a

All Weapons & Infinite Ammo –
1c84ca6839a1b0e5
1c84ca6ce19fe7b5
1c84ca70e1a6e7a5
1c84ca74e45669bd
1c84ca780456e7a0
1c84ca7c1456e7a5
1c84ca802054e7bf
1c84ca8428947065
1c84ca88909ae7a5
1c84ca8ce65601bd
1c84ca903858eba5
1c84ca942054e7af

Infinite Health –
1cbf66181456e7a5
1cbf661c1456e7a5
1cbf66201456e7a5
1cbf66241456e7a5
1cbf69281456e7a5


PLAYSTATION
**DISNEY'S ATLANTIS:
THE LOST EMPIRE**

Infinite Health –
80096762 0064
80096768 0064

**WHO WANTS TO BE A
MILLIONAIRE: 3RD EDITION**

Infinite Lifelines –
301ffecc 0001
301ffecd 0001
301ffcec 0001
301ffe70 0003

Million Dollar Question –
e01ffe6c 0000
301ffe6c 000E

**ALONE IN THE DARK:
THE NEW NIGHTMARE**

Infinite Health –
801450d8 0032

Infinite Ammo –
80141570 0000
801452c8 0000
801452d0 0009
80145300 0005


DREAMCAST
CRAZY TAXI 2 - DREAMCAST

Access Code (Must Be First!) –
9c5d88f8

Access Code 2 (Must Be Last!) –
245eeca9

Crazy Pyramid Finished –
19f41e74fffff

Expert Mode –
424ade4600000001
9e681ce100000001

Infinite Passenger Time –
2B1debf0000ffff
34c8bf3c80705040

Max Cash –
b7e40c6e0ff05f5

Max Fare –
e7e9fe5b05f50eff

More Time –
9d2e1fe8a0704d9e
76f33df7000ffff (Press X)

**18 WHEELER:
AMERICAN PRO TRUCKER**

Access Code (Must Be On!) –
2458c4a900000002

Access Code 2(Must Be First!) –
9c5d88f8

Access Code 3 (Must Be Last!) –
245eeca9

Infinite Time (Arcade) –
f294b9a300000009
331ea94800000009

Infinite Time (Score Attack) –
4B5aced700000009

Max Cash –
6a8c763205f5e0ff


GAME BOY COLOR
COMMANDER KEEN

All Keys –
91ff95c9

All 3 Crystals –
91ff3ac9
91ff3bc9

Infinite Continues –
91633dc9

Infinite Lives –
916334c9

Max Score –
917f35c9
919636c9
919837c9

ENTER TO WIN

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

Send To:
Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344
secretaccess@gameinformer.com

CLASSIC GI

PAC-MAN FEVER

CLASSIC GI INTERVIEWS VIDEO GAME BARDS BUCKNER & GARCIA



Buckner & Garcia in 1982, on the run from Pac-Man Fever



Gary Garcia and Jerry Buckner today

One of America's most overlooked musical traditions is, surely, the novelty record. From early ragtime songs like Zez Confrey's *Kitten on the Keys* to Sheb Wooley's *Purple People Eater* to Cheech and Chong's epic *Earache My Eye*, the best novelty records earn their 15 minutes of notoriety with a winning combination of pop smarts and eccentric humor. Although there are exceptions (Weird Al, Spike Jones), most novelty artists' careers end as soon as they've begun, leaving their creators with one hit and a permanent place in the collective unconscious of the American public.

For gamers of a certain age, Buckner & Garcia's novelty hit, *Pac-Man Fever*, is an instant reminder of the early days of video games. In 1982, at the height of the mania surrounding Pac-Man, the originally catchy ode to Namco's arcade sensation took the duo from writing commercial jingles in Atlanta to the upper regions of the Billboard charts. Although Buckner & Garcia's fame was fleeting, there is still a strong interest in the *Pac-Man Fever* album amongst nostalgic gamers, which has been fueled by a number of websites devoted to the subject. The song has even earned what might be considered the highest of all pop culture honors, a mention on *The Simpsons*. In response to requests from fans, the *Pac-Man Fever* album (complete with other game-related classics like *So the Donkey Kong and Ode to a Centipede*) has been reissued for the first time on CD.

So, how did a couple of nondescript southern studio pros end up on a TV singing a song about a fat yellow video game character? Recently, *Classic GI* had the opportunity to sit down with a very gracious Jerry Buckner and Gary Garcia to get the full story behind *Pac-Man Fever*.

Tell us about how you two got into the music business — how did you meet?

JERRY: Gary and I were childhood friends from Akron, Ohio, originally, and we went to school together. We were both in separate bands in high school, playing the teen club circuit. We eventually got together and worked on some projects in Akron, then I moved to Atlanta in the early '70s. Gary followed soon after, and we set up shop. We wanted to write songs, but we had to make a living, so we started writing commercial jingles around town and made a business of doing that. It was during that period of our career that *Pac-Man Fever* happened.

What was the impetus for *Pac-Man Fever* and the rest of the album? Were you big gamers?

GARY: We were working in the studio, doing songs we had written and also jingles, and we'd stop every now and then on the way home for some "liquid refreshment." There happened to be a Pac-Man machine in one of the places we'd stop. We moseyed over there and started playing it, and we got hooked on it. So, we figured that if it was something that was that attractive to us, it was going to be something that was going to inspire the world. At that time, not that many people knew what Pac-Man was all about.

We went in, wrote the song and cut it, but because we were a little ahead of the curve, we had a difficult time selling it. As a result, we had to put it out on a label called BGO Records. BGO was a management company here in town. They were handling the Atlanta Rhythm Section and some other artists.

JERRY: After it was released, we ended up getting three radio plays in a week and sold 12,000 records locally. CBS, who we had pitched it to, came back and bought the record from BGO. Now remember that every major record company at the time, including CBS, had turned *Pac-Man Fever* down. One particular individual,

who was a big shot in the business, said that not only did he not think it was a hit, he didn't think it had any Top 40 potential at all.

GARY: He was wrong! [laughs]

JERRY: It went on to hit every chart. It went to #3 in Record World, #5 in Cash Box, and #7 in Billboard.

How did you go about making the rest of the songs on the album?



The original *Pac-Man Fever* record featured diagrams of the maze and patterns for the Pac-Man arcade unit

JERRY: CBS wanted a full album as fast as we could make it. So, we would go out each night to a bar, and find a new game and someone who could play it. We'd watch them, and talk to them and find out how the game worked. Then, we'd come home, sit up half the night writing the song, and go into the studio the next morning and record it. That's how we did each song. We tried to approach each song differently, and try to make each song good in its own right. We didn't just want to stick sound effects on a piece of crap. We wanted them to be good, catchy pop songs.

Did you have any idea what a phenomenon the record was to become?

JERRY: When we cut *Pac-Man Fever*, we definitely knew there was something special about the song. Even in the production, everything came together really well. I thought it was a good song, forget about Pac-Man and the sound effects. It was a good record.

I can't tell you that I stood there saying, "Yeah, this is going to be a monster!" I didn't know. I can tell you that I knew we had produced what I felt was a good record that, if it had the chance, would at least be big locally and help us with our commercial writing career. That's why we put our names on it.

I was surprised at how big it got. Television was largely responsible for that. When they did a story on *Entertainment Tonight*, which in the '80s was huge, that was the key. When they ran that story, we started getting all sorts of calls from television and news people. It was nothing to get a call from CBS, saying "60 Minutes is doing a story on the Pac-Man craze and we'd like to talk to you guys." It just got nuts, absolutely crazy,

What were some of the memorable experiences you had when the record was on top?

JERRY: We did MTV when it was in its infancy. I think it was the first year of its life, but I'm not sure. At any rate, I had barely heard of it when we were asked to appear. They actually had a Pac-Man Day. We were featured live, and they basically depicted the entire day to us. It's funny, because by today's standards, it seems odd that they would do that. We couldn't even get MTV in Atlanta, so no one we knew could even see it.

We did a bunch of shows – American Bandstand, Solid Gold, Merv Griffin – it was great fun. American Bandstand was scary, because we'd grown up watching it as kids. All of a sudden, you're in California, you've got a big record, and you're meeting Dick Clark in person – it was frightening.

How many copies has the records sold to date?

GARY: You mean how many did they pay us on? [laughs] Officially, we sold 1.2 million singles and around 900,000 albums.

JERRY: Actually, it probably sold at least double or possibly quadruple that.

GARY: Because it was a worldwide deal, there were a lot of ways that [albums sales] could slide out the backdoor, so to speak, and go to places where we couldn't keep track of them.

Is underreporting record sales to artists a fairly standard practice in the record industry?

JERRY: I would say yes.

GARY: To one degree or another, everybody gets cheated. What we've always said about the record business is that you hope to sell enough that even after they cheat you, and everybody gets done taking more than they should, that there's still enough left over for you.

Was that the case with Pac-Man Fever?

JERRY: Yes. We were fortunate that the people at BGO Management were very good and honest people, so we got paid pretty well. As far as what happened before they got the money – who knows?

So everybody got to eat...

JERRY: Everybody ate really well [laughs], and for a long time!

How did you get the sound effects from the games that were on the record? Did you face any legal action from the companies whose games were involved, or had the legalities been worked out beforehand?

JERRY: Now, you can just go on the Internet and find whatever samples you want, but back then you had to go out and get them. Usually we had an engineer go out with recording equipment to a bar, because there weren't many arcades in Atlanta yet.

On Pac-Man Fever, they say that if you have a really sensitive record player you can hear somebody in the bar ordering a sandwich. Apparently, at the beginning of the Pac-Man sound effect, you can barely discern somebody saying "Corn Beef."

Getting the licenses for the sound effects was a nightmare. Our manager had to go put all that together. Pretty much each game was a different company, so there was a separate deal for each song. Not only that, you had to make different deals for each song for the worldwide rights in addition to the US rights.

Were the companies helpful, considering that the songs were basically promoting their products for free?

JERRY: You know, people always ask us if we got a free Pac-Man machine, but we never really got anything from Namco. They sent us a T-shirt, some stickers, and a coffee mug – that was it. [laughs] It's funny, because even a lot of the books about the '80s that have come out credit Pac-Man Fever for doing a lot to help to promote the video game industry at that time.

Has the Internet helped rekindle interest in the album?

GARY: Yes. In fact, the Internet is how we found out that there was still interest in Pac-Man Fever. We found a lot of websites referencing our work, and saw a lot of people asking where they could get our records and CDs. So, we went ahead and put our website up, and started selling the CD. The CD has been selling steadily since then. Also, we've been selling music on mp3.com and Amazon.com. We have a bunch of unreleased songs on mp3.com.



Are you surprised at how enduring the record has been? It seems to have carved out a permanent niche in American pop culture.

JERRY: It's an odd feeling, and it's a neat feeling. We really started to notice this a couple of years ago, but [Pac-Man Fever] really has become a pop-culture phenomenon. Even in the Rock 'n Roll Hall of Fame in Cleveland, they have an exhibit called "One-Hit Wonders" and we're in it. It's weird to think that somebody is there right now, looking at our names. It seems to have found its own little place in pop culture. I mean, I can type my name into the Internet and find that it's all over the place. We were even an answer on Jeopardy one night. But, hey, at least it's there for a good thing, not something negative. It was something that was fun, and people seemed to enjoy it.

THIS MONTH IN GAMING HISTORY

This month in gaming history marks the anniversary of the debut of the late, lamented Neo Geo Pocket Color. Released to US retail shelves on August 6, 1999, the unit boasted a powerful 16-bit processor, a 2.6-inch LCD screen, and an impressive launch lineup that featured such notable titles as Metal Slug, 1st Mission, King of Fighters R-2, and Samurai Shodown 2. Although beloved by fighting game fanatics and championed by the press for such masterpiece games as Bio Motor Unitron and SNK vs. Capcom: Match of the Millennium, the NGPC would prove no match for the Game Boy Color and the Pokémon craze. A year later, a financially faltering SNK would announce the discontinuation of the NGPC and the closing of its US offices.



CLASSIC GI

GREATEST GAME OF ALL TIME

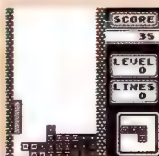
By Amy Titus



Every month one of Game Informer's readers picks his or her personal choice for Greatest Game of All Time.

TETRIS

■ FORMAT VARIOUS ■ PUBLISHER VARIOUS



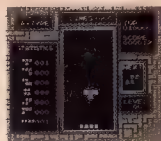
Nintendo Tetris (GB)

How do you choose the best classic game? There are so many incredible games out there. Nonetheless, I believe I have picked the one that no other gamer could disagree represents the best classic game ever. There is one game that can be described as perfect...Tetris. I won't waste time describing it. If you don't know what Tetris is, you probably don't know how to read.

Tetris is true, flawless fun. There is nothing you could change to make it any better. Anyone, whether they have never seen a video game before, or are a jaded editor of a top video game magazine, can pick up Tetris and within a second know exactly what to do. The control is perfect and simple for the more advanced player, down to the newbie.

This game is single-handedly responsible for the success of the Game Boy. It is the source of a lot of litigation and a lot of companies' success, namely Nintendo. Only the most perfect game could cause this much of a stir. Tetris has spawned countless imitators. Almost all puzzle games copy its basic premise. In fact, the entire genre of puzzle games didn't exist before Tetris.

Yes, there are hundreds of great games. Tetris might not be your current favorite. But if you look objectively past all the tri-linear, mip-map interpolated, million polygon tricks you'll find that it's gameplay you are looking for. And Tetris is a pure, fun game.



Tengen Tetris (NES)

NES

TOTAL RECALL



RETRO RATING
2.75



Total Recall was a sweet movie. The action was unparalleled, and its plot was solid enough for those who didn't think a three-breasted woman was enough to categorize a film as classic. Unfortunately, the same can't be said for Acclaim's NES adaptation of Arnold's escapades to Mars. While almost all the classic scenes and locales are represented, the gameplay itself is absolutely horrendous, and the graphics are unbelievably basic, even by 8-bit standards. The between-life pictures are filled with captions that sound more *Terminator* than *Total Recall*, with quotes like "I'll be back" and "Your game has been terminated." While the NES was plagued by crappy movie-license titles, this was one that actually would've been perfect for a video game masterpiece, or at least something that didn't inspire migraines through extended play. Total Recall is definitely an old cartridge that is better left forgotten.

■ **STYLE** 1-PLAYER ACTION ■ **PUBLISHER** ACCLAIM ■ **DEVELOPER** INTERPLAY
■ **YEAR RELEASED** 1990

SNES

SHAQ FU



RETRO RATING
1.5

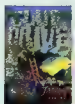


By 1994, the SNES had built a highly respected fighting game library. Then along came Shaq Fu, starring the big, bald seven-foot NBA superstar, and it stuck out like a Hell's Angel at a ballet. Not only were the graphics pathetically miniscule, the mechanics weren't even close to being on par with the *Street Fighters* and *Fatal Furies* of the gaming world. It still defies explanation as to how a character that's only 1/4 of the screen size could take over a second to execute a move after you press the corresponding button sequence. Maybe that's why the manual didn't even tell you the special moves. Aside from O'Neal, whose digital alter ego looks nothing like his real-life self, the other characters were a pathetic gaggle of rejects like a cat woman and a sultan. Shaquille O'Neal's other-of-court excursions, like his rap career and movie roles, all bombed, but perhaps Shaq Fu was the most destructive blast of them all.

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** ELECTRONIC ARTS ■ **DEVELOPER** DELPHINE
■ **YEAR RELEASED** 1994

JAGUAR

CLUB DRIVE



RETRO RATING
3.25



Look at the screenshots of the four games on this page. Which looks the worst to you? It might not be Club Drive, but you can't deny these images are butt. Consider that Atari used to tout its Jaguar as a "64-bit Interactive Multimedia System," and you'll see why it failed miserably. Club Drive is a pathetic attempt at using polygons to convey realism in a driving game. The camera shakes terribly whenever you're near a wall, and the lack of textures just plain hurts your eyes. Stunt Race FX for Super Nintendo and Virtua Racer for Genesis both used polygons, and they both looked leagues better than this. They definitely played better, too, since this game's physics can only be described as random. Club Drive at least offers some variety, with three modes (Tag, Collect, and Race), and four main tracks. There's also a hidden course, and a few secret areas. Club Drive is definitely in an exclusive club — most games don't suck this bad.

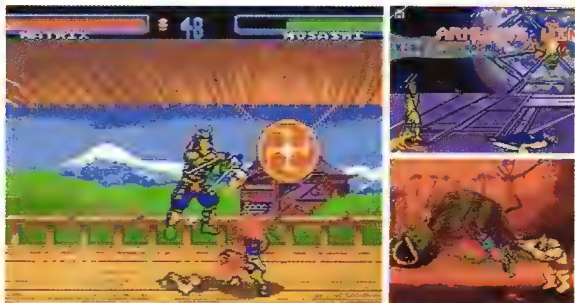
■ **STYLE** 1 OR 2-PLAYER RACING ■ **PUBLISHER** ATARI ■ **DEVELOPER** ATARI
■ **YEAR RELEASED** 1994

GENESIS

TIME KILLERS



RETRO RATING
5



Time Killers, the arcade game, capitalized on the gore trend of the early '90s. For some reason, though, it didn't reach home consoles until 1996, when games like Tekken and Virtua Fighter 2 were on their respective 32-bit systems. The premise of Time Killers is simple: thrash your enemies, hacking off limbs and heads along the way. Even with about seven years of Genesis development to build from, graphics and sound for Time Killers were about as primitive as any seen on the system. Control is adequate, with a dozen or so special moves for each of the eight fighters. The saving grace for this title is the decapitation gimmick, which is pretty darn hilarious. Death moves remove both arms and head, but the funny thing is it removes either two right or two left arms. There's more cheese here than a stuffed crust pizza, which is really the only reason to play it. Time Killers is by no means a quality fighter, but Shaq Fu makes it look gold.

■ **STYLE** 1 OR 2-PLAYER FIGHTING ■ **PUBLISHER** THQ ■ **DEVELOPER** BLACK PEARL
■ **YEAR RELEASED** 1996

JAGUAR

KASUMI NINJA

Play as the Same Character – You need two controllers for this. Enter a Gore code, and go to **Change Code**. Now hold **A** and **C** on the second controller. With the first controller, hit **6, 2, 1, 5, 4**. Now you can both be the same character. We recommend Angus McGreggor, just because he's Scottish.

Tiny Player 1 – You need two controllers here, too. Enter a Gore code, then go to **Change Code**. Hold **A** and **C** on the second controller, then press **7, 4, 3, 8, 7, 1** on controller one. Your character will have now dropped a few pounds – and a few inches.

BRUTAL SPORTS FOOTBALL

Bug Fix – This game's League Mode has a disturbing bug in it. Thankfully, there's a remedy to the situation. Enter the password **RMVVKL343 333V26387**.

CLUB DRIVE

Planet Todd – To get this fifth stage, have your cursor on the level select in the menu. Now hit **B**. Hold down **4** and hit **2, B**, and Planet Todd will appear on the menu's world line.

Atari Headquarters – Go to **Wild West** in a race. There's an underground maze with two secret teleporters. The first will bring you to an enclosed area with a big building brandishing an Atari sign. The other takes you to an island with a dinosaur and a flying saucer.

Hidden Castle – While in Racing mode, choose **Jeromy's Pad** as your stage. Now drive through the right fireplace, and you'll be magically transported to a castle. To return to the oversized crib of Jeromy, drive into the portal inside the castle.

FIGHT FOR LIFE

Fight as Junior – To control another quality fighter, enter **GIVEMEPOW** as your password. Have at!

NES

BACK TO THE FUTURE 2 & 3

Begin on Part 3 – When you're on the Title screen, hold **B** and **Select**. Enter your password as **FLUXCAPACITORISTHEPOWER**, and you'll start on Part 3, bypassing Part 2 and all its futuristic mumbo jumbo.

TOTAL RECALL

Extra Life – Go to the movie theater in the first level and sit through the credits. You'll receive a 1-up for your trouble, allowing you to battle even more Martian punks.



DYNO WARZ

Level Passwordz – Dynozaurz will be lozt without your help. Put in these pazzwordz to begin at a later level.

2	5431	4	6315	6	1697
3	9892	5	7452	7	6425

View Dynosaurz – To check out all the prehyztoric creaturez, uze **7777** as your pazzword, and hit **Start**. Now use Up and Down to change viewz.

SNES

SHAQ FU

Blood Mode – Go to the Options screen, and hit **Y, X, B, A, L, R**. You'll see the screen flash red, which means there is now a smattering of blood in the game.

Bonus Stage – After taking Voodoo to school in **Story Mode**, re-enter **The Lost Jungle**. You'll be taken to a bonus stage.

Character Select For Story Mode – If you're sick of being that big doofus Shaq in Story Mode, go to the **Options** screen and hit **↑, ↓, B, ←, →, B**. Now you have the whole cast to choose from.

Remove Background – Who needs backgrounds anyway? Go to Options and hit **↑, →, B, ↓, ←, B**. Now enter **Duel Mode**, start a battle, and hit **X** and **B** simultaneously. Background go bye-bye.



MOVE LIST (All directions are when facing right)

BEAST

Sonic Roar – **→, ↘, ↓, ↙, ←, →, Kick**
 Spitfire – **↓, ↘, →, Punch**
 Thermal Blast – **↓, ↙, ←, Punch**

KAORI

Cat's Claw – **↓, ↙, ←, Fast Kick**
 Cyclone – **←, ↙, ←, Power Kick**
 Energy Bomb – **←, ↙, ↓, ↘, →, Fast Kick**
 Energy Ball – **←, ↙, ↓, ↘, →, Fast Kick**

MEPHIS

Lightning Arc – **→, ↘, ↓, ↙, ←, Power Kick**
 Lightning Jaws – **↓, ↘, →, Punch**

RAJAH

Scimitar Spiral – **→, ↘, ↓, ↙, ←, Punch**
 Sword Shockwave – **←, ↓, ↙, ←, Punch**
 Thunder Clap – **→, ↓, ↘, →, Power Punch**

SETT

Cosmic Missile – **↓, ↙, ←, Kick**
 Mummy Wrap – **→, ↘, ↓, ↙, ←, Power Punch**
 Wedge Charge – **→, ↓, ↘, →, Kick**

SHAQ

Inferno Kick – **↓, ↘, →, Kick**
 Shaq-urikin – **→, ←, →, Punch**

VOODOO

Eagle Claw – **←, ↙, ↓, ↘, →, Punch**
 Earthquake – **→, ↓, ↘, →, Fast Punch**
 Voodoo Doll – **↓, ↙, ←, Power Kick**



NES

SUPER MARIO BROS.

Super Mario Bros. is an all-time classic, as shown by its placement in our Top 100. For you nostalgic types who want to get back into it, or those poor souls who have never played it, we present a guide with the most important secrets and strategies to rescue your beloved princess.

FLAG JUMP/FIREWORKS

At the end of the first three stages of every world, Mario or Luigi gets a chance to hop on a flagpole and slide down to the bottom, giving them a funny, wonderful feeling not unlike climbing a rope in gym class. The higher you land, the more points you score. To get 5,000 points (the maximum), line up as far back on the top platform as possible. Hold B, your run button, then run to the edge and leap off.

Fireworks will give you extra points, as well as a little 8-bit eye candy. The number of fireworks you receive depends on the last digit on the timer when you hit the pole. If it's a six, you get six fireworks; a three will get you a pyrotechnic trio; and ending with a one will get you a lone blast.



FIRST WARP

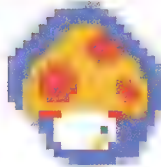
We all know this warp well. In World 1-2, jump on the ascending elevator, and leap to the bricks along the top of the screen. Stroll forward to gain access to World 2, World 3, and World 4.



THE MINUS WORLD

This mystical, magical level has stunned gamers for years. Now, you can learn the secret to accessing it. First, make your way through World 1-2 as big or fire Mario. When you get to the pipe after the two elevators, jump up and take out the second and third bricks to the left of the pipe. Now, duck and try to jump through the lone brick without breaking it. Do this right (it'll take a few attempts), and you'll pass through the wall to your right, into the former warp room.

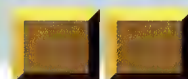
Go through any of the tubes and you'll end up in World -1, which is a never-ending aquatic wonderland.



3-1 LIFE LOOP

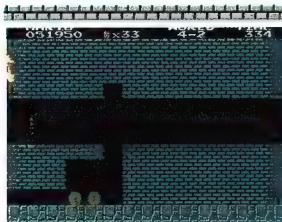
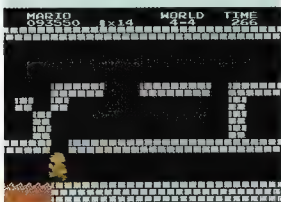
The end of 3-1 has a trick that will give you all the lives you'll need to decimate every Koopa in your path. On the stairway to the flagpole, you'll see two turtles heading your way. Ignore the first one, and hop on the second right when it's on the third step. Now, hop on top of him and rapidly hit A. If you're doing this right, you'll keep jumping on him, giving you more points and finally extra lives for every jump. Get your fill of freebies, but try not to

let the timer run out. Whenever it shows your lives now, there will be weird symbols rather than numbers.



GENERAL DUNGEON STRATEGY

The early dungeons are pretty straightforward, but they get more complicated later on. A general rule of thumb when in dungeon mazes is the bottom, middle, top principle. When given a choice of paths, going through the bottom, then the middle, then up through the top will almost always ensure a quick trip to Bowser.



4-2 BRICK TRICK

After leaping the gap at the beginning of this stage, make sure you're big Mario and go to the higher walkway. Knock out a few bricks, then walk right until only about half of the empty space is visible. Jump up and you should get caught on a glitch ledge. Now you can jump up and walk with no danger all the way to the next secret warp area.

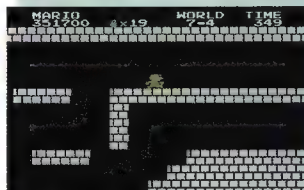
SECOND WARP

There is a well-hidden warp in World 4-2 which will allow you to travel to the final three worlds in the game. After the elevator area, you'll see a group of bricks suspended in the air. Hit the invisible blocks above the third and fourth tiles from the ledge. Inch to the left of the higher block and jump to reveal a beanstalk. Climb up and work your way left to the warp.



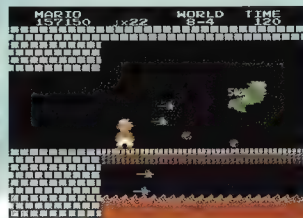
ALTERNATE WARP

If, for some reason, you screw up the 5-6-7 warp, you can still bypass the rest of World 4. Go as far right as possible, but rather than going into the horizontal pipe, break the bricks and walk above it, much like the first warp in the game. This secret path will lead to a warp to World 5-1.



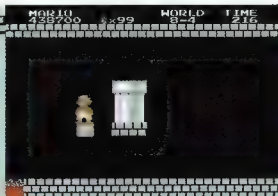
WORLD 7-4

This castle is slightly different from the strategy we outlined earlier. Per usual, though, first take the bottom path, move to the middle, then the top. You'll come across a rotating flame and some lava below. Run across the top portion, then drop down to the ground. From here, get on the middle platforms and jump along them. Go to the top, and run your 8-bit heart out. Bowser will be waiting for you with flames, fireballs, and hammers.



WORLD 8-4

This is the most confusing castle of all. Pretty appropriate, seeing that the princess is actually kept here, isn't it? You'll need to go through a series of pipes to make your way to Bowser, then hopefully to your beloved babe. The first pipe you want to go down is right before a trio of Goomba. Go straight, taking the scrolling platform through the lava. Go in the following pipe, and then travel on until you come to a pipe suspended in the air. There's a hidden coin block that will get you up to it, so you can enter. This leads to an area with Cheep cheeps, so watch your step. Jump over a lava pit and take the next pipe to reach an underwater room. Get out of there alive, and you're just a Hammer Brother away from Bowser himself.



NEW QUEST

Complete the game, and you'll have access to every world from the get-go. Just hit B at the Title Screen to choose your starting position. Now, enemies will be faster, and Goomba have been replaced with Beetles.



FINAL FANTASY MOVIE WATCH

- **Manufacturer:** Seiko
- **Website:** www.seikousa.com
- **List Price:** \$200

Final Fantasy: The Spirits Within is currently in theaters, and if you want to tell time like they do in the year 2065, you'll have to get the Seiko watch designed after the timepieces worn by characters in the movie. Aside from looking daunting, this stainless steel and plastic bracelet has an automatic calendar, an alarm, a stopwatch, and is water resistant to 100 meters. Oh, and it can also tell you what hour, minute, and second of the time stream you currently reside in.



VICTOR MOUSE TRAPS

- **Manufacturer:** Woodstream Corporation
- **Website:** www.victorpest.com
- **List Price:** 2 for 99¢

When some mice decided to make a home out of the bottom of our couch, it was a cute late-night treat to see them scamper about. When they started eating the candy on our desks when we weren't around, leaving little poop pellets behind, they brought on a war they weren't prepared to handle. Figuring simplicity is best, we chose the classic Victor model traps. Two days and five broken mouse necks later, Game Informer gives its highest recommendation to Victor Mouse Traps.



POWER STATION

- **Manufacturer:** Mad Catz
- **Website:** www.madcatz.com
- **List Price:** \$29.99

There's no doubt that you and your Game Boy Advance are going to have a lot of fun together, so why not make a little investment now, and save yourself hundreds of dollars in the future? The Power Station comes with two rechargeable packs that plug into your GBA where the batteries normally go. To recharge, you just slip the GBA into the docking slot when you're done. If you should wear out the ten-hour life of the first pack, the second (that can charge at the same time as the first) is ready to go. If you take an extended trip, you may need to pick up some double As, but otherwise you'll never need to buy batteries again.



GAMESKINS

- **Manufacturer:** Gameskins
- **Website:** www.game-skins.com
- **List Price:** \$17 and up

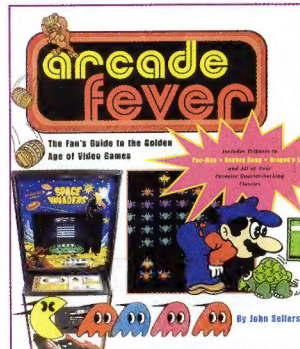
Video games are cool. T-shirts are cool. Therefore, video game T-shirts are double cool. Gameskins has used this theory in creating casual wear, and lately has been selling more shirts than Ocean Pacific did back in '85. Gameskins' key to success has been graphics and phrases that only game players can understand, such as arrows and button presses representing the classic Konami code. Go to the website to do some shopping, as well as test your level of video game trivia knowledge.



ARCADE FEVER

- **Manufacturer:** Running Press Book Publishers
- **Website:** www.runningpress.com
- **List Price:** \$18.95

This 160-page book by John Sellers is less of a history lesson, and more of a nostalgia trip told through numerous pictures and brief interviews. Going through all the classic arcade and console experiences, the book does a good job in not only covering some great games, but also the merchandise that surrounded them. Worth the money for the photographs alone, *ArCADE Fever* is a book that's fun all the way through.



"The genetic combining of FuncoLand.com with GameStop.com has given us a whole new strain of bigger, better, more highly evolved gaming Web site."



Online Coupon
5% OFF

your next purchase at GameStop.com
Coupon code: GMAG 373P9H2

To redeem this coupon, go to www.gamestop.com
Terms and conditions: • good through 8/31/01 • videogame
consoles not eligible • valid for online purchases only

GameStop.com and FuncoLand.com have merged to give you the biggest online selection of new and used games and accessories. Plus you can buy online, then return it to any of our nearly 1,000 stores. And you'll always get special discounts and offers. GameStop.com. All your gaming needs, now at one address.

GameStopcom

FULL-FRONTAL FEAR.

Celebrate the 5th anniversary of the most terrifying game series ever. Join Claire Redfield, as she searches for her missing brother, Chris, and digs deeper into the evil doings of Umbrella Corp. Flesh eating zombies and bio-tech monstrosities haunt Claire's every move. As an added bonus, this special edition includes Wesker's Report. This exclusive DVD gives you a horrific retrospective glimpse into the mind of the mysterious Wesker and the terrifying world that is Resident Evil.



**Blood and Gore
Violence**

CAPCOM

RESIDENT EVIL CODE: Veronica

PlayStation®2



Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!